

# HAVC User Guide

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(based on HAVC 4.6.8 and Hybrid 2025.01.18.1)

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# 1.0 Introduction

This guide has been written to describe the Vapoursynth filter [Hybrid Automatic Video Colorizer \(aka DDeoldify\)](#) available on GitHub under MIT License.

The filter (HAVC in short)<sup>1</sup> was developed to provide a simple way to coloring black and white movies. Due to the technical limitations lots of videos filmed in the last century are in black and white, making them less visually appealing, but most of these videos have historical values and colorizing them could help to restore their appeal especially to younger audiences. In order to add coloring capability to Vapoursynth, the filter is able to combine the results provided by [DeOldify](#) and [DDColor](#), and in alternative to DDcolor can use the models provided in the project [Colorization](#)<sup>2</sup>. These models are some of the best models available for coloring pictures, and by combining them, the filter HAVC is able to obtain final colorized images, that often are better than the images obtained from the individual models.

Unfortunately, directly applying existing image colorization methods does not generate satisfactory colorized videos, as minor perturbations in consecutive input video frames, may lead to substantial differences in colorized video results. To overcome this problem, additional specialized filters have been developed for HAVC, that help improve the final quality of the videos.

In addition, to further improve the temporal stability of the colors, has been added the ability to provide the frames colored with HAVC directly as reference images to [ColorMNet](#) and the [Deep Exemplar based Video Colorization](#) model (*DeepEx* in short). Both *DeepEx* and *ColorMNet* are exemplar-based video colorization models, which allow to colorize a movie starting from an external colored reference image. They allow to colorize a Video in sequence based on the colorization history, enforcing its coherency by using a temporal consistency loss. [ColorMNet](#) is more recent and advanced respect to [DeepEx](#) and it is suggested to use it as default exemplar-based model. This guide contains some useful tips, but as everyone knows, the best way to learn is to personally experiment with the [functions and parameters](#) present in HAVC<sup>3</sup>. Unfortunately, was not possible to provide a *one size fits-all solution* for coloring the movies. The HAVC parameters suggested in this guide were defined to address the most common situation, but for obtaining the best results, the filter parameters need to be adjusted depending on the specific type of video to be colored.

The guide is organized as follows: the first chapter is dedicated to the description of [Hybrid installation](#) (the installation of Hybrid is a mandatory requirement for this guide), then there is a chapter describing the [HAVC filter](#) and the main parameters of the filter and their use (the sub-chapters 3.1, 3.2, 3.3, 3.4 are quite technical and could be skipped on first reading). Next there is the, much more interesting, chapter describing [how to use Hybrid](#) to colorize movies (the sub-chapter 4.1 is quite technical and could be skipped on first reading). Then there is a chapter on [using external filters to improve final HAVC quality](#). Unfortunately, as often happens, these filters can significantly improve some frames and worsen the color of others, so they should be used with caution. Finally, there is a chapter with the reference to the [HAVC internal functions](#). This chapter is useful for the most advanced users, who want to better understand the scripts generated by Hybrid or want to modify them.

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<sup>1</sup> The first coloring filters added in Hybrid were [DDColor](#) and [DeOldify](#). Subsequently, the DeOldify filter was extended adding the possibility to use [DDColor](#) to improve the color quality and the filter was renamed **DDeoldify**, then the filter was extended to use more coloring methods, including [ColorMNet](#) and the [Deep Exemplar based Video Colorization](#), hence the name of the filter was changed in HAVC (because is using a mixture of models), but for historical reason in Hybrid is still referenced as DeOldify.

<sup>2</sup> The project *Colorization* includes 2 models: [Real-Time User-Guided Image Colorization with Learned Deep Priors](#) (Zhang, 2017) and [Colorful Image Colorization](#) (Zhang, 2016). The Zhang (Siggraph, 2017) model is a fairly famous model also adopted by some commercial software. These 2 models have been added as alternative models to *DDcolor* (named: **siggraph17, eccv16**) in short Zhang's models. These models have the same problem of temporal stability of colors observed in *DDcolor* and thus share the same tweaks developed for *DDcolor* and in some cases could provide a valid alternative.

<sup>3</sup> There is a thread on Selur forum that can be used to post questions on HAVC filter: [DeOldify Vapoursynth filter](#)

## 2.0 Installation

This filter is distributed with the torch package provided with the **Hybrid Windows Addons**. To use it on Desktop (Windows) it is necessary install [Hybrid](#) and the related [Addons](#). **Hybrid** is a Qt-based frontend for other tools (including this filter) which can convert most input formats to common audio & video formats and containers. It represents the easiest way to colorize images with the HAVC filter using [VapourSynth](#) and for this reason in this guide will be provided detailed information on how to install and use this filter using Hybrid<sup>4</sup>.

The main advantages of using Hybrid are:

- The availability of a complete working torch package with all the necessary dependencies already installed (something that for some users could be a nightmare to complete successfully);
- Hybrid is able to automatically generate all the Python/Vapoursynth code to allow to all filters available in Hybrid to work properly (is not necessary a knowledge of Python/Vapoursynth to be able to use Hybrid);
- Easy access to all the HAVC functions with all parameters properly filled (HAVC has almost 50 parameters, and it can be very difficult to use it without a good knowledge of the filter or without Hybrid).

To install Hybrid is necessary to download it from <https://www.selur.de/downloads>, opening the link will be displayed the following page:

Downloads

Hybrid Windows Installer: rev 2024.12.21.1

① Windows Installer<sup>4</sup> (~1.44GB; ~5GB installed)

\* additional aac encoders are available but can't be added due to their license restrictions -> see [here](#)  
note that Hybrid doesn't work on Windows XP anymore and after 2019.12.23 all versions are 64bit only and 2020.12.13.1 was the last version which supported Windows 7  
Hybrid Windows Addons: are available through my [GoogleDrive](#) ②  
Seems like there is a non-documented, at least I could not find anything about it, download limit on Google Drive, which when hit (no clue when) will halt the download for 24hrs. (can't really do anything about it)  
The 'experimental'-folder in the GoogleDrive also contains the latest Windows dev version, I'm using.

It is necessary to download and install the installer (see point 1).

If is displayed the blue window of [Microsoft Defender SmartScreen](#) it is possible to install anyway by following the instructions provided in the previous link or by clicking on [More Info](#) and clicking on [Run anyway](#).

Windows protected your PC

Microsoft Defender SmartScreen prevented an unrecognized app from starting. Running this app might put your PC at risk.  
[More info](#)

It is suggested to install Hybrid in a writable path, like "C:\Hybrid" or "D:\Programs\Hybrid". Once installed, in the installation folder create a new subfolder called `Settings`, then create the file `misc.ini` with the following lines:

```
[General]  
settingPath=.\\Settings  
niceness=0
```

In this way Hybrid will run in [portable mode](#)<sup>5</sup>.

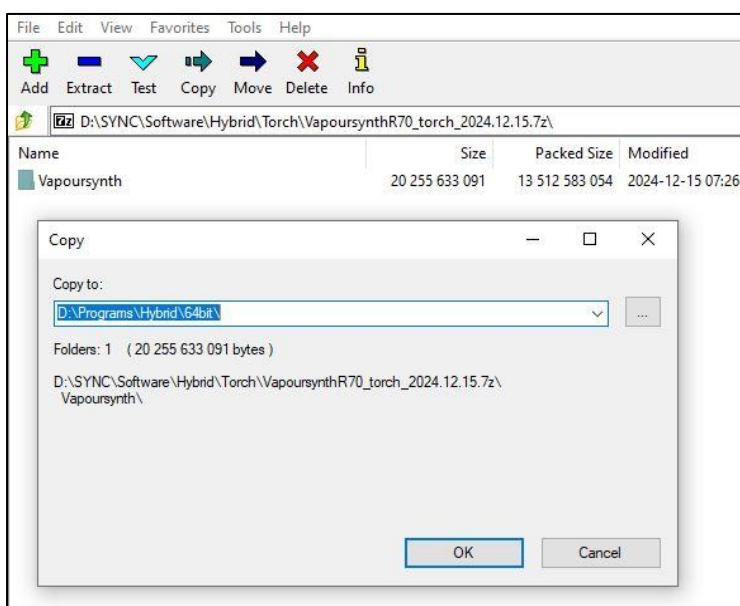
<sup>4</sup> For manual installation see the GitHub page: <https://github.com/dan64/vs-deoldify>

<sup>5</sup> For more useful settings see the page: <https://forum.selur.net/thread-10.html>

After having installed Hybrid, it is necessary to click on the link GoogleDrive (see point 2), it will be displayed the following page:

experimental	4Selur	23 giu 2024	4Selur	—
vsgan_models_2023.07.10.7z	4Selur	10 lug 2023	4Selur	7,61 GB
vs-mrlt_2024.11.22.7z	4Selur	22 nov 2024	4Selur	5,61 GB
VapoursynthR70_torch_2024.12.27.7z	4Selur	08:37	4Selur	12,59 GB
README.md	4Selur	11 ago 2024	4Selur	2 kB
onnx_models_2023.12.05.7z	4Selur	5 dic 2023	4Selur	4,55 GB

The most important file to download is the archive containing the torch packages which are necessary to use HAVC. In this case the file is named: VapoursynthR70\_torch\_2024.12.27.7z.



By opening it with 7-zip will be displayed the following window.

It is necessary to extract the folder Vapoursynth on the related location in the installation folder. In this case it is assumed the Hybrid has been installed in "D:\Programs\Hybrid", in the case Hybrid was installed in a different folder it is necessary to change the destination path (highlighted in blue in the picture on the left) accordingly.

## 2.1 Installation of Development Version

Sometime to get the most updated version of HAVC filter is necessary to install the Development version of Hybrid.

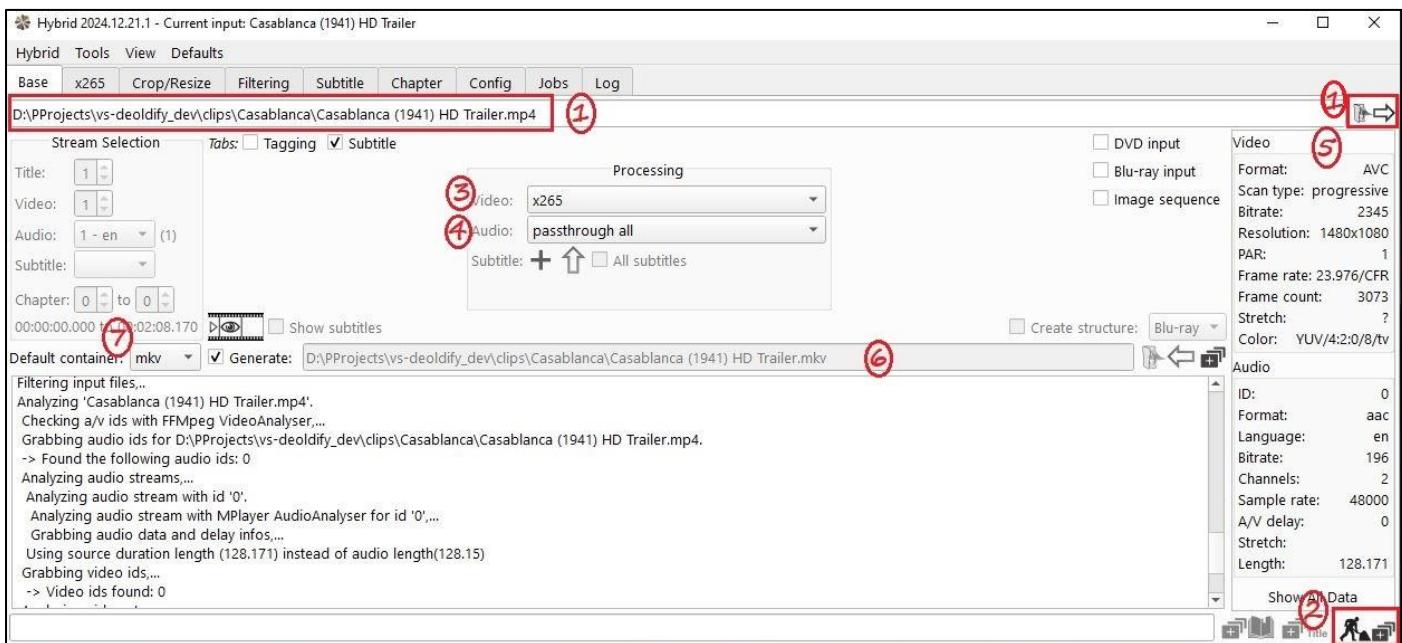
In this case all the files to be downloaded are available in the folder **experimental** on [GoogleDrive](#), as shown in the following picture:

VapoursynthR70_torch_2024.12.29.7z	4Selur	29 dic 2024	4Selur	12,6 GB
Hybrid_dev_2024.12.29-202935.exe	4Selur	29 dic 2024	4Selur	1,53 GB
Hybrid_20241229_64bit_binary_qt515.zip	4Selur	29 dic 2024	4Selur	14,1 MB

It is necessary first to download and run the installer (see point 1) and then to download and extract the torch addon archive (see point 2) as described previously.

### 3.0 Using the Filter

Once Hybrid is installed it is possible to use it to coloring B&W movies. The clip to be colored can be added in input to Hybrid by using drag-and-drop. In the following picture is displayed the Hybrid main GUI window.



#### GUI Explanation<sup>6</sup>:

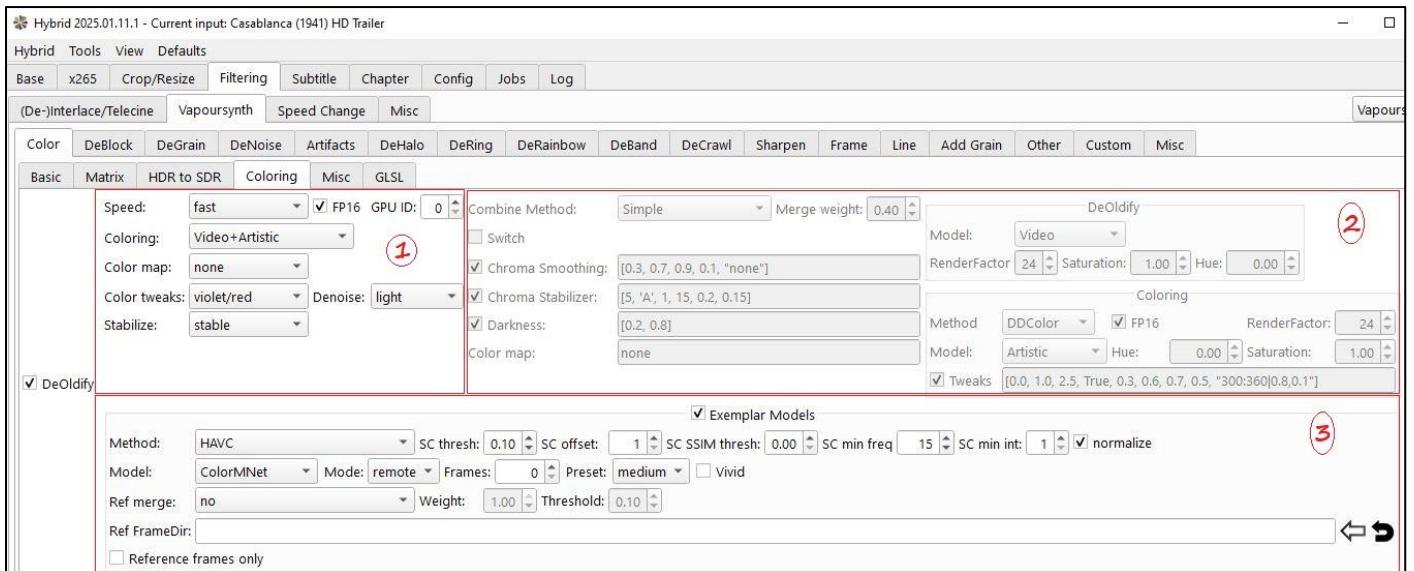
- 1) Input field, the clip can be inserted with drag-and-drop or by selecting the big arrow on the right of the text box
- 2) Encoding button, by pressing it Hybrid will start to encode the clip
- 3) Video encoder, in this case has been selected **x265** (the encoder options are available in the tab “**x265**”)
- 4) Audio encoder, in this case has been selected “**passthrough all**”, all the audio tracks will be included in the container untouched.
- 5) Media information page
- 6) Name to be used for the new encoded clip (in this case is auto generated).
- 7) The container used to store the encoded clip, in this case “**mkv**”.

In Hybrid there are a lot of filters, the coloring filters are available at: **Filtering->Vapoursynth->Color->Coloring**.

The HAVC filter is available under the checkbox DeOldify. In effect the first coloring filters added were [DeOldify](#) and [DDColor](#), but then the DeOldify filter was extended adding more coloring methods, including [ColorMNet](#) and the [Deep Exemplar based Video Colorization](#), hence the name of the filter was changed in HAVC, but for historical reason in Hybrid is still referenced as DeOldify. The filter was developed having in mind to use it mainly to colorize movies. Both DeOldify and DDcolor are good models for coloring pictures, but when are used for coloring movies they are introducing artifacts that usually are not noticeable in the images but are well observable in the colored movie. Especially in dark scenes both DeOldify and DDcolor are not able to understand what it is the dark area and what color to give it, they often decide to color these dark areas with blue, then in the next frame this area could become red and then in the next frame return to blue, introducing a *flashing psychedelic effect* when all the frames are put in a movie. To try to solve this problem has been developed *pre-* and *post-* process filters.

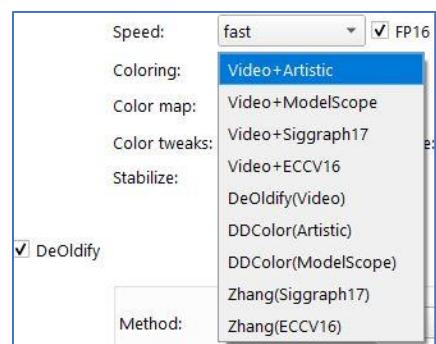
<sup>6</sup> In the following post (a little outdated) is available a small guide to Hybrid: <https://forum.selur.net/thread-282.html>

The HAVC filter panel can be divided in 3 group-box (see red rectangles on the picture below):



- 1) The **Presets group-box**, that allows to set all the filter parameters of the custom section (which are more than 35). It represents, the easiest way to use the filter to get good results. The parameters in this group box are used as input for the internal filter function [HAVC\\_main](#).
- 2) The **Custom group-box**. It is disabled by default, to enable it is necessary to set the field *Speed* in the group box 1 to **custom**. Using this section is possible to change all the filter parameters related to the images color models: DeOldify, DDColor and Zhang (siggraph17, eccv16). The parameters are used as input to the internal filter functions [HAVC\\_ddeoldify](#) and [HAVC\\_stabilizer](#).
- 3) The **Exemplar-based Models** group-box. Using this section is possible to change all the filter parameters related to the exemplar-base color models: ColorMNet and DeepEx. These parameters are used as input to the internal filter function [HAVC\\_deepex](#).

The **Coloring** field in the group-box 1 (see picture on the right), allows to select the pictures-based color models: DeOldify, DDColor and Zhang (siggraph17, eccv16) and their combination. The DeOldify has 3 networks, that can be selected in the custom group-box 2, but as companion with the other filters has been select only the Video network because is very stable. DeOldify is the only model with a network trained for coloring videos and using it with the other color models will improve the color stability and quality as shown in the section [Comparison of Models](#) on GitHub.



