coloristfoundry

Filmverse project*

*Accurate Film Emulation Plugin (DaVinci Resolve Studio)

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About

Filmverse Lite

For my love for all things social- this is for those who want to create with freedom. As someone who started their journey on YouTube, I'm offering you what I wish someone had given me instead of merely presets. Filmverse Lite features the finest, smoothest, and most organic, true-to-film math — whether it’s colour, texture, or colour as texture. If you're someone looking to tell your stories, I made this for you. Hopefully, this is just the beginning for you. :)

- Jai

Objective

Philosophy: Filmverse Lite has been created for those seeking to replicate film-like colour for digital footage. It offers accuracy and reliability, distinguishing itself from other so-called "emulation" tools that have gained a poor reputation online. It adopts a straightforward approach to film emulation, providing a simpler setup than the full version of Filmverse, yet still pointing colours in the right direction. This allows users to finish their project with confidence.

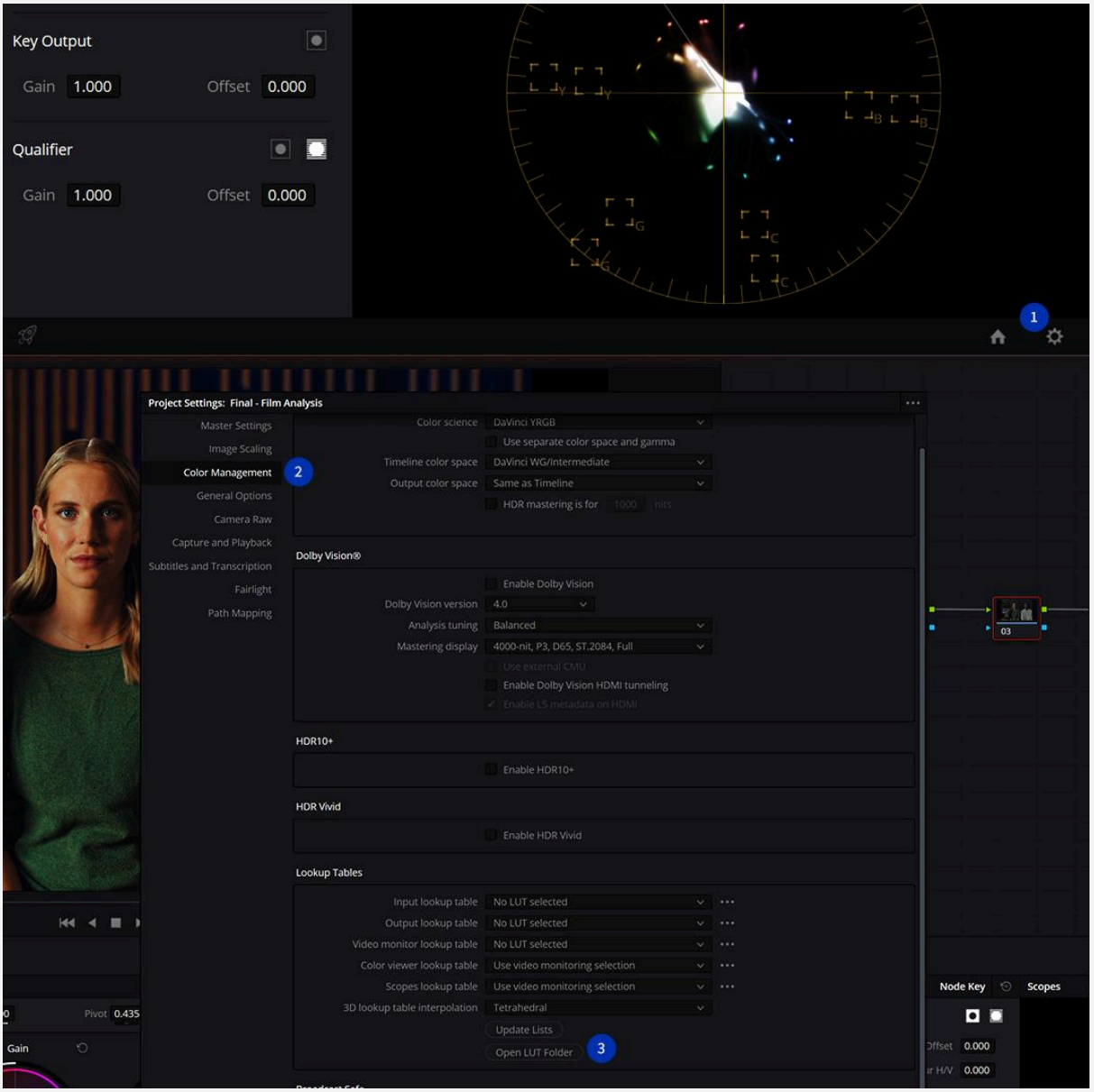
Approach: In terms of colour science, Filmverse Lite emulates both Kodak 500T and Kodak 2383, achieving a final image with film-like hue fidelity and tonal response. While the mathematical approach in Filmverse Lite employs a simplified version of the nonlinear algorithms utilised in the full version of Filmverse, it nonetheless effectively aligns colour reproduction with traditional film characteristics. This approach provides a robust foundation for projects seeking to replicate the nuanced aesthetic qualities of film, offering a closer approximation to authentic film colorimetry.

