

USER MANUAL · OFX PLUGIN FOR DAVINCI RESOLVE

KOLORKLINIC GEN ALPHA

An AI matte for the whole clip.

KOLORKLINIC
FINISHING TOOLS FOR DAVINCI RESOLVE

PLUGIN VERSION 1.2.5
MACOS · WINDOWS · LINUX

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OVERVIEW

01 WHAT GEN ALPHA DOES

Gen Alpha pulls an AI character matte for a whole clip, right inside Resolve. Draw a box around the person once, click GENERATE ALPHA, and every frame gets a clean alpha with fine edges and hair. It runs on **your own fal.ai account** (SAM 3.1, optionally refined with BiRefNet).

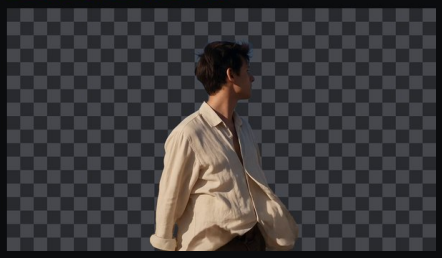
SOURCE



MATTE ONLY



CHARACTER (RGBA)



The source, the matte and the character over transparency. Demo actor is AI-generated.

GETTING STARTED

02 INSTALL

Download the build for your system from the Gen Alpha section on kolorklinic.com (Linux, Intel Mac, Apple Silicon Mac, Windows). Unzip it and drop the **KolorKlinicGenAlpha.ofx.bundle** folder into the OpenFX plugin folder, then restart Resolve.

System	Plugin folder
macOS	`/Library/OFX/Plugins/`
Windows	`C:\Program Files\Common Files\OFX\Plugins\`
Linux	`/usr/OFX/Plugins/`

macOS only: if Resolve does not load the plugin after copying, clear the download quarantine flag in Terminal:

```
sudo xattr -dr com.apple.quarantine /Library/OFX/Plugins/KolorKlinicGenAlpha.ofx.bundle
```

Find it in Resolve

- **Color page:** open the Effects panel, then OpenFX › KolorKlinic › **KolorKlinic Gen Alpha**, and drag it onto a node.
- **Edit page:** Effects › OpenFX › KolorKlinic, then drag it onto the clip.
- **Fusion:** also available from the Effects library under OpenFX.

ONE-TIME SETUP

03 LICENCE AND FAL.AI KEY

Gen Alpha needs three things in the panel. Both keys are remembered on this computer only, never inside your project.

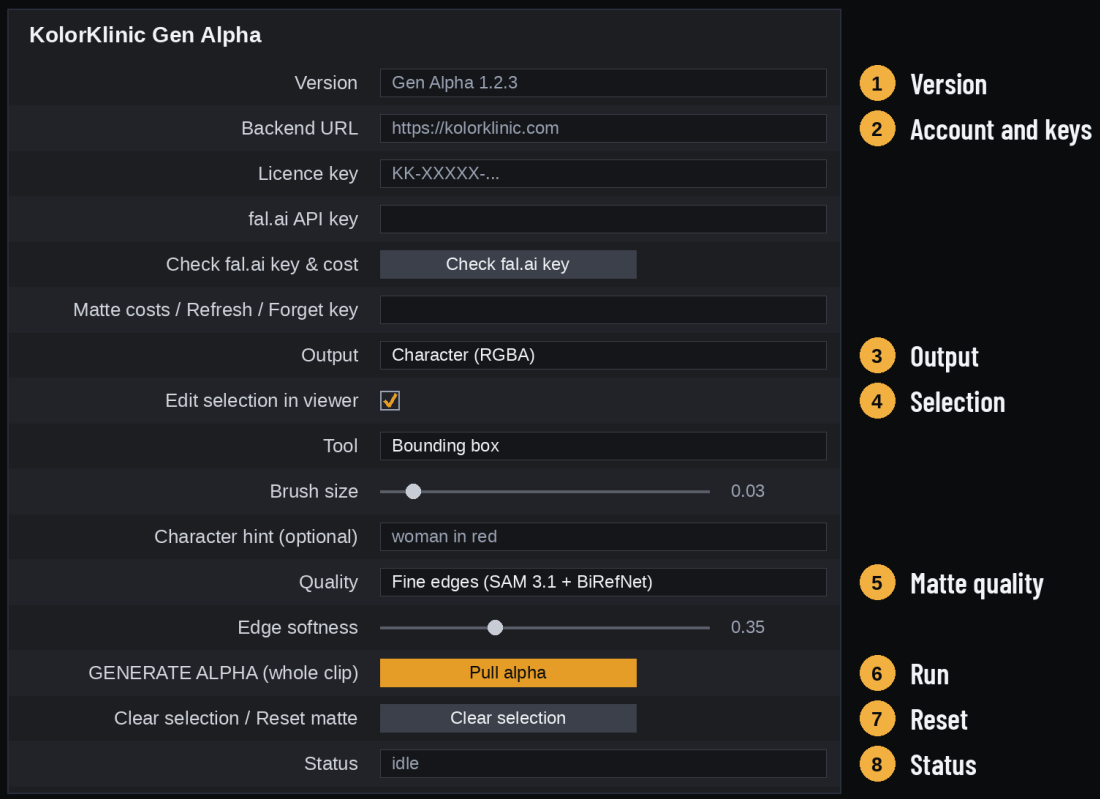
Field	What to paste	Notes
Backend URL	Nothing: leave it as it is	Filled in automatically (empty also works). Change it only if support asks you to.
Licence key	Your Gen Alpha key, starting with `KK-`	Sent by email after purchase.
fal.ai API key	Your own key from `fal.ai/dashboard/keys`	Choose the FULL preset so the plugin can show what each matte really cost.