The meaning of remaining group-box filters is the following:

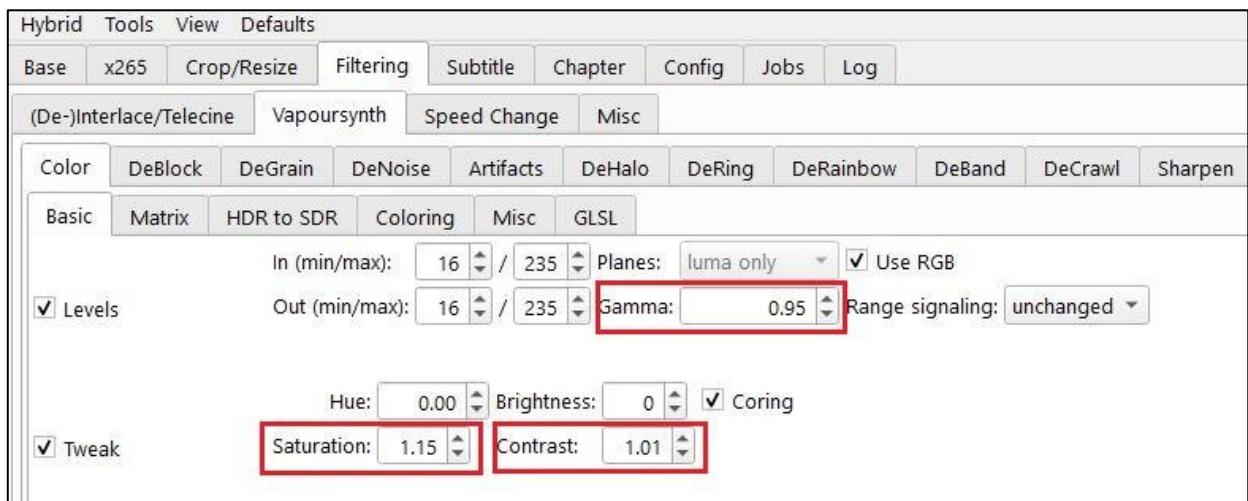
- **Speed:** it allows to select the most appropriate parameters to get the best balance between quality and speed (suggested presets are: medium and fast). This table display the full mapping of Speed to RenderFactor:

Model	placebo	veryslow	slower	slow	medium	fast	faster	veryfast
DeOldify (RF)	32	30	28	26	24	22	20	16
DDColor (RF)	44	36	32	28	24	22	20	16

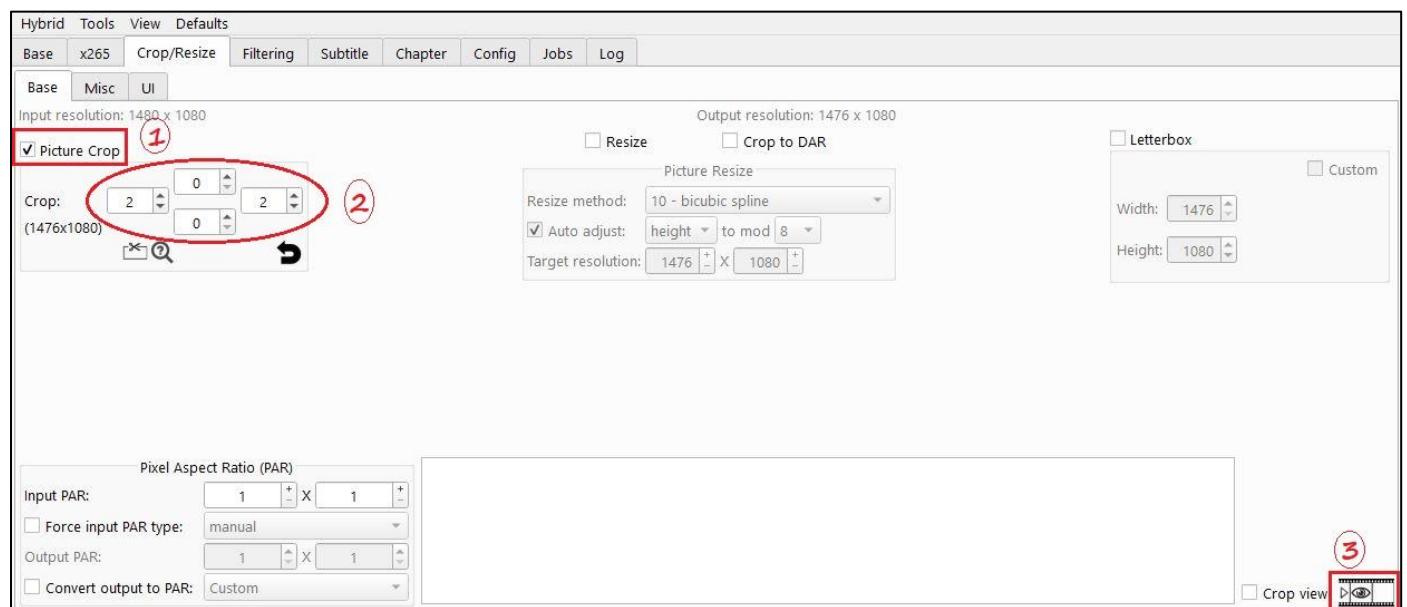
- **Color map:** this field allows to select the [Color Mapping](#) presets;
- **Color tweaks:** the fields *ColorFix* and *Denoise* (ColorTune) are the [Tweaks](#) parameters developed for the pictures-based models. It is possible to disable the tweaks by setting this field to **none**. The parameter *Denoise* has effect also on the strength of **Color map**;
- **Stabilize:** it allows to define the weight to assign to the DeOldify Video stabilization network when used in combination with DDColor and the Alternative color models (suggested presets are: Stable and MoreStable).

The most colorful movies can be obtained using the single pictures-based color models. But the resulting video will be almost unwatchable and this is the main reason behind the development of HAVC. It is possible to improve the color stability using the combined color models proposed in the field **Speed** above and setting the **Color tweaks** to medium.

In the chapter [Coloring using Hybrid](#) will be suggested some settings that will allow to improve further the color temporal stability and, in the chapter, [Best settings for color temporal stability](#) will be provided what could be the optimal settings to get movies with colors very stable. Unfortunately, the color stability has a cost, not only in term of computational speed but also and above all, in terms of variety of colors. With the increase of color stability will decrease the variety and saturation of the colors. Some useful filters, which will be possible to add as post-process to improve the saturation of the colors, can be found in the panel: **Filtering->Vapoursynth->Color->Basic** as shown in the picture below (with some suggested settings):



It is recommended to always remove all the black bars (if any) before applying the coloring filters. It is possible to remove the black bar in Hybrid, using the dedicated page **Crop/Resize** (see picture below). It is necessary to enable the **Picture Crop** (1) and then insert the appropriate number of pixels in the **Crop box** (2). It is possible to preview the crop by clicking on the **Preview Crop button** (3).



### 3.1 HAVC pre- and post- process filters

The main filters introduced are:

#### 3.1.1 Post-process filters

**Chroma Smoothing:** This filter allows to reduce the *vibrancy* of colors assigned by DeOldify/DDcolor by using the parameters *de-saturation* and *de-vibrancy*, the effect on *vibrancy* will be visible only if the option **chroma resize** is enabled (default), otherwise this parameter has effect on the *luminosity*. The area impacted by the filter is defined by the thresholds dark/white. All the pixels with luma below the dark threshold will be impacted by the filter, while the pixels above the white threshold will be left untouched. All the pixels in the middle will be gradually impacted depending on the luma value (see related [parameters](#)).

**Chroma Stabilization:** This filter will try to stabilize the frames' colors. As explained previously since the frames are colored individually, the colors can change significantly from one frame to the next, introducing a disturbing psychedelic flashing effect. This filter tries to reduce this by averaging the chroma component of the frames. The average is performed using a number of frames specified in the *Frames* parameter. Are implemented 2 averaging methods:

1. *Arithmetic average*: the current frame is averaged using equal weights on the past and future frames
2. *Weighted average*: the current frame is averaged using a weighed mean of the past and future frames, where the weight decreases with the time (far frames have lower weight respect to the nearest frames).

As explained previously the stabilization is performed by averaging the past/future frames. Since the non-matched areas of past/future frames are *gray* because is missing in the past/future the *color information*, the filter will apply a *color restore* procedure that fills the gray areas with the pixels of current frames (eventually de-saturated with the parameter "sat"). The image restored in this way is blended with the non-restored image using the parameter "weight". The gray areas are selected by the threshold parameter "tht". All the pixels in the HSV color space with "S" < "tht" will be considered gray. If is detected a scene change (controlled by the parameter "tht\_scen"), the *color restore* is not applied (see related [parameters](#)).

**Darkeness:** this post process filter will force the dark areas of a frame, identified by the region of pixels having a luma below the *dark\_threshold*, to have a dark color, the dark color is obtained by de-saturating the pixels by an amount specified by the parameter *dark\_amount* (see related [parameters](#)).

#### 3.1.2 Pre-process Filters

**DDColor Tweaks:** This filter is available only for DDColor and has been added because has been observed that the DDcolor's *inference* is quite poor on dark/bright scenes depending on the luma value. This filter will force the luma of input image to don't be below the threshold defined by the parameter *luma\_min*. Moreover, this filter allows to apply a **dynamic gamma correction**. The gamma adjustment will be applied when the average luma is below the parameter *gamma\_luma\_min*. The adjustment applied to gamma is defined by the following expression:

```
gamma_new = MAX[gamma*(luma/gamma_luma_min)^gamma_alpha, gamma_min]
```

A *gamma* value > 2.0 improves the DDColor stability on bright scenes, while a *gamma* < 1 improves the DDColor stability on dark scenes (see related [parameters](#)). Using the dynamic gamma correction is possible to apply a high tweak gamma (parameter [2] in the [tweak parameter list](#)) and then thanks to the dynamic gamma correction decreasing it with the luma, so that on dark scenes the gamma will < 1. At the following link there is a comparison between using a gamma = 1 and gamma = 2: <https://imgsl.com/MjUyNiY0>. For this sample a DDcolor Tweak like this: `dttweak_p=[0.0, 1.0, 2.8, True, 0.3, 0.6, 0.7, 0.5]` is appropriate. It is also possible to specify the [Chroma Adjustment](#) to be applied to the frames colored with DDcolor (and Alternative models) by adding a string parameter. An example of full tweak is the following:

```
dttweak_p=[0.0, 1.0, 2.5, True, 0.3, 0.6, 0.7, 0.5, "300:360|0.5,0.1"]
```

In this example the last string parameter represent the Chroma Adjustment that will be explained in the next chapter.

### 3.2 Chroma Adjustment

Unfortunately, when are applied to movies the color models are subject to assign unstable colors to the frames especially on the red/violet chroma range. This problem is more visible on DDColor than on DeOldify. To mitigate this issue was necessary to implement some kind of chroma adjustment. This adjustment allows to de-saturate all the colors included in a given color range. The color range must be specified in the HSV color space. This color space is useful because all the chroma is represented by only the parameter "Hue". In this color space the colors are specified in degree (from 0 to 360), as shown in the [DDeoldify Hue Wheel](#). It is possible to apply this adjustment on all filters described previously. Depending on the filter the adjustment can be enabled using the following syntax:

#### Croma Range

chroma\_range = "hue\_start:hue\_end" or "hue\_wheel\_name"

for example, this assignment:

chroma\_range = "290:330,rose"

specify the range of hue colors: 290-360, because "rose" is [hue wheel name](#) that correspond to the range:330-360.

It is possible to specify more ranges by using the comma "," separator.

In HAVC are defined the following hue wheel names:

Name	Chroma Range
red	"0:30"
orange	"30:60"
yellow	"60:90"
yellow-green	"90:120"
green	"120:150"
blue-green	"150:180"
cyan	"180:210"
blue	"210:240"
blue-violet	"240:270"
violet	"270:300"
red-violet	"300:330"
rose	"330:360"

#### Chroma Adjustment

When the de-saturation information is not already available in the filter's parameters, it necessary to use the following syntax:

chroma\_adjustment = "chroma\_range|sat,weight"

in this case it is necessary to specify also the de-saturation parameter "sat" and the blending parameter "weight".

for example, with this assignment:

chroma\_adjustment = "300:340|0.4,0.2"

the hue colors in the range 300-340 will be de-saturated by the amount 0.4 and the final frame will be blended (with weight 0.8=1-0.2) with the frame obtained by applying a de-saturation of 0.4 an all the pixels. (if weight=0, no blending is applied). The weight can also be negative, as shown in the example below:

chroma\_adjustment = "300:340|0.4,-0.2"

In this case the hue colors in the range 300-340 will be de-saturated by the amount 0.4 as in the previous example, but the final frame will be blended (with weight 0.8) with the original (non de-saturated) frame (i.e. will be avoid the merge with the de-saturated frame in all pixels).

To simplify the usage of this filter has been added the Preset *ColorFix* which allows to fix a given range of chroma combination. The strength of the filter (i.e. de-saturation) is controlled by the Preset *ColorTune*.

### 3.3 Color Mapping

Using an approach similar to *Chroma Adjustment* has been introduced the possibility to remap a given range of colors in another chroma range. This remapping is controlled by the Preset *ColorMap*. For example, the preset "blue->brown" allows to remap all the chroma combinations of *blue* in the color *brown*. It is not expected that this filter can be applied on a full movie, but it could be useful to remap the color on some portion of a movie.

To use the color mapping feature is necessary to use the following syntax:

```
colormap = "chroma_range|hue_shifit,weight"
```

The color mapping is similar to the chroma adjustment, the difference instead to apply a desaturation to the given color range is applied a chroma hue shift.

For example, with this setting:

```
colormap = "30:90|+250,0.8"
```

the color range "30:90" (corresponding to yellow) will be shifted by +250 degrees, the original will be retained at 80%, because has been specified the weight=0.8 (the weight given to the adjusted frame is 0.2=1-0.8).

In the chapter [HAVC Color Mapping/Chroma Adjustment](#) are provided useful tips on how to use both the *Chroma Adjustment* and *Color Mapping* features provided by this filter.

In HAVC are defined the following color mapping names:

Name	Color Mapping
blue->brown	180:280 +140,0.8
blue->red	180:280 +100,0.8
blue->green	180:280 +220,0.8
green->brown	80:180 +260,0.8
green->red	80:180 +220,0.8
green->blue	80:180 +140,0.8
redrose->brown	300:360,0:20 +40,0.8
redrose->blue	300:360,0:20 +260,0.8
red->brown	320:360,0:15 +50,0.8
yellow->rose	30:90 +300,0.8

### 3.4 Merging the models

As explained previously, this filter is able to combine the results provided by DeOldify and DDColor, to perform this combination has been implemented 6 methods:

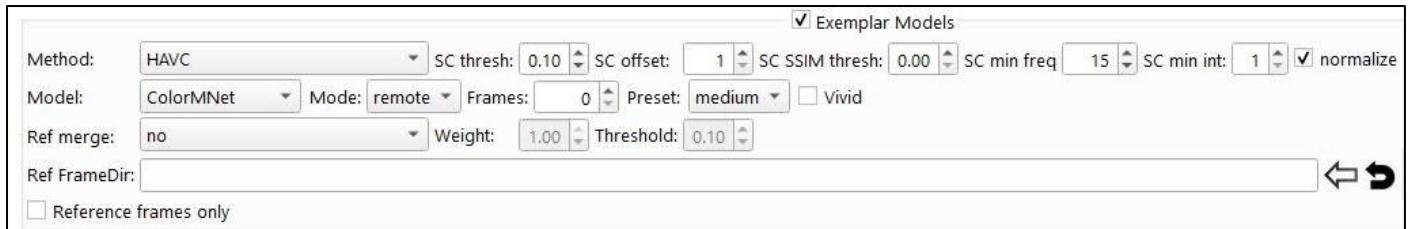
0. *DeOldify* only coloring model (no merge).
1. *DDColor* only color model (no merge).
2. *Simple Merge*: the frames are combined using a *weighted merge*, where the parameter *merge\_weight* represent the weight assigned to the frames provided by the DDcolor model, using the following weighted sum:  $f_{out} = f_{deoldify} * (1 - merge\_weight) + merge\_weight * f_{ddcolor}$  (see related [parameter](#)).
3. *Constrained Chroma Merge*: given that the colors provided by DeOldify *Video* model are more conservative and stable than the colors obtained with DDcolor. The frames are combined by assigning a limit to the amount of difference in chroma values between DeOldify and DDcolor. This limit is defined by the parameter *threshold*. The limit is applied to the frame converted to "YUV". For example, when *threshold*=0.1, the chroma values "U", "V" of DDcolor frame will be constrained to have an absolute percentage difference respect to "U", "V" provided by DeOldify not higher than 10%. If *merge\_weight* is < 1.0, the chroma limited DDColor frames will be merged again with the frames of DeOldify using the *Simple Merge* (see related [parameter](#)).
4. *Luma Masked Merge*: the behavior is similar to the method *Adaptive Luma Merge*. With this method the frames are combined using a *masked merge*. The pixels of DDcolor's frame with *luma* < *luma\_limit* will be filled with the (de-saturated) pixels of DeOldify, while the pixels above the *white\_limit* threshold will be left untouched. All the pixels in the middle will be gradually replaced depending on the luma value. If the parameter *merge\_weight* is < 1.0, the resulting masked frames will be merged again with the non-de-saturated frames of DeOldify using the *Simple Merge* (see related [parameter](#)).
5. *Adaptive Luma Merge*: given that the DDcolor performance is quite bad on dark scenes, with this method the images are combined by decreasing the weight assigned to DDcolor frames when the luma is below the *luma\_threshold*. For example, with: *luma\_threshold* = 0.6 and *alpha* = 1, the weight assigned to DDcolor frames will start to decrease linearly when the luma < 60% till *min\_weight*. For *alpha*=2, the weight begins to decrease quadratically, because the formula applied is:  $ddcolor\_weight = \text{MAX}[\text{weight} * (\text{luma}/\text{luma\_threshold})^{\alpha}, \text{min\_weight}]$  (see related [parameter](#)).

The merging methods 2-5 are leveraging on the fact that usually the DeOldify *Video* model provides frames which are more stable, this feature is exploited to stabilize also DDColor. The methods 3 and 4 are similar to *Simple Merge*, but before the merge with *DeOldify* the *DDColor* frame is limited in the chroma changes (method 3) or limited based on the luma (method 4). The method 5 is a *Simple Merge* where the weight decreases with luma.

### 3.5 Exemplar-based Models

As stated previously to stabilize further the colorized videos it is possible to use the frames colored by HAVC as reference frames (exemplar) as input to the supported exemplar-based models: [ColorMNet](#) and [Deep Exemplar based Video Colorization](#) model.

In Hybrid the *Exemplar Models* have their own panel, as shown in the following picture:



For the ColorMNet models there are 2 implementations defined, by the field **Mode**:

- 'remote' (has no memory frames limitation but it uses a remote process for the inference)
- 'local' (the inference is performed inside the VapourSynth local thread but has memory limitation)

The field **Preset** control the render method and speed, allowed values are:

- 'Fast' (faster but colors are more washed out)
- 'Medium' (colors are a little washed out)
- 'Slow' (slower but colors are a little more vivid)

The field **SC thresh** define the sensitivity for the scene detection (suggested value **0.10**), while the field **SC min freq** allows to specify the minimum number of reference frames that have to be generated.

The flag **Vivid** has 2 different meanings depending on the *Exemplar Model* used:

- **ColorMNet** (the frames memory is reset at every reference frame update)
- **DeepEx** (given that the colors generated by the inference are a little washed-out, the saturation of colored frames will be increased by about 25%).

The field **Method** allows to specify the type of reference frames (RF) provided in input to the *Exemplar-based Models*, allowed values are:

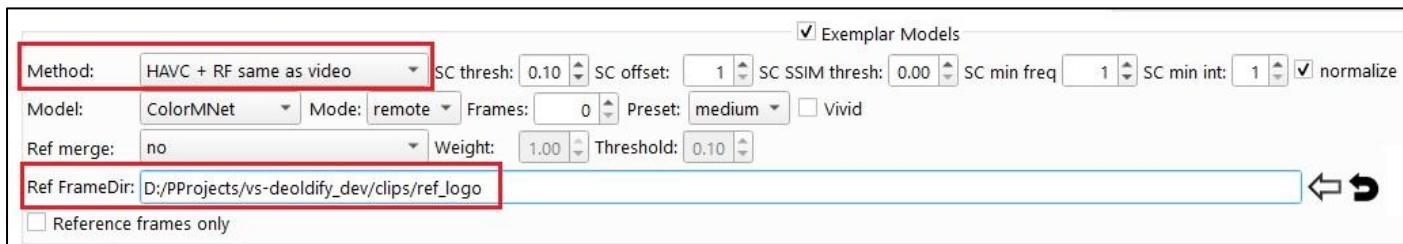
- 0 = HAVC same as video (default)
- 1 = HAVC + RF same as video
- 2 = HAVC + RF different from video
- 3 = external RF same as video
- 4 = external RF different from video
- 5 = HAVC different from video

It is possible to specify the directory containing the external reference frames by using the field **Ref FrameDir**. The frames must be named using the following format: *ref\_nnnnnn.[png / jpg]*. Finally the flag **Reference frames only** can be used to export the reference frames generated with the method **HAVC** and defined by the parameters **SC thresh**, **SC min freq** fields. The fields methods: *HAVC + RF same as video* and *HAVC + RF different from video*, can be used to correct the colors applied by the HAVC filter.

Supposing, for example that the movie to be colored starts with the logo of film producer. In this case it could be possible that the frames colored by the color model will apply different colors to the logo. To correct this problem, it is possible to create a folder that contains the logo reference frames as shown in the picture below:



supposing to have named the folder *ref\_logo* it is possible to use it to properly colorize the logo frames using the following settings



In this case has been selected the **Method** *HAVC + RF same as video* because the reference frames were almost equal (with the only exception of the colors) to the B&W frames to colorize. To use this method is necessary to provide in the field **Ref FrameDir** the path of the directory containing the reference frames to be used by the exemplar-based model.

