

USER MANUAL · OFX PLUGIN FOR DAVINCI RESOLVE

KOLORKLINIC RECAST

Fix the take without a reshoot.

KOLORKLINIC
FINISHING TOOLS FOR DAVINCI RESOLVE

PLUGIN VERSION 1.2.14
MACOS · WINDOWS · LINUX

INSIDE

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OVERVIEW

01 WHAT RECAST DOES

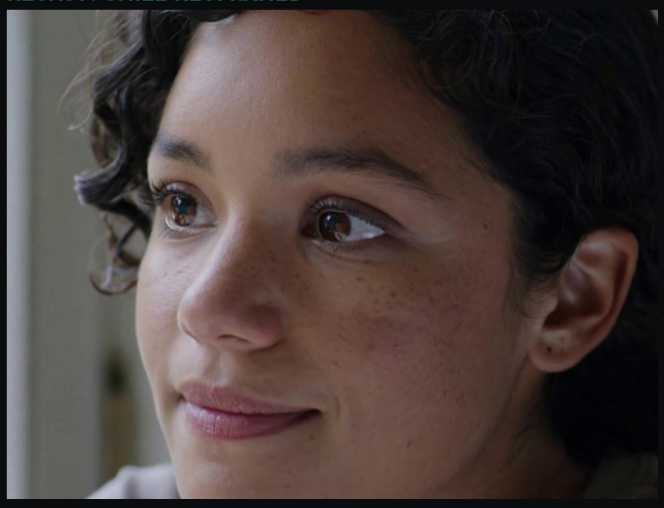
Recast changes a performance after the shoot, right inside DaVinci Resolve. Add a smile, remove or add a blink, move the eyes, lift the brows, open the mouth a little or nudge the head, all with normal Resolve keyframes.

The AI (LivePortrait, run on your own fal.ai account) only works out the **new shape** of the face. Recast then moves **your own full-resolution pixels** into that shape, on a face that is locked still before the change and put back afterwards. Pores, lashes, lips and catchlights stay sharp, and only the face area is touched.

ORIGINAL TAKE



RECAST: SMILE KEYFRAMED



A gentle smile keyframed with the Smile slider. Demo actor is AI-generated.

Two ways to work

Mode	Use it when	What you do
Edit (sliders)	You want a specific change: smile, blink, gaze, brows, small head moves.	Keyframe the 10 sliders or drag the handles on the face in the viewer.
Retarget (driver clip)	You want a whole new facial performance copied from another take.	Pick a driver video (yours or the built-in library). Expressions, gaze and mouth are copied; the actor's own head movement stays.

> **TIP** Blink removal is free: it re-uses the open eyes from just before the blink and does not call fal.ai.

