DIAMANT-FILM RESTORATION
HS-ART Digital Service GmbH

Dietrichsteinplatz 3
A-8010 Graz; Austria
Tel: +43 316 915 998
http://www.hs-art.com

DIAMANT-Film V17 Feature Matrix ***1.4.2026***	***DustBster+***	***DIAMANT Film LT***	***DIAMANT Film SUITE***

Interactive Tools (Tool Track)				
Paint Tools	Clone	X	X	X
	HistoryBrush (UNDO)	X	X	X
	Paint	X	X	X
Repair Tools	Dust (single image dirt, scratches)	X	X	X
	Interpolate (frame repair)	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**
	DeeInPaint	X	X	X
	Repair	X	X	X
	Distortion (image deformation by manual grid)	X	X	X
Enhance Tools	Blur/Sharpen/Contrast/Colorbalance/Color correction	X	X	X
Video Tools	Dropout (video dropout removal)	X	X	X

Automatic Filters (Filter Track)				
Paint	History Filter (temporal UNDO)	X	X	X
	Time Clone	X	X	X
	Time Paint	X	X	X
Repair	DFlickerFlow			X
	DFlicker			X
	DFlicker NoRef			X
	Dust (single image dirt, scratches)	X	X	X
	DeepDust (machine-learning AI technology)	X***	X***	X***
	DeepClean (latest gen. machine-learning AI technology)	X	X	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
	DeepInpaintV2 (AI technology for title removal)			X***
	InterpolateSequence	X	X	X
	Stain (remove color stains)			X
	Tear		X	X
Stabilisation	StabAuto (automatic content based)			X
	StabROITracking (combines tracking with stabilization)	X	X	X
	StabPerfo (perforation based stabilization)			X
	StabCorner (corner of frameborder)			X
	StabBorder (image frame line based)			X
	SpliceBump			X
	Transform (geometric transformation)	X	X	X
	DWarp (user controlled deformations)			X

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	Distortion (image deformation by manual grid)			X
	ReShake (camera movement re-introduction)			X
Noise/Grain	Noise (spatial-temporal de-noising)			X*
	DeepNoise (machine-learning AI technology)			X***
	Dark Energy Noise (from Cinnafilm)			O**
	Neat Video OFX Plugin	O	O	O
	OmniClean (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
Color	Brightness / Contrast	X	X	X
	Primary CC			X
	Lift/Gamma/Gain			X
	Color Balance	X	X	X
	Color Registration (automatic 3 strip channel alignment)			X
	Align Color Channel			X
	Auto Contrast			X
	ChromaFixer			X
	LUT (1D and 3D Lut renderer)			X
Video	FieldSplit	X	X	X
	General Dropout			X
	Line Dropout			X
	LineDuplication Dropout			X
	UMATIC Dropout			X
	LineSync			X
	DInterlace			X
	DeadPixel	X	X	X
Misc	Enhance	X	X	X
	Blanking			X
	Zoom			X
	FlipImage	X	X	X
	Invert	X	X	X
	ARRISCAN Norm <-> Cineon Log			X
	Image Registration			X
	Look Transfer			X
	Channel Mapper	X	X	X
Tracking	TrackPoints	X	X	X
	ImportPoints	X	X	X

Editing Track			
Additional Input (allows simple editing using additional sources)			X

Mask Track

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Mask Source (reading external masks)			X
Paint Mask			X
Extract IR Mask			X
Clipping			X
Chroma Keying			X
Difference			X
Edge Detection			X
Mask Refine			X
Segmentation (automatic AI object segmentation)			X

Annotation Track			
Pre-Defined Annotations	X	X	X
User Definable Annotations	X	X	X
Comments	X	X	X
Resolve marker support	X	X	X

Display Track			
1D LUT	X	X	X
3D LUT	X	X	X
HDR	X	X	X

Project Manager (Repository management)			
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
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

Render Manager			
Batch rendering			X
Background rendering			X
Distributed rendering / render farm support (OPTIONAL)			O
Batch export			X
Watchdog (workflow automatization and integration)			X

Qualtity control features			
Split Screen for dynamic comparison of two sequences	X	X	X

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Side by Side	X	X	X
Difference mask	X	X	X
Onion skin	X	X	X
Before & After toggle	X	X	X
Compare with additional sequences	X	X	X
Interlaced & Field View	X	X	X
Individual channel inspection including alpha channel	X	X	X

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

General			
Windows 11&10 (64 bit)	X	X	X
MAC OSX 10.15 or higher including M1-M5	X	X	X
Multi thread support	X	X	X
Render farm support			X
GPU support	X	X	X
Multi GPU support	X*	X*	X*
Full metadata mode for all functions	X	X	X
Non destructive working mode	X	X	X
Destructive working mode with backup	X		
High quality GPU based optical flow motion analysis	X	X	X
Animated ROIs, brushes, rectangles, polygons, freehand	X	X	X
Animated Parameters	X	X	X
Support of dust & scratch clean mattes or infrared masks from DFT SCANITY & Polar, ARRIScan, Lasergraphics, BM Cintel and NorthLight Scanners			X
Undo support for all actions	X	X	X
LUT & 3D LUT support	X	X	X
Title & action safe area display	X	X	X
Anamorphic view display	X	X	X
View guides	X	X	X
Blanking view	X	X	X
Timeline concept, animation timeline, keyframe view	X	X	X
EDL support for cuts and markers	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
Video output via BlackMagic boards including HDR	X	X	X

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Bookmarks	X	X	X
Histogram view	X	X	X
RGBA value view	X	X	X
Waveform view	X	X	X
Magnifier view	X	X	X
Individual color channel views, grey view, alpha view	X	X	X
Automatic cut detection	X	X	X
Black/white frame detection	X	X	X
Filmlight Baselight integration via REST API			X
BlackMagic DaVinci RESOLVE integration	X	X	X
Open API and SDK for filters (OpenFX)	X	X	X
Integration into 3rd party workflows (REST API)			X
Proxy support for faster playback		X	X
Grain template manager		X	X

Third Party Plugins (OPTIONAL)			
VideoConverter powerd by Tachyon® DeInterlacer, pulldown removal, scaling and re-timing			O**
DyeFading (Scan2Screen)			O**
ColorMatch (TIPb)			O**
NeatVideo (OpenFX)	O	O	O
RevisionFX (OpenFX)	O	O	O

(*) Needs CUDA enabled GPU from NVIDIA – not available on MAC
(**) Not on MAC
(***) Requires NVIDIA RTX graphic cards with min. 16GB RAM or better – not available on MAC
(O) Option only – to be ordered separately