### 3.5.1 The new features problem

Unfortunately all the Deep-Exemplar methods have the problem that are unable to properly colorize the new "features" (new elements not available in the reference frame) so that often these new elements are colored with implausible colors (see for an example: [New "features" are not properly colored](#))<sup>7</sup>. To try to fix this problem has been introduced the possibility to merge the frames propagated by DeepEx with the frames colored with DDColor and/or DeOldify. The merge is controlled by the field **Ref merge**, allowed values are:

- 0 = no merge
- 1 = reference frames are merged with very-low weight
- 2 = reference frames are merged with low weight
- 3 = reference frames are merged with medium weight
- 4 = reference frames are merged with high weight
- 5 = reference frames are merged with very-high weight

When the field **Ref merge** is set to a value greater than 0, the field **SC min freq** is set =1, to allows the merge for every frame. This parameter has been added to fix the problem reported in the post [New "features" are not properly colored](#). For example, in the picture on the left below there is the frame #20 obtained by merging the propagated frame with the frame colored using DDColor and/or DeOldify. In the middle there is the propagate frame with no merge (the new features added in the frame were the hands). The reference image used for coloring the frame provided in input to the model [DeepEx](#) is displayed in the picture on the right:



Using [ColorMNet](#) the colored frame (with no merge) is a little better<sup>8</sup> as shown in the following picture:



0020.png

0021.png

0022.png

The code used to generate the merged frame #20 was:

```
clip = HAVC_main(clip, Preset='Fast', ColorFix='Violet/Red', ColorTune='Light',
EnableDeepEx=True, DeepExMethod=1, DeepExPreset='Medium', DeepExRefMerge=2,
DeepExModel=1, ScFrameDir="D:/Tests/Green/ref_color")
```

<sup>7</sup> The problem was mitigated with the release of [ColorMNet](#).

<sup>8</sup> It is interesting to observe that ColorMNet was able to colorize 1 hand because was a little visible on the reference image.

## 4.0 Coloring using Hybrid

As stated previously the simplest way to colorize images with the HAVC filter it to use [Hybrid](#). To simplify the usage has been introduced standard Presets that automatically apply all the filter's settings. A set of parameters that are able to provide a satisfactory colorization are the following:

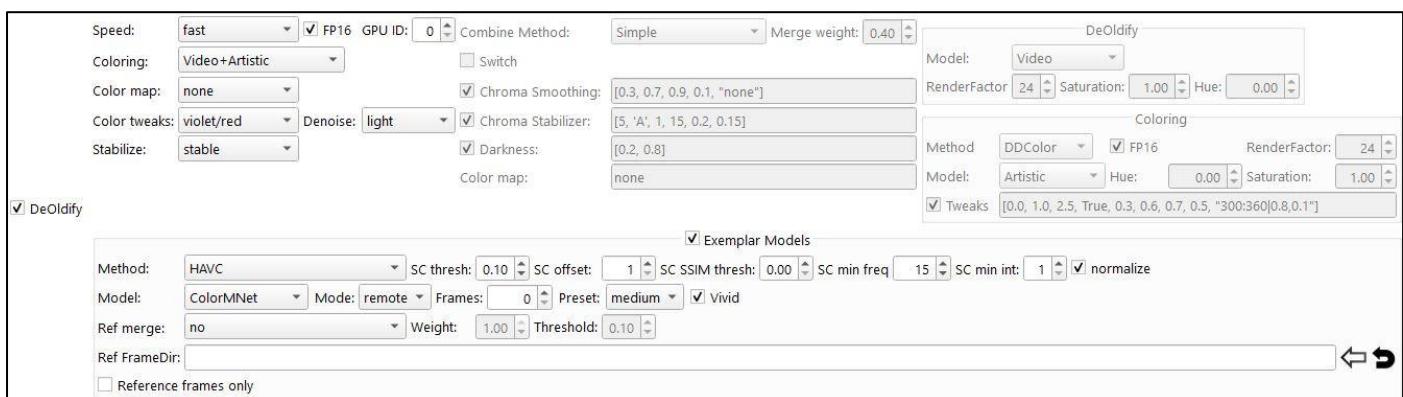
- **Speed:** medium (*fast* will increase the speed with a little decrease in color accuracy)
- **Color map:** none
- **Color tweaks:** violet/red
- **Denoise:** light
- **Stabilize:** Stable (or MoreStable)

then enable the *Exemplar Models* check box and set

- **Method:** HAVC
- **SC thresh:** 0.10
- **SC SSIM thresh:** 0.0
- **SC min freq:** 15 (5 if is used the *local* mode)
- **normalize:** checked
- **Mode:** remote
- **Frames:** 0
- **Preset:** medium (*slow* will increase the color accuracy but the speed will decrease of 40%)
- **Vivid:** checked

In ColorMNet using the flag **Vivid** the internal memory will be reset at every new reference frame; this will allow to assign the maximum weight to the last reference frame during the inference and the color propagation will depend only from the last reference added. By unchecking **Vivid** the last reference frame will be added to the internal memory and the inference will depend from all the reference frames provided in input, this will produce sometime unwanted blend effect where the propagate colors can be different from the last reference image.

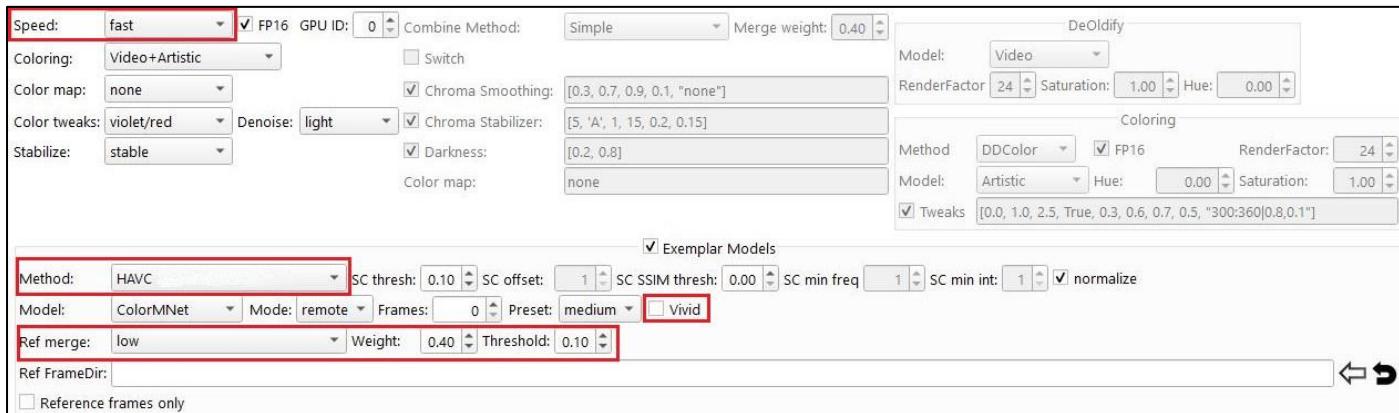
In the following picture are shown the suggested parameters:



Once all the filter parameters are set it is possible start the encoding process by pressing the Encoding button 2 as described in the section [GUI Explanation](#).

#### 4.0.1 Best settings for colors temporal stability

Willing to obtain the best results, but at cost of speed it is possible to improve further the color stability using the settings shown in the following picture:



Respect to the previous configuration has been changed the following parameters (highlighted in red box):

- **Speed:** fast
- **Ref merge:** low
- **Weight:** 0.40
- **Threshold:** 0.10
- **Vivid:** unchecked

As explained in [The new features problem](#) in this way the frames propagated by exemplar-based models will be merged with the frames colored with DDColor and/or DeOldify. In practice will be merged 3 frames. This will improve further the temporal color stability while maintaining the color accuracy, and thus avoiding the color degradation (observed in the frames propagated using the exemplar-based models) when new features are introduced. The strategy adopted by HAVC in this case is the following:

- 1) all the clip frames are colored using DDColor and/or DeOldify (because the parameter SC min freq = 1)
- 2) using the threshold specified (in this case 0.10) a subset of colored frames is sampled by the scene change detection algorithm and these frames are used as reference images for the selected exemplar-based model (in this case ColorMNet).
- 3) the frames obtained at step 1 are merged with the weight specified (in this case 0.50) with the frames propagated by the selected exemplar-based model.

This approach will allow to maintain the temporal color consistency provided by the exemplar-based models<sup>9</sup> and at the same time to keep the color quality provided by DDColor and/or DeOldify.

The Method **HAVC different from video** cannot be used with **Ref merge** because frames different from video cannot be safely merged. The only methods that can be used with **Ref merge** are **HAVC** and **HAVC + RF same as video**, in this case it is just enough providing a valid path in the field **Ref FrameDir** containing the reference images.

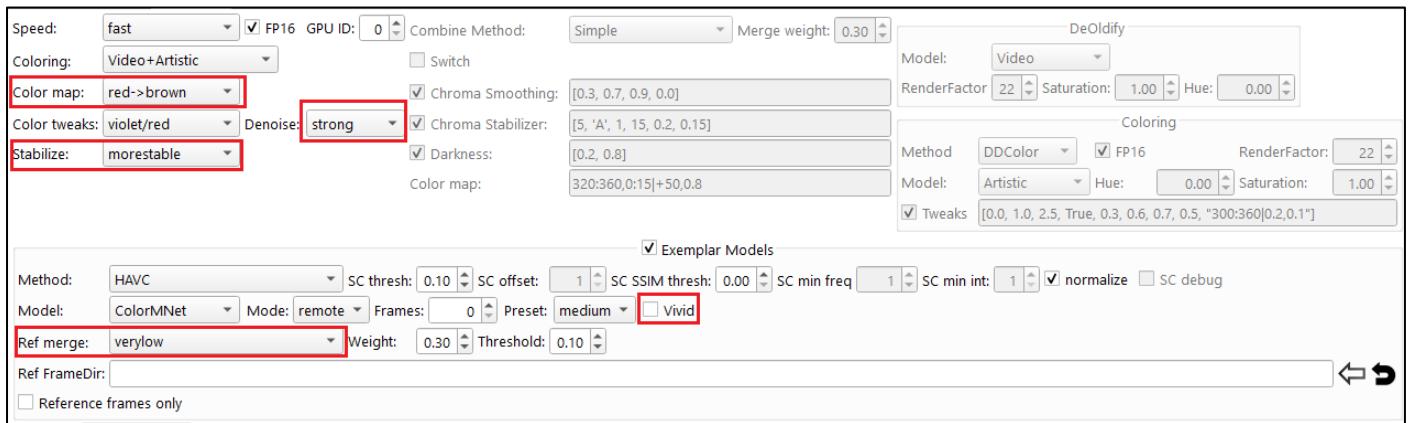
Unfortunately, this quality improvement has a cost, and using this approach the encoding speed will decrease about of 50% respect to the approach suggested previously. The only way to increase the speed is to upgrade the GPU (Nvidia RTX4070 or above).

---

<sup>9</sup> In ColorMNet the effect is reinforced by setting the parameter **Vivid** unchecked.

#### 4.0.2 Best settings to remove colors shifting towards red

Unfortunately, all the pictures-based color models: DeOldify, DDCOLOR and Zhang (siggraph17, eccv16), suffer from the problem that they tend to shift the colors towards red. By changing some of the settings described in the previous chapter it is possible to mitigate the problem. The suggested settings are shown in the following picture:

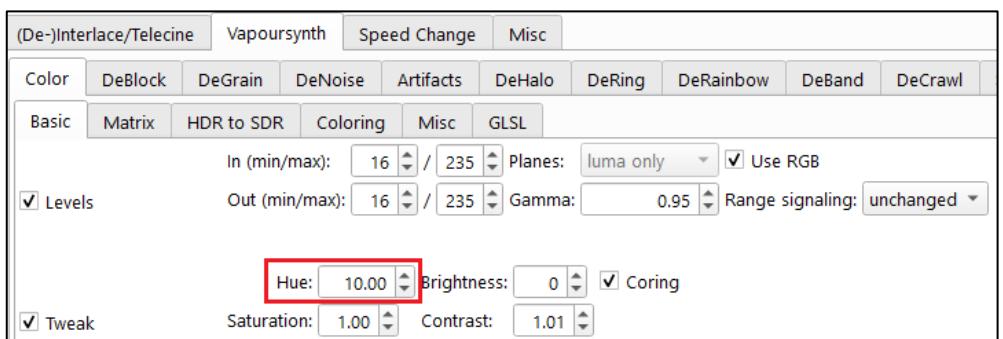


Respect to the previous configuration has been changed the following parameters (highlighted in red box):

- **Color map:** red->brown
- **Denoise:** strong (or medium)
- **Stabilize:** morestable
- **Ref merge:** verylow
- **Weight:** 0.30
- **Vivid:** unchecked

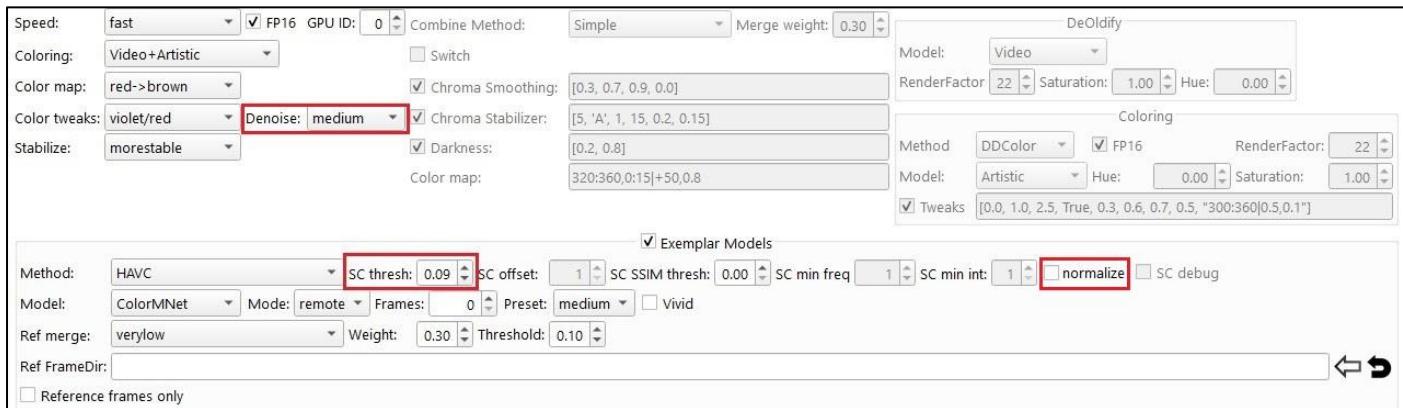
As explained previously the [Color Mapping](#) allows to change a range of colors in another range, by shifting the Hue color component (in HSV color space). Using the preset *red->brown* the pixels in the frames having the specified range will be shifted toward the brown color. Using the **Denoise** equal to *strong* the *violet/red* components will be strongly desaturated and this will contribute to mitigate the red-shift problem (if the effect is too strong it is possible to use the preset *medium*). To enforce the effect was selected the **Stabilize** preset *morestable*, this will lower the weight of color models DDCOLOR and Zhang (siggraph17, eccv16) which are strongly affected by this problem. Finally, has been selected the preset **Ref merge** equal to *verylow*, so that the frames colorized by ColorMNet will have more weight. The exemplar-based model ColorMNet is almost not affected by the problem of shifting the colors towards red, and so by given to it more weight will contribute to mitigate further the problem.

Unfortunately, by using the preset **Color map** equal to *red->brown* will change also the color of the skin toward the yellow-brown. To fix this *side effect* it is possible to add as coloring post-process, the tweak filter to shift the Hue by a value of 10.0. This filter can be found in the panel: **Filtering->Vapoursynth->Color->Basic** as shown in the picture on the right (with some suggested settings).



At the following links are available some examples of using the proposed settings to reduce the problem of colors shifting towards red: <https://imgsl.com/MzM5MjQ1>, <https://imgsl.com/MzM5MjQ2>, <https://imgsl.com/MzM5MjQ3>.

The approach described previously works well if there are few environments in the movie. In the case in the movie there are a lot of different environments indoor/outdoor, the result obtained could be not satisfactory. In this case it is possible to adopt a different approach by using the settings displayed in the following picture:



Respect to the previous configuration has been changed the following parameters (highlighted in red box):

- **SC thresh:** 0.09
- **Denoise:** medium
- **Normalize:** unchecked

The flag **Normalize** was unchecked because was lowered the *scene change threshold* and given that with a lower threshold are detected more scene changes, the normalization is less necessary. The parameter **SC thresh** was lowered to 0.09. For low thresholds below 0.10 the filter will adopt another algorithm that is able to properly handle this low sensitivity levels<sup>10</sup>.

For some movies the reference images produced by using a threshold of 0.10 are not enough to allow to ColorMNet to properly propagate the colors. By lowering the thresholds the generated reference images will increase allowing ColorMNet to improve the color propagation.

It is not suggested to decrease the threshold too much, because this could generate too many reference frames canceling the stabilizing effect of ColorMNet. This is the reason why it is suggested to start with a threshold of 0.10, because this will produce the maximum stabilization, and to lower it to 0.09 only if there are video sequences not properly colored. Of course, is not guaranteed that by lowering the threshold the problem will be solved, but it's worth giving it a try.

Not knowing in advance if in the movie there are a lot of different environments indoor/outdoor, and not having time to do some test, probably the proposed settings using the threshold of 0.09, is the best option to produce a satisfactory colorized movie.

---

<sup>10</sup> Unfortunately, the function *SCDetect* implemented in Vapoursynth is not working properly with thresholds below 0.10.

## 4.1 HAVC Color Mapping/Chroma Adjustment

In this chapter will be described the usage of parameters colormap and chroma adjustment. As suggested in the previous chapter, the colormap parameter can be used to change a range of colors in another range, and in the previous chapter this feature was used to mitigate the problem of colors shifting towards red. In this chapter will be shown how to use it to change the color of a specific portion of a frame. While this chapter can be useful to understand how to create new color mapping, in the chapter on [advanced coloring](#) will be proposed a better way to propagate the color adjustments.

### 4.1.1 Example of Color Mapping

Let's start with a simple example.

Here a frame obtained by using the HAVC with the following code

```
clip = HAVC_ddeoldify(clip=clip, ddtweak=True)
```



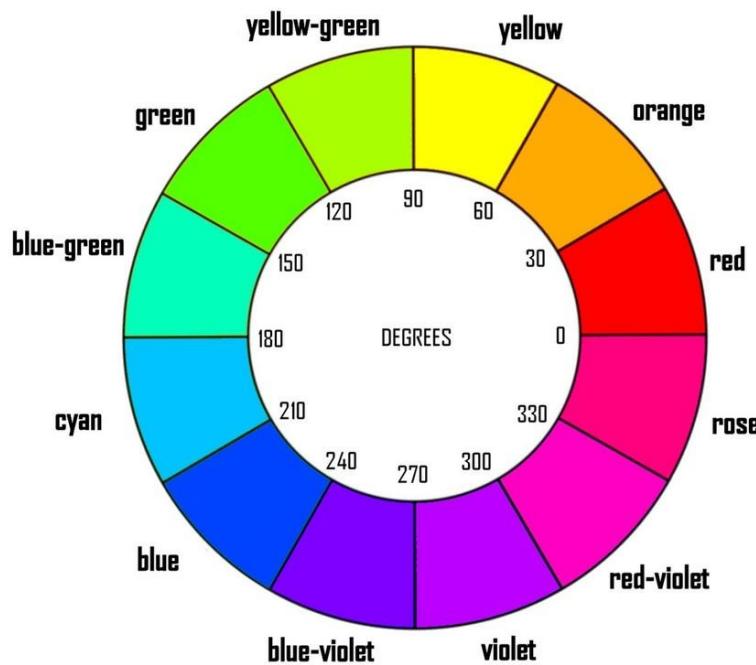
The colored frame is quite good, but the woman's hand is almost yellow.

Using the "Color Mapping" feature it is possible to correct this defect.

The "Color Mapping" feature allows to change a given range of colors.

To be able to perform the change in necessary to specify the target range of colors using the HUE defined in HSV color space.

## DDEOLDIFY HUE WHEEL



There are a lot of Painting programs that allows to see the HUE of a range of pixels, but the simpler approach is to use the following **DDEOLDIFY COLOR WHEEL**:

In the HSV color space the colors are specified in degrees from 0 to 360. In this case it is possible to see the yellow range is between 60 and 90. But to be more conservative it is better to include also the orange, so that the chroma range that we want adjust is the following: "30:90".

Now that we have selected the range; to change the colors we need to define the HUE SHIFT that need to be added to arrive to our preferred range of colors. We want to arrive in the range that in the HUE WHEEL is called

"red-violet"/"rose". To arrive in this range, we need to add about 250 degrees ( $250+30=280 \rightarrow$  "violet",  $250+90=340 \rightarrow$  "rose").

To perform this mapping is necessary to run this code after `HAVC_ddeoldify()`

```
clip = HAVC_stabilizer(clip=clip, dark=True, colormap="30:90|+250,0.0")
```

In the picture below it is possible to see the result obtained. The result is quite bad, but it is useful to see the range of colors that has been changed.



Now we need to specify the last parameter, the "weight". Using this parameter, it is possible to merge the image obtained using the color mapping with the original image.

In this way it is possible to blend the color differences and obtain a more realistic effect.

Since we want to apply only a little change in color, we can try to retain the 80% of the original image. This can be done by using the following code

```
clip = HAVC_stabilizer(clip=clip, dark=True, colormap="30:90|+250,0.8")
```



Here the new image:

Now the image is more realistic!

It is possible try to increase the HUE SHIFT to include also the RED component, this can be obtained by increasing the shift to 300 degrees.

