Dia² Lite

Quick Start Guide

This guide covers installing and using Dia² Lite in DaVinci Resolve.
Dia² Lite also works with Baselight.

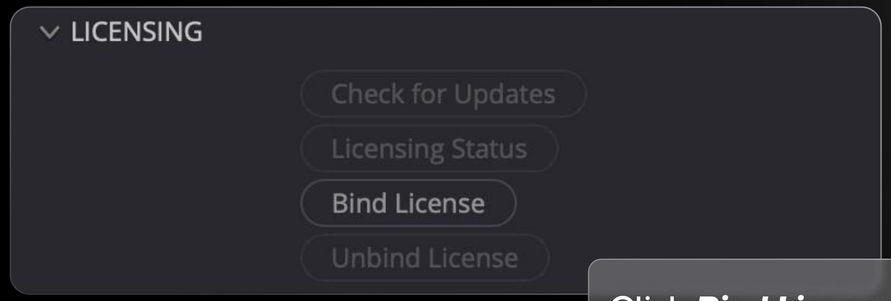
Installation and Licensing

You can **download Dia² Lite from your account** on the HAL Picture website:

Dia² Lite

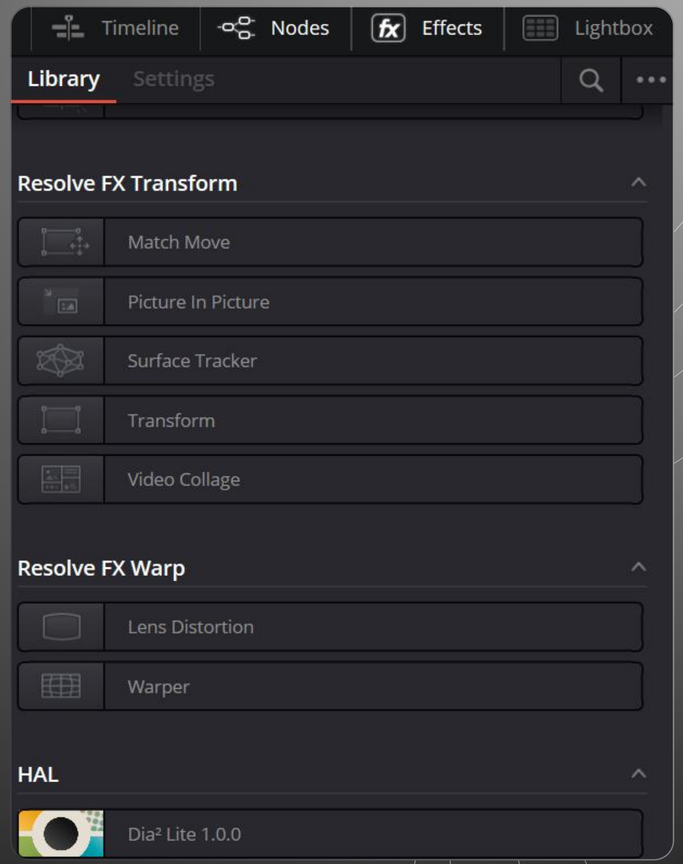
Once installed, the plugin should appear **in the Effects Library of DaVinci Resolve's Color page.**

To activate a license, **drag and drop** *Dia² Lite* onto a node **and scroll down to the Licensing tab**:



Click ***Bind License*** and **enter your license key** (format: **XXXXXX-XXXXXX-XXXXXX-XXXXXX-XXXXXX-XXXXXX**).

Use *Unbind License* to move your license to another device.

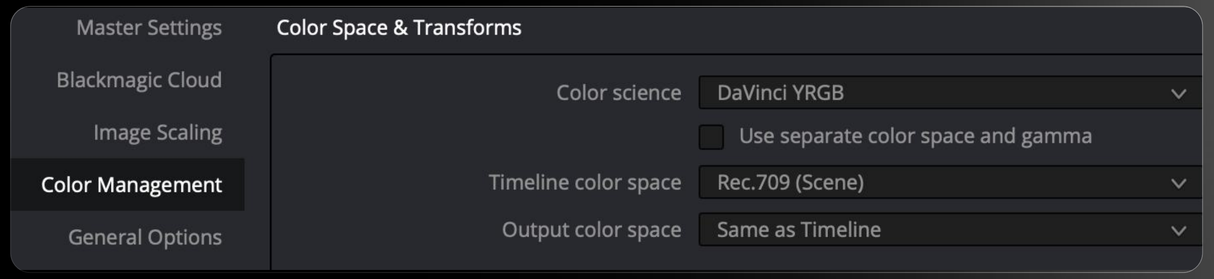


Project Setup

Color Management Setup

Color Management

First off, open **Project Settings**, and make sure Color science is set to **DaVinci YRGB**.