- **Check fal.ai key & cost** confirms the key and estimates the next job.
- **Matte costs (fal.ai)** lists the real charge of each finished matte; **Refresh matte costs** updates it.
- **Forget fal.ai key** removes the key from this computer.

The key folder is `~/.kolorklinic/` on macOS and Linux and `%APPDATA%\KolorKlinic\` on Windows, shared with Recast.

CONTROLS

04 THE PANEL AT A GLANCE



The Gen Alpha controls, grouped top to bottom.

WORKFLOW

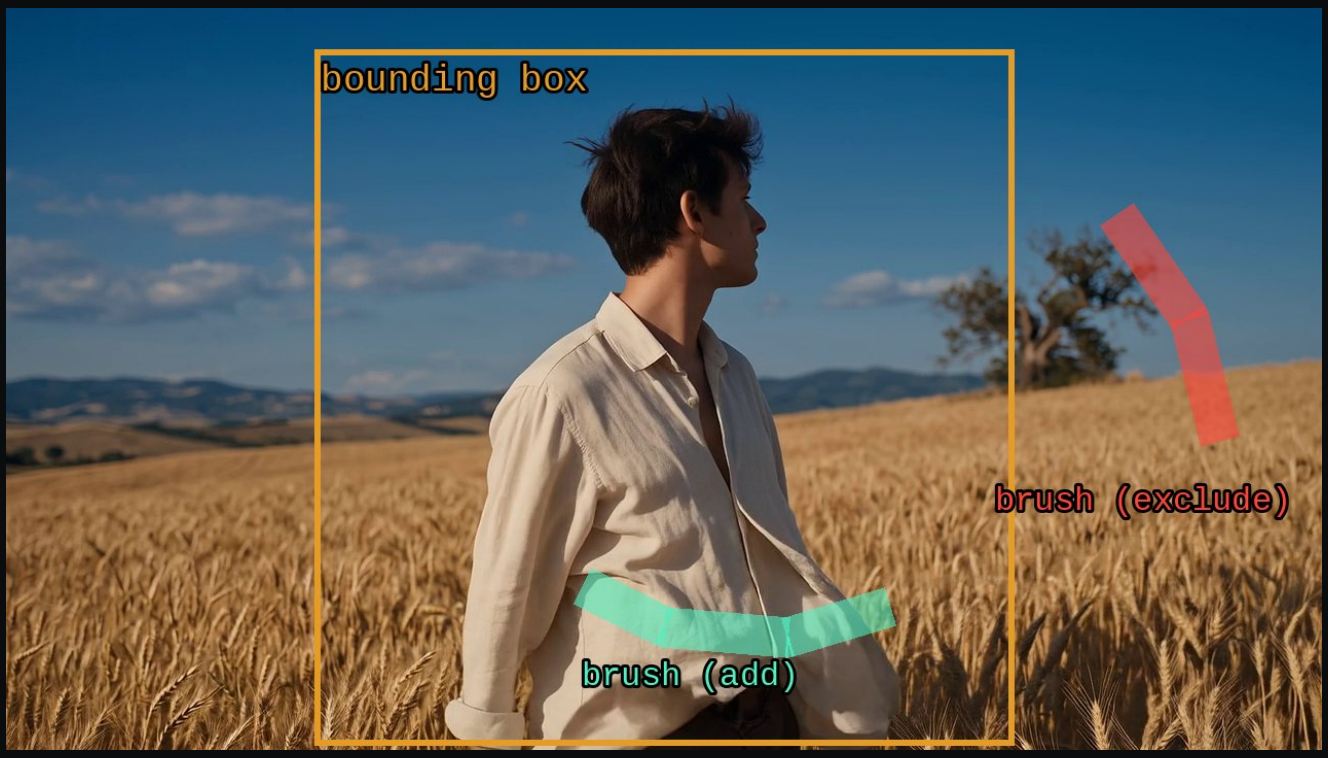
05 QUICK START

1. Add Gen Alpha to the clip and enter Backend URL, licence key and fal.ai key once.
2. With **Edit selection in viewer** ticked and Tool set to **Bounding box**, drag a box around the person in the viewer.
3. Optional: paint with Brush (add) over parts the box misses, or Brush (exclude) over things to leave out.
4. Click **GENERATE ALPHA (whole clip)**. Watch the Status: grabbing, uploading, tracking, downloading, ready.
5. Set **Output** to Character (RGBA) to use the alpha downstream, or Matte only to check it.
6. Color page: right-click the empty node graph, choose **Add Alpha Output**, and connect the Gen Alpha node's blue alpha output to it. Without this Resolve ignores the alpha and the clip looks unchanged.

> **ALPHA** Nothing changes on the clip even though the Status says ready? Add Alpha Output in the node graph and connect the node's alpha (step 6). Matte only shows the matte without it.

BOX, BRUSH, HINT

06 SELECTING THE CHARACTER



Selections in the viewer: a box around the character, brush strokes to add or exclude.

Control	What it does
Edit selection in viewer	Shows the selection tools in the viewer (on by default).
Tool	Bounding box, Brush (add) or Brush (exclude).
Brush size	Brush diameter as a fraction of the frame (0.005-0.3, default 0.03).
Character hint (optional)	A short text like 'woman in red', used when no box or brush is drawn.
Clear selection	Removes the box and brush strokes.

EDGES

07 MATTE QUALITY AND OUTPUT

Control	What it does
Quality	Fine edges (SAM 3.1 + BiRefNet) for hair and detail, or Fast (SAM 3.1).
Edge softness	Softens the matte edge (0-1, default 0.35).
Edge colour fix	Off by default. Replaces discoloured edge pixels (spill, fringing) with colours pushed out from the solid inside. Edge erode = how deep the bad colours go, Edge extend = how far the inside colours reach. Output > Edge fix zone shows the recoloured pixels in red.