Let's try the following command

```
clip = HAVC_stabilizer(clip=clip, dark=True, colormap="30:90|+300,0.8")
```



Here the image obtained:

Even this image is quite good.

To simplify the comparison was created the following album: <https://imgsl.com/MjYxNjY5>

#### 4.1.2 Example of Chroma Adjustment

The "Chroma Adjustment" is similar to the "Color Mapping" the difference is that instead to apply a HUE SHIFT to the selected hue range, the selected colors are de-saturated.

Suppose, for example that in some frames the "Violet/Red" component is too strong. In this case the color is correct but it is necessary to reduce its intensity, to do that is necessary to de-saturate the color.

For example with this command

```
clip = HAVC_ddeoldify(clip=clip, ddtweak=True, ddtweak_p=[0.0, 1.0, 2.5, True, 0.3, 0.6, 0.7, 0.5, "300:360|0.5,0.1"])
```

the saturation of colors in the range "300:360" (that correspond to "red-violet/rose" of HUE WHEEL) will be reduced by 50% (parameter "|0.5") the final image will be blended at 10% (parameter ",0.1" after the de-saturation parameter "|0.5"). In this case the chroma adjustment will be applied only to the frames colored by DDColor.

Willing to apply the de-saturation on the final-colored frame, it is possible to use the following command

```
clip = HAVC_stabilizer(clip=clip, dark=True, smooth=True, smooth_p=[0.3, 0.7, 0.9, 0.1, "300:360|0.5,0.1"])
```

To apply the adjustments to the frames colored by `HAVC_ddeoldify()` it is necessary to apply the post-process filter `HAVC_stabilizer()`.

A helpful way to learn how to use these adjustments is to use the Presets.

In Hybrid when is selected a Preset different from "custom" the filter parameters will be disabled, but their values will be updated with the setting defined by the Preset.

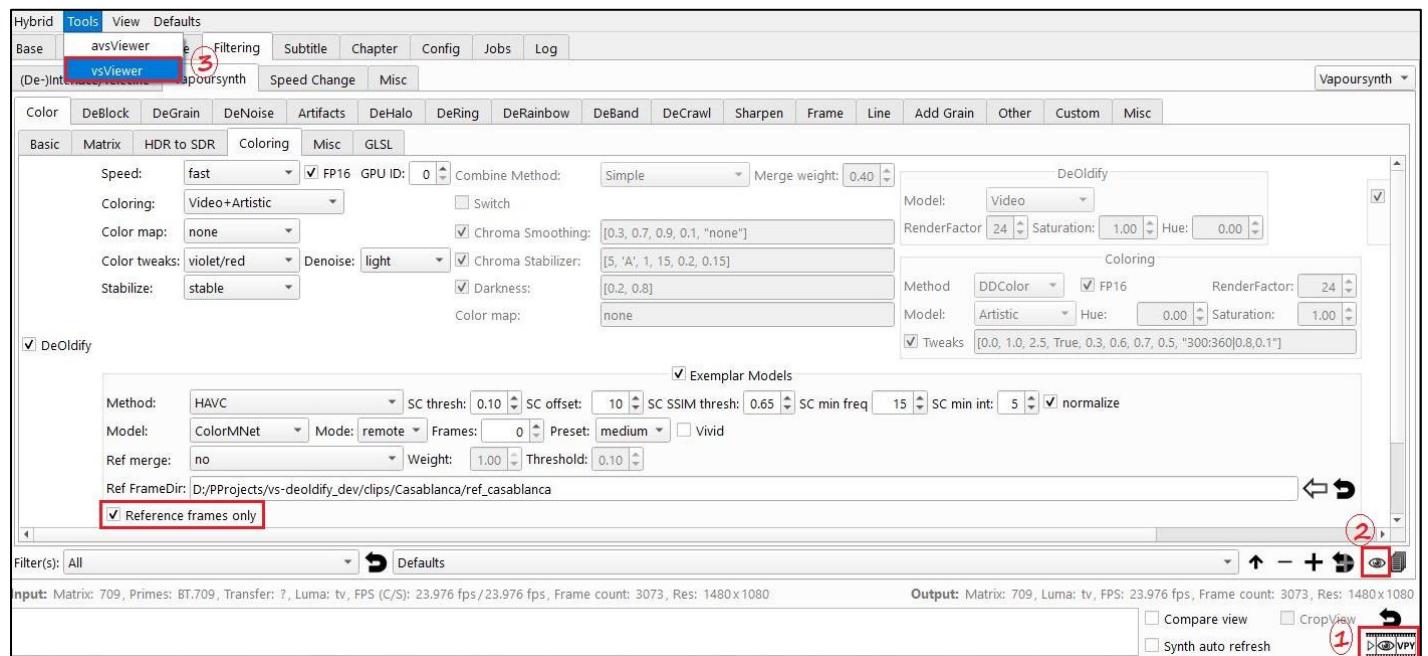
The Preset that control the "Color Mapping" is *Color map* while the presets controlling the "Chroma adjustment" are *ColorFix* and *ColorTune*.

## 4.2 Advanced coloring using adjusted reference frames

In this chapter will be described how to improve the coloring process by manually adjusting the reference frames. In this guide will be used as sample movie to colorize the following clip<sup>11</sup>: <https://archive.org/details/casablanca-1941-hd-trailer>



Having downloaded the test clip, it is possible to add it in input to Hybrid using drag-and-drop. In order to be able to manually adjust the reference frames, it necessary first to generate and export them in a folder. In the following picture are shown the filter settings necessary to perform the export:



In the GUI there are 2 preview buttons. The **button (1)** will allow to preview the filtered frames, while the **button (2)** will allow to preview the code automatically generated by Hybrid. The check box **Reference frames** only is necessary to enable the export of frames that will be used by ColorMNet to propagate the colors. It is interesting to observe that

<sup>11</sup> It is suggested to download it using the [TORRENT](#) link.

in this case **SC SSIM thresh** has been set to 0.65, this is necessary to filter-out the frames that are similar, since will need to check manually the generated frames, is better to reduce the number of exported frames to the minimum necessary. For the same reason has been set **SC min int** to 5, this setting will guarantee that the minimum distance between 2 consecutive reference images is at least 5 frames. The parameter **SC Offset** has been set to 10 to increase the sensitivity of scene changes detection in the case of blended frames.

Once all the parameters are set it is necessary to press the **Preview button 1** (shown in the previous image) and wait (it could be necessary to wait more than 40sec) till is displayed the preview window (in this case the first frame is black).

Then is necessary open **vsViewer** (see **point 3** in the previous image) that will show the code of preview file (in this case is `tempPreviewVapoursynthFile19_32_50_361.vpy`) as shown in the following picture:

```

VS VapourSynth Editor - D:/PPProjects/vs-deoldify_dev/clips/Casablanca/tempPreviewVapoursynthFile19_32_50_361.vpy
File Edit Script Help
35 clip = core.std.SetFrameProps(clip=_FieldBased=vs.FIELD_PROGRESSIVE) #
36 # progressive
37 clip = core.resize.Bicubic(clip, range_in_s="limited", range_s="full")
38 # setting color range to PC (full) range.
39 clip = core.std.SetFrameProps(clip=clip, _ColorRange=vs.RANGE_FULL)
40 # adjusting color space from YUV420P8 to RGB24 for vsDeOldify
41 clip = core.resize.Bicubic(clip=clip, format=vs.RGB24, matrix_in_s="709",
range_s="full")
42 # adding colors using DeOldify
43 from vsdeoldify import HAVC_main
44 clip = HAVC_main(clip=clip, Preset="fast", ColorModel="Video+Artistic",
VideoTune="stable", ColorFix="violet/red", ColorTune="light", ColorMap="none",
EnableDeepEx=True, DeepExMethod=0, DeepExPreset="medium", DeepExRefMerge=0,
DeepExOnlyRefFrames=True, ScFrameDir="D:/PPProjects/vs-deoldify_dev/clips/
Casablanca/ref_casablanca", ScThreshold=0.10, ScThtOffset=10, ScMinFreq=15,
ScMinInt=5, ScThtSSIM=0.65, ScNormalize=True, DeepExModel=0, DeepExEncMode=0,
DeepExVivid=False, DeepExMaxMemFrames=0, enable_fp16=True)
45 # changing range from full to limited range for vsDeOldify
46 clip = core.resize.Bicubic(clip, range_in_s="full", range_s="limited")
47 # adjusting output color from: RGB24 to YUV420P10 for x265Model
48 clip = core.resize.Bicubic(clip=clip, format=vs.YUV420P10, matrix_s="709",
range_s="limited")
49 # set output frame rate to 23.976fps (progressive)
50 clip = core.std.AssumeFPS(clip=clip, fpsnum=24000, fpsden=1001)
51 # output
52 clip.set_output()

```

Then is necessary to select **Script-Benchmark** or press **F7**, as shown in the picture below:

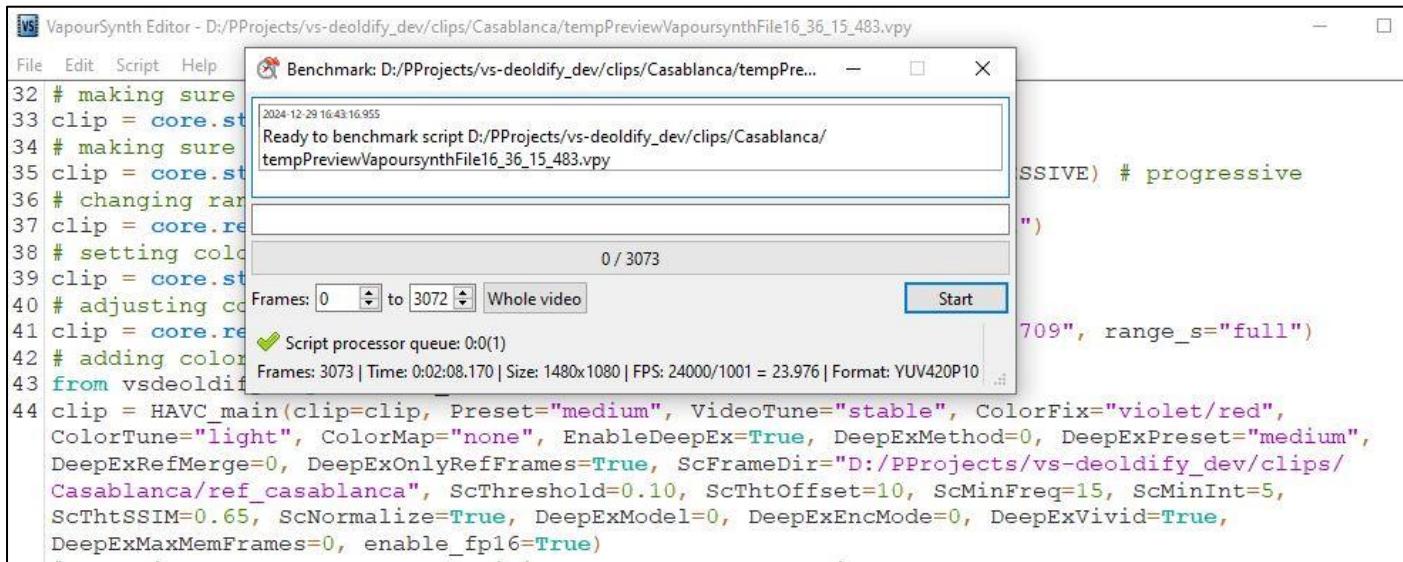
```

VS VapourSynth Editor - D:/PPProjects/vs-deoldify_dev/clips/Casablanca/tempPreviewVapoursynthFile19_32_50_361.vpy
File Edit Script Help
35 clip = core.std.Props(clip=clip, _FieldBased=vs.FIELD_PROGRESSIVE) #
36 # changing range from limited to full range for vsDeOldify
37 clip = core.resize.Bicubic(clip, range_in_s="limited", range_s="full")
38 # setting color range to PC (full) range.
39 clip = core.std.Props(clip=clip, _ColorRange=vs.RANGE_FULL)
40 # adjusting color space from YUV420P8 to RGB24 for vsDeOldify
41 clip = core.resize.Bicubic(clip=clip, format=vs.RGB24, matrix_in_s="709",
range_s="full")
42 # adding colors using DeOldify
43 from vsdeoldify import HAVC_main
44 clip = HAVC_main(clip=clip, Preset="fast", ColorModel="Video+Artistic",
VideoTune="stable", ColorFix="violet/red", ColorTune="light", ColorMap="none",
EnableDeepEx=True, DeepExMethod=0, DeepExPreset="medium", DeepExRefMerge=0,
DeepExOnlyRefFrames=True, ScFrameDir="D:/PPProjects/vs-deoldify_dev/clips/
Casablanca/ref_casablanca", ScThreshold=0.10, ScThtOffset=10, ScMinFreq=15,
ScMinInt=5, ScThtSSIM=0.65, ScNormalize=True, DeepExModel=0, DeepExEncMode=0,
DeepExVivid=False, DeepExMaxMemFrames=0, enable_fp16=True)
45 # changing range from full to limited range for vsDeOldify

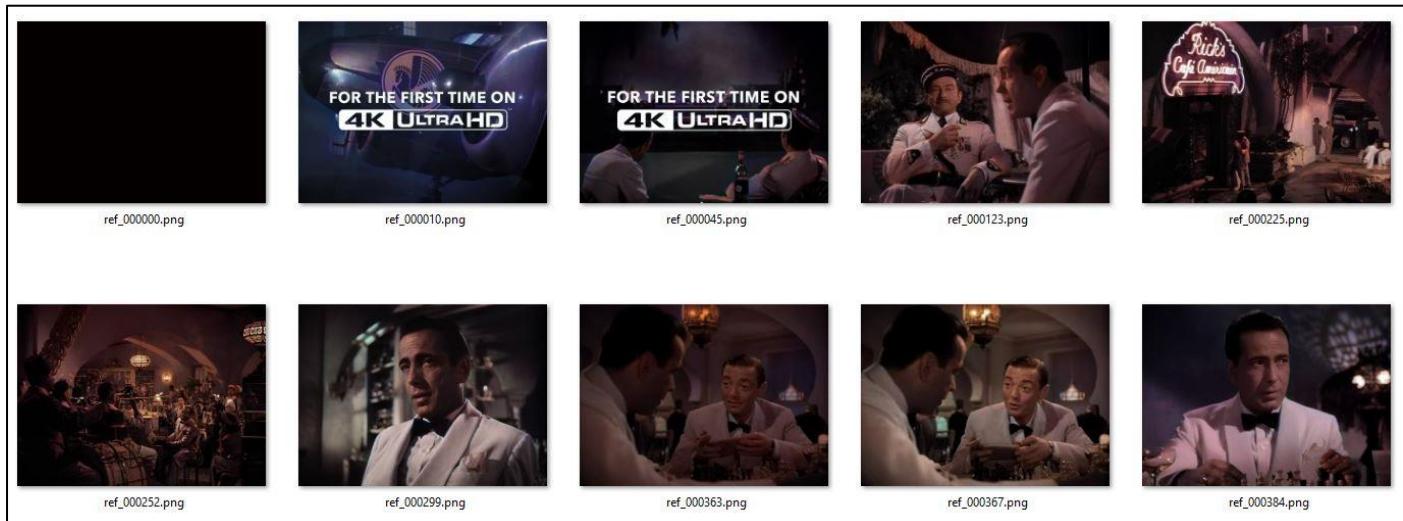
```

The Benchmark will run the script but will not call the encoding process, to that will not be generated any movie file. This is useful because in this case, what is necessary to generate, are the reference frames and not the clip.

Once the Benchmark is selected will be displayed a window like this:



At the end of the Benchmark in the directory defined in the parameter ScFrameDir will be available all the reference frames that will be used by HAVC for coloring the B&W clip. In this case should be available 108 frames out of 3073 frames contained in clip, so about 3.5% of the frames were selected as reference frames for the selected coloring model (in this case ColorMNet). Then is possible to look at the reference frames that will be used for coloring the clip as shown in the following picture:

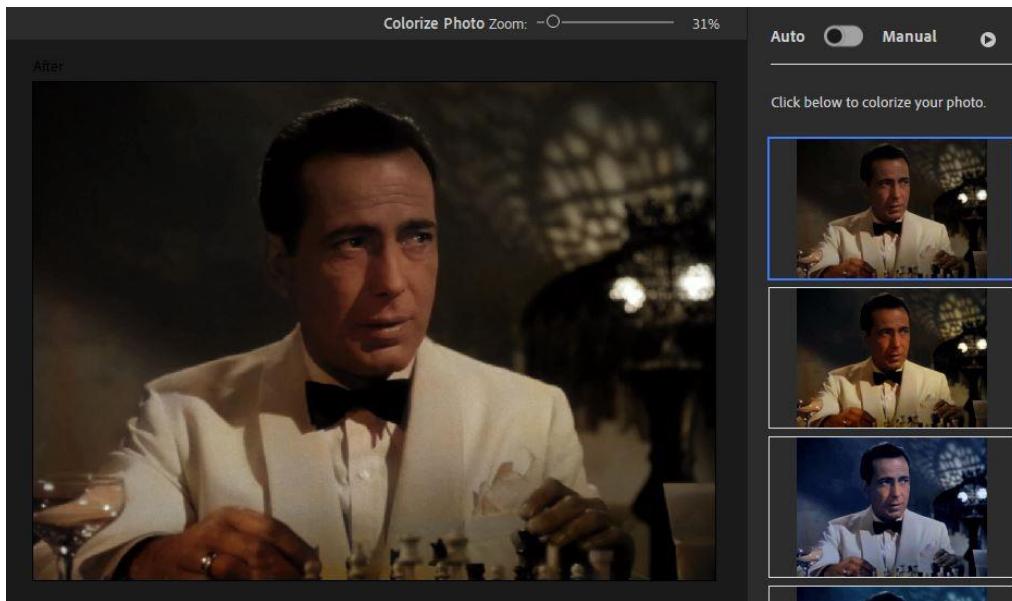


In the sample provided above is possible to see that the frames 363 and 367 are very similar, but 367 has better colors, since in this case we are interested in providing the best *exemplars* to ColorMNet, it is possible to delete the frames 363 and rename the frame 367 in ref\_000363.png. When there are similar frames, like in this case, it is better to keep always the frame that appears first, eventually replacing it with a better colored frame.

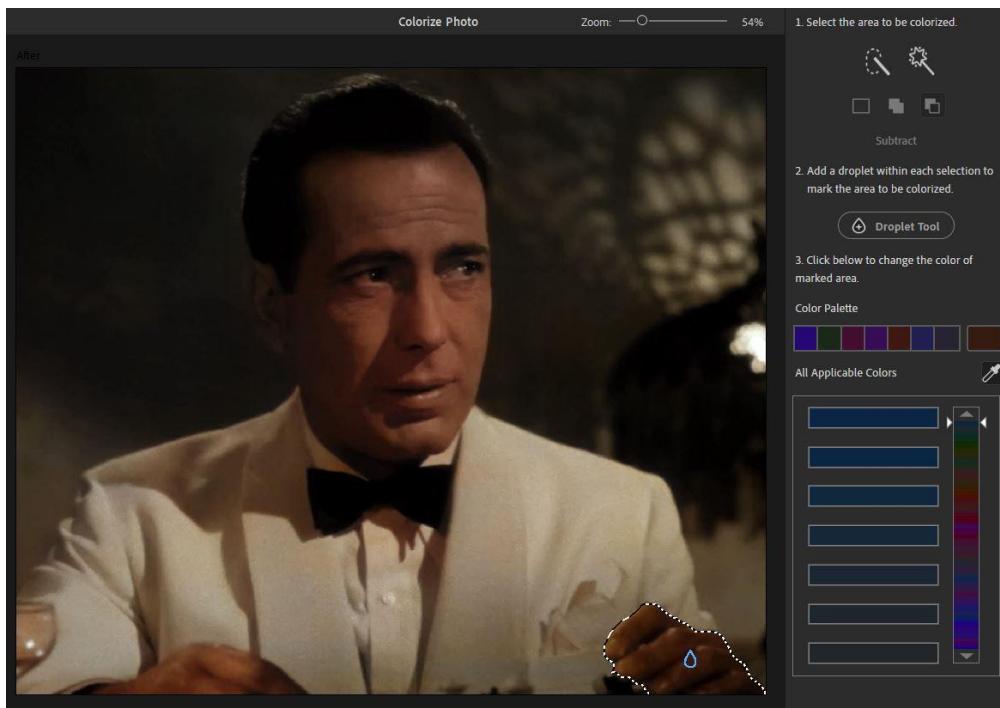
Then is possible to see another common situation, a frame that has wrong or not appropriate colors: in the frame 384, the Humphrey Bogart's jacket is almost pink and not white as it should be. In this case, it is necessary to correct the color. To correct the color, it could be possible to user the [Color Mapping](#) procedure described in the previous chapter, but is quite complex because is missing a dedicated GUI to perform this kind of mapping. A simplest way is to use a

dedicated software as suggested chapter [Useful companion software](#). In this case it will be used Photoshop Elements 2024 (see [software for coloring pictures](#)).

