

USER MANUAL · OFX PLUGIN FOR DAVINCI RESOLVE

KOLORKLINIC
MASK BOOSTER

A bigger subject in, a steadier mask out.

KOLORKLINIC
FINISHING TOOLS FOR DAVINCI RESOLVE

PLUGIN VERSION 1.0
MACOS · INTEL + APPLE SILICON

INSIDE

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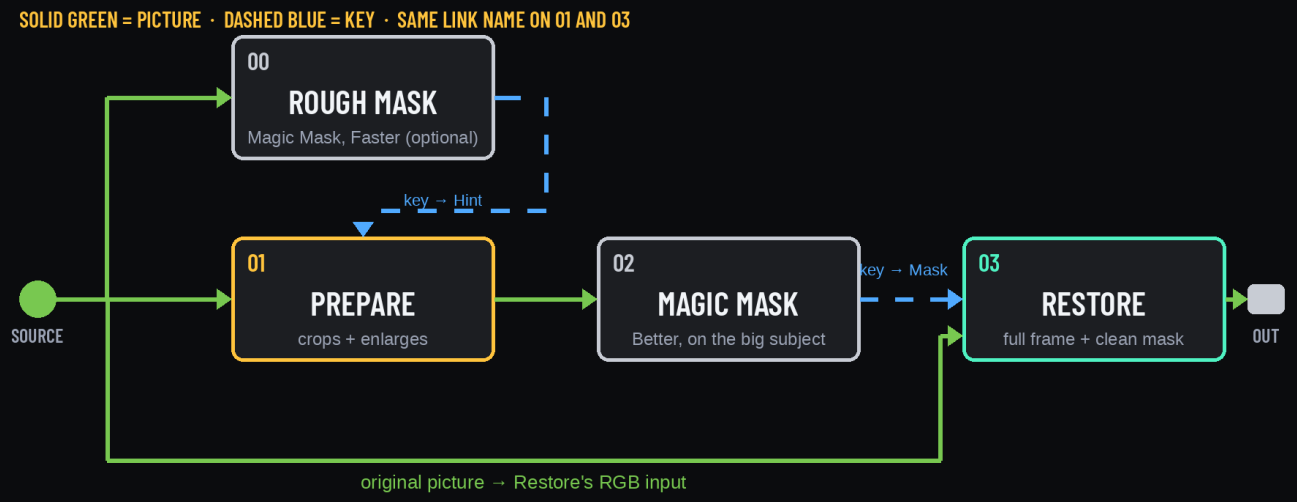
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OVERVIEW

01 WHAT MASK BOOSTER DOES

Magic Mask tracks best when the subject is big in the frame. On wide shots, distant people, hands and hair it gets blocky, loses pieces and chatters from frame to frame. Mask Booster is two OFX nodes that sit around Magic Mask on the Color page and fix that, with no Fusion setup.



The node tree on the Color page. The source feeds Prepare and, by a second line, Restore. Prepare and Restore share a Link name, so Restore knows where Prepare cropped on every frame.

Node	What it does
Prepare	Crops and enlarges the area around your subject, following a rough mask or a manual frame. The crop is averaged over neighbouring frames so it never jitters.
Magic Mask	Resolve's own tracker, run on the enlarged picture. Same tool, same strokes, just a bigger subject.
Restore	Takes the original picture and Magic Mask's key, returns the full frame with the mask back at its original size and position, steadied over neighbouring frames, holes and edges cleaned.

PREPARE INPUT: CROP AROUND THE SUBJECT



PREPARE OUTPUT: WHAT MAGIC MASK SEES



Prepare on a wide shot: the gold box is the crop (left), and Magic Mask then works on the enlarged picture (right).

GETTING STARTED

02 INSTALL

Mask Booster is for **DaVinci Resolve on macOS** (Intel and Apple Silicon, macOS 10.14 or later).

1. Download the **macOS installer (.pkg)** from the Mask Booster section on kolorklinic.com.
2. Quit DaVinci Resolve, double-click the .pkg and follow the steps. It installs into `/Library/OFX/Plugins/`.
3. Start Resolve. Both nodes are in the Effects panel under OpenFX › KolorKlinic: **KolorKlinic Mask Booster: Prepare** and **KolorKlinic Mask Booster: Restore**.