Then go inside the plugin's **Color Management** section, and simply select the **camera colorspace** you shot in:



Select your **display space** (HDR and SDR formats supported)

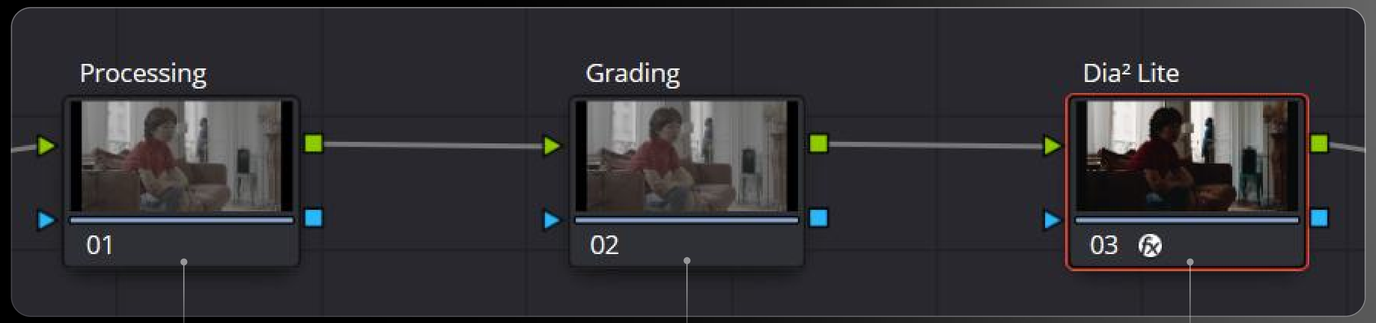
Supported camera colorspaces:

- ARRI LogC3 / ArriWideGamut3
- ARRI LogC4 / ArriWideGamut4
- RED Log3G10 / REDWideGamutRGB
- SONY Slog3 / Sgamut3.cine
- PANASONIC V-Log / V-Gamut
- BLACKMAGIC BM Gen.5 Film curve / BM Wide Gamut RGB
- DJI D-Log / D-Gamut
- APPLE Apple Log / Rec2020
- APPLE Apple Log 2 / Apple Wide Gamut
- CANON Canon Log 2 / Cinema Gamut
- CANON Canon Log 2 / Rec2020
- CANON Canon Log 3 / Cinema Gamut
- CANON Canon Log 3 / Rec2020
- FUJIFILM F-Log2 C / F-Gamut C
- NIKON N-Log / Rec2020

You can also select **ACEScct** or **DaVinci WG** as your input colorspace, if your pipeline is already set up.

Color Grading Setup

A basic node graph structure to start building your look



Basic processing:
- Color temperature
- Tint
- Exposure

Color Grading Nodes (masks, ...)

Dia² Lite

Look transformations should happen at the end of your pipeline, so that all your shot-by-shot modifications (grading, etc.) use the richest data possible.

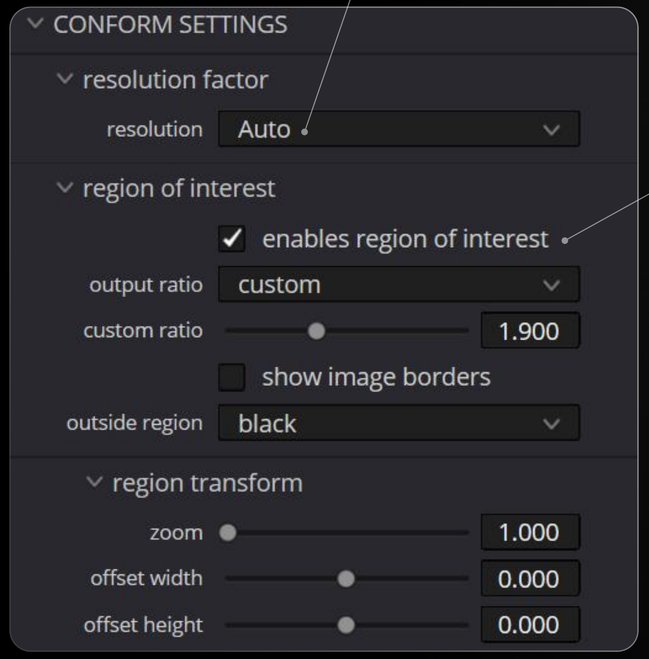
If you want to apply the same look to different clips, we recommend placing **Dia² Lite on a Group Post-Clip or Timeline node.**

