Filmworkz®
Create Incredible

DVO
DIRT MAP
USER GUIDE

WHAT DOES IT DO?

DVO Dirt Map is a sophisticated tool designed to conceal dust and dirt, as well as fix other imperfections in film. It utilizes Infra-Red (IR) data extracted from the alpha channel of the film clip as a detection signal.

HOW DO YOU USE IT?

DVO Dirt Map works on the following platforms:

PHOENIX Restoration & Color

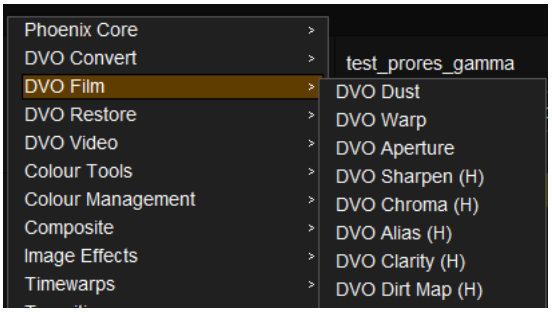
LOKI Automation

MEET JUNO

If you're already a Filmworkz veteran, you can jump right in and use **DVO Dirt Map** 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!

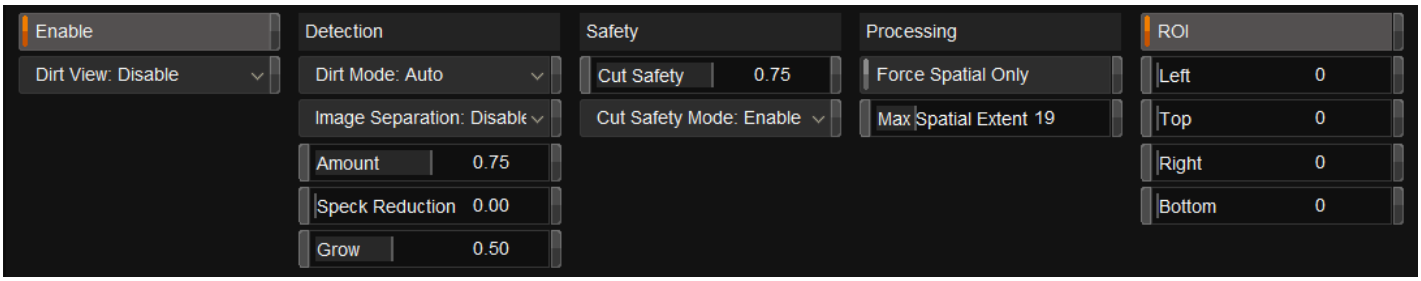
GETTING STARTED

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 Dirt Map** Lock tool.

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

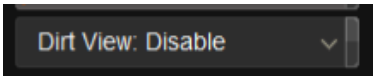


CONTROL PANEL EXPLAINED

DIRT VIEW

To visualize the IR channel and configure the parameters, locate the "View" dropdown menu, and click on the dropdown menu to expand it.

DISABLE



The default state will display the result of processing using the preconfigured parameters. This means that when you view the output, you will see the effects of the applied settings without making any further adjustments.

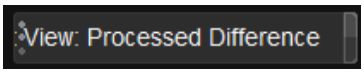
[List Title]: [List text]

TARGET DIRT MAP

Areas in the IR channel identified as dirt will be painted red.

By painting the image red in these areas, you can clearly identify and distinguish the sections where the tool has detected dirt. This process can help you set up the tool effectively and make further adjustments as necessary.

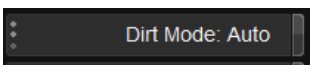
PROCESSED DIFFERENCE



Any areas already processed by the tool will be painted red; the red saturation defines the difference against the source image, with more saturated areas showing larger differences.

DETECTION

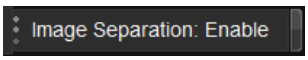
DIRT MODE



This parameter defines how to interpret the dirt map alpha:

- As dark dirt on bright background
- As bright dirt on a dark background
- **Auto:** Auto detects the best option
- **Dirt on white:** Uses a bright background
- **Dirt on black:** Uses a dark background

IMAGE SEPARATION



When working with film that has high density and leaves traces in the alpha channel, the IR channel may become less reliable for accurate interpretation. In such cases, enabling this option to remove the source image from the IR channel can be helpful. It'll effectively eliminate the influence of the source image on the IR channel, allowing for better analysis and interpretation of the IR data.

By activating this filter, you will filter out the source image from the IR channel.

Enable: Filters source content

Disable: Use IR channel as is

AMOUNT

By adjusting this parameter, you can control the strength or intensity of the dirt representation in the IR channel. Increasing the contrast amplitude will make the dirt appear more pronounced and prominent in the IR channel, while decreasing it will make the dirt appear less prominent.

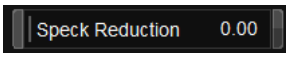
If the value is set too high the signal can be considered **unsafe** and turn off any processing.

Use the *Dirt View / Target Dirt Map* options to improve the results.

Range: 0 – 1.0

Default: 0.75

SPECK REDUCTION



This parameter will filter out *false positives* (e.g., tiny objects) from the IR channel that might not be dirt.

Use the *Dirt View / Target Dirt Map* options to improve the results.

Range: 0 – 1.0

Default: 0

GROW

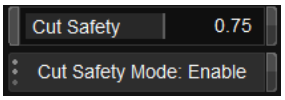
Enabling this option will slightly expand the processing of the IR channel dirt signal beyond the defined hit. This means that the detection and processing of dirt in the IR channel will extend slightly beyond the exact boundaries defined by the hit signal.

Use the *Dirt View / Target Dirt Map* options to improve the results.

Range: 0 – 1.0

Default: 0.75

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 either enable/disable this safety setting or decide to not process the frame nearest the scene cut.

Range: 0 – 1.0

Default: 0.75

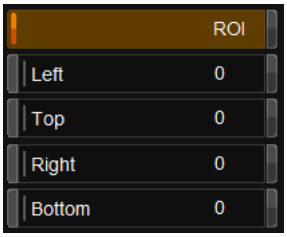
The Mode options are:

Disabled: Normal processing of scene cuts

Enabled: Cut safety enabled This is the Default option

Bypass: The first and last frame of the shot will not be processed

ROI



The **Region of Interest (ROI)** lets you select a specific part of the image to be processed.

An example would be avoiding processing sprockets if the material is over-scanned.

WANNA KNOW MORE?

JUNO

WEBSITE

SALES