Filmverse Lite retains the textural details found in the full version, including features like mimicking film grain, halation, softening, and gate weave effects. In this way, it aims to surpass most of the other plugins and power grades available, offering a high-quality solution at an affordable price point, ideal for those just beginning their filmmaking journey.

Installing

1. Go to the colour page. Open settings from the bottom left gear icon in resolve.

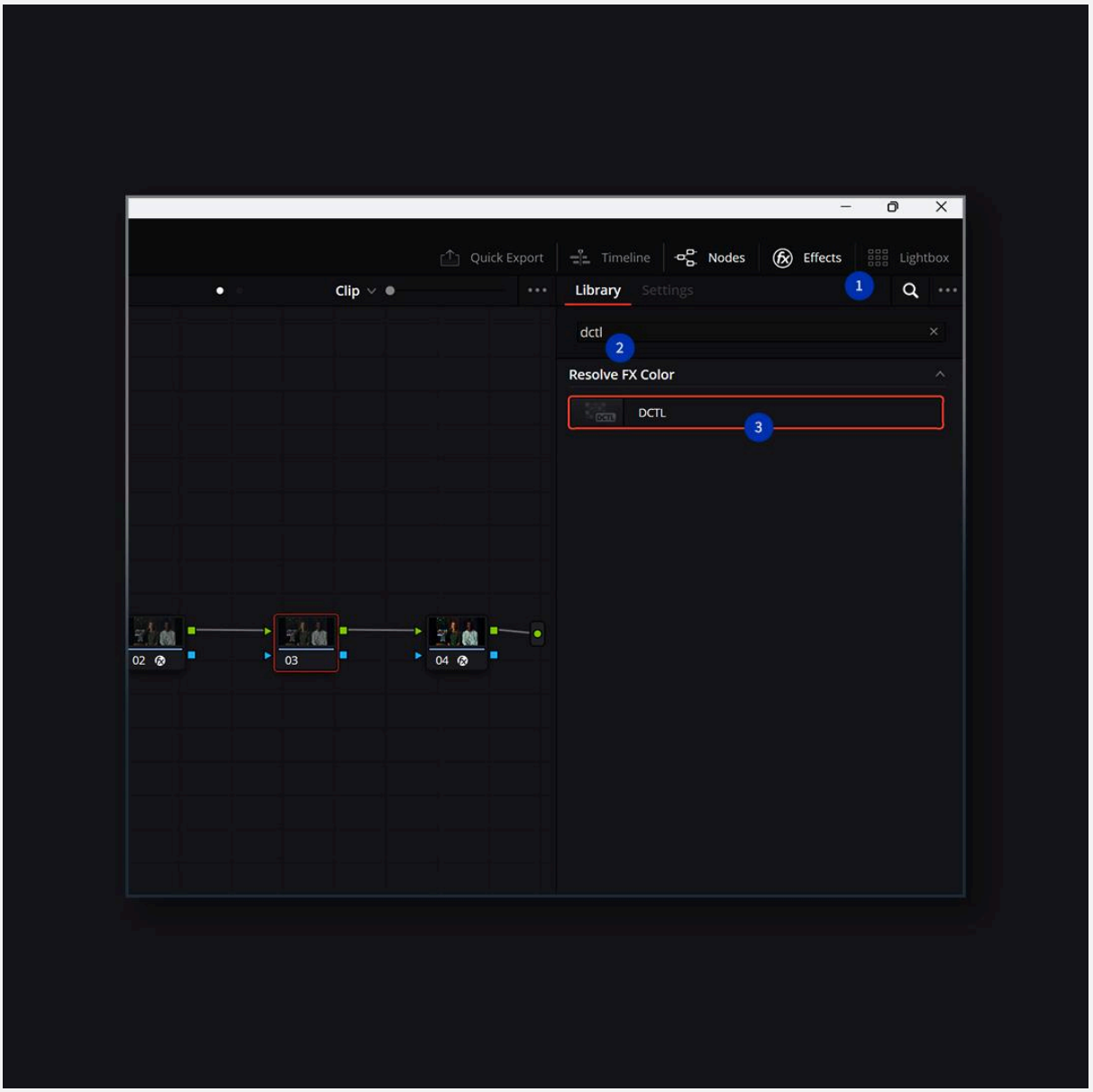
2. Go to “Color Management”. Click on the “Open LUT Folder” Button.