Prefer a zip? Unzip `KolorKlinicMaskBooster.ofx.bundle` into `/Library/OFX/Plugins/` yourself. The builds are signed and notarized by Apple, so no quarantine step is needed.

> **TIP** Both nodes are in the same plugin file. One install, one licence, two nodes.

ONE-TIME SETUP

03 LICENCE AND ACTIVATION

Mask Booster works straight away as a **free trial with a watermark**. Activate it once per machine to remove the watermark. Activation is offline: after it, the plugin never needs the internet.

1. Add Mask Booster to a clip. The panel shows a **Machine ID** (format `XXXX-XXXX-XXXX`).
2. Open `kolorklinic.com/activate`, enter your licence key (starts with `KKM-`) and the Machine ID, and click **Get activation code**.
3. Paste the code into **Activation code** in the panel. The **Licence** line confirms it and the watermark disappears.

Field	What it is
Licence	Read-only: trial or licensed, and for whom.
Machine ID	Identifies this computer. Copy it to the Activate page.
Activation code	Paste the code from the Activate page. Saved on this machine.

> **SEATS** Each licence activates up to 3 machines. Moving to a new computer? Free a seat with Manage machines on the Activate page. Lost your key? Use the lost-key form there.

> **TWO NODES** Activate once on either node and the code is saved on the machine, so the other node is licensed too. In trial mode only Restore shows the TRIAL stripes; Prepare stays clean so Magic Mask is never fooled by the watermark.

WORKFLOW

04 QUICK START

Resolve's viewer always shows the **last node** of the tree, and node thumbnails only show the clip. That is why Restore has an **Output** menu with two set-up views: you look at every step from Restore, without rewiring.

1. **Build the tree** as in the node tree picture in chapter 01: `Source › 01 Prepare › 02 Magic Mask`, then node **03 Restore**. Drag a second line from the **Source** into Restore's RGB (green) input, and wire node 02's blue **key output** into Restore's second green input (**Mask**). If the second green input is missing, right-click the node › Add OFX Input.
2. **Frame the subject.** On Restore set **Output: Crop box**. The viewer shows the original with Prepare's crop in gold. On Prepare, either keep **Crop: Manual** and move **Centre X/Y** and **Zoom** until the gold box holds the subject with some room (keyframe it if she moves), or use **Follow hint**: add node 00 with a quick Magic Mask (Faster) on the source and wire its key output into Prepare's second green input (**Hint**). The box then follows by itself.
3. **Draw Magic Mask.** On Restore set **Output: Enlarged picture**. The viewer now shows exactly what node 02 sees. Select node 02, draw your strokes on the big subject and track (Better).
4. **Get the result.** On Restore set **Output: Original + mask**. You get the untouched full frame with the mask in the alpha, at the original size and position. Pick **Mask only** to check it in black and white.
5. **Check the wiring.** On Restore set **Output: Wiring guide**. The viewer draws the node tree with your mask tinted blue, and a checklist: every line should be green. A red line says exactly what to connect or fix.
6. **Grade with it.** Right-click node 03 › OFX Alpha › **Use OFX Alpha**. Add a node after 03 and wire 03's blue key output into its key input: that node grades the subject only (invert the key in the Key palette for the background).
7. Tune Restore's stabilisation and edges while playing the shot (chapter 06). Render as usual.

CHECK Restore's **Inputs** line must read `Mask: OFX input | Crop: linked to Prepare`. If it says NOT FOUND, the Link names differ or Prepare has not rendered that frame yet: play the shot once.

RE-TRACK Re-track Magic Mask whenever you change Prepare's crop: its tracking was made on the old framing.

LINK Link name: use one name per shot (A, B, C...). Two shots with the same name share their crops.

