Neat Video

noise reduction plug-in for Resolve (Win)

To make video cleaner.

User guide

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Table of contents

1. Introduction

1.1. Overview

Neat Video is a filter designed to reduce noise and grain in digital video.

Neat Video detects, analyzes and reduces noise. The quality of noise reduction provided by Neat Video is higher than that of other methods because Neat Video incorporates the most advanced noise reduction algorithms in the industry and takes into account specific characteristics of particular video capturing devices – video camera, camcorder, computer TV-tuner, etc., – making the filtration customized and more accurate.

In addition, Neat Video can make video look sharper without any degradation of quality. The combination of the sharpening and noise filter makes such effect possible.

Neat Video plug-in for Resolve (Win) is available in three editions: Demo, Home, Pro.

- Demo plug-in is a free edition of the software with limited functionality;
- Home plug-in works with up to 1920x1080 pixel large frames; for non-commercial use only;
- Pro plug-in has no frame size limitations; can be used on a fixed set of computers for commercial purposes.

1.2. Features

Noise Reduction and Smart Sharpening

- **Advanced noise filters** to reduce noise and grain in digital footage
    - **Temporal filter** to reduce noise, dust, scratches, etc. using data from consecutive frames
    - **Spatial filter** to further reduce noise and artifacts within each single frame
- **Complete control** over the noise filter to achieve the desired level of noise reduction
- **Smart sharpening filter** to make video look sharper without amplification of noise
- **High-bitdepth rendering** to fully support professional applications
- **CUDA and OpenCL acceleration** to speed up processing using computation-capable GPUs

Device Noise Profiles

- **Custom noise profiles** to make noise reduction device-specific and more accurate
- **Auto Profile** function to build noise profiles for custom video-capturing devices
- **Generic Profile** function to create custom profiles without using noise samples

Some features are only available in the Home or Pro plug-in. Detailed feature map (page 57) describes the differences between editions of Neat Video plug-in.

1.3. Requirements

Recommended system configuration is:

- Intel x64 or AMD x64 series processor, single or multi-processor

- Windows 11, 10, 8, 7; 64-bit

Optional CUDA acceleration requires:

- CUDA-capable NVIDIA GPU with compute capability 3.5 or higher
(check the compute capability of an NVIDIA GPU in https://developer.nvidia.com/cuda-gpus)

- Recent video driver supporting CUDA 9 or newer
(you can download the latest versions of the video drivers from
https://www.nvidia.com/Download/index.aspx)

Optional OpenCL acceleration requires:

- Supported AMD video card:

    - AMD Radeon HD 7790;

    - AMD Radeon R7 260/260X/360;

    - AMD Radeon R9 285/285X/290/290X/295X2;

    - AMD Radeon R9 380/380X/390/390X;

    - AMD Radeon R9 Fury, R9 Nano, R9 Fury X, Pro Duo;

    - AMD Radeon RX 460/470/480;

    - AMD Radeon RX 540/540X/550/550X/560/570/580;

    - AMD Radeon RX Vega 56/64;

    - AMD Radeon Vega Frontier Edition;

    - AMD Radeon RX 5300M/5500/5500M;

    - AMD Radeon RX 5600/5600M/5600 XT/5700/5700M/5700 XT;

    - AMD Radeon RX 6600/6600 XT;

    - AMD Radeon RX 6700 XT/6800/6800 XT/6900 XT;

    - AMD Radeon RX 7600S/7600M/7600M XT/7700S/7900M;

    - AMD Radeon RX 7600/7700 XT/7800 XT/7900 GRE/7900 XT/7900 XTX;

    - AMD Radeon Pro WX 2100/3100/4100/5100/7100/9100;

    - AMD Radeon VII;

    - Another AMD GPU based on one of the following chip series: Bonaire, Hawaii, Tonga, Fiji, Ellesmere, Baffin, gfx804, gfx900, gfx901, gfx906, gfx907, gfx90c, gfx1010, gfx1012, gfx1030, gfx1031, gfx1032, gfx1100, gfx1101, gfx1102

- The latest version of AMD Adrenalin driver.

    If you experience a problem with the latest version of the driver, please check the known issues page for possible solutions:

    https://www.neatvideo.com/support/known-issues

    You can download the latest and archive versions of AMD Driver from

    https://www.amd.com/en/support

System requirements for practical use of Neat Video depend on frame size and length of video. Processing larger frames and longer clips takes proportionally more time than smaller and shorter ones. The processing speed is determined primarily by the processor speed, GPU speed and memory speed.

The Neat Video plug-in can process any RGB video clip supported by Resolve (Win).

Neat Video v5 plug-in for Resolve (Win) is compatible with the following versions of Resolve (Win):

- DaVinci Resolve / Resolve Studio 18.5 / 18 / 17 / 16 / 15 / 14 / 12.5 / 12 / 11 / 10

The plug-in may be compatible with other versions of Resolve (Win) as well.

2. Key concepts

Neat Video is a digital video filter. Its main function is to *reduce noise* in digital video.

Neat Video can work with video clips produced by any video recording devices – video cameras, drone cameras, mobile phones, camcorders, computer TV-tuners, film digitizers, etc. The software can be adjusted to a particular device by means of a *device noise profile*, which describes the noise characteristics of the device working in a certain mode.

A device noise profile is built by analyzing those areas of a video frame that contain visible noise and do not contain any visible or important details. Usually, Neat Video can find such featureless areas completely automatically. In a difficult case, you can assist it and select a featureless area manually. Finding such areas is very easy for human eyes but may sometimes be a bit difficult for software.

By analyzing featureless areas in a frame, Neat Video builds a profile which describes the noise in these areas. With this profile, Neat Video can efficiently reduce noise in the frame and in the whole video clip.

The noise filter processes video data in several *spatial frequency ranges*. This makes possible reducing noise in one frequency range even if details are present in other ranges. The filter can also selectively process any of the color channels.

Besides spatial filtration, Neat Video also applies *temporal* (inter-frame) filtration to video data. Neat Video uses several consecutive frames to better reduce noise and preserve more true details in each frame. This improves the overall quality of noise reduction.

Neat Video also offers specialized tools to deal with dust, scratches, artifacts, damages to details caused by in-camera noise reduction, sharpening, compression, repeated frames, etc.

In addition, Neat Video includes a *smart sharpening filter*, which only sharpens details without increasing the level of noise. This filter also uses the noise profile to tell noise from details, so applying the noise and sharpening filters together saves time and produces better overall results.

3. Installing the plug-in

To install the Neat Video v5 plug-in for Resolve (Win)

1. Make sure you have started DaVinci Resolve at least once before installing the plug-in. If you have not done it yet, start DaVinci Resolve and exit it;

2. Close DaVinci Resolve if it is running now;

3. Download the *EXE* installer of Neat Video

   - if you already purchased the product and have a current license for the Home or Pro plug-in, then please download the corresponding plug-in from your account on the website of Neat Video: https://www.neatvideo.com/account/products

   - if you want to try Neat Video before purchase, then please download the installer of the Demo plug-in from this page: https://www.neatvideo.com/download

4. Double-click the downloaded *EXE* file to start the installer;

5. Follow the steps of the installer wizard to complete the installation process.

6. Start the host application and check whether Neat Video (**Reduce Noise v5**) is available in the list of video effects / filters. It should appear in the **Color** tab, the **OpenFX** panel, **Library**.

If Neat Video has **not** become available in DaVinci Resolve, please contact Neat Video support for assistance.

4. Running Neat Video on a sample video clip

If you just start using Neat Video, please follow one of the Quick Start Guides prepared on the website of Neat Video: https://www.neatvideo.com/support/how-to-use

There are several Quick Start Guides for different video editing applications available there. Please select the Quick Start Guide that matches the application you are using.

5. Filtration process details

This section explains in more details how to apply the Neat Video noise reduction to a video clip.

5.1. Stage I. Add the Reduce Noise effect

Find the **Neat Video** (**Reduce Noise v5**) effect in Resolve (Win) before adding it to the clip in your project.

➡ 1. Go to the **Color** page in Resolve (Win).

2. Click the magnifying glass button at the upper right-hand corner of the **OpenFX** panel (to display the **OpenFX** panel).

3. In the **OpenFX** panel, navigate to **Library > Neat Video > Reduce Noise v5** in the list (but do not use/add it yet).

5.2. Stage II. Select a frame for noise analysis

Neat Video filter uses a frame (or fields[1]) from the video clip to analyze noise and build a noise profile necessary to reduce noise in the clip. This frame should include flat featureless areas that contain no visible details, but do contain noise. To build a noise profile you need to manually find such a frame in the video clip using the Resolve controls. If there are many frames that contain flat featureless areas then select one with larger and most noisy flat featureless areas without visible details.

➡ Use the timeline controls to select a frame with large flat featureless area; the selected frame will be used for analysis in the next stages.

5.3. Stage III. Open Neat Video plug-in window

➡ 1. Drag-n-drop **Reduce Noise v5** to the node of the clip in the Nodes Editor panel. This will enable the **Settings** tab in the **OpenFX** panel.

2. Open the **Neat Video plug-in** window using the **Prepare Noise Profile** button in the effect's settings panel.
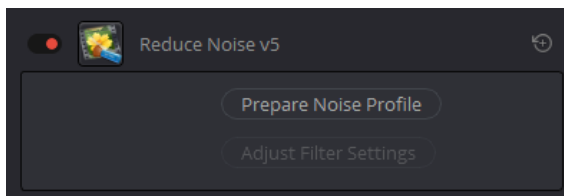
   (If you run Resolve 14 or older, then please click the **Prepare Frames** button before using **Prepare Noise Profile**.)

If you run the Demo plug-in, click **OK** in the popup splash screen of the plug-in to proceed further.

The **Neat Video plug-in** window will open and show the current frame (for progressive video). For interlaced video either one field (upper or lower) or both fields will be shown. This frame, field or fields will be used to build a noise profile necessary to filter the whole clip.

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[1] The term "frame" will be used to refer to either a frame (in progressive video) or fields (in interlaced video).
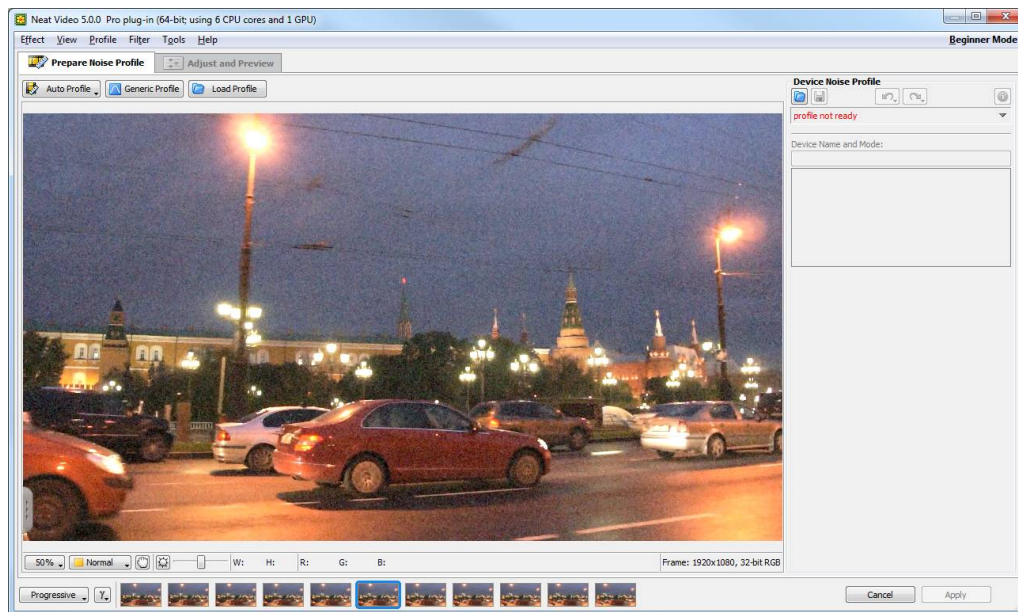
5.4. Stage IV. Check input frame

Scan type

Neat Video filter can work with video of both progressive and interlaced scan types. Neat Video works with these two scan types in slightly different ways so it is necessary to let the filter know what kind of video is processed before configuring other filtration parameters.

➡ In the left bottom corner of the **Neat Video plug-in** window, select either **Progressive** or **Interlaced** depending on the scan type of the current video.

Neat Video may also explicitly ask you to specify the scan type using a dialog window. That is done when you open the **Neat Video plug-in** window for the first time in the current session of the host application.

If the **Progressive** scan type is mistakenly selected for an interlaced video then you may see some interlacing artifacts (combing) on moving objects when using the 100% or higher zoom level in the viewer. An example of such artifacts is shown in the picture on the right. Presence of such artifacts in the frame displayed inside the Neat Video window usually indicates that the scan type has been set incorrectly and it is necessary to select the **Interlaced** scan type instead.

Please note that the scan type of your video is generally controlled by the properties of the project. So if you want to change the scan type, then please change it in the project properties in the first place.

Gamma correction

If the host application can work with different types of data, such as gamma corrected data vs linear data, then Neat Video may offer a dedicated control to manually adjust the data type in the plug-in itself. That control (, the **Input Data Type** button) is then available in the lower bottom part of the plug-in window.

To adjust the data type manually, please check the preview in Neat Video viewer. If the frame shown by Neat Video looks significantly darker or lighter (see the examples on the right) than the same frame in the host application, then check whether the input data type is specified correctly in Neat Video.

➡ Use [γ⌄] to control and specify the correct type of input data:

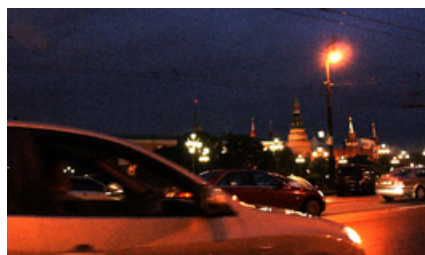- select **Linear** if the host application is providing frames in linear format; (that is the default in Nuke for example);

- select **Gamma corrected** if the host application is providing frames with a gamma correction applied (sRGB and similar color spaces).

Please note that the **Input Data Type** control is enabled only when the 32 bits per channel (float) pixel format (color depth) is used by the host application. It is disabled when the 8 or 16 bits per channel format is used (the frame data are assumed to be gamma corrected then).

In some host applications, you can change the pixel format in the project settings of the host application if necessary. Please check the documentation of the host application to learn more about that.

Viewer controls

To inspect the content of the frame (this will be used a lot in the next sections) you can use the controls and shortcuts described below.

➡ To change zoom level

- use the mouse wheel when the mouse pointer is over the viewer;

- use the zoom control under the viewer;

- use the **Ctrl-Plus**, **Ctrl-Minus**, **Ctrl-0**, **Ctrl-Alt-0** keyboard shortcuts.

➡ To scroll and pan the frame

- press the spacebar and the left mouse button and then drag the frame using the mouse;

- press the middle mouse button and then drag the frame using the mouse.

5.5. Stage V. Prepare a device noise profile

To filter the noise in the clip, Neat Video needs to know the characteristics of noise produced by the video capturing device (video camera, drone camera, TV-tuner, etc.). The noise characteristics of a device working in a certain mode constitute a *device noise profile*.

There are three ways to prepare a device noise profile for the clip in Neat Video:

- To build a new profile using a suitable frame from the clip;

- To create a new generic profile and tune it to the clip;

- To select and load a suitable profile from a pre-built set of profiles (when you already have such a set).

The first option is often the easiest and most accurate one provided the selected frame contains sufficiently-large uniform featureless areas that include noise but do not include any details of the scene itself. Neat Video can try to automatically find such areas in the frame and in adjacent frames and then analyze noise in there to build a noise profile. If the selected frame or its adjacent frames contain such areas suitable for analysis, then this way of preparing a noise profile is the most accurate and therefore recommended.

If the current frame (and other frames of the clip) contains no such noise-only detail-free areas, then creating a generic profile is the next available option.

Or if you have already built and saved several profiles for various modes of your camera, then you can manually select and load the profile that corresponds to the current clip (the current clip must show the same noise as that used to build the chosen profile).

Another possible scenario is to shoot a special test clip using the Calibration Target (available in Neat Video webpage: https://www.neatvideo.com/support/how-to-use/calibration-target), build a noise profile using that clip, save that profile and then load it when working on your actual clip (produced in the same camera mode).

In most cases, the first option above is still the most efficient in terms of time and quality, so below we will describe it in detail first.

To build a new profile using a frame from the clip

### I. Build a new profile using Auto Profile

If you have found a frame with areas containing visible noise and no details, then you can build a noise profile for the clip by following steps below:

➡ 1. Make sure you use the **Prepare Noise Profile** tab:
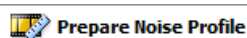
2. Click   (the **Auto Profile** button).

