1. **Assets Collection**

Collecting the necessary data for the trials was one of the primary challenges of this paper, as it is for other contemporary neural network models. Even though there are multiple datasets for our distinct problems - video super resolution, denoising, and enhancement - making one that incorporates all of these remains challenging. Fortunately, having enough computational power, a dataset in this manner can be created by taking shots of movies before and after edit, while also reducing their resolution. In this manner, for VSR we used BSDS500 dataset for training, Set14 for validation and Set5 for testing. By using a SRResNet model, we were able to cover the denoising problem, especially by preparing two datasets that were used in others papers, REDS and VIMEO90k. For video enhancement we used the Rendered WB dataset, containing each two sets, from the first one taking only the first part for the experiments, resulting in .

Since the video we would get as input would be divided into frames, each of which would be altered using both models to improve resolution and color, we utilized datasets for the tests that actually contain distinct pictures rather than continuous images. For future work, a dataset which contains edited and non-edited continuous images or videos could help in creating a connection between each frame of a shot. In addition, the shot classification dataset[1] may contribute a lot in how to edit a video, for example whether it’s indoor or outdoor, you can choose easier how to enhance the color of the images. The single problem in this approach is the computational power, which cannot be done on a single laptop or computer, especially if you choose a unsupervised learning method, such as GAN.