Using Photoshop Elements, the proposed colored image is quite good, as is possible to see in the following picture:



But the hand on the right is not colored well and is necessary to adjust the color manually as shown in the picture below:



The situations described previously represent the most common cases that need to be addressed:

- 1) similar or duplicated frames: in this case is necessary to selected the best frame (eventually by renaming it) and delete all the remaining frames.
- 2) frame with wrong colors, in this case it is necessary to adjust the colors.

After having adjusted all the reference frames is possible to finally start to coloring the clip using the settings shown in the following picture:

Exemplar Models

Method: external RF different from video SC thresh: 0.10 SC offset: 10 SC SSIM thresh: 0.65 SC min freq: 15 SC min int: 5  normalize

Model: ColorMNet Mode: remote Frames: 0 Preset: medium  Vivid

Ref merge: no Weight: 1.00 Threshold: 0.10

Ref FrameDir: D:/PPProjects/vs-deoldify\_dev/clips/Casablanca/ref\_casablanca  

Reference frames only

Having selected the method **external RF different from video**, the clip will be colored using only ColorMNet and the reference frames provided in the folder: “ref\_casablanca”.

Using the [standard method HAVC](#) as shown in the following picture:

Exemplar Models

Method: HAVC SC thresh: 0.10 SC offset: 10 SC SSIM thresh: 0.65 SC min freq: 15 SC min int: 5  normalize

Model: ColorMNet Mode: remote Frames: 0 Preset: medium  Vivid

Ref merge: no Weight: 1.00 Threshold: 0.10

Ref FrameDir: D:/PPProjects/vs-deoldify\_dev/clips/Casablanca/ref\_casablanca  

Reference frames only

the clip will be colored using the previous [unadjusted reference frames](#), so the clip will show the color artifact observed previously, for this reason has been shown how to adjust the reference frames to improve the color quality.

Alternatively, is possible to create a folder that contains only the fixed/adjusted reference frames, as shown in the following picture:



Supposing that the folder is named “ref\_casablanca\_fixed”, it is possible to color the clip using the following settings:

Exemplar Models

Method: HAVC + RF different from video SC thresh: 0.10 SC offset: 10 SC SSIM thresh: 0.65 SC min freq: 15 SC min int: 5  normalize

Model: ColorMNet Mode: remote Frames: 0 Preset: medium  Vivid

Ref merge: no Weight: 1.00 Threshold: 0.10

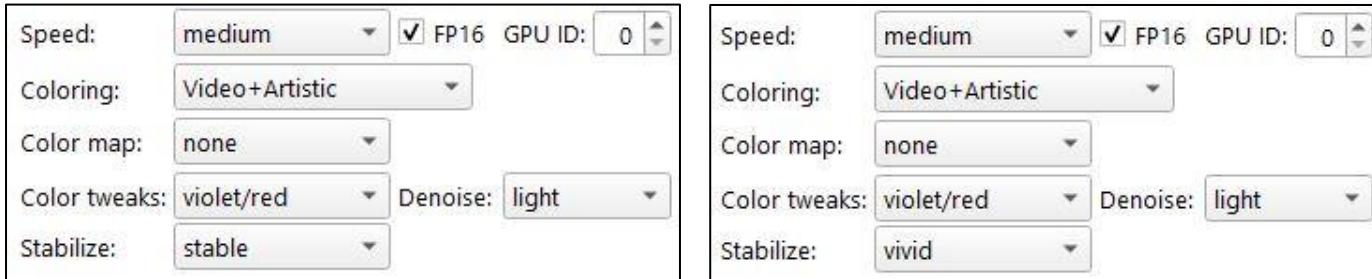
Ref FrameDir: D:/PPProjects/vs-deoldify\_dev/clips/Casablanca/ref\_casablanca\_fixed  

Reference frames only

In this case the filter will use as reference frames the ones colored using HAVC but the frames found in the folder specified by the parameter **Ref FrameDir** will have higher priority and eventually will override the frames generated by HAVC. It is suggested to use **HAVC + RF different from video** even if in this case is appropriate to select **HAVC + RF same as video** since the reference frames were obtained from the same clip that HVC will colorize.

By using **RF same as video** ColorMNet will skip the inference and will provide in output exactly the same colors specified in the reference frame, but the next frame will be colored using the inference and this could lead in some color discontinuity between the reference frame and the next frames. By selecting **RF different from video**, ColorMNet will apply the inference even on the reference images and this will assure more color uniformity between the reference image and the next frames.

The reference frames were obtained using the suggested settings for HAVC (see picture below), with the parameter Stabilize set to **stable**, but it could be also possible to set it equal to **vivid**, in this case will probably necessary to perform more color adjustments.



It is necessary to clarify that by using *AI automatic colorizers* is not possible to get colorful movies with a great variety of colors, because this will increase the instability of colors at a level that the colored movies will be almost unwatchable.

To get colorful movies with a great variety of colors is still necessary a lot of manual work. Using ColorMNet with the method **external RF different from Video** will be possible to obtain colorful movies by providing colored reference images with a great variety of colors.

At the following link there is an example of movie obtained using this approach: [The Thing \(Colorized, 1951\)](#).

Several thousand low-resolution reference images (already available) and hundreds of manually colored images were used to color this clip. But this is a very time-consuming task and *AI automatic colorizers* have been developed precisely to avoid this (boring) manual task.

## 4.3 Using HAVC custom settings

By selecting the Speed custom (see picture below) it is possible to manually set all the HAVC parameters.

Speed:	custom	<input checked="" type="checkbox"/> FP16	GPU ID:	0	Combine Method:	Simple	Merge weight:	0.45
Coloring:	Video+Artistic	<input type="checkbox"/> Switch						
Color map:	none	<input checked="" type="checkbox"/> Chroma Smoothing: [0.3, 0.7, 0.9, 0.1, "none"]						
Color tweaks:	violet/red	Denoise:	light	<input checked="" type="checkbox"/> Chroma Stabilizer: [5, 'A', 1, 15, 0.2, 0.15]				
Stabilize:	vivid	<input checked="" type="checkbox"/> Darkness: [0.2, 0.8]						
		Color map: none						
<input checked="" type="checkbox"/> DeOldify								

The most important parameter is the [Color Method](#) this parameter allows to select the [merging methods](#) used by HAVC to merge the frames colored with DeOldify and DDcolor. The simplest method is **Simple** that merge the frames using the weight defined in the parameter [Merge weight](#).

With the method [Constrained Chroma](#), the frames are combined by assigning a limit to the amount of difference in chroma values between DeOldify and DDcolor. This limit is defined by the parameter [Threshold](#), as shown in the picture on the right.

Color Method:	Constrained Chroma	Merge weight:	0.50
<input type="checkbox"/> Switch	Threshold: 0.20		
<input checked="" type="checkbox"/> Chroma Smoothing:	[0.3, 0.7, 0.9, 0.1, "none"]		
<input checked="" type="checkbox"/> Chroma Stabilizer:	[5, 'A', 1, 15, 0.2, 0.15]		
<input checked="" type="checkbox"/> Darkness:	[0.2, 0.8]		
Color map:	none		

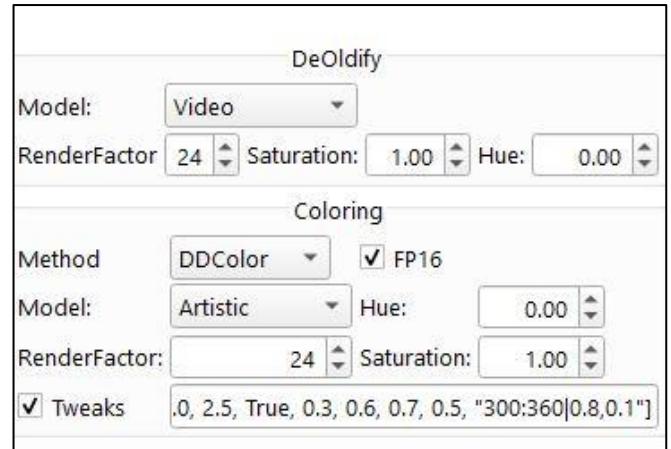
With the method [Luma Masked](#), the frames are combined using a masked merge. The pixels of DDcolor's frame with luma < luma\_limit (called [Luma](#) on the GUI) will be filled with the de-saturated (parameter [Sat](#) on the GUI) pixels of DeOldify, while the pixels above the white\_limit threshold (called [White](#) on the GUI) will be left untouched. All the pixels in the middle will be gradually replaced depending on the luma value. If the parameter [merge\\_weight](#) is < 1.0, the resulting masked frames will be merged again with the non-de-saturated frames of DeOldify using the [Simple Merge](#).

Color Method:	Luma Masked	Merge weight:	0.50			
<input type="checkbox"/> Switch	Luma:	0.30	White:	0.60	Sat:	1.00
<input checked="" type="checkbox"/> Chroma Smoothing:	[0.3, 0.7, 0.9, 0.1, "none"]					
<input checked="" type="checkbox"/> Chroma Stabilizer:	[5, 'A', 1, 15, 0.2, 0.15]					
<input checked="" type="checkbox"/> Darkness:	[0.2, 0.8]					
Color map:	none					

With the method [Adaptive Luma](#), the frames are combined by decreasing the weight assigned to DDcolor frames when the luma is below the [luma\\_threshold](#) (called [Thresh](#) on the GUI). For example, with:  $luma\_threshold = 0.6$  and  $\alpha = 1$  (called [Exp](#) on the GUI), the weight assigned to DDcolor frames will start to decrease linearly when the luma < 60% till [min\\_weight](#) (called [Weight](#) on the GUI). In practice this method is a [Simple Merge](#) where the weight decrease with luma.

Color Method:	Adaptive Luma	Merge weight:	0.50			
<input type="checkbox"/> Switch	Thresh:	0.60	Exp:	2.00	Weight:	0.15
<input checked="" type="checkbox"/> Chroma Smoothing:	[0.3, 0.7, 0.9, 0.1, "none"]					
<input checked="" type="checkbox"/> Chroma Stabilizer:	[5, 'A', 1, 15, 0.2, 0.15]					
<input checked="" type="checkbox"/> Darkness:	[0.2, 0.8]					
Color map:	none					

Finally, there are the 2 basic methods: **DeOldify only** and **DDColor only**. When are selected the frames will be colored using only DeOldify or DDcolor. For both the model the quality of colored frames is defined by the parameter *RenderFactor*, this parameter will affect both the quality and the speed, high values should provide better colored frames but will decrease significantly the inference speed, a good compromise value is between 24 and 28. For both the models is possible to change for the colored frames the *Saturation* and the *Hue*. For the model DDcolor are available a [list of parameters](#) called *Tweaks*<sup>12</sup>. These parameters have been added because the DDcolor's inference is quite poor on dark/bright scenes. In DDcolor a gamma > 2.0 improves the quality, but on dark scenes the quality is worse, so has been added also a dynamic gamma correction, that allows to decrease the gamma with the luma, so that on dark scenes the gamma will be < 1. Also, the contrast can impact the DDcolor output. A contrast < 1 DDcolor images are less saturated, while with a contrast > 1 the images are more saturated (this effect can be obtained also with the parameter *Saturation*).



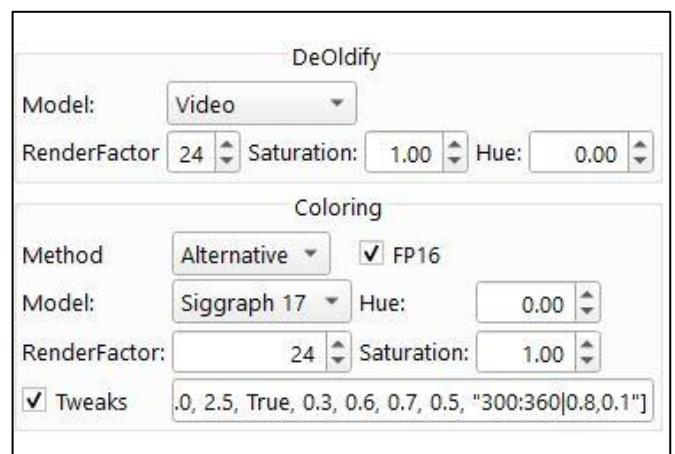
Using the **custom** preset It is suggested to enable the [DDColor Tweaks](#) (to apply the dynamic gamma correction) and the post-process filters: [Chroma Smoothing](#), [Chroma Stabilization](#) and [Darkeness](#). Unfortunately, is not possible provide a *one size fits-all solution* and the filter parameters need to be adjusted depending on the type of video to be colored.

---

<sup>12</sup> In the chapter regarding the external filters, will be shown that [Retinex](#) is able to substitute or improve the DDcolor Tweaks.

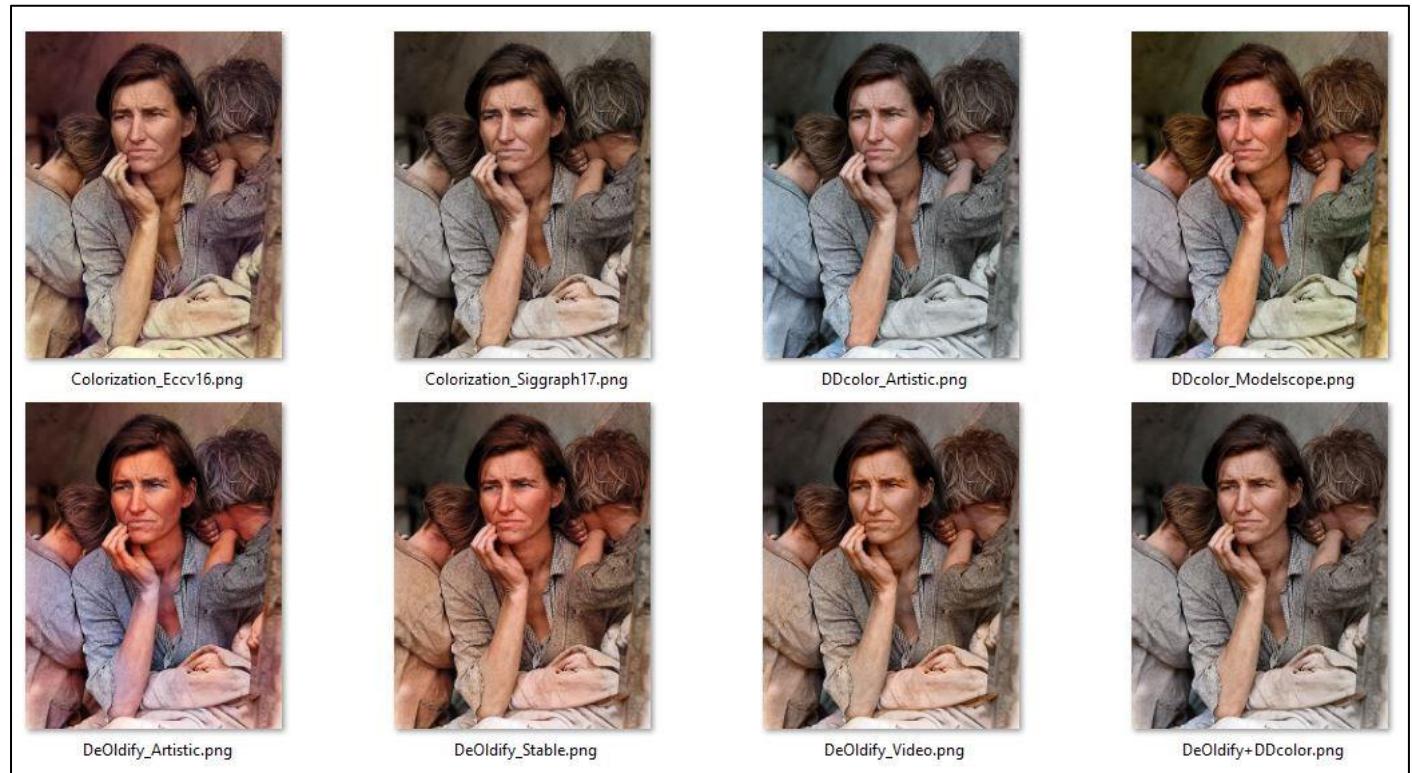
#### 4.3.1 Alternative inference models to DDcolor

In alternative to DDcolor, starting from version 4.6.0 of HAVC is also possible, by selecting the Method **Alternative** (see picture on the right), to use for the color inference the 2 models provide in the project Colorization: [Real-Time User-Guided Image Colorization with Learned Deep Priors](#) (named: **siggraph17**) and [Colorful Image Colorization](#) (named: **eccv16**). These models have the same color instability observed in DDcolor and hence have in common the same settings and tweaks of DDcolor. It is suggested to try them without the Tweaks activated to see the improvement of this post-process filter on the colored frames.



It is possible to use these models and their combination also using Presets different from **custom** (suggested are the Speed presets: medium and fast).

In the picture below is possible to see a comparison between the 2 alternative models **siggraph17** and **eccv16** with the other models implemented in HAVC:



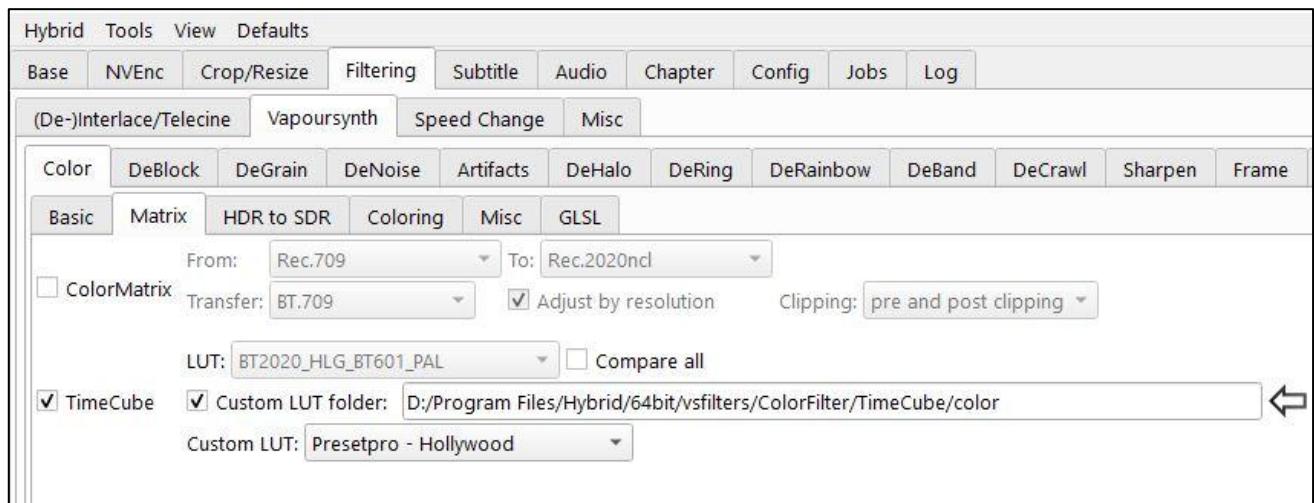
## 5.0 Using external filters to improve final HAVC color quality

In some cases, it is possible to improve the final color quality of the movies colorized with HAVC using other filters available in Hybrid. As explained previously, the color stability has a cost in terms of variety of colors. With the increase of color stability will decrease the variety and saturation of the colors. Some useful filters, which will be possible to add as post-process to improve the saturation of the colors, can be found in the panel: **Filtering->Vapoursynth->Color->Basic**. In this chapter will be provide a guide on how to use a couple of more advanced filters to improve the final color quality. Unlike the [Basic color filters](#), the proposed filters are not suitable for all the movies. It is better to check the impact of the filters on a small clip sample to see if they are suitable to be used for the specific movie to colorize.

### 5.1 Using LUT (Lookup Tables) as post-process filter

LUTs (Lookup Tables) are a kind of post-process color filter that can be used to alter the colors of final clip colored with HAVC. They apply predetermined sets of mathematical formulas to video's existing colors to change those colors and achieve a desired result. They make adjustments to gamma, contrast, saturation, luminance, and hue, essentially taking the original set of colors and changing them into a new set of colors. And they do so completely automatically. Simply put, LUT are powerful tools that can be used to elevate the color correction and color grading of HAVC colored clips.