Auto Profile function will try to automatically find and select an area containing a sample of pure noise (without any details of the scene) for analysis. **Auto Profile** will look for such areas in the current and adjacent frames[1] to find the most suitable area showing the strongest noise. Neat Video will then select the found area and automatically analyze the noise in that area to build a new noise profile based on it. Neat Video will automatically analyze the rest of the frame too. However, the most important part of the analysis is the selected area, which is why it is highlighted in the viewer to help you visually inspect the area to make sure there are no details or other issues there.
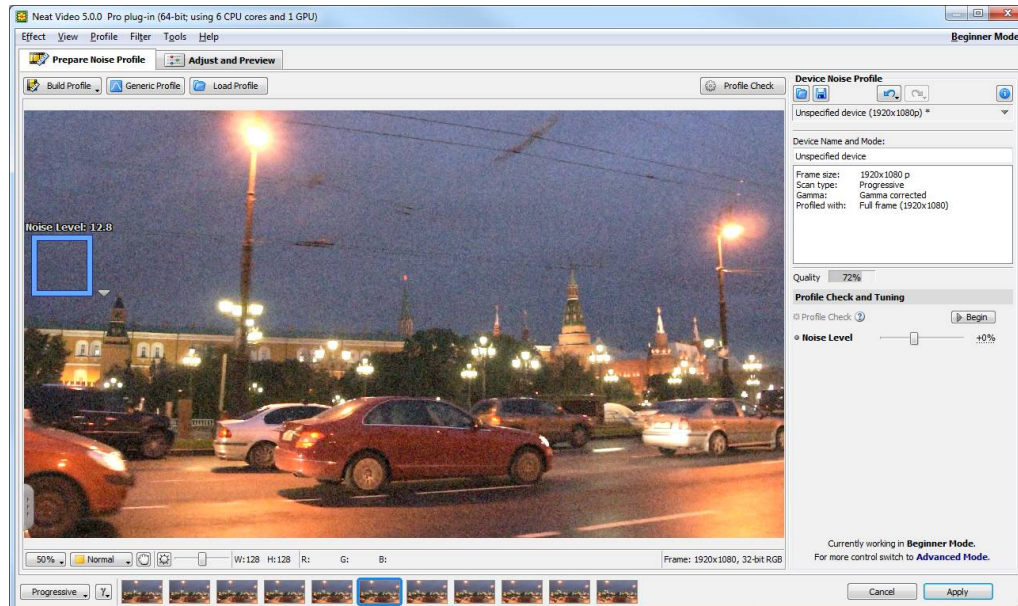
3. Once **Auto Profile** selects the area used for analysis, please visually inspect it to verify that the area does indeed satisfy the following requirements (recommended to achieve the best results):

- The area should contain visible noise;

- The noise should look typical for the current clip;

- The noise should be the strongest among all such areas present in this and adjacent frames (you can use the noise strength indicator shown over the selection to check that);

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[1] If you want to make Auto Profile look for that area in the current frame only, then click and hold the **Auto Profile** button and then select **Auto Profile (Current Frame)** in the popup menu, or use the main menu **Profile > Auto Profile (Current Frame)**.


- The area should contain no scene details of any kind (objects, textures, gradients, etc.);

- The area should contain no dust/scratches (for old film-based videos);

- The area should not be very dark (near black) nor very bright (near white);

- The area should be as large as possible in that frame.

Auto Profile generally tries to find an area that satisfies these requirements but that may be not always possible to achieve. In difficult cases, it may be not able to find a large enough area or area without details. You will then notice that the selected area, for example, contains some details or has some other issues. In such cases, Neat Video also warns you that the area may be not very suitable for analysis. It may say that the selected area is not uniform in one or more channels, or is small, or contains too weak noise or clipping in some channels.

If you receive such a warning about possible non-uniformity, clipping, small size of the area, etc., then you generally have two options:

- You can choose to ignore the warning and proceed using the area found by **Auto Profile**. However, the accuracy of the resulting noise profile may be lower than it could in principle be with that clip. Technically, the filter will still work but the quality of the results may be lower.

- You can try to resolve the reported issue: manually move the selection (or resize, or draw a new one) to another area that does not have that problem (does not contain any visible details, contains stronger noise, is larger, etc.) and then click [Build Profile] (the **Build Profile** button [1]) to re-build the profile using the newly selected area.

To visually inspect areas found by **Auto Profile** and to manually find the most suitable areas, use the **YCrCb+** mode of the image viewer. It helps to better see any weak details that may be present in the candidate image areas. The **YCrCb+** mode emphasizes the weak details and noise present in **Luminance** (**Y**), **Cr** and **Cb** channels, as shown in the example below:
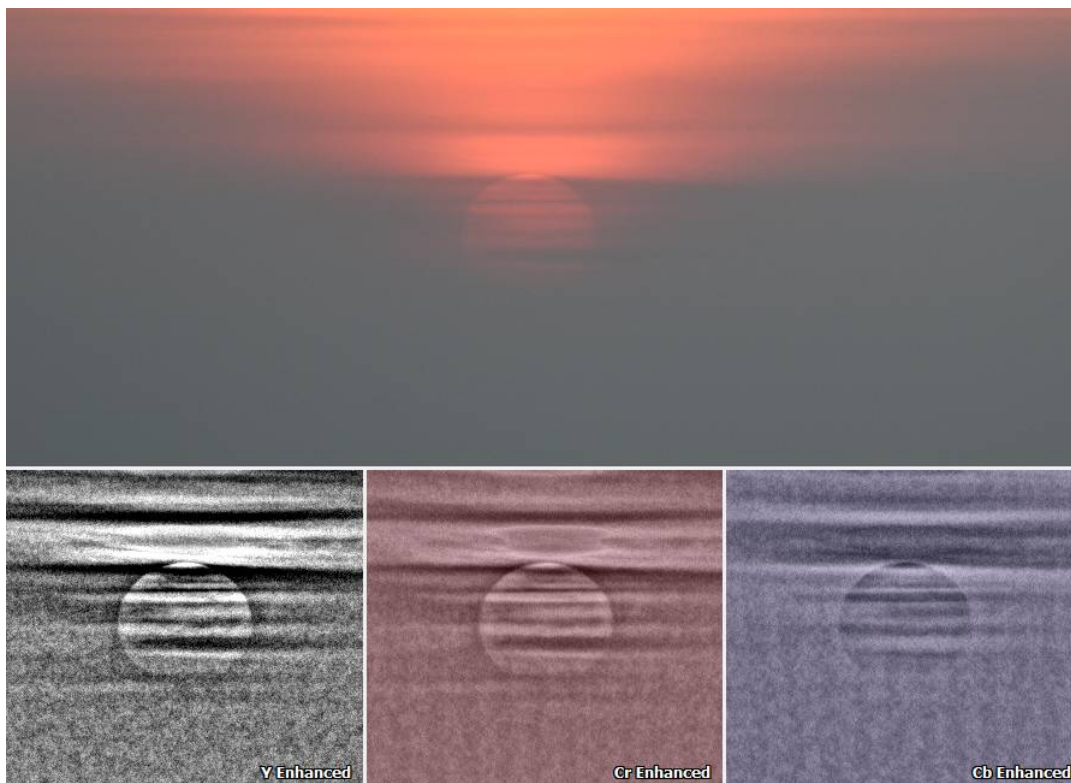
The top image shows the original frame where details around the sun are barely visible, while the channels in the bottom part display the image data in such a way as to emphasize those weak

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[1] The **Auto Profile** button will change its name to **Build Profile** in this situation when the selection is added manually or moved.

details. That helps to visually verify that the selected area contains no useful details, which is very important for accurate noise analysis.

II. Tune the profile using Profile Check (optional)

After you have built the profile, you can visually check its accuracy and additionally tune it using a special preview mode and tuning controls. To do that please follow these steps:

➡ 1. Make sure the zoom level of the preview is set to 100-200%. Set the viewer mode to **YCrCb+**.

2. Click   ⚙ Profile Check   (the **Profile Check** button) in the toolbar.

   Profile Check will enable a special preview mode that shows the results of noise reduction being applied using the current profile in such a way as to emphasize the areas of the frame where the noise is not sufficiently reduced.

   Profile Check intentionally applies stronger noise reduction so some details may be lost or look plastic in that preview, but that should not cause a big concern at this point.

   What is important at this point is to *make sure the noise is sufficiently reduced* in large empty areas within the frame as well as on edges of those areas and edges of objects.

   If you see that such large empty areas or edges are not sufficiently cleaned in the **Luminance (Y)** channel[1], then try the following measures:

   - If the remaining noise is present along edges of objects, then increase the **Noise Level** setting (or **Noise Level > Luminance** setting available in **Advanced Mode**) until those noise elements disappear in preview. Be careful, do not increase the **Noise Level** settings higher than what is needed to remove the remaining noise;

   - If the remaining noise occupies large space in empty areas, then you can simply re-build the profile using a noise sample from such an area (select it and click **Build Profile**);

   - If the remaining noise occupies a small area, then you can also use manual **Fine-Tune** on a sample of that noise (this is available in **Advanced Mode** only; using **Fine-Tune** is described in the Device noise profiles section, page 39).

3. Check preview in adjacent frames too, because there may be more remaining noise there.

   To see any of the adjacent frames click any of the thumbnails in the bottom of Neat Video window:
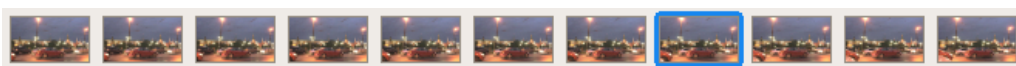
   The selected frame is then displayed in the main viewer.

   If necessary, additionally adjust the **Noise Level** settings to sufficiently reduce the remaining noise in those adjacent frames.

4. Now check preview in the chrominance (color) channels **Cr** and **Cb** (this is only available in **Advanced Mode**). If there is any remaining noise in those channels, then try to increase the corresponding **Noise Level** settings: **Cr** and **Cb**.

5. After the profile is built and tuned, check the **Quality** indicator in the **Device Noise Profile** box. A profile built using a large uniform and featureless area will usually show a high value in that indicator. That is | Quality | 70% | not strictly necessary, but it is usually good to have a high value (like higher than 60%) there. High values usually lead to more accurate noise reduction.

   If the reported quality is high and you are satisfied that the noise is sufficiently reduced when you check the preview in steps 2-4 above, then you can consider the profile ready and proceed to the next stage: Stage VI. Adjust filter settings, page 16.

   If the quality is not high or you clearly see that some noise elements are still present even after tuning, then you may want to re-build the profile using a different area, probably from an adjacent frame or from a farther away frame in the same clip.
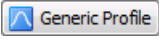
   If you cannot find a better frame and area for analysis or cannot build a better noise profile using this method, then consider creating a generic profile as described in the next section.

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[1] At this point, check the **Luminance (Y)** channel only. The other channels will be checked a bit later.

To create a generic profile

There may be some cases when frames of the clip you are working with have no featureless areas suitable for building an accurate noise profile, and no pre-built profiles are available for that particular camera. In such cases, you can use the **Generic Profile** function to create a generic noise profile and then tune it to match the noise in your clip. You can do that by following these steps:

I. Create a new generic profile

➡ Click [🔺 Generic Profile] (the **Generic Profile** button).

Generic Profile will create a new generic noise profile and that profile is then automatically loaded into this instance of Neat Video filter.

II. Tune the profile to the clip

Generic Profile creates a profile with the default noise strength that may be not right for your clip and so you will most likely need to adjust it to match the actual noise present in the clip.

To help you do that, **Generic Profile** will open the **Profile Check and Tuning** section in the **Device Noise Profile** panel and will automatically enable the preview mode showing the results of noise reduction based on the current profile. It will help to see where the noise is not sufficiently reduced.
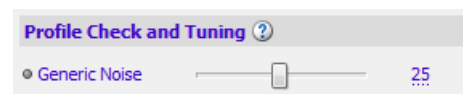
➡ Adjust the **Generic Noise** setting in the **Profile Check and Tuning** section to make the noise fully reduced in preview, while keeping the details mostly preserved. Set it to the lowest number that is still able to reduce all noise but do not go any higher.

The preview intentionally applies stronger noise reduction so some details may be damaged or look plastic there, but that should not cause a big concern at this point (the final results will look better).

What is important at this point is to *make sure the noise is sufficiently reduced* in all areas of the frame, especially in areas where the noise is strongest.

III. Further tune the profile to the clip (optional)

You can further tune the profile to the clip to better match the noise in individual channels (this is only possible in **Advanced Mode**). This may help to improve the quality of noise reduction a bit.

➡ 1. Make sure the viewer mode is set to **YCrCb+**.

2. Check the **Luminance (Y)** channel to see if any remaining noise is present there, in different parts of the frame. If necessary, adjust the **Noise Level > Luminance** setting.

    Also check that in adjacent frames. There may be more noise. If necessary adjust **Noise Level > Luminance** further.

3. Similarly check the Chrominance channels **Cr** and **Cb**. If necessary, adjust the **Noise Level > Cr** and **Cb** settings.

4. Once you are satisfied that the noise is sufficiently reduced in all channels, you can consider the profile ready and proceed to the next stage: Stage VI. Adjust filter settings, page 16.
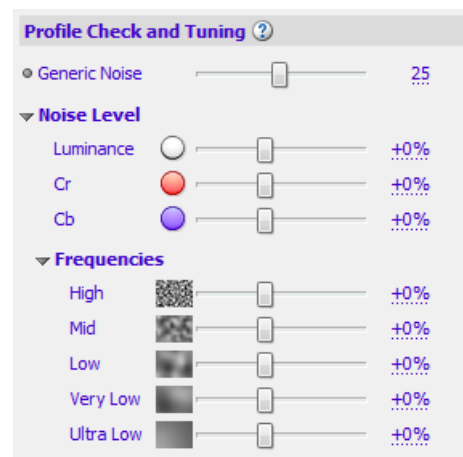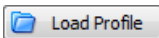
To select and load a profile from a pre-built profile set

If you have already built some noise profiles earlier and saved them to the disk, you can re-load one of those profiles to use with the current clip. You need to make sure you select the right noise profile from

the set: it should be for the same noise as that present in the current clip. If the current clip and the clip used to build the loaded profile were produced by the same camera working in the same shooting mode, then the noise in both clips would most be likely the same, so that profile would be suitable for the current clip too.

I. Load an existing profile

➡ Click [📁 Load Profile] (the **Load Profile** button). Then select a profile in the **Open Device Noise Profile** dialog.
OR
Click [▼] (the drop-down button) in the **Device Noise Profile** box to open the popup menu showing all profiles currently available[1] in Neat Video's **Profile folder** and then select one of those profiles.

By default, the **Profile folder** is located in your *Documents* folder:[2]
Documents\Neat Video v5 for Resolve\Profiles

If you build or download some pre-built profiles, save them to that folder and Neat Video will show those profiles in the popup menu to help you quickly load any of them.

II. Tune the loaded profile to the clip

You may want to additionally tune the loaded profile to the clip you work with. Tuning the profile in such a situation can make it better match the noise in the current clip. There are two available tuning methods available:

➡ Use the menu **Profile > Auto Fine-Tune** to automatically fine-tune the loaded profile to the clip using the current frame.

There is no need to select any area in the frame because the **Auto Fine-Tune** function automatically analyzes the whole frame. If the frame contains areas showing only noise (without any details of the scene), then **Auto Fine-Tune** will be able to find those and use that noise to tune the profile. If the current frame contains no such areas, then **Auto Fine-Tune** will not be able to help much, so it may be better to select a frame with suitable noise-only areas before using **Auto Fine-Tune**.

➡ You can also check and tune the profile using the **Profile Check** function described above in the sub-section related to **Auto Profile**.

5.6. Stage VI. Adjust filter settings

➡ Make sure you use the **Adjust and Preview** tab: [⬚ Adjust and Preview]
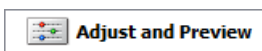
The Neat Video filters have several adjustable settings. The default settings usually produce good filtration results (provided the noise profile is accurate). You may want to additionally vary the settings to achieve the filtration results that look best to your eyes.

5.6.1. Use preview when adjusting filter settings

The viewer in the **Adjust and Preview** tab shows a part or whole frame processed by the currently enabled filters. When you change any filter settings, the preview is automatically updated. You can zoom in and out, drag, scroll and pan the frame in the viewer to see how the Neat Video processing affects different parts of the frame. If you manually select an area in the frame, then only the selected area will be processed.[3]

When the preview is ready (the preview area shows "**Filtered**" in the top right corner), you can click inside the preview area to temporarily switch back to the original frame for comparison.

You can also select one of the adjacent frames from the same clip to see how it is processed by the filter. To do that click one of the available thumbnails shown under the viewer.

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[1] Please note that you have to either build your own profiles or download some pre-built profiles for your camera and place them to the **Profile folder** to make this drop-down button and popup menu truly work.

[2] You can check and adjust the location of that folder using the menu: **Tools > Preferences > Folders > Profile folder**

[3] A part of the frame is processed faster than the whole frame, so this can help when you want the preview to update quicker.
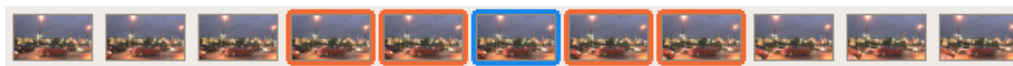
The selected frame (highlighted with a blue border) will then be displayed in the main viewer.

The orange border highlights the thumbnails of adjacent frames used by the temporal filter.

Besides evaluation of the static frame, you can also use the playback capabilities of Neat Video. Click the (the **Play All** button) to play all available frames back and forth to help you check results of processing in motion.

5.6.2. Beginner Mode and Advanced Mode

Neat Video has two sets of controls available in **Beginner Mode** and **Advanced Mode**. You can select the mode using the **Tools > Beginner Mode** and **Advanced Mode** menu items or using the dedicated **Beginner Mode / Advanced Mode** menu in the top right corner of the plug-in's window.

The **Beginner Mode** provides a simple control set recommended for beginners who have just started using Neat Video. The **Advanced Mode** provides the most complete control set with maximum manual control over the noise profiling and filtration processes. The **Advanced Mode** is recommended for power users.

Adjusting filter settings in **Beginner Mode** and **Advanced Mode** is described below in two separate sub-sections.

For the **Beginner Mode** please follow the sub-section Stage VI (a). Beginner Mode below.

If you want to use the most complete control set in **Advanced Mode** then please instead follow the sub-section Stage VI (b). Advanced Mode, page 21.

5.7. Stage VI (a). Beginner Mode

5.7.1. Beginner Mode: Temporal filter settings

Neat Video can apply both temporal and spatial noise reduction to video data. Neat Video's temporal filter uses information from several consecutive frames to reduce noise and better preserve details in each frame. In this sub-section, the available settings of the temporal filter are described.

