

What is new in DIAMANT-FILM Restoration V15?

The major innovations of this release compared to the previous versions are shortly described in the following.

In addition to this printed section, we also offer video tutorials. There are tutorials for general usage as well as for specific repair and filter parameters:

<https://www.hs-art.com/index.php/tutorials/video-tutorials-overview>

Innovations

- DeepDust: Spatial detection component included, 3D-LUT support in detection phase
- DeepInpaint: Now also available as tool
- DeepNoise: Introduced new faster AI base libraries, remove local flickering, added temporal mode
- ChromaFixer: New video filter to repair analogue chroma issues, based on AI technology

Improvements

- Regrainer: New template based re-graining method
- Playbackengine: Updated and optimised for ultra high-resolution
- RenderManager: Assignment of render-jobs to specific render-clients
- Grab Still Image: Create a still image and load it as Additional Source
- Added regrain levels to PostEnhance
- ROIs get automatically adopted to filter duration in the timeline
- New Blanking Filter in Display Track
- IRCleaner
 - Improved classification and support of general IR padding bit mask
 - Improved repair quality
- Improved Scopes
- MAC version improved
 - Added Flicker
 - Added ExInpaint
- *And many more....*

File formats

- Allow ProRes 4444 export without alpha channel
- Added support for DNxHR 12 bit

Machine Learning & Artificial Intelligence (AI)

The new AI-filters require a proper RTX graphic card and an AI-package to be installed in addition to the Diamant-Film software. Due to the size of the file (~2 GB), it needs to be separately downloaded from our install-website.

In V15 new versions of the AI libraries are available. These new libraries support the latest NVIDIA ADA cards and lead to a general performance improvement.

We have several filters using AI methods which benefit from the update. Namely:

- DeepDust
- DeepInpaint
- DeepScratch
- DeepNoise

Please note that due to lack of support of NVIDIA GPUs on MAC the AI resp. Deep* filters are not available on the MAC, yet.