NODE 1

05 PREPARE CONTROLS

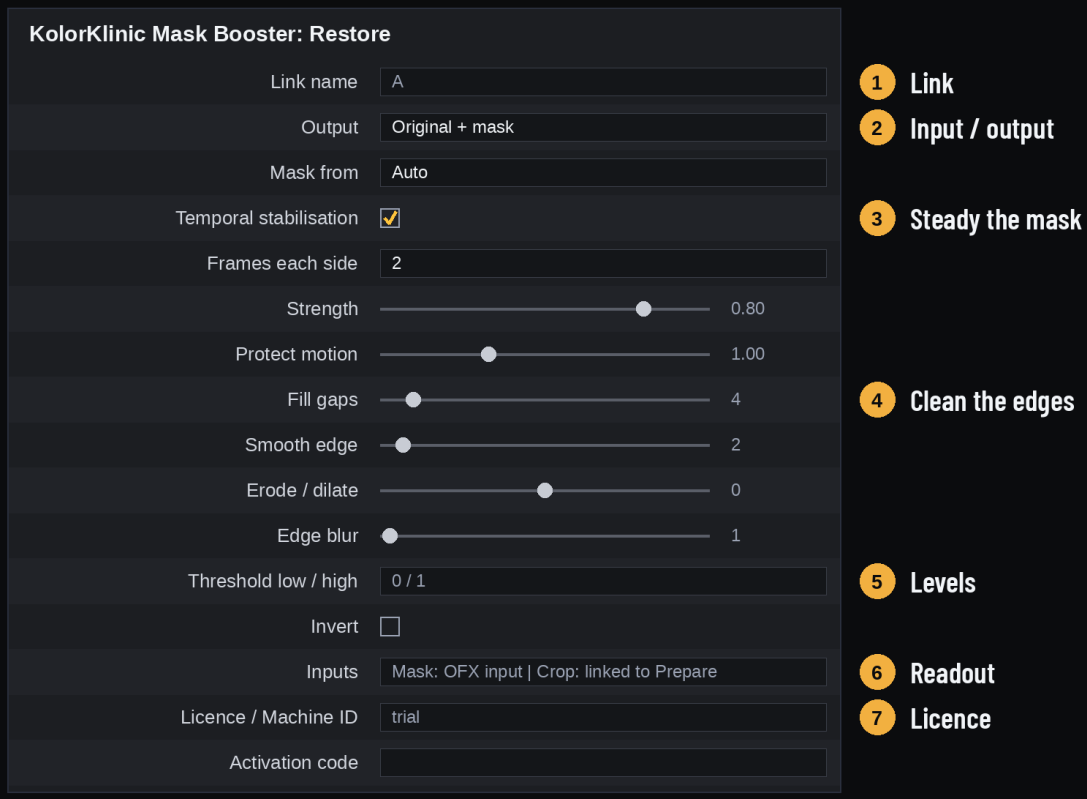


The Prepare panel.

Control	Range (default)	What it does
Link name	text (A)	Pairs this Prepare with the Restore of the same name.
Hint (OFX input)	key	Optional rough key (e.g. a quick Magic Mask) that tells Prepare where the subject is.
Crop	Manual / Follow hint (Follow hint)	Follow hint finds the subject from the Hint input. Manual uses Centre and Zoom. Without a hint, Prepare uses the manual crop.
Hint from	Auto / Alpha / Luminance (Auto)	Auto reads the hint's alpha when it holds a matte, else its brightness.
Hint threshold	0-1 (0.5)	How bright the hint must be to count as subject.
Crop smoothing	0-6 frames (3)	Averages the crop over this many frames each side, so it glides instead of jittering.
Safety padding	0-1 (0.15)	Extra room around the subject so moving hands and hair stay inside the crop.
Crop fit	Stretch / Keep shape (Keep shape)	Keep shape keeps the subject's proportions, which Magic Mask prefers. Stretch fills the frame.
Centre X / Y, Zoom	0-1, 1-8 (0.5, 0.5, 2)	Manual crop: where to look and how much to enlarge. Keyframeable.
Crop (readout)	read-only	How much of the frame the current crop covers.

NODE 3

06 RESTORE CONTROLS



The Restore panel.