Conform Settings

Make sure Dia² Lite knows about your project's specifics

Keep **resolution factor** in **Auto** so that your look stays the same between HD and 4K timelines.

Enable **region of interest** and set **output ratio** to your framing, so Dia² Lite only processes the active picture area.



Halation is beautiful, but you don't want it spilling over your blanking!



Region of interest not configured



Region of interest properly configured

Look Presets

Pick a global look

Start building your look by loading a **Color Preset** and a **Texture preset** that match your vision.

Texture Presets

Filmic Looks
- 16mm A (std)
- 16mm B (alt)
- 16mm C (rough)
- 35mm A (std)
- 35mm B (soft)
- Amateur Film

Digital Looks
- Velvety Grain
- Digital Haze

Lens Looks
- Vintage Lens

Color Presets

Filmic Looks
- 70 Slide Film
- Earthy Pastel
- Indie
- Metropolis
- Modern Film
- Nostalgic Film
- Phoenix
- Soft Gold
- Urban Bleach
- Vision 3

Digital Looks
- Digital Muted
- Digital Neutral
- Hybrid Tones
- Soft Silvery
- Strass

Monochrome Looks
- Collodion
- Digital B&W
- Nouvelle Vague
- Ortho Film
- Panchromatic Modern Film

Offbeat Looks
- Autochrome
- LoFi CineScan

Technical Looks
- Ze 2383 for Neg Scan







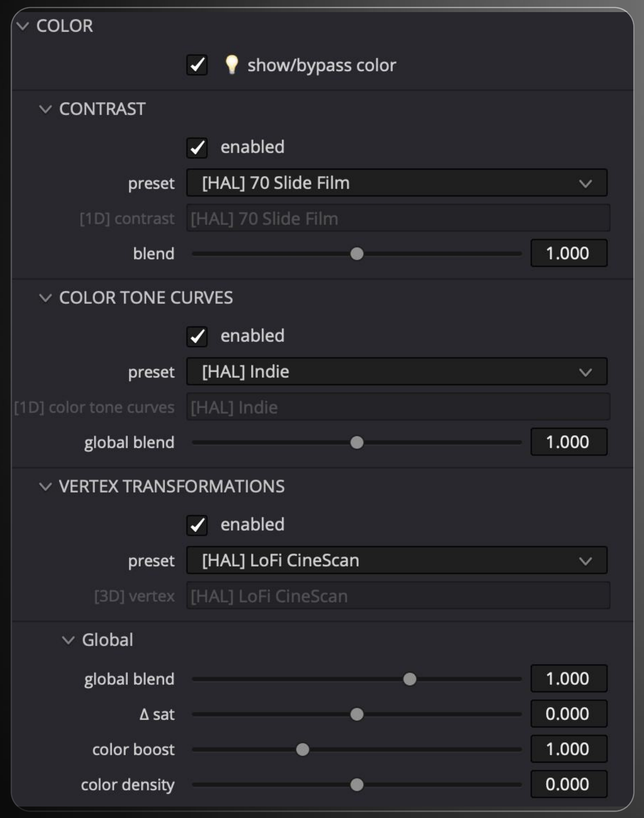


Scroll through the preset menus to explore the wide variety of our built-in looks library.

Color Transformations

Start mixing Presets!

Try different presets in different submodules, and mix them together using the **blend sliders** to create a unique look.