You can adjust the temporal filter using the controls in the **Temporal** tab in the **Filter Settings** panel.

Temporal Filter

In **Beginner Mode**, the temporal noise reduction filter itself has one main setting: **Radius**.

The **Radius** setting determines the number of consecutive frames used for temporal filtration. Higher values of this setting lead to stronger (but somewhat slower) temporal filtration based on a larger number of consecutive frames. Lower values lead to weaker (but faster) filtration. The default value of **Radius** is 2, which means five consecutive frames (the current one, two frames before and two frames after the current one) are used for temporal filtration.

➡ Use the **Temporal Filter > Radius** control in the **Temporal** tab.
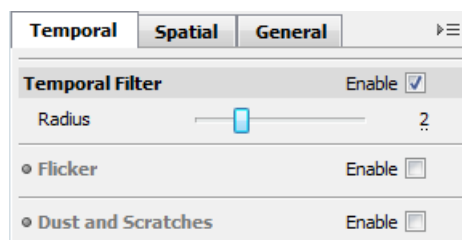
Flicker

Neat Video also includes a special part of the temporal filter to reduce flicker – sudden changes of brightness affecting the whole frame or parts of the frame. Flicker is often present in older film-based videos. It may also be seen in video recorded under artificial light. Flicker may also show up as an artifact of video compression when frames are compressed in groups and each group have a slight difference in brightness. This often affects videos recorded by drone cameras and some mobile phone cameras. In either case, flicker shows up as sudden changes of brightness when you play back your clip.

If you can see that in your video, try to enable this special filter in Neat Video to suppress the flicker.

➡ Use the **Temporal Filter > Flicker > Enable** checkbox to enable or disable that filter.
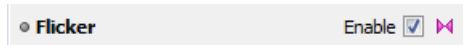
Dust and Scratches

Neat Video also includes a dedicated part – **Dust and Scratches** – of the temporal filter that reduces or fully removes certain defects of analog nature introduced into video data before or during its conversion to the digital representation.

The **Dust and Scratches** filter reduces such defects as:

- corrupted scan lines: a whole scan line of a video frame is incorrect;

- random short lines affecting only a small part of a scan line;

- spots, dots, lines of relatively large size.

In the example images on the right, the areas containing such defects are marked by blue boxes.
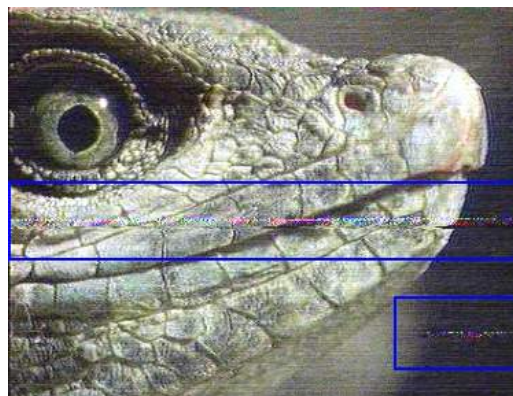
These defects are usually caused by:

- inaccurate recording/playing back of VHS materials;

- damaged VHS film;

- interference in analog TV transmission;

- physical dust and scratches present in original video film.

The common property of these defects is that each particular defect element is present in a single frame rather than in a series of frames. This allows Neat Video to use information from adjacent frames to eliminate the defects present in the current frame.

For accurate reduction of such defects by the **Dust and Scratches** filter, make sure you do **not** include these defects into an analysis area during profiling (visually inspect the area selected by **Auto Profile** to ensure that). If you include these defects into an analysis area, then the regular noise reduction may become less accurate. The best profiling approach is to include only regular random noise (or film grain) in the sample area used by **Auto Profile** for analysis.

➡ Use the **Temporal Filter > Dust and Scratches > Enable** checkbox to enable or disable that filter.
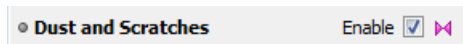
While adjusting the settings, use the available preview facilities to evaluate the corresponding changes in the results of Neat Video filtration:

- Click inside the preview area to temporarily switch back to the original frame for comparison;

- Move from one frame to another (using the thumbnails available in the bottom of Neat Video window) to see how the Neat Video processing affects the adjacent frames;

- Use the playback capabilities of Neat Video: click the [▶ Play All ▾] (the **Play All** button) to play all available frames back and forth to help you check results of processing in motion. You can also adjust the filter settings while the playback is running.

5.7.2. Beginner Mode: Spatial filter settings

In addition to temporal noise reduction, Neat Video can also apply its spatial filter to further reduce the remaining noise. That may be not always necessary, since the temporal filter alone may already deliver sufficient noise reduction. If you believe that more noise reduction is still necessary in a particular clip, then you can enable and if necessary adjust the spatial filter to further reduce the noise.

While the temporal filter uses data from several consecutive frames, the spatial filter works within one frame only.

In this sub-section, the available settings of the spatial filter are described. To adjust the spatial filter settings please switch to the **Spatial** tab in the **Filter Settings** panel.

Spatial Filter

The spatial filter itself has two main settings when working in **Beginner Mode**: **Noise Reduction Amount** and **Noise Level**.

The **Noise Level** setting is a threshold determining which image elements are considered noise and which elements are considered true details. The **Noise Reduction Amount** setting determines how much reduction is applied to the elements identified as noise.
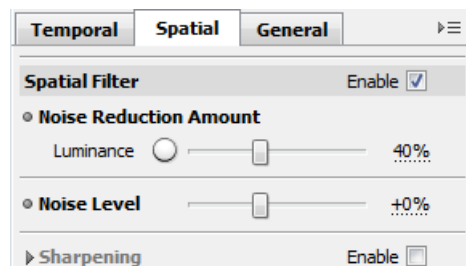
➡ Use the **Noise Reduction Amount > Luminance**
control to adjust the amount of noise reduction applied by the spatial filter to the noise in the luminance component of the video data.

This control is the *most important and most frequently adjusted setting* of the spatial filter. The higher this setting, the more of the detected noise is removed in the luminance component. Be careful, setting the noise reduction amount too high may lead to loss of fine details and unnaturally looking (over-smooth, plastic-like) results. Too low amounts may be not enough to sufficiently reduce the objectionable part of the noise. The default value of 40% usually provides a good balance between noise removal and preserving natural (not over-processed) appearance of filtered footage. Try to adjust the setting to get the result that looks best to your eyes.

➡ Use the **Noise Level** control to adjust the noise-vs-details threshold (*only when necessary*).

Please note that if the noise profile is accurate,[1] then it is usually **not necessary** to adjust this setting. However if the noise profile is accurate but the noise is still not sufficiently reduced, then try to adjust this setting.

Also, if the noise profile is not accurate, then also try to adjust this setting to get better noise reduction.

Use the preview to visually guide yourself when making such adjustments. The right adjustment will leave no unreduced noise elements in the frame yet will not destroy the actual details.

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[1] Use the **Profile Check** tool and **Quality** indicator in the **Device Noise Profile** box (in the **Prepare Noise Profile** tab) to check the accuracy of the profile as described in the II. Tune the profile using Profile Check (optional) section, page 14.
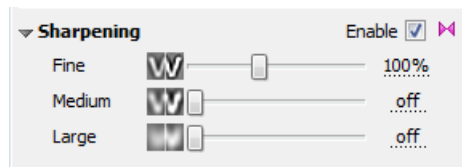

Sharpening (optional)

The sharpening filter in Neat Video increases sharpness of the details in the video without increasing the noise strength.

The sharpening filter is disabled by default. You can enable it and adjust the sharpening amounts separately for three typical scales of details: fine, medium-sized and large.

Like any sharpening method, try to balance the sharpening amounts to avoid over-sharpening.

➡ Use the **Sharpening > Fine**, **Medium** and **Large** sliders to adjust the amount of sharpening applied to the details of the corresponding sizes.

It is best to start with adjusting the **Fine** sharpening amount. If sharpening the fine details alone is not sufficient to make the image look sharp, then try to increase the **Medium** and **Large** settings too.

Use preview

While adjusting the filter settings, use the available preview facilities to evaluate the corresponding changes in the results of Neat Video noise reduction and sharpening.

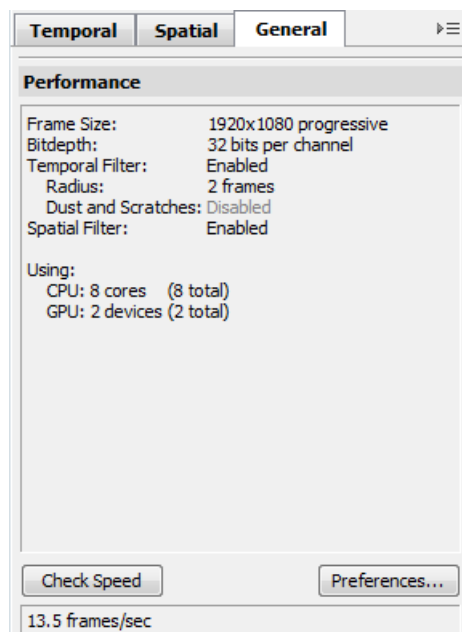## 5.7.3. Beginner Mode: Optimize performance settings (optional)

Before applying the filter to the clip, you may want to check the speed of Neat Video on that clip and potentially improve the speed by optimizing the performance settings. The processing speed depends on the hardware capabilities, on the frame size of the video and also on the filter settings: enabling more filters makes processing slower because Neat Video has to do more computation work. Also, if you significantly change the filter settings, then the optimal performance settings (for example, the optimal number of CPU cores and/or GPUs used for processing) may change as well, so it may be useful to optimize those settings before starting a long render. This is entirely optional but in some cases, the optimization may appreciably reduce the render time.

To check the current speed and to optimize the performance settings switch to the **General** tab in the **Filter Settings** box.

➡ To measure the filter speed click [Check Speed] in the bottom of the **General** tab.
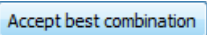
Neat Video will run a quick speed test and will then display the measured processing speed based on the current filter settings and frame size (as shown in the box above in the same **General** tab).

Please note that it is the *speed of Neat Video alone*, without any other effects that may be used in your project and without any Resolve processing overhead. The speed of the final render in Resolve is going to be lower because of that overhead.

➡ To optimize the performance settings click [Preferences...] to open the **Performance** tab in Neat Video **Preferences**. In that tab, you can inspect the available and current CPU and GPU settings.

Then use [Optimize Settings...] to open a specialized dialog designed to measure video processing speeds achieved with different combinations of the CPU and GPU settings. It allows to automatically

benchmark all possible combinations of settings and to identify the best combination (for the current frame size and current filter settings). You can then just click [Accept best combination] to apply the found optimal combination achieving the best performance.

Once you have completed this step, please proceed to the sub-section .

Or if you want to switch to the **Advanced Mode** and adjust all available filters using the most complete set of controls please proceed to the next sub-section dedicated to the **Advanced Mode**.

5.8. Stage VI (b). Advanced Mode

If you want to use the full set of filters and filter settings offered by Neat Video, you can switch to **Advanced Mode** via the **Tools > Advanced Mode** menu item or the dedicated **Beginner Mode / Advanced Mode** menu in the top right corner of the plug-in's window.

5.8.1. Advanced Mode: Temporal filter settings

As you already know, Neat Video can apply both temporal and spatial noise reduction to video data. Neat Video's temporal filter uses information from several consecutive frames to reduce noise and better preserve details.

You can adjust the temporal filter using the controls in the **Temporal** tab in the **Filter Settings** panel.

Temporal Filter: Quality Mode

The first setting available in the **Temporal Filter** section is the **Quality Mode**. This setting determines whether Neat Video's temporal filter should work faster (but slightly less accurately) or slower (but somewhat more accurately).

By default, **Quality Mode** is set to **Normal**, which provides the best processing speed and good visual quality of results. There is also **High** (slower) mode, which can produce somewhat better results with more details being preserved at expense of longer processing time (could take about x2 longer to render).

➡ Use the **Quality Mode** control to select the preferred processing mode.
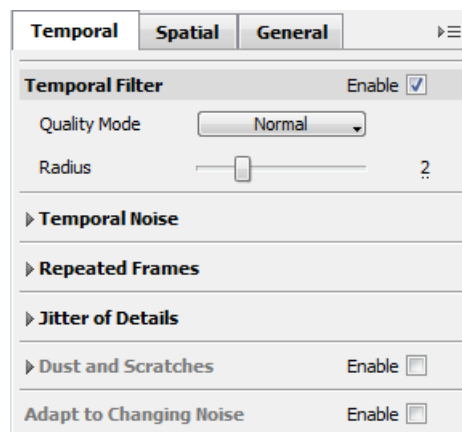
Temporal Filter: Radius

The main setting of the temporal filter is **Radius**. The **Radius** setting determines the number of consecutive frames used by the temporal filter for noise reduction. Higher values of this setting lead to stronger (but somewhat slower) temporal filtration. Lower values lead to weaker (but faster) filtration. The default value of **Radius** is 2, which means five consecutive frames (the current one, two frames before and two frames after the current one) are used for temporal filtration.[1]

➡ Use the **Temporal Filter > Radius** control to adjust the setting.

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[1] Please note that some sections of **Temporal Filter** such as **Dust and Scratches** and **Repeated Frames** (described further in this guide) may need more frames, which requires using higher values of **Radius**.

Temporal Noise: Noise Level

If the noise profile is accurate, then the temporal filter of Neat Video will work well and will evenly reduce all detected noise elements.

However, if the noise profile does not correctly reflect the properties of the noise (for example, if it was built using a less noisy part of the frame) then the temporal filter may leave some noise particles untouched or not sufficiently reduced. You will then see that in preview.

One way to avoid that is to simply re-build the noise profile using a more noisy area. It is generally best to build profiles using the most noisy areas.

Another way is to adjust the value of the **Temporal Noise > Noise Level** setting to compensate for that inaccuracy of the noise profile. This setting allows to adjust the balance between sufficient noise reduction and preservation of details in order to leave no noise elements unreduced.

If the noise level of the video is underestimated (or overestimated) by the noise profile, then increasing (or decreasing) the **Noise Level** setting from its default value of +0% to the optimum level improves the quality of temporal filtration: more noise gets reduced with more details preserved.

Using a too high value of **Noise Level** may damage the moving objects in the video, while a too low value makes the temporal noise reduction less effective and may also cause a noticeable flicker in the output video. Therefore it is important to set the **Noise Level** to the optimum level. Again, this is achieved automatically if you use an accurate noise profile.
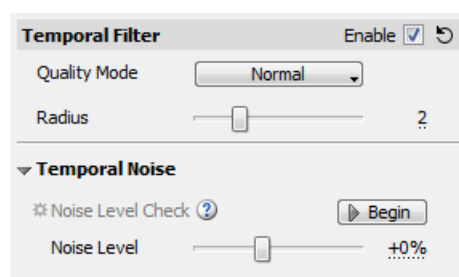
➡ Adjust the **Temporal Noise > Noise Level** setting to achieve the balance between noise reduction and preservation of details.

You can also use the **Noise Level Check** tool to visually inspect and tune the **Noise Level** parameter:

➡ 1. Click ▷ Begin (the **Begin** button) to start the tuning process.

   The preview will display the blue mask showing the areas where temporal noise reduction is applied.

2. Adjust the **Noise Level** setting to make the mask evenly cover at least flat featureless areas that contain no moving objects.

   For example, such areas as clean sky should be covered evenly, without spots, unless there is some moving object (the object that changes its position from one frame to another) like a bird or human there. Moving objects should not be fully covered by the mask.

Too low
Noise Level setting is too low.

Optimal
Noise Level is optimal.

Too high
Noise Level setting is too high.

   Do not raise **Noise Level** too high to avoid losing moving details.

   It may be useful to use the playback: click ▶ Play All (the **Play All** button) to play available frames back and forth to check the mask in motion.

3. Click ☐ Finish (the **Finish** button) to complete the tuning process.

Temporal Noise: Local Flicker and Frame Flicker

The temporal filter also includes a special feature allowing to take into account possible presence of flicker – sudden changes of brightness affecting the whole frame or parts of the frame.

Flicker is often present in older film-based videos. It may also be seen in video recorded under artificial light. Flicker may also show up as an artifact of video compression when frames are compressed in groups and each group have a slight difference in brightness. That often affects videos recorded by drone cameras and some mobile phone cameras. In either case, flicker shows up as sudden changes of brightness when you play back your clip.

Besides being distracting in itself, presence of flicker can also make work of temporal filters less accurate. Which is why it is necessary to take the flicker into account: to correctly set the flicker levels in the **Temporal Noise** section.

You may want to play back the clip to better see any flicker that may be present in it:

➡ Click ▶ Play All ▾ (the **Play All** button) to play available frames back and forth to see if any flicker is present.

If you see localized flickering areas within the frame, then adjust **Local Flicker**:

➡ Adjust the **Temporal Noise > Local Flicker** setting from the default 0 (no flicker is present) to a higher level until flicker disappears in playback.

If the whole frame is flickering, then instead adjust **Frame Flicker**:

➡ Adjust the **Temporal Noise > Frame Flicker** setting from the default 0 (no flicker is present) to a higher level until flicker disappears in playback.

You can also use the **Local Flicker Check** tool to visually inspect and adjust the **Local Flicker** setting:

➡ 1. Click ▶ Begin (the **Begin** button) to start the tuning process.

   The preview will display the blue mask showing the areas where local flicker reduction is applied.

2. Adjust the **Local Flicker** setting to make the mask evenly cover at least flat featureless areas (flickering may be most noticeable there) that contain no moving objects.

   Moving objects (the objects that change their position from one frame to another) should not be fully covered by the mask.

Too low
Local Flicker setting is too low.