Control	Range (default)	What it does
RGB input	picture	The original source picture (a second line from the Source).
Mask (OFX input)	key	Magic Mask's key, wired from node 02's blue key output.
Link name	text (A)	Must match Prepare's Link name.
Output	5 choices (Original + mask)	Original + mask: full frame, mask in the alpha. Mask only: black and white. Enlarged picture and Crop box: set-up views (see Quick start). Wiring guide: draws the node tree, checks Restore's inputs in green/red and shows which key line to wire for grading.
Mask from	Auto / Alpha / Luminance (Auto)	Auto reads the alpha when it holds a matte, else the brightness of the Mask input.
Inputs (readout)	read-only	Where the mask and the crop came from.
Temporal stabilisation	on / off (on)	Blends the mask with neighbouring frames to stop chatter.
Frames each side	1-5 (2)	How many frames are blended. More = steadier, slower.
Strength	0-1 (0.8)	How much the neighbouring frames count.
Protect motion	0-3 (1)	Higher keeps fast moves sharp instead of averaging them.
Fill gaps	0-40 px (4)	Closes small holes inside the mask.
Smooth edge	0-30 px (2)	Rounds off blocky, jagged edges.
Erode / dilate	-30 to 30 px (0)	Negative shrinks the mask, positive grows it.

Control	Range (default)	What it does
Edge blur	0-30 px (1)	Softens the final edge.
Threshold low / high	0-1 (0 / 1)	Levels on the mask: raise low to drop faint spill, lower high to make the core solid.
Invert	on / off (off)	Outputs the background instead of the subject.

Pixel sizes are measured at 1080p and scale with your resolution, so the same settings look the same in HD, UHD and 6K.

BETTER MASKS

07 TIPS

- Playback: Magic Mask is heavy and Restore reads a few frames around the current one. Right-click node 03 › Node Cache › On, play the shot once, then it plays back from the cache.
- Small or distant subject: Follow hint with Safety padding 0.15-0.3. The smaller the subject in the frame, the more Prepare helps.
- Fast action: lower Strength or raise Protect motion so arms and hair do not lag behind.
- Chattering edge on a static subject: raise Frames each side to 3-4 and Smooth edge a little.
- Holes in clothing or the face: raise Fill gaps until they close, then Erode / dilate -1 or -2 to pull the edge back.
- Several people: one Prepare / Magic Mask / Restore branch per person, each with its own Link name.

HELP

08 TROUBLESHOOTING

Symptom	What to do
TRIAL stripes on the mask	Activate the plugin (chapter 03).
White box instead of a mask	Magic Mask's key is not reaching Restore: wire node 02's blue key output into Restore's second green input (Mask).
Mask in the wrong place or size	Re-track Magic Mask with Output: Enlarged picture on Restore. Check that both Link names match.
Whitish veil on the subject	Update the plugin: Restore now hands Resolve a premultiplied alpha, so the picture stays untouched in Original + mask.
Restore shows a zoomed picture	Restore's RGB input must come from the Source, not from Prepare or node 02.
Crop says No hint found	Wire a rough key into Prepare's OFX input, lower Hint threshold, or use Crop: Manual.
Crop drifts or jumps	Raise Crop smoothing.
Hands or hair cut off	Raise Safety padding.
Mask lags behind fast moves	Raise Protect motion or lower Strength.
Slow playback	Restore asks Magic Mask for neighbouring frames. While setting up, use Frames each side 1. For smooth playback right-click node 03 › Node Cache › On and let Resolve cache it once.
Render node shows a watermark	Each render machine needs its own activation (Machine ID on that machine).

QUESTIONS

09 FAQ

Does it replace Magic Mask?

No. It makes Resolve's own Magic Mask work better: a bigger subject in, a steadier, cleaner mask out.

Does it need the internet?

Only once, to get the activation code. After that everything runs offline on your Mac.

Does it work in Fusion, Windows or Linux?

Mask Booster is built for the Resolve Color page on macOS.

Can I use the mask in other KolorKlinic plugins?

Yes. Restore puts the mask in the alpha, so any node or plugin that reads the key can use it.