GETTING STARTED

02 INSTALL

Download the build for your system from the Recast section on kolorklinic.com (Linux, Intel Mac, Apple Silicon Mac, Windows). Unzip it and drop the **KolorKlinicRecast.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/KolorKlinicRecast.ofx.bundle
```

Find it in Resolve

- **Color page:** open the Effects panel, then OpenFX › KolorKlinic › **KolorKlinic Recast**, and drag it onto a node.
- **Edit page:** Effects › OpenFX › KolorKlinic, then drag it onto the clip.
- The **Version** line at the top of the panel shows the installed build. When a newer version is out, the panel tells you.

> **TIP** Use one Recast node per shot and per face. Put it early in the node tree, before heavy grading or sharpening, so the face is found reliably.

ONE-TIME SETUP

03 LICENCE AND FAL.AI KEY

Recast needs three things in the bottom of the panel. They are remembered on this computer, so you only enter them once.

Field	What to paste	Notes
Backend URL	`https://kolorklinic.com`	Already filled in. Change it only if support asks you to.
Licence key	Your Recast key, starting with `KKR-`	Sent by email after purchase. Lost it? Use the lost-key form on the website.
fal.ai API key	Your own key from `fal.ai/dashboard/keys`	Processing is billed directly to your fal.ai account. No subscription, no markup.

Key buttons

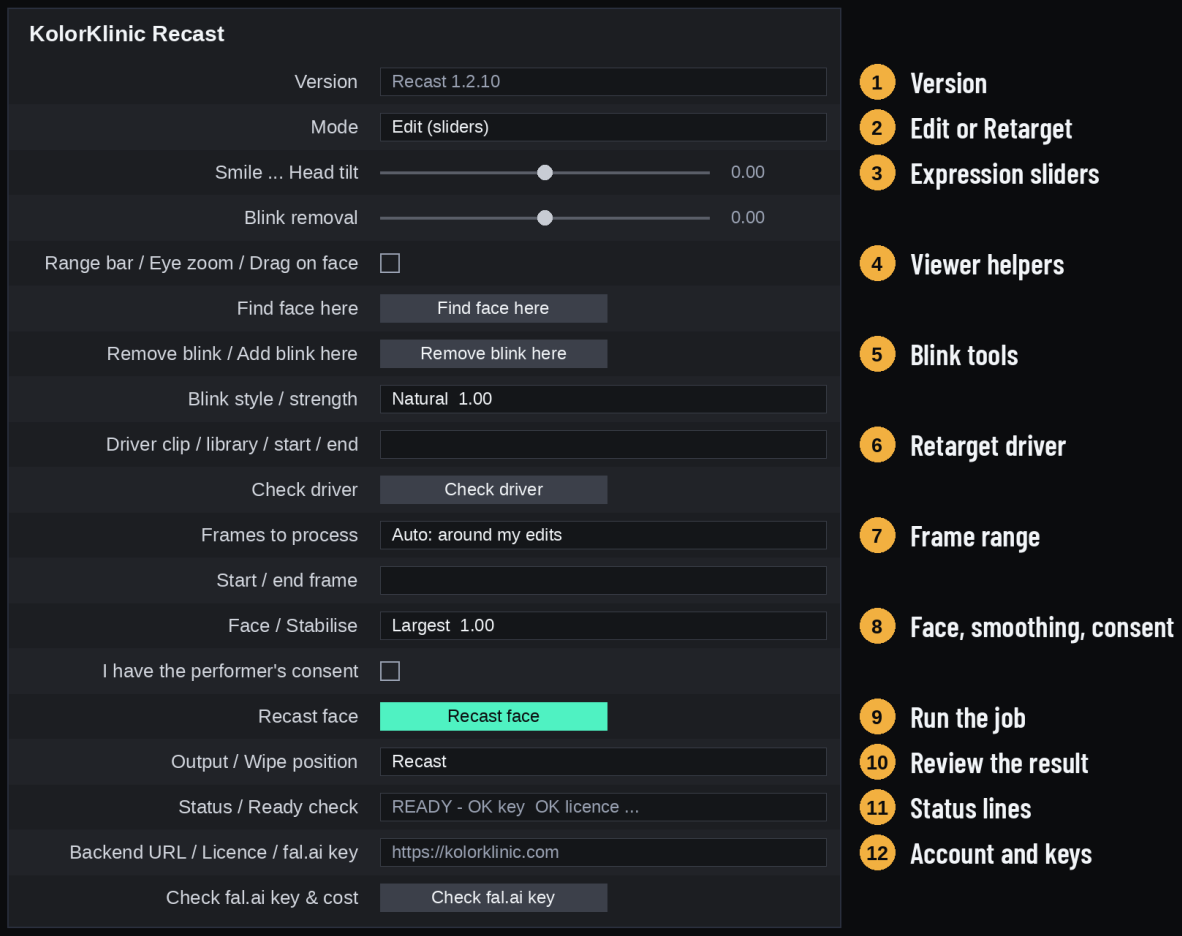
- **Check fal.ai key & cost** confirms the key works and shows what the next job will roughly use.
- **Costs (fal.ai)** lists your recent jobs; **Refresh costs** updates it.
- **Forget fal.ai key** removes the key from this computer (for shared suites or before handing a machine over).

Where keys are stored: `~/.kolorklinic/` on macOS and Linux, `%APPDATA%\KolorKlinic\` on Windows. The folder is shared with the other KolorKlinic plugins. Your fal.ai key never leaves your machine except to run your own jobs.

SEATS Moving to a new computer? Free a seat first in Manage machines on the website, then enter the licence on the new machine.

CONTROLS

04 THE PANEL AT A GLANCE



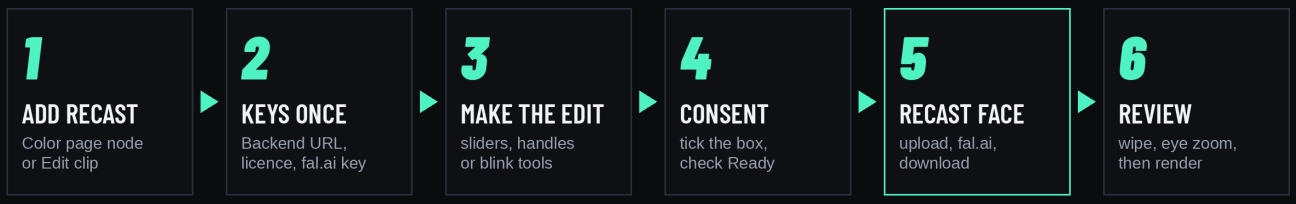
The Recast controls in the Resolve Inspector, grouped top to bottom. Numbers match the list below.

#	Group	In one line
1	Version	The installed build.
2	Mode	Edit (sliders) or Retarget (driver clip).
3	Sliders	Smile, Eyelids, Wink, Eyebrows, Gaze x2, Mouth open, Head turn / nod / tilt, plus Blink removal.
4	Viewer helpers	Show range bar, Eye zoom inset, Drag on face, Find face here.
5	Blink tools	Remove blink here, Add blink here, Blink style, Blink strength.
