

<b>DIAMANT-Film V14 Feature Matrix</b>		<b>DustBuster+ LT</b>	<b>DustBster+ LT</b>	<b>DIAMANT Film LT</b>	<b>DIAMANT Film SUITE</b>
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<b>Interactive Tools (Tool Track)</b>					
<b>Paint Tools</b>	Clone	X	X	X	X
	HistoryBrush (UNDO)	X	X	X	X
	Paint	X	X	X	X
<b>Repair Tools</b>	Dust (single image dirt, scratches)	X	X	X	X
	Interpolate (frame repair)	X	X	X	X
	ExInPaint (auto healing for camera hairs and static defects)		X*	X*	X*
	Scratch (vertical/horizontal line)		X	X	X
	SpliceRepair		X**	X	X
	InPaint		X	X	X
	Repair		X	X	X
	Distortion (image deformation by manual grid)		X	X	X
<b>Video Tools</b>	Dropout (video dropout removal)	X	X	X	X

<b>Automatic Filters (Filter Track)</b>					
<b>Paint</b>	History Filter (temporal UNDO)		X	X	X
	Time Clone		X	X	X
	Time Paint		X	X	X
<b>Repair</b>	DFlickerFlow				X*
	DFlicker				X
	Dust (single image dirt, scratches)		X	X	X
	DeepDust (machine-learning AI technology)				X***
	IR Cleaner (infrared channel repair)				X
	Repair		X	X	X
	Scratch (vertical/horizontal line)				X
	DeepScratch (machine-learning AI technology)				X***
	ExInPaint		X*	X*	X*
	DeepInpaint (AI technology for static hair removal)				X***
	InterpolateSequence			X	X
Stain (remove color stains)				X	
<b>Stabilisation</b>	Stabilize (automatic content based)				X**
	Stab Auto (automatic content based)				
	Stab ROI (based on selected regions)		X**	X	X**
	StabROITracking (combines tracking with stabilization)		X	X	X
	Stab Perfo (perforation based stabilization)				X
	Stab Corner (corner of frameborder)				X
	Stab Border (image frame line based)				X
	Stab Tracking (based on tracker points)				X
	SpliceBump				X
	Transform (geometric transformation)	X	X	X	X
	DWarp (user controlled deformations)				X
Distortion (image deformation by manual grid)				X	

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	ReShake (camera movement re-introduction)				X
<b>Noise/Grain</b>	Noise (spatial-temporal de-noising)				X
	Dark Energy Noise (from Cinnafilm)				O
	Neat Video OFX Plugin		O	O	O
	Omni Clean (multi image denoiser)				X
	Synthetic Grain (mathematic re-grain model)				X
	Regrain (based on image grain pattern)				X
	Grain Overlay (uses external grain samples)				X
	Spatial Noise (spatial noise reduction)		X	X	X
<b>Color</b>	Brightness / Contrast		X	X	X
	Primary CC		X	X	X
	Color Balance		X	X	X
	Color Registration (automatic 3 strip channel alignment)				X
	Align Color Channel				X
	Auto Contrast		X	X	X**
<b>Video</b>	FieldSplit		X		X
	General Dropout				X
	Line Dropout				X
	LineDuplication Dropout				X
	UMATIC Dropout				X
	LineSync				X
	DInterlace		X	X	X
	DeadPixel		X	X	X
<b>Misc</b>	Enhance		X	X	X
	Blanking				X
	Zoom				X
	Flip		X	X	X
	Difference		X	X	X
	Clipping				X
	Invert		X	X	X
	Image Registration				X
	Look Transfer				X**
<b>Tracking</b>	TrackPoints		X	X	X
	ImportPoints		X	X	X

<b>Editing Track</b>				
Additional Input (allows simple editing using additional sources)				X

<b>Annotation Track</b>				
Pre-Defined Annotations	X	X	X	X
User Definable Annotations	X	X	X	X
Comments	X	X	X	X