Optimal
Local Flicker setting is optimal.

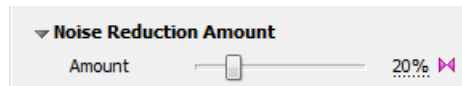**Too high**
Local Flicker setting is too high.

   Do not raise **Noise Level** too high to avoid overprocessing.

3. Click ☐ Finish (the **Finish** button) to complete the tuning process.

Temporal Noise: Noise Reduction Amount (optional)

The **Amount** setting determines how much reduction is applied by the temporal filter to the elements identified as noise.

➡ Use the **Temporal Noise > Noise Reduction Amount** control in the **Temporal** tab.
Amount can be in the range from 0% (none of the detected noise is reduced) to 100% (all the detected noise is reduced). By default, the noise filter reduces 100% of the detected noise.

This setting should only be adjusted if noise reduction is too strong (the resulting image is too smooth) for the selected value of **Radius**. Another way to make noise reduction less aggressive could be to reduce **Radius** itself.

The noise reduction may also look too strong if an inaccurate noise profile is used, so it may also be useful to check/re-build the noise profile instead of adjusting **Amount** or **Radius**.

Repeated Frames (optional)

Neat Video also offers special support for clips with *repeated frames*. Repeated frames are *exact copies* or *almost exact copies* of each other.

The example below shows a typical sequence of frames from a video clip containing repeated frames:

Here the frames 1 and 2 are almost identical. Frames 3 and 4 are almost identical. Frames 5 and 6 are almost identical or exactly identical.

At the same time, the frames 2 and 3 differ a lot (just like frames normally differ in a regular clip) because they depict objects at different points in time. The same applies to the frames 4 vs 5.

In this example, the frames 1 and 2 (also 3 and 4, 5 and 6) are what we call *repeated frames*, because the frame 2 repeats the frame 1.

Several different reasons can cause repeated frames to be present in clips:

- Camera working in "slow shutter" or "night" mode
  Many models of video cameras working in such a mode introduce duplicate frames to maintain the required frame rate of the recorded video. Those duplicate frames are usually almost exact copies (not exact copies) due to lossy compression.

- Converting a "normal" clip into a new clip with a higher frame rate
  This can also introduce new frames being copies of existing frames to achieve the required higher frame rate. If the final clip is re-encoded, then those duplicate frames are usually almost exact copies (not exact copies) due to lossy compression.

- In-camera noise reduction
  In-camera noise reduction used in some cameras can make the noise itself being repeated from one frame to another while the useful content of the frames (details/objects of the scene itself) changes regularly from frame to frame. The resulting clip shows semi-static areas of noise.

Repeated frames (and repeated noise) complicate the job of the temporal noise filter because such frames do not carry additional information needed for temporal noise reduction yet still require processing and potentially confuse the filter.

Repeated frames also slow down the apparent speed of the clip, which means its *effective frame rate* is lowered by their presence.

You can find additional video illustrations of repeated frames in the following web page:
https://www.neatvideo.com/support/how-to-use/repeated-frames

Neat Video has a dedicated **Repeated Frames** mode to deal with these issues. You should use the **Repeated Frames** mode when you know that the clip contains repeated frames that are (1) almost exact copies or (2) contain repeated noise. When the clip contains repeated frames that are exact copies, you do

not need to use **Repeated Frames** because Neat Video can deal with exact copies automatically, without using that mode.

If you do not know whether the clip contains repeated frames and do know the type of repeated frames, you can check that using Neat Video viewer. Use the thumbnails in the bottom of Neat Video window to move from one frame to the next one several times while watching the image in the main preview area of Neat Video window (make sure you do that in the **Prepare Noise Profile** tab to see the original input frames, not frames processed by the filter). If you see that the frame content is actually changing every time you are making a step, then the clip is likely normal, it has no repeating frames. However, if you see that the frame content (the whole content or just its noise component) is sometimes remaining static when you are making a step, that most likely indicates that some frames are in fact repeated in the clip.

Neat Video also tries to automatically detect repeated frames that are exact and almost exact copies in the stream of frames and marks them accordingly. The detected exact copies are marked with the white "**Copy**" label in the corresponding thumbnails. The detected almost exact copies are marked with the yellow "**Rep**" label. The "**Rep**" frames do require using the **Repeated Frames** mode in Neat Video, while the "**Copy**" frames do not.

The image below shows an example of the thumbnails with some of the frames being repeated frames ("**Rep**"):
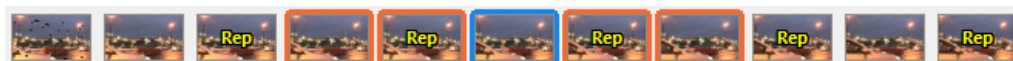

Please note that this automatic detection may not work with all clips and in all situations, so the visual inspection of the full resolution frames remains the most reliable test method.

The automatic detection will also not detect presence of repeated noise, so if there is a chance of noise being repeated from one frame to another, then it is best to visually inspect the clip. Presence of repeated noise also requires using the **Repeated Frames** mode.

Another means to check if the clip contains any repeated frames is the **Repeated Frames Check** tool (more on that below).

Once you know that a specific clip contains repeated frames (almost exact copies or frames with repeated noise), adjust the **Repeat Rate** setting in the **Repeated Frames** section:

➡ Adjust the **Repeat Rate** to directly specify the amount (in percents) of repeated frames present in the clip.
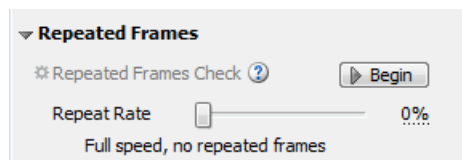
Use the thumbnails in the bottom of Neat Video window and its main viewer to estimate the percentage of repeated frames.

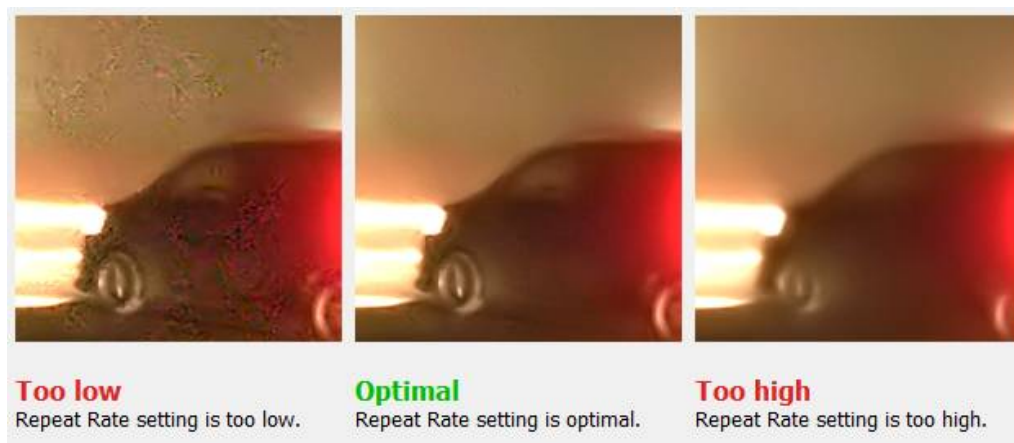Some typical values of the **Repeat Rate** setting are:

- 0% - all frames are unique (so the **Repeated Frames** mode is effectively disabled);

- 20% - each 5th frame repeats the preceding 4th frame (so 20% of all frames are repeated);

- 50% - every odd frame repeats the preceding even frame (a half of all frames are repeated);

- 66% - every second and third frames repeat the preceding first frame.

You can also use the **Repeated Frames Check** tool to check if repeated frames are present and to tune the **Repeat Rate** setting. This function will temporarily adjust the filter in such a way as to make all insufficiently filtered parts of the frame easier to see in preview.

To use the **Repeated Frames Check** tool please follow these steps:

➡ 1. Click   [▶ Begin]   (the **Begin** button) to start the tuning process.
The preview image will then look unnaturally plastic, but that is just a temporary effect that will go away once tuning is complete.

2. Start with the **Repeat Rate** of 0% and, if noise is still noticeable in preview, gradually increase the **Repeat Rate** until the noise disappears completely, while details are still preserved.

If no noise is visible already with the **Repeat Rate** of 0%, then it is likely that the video does not contain repeated frames and thus there is no need to use the **Repeated Frames** feature (leave **Repeat Rate** at 0%).

Too low
Repeat Rate setting is too low.

Optimal
Repeat Rate setting is optimal.

Too high
Repeat Rate setting is too high.

3. Click [Finish] (the **Finish** button) to complete the tuning process.
   Please note that some noise will return to the preview image after that. This is normal. The amount of noise reduction can be adjusted using other filter settings if required.

When working with clips that contain repeated frames (including those marked as "**Copy**" and "**Rep**"), it is also generally recommended to increase the **Temporal Filter > Radius** to let the temporal filter use enough frames to accurately reduce noise and preserve actual details.

Jitter of Details (optional)

Neat Video also includes a special part to reduce jitter of fine details. This video imperfection looks like as if there was some hot air between the viewer and fine details or small objects of the scene: those details and objects appear a bit trembling in their places (the "heat haze" effect).

That is not a real movement, but an artifact of post-processing usually introduced by video compression. It may also be caused by using an inaccurate noise profile in Neat Video itself.

To reduce that visual imperfection please use the controls in the **Jitter of Details** section:

➡ Adjust the **Threshold** setting to find the optimum value that sufficiently reduces the jitter while not causing any possible side-effects:

   • too low values may lead to loss of sharpness while also not sufficiently reducing the jitter of fine details;

   • too high values may cause loss of fine details or unnaturally looking residual noise.

➡ Enable the **Extended Filtration** option to apply more aggressive reduction to the jitter of fine details. This makes the jitter reduction stronger but may slow down processing.

Dust and Scratches (optional)

Neat Video also includes a dedicated section – **Dust and Scratches** – of the temporal filter that reduces or fully removes certain defects of analog nature introduced into video data before or during its conversion to digital representation.
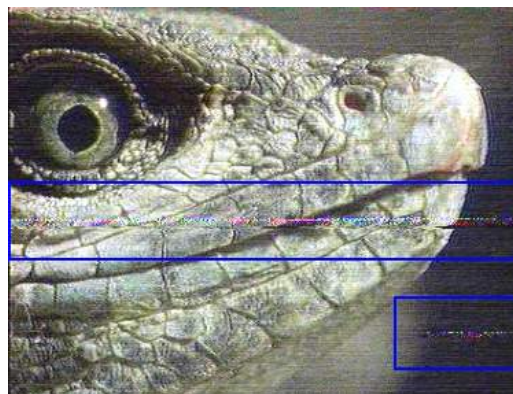
The **Dust and Scratches** filter is designed to reduce such defects as:

- corrupted scan lines: a whole scan line of a video frame is incorrect;

- random short lines affecting only a small part of a scan line;

- spots, dots, lines of relatively large size.

In the example images on the right, the areas containing such defects are marked by blue boxes.

These defects are usually caused by:

- inaccurate recording/playing back of VHS materials;

- damaged VHS film;

- interference in analog TV transmission;

- physical dust and scratches present in original video film.


The common property of these defects is that each particular defect element is present in a single frame rather than in a series of frames. This allows Neat Video to use the data from adjacent frames to eliminate the defects present in the current frame.

For accurate reduction of such defects by the **Dust and Scratches** filter, make sure you do **not** include these defects into an analysis area during profiling (visually inspect the area selected by **Auto Profile** to ensure that). If you include these defects into an analysis area, then the regular noise reduction may become less accurate. The best profiling approach is to include only regular random noise in the sample area and exclude any scratches and dust particles.

It is also very important to make sure that any flicker that may be present in the video is correctly accounted for using the **Local Flicker** control in the **Temporal Noise** section. If the flicker is present in the video but not suppressed by those tools, then the **Dust and Scratches** filter may be less efficient and less accurate. Therefore, do pay attention to possible presence of flicker and use the **Flicker** controls to suppress it before you proceed to adjust the **Dust and Scratches** filter.

In **Advanced Mode**, Neat Video offers the following settings in the **Dust and Scratches** filter:

➡ Use the **Mode** selector to choose between the **Normal** and **Aggressive** modes of the filter. Identification and reduction of dust and scratches is more exhaustive (and somewhat slower) in the **Aggressive** mode.
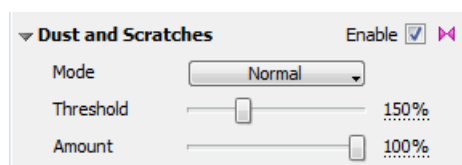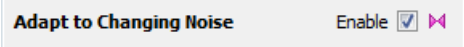

➡ Use the **Threshold** control to adjust the strength of the filter:

- Higher values lead to more aggressive filtration with less attention to actual details;

- Lower values lead to less aggressive filtration better preserving details.

➡ Use the **Amount** control to adjust how much reduction is applied to the elements identified as dust and scratches.

Adapt to Changing Noise (optional)

The noise properties of the video data may slightly vary in different parts of the clip, for example if the lighting conditions change during shooting. Neat Video can automatically adjust its processing to the temporally changing noise.

➡ Enable the **Adapt to Changing Noise** option to let Neat Video automatically adjust its processing to the temporal changes in the clip's noise.

Please note that if the noise is not changing its properties in different parts of the clip, then this option should better be left disabled. Use it only when it is actually needed.

Use preview

While adjusting the settings, use the available preview facilities to evaluate the corresponding changes in the results of Neat Video filtration:

- Click inside the preview area to temporarily switch back to the original frame for comparison;

- Move from one frame to another (using the thumbnails available in the bottom of Neat Video window) to see how the noise reduction affects adjacent frames;

- Use the playback capabilities of Neat Video: click the [▶ Play All ▾] (the **Play All** button) to play all available frames back and forth to help you check results of processing in motion. You can also adjust the filter settings while the playback is running;

- Create several alternative variants of filtration, compare results and select the best variant. For more details please see the Variants of filtration section, page 37.

5.8.2. Advanced Mode: Spatial filter settings

In addition to temporal processing, Neat Video can also apply spatial noise reduction to further reduce the remaining noise (if necessary). While the temporal filter uses information from several consecutive frames, the spatial filter works within one frame only.

To adjust the spatial filter settings please switch to the **Spatial** tab in the **Filter Settings** panel.

Spatial Filter: Quality Mode

The first key setting available in the **Spatial** tab is the **Quality Mode**. This setting selects whether Neat Video's spatial filter should generally work faster (but slightly less accurately) or slower (but somewhat more accurately).

By default, **Quality Mode** is set to **Normal**, which provides the best processing speed and good visual quality of results. There is also **High** (slower) mode, which can produce somewhat better results with more details being preserved at expense of longer processing time (could take about x2-x3 longer to render).

➡ Use the **Quality Mode** control to select the preferred processing mode.

Spatial Filter

In **Advanced Mode**, the spatial filter has separate settings for all (spatial) frequency[1] and channel components of the video data. There are pairs of *noise level – noise reduction amount* controls for each of these components. You have access to eight such pairs – three for channel components (**Luminance**, **Cr**, **Cb**) and five for spatial frequency components (**High**, **Mid**, **Low**, **Very Low**, **Ultra Low**) of the video data.

The meaning of each *noise level – noise reduction amount* pair is the following:

- a *noise level* control adjusts the threshold determining which elements of the corresponding video component are considered noise and which elements are considered true details;

- a *noise reduction amount* control determines how much reduction is applied to the elements identified as noise in that component.

Thus, with a *noise level – noise reduction amount* pair of settings you can adjust *what* should be considered noise in a channel or frequency component of the video data and *how much* should that noise be reduced.

The noise level settings are relative to the noise levels of the current noise profile, which have been measured during profiling. Because the noise level controls are relative to the device noise profile, their default settings usually produce good results as long as the noise profile itself is accurate.[2]

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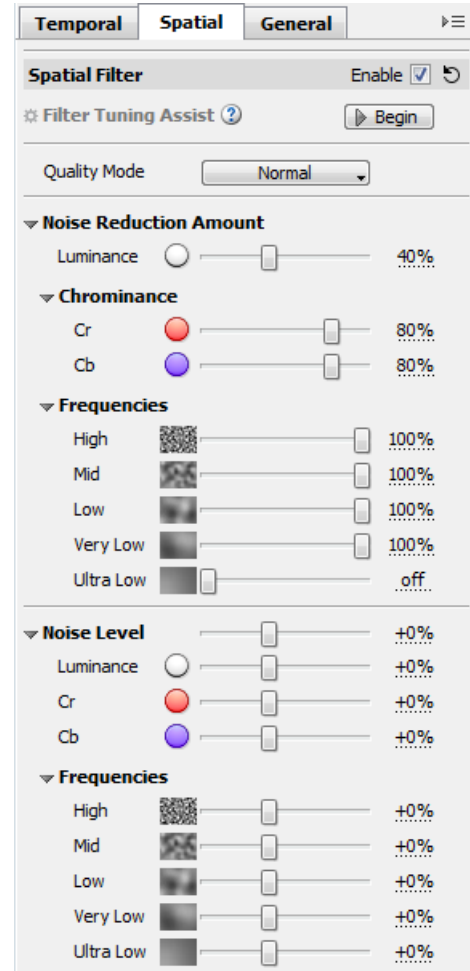
[1] See "What is frequency" question in page 55.