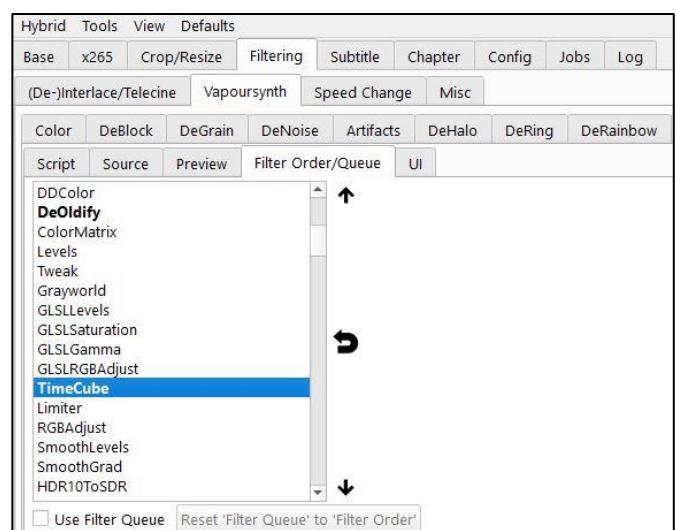
In Hybrid there are already some interesting color LUTs, they can be selected using: **Filtering->Vapoursynth->Color->Matrix**, as shown in the following picture:



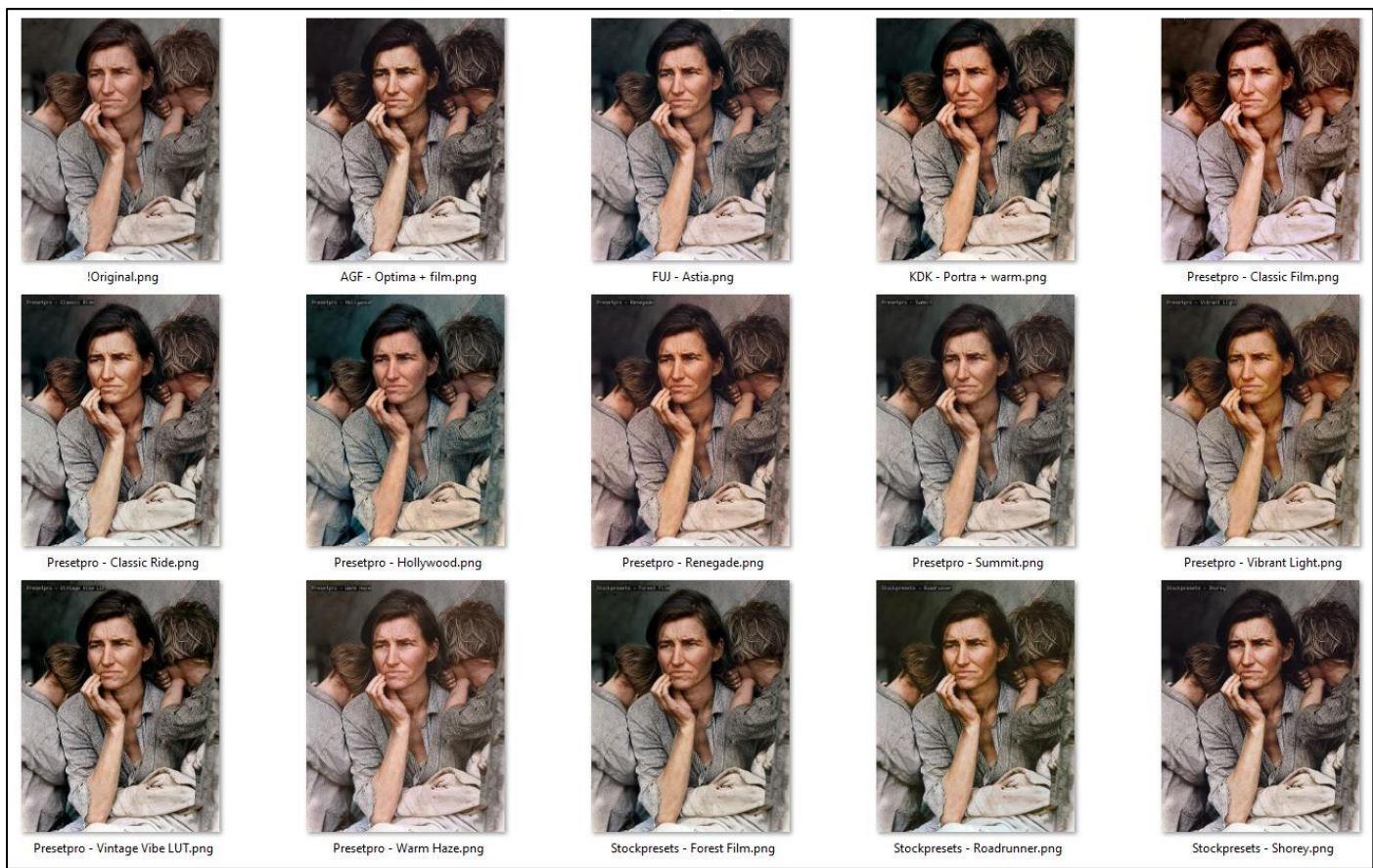
The LUT can be applied to the final video already encoded, and in this case, it is just enough to apply the above settings, where has been selected the **Custom LUT folder**. In the field **Custom LUT** is possible to select the LUT table to apply (in this example was selected the LUT named: *Presetpro – Hollywood*).

If one has already a clear idea of the LUT table to apply, it is possible to add the LUT mapping as a post-process color filter by modifying the filter Order/Queue, as shown in the picture on the right.

It is necessary to verify that the filter TimeCube is located after the filter DeOldify in the Order/Queue. By using the up and down arrows shown on the GUI.



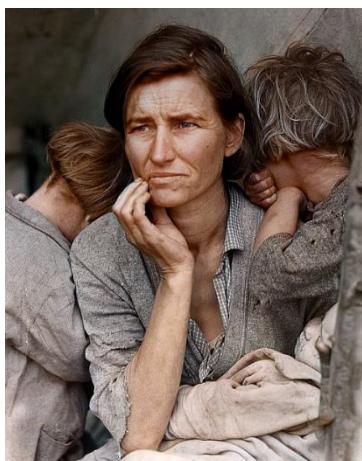
In the following picture is shown a sample of the effects obtained using the LUTs available in Hybrid:



Some of them are able to change the final color of the image in an interesting way.

In the next chapter will be proposed to use **Retinex** as pre-process filter, the following picture show the result obtained using this approach with the reference image already used for the LUT comparison.

(Retinex + HAVC)



(HAVC only)



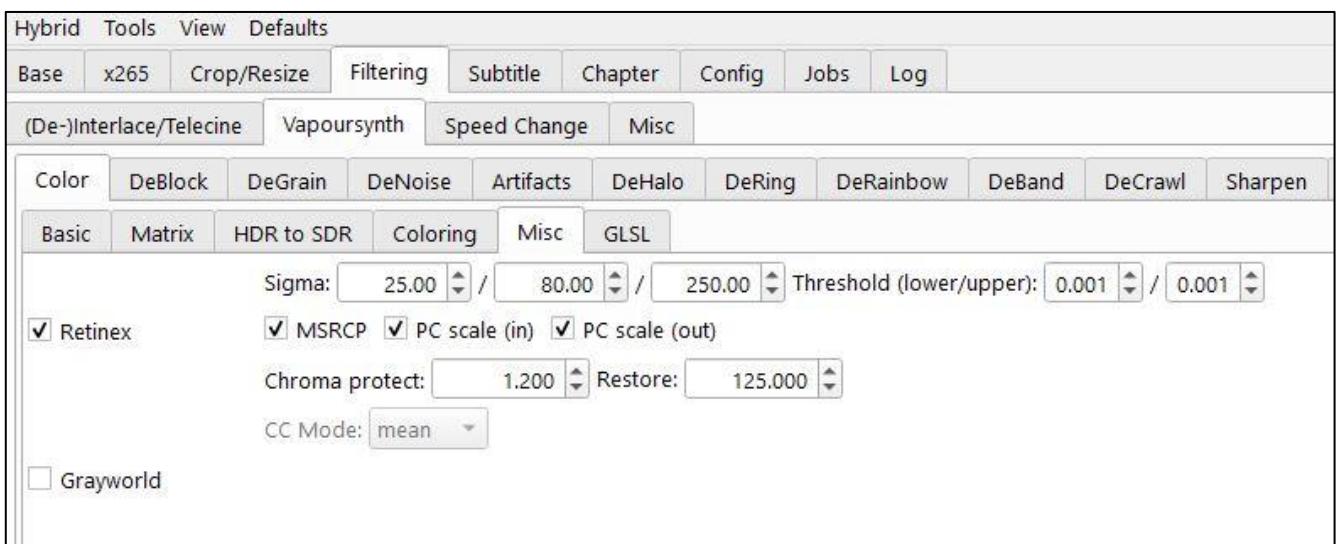
In this case the difference is similar to the result that could be obtained using LUTs, because the starting luminosity of the image was good. The differences with dark images are more significant and [Retinex could introducing artifacts](#) in the colored frames.

## 5.2 Using Retinex as pre-process filter

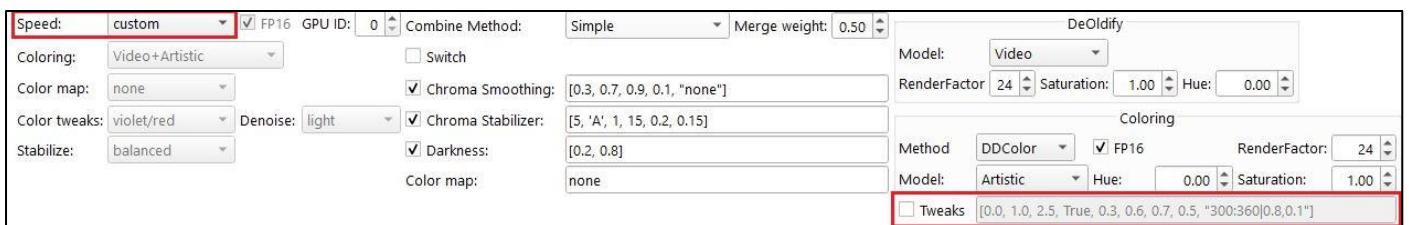
The Retinex filter available in Hybrid is the [implementation](#) of the theory of human color vision proposed by Edwin Land to account for color sensations in real scenes. The basic Retinex theory is that the color of an object is determined by the ability of the object to reflect light in long (red), medium (green), and short (blue) light, rather than by the absolute value of the intensity of the reflected light.

The color of the object is not affected by the illumination non-uniformity, and the Retinex filter is based on the consistency of color perception (color constancy), in this way the Retinex filter can balance dynamic range compression, edge enhancement and color constancy, so that it can be used successfully as a pre-filter for the color models implemented in HAVC. Given that the Retinex filter change in significant manner the images it is necessary, after having used the filter to colorize them, [restore the original luminance](#) of the colorized movie. To do that is necessary to manually change the script. This is a task quite complex and, in this guide, will be provided all the steps necessary to obtain the correct result.

After having provided the input clip in Hybrid is necessary first to activate the Retinex filter. Before using **Retinex** is necessary to remove all the black bars (if are present) as explained at the [beginning of this guide](#). The Retinex filter is available in **Filtering->Vapoursynth->Color->Misc**, as shown in the following picture:



After having activated the filter is necessary to activate the DeOldify filter as usual, but this time is necessary to select the [Preset custom](#) and disable the tweaks as shown in the picture below:



In this case tweaks are not more necessary because the Retinex filter is already changing significantly the luma, gamma and contrast of images. It is also possible to enable the tweaks, but in this case is better to decrease the [gamma parameter](#) from 2.5 to 1.7, in any case it should be < 2.0 to avoid an excessive bump of the gamma due to Retinex.

Then is necessary to select the tab Filter Order/Queue and change the position of the Retinex filter using the up-down arrows as shown in the picture on the right. To be used as a pre-process filter the Retinex filter must be executed before DeOldify, and its order must be change so that it appears before the DeOldify filter.

But in this way the original luma, gamma and contrast of the original clip will not be restored. To restore the luminance of the images is necessary to manually change the script.

To do that it will be necessary to follow the steps already described in the chapter regarding [Advanced coloring](#):

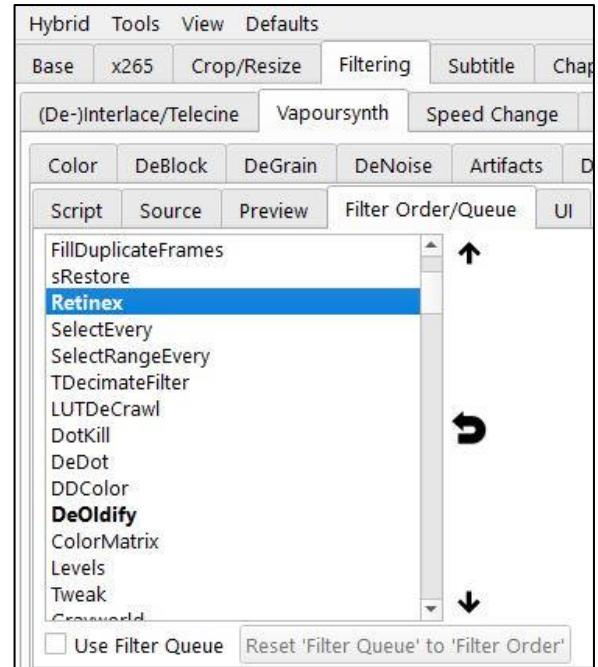
- click on [preview button](#).
- select the menu Tools->vsViewer, this will open the tool [vsViewer](#) to show the preview script.

Having opened the script code of the preview file should be visible something like this:

```

File Edit Script Help
27 if validate.primariesIsValid(clip):
28     clip = core.std.SetFrameProps(clip=clip, _Primaries=vs.PRIMARIES_BT709)
29 # setting color range to TV (limited) range.
30 clip = core.std.SetFrameProps(clip=clip, _ColorRange=vs.RANGE_LIMITED)
31 # making sure frame rate is set to 23.976fps
32 clip = core.std.AssumeFPS(clip=clip, fpsnum=24000, fpsden=1001)
33 # making sure the detected scan type is set (detected: progressive)
34 clip = core.std.SetFrameProps(clip=clip, _FieldBased=vs.FIELD_PROGRESSIVE) # progressive
35 # adjusting color space from YUV420P8 to YUV444P10 for vsRetinex
36 clip = core.resize.Bicubic(clip=clip, format=vs.YUV444P10, range_s="limited")
37 # color adjustment using Retinex
38 clip = core.retinex.MSRCP(input=clip, sigma=[25,80,250], lower_thr=0.001, upper_thr=0.001, fulls=True, fulld=True,
chroma_protect=1.200)
39 # adjusting color space from YUV444P10 to RGB24 for vsDeOldify
40 clip = core.resize.Bicubic(clip=clip, format=vs.RGB24, matrix_in_s="709", range_s="full", dither_type="error_diffusion")
41 # adding colors using DeOldify
42 from vsdeoldify import HAVC_ddeoldify
43 clipRef = HAVC_ddeoldify(clip=clip, method=2, mweight=0.40, deoldify_p=[0, 24, 1, 0], ddcolor_p=[1, 24, 1, 0, True],
ddtweak=False, sc_threshold=0.10, sc_tht_offset=1, sc_min_freq=1, sc_min_int=1, sc_tht_ssim=0.00, sc_normalize=True,
device_index=0)
44 from vsdeoldify import HAVC_deepex
45 clip = HAVC_deepex(clip=clip, clip_ref=clipRef, method=0, render_speed="medium", render_vivid=False, ref_merge=1,
dark=True, dark_p=[0.2, 0.8], smooth=True, smooth_p=[0.3, 0.7, 0.9, 0.1, "none"], colormap="none", sc_framedir=None,
only_ref_frames=False, ref_weight=0.50, ref_thresh=0.10, ex_model=0, max_memory_frames=0, encode_mode=0)
46 from vsdeoldify import HAVC_stabilizer
47 clip = HAVC_stabilizer(clip=clip, stab=True, stab_p=[5, 'A', 1, 15, 0.2, 0.15], colormap="none", render_factor=24)
48 # adjusting output color from: RGB24 to YUV420P10 for x265Model
49 clip = core.resize.Bicubic(clip=clip, format=vs.YUV420P10, matrix_s="709", range_s="full")
50 # set output frame rate to 23.976fps (progressive)
51 clip = core.std.AssumeFPS(clip=clip, fpsnum=24000, fpsden=1001)
52 # output

```



Now is necessary to manually change the script to add at row 36 (1), the following code to save the original clip:  
`original_YUV = core.resize.Bicubic(clip=clip, format=vs.YUV420P10, matrix_s="709", range_s="full")`

Then at row 36 (2) is necessary to add the code to [restore the original luminosity](#) of the clip:

```
clip = core.std.ShufflePlanes(clips=[original_YUV, clip, clip], planes=[0, 1, 2],
colorfamily=vs.YUV)
```

The described changes are shown in the following picture:

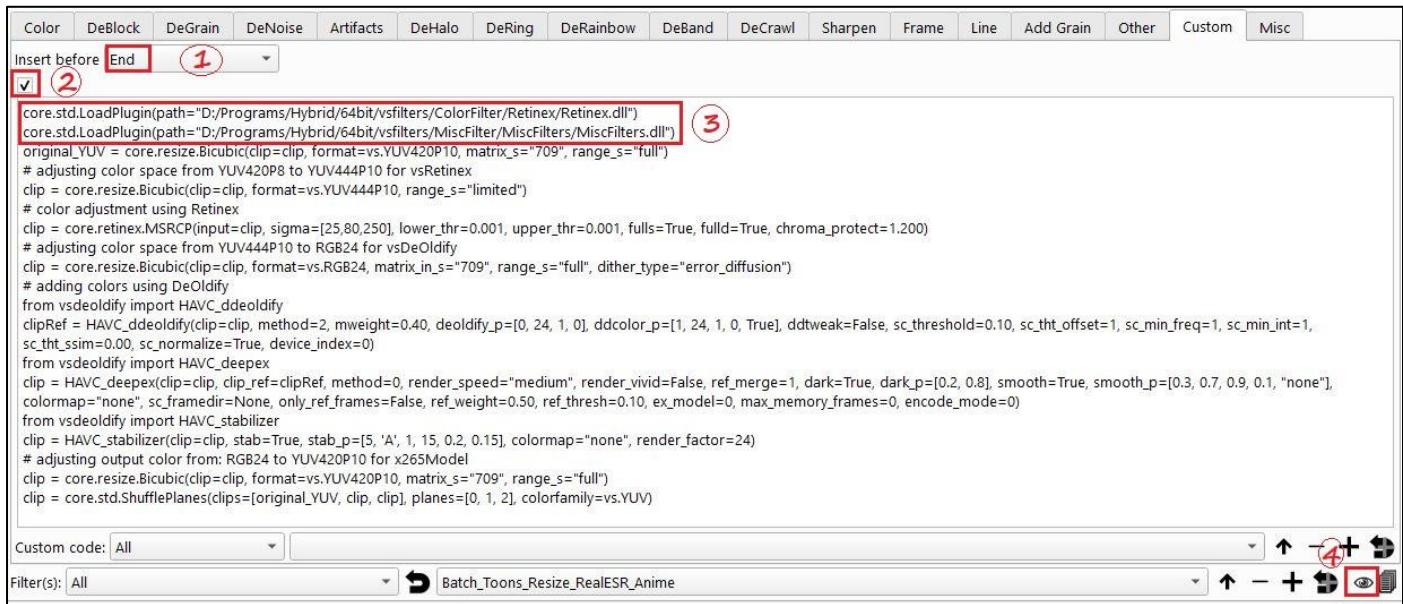
```

File Edit Script Help
33 # making sure the detected scan type is set (detected: progressive)
34 clip = core.std.SetFrameProps(clip=clip, _FieldBased=vs.FIELD_PROGRESSIVE) # progressive
35 #
36 original_YUV = core.resize.Bicubic(clip=clip, format=vs.YUV420P10, matrix_s="709", range_s="full") 1
37 #
38 # adjusting color space from YUV420P8 to YUV444P10 for vsRetinex
39 clip = core.resize.Bicubic(clip=clip, format=vs.YUV444P10, range_s="limited")
40 # color adjustment using Retinex
41 clip = core.retinex.MSRCP(input=clip, sigma=[25, 80, 250], lower_thr=0.001, upper_thr=0.001, fulls=True, fulld=True,
chroma_protect=1.200)
42 # adjusting color space from YUV444P10 to RGB24 for vsDeOldify
43 clip = core.resize.Bicubic(clip=clip, format=vs.RGB24, matrix_in_s="709", range_s="full", dither_type="error_diffusion")
44 # adding colors using DeOldify
45 from vsdeoldify import HAVC_ddeoldify
46 clipRef = HAVC_ddeoldify(clip=clip, method=2, mweight=0.40, deoldify_p=[0, 24, 1, 0], ddcolor_p=[1, 24, 1, 0, True],
ddtweak=False, sc_threshold=0.10, sc_tht_offset=1, sc_min_freq=1, sc_min_int=1, sc_tht_ssimm=0.00, sc_normalize=True,
device_index=0)
47 from vsdeoldify import HAVC_deepex
48 clip = HAVC_deepex(clip=clip, clip_ref=clipRef, method=0, render_speed="medium", render_vivid=False, ref_merge=1,
dark=True, dark_p=[0.2, 0.8], smooth=True, smooth_p=[0.3, 0.7, 0.9, 0.1, "none"], colormap="none", sc_framedir=None,
only_ref_frames=False, ref_weight=0.50, ref_thresh=0.10, ex_model=0, max_memory_frames=0, encode_mode=0)
49 from vsdeoldify import HAVC_stabilizer
50 clip = HAVC_stabilizer(clip=clip, stab=True, stab_p=[5, 'A', 1, 15, 0.2, 0.15], colormap="none", render_factor=24)
51 # adjusting output color from: RGB24 to YUV420P10 for x265Model
52 clip = core.resize.Bicubic(clip=clip, format=vs.YUV420P10, matrix_s="709", range_s="full")
53 #
54 clip = core.std.ShufflePlanes(clips=[original_YUV, clip, clip], planes=[0, 1, 2], colorfamily=vs.YUV) 2
55 #
56 # set output frame rate to 23.976fps (progressive)
57 clip = core.std.AssumeFPS(clip=clip, fpsnum=24000, fpsden=1001)
58 # output

```

To be able to use the modified script in Hybrid is necessary to uncheck all the filters previously activated so that Hybrid will contain only the code to preview the clip.