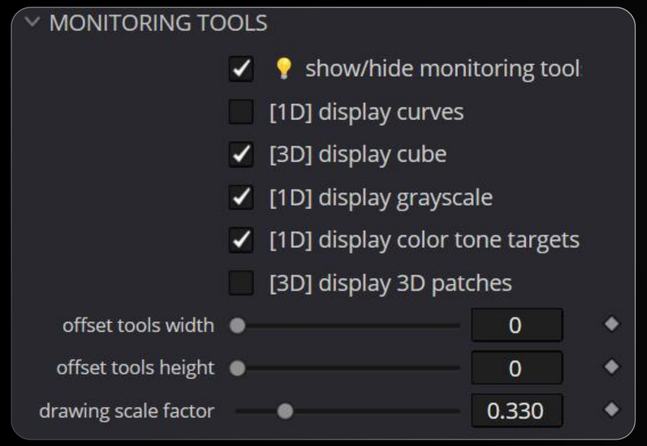
Vertex transformations give you even more possibilities:

- Δ **sat** affects all colors equally in your image.
- **Color boost** boosts low-saturation colors without affecting already highly saturated ones.
- **Color density** lets you control the lightness of saturated colors.

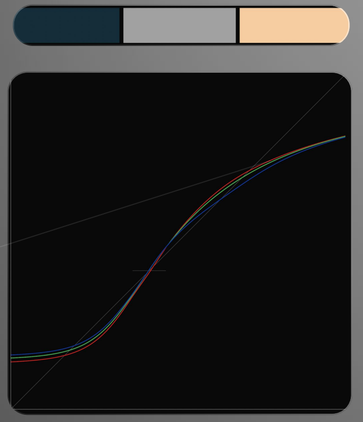


Monitoring Tools

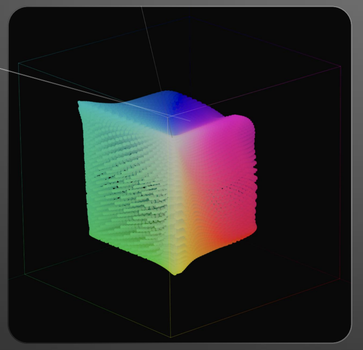
To get a better grasp of how different **Color Presets** affect your image, and to impress your nerdy friends at dinner parties, you can **display various monitoring tools**.







Display **curves** and **color tone targets** to understand how **Contrast** and **Color Tone Curves** presets affect your shadows, midtones and highlights.



You can even display an RGB cube to observe how our **Vertex Transformation** module operates.

Texture
Part 1/2

The *Dia² Lite* Texture module consists of 5 independent submodules that shape the texture of your look.

The **Spatial Equalizer** module affects subtle levels of detail inside your image. Notice how different presets change the texture of the skin or clothing.

The **Definition Vignetting** module allows you to create a signature vignette, inspired by famous lens looks. Note that it only affects the corners of your image.









Texture
Part 2/2

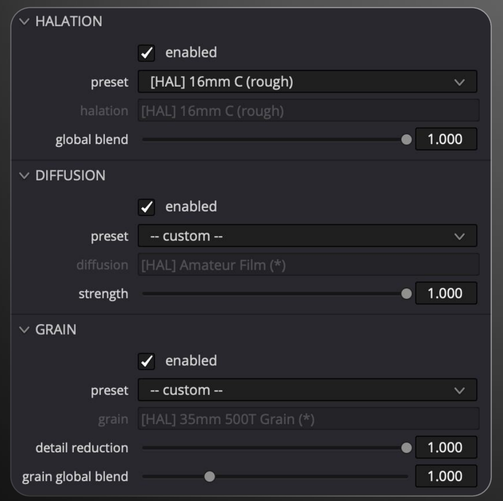
The **Halation** module emulates film halation. It produces a red-yellow halo mostly visible around highlights.

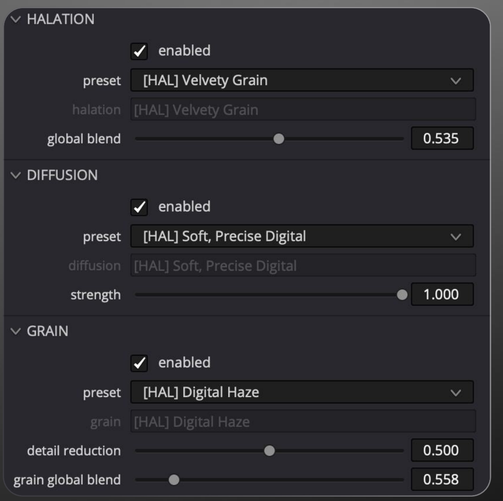
The **Diffusion** module emulates optical diffusion filters, creating a flare or a halo around bright areas of your image.