Edge fix before / after	Original edges left of the line, fixed edges right. Drag the line in the viewer or use Wipe position.
Show status in viewer	Status line at the top-left of the viewer (never in renders).
Output	Character (RGBA): the image with the alpha. Matte only: the alpha as black and white. Source (bypass): untouched.
Reset matte	Clears the finished matte for this node.

> **TIP** GENERATE ALPHA processes the whole source clip. Trim the clip in the timeline first if you only need part of it.

PROCESSING

08 WHILE A JOB RUNS

Status	Meaning
`grabbing N frames`	Reading the frames from Resolve.
`uploading i/N`	Sending frames.
`tracking: ...`	The matte is being tracked through the clip.
`server restarted - resuming the job (1/3)`	Resumes automatically, up to 3 times. Nothing is uploaded or charged again.
`downloading matte i/N`	Fetching the finished mattes.
`ready: N frames matted`	Done.

HELP

09 TROUBLESHOOTING

Symptom	What to do
Toast: enter your licence key first	Paste your KK- key.
Toast: paste your fal.ai API key first	Paste your key from fal.ai/dashboard/keys.
cannot reach backend	Check your internet connection. Clear the Backend URL field so the plugin uses the official server.
Matte includes another person or object	Draw a tighter box or paint Brush (exclude) over it, then GENERATE ALPHA again.
Part of the character missing	Paint Brush (add) over it or widen the box.
Status ready but the clip looks unchanged	Color page: right-click the node graph › Add Alpha Output and connect the Gen Alpha node's blue alpha output to it.
Edges too hard or too soft	Use Fine edges and adjust Edge softness.
Green / grey fringe around hair or edges	Turn on Edge colour fix, raise Edge erode until the fringe is gone.
No costs shown	Create your fal.ai key with the FULL preset.

QUESTIONS

10 FAQ

Who pays for the AI?

You, directly on your fal.ai account, at fal.ai's own price. There is no subscription and no markup.

Is my key stored on your servers?

No. It is saved on your computer only and used only to run your own jobs.

Can I use the matte in Fusion or for Skin?

Yes. Output Character (RGBA) carries the alpha downstream; KolorKlinic Skin can use it with Use input alpha as mask.