<b>Display Track</b>				
1D LUT	X	X	X	X

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3D LUT	X	X	X	X
HDR	X	X	X	X

<b>Project Manager (Repository management)</b>				
User Management			X	X
Multi clip import			X	X
Multi clip export			X	X
Project backup/restore as ZIP archive			X	X
Multi generation handling			X	X
Restoration report generator in PDF, HTML, XLSX and XML	X	X	X	X
Custom comments for clips			X	X
Repository sharing between several workstations			X	X
ReFrame (Crop, Pan & Scan, Scale, AI Scale)			X	X
Deep Restore (artificial intelligence restoration engine)				X
Render Queues (batch rendering)				X
Rename, Copy, Branche, Move, Remove (clip management)			X	X
Flatten (disk space optimisation)			X	X

<b>Convert Video powered by Tachyon® (OPTIONAL)**</b>				
Predefined video profiles				O
DeInterlacer				O
Pulldown Removal				O
Resize / Scaling				O
Re-Timing				O
Color Conversion				O

<b>Render Manager</b>				
Batch rendering				X
Background rendering				X
Distributed rendering / render farm support (OPTIONAL)				O
Batch export				X

<b>Quality control features</b>				
Split Screen for dynamic comparison of two sequences	X	X	X	X
Side by Side	X	X	X	X
Difference mask	X	X	X	X
Onion skin	X	X	X	X
Before & After toggle	X	X	X	X
Compare with additional sequences	X	X	X	X
Interlaced & Field View	X	X	X	X
Individual channel inspection including alpha channel	X	X	X	X

<b>Image format support</b>				
Resolution independent: Anything from SD - 8K	X	X	X	X

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DPX, CIN, TIFF, TGA, OpenEXR, CRI, DNG, DCI JPEG 2000, JPEG, BMP, PNG and many more	X	X	X	X
8bit, 10bit, 16bit, LIN/LOG, half-float, float, monochrome	X	X	X	X
Monochrome, 3-channel, alpha-channel support	X	X	X	X
Support for QuickTime, MXF, AVI, MKS	X	X	X	X
Codecs: ProRes, DNxHR, FFV1, DNxHD, XDCAM, IMX, DVCPRO, ...	X	X	X	X
Infrared dust/dirt map support		X	X	X
Timecode handling	X	X	X	X

<b>General</b>				
Windows 10&11 (64 bit)	X	X	X	X
MAC OSX 10.15 or higher including M1	X	X	X	X
Multi thread support	X	X	X	X
Render farm support				X
GPU support	X*	X*	X*	X*
Multi GPU support		X*	X*	X*
Full metadata mode for all functions	X	X	X	X
Non destructive working mode	X	X	X	X
Destructive working mode with backup	X	X		
High quality GPU based optical flow motion analysis	X	X	X	X
Animated ROIs, brushes, rectangles, polygons, freehand		X	X	X
Animated Parameters	X	X	X	X
Support of dust & scratch clean mattes or infrared masks from DFT SCANITY, ARRIScan, Lasergraphics, BM Cintel and NorthLight Scanners				X
Undo support for all actions	X	X	X	X
LUT & 3D LUT support	X	X	X	X
Title & action safe area display	X	X	X	X
Anamorphic view display	X	X	X	X
View guides	X	X	X	X
Blanking view	X	X	X	X
Timeline concept, animation timeline, keyframe view	X	X	X	X
EDL support for cuts and markers	X	X	X	X
Marker import from BlackMagic Resolve and Frame.IO		X	X	X
Single and dual monitor support with full screen mode	X	X	X	X
Video output via BlackMagic boards including HDR		X	X	X**
Bookmarks	X	X	X	X
Histogram view	X	X	X	X
RGBA value view	X	X	X	X
Waveform view	X	X	X	X
Magnifier view	X	X	X	X
Individual color channel views, grey view, alpha view	X	X	X	X
Automatic cut detection	X	X	X	X
Black/white frame detection	X	X	X	X
ASSIMILATE Scratch Plugin mode	X	X	X	X
Filmlight Baselight integration				X

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BlackMagic DaVinci RESOLVE integration		X	X	X
Open API and SDK for filters (OpenFX)		X	X	X
Integration into 3 <sup>rd</sup> party workflows (REST API)				X
Proxy support for faster playback			X	X
Grain template manager			X	X

- (\*) Needs CUDA enabled GPU from NVIDIA – not available on MAC!
- (\*\*) Not on MAC
- (\*\*\*) Requires NVIDIA RTX graphic cards with min. 8GB RAM
- (O) Option only