[2] Use the **Profile Check** tool and **Quality** indicator in the **Device Noise Profile** box (in the **Prepare Noise Profile** tab) to check the accuracy of the profile as described in the II. Tune the profile using Profile Check (optional) section, page 14.
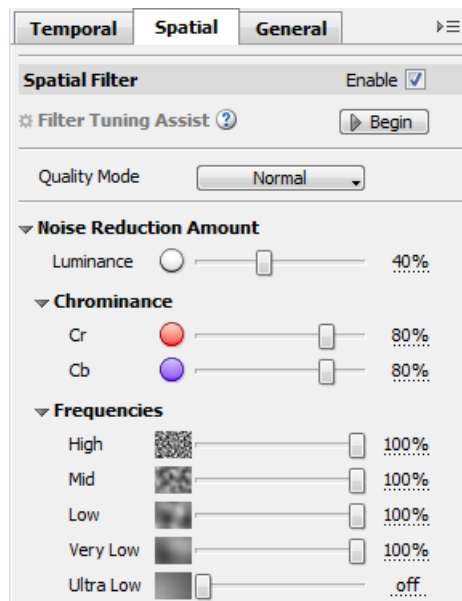
Noise Reduction Amount

Noise reduction amounts are the *most frequently adjusted settings* of the spatial filter.

➡ Use the **Noise Reduction Amount > Luminance**; **Chrominance > Cr**, **Cb** and **Frequencies > High**, **Mid**, **Low**, **Very Low** and **Ultra Low** sliders.

You can vary the noise reduction amount for each frequency and channel component of the video data. The higher a certain noise reduction amount, the more of the detected noise is removed in the corresponding component.

Noise reduction amounts can be in the range from 0% (none of the detected noise is removed) to 100% (all the detected noise is removed). By default, the noise filter removes 100% of detected noise in most components except the **Luminance** channel where only 40% of the detected noise is removed.

Be careful, setting the noise reduction amounts too high, especially in the **Luminance** channel, may lead to loss of fine details and unnaturally looking (over-smooth, plastic-like) results. Too low amounts may be not enough to sufficiently reduce the objectionable part of the noise. Try to balance the noise reduction amounts (most importantly, the amount of noise reduction in the **Luminance** channel) to get the result that looks best to your eyes.

Decreasing the noise reduction amounts can have a positive effect if the video clip contains some natural noise. For example, when you filter a clip including asphalt, sand, or anything else that contains fine natural noise-like features, it may be helpful to reduce amounts down to 0-30%.

By default, the noise reduction amount in the ultra low frequency component is set to 0%, which effectively disables noise reduction in that component (you can always change the defaults if necessary[1]). If the clip contains strong ultra low frequency noise (like large color blobs sometimes produced by compression), then you may want to enable the noise reduction in that components by increasing the **Noise Reduction Amount > Frequencies > Ultra Low** setting.

> As human vision is not very sensitive to variations of colors, strong filtration in the chrominance channels (**Cr, Cb**) does not noticeably distort video sequence, but efficiently reduces color noise.

It may also be useful to disable the sharpening filter when adjusting the spatial noise filter to make the influence of adjustments easier to see in preview.

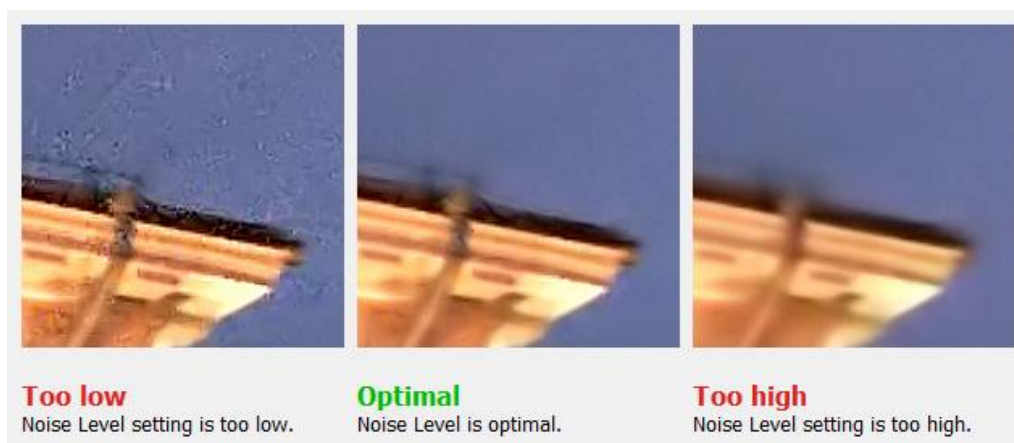## Filter Tuning Assist (optional)

Filter Tuning Assist is a special tool, which facilitates adjustment of other settings of the spatial filter by emphasizing the influence of those settings on image in preview. It is not necessary to use this tool, but it may help to speed up the adjustment process as a whole.

Filter Tuning Assist helps to adjust such filter settings as **Quality Mode**, **Noise Level**, **Artifact Removal** and other filter settings available in **Advanced Mode** and described further in this section.

To use the **Filter Tuning Assist** tool please follow these steps:

➡ 1. Click ▷ Begin (the **Begin** button) to start the tuning process.
   The preview image may then look unnaturally plastic, but that is just a temporary effect that will go away once tuning is complete.

2. Adjust the highlighted filter settings so that no noise is visible in preview, but details are still preserved. For example, adjust the **Noise Level** to make all noise elements reduced yet preserving actual details of the scene as shown in this illustration:

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[1] See more about that in the description of the Default Filter Preset setting in Neat Video Preferences, page 48.

Too low
Noise Level setting is too low.

Optimal
Noise Level is optimal.

Too high
Noise Level setting is too high.

See the next sections below for more information on adjusting **Noise Level** and other filter settings.

3. Click [🔲 Finish] (the **Finish** button) to complete the tuning process.
   Please note that some noise will return to the preview image after that. This is normal. The purpose of tuning is to adjust the settings to make the noise reduction accurate, while the amount of noise reduction can be adjusted using other filter settings, if required.

Noise Level (optional)

Usually it is not necessary to change the noise levels if the noise profile is accurate. You only need to adjust the noise levels if you see that some noise elements are not reduced at all. Such incomplete reduction of noise is usually caused by an inaccurate noise profile providing inaccurate noise level estimations to the noise filter. This may be compensated by adjusting (increasing) the noise levels in the filter settings.

➡ Use the **Noise Level > Luminance**, **Cr**, **Cb**; **Frequencies > High**, **Mid**, **Low**, **Very Low** and **Ultra Low** sliders.

The noise filter is applied to five frequency components and three channel components of the video data. Corresponding sliders adjust the estimated noise levels for each of these components.

The higher a certain noise level, the more elements in the corresponding component are considered noise. Be careful, adjusting a noise level setting too high can lead to removal of true details. Adjusting a noise level setting too low can lead to incomplete filtration: residual noise and compression artifacts can stay in the filtered clip.

It may be helpful to enable **Filter Tuning Assist** when adjusting the **Noise Level** controls because then it is much easier to see if some noise elements are not reduced. If there are such elements that are not reduced, try to increase the corresponding **Noise Level** settings.

As a rule, if the device noise profile has been built properly, it is not necessary to increase the noise levels by more than 50%. If the clip contains strong surges of noise in the high frequency range, then it is recommended to increase the high frequency noise level up to +20% to +40% and/or use the artifact filter (more below).

If the clip contains strong color noise, it is recommended to increase the Cr and Cb noise levels to +30%. In some cases, it may be useful to increase these noise levels up to +100%.

If adjusting noise levels still does not help and some noise elements remain in the filtered clip, probably the device noise profile is not good at all. Return to Stage V. Prepare a device noise profile, page 11, and additionally fine-tune the device noise profile or simply rebuild the profile from scratch.
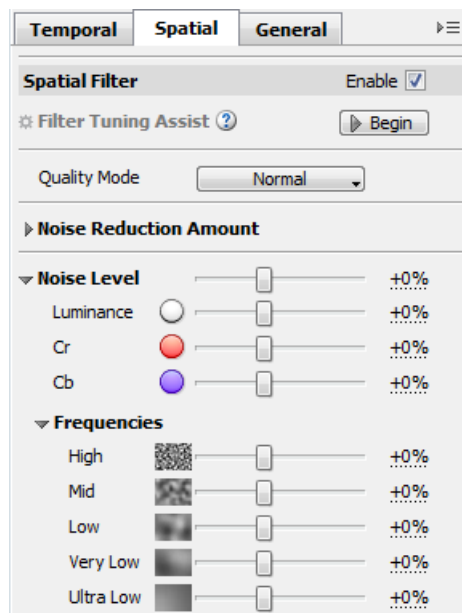
Artifact Removal (optional)

Neat Video has an additional filter to remove residual dot-like and line-like noise elements that may remain in video even after applying Neat Video's regular noise filters. Such residual noise elements / artifacts are typically created by in-camera noise reduction and compression or by other post-processing. Neat Video's spatial filter can make those elements more visible if the noise levels are underestimated during profiling.

You can see an example of such digital artifacts in the first picture on the right. The second picture shows the results of noise reduction with the **Artifact Removal** filter enabled.

Such artifacts are usually of digital nature. They are typically of very small size unlike the analog defects treated by the **Dust and Scratches** filter described earlier. Since these noise elements are different than the regular random noise, they require special treatment provided by the **Artifact Removal** filter.

You can adjust this filter using the following controls in the **Spatial > Artifact Removal** section:

➡ Use the **Dots** control to adjust the dot removal threshold. Higher values lead to stronger reduction of dot-like artifacts (less attention to details); lower values lead to weaker reduction (more attention to details).

➡ Use the **Lines** control to adjust the line removal threshold. Higher values lead to stronger reduction of line-like artifacts (less attention to details); lower values lead to weaker reduction (more attention to details).
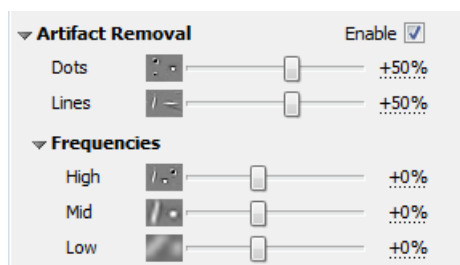
The artifact filter additionally offers separate thresholds for three frequency components (in other words, for three typical size scales) in the **Frequencies** sub-section: **High**, **Mid**, **Low**.

➡ Use the **High**, **Mid** and **Low** controls to adjust the artifact removal thresholds in the corresponding frequency components.
Higher values lead to stronger reduction of artifacts (less attention to details); lower values lead to weaker reduction (more attention to details).

Edge Smoothing (optional)

This option of the noise filter makes smoother the edges of the objects in the video. This can be useful when edges are significantly degraded by the noise (or by the in-camera noise reduction and sharpening) and it is preferable to restore them.

➡ Enable the **Edge Smoothing** section to enable this option in general.

➡ Use the **High**, **Mid** and **Low** controls to adjust the strength of edge smoothing in the corresponding frequency components of the video. Higher values lead to stronger smoothing of edges; lower values lead to less smoothing.

Sharpening (optional)

The sharpening filter in Neat Video increases sharpness of the details in the video clip without increasing the noise strength.

The sharpening filter is disabled by default. You can enable it and adjust the sharpening amounts separately for three frequency components (for three typical size scales): **High**, **Mid**, **Low**.

➡ Use the **Sharpening > High**, **Mid** and **Low** sliders to adjust the amount of sharpening applied to the details of the corresponding size.

0% will not sharpen the component at all. 100% is the normal and 250% is the maximum strength of sharpening in each component.

It is best to start with adjusting the **High** sharpening amount. If sharpening is not sufficient, try to increase the **Mid** and **Low** settings too.

Try to balance the amount of sharpening to avoid over-sharpening.
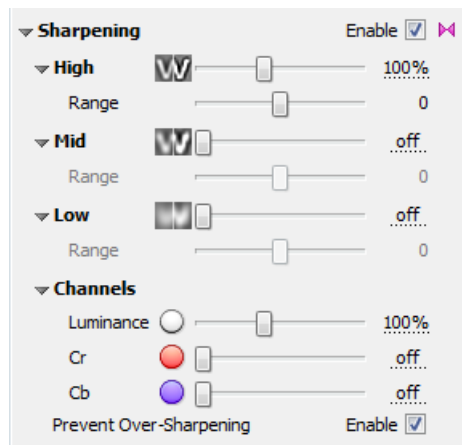
➡ Use the **Range** sliders available under each of **Sharpening > High**, **Mid** and **Low** controls to adjust the frequency range (typical details size) to be sharpened:

- -1 - sharpening is applied to a narrower frequency range;
- 0 (default) - sharpening is applied to the normal frequency range of the frequency component;
- +1 - sharpening is applied to a wider frequency range.

You can also adjust sharpening amounts separately for three channel components – **Luminance** and **Cr / Cb** (chrominance components):

➡ Use the **Sharpening > Channels > Luminance**, **Cr** and **Cb** sliders to adjust the amount of sharpening applied to the corresponding channel components.

You can also sharpen in higher quality:

➡ Use the **Sharpening > Prevent Over-Sharpening** option to use a higher-quality sharpening method, which tries to prevent over-sharpening and to avoid creating a halo around details.

Use preview

➡ While adjusting the filter settings, use the available preview facilities to evaluate the corresponding changes in the results of Neat Video noise reduction and sharpening.

5.8.3. Advanced Mode: Optimize performance (optional)

Before applying the filter to the clip, you may want to check the speed of Neat Video on that clip and potentially improve the speed by optimizing the performance settings. The processing speed depends on the hardware capabilities, on the frame size of the video and also on the filter settings: enabling more filters and their sub-sections makes processing slower because Neat Video has to do more work. Also, if you significantly change the filter settings, then the optimal performance settings (for example, the number of CPU cores and/or GPUs used for processing) may change as well, so it may be useful to try optimizing those settings before starting a long render. This is entirely optional but in some cases it may appreciably reduce the render time.
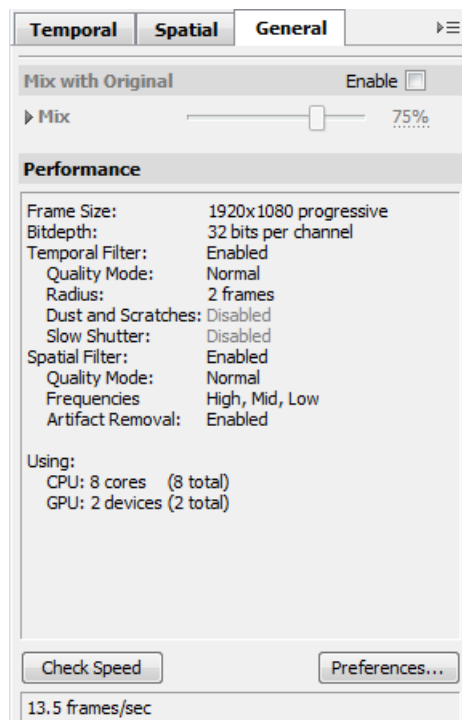
To check the current speed and to optimize the performance settings switch to the **General** tab in the **Filter settings** box.

➡ To measure the filter speed click [Check Speed] in the bottom of the **General** tab.

Neat Video will run a speed test and will then display the measured processing speed based on the current filter settings and frame size (as shown in the box above in the same **General** tab).

Please note that it is the *speed of Neat Video alone*, without any other effects that may be used in your project and without any Resolve processing overhead. The speed of the final render in Resolve is always lower because of that overhead.

➡ To optimize the performance settings click [Preferences...] to open the **Performance** tab in Neat Video **Preferences**. In that tab, you can inspect the available and current CPU and GPU settings.

Then use [Optimize Settings...] to open a specialized dialog designed to measure video processing speeds achieved with different combinations of the CPU and GPU settings. It allows to automatically benchmark all possible combinations of settings and to identify the best combination (for the current frame size and current filter settings). You can then just click [Accept best combination] to apply the found optimal combination achieving the best performance.

Additional settings

Mix with Original

In **Advanced Mode**, you can additionally enable the global **Mix with Original** group to blend the final result of Neat Video processing with the original unprocessed frame. That may sometimes be useful to weaken the overall effect of Neat Video. For example, that may help to preserve the natural-looking results or to intentionally preserve some part of the original noise to make the output compression by lossy video codecs work better: if the final frame is very clean and smooth, some lossy compression may create a very noticeable banding during encoding. That problem can be avoided by leaving some of the noise in.

➡ Use the **Enable** checkbox in the **Mix with Original** group.

➡ Use the **Mix** control to adjust the overall mixing of the filtered and original frame. For example:

100%: only the filtered frame is used;

50%: an equal mix of the original and filtered frames;

0%: only the original unprocessed frame is used.
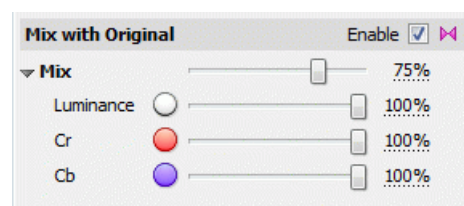
➡ Use the **Luminance**, **Cr** and **Cb** controls to adjust the mixing of the filtered and original image in individual channels.

5.9. Stage VII. Save and apply

5.9.1. Save filter settings into a preset (optional)

This sub-step is entirely optional yet you may want to consider saving the current filter settings into a preset on the disk. You will then be able to re-load the same settings in another clip, in the same or another project.

To save the filter settings into a preset

➡ Click 🖫 (the **Save current filter settings as a preset…** button) in the **Filter Settings** box.

Then in the **Save Filter Preset As** dialog box, specify the name of the file to save the preset. The filter presets are stored in ***.nfp** files.

The saved filter preset includes all settings of the temporal and spatial noise filters, all their specialized sub-sections and options, as well as the sharpening settings. By re-opening a preset later on, you can reproduce exactly the same filter settings. Do not forget to save the noise profiles in the **Device Noise Profile** tab as well. Together, a device noise profile and a filter preset can be used to accurately reproduce the filtration results.

You can also add some text comments to your custom preset using the **Preset Description** dialog:

➡ Use 🛈 to open the **Preset Description** dialog and add or edit the description of the preset.

