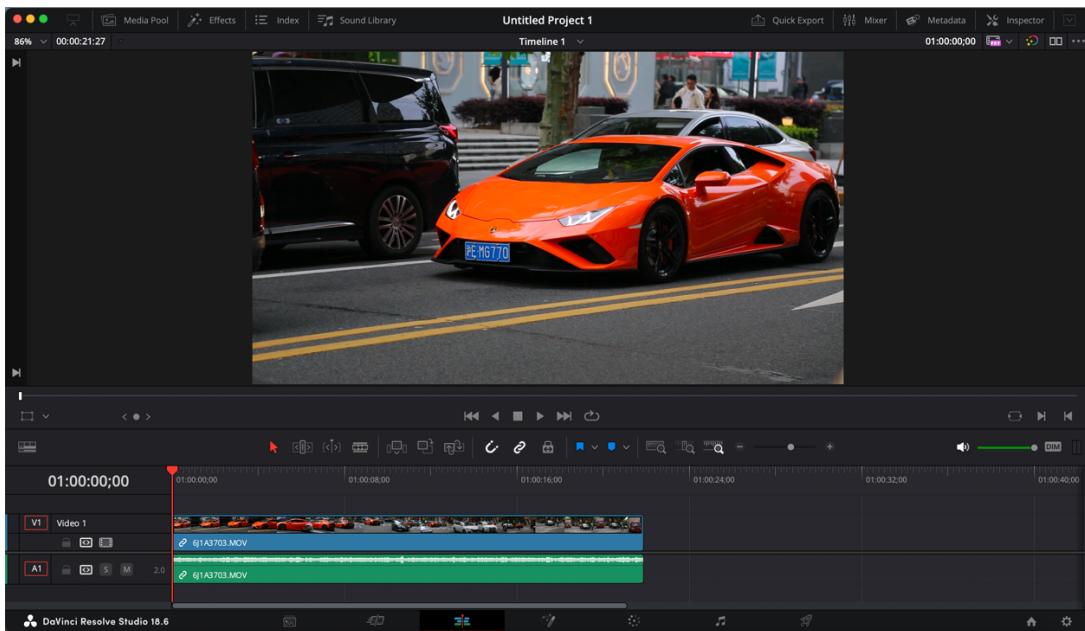


Installing the sharpen effect

Step 1 - Go to the [color](#) page

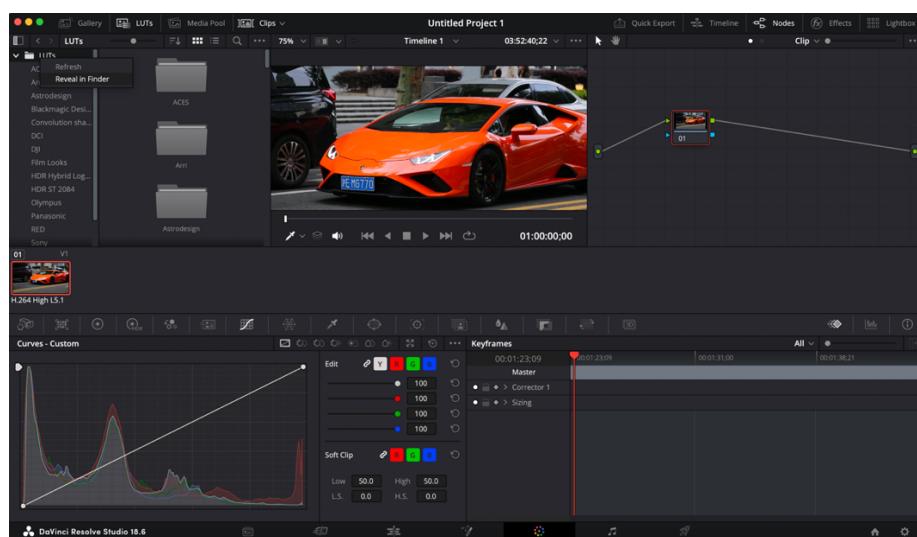


Step 2: Click on [LUTs](#) and press [reveal in Finder](#) (or explorer in Windows) – this brings up the folder that stores the LUTs that resolve uses

Or go to:

On Windows "C:\ProgramData\Blackmagic Design\DaVinci Resolve\Support\LUT"

On MacOS "/Library/Application Support/Blackmagic Design/DaVinci Resolve"



Below is a image that shows a typical LUTs filter:

