

**DVO**

**REGRAIN**

**RGB**

**USER GUIDE**

# WHAT DOES IT DO?

**DVO Regrain RGB** allows you to quickly set up and generate natural looking film grain. You can match almost any type of film stock by setting the grain size and sharpness as well as matching the characteristics of highlight and lowlight intensity behavior in each individual color channel.

# HOW DO YOU USE IT?

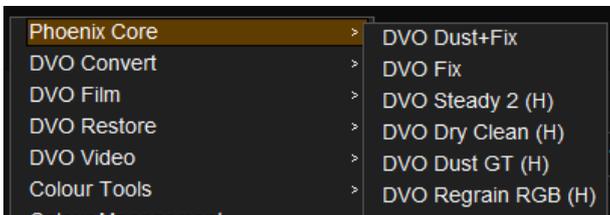
**DVO Regrain RGB** works on the following platforms:



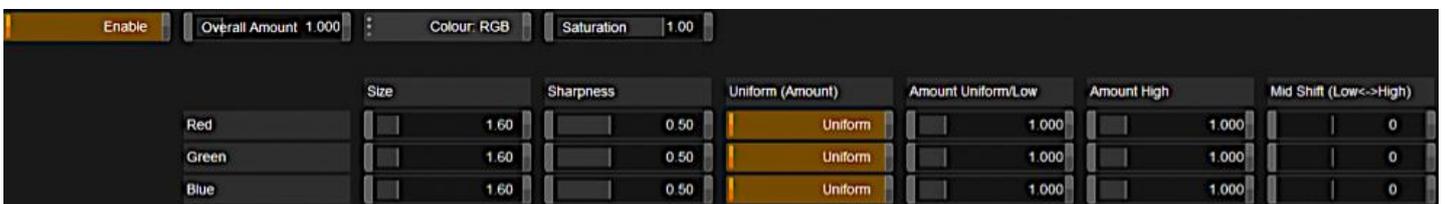
If you're already a Filmworkz veteran, you can jump right in and use **DVO Regrain RGB** however if you need a hand with anything, our friendly AI assistant [Juno](#) is your first port of call. Whether it's guidance with DVO tools, help getting started in Phoenix, Nucoda or Loki, access to the latest versions or discovering best practices, **Juno** offers 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 Regrain RGB** tool.



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



# CONTROL PANEL EXPLAINED

## GLOBAL SETTINGS

### OVERALL AMOUNT

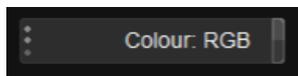


This is the total amount of grain added and calculated as a percentage versus the grain texture setup.

**Range:** 0 – 4.0

**Default:** 1.0 (100%)

### COLOR

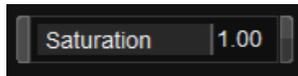


Where to add the grain: RGB or single channels.

The BW options are for selecting the parameter channel to use for adjusting the grain texture.

**Values:** RGB (default), BW (Red), BW (Green), BW (Blue)

### SATURATION



How saturated the grain should be. This applies to RGB color mode.

## GRAIN TEXTURE SETUP

Define the grain applied for each channel in RGB.

In BW we use the setup for the channel selected in the global Color setup above.

### SIZE

Define the size of the grain created (per channel).

**Range:** 1.0 – 4.0

**Default:** 1.6

### SHARPNESS

Define the sharpness of the grain created (per channel).

**Range:** 0 – 1.0

**Default:** 0.5



# UNIFORM (AMOUNT)

If enabled, the generated grain will be same in low (dark) and high (bright) lights. This parameter is enabled by default.

## AMOUNT UNIFORM/LOW



If Uniform (Amount) is enabled, this sets the total amount of grain generated.

If Uniform (Amount) is *disabled*, this sets the total amount of grain generated in **Low** lights only.

**Range:** 0 – 4.0

**Default:** 1.0

## AMOUNT HIGH

Specifies the amount of film grain to be added in high lights (per channel).

**Range:** 0 – 4.0

**Default:** 1.0

## MID SHIFT (LOW <-> HIGH)

Midpoint Balance controls the amount of the frequency range considered to be highlight and lowlight, and thus affects how the highlight and lowlight amounts are applied.

**Notes:**

- To treat more of the spectrum as highlight, enter a negative number.
- To treat more of the spectrum as lowlight, enter a positive number.
- If "0" is used, the gradual change between lowlight and highlight is completely linear.

**Range:** -1 – +1.0

**Default:** 1.0



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