The text comments are also saved into the preset on the disk when you use 🖫 .

To load a previously saved filter preset

➡ Click 🗁 (the **Load filter settings from a preset…** button) in the **Filter Settings** box. In the **Load Filter Preset** dialog box, locate and select the filter preset to be loaded.

or

➡ Click ▼ (the drop-down button) in the **Filter Settings** box to open the popup menu with all available presets and then select one of them.

There are several pre-written filter presets in your Documents folder:[1]
Documents\Neat Video v5 for Resolve\Presets

Please try to load those presets to see what combinations of the filter settings and their values can be used to solve typical tasks. The names of the groups of presets and presets themselves explain those tasks. Also, when loading any of the pre-written filter presets supplied with Neat Video, the **Preset Description** dialog opens automatically[2] to display the description of the preset being loaded. The description is intended to help you get a better understanding of the purpose, applicability and possible side effects of the preset.

There are two main groups of pre-written presets: **General** and **Advanced**. The presets in the first group can be used in both **Beginner Mode** and **Advanced Mode**. The presets in the second group can only be used when Neat Video is in **Advanced Mode**, so loading such a preset will switch Neat Video to **Advanced Mode** (if you work in **Beginner Mode**).

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[1] You can check and adjust the location of that folder: use the menu **Tools > Preferences > Folders > Preset folder**.
[2] You can disable displaying that dialog using the checkbox in the bottom of the **Preset Description** dialog (and re-enable it later in Neat Video **Preferences** if necessary).

5.9.2. Apply filter settings

Once you have prepared a noise profile and adjusted the filter settings, Neat Video is ready to apply those changes to the clip.

To apply filter settings

➡ Click [Apply] (the **Apply** button in the bottom of the plug-in window).

The **Neat Video plug-in** window will be closed and the plug-in will automatically save the device noise profile and filter preset in the Resolve project you work with. You can later re-open the **Neat Video plug-in** window in that clip to further adjust the noise profile and/or filter settings.

5.10. Stage VIII. Render the clip

To apply Neat Video noise reduction

➡ Render the clip in the regular Resolve way. This will automatically apply Neat Video noise reduction to the clip.

> Neat Video is a **very processor-intensive** filter, so it may take significant amount of time to render the clip. Using fast hardware (a fast CPU and/or GPU) is recommended.
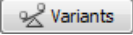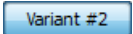
6. Additional tools

6.1. Variants of filtration

When adjusting the Neat Video filter settings, you may want to compare different adjustments and select one that delivers the best visual results. You can of course manually make the adjustments and check preview after each adjustment, but it would be easier if you could prepare several variants of such adjustments and then quickly switch between their corresponding previews. Then it would be much simpler to visually evaluate and compare the results.

That is exactly what *variants of filtration* do in Neat Video. You can create up to four variants, each with its own set of filters settings (and possibly different noise profiles too), and quickly switch between them to evaluate their previews. This feature is available in **Advanced Mode**.

Here is how you can use variants of filtration (for example in the **Adjust and Preview** tab):

1   To enable variants click   [Variants]   (the **Variants** button) in the toolbar.

2   To create a new variant click   [+] (the **Make a new variant** button) in the toolbar.
A new variant will be a copy of the current variant (the current profile and filter settings).
The new variant is added to the toolbar as a new button with the corresponding name, for example
[Variant #2] .

The new variant automatically becomes current, which is indicated by a special shading on its button.

When you make any adjustments to the profile or filter settings, they are applied and kept within the current variant. So if you want to change the profile or filter settings in any other variant, then you need to select that variant first and only then make any adjustments.

3   To select a variant (to make it current) click the corresponding variant's button in the toolbar. This will switch the profile, filter settings and preview to those of the selected variant.

If you change the profile or any filter settings, then the changes will be applied to the newly selected variant.

4   To compare two variants (their previews) you can simply click their buttons to select them alternatively.

There is also an easier and quicker way. If you *right-click* another (not the current) variant's button instead of doing a regular left-click, then the clicked variant is only temporarily selected and the selection returns to the previous variant once you release the right mouse button. This can be used to quickly switch between any two variants (the current one and an alternative one) for comparison purposes: the preview will change from one variant to another and you can easily compare them to decide which one is better.

5   To delete an unneeded variant use its corresponding **Remove variant** button ([x]).

6   When you are happy with one specific variant simply keep it current and it will then be used by Neat Video for actual processing.

6.2. Skip Neat Video processing

When editing a complex project with multiple clips and multiple effects including many instances of Neat Video, it may be useful to temporarily skip Neat Video processing to speed up editing in the host application.

Neat Video is a very computation-intensive filter, so it may slow down the preview and affect the responsiveness of the host application because Neat Video may be asked (by the host application) to re-calculate preview many times. Temporary skipping Neat Video processing in these settings can make the host application's graphic interface more responsive.

Of course, you should re-enable Neat Video processing before the final render or when you want to check the host-side preview that includes noise reduction provided by Neat Video.

➡ To skip Neat Video processing by all instances of the filter open the **Neat Video plug-in** window in one of those instances and use the menu command: **Effect > Skip Neat Video Processing**.

This will skip processing by all instances of Neat Video filters currently used in all clips in the current project.

Once that command is used, Neat Video will inform you about the skipped processing status. It will remind you about that when you re-open the plug-in window to make sure you do not forget that Neat Video processing is being intentionally skipped. Neat Video will offer a way to re-enable its processing too, so you always can either keep Neat Video processing skipped or re-enable it, for example before the final render.

➡ To re-enable Neat Video processing uncheck that menu item – **Effect > Skip Neat Video Processing** again or use the corresponding button in the information dialog shown by Neat Video.

If you restart the host application, Neat Video processing will be re-enabled automatically.

If the host application uses a render cache where it keeps earlier rendered frames, then it is best to clear/reset that cache (after re-enabling Neat Video processing) to make sure all those cached frames are fully processed.

6.3. Alternative modes of image viewer

The image viewer in Neat Video can show the frame in several alternative modes to enable detailed examination of both channel and frequency components. Examining the components helps to find flat featureless areas for noise analysis. Also, that allows to visually compare the original and filtered version of each component and to find optimum filter settings for the corresponding component easier and faster.

➡ Use ▢ Normal ▾ (**Viewer mode** button) in the viewer toolbar to select the desired viewer mode.

The viewer mode will change accordingly and will display the image components separately or as one composite image.

Examine individual channel and frequency components of the frame, check the presence of noise in individual components. Working in the **Noise Filter Settings** tab, you can use the separately displayed components to identify those components that do not receive enough (or receive too much) noise reduction and adjust the corresponding filter settings.
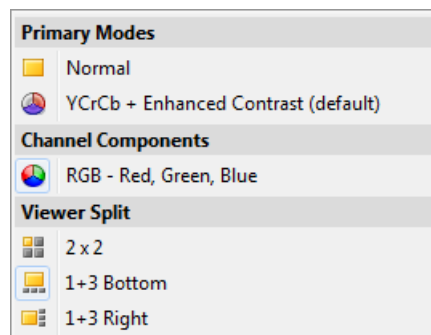
You can also adjust the brightness of the viewer to easier see details and noise in very dark or very bright areas of the frame:

➡ Use ▦— (the viewer brightness controls) in the viewer toolbar to adjust and/or reset the viewer brightness to better see the noise and details in very dark or very bright areas of the frame.

Please note that this adjustment does not change the underlying video data in any way. The adjustment only affects the viewer, i.e., the way the frame is displayed in it.

7. Device noise profiles

A *device noise profile* (or *noise profile*, or simply *profile*) describes the properties of visible noise produced by a video capturing device (e.g., a video camera, drone camera, computer TV-tuner, film digitizer, etc.) working in a certain mode. Several noise profiles corresponding to different modes of a device constitute a *profile set* for this device. Neat Video can use a profile from a profile set to process a video clip produced by a device working in the corresponding device mode.

Earlier in Stage V. Prepare a device noise profile, it was briefly explained how to build noise profiles automatically, using **Auto Profile**. This chapter describes that process in more details and also introduces semi-automatic and manual profiling procedures. In addition, techniques for documenting and re-using profiles are offered.

7.1. Building a profile for a device mode (standard profiling procedure)

This subsection explains how to build a single noise profile for a video clip produced in a certain device mode.

Building a new noise profile generally includes three stages:

Stage I. Building a profile;
Stage II. Documenting the profile;
Stage III. Saving the profile.

7.1.1. Stage I. Building a profile

To build a noise profile for a video clip you need to make these steps:

Step 1. Selecting a frame suitable for noise analysis;
Step 2. Analyzing the noise.

Step 1. Selecting a frame suitable for noise analysis

To build an accurate noise profile, Neat Video needs to analyze a specific frame from the video clip. This frame should include uniform featureless areas containing only noise without any real details of the scene.

A uniform area (with minor variation in all color channels) may be overcast sky, clear sky (without clouds and birds), flat wall without texture or decorations, or any other part of a suitable frame where there are no visually perceptible details (except the noise, which should still be visible). Neat Video needs to analyze a uniform featureless area of around 128x128 pixels or preferably larger (the minimum size is 32x32 pixels). If the noise strength is different from frame to frame then it is better to select a frame with the strongest noise.

Use the host application (Resolve) preview to find a frame that contains such flat featureless areas. Then use that frame to build a noise profile:

➡ 1. Use the host application tools (like the time axis and preview panel) to find a frame with large flat featureless areas; selected frame will be used for noise analysis in the next steps;

2. Add Neat Video to the clip and then click the **Prepare Noise Profile** button in the effect's control panel.
(If you run Resolve 14 or older, then please click the **Prepare Frames** button before using **Prepare Noise Profile**.)

(If you run the Demo plug-in, click **OK** in the popup splash screen of the plug-in to proceed further.)

The **Neat Video plug-in** window will open and display the selected frame.

➡ At this point Neat Video may ask you to specify the scan type using a dialog window. Please select either **Progressive** or **Interlaced** depending on the scan type of the current clip.

Step 2. Analyzing the noise (profiling)

Analyzing noise (profiling) is the main part of building a noise profile. This version of Neat Video offers three ways of conducting the noise analysis: automatic, semi-automatic and manual one. Using automatic profiling is easier and therefore recommended for beginners. In difficult cases (for example if Neat Video is unable to automatically find a uniform featureless area in the analyzed frame), automatic profiling may not work or produce less than optimal results. You can always override automatics and use semi-automatic or manual profiling.

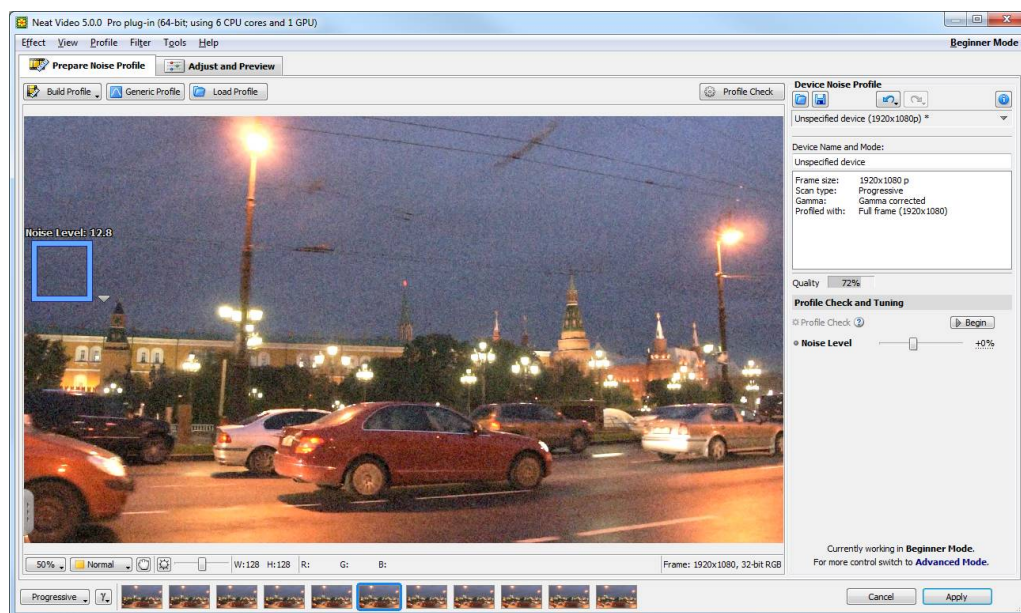➡ Make sure you use the **Prepare Noise Profile** tab:
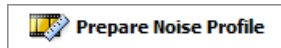
Case of automatic profiling

To analyze the noise properties of the video clip, Neat Video uses uniform areas of the frame. Such areas should contain noise but no visible or important details. With automatic profiling, Neat Video tries to find one such area automatically and then it analyzes the noise in that area as well as in the rest of the frame.

➡ Click (the **Auto Profile** button).

Auto Profile will try to automatically find and select an area containing a sample of pure noise (without any details of the scene) for analysis. **Auto Profile** will look for such areas in the current and adjacent frames[1] to find the most suitable area showing the strongest noise. Neat Video will then select the found area and automatically analyze the noise in that area to build a new noise profile based on it. Neat Video will automatically analyze the rest of the frame too. However, the most important part of the analysis is the selected area, which is why it is highlighted in the viewer to help you visually inspect the area to make sure there are no details or other issues there.

Once **Auto Profile** selects the area used for analysis, please visually inspect it to verify that the area does indeed satisfy the following requirements (recommended to achieve the best results):

- The area should contain visible noise;

- The noise should look typical for the current clip;

- The noise should be the strongest among all such areas present in this and adjacent frames; (you can use the noise strength indicator shown over the selection to check that)

- The area should contain no scene details of any kind (objects, textures, gradients, etc.);

- The area should contain no dust/scratches (for old film-based videos);

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[1] If you want to make Auto Profile look for that area in the current frame only, then click and hold the **Auto Profile** button and select **Auto Profile (Current Frame)** in the popup menu, or use the menu **Profile > Auto Profile (Current Frame)**. You can also hold Shift while clicking the **Auto Profile** button.

- The area should not be very dark (near black) nor very bright (near white);
- The area should be as large as possible in that frame.

Auto Profile generally tries to find areas that satisfy these requirements but that may be not always possible to achieve. In difficult cases, it may be not able to find a large enough area or area without details. You will then notice that the selected area, for example, contains some details or has some other issues. In such cases, Neat Video also warns you that the area may be not very suitable for analysis. It may say that the selected area is not uniform in one or more channels, or is small, or contains too weak noise or clipping in some channels.

If you receive such a warning about possible non-uniformity, clipping, small size of the area, etc., then you generally have two options:

- You can choose to ignore the warning and proceed using the area found by **Auto Profile**. However, the accuracy of the resulting noise profile may be lower than it could in principle be with that clip. Technically, the filter will still work but the quality of the results may be lower.
- You can try to resolve the reported issue using the semi-automatic profiling (see below).

If you see that the area automatically selected for analysis is indeed uniform and featureless, then the resulting noise analysis is accurate. To be sure, check the **Quality** indicator in the **Device Noise Profile** box. A profile built using a uniform and featureless area will usually show a high value in this indicator.

If the profile quality is high (for example, higher than 60%), then you can be sure that the noise profile is accurate. In this case, proceed to Stage II. Documenting the noise profile, page 45.

If the quality is not high, try to use the semi-automatic profiling instead (see below).

Besides the **Quality** indicator, Neat Video offers a few more tools to help you build accurate noise profiles.

To visually inspect areas found by **Auto Profile** and to manually find the most suitable areas, use the **YCrCb+** mode of the image viewer. It helps to better see any weak details that may be present in the candidate image areas. The **YCrCb+** mode emphasizes the weak details and noise present in **Luminance** (**Y**), **Cr** and **Cb** channels, as shown in the example below:
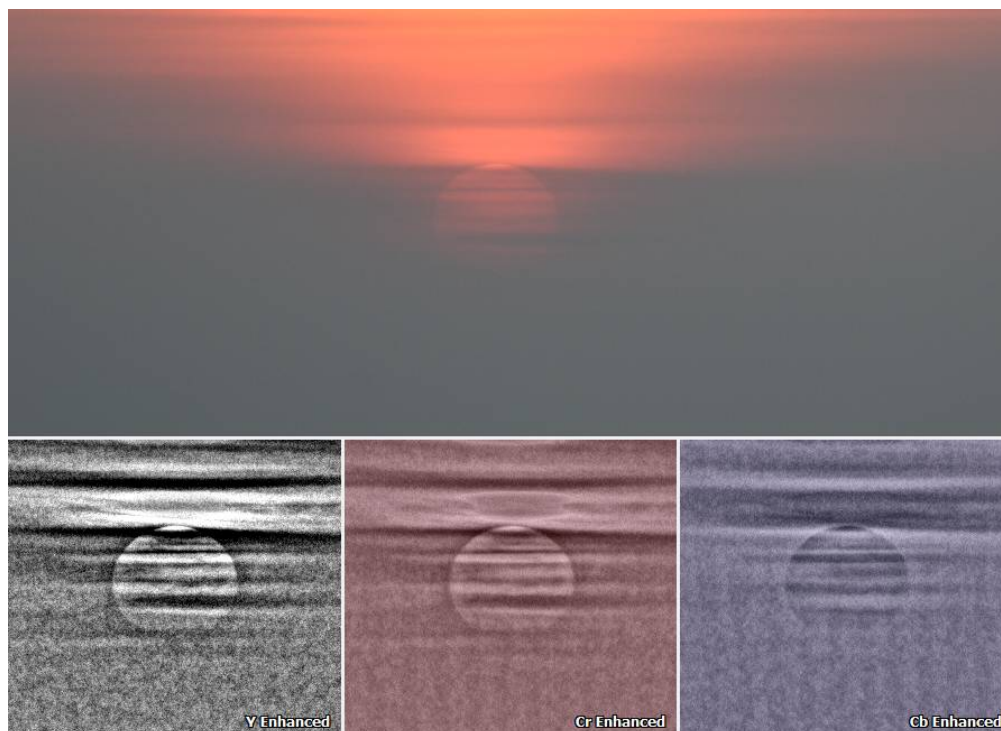

The top image shows the original frame where details around the sun are barely visible, while the channels in the bottom part display the image data in such a way as to emphasize those weak details. That helps to visually verify that the selected area contains no useful details, which is very important for accurate noise analysis. If you see that some details are present in the selected area then try to use the semi-automatic profiling instead (see below).

