

**DVO**

# SCALA

**USER GUIDE**

# WHAT DOES IT DO?

**DVO Scala** is an advanced upscale/remaster tool that improves image quality by compensating for unwanted aberrations. It aims to create a new image with the same level of detail as if it was shot with a camera in the output resolution.

# HOW DO YOU USE IT?

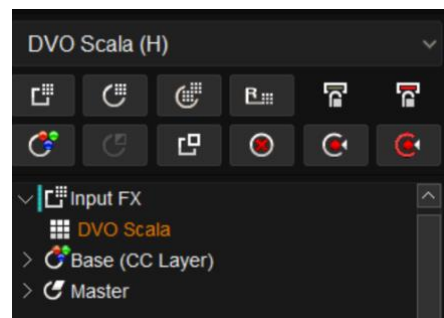
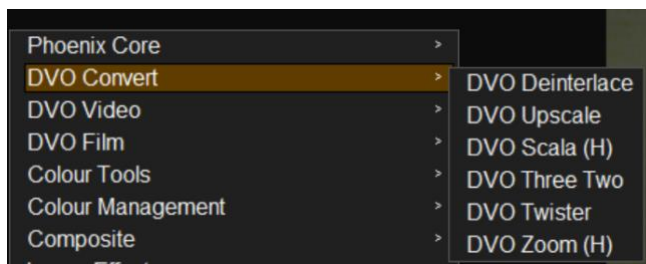
**DVO Scala** works on the following platforms:



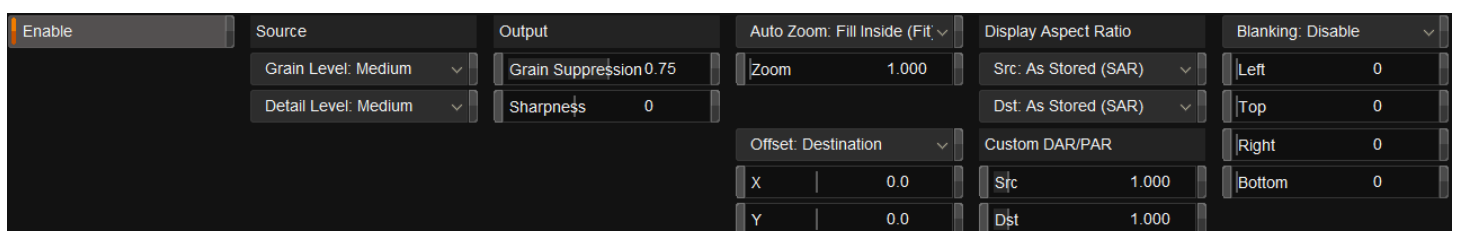
If you're already a Filmworkz veteran, you can jump right in and use **DVO Scala** however if you need a hand with anything, our friendly AI assistant [Juno](#) is your first port of call. Whether it's guidance with DVO tools, help getting started in Phoenix, Nucoda or Loki, access to the latest versions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



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

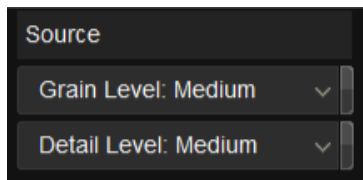


# CONTROL PANEL EXPLAINED



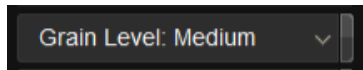
The *Enable* toggle button allows you to enable/disable the effect.

## SOURCE



These settings are to help define the analysis of the source image.

## GRAIN LEVEL



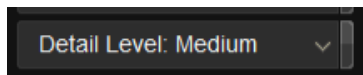
Defines the amount of noise or grain that exists in the source image.

Where Minimum is considered mostly noise-free, and High is a high level of grain/noise.

**Range:** Minimal, Low, Medium, High

**Default:** Medium

## DETAIL LEVEL



Defines the number of details that can be found in the source image.

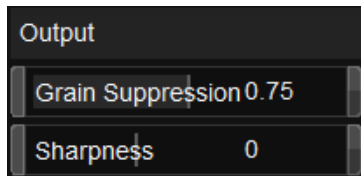
When the source is good, and the quality of the sensor is good, you can find more details in the source even in noisy materials.

**Range:** Low, Medium, High

**Default:** Medium



# OUTPUT



These settings will adjust the looks of the target image.