Then is necessary to go at panel: **Filtering->Vapoursynth->Custom** (see picture below)



and perform the following selections:

- 1) Select from the drop-down box: **End**
- 2) Check the box to allow the editing of code window
- 3) Paste the code (from row 35 to 55) previously changed (shown in the previous picture)  
and insert at the beginning, the code to load the necessary Plugins (path to be adjusted to Hybrid location):
 

```
core.std.LoadPlugin(path="D:/Programs/Hybrid/64bit/vsfilters/ColorFilter/Retinex/Retinex.dll")
core.std.LoadPlugin(path="D:/Programs/Hybrid/64bit/vsfilters/MiscFilter/MiscFilters/MiscFilters.dll")
```
- 4) Check by pressing the **preview button (4)** if the code has been properly inserted in Hybrid.

After having pressed the preview button, should be displayed the following Preview window:

```

core.std.LoadPlugin(path="D:/Programs/Hybrid/64bit/vsfilters/SourceFilter/LSmashSource/LSMASHSource.dll")
# defining beforeEnd-function - START
def beforeEnd(clip):
    core.std.LoadPlugin(path="D:/Programs/Hybrid/64bit/vsfilters/ColorFilter/Retinex/Retinex.dll")
    core.std.LoadPlugin(path="D:/Programs/Hybrid/64bit/vsfilters/MiscFilter/MiscFilters/MiscFilters.dll")
    original_YUV = core.resize.Bicubic(clip=clip, format=vs.YUV420P10, matrix_s="709", range_s="full")
    # adjusting color space from YUV420P8 to YUV444P10 for vsRetinex
    clip = core.resize.Bicubic(clip=clip, format=vs.YUV444P10, range_s="limited")
    # color adjustment using Retinex
    clip = core.retinex.MSRCP(input=clip, sigma=[25,80,250], lower_thr=0.001, upper_thr=0.001, fulls=True, fulld=True, chroma_protect=1.200)
    # adjusting color space from YUV444P10 to RGB24 for vsDeOldify
    clip = core.resize.Bicubic(clip=clip, format=vs.RGB24, matrix_in_s="709", range_s="full", dither_type="error_diffusion")
    # adding colors using DeOldify
    from vsdeoldify import HAVC_ddeoldify
    clipRef = HAVC_ddeoldify(clip=clip, method=2, mweight=0.40, deoldify_p=[0, 24, 1, 0], ddcolor_p=[1, 24, 1, 0, True], ddtweak=False, sc_threshold=0.10, sc_tht_offset=1, sc_min_freq=1, sc_min_int=1, sc_tht_ssim=0.00, sc_normalize=True, device_index=0)
    from vsdeoldify import HAVC_deepex
    clip = HAVC_deepex(clip=clip, clip_ref=clipRef, method=0, render_speed="medium", render_vivid=False, ref_merge=1, dark=True, dark_p=[0.2, 0.8], smooth=True, smooth_p=[0.3, 0.7, 0.9, 0.1, "none"], colormap="none", sc_framedir=None, only_ref_frames=False, ref_weight=0.50, ref_thresh=0.10, ex_model=0, max_memory_frames=0, encode_mode=0)
    from vsdeoldify import HAVC_stabilizer
    clip = HAVC_stabilizer(clip=clip, stab=True, stab_p=[5, 'A', 1, 15, 0.2, 0.15], colormap="none", render_factor=24)
    # adjusting output color from: RGB24 to YUV420P10 for x265Model
    clip = core.resize.Bicubic(clip=clip, format=vs.YUV420P10, matrix_s="709", range_s="full")
    clip = core.std.ShufflePlanes(clips=[original_YUV, clip, clip], planes=[0, 1, 2], colorfamily=vs.YUV)
    return clip
# defining beforeEnd-function - END

# Import scripts
import validate
# Source: 'D:\MOVIES\COLOR\COLORIZED\L'uomo invisibile (1933)\The.Invisible.Man.1933.1080p.BluRay.x265.HEVC.mkv'
# Current color space: YUV420P8, bit depth: 8, resolution: 1480x1080, frame rate: 23.976fps, scanorder: progressive, yuv luminance scale: limited, matrix: 709, format: HEVC
# Loading D:\MOVIES\COLOR\COLORIZED\L'uomo invisibile (1933)\The.Invisible.Man.1933.1080p.BluRay.x265.HEVC.mkv using LWLibavSource
clip = core.lsmas.LWLibavSource(source="D:\MOVIES\COLOR\COLORIZED\L'uomo invisibile (1933)\The.Invisible.Man.1933.1080p.BluRay.x265.HEVC.mkv", format="YUV420P8", stream_index=0, cache=0, fpsnum=24000, fpsden=1001, prefer_hw=0)
frame = clip.get_frame(0)
# setting color matrix to 709.
clip = core.std.SetFrameProps(clip, _Matrix=vs.MATRIX_BT709)
# setting color transfer (vs.TRANSFER_BT709), if it is not set.
if validate.transferIsInvalid(clip):
    clip = core.std.SetFrameProps(clip=clip, _Transfer=vs.TRANSFER_BT709)
# setting color primaries info (to vs.PRIMARIES_BT709), if it is not set.
if validate.primariesIsInvalid(clip):
    clip = core.std.SetFrameProps(clip=clip, _Primaries=vs.PRIMARIES_BT709)
# setting color range to TV (limited) range.
clip = core.std.SetFrameProps(clip=clip, _ColorRange=vs.RANGE_LIMITED)
# making sure frame rate is set to 23.976fps
clip = core.std.AssumeFPS(clip=clip, fpsnum=24000, fpsden=1001)
# making sure the detected scan type is set (detected: progressive)
clip = core.std.SetFrameProps(clip=clip, _FieldBased=vs.FIELD_PROGRESSIVE)# progressive
clip = core.std.Crop(clip=clip, left=2, right=2, top=0, bottom=0)# cropping to 1476x1080
clip = beforeEnd(clip) ②
# adjusting output color from: YUV420P8 to YUV420P10 for x265Model
clip = core.resize.Bicubic(clip=clip, format=vs.YUV420P10, range_s="limited")
# set output frame rate to 23.976fps (progressive)
clip = core.std.AssumeFPS(clip=clip, fpsnum=24000, fpsden=1001)
# output
clip.set_output()

```

In the box 1 it is possible to see the function **beforeEnd** automatically created by Hybrid with the code previously inserted, while in the box 2 is possible to see the call to the function **beforeEnd** so we are certain that the code is properly inserted and called. Using this custom code will be possible to use Hybrid to encode the clip as explained at the [beginning of this guide](#).

As stated previously not always Retinex is able to improve the color quality of final image, and it is better to apply it to a small sample of the video to be colorized to see if the use of Retinex is introducing artifacts instead of improving the color quality.

In the following pictures are shown some cases where Retinex is introducing artifact in the colored frames. Only the model DeOldify (with Video network) was able to provide a satisfactory result with Retinex.



!Original.png



DDcolor\_Artistic.png



DDcolor\_ModelScope.png



Deoldify\_Video.png



Zhang\_ECCV16.png



Zhang\_Siggraph17.png



!Original.png



DDcolor\_Artistic.png



DDcolor\_ModelScope.png



Deoldify\_Video.png



Zhang\_ECCV16.png



Zhang\_Siggraph17.png

## 6.0 HAVC Functions reference

In this chapter will be described the most useful functions available in the filter [HAVC](#).

### 6.1 HAVC\_main

This is the main HAVC function, with the support of Presets, it is a wrapper to the more specialized HAVC and it represents the easier way to use the filter. The header of the function is the following:

```
HAVC_main(clip: vs.VideoNode, Preset: str = 'Fast', VideoTune: str = 'Stable', ColorFix: str = 'Violet/Red',  
          ColorTune: str = 'Light', ColorMap: str = 'None', EnableDeepEx: bool = False, DeepExMethod: int = 0,  
          DeepExPreset: str = 'Medium', DeepExRefMerge: int = 0, DeepExOnlyRefFrames: bool = False,  
          ScFrameDir: str = None, ScThreshold: float = DEF_THRESHOLD, ScThtOffset: int = 1, ScMinFreq: int = 0,  
          ScMinInt: int = 1, ScThtSSIM: float = 0.0, ScNormalize: bool = True, DeepExModel: int = 0,  
          DeepExVivid: bool = True, DeepExEncMode: int = 0, DeepExMaxMemFrames=0,  
          enable_fp16: bool = True, sc_debug: bool = False) -> vs.VideoNode:
```

Where:

**clip**: clip to process, only RGB24 format is supported.

**Preset**: Preset to control the encoding speed/quality. Allowed values are: 'Placebo', 'VerySlow', 'Slower', 'Slow', 'Medium', 'Fast' (default), 'Faster', 'VeryFast'.

**VideoTune**: Preset to control the output video color stability. Allowed values are: 'DeOldify', 'VeryStable', 'MoreStable', 'Stable', 'Balanced', 'Vivid', 'MoreVivid', 'VeryVivid', 'DDColor'.

**ColorFix**: This parameter allows to reduce color noise on specific chroma ranges. Allowed values are: 'None', 'Magenta', 'Magenta/Violet', 'Violet', 'Violet/Red' (default), 'Blue/Magenta', 'Yellow', 'Yellow/Orange', 'Yellow/Green'.

**ColorTune**: This parameter allows to define the intensity of noise reduction applied by ColorFix. Allowed values are: 'Light' (default), 'Medium', 'Strong'.

**ColorMap**: This parameter allows to change a given color range to another color. Allowed values are: 'None' (default), 'Blue->Brown', 'Blue->Red', 'Blue->Green', 'Green->Brown', 'Green->Red', 'Green->Blue', 'Red->Brown', 'Red->Blue', 'Yellow->Rose'.

**EnableDeepEx**: Enable coloring using Exemplar-based Video Colorization models.

**DeepExMethod**: Method to use to generate reference frames. Allowed values are: 0 = HAVC same as video (default), 1 = HAVC + RF same as video, 2 = HAVC + RF different from video, 3 = external RF same as video, 4 = external RF different from video, 5 = HAVC different from video.

**DeepExPreset**: Preset to control the render method and speed. Allowed values are: 'Fast' (colors are more washed out), 'Medium' (colors are a little washed out), 'Slow' (colors are a little more vivid).

**DeepExRefMerge**: Method used by DeepEx to merge the reference frames with the frames propagated by DeepEx. It is applicable only with DeepEx method: 0, 1, 2. Allowed values are: 0 = No RF merge (reference frames can be produced with any frequency), 1 = RF-Merge VeryLow (reference frames are merged with weight=0.3), 2 = RF-Merge Low (reference frames are merged with weight=0.4), 3 = RF-Merge Med. (reference frames are merged with medium weight=0.5), 4 = RF-Merge High (reference frames are merged with weight=0.6), 5 = RF-Merge VeryHigh (reference frames are merged with weight=0.7).

**DeepExOnlyRefFrames**: If enabled the filter will output in **ScFrameDir** the reference frames. Useful to check and eventually correct the frames with wrong colors (can be used only if **DeepExMethod** in [0,5]).

**DeepExModel**: Exemplar Model used by DeepEx to propagate color frames. Allowed values are: 0: ColorMNet (default), 1: Deep-Exemplar.

**DeepExVivid**: Depending on selected **DeepExModel**, if enabled (True): (0) ColorMNet: the frames memory is reset at every reference frame update, (1) Deep-Exemplar: the saturation will be increased by about 25%. Range [True, False].

**DeepExEncMode**: Parameter used by ColorMNet to define the encode mode strategy. Available values are:

0: remote encoding. The frames will be colored by a thread outside Vapoursynth.

This option doesn't have any GPU memory limitation and will allow to fully use the long-term frame memory. It is the faster encode method (default)

1: local encoding. The frames will be colored inside the Vapoursynth environment.

In this case the max\_memory will be limited by the size of GPU memory (max 15 frames for 24GB GPU). Useful for coloring clips with a lot of smooth transitions, since in this case is better to use a short frame memory or the Deep-Exemplar model, which is faster.

**DeepExMaxMemFrames**: Parameter used by ColorMNet model, specify the max number of encoded frames to keep in memory. Its value depends on encode mode and must be defined manually following the suggested values.

**DeepExEncMode** =0: there is no memory limit (it could be all the frames in the clip).

Suggested values are: min=150, max=15000

If = 0 will be filled with the value of 15000 or the clip length if lower.

**DeepExEncMode** =1: the max memory frames are limited by available GPU memory.

Suggested values are:

min=1, max=4: for 8GB GPU

min=1, max=8: for 12GB GPU

min=1, max=15: for 24GB GPU

If = 0 will be filled with the max value (depending on total GPU RAM available).

**ScFrameDir**: if set, define the directory where are stored the reference frames that will be used by Exemplar-based Video Colorization models.

**ScThreshold**: Scene changes threshold used to generate the reference frames to be used by Exemplar-based Video Colorization. It is a percentage of the luma change between the previous and the current frame. Range [0-1], default 0.10. If =0 the reference frames are not generated.

**ScThtOffset**: Offset index used for the Scene change detection. The comparison will be performed, between frame[n] and frame[n-offset]. An offset > 1 is useful to detect blended scene change. Range [1, 25]. Default = 1.

**ScMinInt**: Minimum number of frame interval between scene changes, Range [1, 25]. Default = 1.

**ScMinFreq**: if > 0 will be generated at least a reference frame every **ScMinFreq** frames. Range [0-1500], default: 0.

**ScThtSSIM**: Threshold used by the SSIM (Structural Similarity Index Metric) selection filter. If > 0, will be activated a filter that will improve the scene-change detection, by discarding images that are similar. Suggested values are between 0.35 and 0.75. Range [0-1], default 0.0 (deactivated).

**ScNormalize**: If true the B&W frames are normalized before scene detection. The normalization will increase the sensitivity to smooth scene changes. Range [True, False], default: True.

**enable\_fp16**: Enable/disable FP16 in DDcolor inference. Range [True, False], default: True.

**sc\_debug**: Print debug messages regarding the scene change detection process.

## 6.2 HAVC\_deepex

This is the HAVC function that perform the color inference using the exemplar-based models: ColorMNet, Deep-Exemplar. Some of parameters in input are accepting lists in order to minimize the number of parameters managed by Hybrid. The header of the function is the following:

```
HAVC_deepex(clip: vs.VideoNode = None, clip_ref: vs.VideoNode = None, method: int = 0,  
            render_speed: str = 'medium', render_vivid: bool = True, ref_merge: int = 0, sc_framedir: str = None,  
            only_ref_frames: bool = False, dark: bool = False, dark_p: list = (0.2, 0.8), smooth: bool = False,  
            smooth_p: list = (0.3, 0.7, 0.9, 0.0, "none"), colormap: str = "none", ref_weight: float = None,  
            ref_thresh: float = None, ex_model: int = 0, encode_mode: int = 0, max_memory_frames: int = 0,  
            torch_dir: str = model_dir) -> vs.VideoNode:
```

Where:

**clip**: Clip to process. Only RGB24 format is supported

**clip\_ref**: Clip containing the reference frames, it is necessary if **method** in (0,1,2,5).

**method**: Method to use to generate reference frames (RF). Allowed values are: 0 = HAVC same as video (default), 1 = HAVC + RF same as video, 2 = HAVC + RF different from video, 3 = external RF same as video, 4 = external RF different from video, 5 = HAVC different from video.

**render\_speed**: Preset to control the render method and speed. Allowed values are: 'Fast' (colors are more washed out), 'Medium' (colors are a little washed out), 'Slow' (colors are a little more vivid).

**render\_vivid** Depending on selected **ex\_model**, if enabled (True): (0) ColorMNet: the frames memory is reset at every reference frame update, (1) Deep-Exemplar: the saturation will be increased by about 25%. Range [True, False].

**ref\_merge** Method used by DeepEx to merge the reference frames with the frames propagated by DeepEx.

It is applicable only with DeepEx **method**: 0, 1, 2. Allowed values are: 0 = No RF merge (reference frames can be produced with any frequency), 1 = RF-Merge VeryLow (reference frames are merged with weight=0.3), 2 = RF-Merge Low (reference frames are merged with weight=0.4), 3 = RF-Merge Med. (reference frames are merged with medium weight=0.5), 4 = RF-Merge High (reference frames are merged with weight=0.6), 5 = RF-Merge VeryHigh (reference frames are merged with weight=0.7).

**ref\_weight**: If (**ref\_merge** > 0), represent the weight used to merge the reference frames. If is not set, is assigned automatically a value depending on **ref\_merge** value.

**ref\_thresh**: If (**ref\_merge** > 0), represent the threshold used to create the reference frames. If is not set, is assigned automatically a value of 0.10.

**sc\_framedir**: If set, define the directory where are stored the reference frames. If **only\_ref\_frames**=True, and **method**=0 this directory will be written with the reference frames used by the filter. If **method**!=0 the directory will be read to create the reference frames that will be used by Exemplar-based Video Colorization. The reference frame name must be in the format: ref\_nnnnnn.[jpg | png], for example the reference frame 897 must be named: ref\_000897.jpg or ref\_000897.png.

**only\_ref\_frames**: If enabled the filter will output in **sc\_framedir** the reference frames. Useful to check and eventually correct the frames with wrong colors.

**dark**: Enable/disable darkness filter (only on ref-frames). Range [True, False]

**dark\_p**: List of parameters for darken the clip's dark portions, which sometimes are wrongly colored by the color models, the positional parameters in the list are the following:

- [0]: **dark\_threshold**, luma threshold to select the dark area, range [0.1-0.5] (0.01=1%)
- [1]: **dark\_amount**: amount of desaturation to apply to the dark area, range [0-1]
- [2]: **chroma\_range** (optional), if="none" is disabled, otherwise the filter desaturation will be applied only on the region defined in the chroma range with the [requested syntax](#).

**smooth**: Enable/disable chroma smoothing (only on ref-frames). Range [True, False]

**smooth\_p**: List of parameters to adjust the saturation and "vibrancy" of the clip, the positional parameters in the list are the following:

- [0]: **dark\_threshold**, luma threshold to select the dark area. Range [0-1] (0.01=1%)
- [1]: **white\_threshold**, if > **dark\_threshold** will be applied a gradient till **white\_threshold**, range [0-1] (0.01=1%)
- [2]: **dark\_sat**, amount of de-saturation to apply to the dark area. Range [0-1]
- [3]: **dark\_bright**, darkness parameter it used to reduce the "V" component in "HSV" color-space. Range [0, 1]
- [4]: **chroma\_range** (optional), if="none" is disabled, otherwise the filter desaturation will be applied only on the region defined in the chroma range with the [requested syntax](#).

**colormap**: Direct hue/color mapping (only on ref-frames), without luma filtering, using the "chroma adjustment" parameter, if="none" is disabled.

**ex\_model**: Exemplar-based model to use for the color propagation of reference images, available models are: 0 = ColorMNet (default), 1 = Deep-Exemplar

**encode\_mode**: Parameter used by ColorMNet to define the encode mode strategy. Available values are:

- 0: [remote encoding](#). The frames will be colored by a thread outside Vapoursynth.  
This option doesn't have any GPU memory limitation and will allow to fully use the long-term frame memory. It is the faster encode method (default)
- 1: [local encoding](#). The frames will be colored inside the Vapoursynth environment.  
In this case the max\_memory will be limited by the size of GPU memory (max 15 frames for 24GB GPU). Useful for coloring clips with a lot of smooth transitions, since in this case is better to use a short frame memory or the Deep-Exemplar model, which is faster.

**max\_memory\_frames**: Parameter used by ColorMNet model, specify the max number of encoded frames to keep in memory. Its value depends on encode mode and must be defined manually following the suggested values.

**encode\_mode** =0: there is no memory limit (it could be all the frames in the clip).

Suggested values are: min=150, max=15000

If = 0 will be filled with the value of 15000 or the clip length if lower.

**encode\_mode** =1: the max memory frames are limited by available GPU memory.

Suggested values are:

min=1, max=4: for 8GB GPU

min=1, max=8: for 12GB GPU

min=1, max=15: for 24GB GPU

If = 0 will be filled with the max value (depending on total GPU RAM available).

[torch\\_dir](#): torch hub directory location, default is model directory, if set to None will switch to torch cache dir.