The **Grain** module applies film-like grain, based on film measurements. Use the **detail reduction slider** to remove details smaller than the grain from your image, and make the grain feel more real.









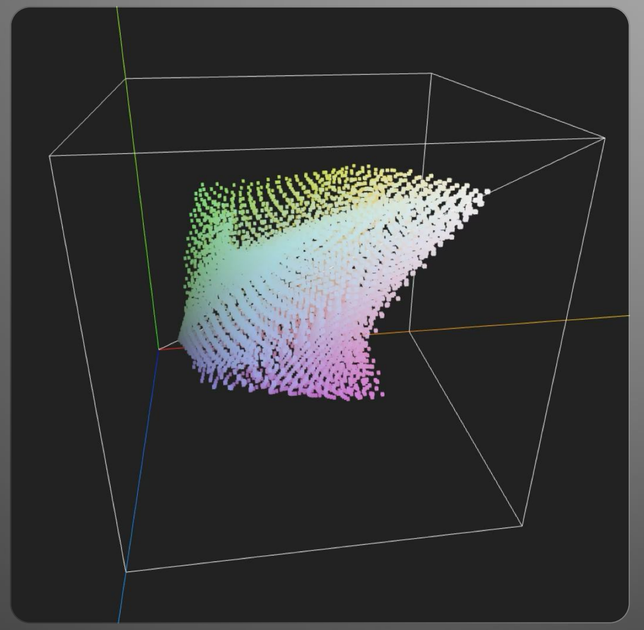
LUT Export

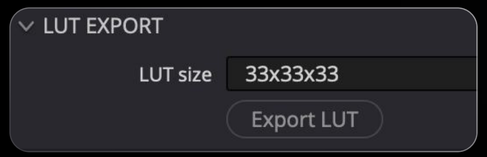
Exporting the color component of your look

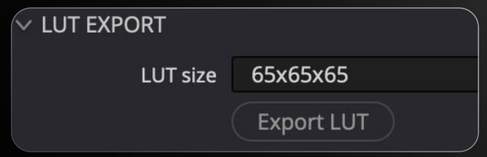
Once your look is ready, you can **export it as a 3D .cube LUT** in the **LUT Export** tab. You will be able to import it into your camera to see it live when shooting, or use it in another project.

As with any LUT, it **only includes the color transformations**, not the texture.

Be aware that most cameras only accept 17x17x17 or 33x33x33 LUTs. We offer larger LUT sizes for post-production purposes.







LUT Export

Color management within the LUTs

The LUT you created will bake in the color management you chose.

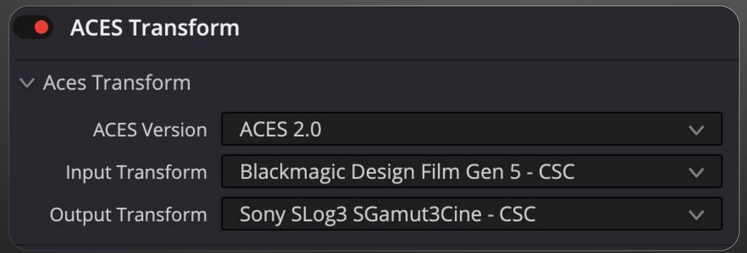


This means a LUT created with Sony SLog3 color management will not look right when used on Blackmagic footage, for instance.

Two solutions:

- reopen your look project and **set the input colorspace to the new camera** within *Dia² Lite*, then export a new LUT
- if you only have the LUT, **apply an ACES Transform** on a node before the LUT to convert your footage to the colorspace the LUT expects





What's next?

Going further

You're ready to **start experimenting with** *Dia² Lite*!

Here are some suggestions to boost your *look development* journey:

- **Check out our YouTube channel** for look development tutorials and educational content
- Ready to go to the next step? Try the Dia² demo
- **Need help?** After reading the FAQ, feel free to email us at help@hal-picture.com