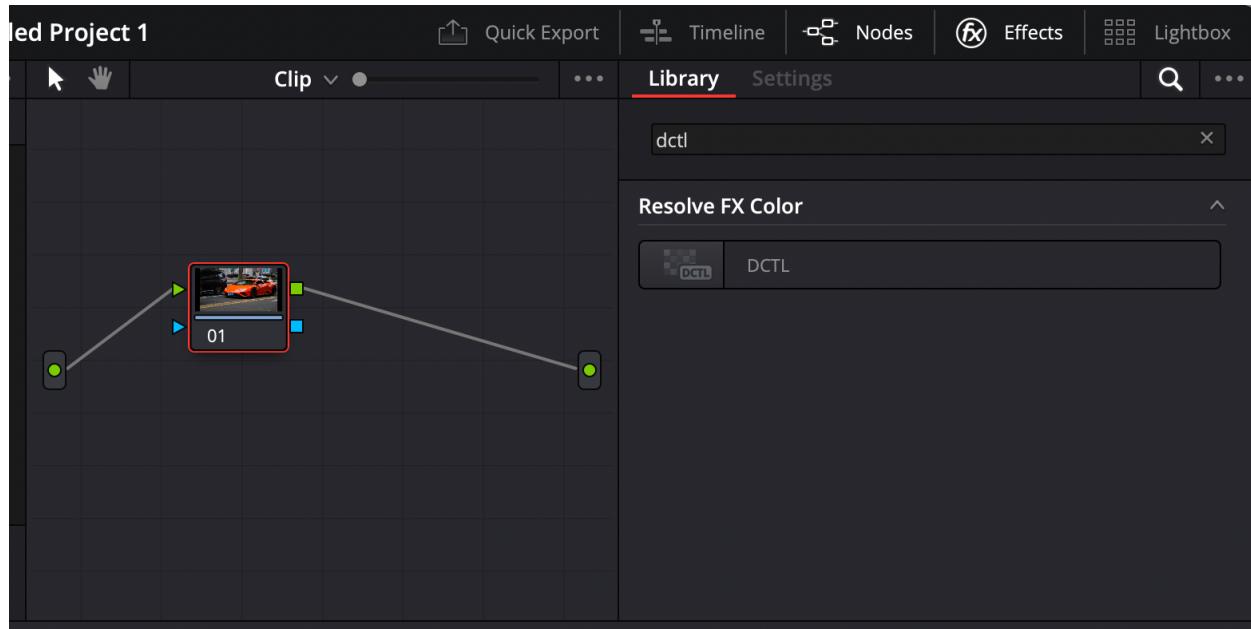
Name	Date Modified	Size	Kind
DJI	Jun 17, 2024 at 3:02 PM	--	Folder
Film Looks	Jun 17, 2024 at 3:02 PM	--	Folder
HDR Hybrid Log-Gamma	Jun 17, 2024 at 3:02 PM	--	Folder
HDR ST 2048	Jun 17, 2024 at 3:02 PM	--	Folder
Invert Color.ilut	Mar 19, 2024 at 4:12 PM	349 KB	Document
Invert Color.olut	Mar 19, 2024 at 4:12 PM	116 KB	Document
LMT Day for Night.xml	Mar 19, 2024 at 4:12 PM	2 KB	XML File
LMT Kodak 2383 Print Emulation.xml	Mar 19, 2024 at 4:12 PM	1.7 MB	XML File
LMT Neon Suppression.xml	Mar 19, 2024 at 4:12 PM	666 bytes	XML File
Olympus	Jun 17, 2024 at 3:02 PM	--	Folder
Panasonic	Jun 17, 2024 at 3:02 PM	--	Folder
RED	Jun 17, 2024 at 3:02 PM	--	Folder
Sharpen	Today at 10:37 AM	--	Folder
Sony	Jun 17, 2024 at 3:02 PM	--	Folder
Sony SLog2 to Rec709.ilut	Mar 19, 2024 at 4:12 PM	365 KB	Document
Sony SLog3 to Rec709.ilut	Mar 19, 2024 at 4:12 PM	356 KB	Document
VFX IO	Jun 17, 2024 at 3:02 PM	--	Folder

Step 3: Create a [new folder](#) named sharpen (or any name you would like), and drag the [.dctl](#) file to the newly created folder (copy and paste):