3. (*Important*) Place the following files
“Filmverse Lite.dctle“ Inside the LUT folder. LUT Folder can also be found in
~ Windows ~ “*C:\ProgramData\Blackmagic Design\DaVinci Resolve\Support\LUT*”
~ MacOS ~ “*Library/Application Support/Blackmagic Design/DaVinci Resolve/LUT/*”

4. (*Important*) Restart Resolve.

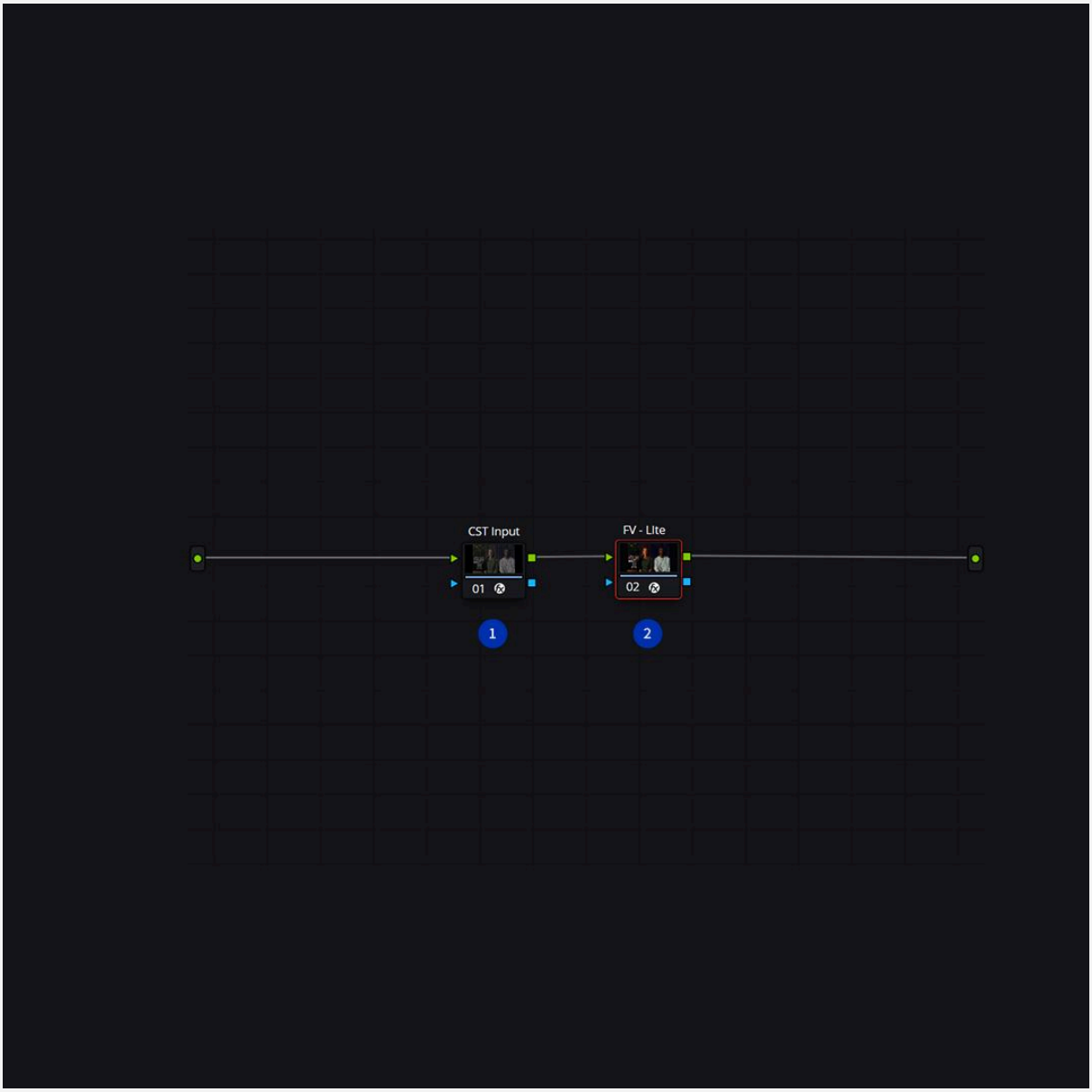
5. Go to the colour page, post restart. In the “Effects” library search for DCTL. Drag and Drop the DCTL PLUGIN effect onto your node. Access the plugin with the “Effects” Library Panel.



