

**DVO**

# **REPARO**

**USER GUIDE**

# WHAT DOES IT DO?

**DVO Repairo** works like magic to repair specific areas and imperfections in a single frame. It also works for repairing larger damage such as punch holes, film tears and other reconstruction.

Using a brush tool to select the damage, **DVO Repairo** automatically repairs the selected area by comparing it to adjacent frames and applying motion compensation to recreate missing detail.

# HOW DO YOU USE IT?

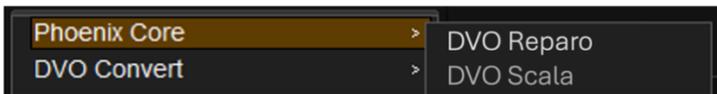
**DVO Repairo** works on the following platforms:



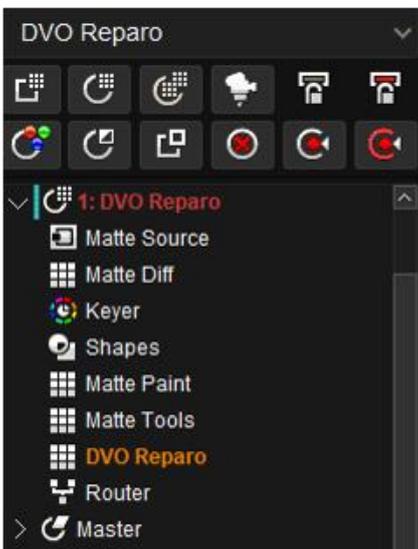
If you're already a Filmworkz veteran, you can jump right in and use **DVO Repairo** however if you need a hand with anything, our friendly AI assistant [Juno](#) is your first port of call. Whether it's guidance with DVO tools, help getting started in Phoenix or Nucoda, access to the latest versions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

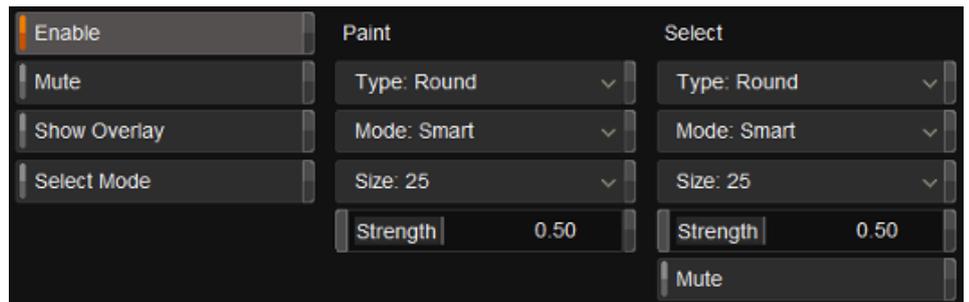
1. Launch your platform on your workstation.
2. Locate the toolbar, (positioned on the left-hand side of the interface)



3. Scan the toolbar options until you find the **DVO Repairo** tool.



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



# CONTROL PANEL EXPLAINED

## ENABLE



Enable tool to process

**Options:** Enabled, Disabled

**Default:** Enabled

## MUTE



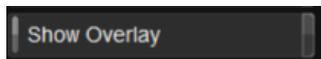
Mute all processing for easy toggle between 'before' and 'after'

**Options:** Enabled, Disabled

**Default:** Disabled

**Keyboard Shortcut:** M

## SHOW OVERLAY



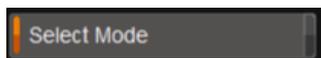
Shows all brushstroke outlines – note that all paint strokes will be shown while doing a brushstroke even when Show Overlay is disabled.

**Options:** Enabled, Disabled

**Default:** Disabled

**Keyboard Shortcut:** O

## SELECT MODE



Allows editing of any brushstroke in the Selected menu. Default selected is always the last stroke. In this mode the cursor will change from Brush to Selection cursor and all brushstroke outlines will be visible.

**Options:** Enabled, Disabled

**Default:** Disabled

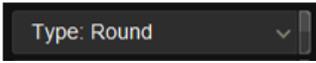
**Keyboard Shortcut:** S



# PAINT MENU

Use this tool to fix an area by either clicking or *clicking and dragging* the brush.

## TYPE



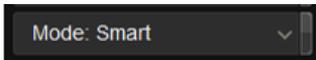
Select Brush Type to be used.

Pixel brush is always 1 pixel

**Options:** Pixel, Round, Square, Line H, line V

**Default:** Round

## MODE



Select the type of processing to be used from the following options:

- **Erase:** Remove processing
- **Smart:** Texture preserving, will find damage within the brushstroke.
- **Forced:** Everything within the brushstroke will be processed

**Default:** Smart

**Keyboard Shortcut:** 3 (up), 4 (down).

## SIZE



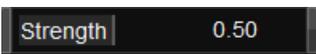
Resize the brush to address smaller/larger areas.

**Range:** 1 – 65 pixels in steps of 2,

**Default:** 25 pixels

**Keyboard Shortcut:** E (larger), D (smaller).

## STRENGTH



Modifier for processing in Smart mode, used to preserve details in highly detailed structures or low contrast dust or dirt.

**Range:** 0.00 - 1.00, steps of 0.1

**Default:** 0.5

**Keyboard Shortcut:** 1 (up), 2 (down)



# SELECT MENU

This is used for editing functionality of the last, or the selected, brushstroke.

## TYPE

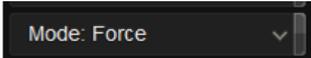


Select Brush Type

**Options:** pixel, round, square, line H, line V

**Default:** -

## MODE



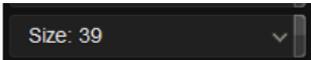
Select the type of processing to be used from the following options:

- **Erase:** Remove processing
- **Smart:** Texture preserving, will find the damage within the brushstroke.
- **Force:** Everything within the brushstroke will be processed

**Default:** Smart

**Keyboard Shortcut:** Shift + 3 (up), 4 (down)

## SIZE



Allows you to resize the brush in order to fix smaller/larger areas.

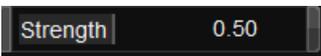
You can also resize the brush by holding down the SHIFT key (on either the keyboard or control panel), the left mouse button and dragging.

**Range:** 1 – 65 pixels in steps of 2.

**Default:** 25 pixels

**Keyboard Shortcut:** Shift + E (larger), D (smaller)

## STRENGTH



Modifier for processing in Smart mode, used to preserve details in highly detailed structures or low contrast dust or dirt.

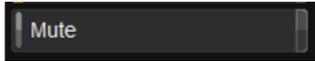
**Range:** 0.00 - 1.00, steps of 0.1

**Default:** 0.5

**Keyboard Shortcut:** Shift + 1 (down), 2 (up)



## MUTE



Will mute processing on the selected brushstroke.

**Range:** Enabled, Disabled

**Default:** Disabled

**Keyboard Shortcut:** Shift + M.

## DELETE

To remove a brushstroke, select it and use **keyboard key Delete**.

## CLEAR

To clear all brushstrokes within a frame, use **keyboard Shift + C**.

This will be stored in DVO Reparo history and can be undone.

# UNDO/REDO

DVO Reparo has its own history to keep track of all strokes, these are all based on the current frame.

**Options:** Undo, Redo

**Undo Keyboard Shortcut:** Z

**Redo Keyboard Shortcut:** X

# KEYBOARD SHORTCUTS

DVO Reparo keyboard shortcuts will only work when focus is on image.

Dedicated DVO Reparo cursor must be visible.



**WANNA KNOW**

# MORE?

**JUNO**

**WEBSITE**

**SALES**