Also, the **Device Noise Profile** box displays a histogram of the measured noise levels of the current profile's frequency components. (In **Beginner Mode**, the histogram is shown in **Profile Viewer** only: menu **Profile > Profile Viewer**).

Normally, the histogram bars are shaded in green, which means likely-accurate measurements. Yellow or red shadings are used to indicate likely-inaccurate measurements of the corresponding components.

It may happen that the lowest frequencies are measured inaccurately (especially when the analysis area is small). The analysis area may seem featureless, but may actually contain some gradient-like details. Their presence in the analysis area may cause the noise levels to be measured inaccurately: the noise levels may be estimated higher than they really are. An example of such a profile with inaccurate measurements is shown in the top picture on the right.
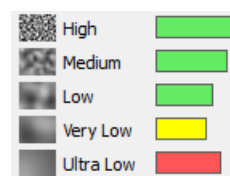
A more accurate profiling (perhaps using a larger analysis area) could potentially produce a better profile. Such a better profile would show a histogram like one shown in the lower picture on the right.
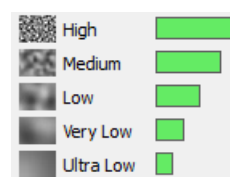
If a noise profile with inaccurately measured lowest frequencies is used to process a video clip, then those inaccurate measurements may lead to loss of details in the corresponding frequency components.

Case of semi-automatic profiling

1) Find a uniform featureless area

➡ Manually find and select an area that contains no visible details.[1]

The area should be as large as possible (up to the maximum of 512x512 pixels). Using a large area is preferred because that allows to more accurately measure the properties of the noise. Using smaller areas is possible too, but the accuracy may be reduced. The absolute minimum size is 32x32 pixels.

You can resize the selection and check its size using the **W** and **H** indicators in the bottom of the window. Also, Neat Video will indicate which frequency components can be measured using the selected area. For example, **Good (Low Freq)** would mean that all frequency components up to **Low** (specifically, **High**, **Medium**, and **Low**) can be measured using the selected area.

Scroll, pan, zoom the image to find a uniform featureless image area. Use the **YCrCb+** mode of the viewer to better see the weak details and choose an area without details.

If the noise strength varies in different parts of frame, it is better to select an area with the strongest noise. When you select an area in the frame, the indicator on top of the selection displays the noise level measured in the currently selected area. That can help to find the most noisy area for profiling. Please note that if you include any actual details in the selection, then the figure will be inaccurate. It is accurate when you select an area containing only noise.

In **Advanced Mode**, the noise levels measured in the currently selected area as well as in the area used to build the current profile are also shown by the **Noise Levels** indicators in the **Device Noise Profile** panel. The **Selection** indicator shows the overall noise level of the currently selected area. The **Main Sample** indicator shows the noise level of the analysis area of the current profile (if any).

Quality	61%
Noise Levels	
Main Sample	7.2
Selection	7.7

Scroll, pan, zoom the frame to find a uniform area. Set the selection to the found uniform area.

If you cannot find a uniform area in the frame, try to use another frame from the same video clip.

2) Analyze selected area

➡ Click [Build Profile] (the **Build Profile** button).

Neat Video will automatically analyze the manually selected area in the current and adjacent frames[2] to find where the noise is strongest and to build a noise profile based on that sample.

At this point the profile is ready. Proceed to Stage II. Documenting the noise profile, page 45.

Case of manual profiling

This method is available in **Advanced Mode** only. You can switch to **Advanced Mode** using the menu **Tools**.

1) Find a uniform featureless area

➡ Manually find and select an area that contains no visible details.

The area should be as large as possible (up to the maximum of 512x512 pixels). Using a large area is preferred because that allows to more accurately measure the properties of the noise. Using smaller areas is possible too, but the accuracy may be reduced. The absolute minimum size is 32x32 pixels.

Scroll, pan, zoom the image to find a uniform featureless image area. Use the **YCrCb+** mode of the viewer to better see the weak details and choose an area without details.

If noise strength is different in different parts of frame, it is better to select an area with the strongest noise. Use the noise level indicator on top of the selection to find such an area.

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[1] You can see some examples of uniform featureless areas in the Examples section, page 53.

[2] If you want to use that area from the current frame only, then click and hold the **Build Profile** button and select **Build Profile (Current Frame)** in the popup menu, or use the menu **Profile > Build Profile (Current Frame)**.

2) Analyze selected area

➡️ Click ![Build Profile] (the **Build Profile** button).

Neat Video will automatically analyze the selected area and build a noise profile.

3) Additionally manually fine-tune the profile

Fine-tuning uses additional flat featureless areas to make the noise profile more accurate. You can manually select and analyze several such areas one after another.

1) Find and select a uniform featureless area

➡️ Scroll, pan, zoom the frame in the viewer in the **Prepare Noise Profile** tab to find and select a new uniform area.

The size of an area may be from 16x16 to 512x512 pixels. Using larger areas makes fine-tuning more accurate. Please notice that the edges of the selection box change their thickness as the size reaches certain size thresholds. That is meant to help you select a sufficiently large area.

2) Analyze selected area with Manual Fine-Tune

➡️ Click ![icon] (the **Manual Fine-Tune** button) or select the **Profile > Fine-Tune Using Selected Area** menu item.

The analysis results will be shown in the noise profile equalizer: the graphs of the equalizer will change some of the values (see the picture on the right). You can switch from one channel to another in the equalizer to better see a specific channel's graph, or select to show them all together.

The goal of manual fine-tuning is to fill the equalizer with measured values (shown as knots filled with the color of the corresponding graph) in all points of the graphs. The previous steps (specifically, the **Auto Profile** function) may have already filled some of the values. Manual fine-tuning can further improve the analysis by filling out the still missing or interpolated values (shown as yellow knots) and/or making some of already measured values more precise.
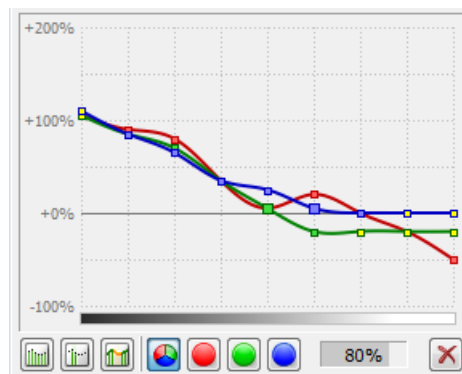
3) Repeat 1-2 above with other uniform areas of different brightness

To make a device noise profile more accurate, fine-tune it using several uniform areas of the frame. Select areas of different brightness for best results. Try to choose and analyze uniform areas to cover all or most elements of the equalizer in all its color channels. The more elements of profile are analyzed, the higher is the quality of the profile.

4) Complete fine-tuning using Auto Complete

➡️ Click ![icon] (the **Auto Complete** button) or select the **Profile > Auto Complete** menu item to automatically finalize the fine-tuning by adjusting the unmeasured values using interpolation based on the measured data.

At this point the profile is ready. Proceed to Stage II. Documenting the noise profile.

7.1.2. Stage II. Documenting the noise profile

At this point the noise analysis is done and all important noise characteristics are gathered in the profile. If you are going to use this profile more than once, then you may want to additionally document the profile by describing the video capturing device and its mode.

➡ Use the **Device Name and Mode** fields in the **Device Noise Profile** box to specify the model of the video capturing device and describe the device mode used to capture the profiled clip.

It is recommended to specify these details to keep record of devices, device modes, and corresponding device noise profiles that you use.
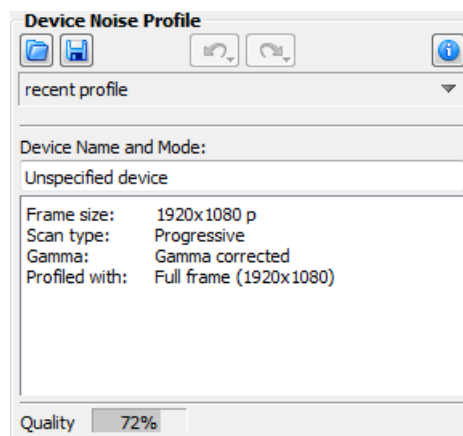
The noise characteristics of any two devices can be extremely different. Even a single device can produce significantly different noise when working in different modes. Therefore, it is always better to use separate noise profiles for different devices and device modes to avoid inaccurate filtration, insufficient noise reduction and/or artifacts. Commenting on the device name and device mode parameters will help you re-use a noise profile later when you look for a suitable profile to process a video clip.

There may be many device parameters, but not all of them influence noise and those that do differ by the strength of their influence. It makes sense to document only those parameters that appreciably affect noise. In the table below, those parameters are described that usually appreciably affect noise characteristics (from the most to the less important ones) for video capturing devices:

Parameters of video capturing device in the order of decreasing importance		
Sensitivity of light-capturing device	Film type and sensitivity (for digitized analog video), effective sensor sensitivity like ISO rate (for digital video), etc.	More sensitive light-capturing devices / shooting mode / media usually produce stronger noise.
Compression of video clip	Video compression method (codec) and its mode.	Stronger compression typically produces more artifacts and destroys details; weaker compression preserves more details. It is preferable to use the lowest amount of compression possible for the best results.
Resolution, frame size	3840x2160, 1920x1080, 1280x720, 720x576, 352x288, etc.	Video clips in different resolutions usually have very different noise characteristics.

If two video clips were produced by the same device in the same or similar conditions (most of the above device mode parameters are the same), then the noise of these two clips should be very similar. If you have built a device noise profile using one of these clips, you can use this profile to filter both clips with good results. If however, the conditions were different, then the noise in two clips could be significantly different. In this case, cross-use of the noise profile is not recommended. Instead, two different profiles should be built and used to filter these two clips.

7.1.3. Stage III. Saving the noise profile

➡ Use 💾 (the **Save Device Noise Profile As...** button) in the **Device Noise Profile** box.

In the **Save Device Noise Profile As...** dialog box, specify a meaningful file name and save the profile to the hard drive. Device noise profile are saved in ***.dnp** files.

File naming considerations
If you are going to re-use the device noise profile, select a good file name explaining the device name and mode so that you could easily recognize this profile by its file name later on. You can also use some folder structuring to keep many device noise profiles arranged into sub-folders according to the device modes.

The saved noise profile includes the complete noise analysis done by Neat Video when you built the profile. Therefore by re-opening the noise profile with another clip later on, you can reproduce exactly the same conditions for noise reduction. Please note that you also need to keep a copy of the used filter preset to be able to reproduce the same noise reduction.

7.2. Using noise profiles

When you have a set of profiles for different modes of your video capturing device, you can directly use those profiles to process clips using Neat Video. Usually such a set contains only one profile that is most suitable to process a given clip. Therefore it is very important to select the right profile, which would provide the closest match between the profile and the clip. To achieve such a match, the device mode of the chosen profile should be the same or very close to the device mode used to capture the clip. So you need to manually select a device noise profile that matches the video clip based on profile descriptions and file names.

Obviously it is preferable to build a new noise profile for each clip, because such a profile would perfectly match the noise of that clip. Nevertheless, any noise profile can, with some degree of accuracy, be used to process other clips captured by the same device working in the same or similar mode. This is less accurate than building a profile for each clip but saves time because building a new profile may take more time than re-using a ready-made one.

8. Preferences

There are several preferences that adjust the behavior of the Neat Video plug-in.

Use the **Tools > Preferences…** menu item to open the **Preferences** dialog box.

8.1. General preferences

On opening plug-in window

Do not change viewer zoom and window size

Select this option to make Neat Video do nothing (like adjusting the window size and zoom level) when opening the plug-in window. The Neat Video window will remember its size from the last time and will not try to adjust its size and viewer zoom to show the whole frame. The initial zoom level will be 100%.

Adjust viewer zoom to fit frame to window

Use this option to make the Neat Video viewer automatically adjust the zoom level to fit the whole frame into the viewer window, without modifying the window size. The Neat Video window will remember its size from the last time.

Adjust window size to accommodate whole frame

Use this option to make the Neat Video windows automatically adjust its window size (and if necessary, the viewer zoom level as well) to accommodate the whole frame when opening the Neat Video plug-in.

Color theme

Normal brightness

Neat Video will display its interface elements using the color theme with normal brightness.

Reduced brightness

Select this option to switch Neat Video to a custom color theme with reduced brightness.

Auto-detect brightness

Neat Video will try to detect the system color theme and adjust its own color theme accordingly.

Updates

Periodically check for software updates

Neat Video can automatically access the Internet to check whether an updated version of the plug-in is available on the webpage of Neat Video.

Unless this option is disabled, Neat Video will automatically look for updates every few days.

You can also manually run such a check using the **Check Now** button available there.

Neat Video will display the currently installed version of the software as well as the latest available version of the product that can be downloaded. When a newer version is available you can use the provided download link to visit the download area to download and install the updated version.

Show hints over interface controls

This option switches on/off the hints explaining the purpose of Neat Video controls (like a button, slider, etc.). The hints are displayed when the mouse pointer is placed over controls in the Neat Video interface.

8.2. Defaults

Default Device Noise Profile

This setting selects how a noise profile should be prepared by Neat Video when a new instance of the filter is created (for example, when you add Neat Video to a clip). There are two possible ways:

Do not prepare noise profile automatically

When this option is selected, Neat Video does not automatically prepare a new noise profile. You then should prepare a noise profile manually, for example, by building it using **Auto Profile**.

Use specified default profile

When this option is selected, Neat Video automatically loads the specified noise profile from the disk.

This may be useful when you work with many clips shot by the same camera in the same shooting mode when the noise is the same in all clips. In such a situation, you can simply build a quality noise profile for one of those clips, save it to the disk, specify it here in this option and then add Neat Video to all other clips. All the newly created instances of Neat Video will automatically load and use the profile.

Default Filter Preset

This setting selects the filter preset to be used when a new instance of the filter is created (for example, when you add Neat Video to a clip) or when you reset the filter settings (in the **Adjust and Preview** tab).

Program's default settings

When this option is selected, Neat Video will use the defaults pre-programmed in the plug-in.

Specified custom preset

When this option is selected, Neat Video automatically loads the specified filter preset from the disk.

Using this option, you can make any existing filter preset to work as default in Neat Video.

You can also save you own preset and make it default.

Default Video Scan Type

This setting controls the scan type to be used when a new instance of the filter is created.

Ask every time a new instance of filter is added to video

When this option is selected, the scan type selection dialog will be shown every time a new instance of the filter is created. If you choose to not show that dialog (using the corresponding option available in the dialog itself) then it will not be shown again. You can always return to displaying that dialog by adjusting this option here.

Do not ask, remember scan type used last time

When this option is selected, Neat Video will not show the scan type selection dialog when a new instance of the filter is created. The previously used scan type will be automatically selected. You can always manually adjust the scan type using the corresponding control in the left bottom corner of the **Neat Video plug-in** window.

8.3. Profiling preferences

Save noise samples in profiles

Enable this option to make Neat Video save a noise sample from the analyzed frame area into a device noise profile (*.dnp*) file. This will increase the size of the *.dnp* file but will also improve the compatibility with the future versions of the software (Neat Video will be able to re-build the profile using the saved noise sample).

Show warnings about selected frame areas

Enable this option to let Neat Video display warnings about selected frame areas during profiling. For example, Neat Video may warn you about clipping or non-uniformity detected in the selected area, thus helping you select a better area for profiling. If you do not need such kind of assistance you can always disable this option.

8.4. Preview preferences

Preview cache size

Use this option to set the size of the preview cache memory used by Neat Video. The preview cache memory allows Neat Video to faster display previews when you adjust the filter settings, use playback, switch between variants, etc. When you work with larger frames, more memory is needed for the cache. Please see the comment in this setting to select the cache size sufficient for playback in specific resolution.

8.5. Performance preferences

The first group of settings in this tab selects the computing devices to be used for video processing. This group of settings is optional: it is shown only if at least one supported GPU (graphic processing unit) is available along with the regular CPU (central processing unit, or processor). This group includes the following items:

Use CPU only

This option makes Neat Video perform all video processing using the CPU only.

Use GPU only

This option makes Neat Video perform all video processing using the GPU only.

Use CPU and GPU

If you select this option, then Neat Video will process video data using the CPU and GPU.

Depending on individual performance of each computing device (CPU and GPU), each of the above options may be the most efficient. You can try different settings and measure the resulting speed using the **Check Speed** tool below. You can also use the **Optimize Settings. . .** button to automatically measure all possible combinations and find the best one. More on that below.

Optimize Settings

Use the **Optimize Settings. . .** button to open a specialized dialog designed to measure Neat Video's processing speeds achieved with different combinations of the CPU and GPU settings. This tool allows to automatically benchmark all possible combinations of settings and to identify the best combination. This is the easiest way to optimize the performance of Neat Video for specific CPU and GPU hardware.