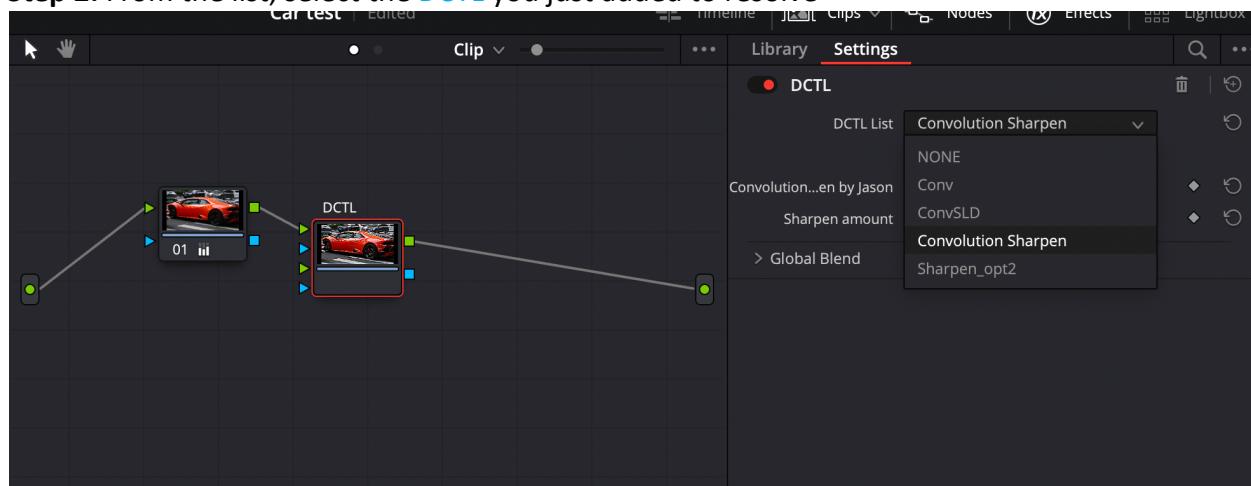
Name	Date Modified	Size	Kind
Convolution_Sharpen.dctl	Yesterday at 9:42 PM	3 KB	Document

Using the effect:

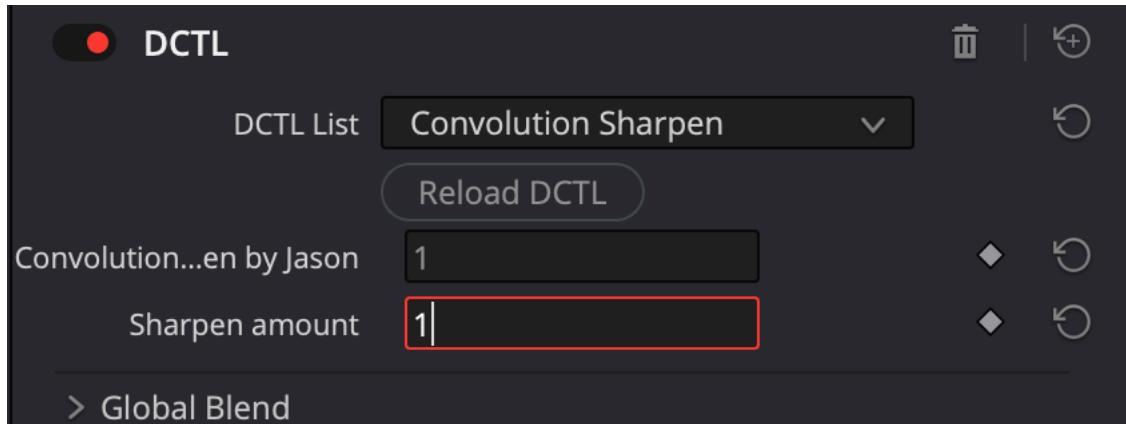
Step 1: Press on the **Effects** tab, and add the **DCTL** node



Step 2: From the list, select the **DCTL** you just added to resolve



Step 3: From the settings page in the effects panel – change the **sharpening amount** to adjust the amount of sharpening applied. Decimal values are supported, and I suggest not going above 2 – at least with a Canon 5D mark iii.



Demo of this effect:

No sharpening:



Sharpen from the colors page – notice how the stills appears muddy. Radius is set to 0.42



Sharpen with openfx – notice the ugly halos caused by using a unsharp mask



Sharpen using my plugin – notice the crispiness of the image



Cross comparison:

Test 1:

My methodology may not be the most fair, but what I did was to boost the sharpening in each of the methods to a level where I find it decently sharp. Quite honestly, it's quite a subjective method of comparison, but I am doing this just for the sake of comparison.

The video below was taken using my Canon 5D3 using the automatic picture profile – the haloing in the original image is caused by me not turning the sharpness down. The differences are subtle in this comparison, but notice how my plugin boosts fine details – something that boosts perceived resolutions.

	
NO sharpening	Sharpen in color page
	
Openfx sharpen	Sharpen using my plugin

Test 2:



No sharpening



Sharpen in color page – 0.44 radius



Openfx sharpen



Sharpen using my plugin

For test 2, notice how the clarity in the drink and the medal is greatly increased



It can be debated that this is increasing noise, but I find that it helps in boosting the resolution produced by my camera

Known issues:

When using the effect, there is a thin white box surrounding the image