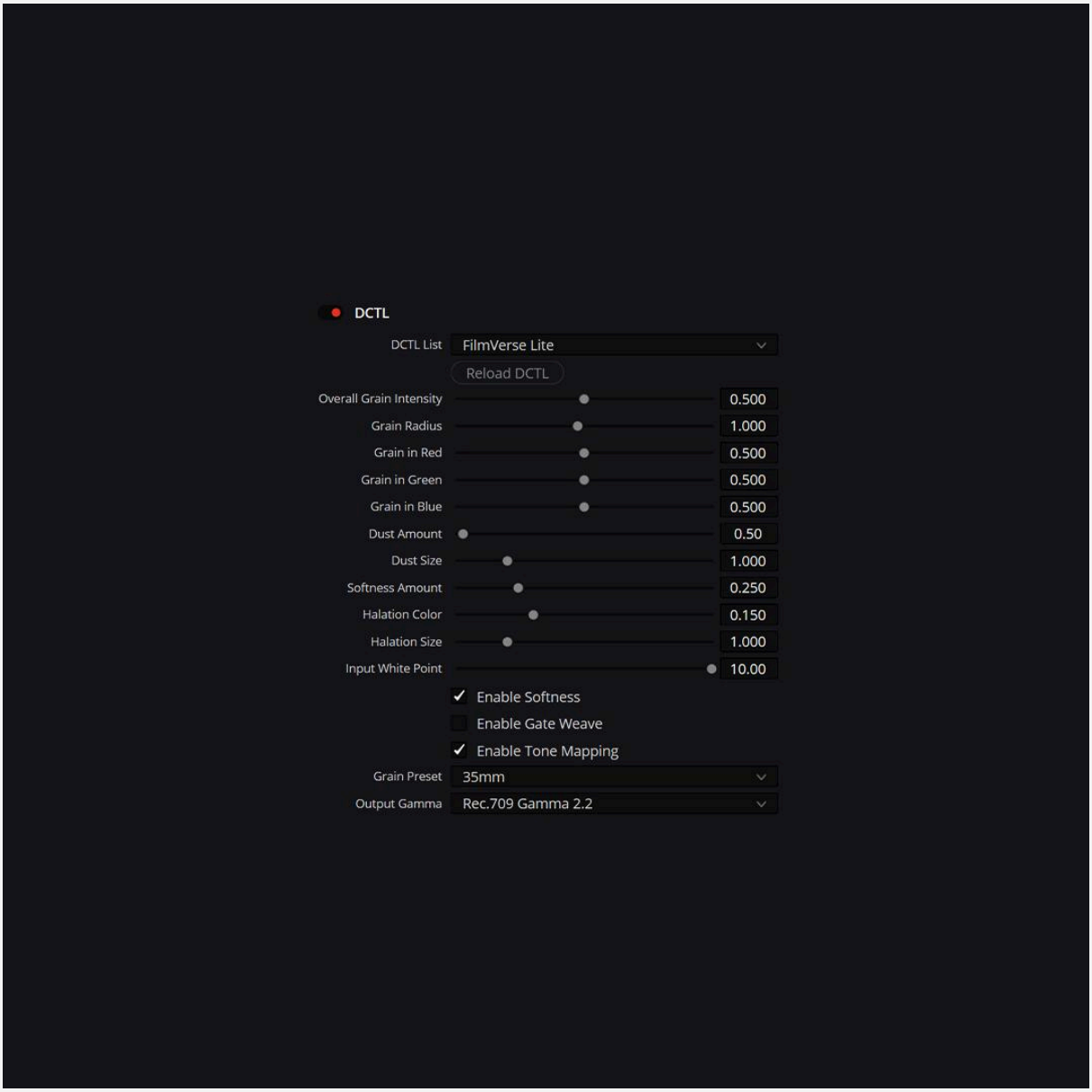
Setting up

Node 1:
Color Space Transform - INPUT
Input Colour Space: Your Camera Colour Space
Input Gamma: Your Camera Input Gamma
Output Colour Space: DaVinci Wide Gamut
Output Gamma: DaVinci Intermediate
Tone Mapping Method: None
Gamut Mapping Method: None
Apply Forward OOTF: No
Apply Inverse OOTF: No
Use White Point Adaptation: Yes

Node 2: Drag and Drop DCTL plugin FilmVerse Lite



Controls - Filmverse Lite



Here’s an in-depth exploration of each feature in Filmverse Lite DCTL:

1. Overall Grain Intensity: Adjust the overall strength of the film grain effect. A higher value results in more pronounced grain, giving the footage a more textured look.

2. Grain Radius: Control the size of the grain particles. Lower values create more contrast in grain as opposed to higher radius.

3. Grain in Red, Green, Blue: Fine-tune the grain intensity for each colour channel independently. This allows for custom grain effects that can enhance grain’s visual distribution or match the characteristics of different film stocks.

4. Grain Saturation: Controls RGB Saturation in grain.

5. Dust Amount & Size: Introduce simulated dust particles into the footage, simulating the look of old film reels that have accumulated dust over time. Dust size controls the size of the dust particles. Larger values result in more noticeable dust specs

6. Softness Amount: Add a subtle softness to the image, mimicking the natural softness seen in traditional film. This feature helps reduce digital sharpness and create a more organic look.

7. Halation Colour: Adjust the colour intensity of the halation effect, which simulates the light bloom or halo effect that appears around bright areas on film.

8. Halation Size: Control the spread or size of the halation effect. Larger values create a more pronounced halo, which can add a dreamlike quality to bright light sources.

9. Enable Softness: Toggle the softness effect on or off, allowing for quick comparison and adjustment based on user preference.

10. Enable Gate Weave: This feature replicates the natural movement of a film strip as it passes through the frame window in a film camera, projector, or video playback device. By simulating these small, mechanical shifts, it adds a layer of authenticity to the footage, echoing the subtle imperfections typical of traditional film projection and capture.

11. Input White Point & Enable Tone Mapping: This setting is similar to DaVinci Resolve's Color Space Transform's tone mapping feature. It functions similarly to the slider control under "Use custom max. inputs." By adjusting this slider, you can define the input white point for the footage, enabling precise control over the highlight roll-off and overall dynamic range. The "Enable Tone Mapping" option allows you to toggle the tone mapping feature on or off globally.

12. Grain Preset: Choose from predefined grain settings that mimic the look of various film formats, such as 35mm or 16mm, to quickly apply film-specific grain characteristics.

13. Output Gamma: Select the gamma curve for output, ensuring compatibility with different display devices and colour grading workflows. Options include standard settings - Rec.709 Gamma 2.2 & Rec.709 Gamma 2.4 .

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