## GRAIN SUPPRESSION



Use to manage the amount of noise to keep when creating the wanted look of your image.

This setting will be affected by your choice of Grain Level, there will always be some noise management done with a 0 amount; High is for high level of grain/noise.

**Range:** 0.00 - 1.00

**Default:** 0.00

## SHARPNESS



Defines the amount of sharpness that is desired in the target image.

**Range:** -1, 0, 1

**Default:** 0

## ACRONYMS EXPLAINED:

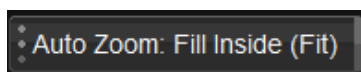
AR – Aspect Ratio

SAR – Storage Aspect Ratio, ratio of pixel dimensions. I.e. 1920x1080 has a SAR of 16/9

PAR – Pixel Aspect Ratio, for square pixels this is 1:1

DAR – Display Aspect Ratio, aspect of picture as displayed; (SAR x PAR = DAR)

## AUTO ZOOM



Auto zoom will scale the image accordingly based upon the SAR, PAR and DAR and zoom selection.

**Disable** – no auto zoom.

**Stretch** – will stretch the edges of source to edges of target, no AR preservation.

**AR Adjust** – adjust the AR, no zoom.

**Fill Inside (Fit)** (*default*)– Zoom image to fit picture in output frame, AR aware

**Fill Full (Crop)** – Zoom image to fill output frame, AR aware



# ZOOM



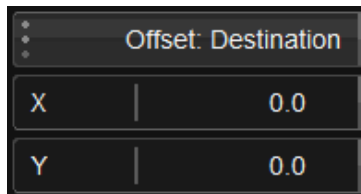
The *Zoom* parameter sets freely a scaling if *Auto Zoom Disable* is selected or appends to the other *Auto Zoom* selections

**Zoom** - Scales X+Y

**Range:** 1.000 - 5.000

**Default:** 1.000

# OFFSET

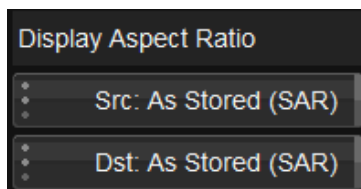


Shifts the picture horizontally and/or vertically prior (Source) or past (Destination) scaling. The final frame will put the offset as the very last process including the blanking.

**Value:** Source, Destination, Final Frame

**Default:** Destination, 0, 0

# DISPLAY ASPECT RATIO



*Display Aspect Ratio* Sets the scaling when the *Auto Zoom* setting uses AR. Settings can be set for both input and output. When working with non-square pixels such as PAL and NTSC it's important to set the correct source DAR. If the PAR is square, you can use the default.

**Custom** - Sets DAR using custom slider.

**Custom PAR** - Sets PAR using custom slider,  $DAR = SAR \times PAR$

**As Stored** - Sets  $DAR = SAR$ , PAR is square pixels 1:1

**4:3** - Sets  $DAR = 4:3$

**16:9** - Sets  $DAR = 16:9$

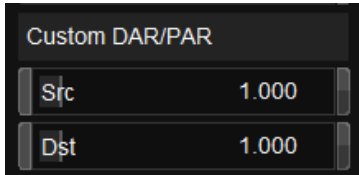
**2:1** - Sets  $DAR = 2:1$

**2.35:1** - Sets  $DAR = 2:35:1$

**Default:** As Stored (SAR)



# CUSTOM DAR/PAR




A screenshot of a settings panel titled "Custom DAR/PAR". It contains two input fields: "Src" with a value of "1.000" and "Dst" with a value of "1.000". Each input field has a vertical slider on its right side.

Sets a custom value for DAR or PAR

**Range:** 0.100 to 8.000

**Default:** 1.000

# BLANKING



A screenshot of a settings panel titled "Blanking: Disable" with a dropdown arrow. Below the title are four input fields: "Left" with a value of "0", "Top" with a value of "0", "Right" with a value of "0", and "Bottom" with a value of "0". Each input field has a vertical slider on its right side.

Allows the user to add blanking to the target image either with a sharp or soft edge.

**Values:** Disable, Enable (sharp), Enable (soft)

**Default:** Disable

A soft border can give a more natural look.



**WANNA KNOW**

# MORE?

**JUNO**

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**SALES**

