

**DVO**  
**DRY CLEAN**  
**USER GUIDE**

# WHAT DOES IT DO?

**DVO Dry Clean** is a sophisticated software tool specifically designed for concealing various imperfections in video footage, such as dust, dirt and film blemishes. It provides advanced capabilities to effectively remove or reduce these unwanted elements, enhancing the overall visual quality of the content.

**DVO Dry Clean** supports *integer* and *floating-point* sources.

# HOW DO YOU USE IT?

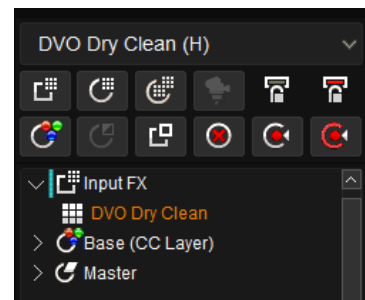
**DVO Dry Clean** works on the following platforms:



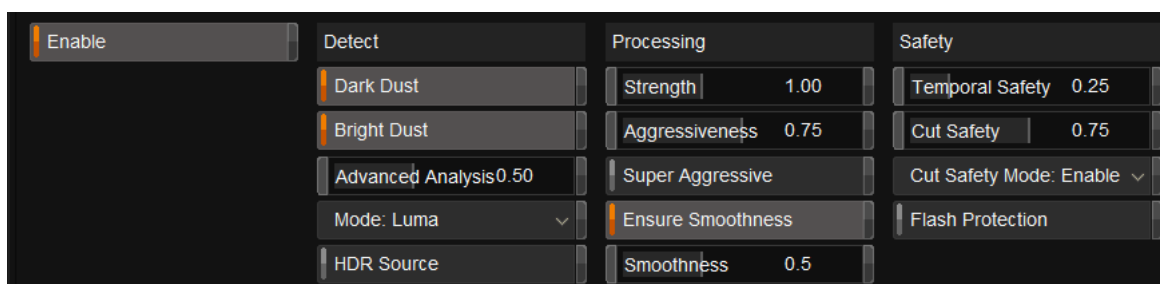
If you're already a Filmworkz veteran, you can jump right in and use **DVO Dry Clean** however if you need a hand with anything, our friendly AI assistant [Juno](#) is your first port of call. Whether it's guidance with DVO tools, help getting started in Phoenix, Nucoda or Loki, access to the latest versions or discovering best practices, **Juno**'s here to offer instant, accurate support, any time you need it - that's 24/7 because **Juno** never sleeps!

# GETTING STARTED

1. Launch your platform on your workstation.
2. Locate the toolbar, (positioned on the left-hand side of the interface)
3. Scan the toolbar options until you find the **DVO Dry Clean** tool.



4. Click on it and the control panel under appears:



# CONTROL PANEL EXPLAINED



# DETECT

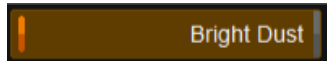
The basic detection settings select whether to locate *Dark* and/or *Bright* objects in the film.

## DARK DUST



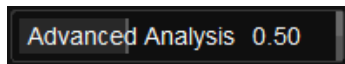
This will search for dark dust speckles and blotches. In RGB mode (see below) it will look for issues with an RGB *negative offset*.

## BRIGHT DUST



This will search for light dust speckles and blotches. In RGB mode (see below) it will look for issues with an RGB *positive offset*.

## ADVANCED ANALYSIS



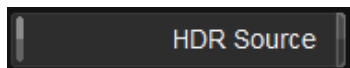
This sets a level of how much extra analysis will be performed after a detection. It'll do a thorough search around the hit and try and find soft edges or thin scratches. Higher values will take longer and increase the risk of false positives.

## MODE



**Luma:** Do the analysis in lumince mode.  
**RGB:** Do the analysis in RGB mode (RGB mode is slower than Luma)

## HDR



*High Dynamic Range* (HDR) processing can be enabled using the *HDR Source* button. This is only valid when the tool is using an OpenEXR source and in float processing mode.

# PROCESSING



## STRENGTH

The Strength parameter sets the overall cleaning threshold. Good results should be achieved using processing values between 0 - 1.

A value of 1.0 uses a simplified estimation of the clip noise/grain level. For values above 1.0, *Dry Clean* can further process the media to brush off grain or noise.

**Range:** 0.00 - 2.00

**Default:** 1.0

## AGGRESSIVENESS

*Aggressiveness* sets how far and how strongly *Dry Clean* will attempt to conceal problematic areas and consider the risks involved with complex material.

**Range:** 0.00 - 1.00

**Default:** 0.75

## SUPER AGGRESSIVE

This will force the processing of detected dust even if considered unsafe. This limits many of the safety algorithms.

## SMOOTHNESS AMOUNT

This defines how much the *Smoothness* will affect a harsh edge within the concealment.

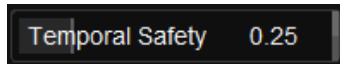
**Range:** 0.00 - 1.00

**Default:** 0.500

## SAFETY



## TEMPORAL SAFETY

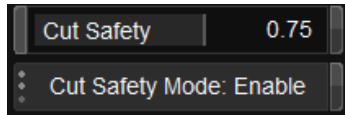


*Temporal Safety* will prevent false positives where unexpected objects appear or disappear from the image.

**Range:** 0.00 - 1.00

**Default:** 0.25

## CUT SAFETY



*Cut Safety* will reduce false positives around *scene cuts* by increasing the safety algorithms on the nearby frames.

The *Mode* option lets you choose to enable or disable this safety setting or decide to not process the frame nearest the scene cut.

**Range:** 0.00 - 1.00

**Default:** 0.75

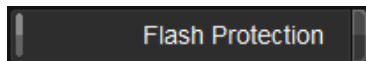
The *Mode* settings are:

**Disabled:** Normal processing at scene cuts

**Enabled:** Cut safety Enabled (**Default**)

**Bypass:** The first and last frame of scene will not be processed.

## FLASH PROTECTION



**Default:** Disabled

Turn off processing if a flash frame is detected.

Examples include camera flashes in news reels or VFX shots that globally alter the luminance level for single frames.



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