

DVO

VELVET

USER GUIDE

WHAT DOES IT DO?

[Used in Film & Digital Video post-production workflows **DVO Velvet** easily & effectively deals with aggressive noise and grain reduction whilst ensuring the resulting video is visually pleasing to watch producing stunning results.

Velvet's highly effective at correcting footage with high levels of grain or noise, particularly dark or low-light shots.

HOW DO YOU USE IT?

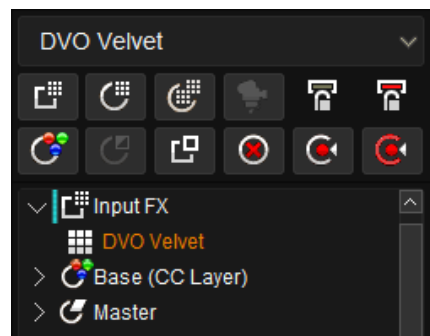
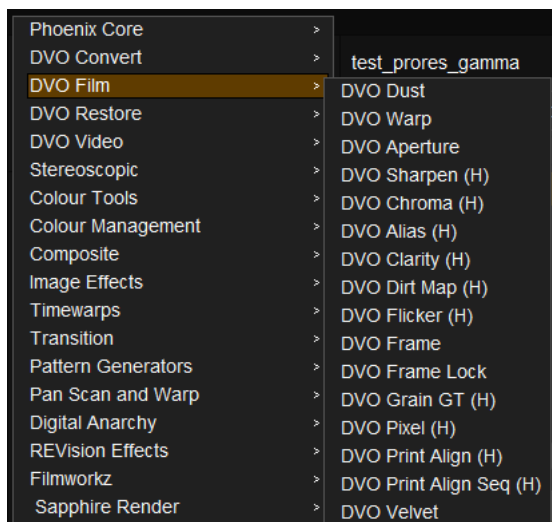
DVO Velvet works on the following platforms:



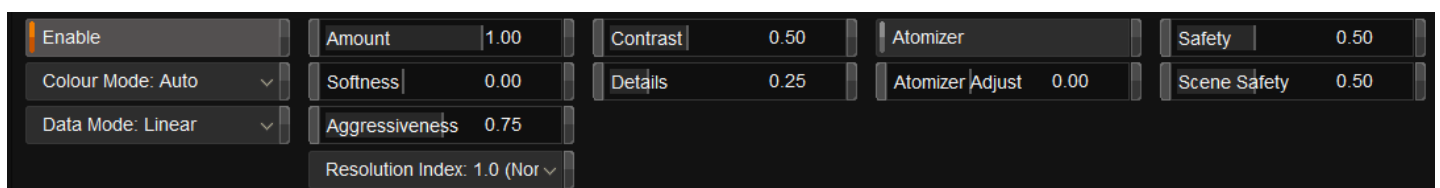
If you're already a Filmworkz veteran, you can jump right in and use **DVO Velvet** however if you need a hand with anything, our friendly AI assistant [Juno](#) is your first port of call. Whether it's guidance with DVO tools, help getting started in Phoenix, Nucoda or Loki, access to the latest versions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



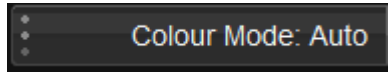
4. Click on it and the control panel under appears





CONTROL PANEL EXPLAINED

COLOR MODE



The drop-down list allows the user to set RGB processing or single channel BW (black and white) processing.

The options available are:

Auto Analyze the clip to assign BW or RGB processing

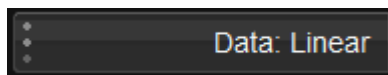
RGB Separate analysis and processing of the RGB channels

BW Only the Green channel is analyzed and used for all channels

RGB > BW Converts RGB to a single channel, process and output the result as BW

Default: Auto

DATA



You need to set this control according to the material that you are working with. If the footage was shot with a *video* camera, select a **linear** format. If this control is not set correctly the material may not be processed properly.

Default: Linear

AMOUNT

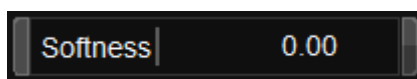


Sets the processing from no processing to full processing.

Range: 0.00 - 1.00

Default: 1.00

SOFTNESS



This softens the image to create a smooth look, with a range going from -1 to +1. The preferred default is 0.

Range: -1.00 - 1.00

Default: 0.00



AGGRESSIVENESS

Aggressiveness 0.75

Defines the noise levels handled within the image

Range: 0.00 - 1.00

Default: 0.75

RESOLUTION INDEX

Resolution Index: 1.0 (Nor v)

The Resolution Index is a metric used to describe the true resolution of image content relative to the pixel size. It takes into account the details and level of information present in an image beyond just the number of pixels.

While pixel count indicates the total number of individual picture elements in an image, it doesn't provide a complete representation of the image's actual detail and sharpness. The Resolution Index attempts to quantify the effective resolution by considering factors such as image content, sharpness, and the ability to resolve fine details.

In some cases, an image may have a high pixel count but lack sufficient detail, resulting in a lower Resolution Index. Conversely, an image with a lower pixel count but excellent detail and clarity may have a higher Resolution Index.

The Resolution Index provides a more comprehensive evaluation of image quality, considering both pixel count and the inherent level of detail present in the image. It helps to assess the true resolution and sharpness of an image by accounting for factors beyond pixel size alone.

This parameter allows the algorithm to make better decisions for specific types of material.

Range: 0.5 (Low) - 1.00 (Normal)

Default: 1.00 (Normal)

CONTRAST

Contrast 0.50

Adjust the local contrast within the image

Range: 0.00 - 1.00

Default: 0.50

DETAILS

Details 0.25

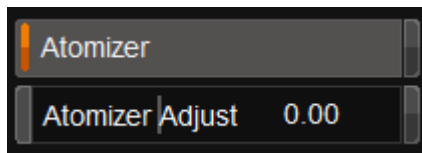
Enhance details to make the image sharper.

Range: 0.00 - 1.00

Default: 0.25



ATOMIZER

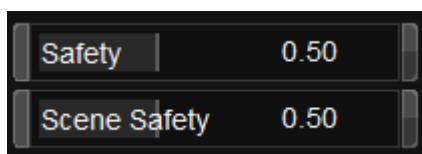


The atomizer uses the original noise/grain and divides them into smaller particles, making a smoother and more velvety texture. The Adjust parameter will adjust the amplitude of the new noise/grain.

Range: -1.00 - 1.00

Default: 0.00

SAFETY



Safety can help prevent the loss of important details in a picture, such as low-contrast elements like smoke. Scene safety helps to prevent unintended alteration or loss of details at the start and end of the shot; this is particularly important in situations where there are no reference frames available for comparison or where the content is more vulnerable to degradation due to the absence of adjacent frames.

Range: 0.00 - 1.00

Default: 0.50



WANNA KNOW

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