## 6.3 HAVC\_ddeoldify

This is the HAVC function that perform the color inference using the single frame-based models: DeOldify and DDColor. Some of parameters in input are accepting lists in order to minimize the number of parameters managed by Hybrid. The header of the function is the following:

```
HAVC_ddeoldify(clip: vs.VideoNode, method: int = 2, mweight: float = 0.4, deoldify_p: list = (0, 24, 1.0, 0.0),  
ddcolor_p: list = (1, 24, 1.0, 0.0, True), ddtweak: bool = False, ddtweak_p: list = (0.0, 1.0, 2.5, True, 0.3, 0.6, 1.5, 0.5,  
"300:360|0.8,0.1"), cmc_thresh: float = 0.2, lmm_p: list = (0.2, 0.8, 1.0), alm_p: list = (0.8, 1.0, 0.15), cmb_sw: bool =  
False, sc_threshold: float = 0.0, sc_tht_offset: int = 1, sc_min_freq: int = 0, sc_tht_ssim: float = 0.0, sc_normalize:  
bool = True, sc_min_int: int = 1, sc_tht_white: float = DEF_THT_WHITE, sc_tht_black: float = DEF_THT_BLACK,  
device_index: int = 0, torch_dir: str = model_dir, sc_debug: bool = False) -> vs.VideoNode:
```

Where:

**clip**: clip to process, only RGB24 format is supported

**method**: method used to combine DeOldify with DDColor (default = 2):

**0: DeOldify only** (no merge)

**1: DDcolor only** (no merge)

**2: Simple Merge** (default):

the frames are combined using a weighted merge, where the parameter **mweight** represent the weight assigned to the colors provided by the DDColor frames. With this method is suggested a starting weight < 50% (ex. = 40%).

**3: Constrained Chroma Merge**:

given that the colors provided by DeOldify are more conservative and stable than the colors obtained with DDcolor. The frames are combined by assigning a limit to the amount of difference in chroma values between DeOldify and DDcolor this limit is defined by the threshold parameter **cmc\_thresh**.

The limit is applied to the image converted to "YUV". For example, when **cmc\_thresh**=0.2, the chroma values "U","V" of DDcolor frame will be constrained to have an absolute percentage difference respect to "U","V" provided by DeOldify not higher than 20%. The final limited frame will be merged again with the DeOldify frame. With this method is suggested a starting weight > 50% (ex. = 60%).

**4: Luma Masked Merge**:

the frames are combined using a masked merge, the pixels of DDcolor with luma < **luma\_mask\_limit** will be filled with the pixels of DeOldify. If **luma\_white\_limit** > **luma\_mask\_limit** the mask will apply a gradient till **luma\_white\_limit**. If the parameter **mweight** > 0 the final masked frame will be merged again, with the DeOldify frame. With this method is suggested a starting weight > 60% (ex. = 70%).

**5: Adaptive Luma Merge**:

given that the DDcolor performance is quite bad on dark scenes, the images are combined by decreasing the weight assigned to DDcolor when the luma is below a given threshold given

by: `luma_threshold`. The weight is calculated using the formula:

$$\text{merge\_weight} = \text{MAX}(\text{mweight} * (\text{luma}/\text{luma\_threshold})^{\text{alpha}}, \text{min\_weight}).$$

For example, with: `luma_threshold` = 0.6 and `alpha` = 1, the weight assigned to DDColor will start to decrease linearly when the luma < 60% till `min_weight`. For alpha=2, begins to decrease quadratically (because `luma/luma_threshold` < 1). With this method is suggested a starting weight > 70% (ex. = 80%).

The methods 3 and 4 are similar to **Simple Merge**, but before the merge with DeOldify the DDcolor frame is limited in the chroma changes (method 3) or limited based on the luma (method 4).

The method 5 is a **Simple Merge** where the weight decrease with luma.

`mweight`: weight given to DDcolor clip in all merge methods, range [0-1] (0.01=1%), the final frame is obtained performing the following weighted sum:  $f_{\text{out}} = f_{\text{deoldify}}*(1-\text{mweight}) + \text{mweight}*f_{\text{ddcolor}}$

`deoldify_p`: List of parameters for the DeOldify color inference:

[0] **DeOldify-model** to use (default = 0):

0 = ColorizeVideo\_gen

1 = ColorizeStable\_gen

2 = ColorizeArtistic\_gen

[1] **render-factor** for the model. Range: 10-44 (default = 24).

[2] **saturation** parameter to apply to DeOldify color model (default = 1)

[3] **hue** parameter to apply to DeOldify color model (default = 0)

`ddcolor_p`: List of parameters for DDcolor inference:

[0] **DDColor-model** to use (default = 1):

0 = ddcolor\_modelsphere,

1 = ddcolor\_artistic

2 = colorization\_siggraph17

3 = colorization\_eccv16

[1] **render-factor** for the model, if=0 will be auto selected (default = 24). Range: [0, 10-64]

[2] **saturation** parameter to apply to DDcolor model (default = 1)

[3] **hue** parameter to apply to DDcolor model (default = 0)

[4] **FP16**: enable/disable FP16 in DDcolor inference

`ddtweak`: enabled/disable tweak parameters for DDcolor. Range [True, False]

`ddtweak_p`: List of DDcolor tweak parameters:

[0]: **bright** (default = 0)

[1]: `contrast` (default = 1), if < 1 DDcolor provides de-saturated frames

[2]: `gamma` tweak for DDcolor (default = 1)

[3]: `luma_constrained_gamma`: luma constrained gamma correction enabled (default = False).

Range: [True, False]. When enabled the average luma of a video clip will be forced to don't be below the value defined by the parameter `luma_min`. The function allows to modify the gamma (`g`) of the clip if the average luma is below the parameter `gamma_luma_min`.

A gamma (`g`) value > 2.0 improves the DDcolor stability on bright scenes, while a gamma (`g`) < 1 improves the DDcolor stability on dark scenes.

The decrease of the gamma with luma is activated using a `gamma_alpha!=0`.

[4]: `luma_min`: luma (%) min value for tweak activation (default = 0.2), if=0 is not activated, range [0-1]

[5]: `gamma_luma_min`: luma (%) min value for gamma tweak activation (default = 0.5), if=0 is not Activated. Range [0-1]

[6]: `gamma_alpha`: the gamma (`g`) will decrease with the luma using the following expression:

$$g = \text{MAX}(\text{gamma} * \text{pow}(\text{luma}/\text{gamma_luma_min}, \text{gamma_alpha}), \text{gamma_min}),$$

for a movie with a lot of dark scenes is suggested alpha > 1, if=0 is not activated. Range [ $\geq 0$ ]

[7]: `gamma_min`: minimum value for gamma. Range (default=0.5) [ $>0.1$ ]

[8]: `chroma_adjustment` (optional), if="none" is disabled, otherwise will be applied the specified chroma adjustment defined with the [requested syntax](#).

`cmc_tresh`: chroma threshold (%), used by **Constrained Chroma Merge** (see method=3 for a full explanation).

Range [0-1] (0.01=1%)

`lmm_p`: List of parameters for method: **Luma Masked Merge** (see method=4 for a full explanation)

[0]: `luma_mask_limit`: luma limit for build the mask used in Luma Masked Merge. Range [0-1] (0.01=1%)

[1]: `luma_white_limit`: the mask will apply a gradient till `luma_white_limit`. Range [0-1] (0.01=1%)

[2]: `luma_mask_sat`: if < 1 the DDcolor dark pixels will be substituted with the desaturated DeOldify Pixels. Range [0-1] (0.01=1%)

`alm_p`: List of parameters for method: **Adaptive Luma Merge** (see method=5 for a full explanation)

[0]: `luma_threshold`: threshold for the gradient merge, range [0-1] (0.01=1%)

[1]: `alpha`: exponent parameter used for the weight calculation. Range [ $>0$ ]

[2]: `min_weight`: min merge weight. Range [0-1] (0.01=1%)

`cmb_sw`: if true switch the clip order in all the combining methods. Range [True, False]

`sc_threshold`: Scene changes threshold used to generate the reference frames to be used by Exemplar-based

Video Colorization. It is a percentage of the luma change between the previous and the current frame.

Range [0-1], default 0.0. If =0 the reference frames are not generated and will be colorized all the frames.

**sc\_tht\_offset**: Offset index used for the Scene change detection. The comparison will be performed, between frame[n] and frame[n-offset]. An offset > 1 is useful to detect blended scene change. Range [1, 25]. Default = 1.

**sc\_tht\_ssim**: Threshold used by the SSIM (Structural Similarity Index Metric) selection filter. If > 0, will be activated a filter that will improve the scene-change detection, by discarding images that are similar. Suggested values are between 0.35 and 0.85. Range [0-1], default 0.0 (deactivated).

**sc\_normalize**: If true the B&W frames are normalized before scene detection. The normalization will increase the sensitivity to smooth scene changes. Range [True, False], default: True.

**sc\_min\_int**: Minimum number of frame interval between scene changes. Range [1, 25]. Default = 1.

**sc\_min\_freq**: If > 0 will generate at least a reference frame every **sc\_min\_freq** frames.  
Range [0-1500], default: 0.

**sc\_tht\_white**: Threshold to identify white frames. Range [0-1], default 0.88.

**sc\_tht\_black**: Threshold to identify dark frames. Range [0-1], default 0.12.

**device\_index**: device ordinal of the GPU, choices: GPU0...GPU7, CPU=99 (default = 0)

**torch\_dir**: torch hub directory location, default is model directory, if set to None will switch to torch cache dir.

**sc\_debug**: Print debug messages regarding the scene change detection process.

## 6.4 HAVC\_stabilizer

This is the HAVC function that allows to apply to the input clip the color stabilization filters, which can be applied to stabilize the chroma components in colored clips. Some of parameters in input are accepting lists in order to minimize the number of parameters managed by Hybrid. The header of the function is the following:

```
HAVC_stabilizer(clip: vs.VideoNode, dark: bool = False, dark_p: list = (0.2, 0.8), smooth: bool = False,  
smooth_p: list = (0.3, 0.7, 0.9, 0.0, "none"), stab: bool = False, stab_p: list = (5, 'A', 1, 15, 0.2, 0.15),  
colormap: str = "none", render_factor: int = 24) -> vs.VideoNode:
```

Where:

**clip**: clip to process, only RGB24 format is supported.

**dark**: enable/disable darkness filter. Range [True, False]

**dark\_p**: List of parameters for darken the clip's dark portions, which sometimes are wrongly colored by the color models:

[0]: **dark\_threshold**, luma threshold to select the dark area. Range [0.1-0.5] (0.01=1%), default = 0.2

[1]: **dark\_amount**: amount of desaturation to apply to the dark area. Range [0-1], where a value of 0 will not apply any desaturation, default = 0.8

[2]: **chroma\_range** (optional), if="none" is disabled, otherwise the filter desaturation will be applied only on the region defined in the chroma range with the [requested syntax](#).

**smooth**: enable/disable chroma smoothing. Range [True, False]

**smooth\_p**: List of parameters to adjust the saturation and "vibrancy" of the clip.

[0]: **dark\_threshold**, luma threshold to select the dark area, range [0-1] (0.01=1%)

[1]: **white\_threshold**, if > **dark\_threshold** will be applied a gradient till **white\_threshold**, range [0-1] (0.01=1%)

[2]: **dark\_sat**, amount of de-saturation to apply to the dark area. Range [0-1]

[3]: **dark\_bright**, darkness parameter it used to reduce the "V" component in "HSV" color-space. Range [0, 1]

[4]: **chroma\_range** (optional), if="none" is disabled, otherwise the filter desaturation will be applied only on The region defined in the chroma range with the [requested syntax](#).

**stab**: enable/disable chroma stabilizer. Range [True, False]

**stab\_p**: List of parameters for the temporal color stabilizer:

[0]: **nframes**, number of frames to be used in the stabilizer. Range [3-15]

[1]: **mode**, type of average used by the stabilizer. Range ['A'='arithmetic', 'W'='weighted']

[2]: **sat**: saturation applied to the restored gray pixels. Range [0,1]

[3]: **tbt**, threshold to detect gray pixels. Range [0,255], if=0 is not applied the restore.

its value depends on merge method used; suggested values are:

method 0: tbt = 5

method 1: tht = 60 (DDcolor provides very saturated frames)

method 2: tht = 15

method 3: tht = 20

method 4: tht = 5

method 5: tht = 10

[4]: [weight](#), weight to blend the restored image (default=0.2), range [0-1], if=0 is not applied the blending

[5]: [tht\\_scen](#), threshold for scene change detection (default = 0.15), if=0 is not activated, range [0.01-0.50]

[6]: [chroma\\_adjustment](#) (optional), if="none" is disabled, otherwise will be applied the specified chroma adjustment defined with the [requested syntax](#).

[colormap](#): direct hue/color mapping, without luma filtering, using the [color mapping syntax](#), if="none" is disabled.

[render\\_factor](#): render\_factor to apply to the filters, the frame size will be reduced to speed-up the filters, but the final resolution will be the one of the original clip. If = 0 will be auto selected.

This approach takes advantage of the fact that human eyes are much less sensitive to imperfections in chrominance compared to luminance. This means that it is possible to speed-up the chroma filters and ultimately get a great high-resolution result. Range: [0, 10-64]

## 6.5 HAVC\_SceneDetect

This is the HAVC function to set the scene-change frames in the clip. When is detected a scene change, the frame property '\_SceneChangePrev' is set = 1 and '\_SceneChangeNext' is set = 0. The header of the function is the following:

```
HAVC_SceneDetect(clip: vs.VideoNode, sc_threshold: float = DEF_THRESHOLD, sc_tht_offset: int = 1,  
    sc_tht_ssim: float = 0.0, sc_min_int: int = 1, sc_min_freq: int = 0, sc_normalize: bool = True,  
    sc_tht_white: float = DEF_THT_WHITE, sc_tht_black: float = DEF_THT_BLACK,  
    sc_debug: bool = False) -> vs.VideoNode:
```

Where:

**clip**: clip to process, only RGB24 format is supported.

**sc\_threshold**: Scene changes threshold used to generate the reference frames.

It is a percentage of the luma change between the previous n-frame ( $n=$ **sc\_the\_offset**) and the current frame. range [0-1], default 0.05.

**sc\_tht\_offset**: Offset index used for the Scene change detection. The comparison will be performed, between frame[n] and frame[n-**sc\_tht\_offset**]. An **sc\_tht\_offset** > 1 is useful to detect blended scene change. Range [1, 25], default = 1.

**sc\_normalize**: If true the B&W frames are normalized before apply scene detection filter, the normalization will increase the sensitivity to smooth scene changes.

**sc\_tht\_white**: Threshold to identify white frames, range [0-1], default 0.88.

**sc\_tht\_black**: Threshold to identify dark frames, range [0-1], default 0.12.

**sc\_tht\_ssim**: Threshold used by the SSIM (Structural Similarity Index Metric) selection filter. If > 0, will be activated a filter that will improve the scene-change detection, by discarding images that are similar.

Suggested values are between 0.35 and 0.85. Range [0-1], default = 0.0 (deactivated)

**sc\_min\_int**: Minimum number of frame interval between scene changes. Range [1, 25], default = 1.

**sc\_min\_freq**: If > 0 will be generated at least a reference frame every **sc\_min\_freq** frames. Range [0-1500], default = 0.

**sc\_debug**: If True will enable scene changes debug messages. Range [True, False], default = False

## 6.6 HAVC\_extract\_reference\_frames

This is an HAVC utility function that perform Scene change detection and the export the reference frames. The header of the function is the following:

```
HAVC_extract_reference_frames(clip: vs.VideoNode, sc_threshold: float = DEF_THRESHOLD, sc_tht_offset: int = 1,  
    sc_tht_ssim: float = 0.0, sc_min_int: int = 1, sc_min_freq: int = 0, sc_framedir: str = "./",  
    sc_normalize: bool = True, ref_offset: int = 0, sc_tht_white: float = DEF_THT_WHITE,  
    sc_tht_black: float = DEF_THT_BLACK, ref_ext: str = "jpg", ref_jpg_quality: int = DEF_JPG_QUALITY,  
    ref_override: bool = True, sc_debug: bool = False) -> vs.VideoNode:
```

Where:

**clip:** clip to process, only RGB24 format is supported.

**sc\_threshold:** Scene changes threshold used to generate the reference frames.

It is a percentage of the luma change between the previous n-frame ( $n=$ sc\_the\_offset)  
and the current frame. range [0-1], default 0.05.

**sc\_tht\_offset:** Offset index used for the Scene change detection. The comparison will be performed,  
between frame[n] and frame[n-sc\_tht\_offset]. An sc\_tht\_offset > 1 is useful to detect blended scene  
change. Range [1, 25], default = 1.

**sc\_normalize:** If true the B&W frames are normalized before apply scene detection filter, the normalization will  
increase the sensitivity to smooth scene changes.

**sc\_tht\_white:** Threshold to identify white frames, range [0-1], default 0.88.

**sc\_tht\_black:** Threshold to identify dark frames, range [0-1], default 0.12.

**sc\_tht\_ssim:** Threshold used by the SSIM (Structural Similarity Index Metric) selection filter.

If > 0, will be activated a filter that will improve the scene-change detection,  
by discarding images that are similar.

Suggested values are between 0.35 and 0.85. Range [0-1], default = 0.0 (deactivated)

**sc\_min\_int:** Minimum number of frame interval between scene changes. Range [1, 25], default = 1.

**sc\_min\_freq:** If > 0 will be generated at least a reference frame every sc\_min\_freq frames.  
Range [0-1500], default = 0.

**sc\_framedir:** If set, define the directory where are stored the reference frames.

The reference frames are named as: ref\_nnnnnn.[jpg | png]. ], for example the reference frame 897  
must be named: ref\_000897.jpg or ref\_000897.png.

**ref\_offset:** Offset number that will be added to the number of generated frames, default = 0.

**ref\_ext:** File extension and format of saved frames. Range ["jpg", "png"] , default = "jpg"

`ref_jpg_quality`: Quality of jpg compression. Range [0, 100], default = 95

`ref_override`: If True, the reference frames with the same name will be overridden, otherwise will be discarded. Range [True, False], default = True

`sc_debug`: If True will enable scene changes debug messages. Range [True, False], default = False

## 6.7 HAVC\_export\_reference\_frames

This is an HAVC utility function that export the reference frames of a clip. The clip must have the frame property '`_SceneChangePrev`' and '`_SceneChangeNext`' set. The header of the function is the following:

```
HAVC_export_reference_frames(clip: vs.VideoNode, sc_framedir: str = "./", ref_offset: int = 0,  
    ref_ext: str = "jpg", ref_jpg_quality: int = DEF_JPG_QUALITY, ref_override: bool = True) -> vs.VideoNode:
```

Where:

`clip`: clip to process, only RGB24 format is supported.

`sc_framedir`: If set, define the directory where are stored the reference frames.

The reference frames are named as: `ref_nnnnnnn.[jpg | png].`, for example the reference frame 897 must be named: `ref_000897.jpg` or `ref_000897.png`.

`ref_offset`: Offset number that will be added to the number of generated frames, default = 0.

`ref_ext`: File extension and format of saved frames. Range `["jpg", "png"]`, default = "jpg"

`ref_jpg_quality`: Quality of jpg compression. Range [0, 100], default = 95

`ref_override`: If True, the reference frames with the same name will be overridden, otherwise will be discarded. Range [True, False], default = True

## 7.0 Useful companion software

To perform advanced coloring could be useful the following software:

### 7.1 Software for coloring pictures

The project [interactive-deep-colorization](#), whose automatic colorization model is included in HAVC with the name of [siggraph17](#), provides a useful tool that help to interactively colorize pictures. The installation of this software is quite complex, fortunately this software has been added in [Photoshop Elements](#) since version 2020, see this link for more details: [Automatically colorize your photos](#).

### 7.2 Software for processing batch of pictures

Sometime it will be necessary to process a significant number of reference frames, for example to change the size and recompress in jpg. There are a lot of software to perform this task. I found that [XnView](#) is good tool to perform these tasks and I suggest to use it.

### 7.3 Software for renaming a batch of pictures

Sometime it will be necessary to rename a significant number of reference frames. There are a lot of software to perform this task. I found that [Advanced Renamer](#) is a good tool to perform this task and I suggest to use it.

## 7.1 Useful Web Links

In this chapter are provided some useful links related to the colorization

- The Hybrid forum has a specific thread for the filter HAVC: <https://forum.selur.net/thread-3595.html>
  - It has also a specific thread for general questions: <https://forum.selur.net/forum-3.html>
- On GitHub there is a specific project in collecting colorization papers:  
<https://github.com/MarkMoHR/Awesome-Image-Colorization>
- The [Internet Archive Site](#) is a useful resource to get interesting B&W movie to colorize.
  - huge list of movies: [https://archive.org/details/opensource\\_movies](https://archive.org/details/opensource_movies)
  - list of contributed AI colored movies<sup>13</sup>: <https://archive.org/details/colorized-movies>
- For the users that want to understand better the scripts generated by Hybrid, using the Vapoursynth functions, is suggested to read the Vapoursynth documentation: <http://www.vapoursynth.com/doc/>

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<sup>13</sup> Most of them are based on DeOldify with additional contrast and color correction via Avidemux.