CPU

Number of used cores

This option adjusts the number of CPU cores used by Neat Video for processing. The number of used cores can go up to the total number of cores in all CPUs in your computer (like 2 cores in Core Duo, 4 cores in Core Quad, 8 cores in a desktop version of i7 with enabled hyperthreading, etc.). If the computer includes two physical CPUs, then the number of cores is correspondingly higher. Ideally, using all cores should provide the best overall performance. In some cases however, processing speed may be even higher if only some of cores are used (especially on CPUs with hyperthreading). For example, using fewer than all 8 virtual cores of some i7 CPUs is in some cases faster. You may want to test different values of this setting. Use the **Optimize Settings** tool described below to find the best number of cores.

GPU

In this box, you can specify which of the available computation-capable GPU devices (CUDA-capable NVIDIA cards and/or OpenCL-capable AMD cards) should be used by Neat Video in addition to the CPU or instead of the CPU for video processing. When you have one or more GPUs, you can let Neat Video use those and specify how much of the available GPU memory may be used by Neat Video for its processing. If another application or another filter also uses the GPU at the same time, then you may want to reserve only a part of the GPU memory for Neat Video and leave the rest free for other purposes.

When adjusting the amount of GPU memory using the slider, pay attention to the small triangle under the slider. It shows an estimation of the optimal amount of GPU memory required by Neat Video for processing of video with the current frame size. If you adjust the setting to that amount, then Neat Video will have a sufficient amount of the GPU memory and the rest of the memory will remain available to other GPU users. If you adjust the setting below that optimal amount, then the speed of Neat Video may be somewhat decreased. If you adjust the setting above the optimal amount, then the speed will not increase (as compared with the optimal setting).

GPU Advanced Settings

Use the **Advanced Settings. . .** button to open a specialized dialog and verify the GPU detection log for errors or problems reported there. That can help in a situation when one or more of the GPUs of your computer are not visible in Neat Video or cannot be enabled. The GPU detection log may offer some insight into the possible causes.

Enable GPU support

You can completely disable GPU support via CUDA / OpenCL using the corresponding checkboxes available in the dialog. You can use that for troubleshooting purposes.

Enable Resolve GPU interface

Using this option you can enable communication of Neat Video with Resolve via the GPU interface of Resolve. This can in some cases improve the render speed.

Please note that GPU memory consumption by Resolve will be higher if this option is enabled, so it makes practical sense to enable this option only on machines with GPU(s) that have large GPU memory.

Also, it might be impossible to use Neat Video in the **Fusion** page in Resolve when this option is enabled, due to the current internal limitations of Resolve itself.

Check Speed

Use the **Check Speed** button to measure the speed of Neat Video processing with the current filter settings and current performance settings specified in the **CPU** and **GPU** boxes.

8.6. Folders preferences

Profile Folder

Select the folder where Neat Video must store and look for its device noise profiles. This should be the topmost folder of all the (sub)folders with device noise profiles. Neat Video will display all profiles (stored in all subfolders of the specified folder) in the popup menu in the **Device Noise Profile** panel of the plug-in window to help you quickly load those profiles.

By default, the **Profile Folder** is located in your Documents folder:
Documents\Neat Video v5 for Resolve\Profiles

You can select another location to store and use noise profiles if you like.

Preset Folder

Select the folder where Neat Video will look for filter presets. This should be the topmost folder of all the (sub)folders with filter presets. Neat Video will display all presets (stored in all subfolders of the specified folder) in the popup menu in the **Filter Settings** panel of the plug-in window to help you quickly load those presets.

By default, the **Preset Folder** is located in your Documents folder:
Documents\Neat Video v5 for Resolve\Presets

You can select another location to store and use filter presets if you like.

Show preset description on load

When you manually load a filter preset from the disk, Neat Video automatically opens the **Preset Description** dialog to display the description of the preset being loaded.

This is very useful with the pre-written presets supplied with Neat Video: their descriptions are shown to help you get a better understanding of the purpose, applicability and side effects of the corresponding preset.

You can disable displaying that dialog if you want. In that case, you can still access the **Preset Description** dialog using 🛈 in the **Filter Settings** box.

Folder History

You can adjust the way the file dialogs work in Neat Video using the settings available in this subsection:

Use independent folders for profiles and presets

When this option is enabled (default), Neat Video will use separate current folders for the file dialogs that work with noise profiles and with filter presets.

If you disable this option, then Neat Video will use the same common folders for the file dialogs working with both profiles and presets.

Use independent load and save folders

If you enable this option (it is disabled by default), Neat Video will use separate current folders for the load and save dialogs (for example, the profile loading and profile saving dialogs).

When this option is disabled (default), Neat Video will use only one current folder for the load and save dialogs.

9. Examples

9.1. Building a noise profile

See the picture below for examples of areas that are good and bad for building device noise profiles. Here, the areas suitable for profiling are highlighted in green; those that should not be used are highlighted in red. Note that a frame area suitable for building a device noise profile should be at least 32x32 pixel large (preferably more than 128x128 pixels).
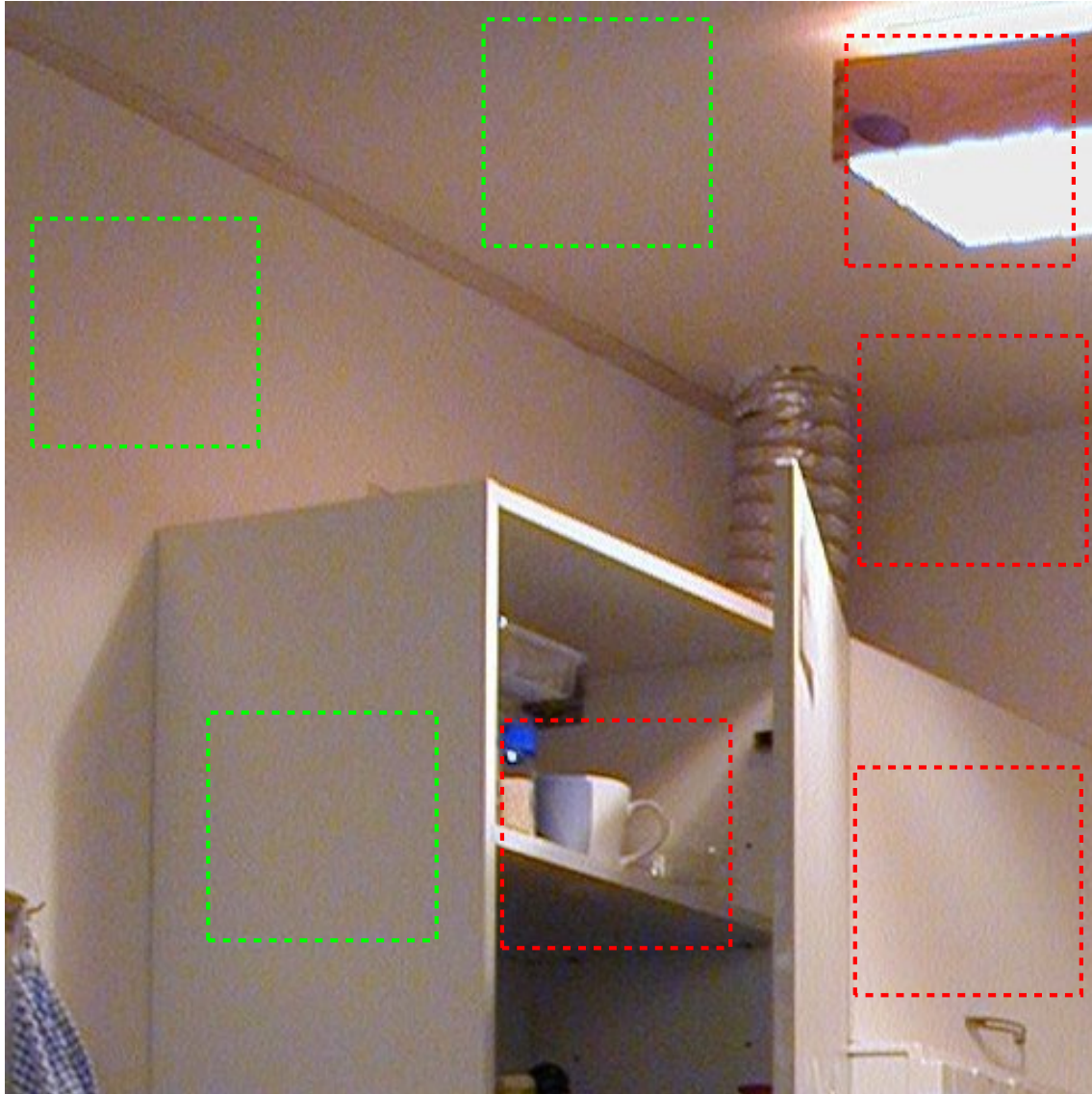
Additional comments regarding these areas are available in the next page.

These areas **can be used** to build device noise profiles, as they contain no visible details:

— **GOOD**, because this area contains no important details
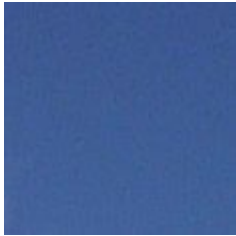
— **GOOD**, no important details (this area is from another frame)

The following areas **should not be used** to build device noise profiles, because they contain details:

— **BAD**, because this area contains a detail: corner – junction of wall and ceiling

— **UNACCEPTABLE**, because this area contains many details
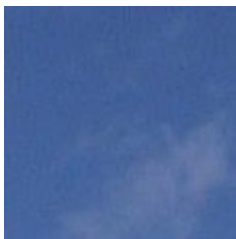
— **BAD**, because this area contains some details: clouds (this area is from another frame)

9.2. Filtration results

Please see examples of noise reduction applied to video clips in the Neat Video web page:
https://www.neatvideo.com/examples

10. Questions and answers

10.1. General questions

Q **What is the difference between Neat Video Demo, Home and Pro plug-in?**

A The Demo plug-in has some functional limitations. For example, it can only process short video clips and it will filter only a limited area inside the frame. Please see the Detailed feature map, page 57 , for more details.

Q **Should I uninstall Demo plug-in prior to installing the Home / Pro plug-in?**

A This is not necessary. You can install the Home / Pro plug-in over the Demo plug-in. Please make sure the host application is completely closed when you are installing the Home / Pro plug-in.

Q **Should I uninstall the older version of Neat Video prior to installing a newer one?**

A This is not necessary. You can simply install a newer version of Neat Video. It will either replace the older one or will be available along with the older one (depending on the version).

Q **I think I have found a bug. How can I submit a bug report?**

A Please use the online bug report form: https://www.neatvideo.com/support/report-bug
Please fill it out to let us know all the details necessary to reproduce the problem.

See the **Known issues** section in Neat Video webpage (https://www.neatvideo.com/support/known-issues) and also see the **History of changes** for the most up to date information: https://www.neatvideo.com/features/version-history).

10.2. Filtration-related questions

Q **Why do I receive some crystal-like artifacts in the filtered frame?**

A The crystal-like artifacts (usually these are the residual compression artifacts or residual noise) look like thin lines in the filtered frame. They can be eliminated by increasing the high frequency noise level in the filter settings or by using the dedicated **Artifact Removal** filter described in page 32.

Note: presence of many residual artifacts may be caused by using a poorly built, inaccurate noise profile or a profile built for another device and/or device mode.

Q **Filtered frame looks 'plastic'. Why?**

A The reason is that too much filtration was applied. Let Neat Video keep some noise to have natural-looking results. Adjust the noise reduction amounts; for example, reduce the noise reduction amount in the **Luminance** channel to 10-30% or even to 0% (in the **Spatial** section). Also, make sure the device noise profile does match the video clip processed. Using an incorrectly chosen or poorly built profile can either produce plastic-looking results or leave residual artifacts (see the previous question).

Q **What is frequency?**

A The term (spatial) *frequency* is used in Neat Video to denote elements of a video clip (both important details and noise/grain) of certain size.

High frequency corresponds to elements of smallest size. *Medium (Mid) frequency* corresponds to elements of medium size. *Low, Very Low and Ultra Low frequency* correspond to elements of correspondingly larger sizes.

For reference, see the noise samples of different frequencies in the **Noise Filter Settings** tab of the **Neat Video plug-in** window.
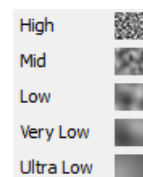
Q **The filtration process is not very fast, is this normal?**

A This is normal, because the Neat Video noise reduction algorithms are quite complex. We continuously work on further optimizations to provide better performance.

Q   **How to filter only the color noise (not the brightness noise)?**

A   Make sure you work in **Advanced Mode** and go to the **Adjust and Preview** tab, to the **Filter Settings** panel, open the **General** section, enable the **Mix with Original** option and set **Mix** to 100% and **Luminance** to 0%. This will disable all noise reduction in the luminance (brightness) channel.

Q   **What is YCrCb?**

A   YCrCb is the name of a family of color models widely used in digital imaging, television, video, etc. In 'YCrCb' , 'Y' corresponds to the luminance channel , 'Cr' - to the Cr chrominance channel covering the red to blue-green color range, 'Cb' - to the Cb chrominance channel covering the blue to yellow color range. Because this color model separates the luminance and chrominance information, it is used for noise reduction where different processing is required in the luminance and chrominance channels.

Q   **Is processing via Neat Video best done before or after any other processing (i.e. tonal/color correction)?**

A   Such operations as tonal/color correction are quite conservative from the standpoint of noise, which means they do not significantly change the noise characteristics of the video clip. Therefore, filtering before or after makes little difference – as long as the noise profile is built and applied at the same stage of your workflow. For example, do not use a device noise profile built with an unprocessed (the color correction is not yet applied) clip to filter the same clip with the color correction already applied.

On the other hand, certain effects, like sharpening or resampling, applied to a noisy video clip may considerably change its noise properties. In this case, it is generally better to use Neat Video filtration before applying such effects.

11. Information

11.1. Issues and bugs

Please report any bugs or issues you encounter while working with Neat Video. Use the online bug report form: https://www.neatvideo.com/support/report-bug

Your feedback will greatly help us to improve the software and provide you with newer and better versions of Neat Video.

11.2. Plans

The current version of Neat Video is the result of our ongoing research on noise filtration. We continue to work on the core noise reduction algorithms to improve the quality and speed of noise reduction.

Please let us know if you have ideas that can make Neat Video better. Please participate in the discussions taking place in the Neat Video forum: express your opinion, make suggestions and ask questions.

11.3. Detailed feature map

		Neat Video		
		Demo plug-in	**Home plug-in**	**Pro plug-in**
Use for commercial purposes		not allowed	not allowed	allowed
Optional GPU acceleration		+		
Ability to use two or more GPUs simultaneously		–	–	+
Video data	File formats supported	all formats supported by plug-in host		
	8/16/32 bits/channel rendering	+		
	Maximum size / length of filtered video data	1280x720 pixels 15 minutes	1920x1080 pixels unlimited length	unlimited size unlimited length
	Neat Video watermark added to filtered clip	added	not added	
Spatial and temporal filters, all modules		+		
Noise reduction	Channel components (Luminance, Cr, Cb)	+		
	Frequency components (High, Mid, Low, Very Low, Ultra Low)	+		
Smart sharpening	Channel components (Luminance, Cr, Cb)	+		
	Frequency components (High, Mid, Low)	+		
Device noise profiles	Automatic and semi-automatic profiling of any video-capturing device	+		
Filter presets (reusable filter settings)		+		

11.4. Contacts

We really appreciate your opinion of Neat Video. Please let us know what you think about the software. Feel free to ask questions regarding Neat Video. You can contact us using the following means:

E-mails

info@neatvideo.com	for general inquiries about Neat Video
resolve@neatvideo.com	for any inquiries regarding use of Neat Video for Resolve
sales@neatvideo.com	for any inquiries regarding purchase of Neat Video software

Forum

Register in the Neat Video community forum (https://www.neatvideo.net/) and participate in discussions related to the use and development of Neat Video. Such topics are covered in the forum as:

- announcements of new and updated version of the software;
- questions about use of Neat Video;
- examples of using Neat Video with comments and suggestions;
- feedback from the users: suggestions of new features and improvements;
- general comments;
- backup contacts.

Web page

https://www.neatvideo.com/

11.5. Legal information

Copyright

Neat Video © 1999-2024 Neatlab, ABSoft. All rights reserved.

License agreement

You can find the End-User License Agreement (EULA) covering this product – Neat Video v5 plug-in for Resolve (Win) – in the file *Legal.txt* supplied with the product.

11.6. Purchase

To become a licensed user and to get a fully functional copy of Neat Video Home or Pro plug-in for Resolve (Win) you need to purchase a license for this product. Please find the detailed information and current prices in the Purchase section of the Neat Video web page:
https://www.neatvideo.com/purchase

After purchasing a license, you receive an e-mail from the Neat Video team with detailed download and registration instructions. Using those you will be able to download, install and register the software on your computer.

By becoming a licensed user of Neat Video Home or Pro plug-in for Resolve (Win) you will:

- Encourage the authors to further develop and improve the software;
- Get access to all functions of Neat Video Home or Pro plug-in for Resolve (Win)
  (see the Detailed feature map, page 57);

- Pro plug-in only: be able to use Neat Video for Resolve (Win) for commercial purposes;

- Get free updates of the software (minor modifications with the same major version number, for example, updates from the version v5.0 to any v5.x);

- Enjoy reduced upgrade prices for new major future modifications of Neat Video Home or Pro plug-in for Resolve (Win);

- Receive the primary attention of Neat Video support group;

- Receive the primary attention of Neat Video development group
  (tell us what you want to see in the next version).

Message from Neat Video team
By purchasing our product you are helping us to further develop and improve the software.
Become a registered user and we will make Neat Video better for YOU!

11.7. Acknowledgments

Thank you very much to all the people who contribute by proposing improvements and new features.

Thank you very much to all the people who help us to find bugs in Neat Video.

Thank you very much to those who stimulate the development of Neat Video by word and deed.

Neat Video team

Index