

DVO DRINT ALGON USER GUIDE

WHAT DOES IT DO?

DVO Print Align uses a fully automatic process to align RGB separation prints, even if the offset varies over time. *DVO Print Align* assumes that each frame of material contains all color channels (RGB or CMY).

If your frames are composed of separate color channels in a sequence, use DVO Print Align Sequential.

HOW DO YOU USE IT?

DVO Print Align works on the following platforms:

It's also coming soon to:



If you're already a Filmworkz veteran, you can jump right in and use DVO Print Align, however if you need a hand getting going, check out these QuickStart Guides:

PHOENIX QUICKSTART GUIDE

NUCODA QUICKSTART GUIDE

GETTING STARTED

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

Phoenix Core		
DVO Convert		
DVO Film		DVO Dust
DVO Restore		DVO Warp
DVO Video		DVO Aperture
Colour Tools		DVO Sharpen (H)
Colour Management		DVO Chroma (H)
Composite		DVO Alias (H)
Image Effects		DVO Clarity (H)
Timewarps		DVO Dirt Map (H)
Transition		DVO Flicker (H)
Pattern Generators		DVO Frame
Pan Scan and Warp		DVO Frame Lock
Digital Anarchy		DVO Grain GT (H)
REVision Effects		DVO Pixel (H)
Filmworkz	>	DVO Print Align (H)

3. Scan the toolbar options until you find the DVO Print Align tool.



4. Click on it and the control panel under appears

	Enable	Analyze Mode: Normal	ROI Margins		•	Manual: Adjust	Horizontal		Vertical	
***	Data Mode: Linear	Reference Colour: Green	Left	0	Red		I I	0.00	I .	0.00
	Invert Colours	Lock Colour: Use Reference	Тор	0	Green		I I	0.00		0.00
		Noise Level: Normal	Right	0	Blue		I I	0.00		0.00
			Bottom	0						



CONTROL PANEL EXPLAINED Data mode

Data Mode: Linear

Select the data format of the image; video cameras typically use a Linear data format. If the Data setting is incorrect, the result can be affected.

Values: Linear (default), Log



Invert Colours

Invert Colors will "invert" CMY sources to RGB.

CONTROLS

ANALYZE MODE

Analyze Mode: Normal

Analyze Mode determines the extent of the analysis performed.

Normal: Works for most material (Default)

Extended: For more difficult material. It's slower than Normal mode.

REFERENCE COLORS

Reference Colour: Green

Select the color component to use as the reference. The green channel normally has more *luminance* (detail). **Values:** Red, Green (default), Blue

LOCK COLOR

Lock Colour: Use Reference

Select the color component others will be locked to. Use the component that is most **stable** (aligned). **Values:** Red, Green, Blue, Use Reference (default)

HEADING 3

Noise Level: Normal

Set the noise level in the media. **Values:** Low, Normal (default), High



ROI MARGINS

ROI Margins	
Left	0
Тор	0
Right	0
Bottom	0

These are the Region of Interest margins and set the region for analysis.

For best results in some cases, the frame borders can be included in the analysis. However, if picture content is not locked to frame borders, it might be necessary to exclude them using the ROI control.

Individual controls for Left/Top/Right/Bottom are in pixels (from the edge of image).

MANUAL ADJUSTMENT

•	Manual: Adjust	Horizontal		Vertical	
Red			0.00		0.00
Green			0.00		0.00
Blue			0.00		0.00

In addition to the automatic setup, you can also make manual adjustments. Each channel (RGB) can be independently adjusted horizontally and/or vertically. The options are:

Disable: Ignore all manual settings.

Adjust: Add offset to adjusted image (default)

Override: Ignore automatic setup and use manual only.

Mute + Manual: Ignore both automatic setup and manual result.