6	Retarget driver	Driver clip, Driver library, Choose driver clip..., Driver start / end, Check driver, Allow head turns.
7	Frame range	Frames to process, Start / End frame, Set start here / Set end here.
8	Face and consent	Face (which person), Stabilise, I have the performer's consent.
9	Run	Recast face: uploads, processes and caches the result.

#	Group	In one line
10	Review	Output (Recast, Original, Edit mask, Driver preview, Before / after wipe, Lid detail only), Wipe position, Reset result.
11	Status	Live progress and the Ready check.
12	Account	Backend URL, Licence key, fal.ai key, cost tools.

WORKFLOW

05 QUICK START: YOUR FIRST FIX



1. Add **KolorKlinic Recast** to the shot and park the playhead on a frame where the face is clear.
2. Enter Backend URL, licence key and fal.ai key once (chapter 03).
3. Click **Find face here**. Handles appear on the face (no fal.ai cost).
4. Make the change: drag a handle, move a slider, or use Remove / Add blink here. Every drag or slider move is a keyframe at the playhead.
5. Tick **I have the performer's consent**. The Ready check should read READY with all five items green.
6. Click **Recast face**. Watch the status line at the top of the viewer: grabbing, uploading, processing, downloading, ready.
7. Review with Output › **Before / after wipe** and the Eye zoom inset, then set Output back to **Recast** and render.

> **TIP** Changed a keyframe after the run? Click Recast face again. Frames fal.ai already returned for the same settings are re-used, so you are not charged twice for them.

EXPRESSIONS

06 EDIT MODE: THE SLIDERS

All sliders start at 0 (no change) and animate. Small values look most natural; the ranges below are the limits.

Slider	Range	What it does
Smile	-2 to 2	Negative = less smile, positive = bigger smile.
Eyelids (blink)	-20 to 5	Negative closes the eyes (-20 = full close). A small positive value opens tired eyes.
Wink	0 to 25	Closes one eye.
Eyebrows	-15 to 15	Positive raises the brows, negative frowns.
Gaze left / right	-30 to 30	Moves where the actor looks, horizontally.
Gaze up / down	-30 to 30	Moves where the actor looks, vertically.
Mouth open	0 to 120	Opens the jaw (an 'aah' shape). Keep it small: teeth and the inside of the mouth are AI-rendered and softer than your footage.
Head turn	-20 to 20	Small turn left / right.

Slider	Range	What it does
Head nod	-20 to 20	Small tilt up / down.
Head tilt	-20 to 20	Small sideways tilt.
Blink removal	0 to 1	Swaps in the open eyes from just before a blink. Free, no fal.ai cost. Usually set by Remove blink here.
Lid detail	0 to 1	Grain, skin texture and a crisper lash line on closed lids made by Recast (default 0 = off; try 0.3-0.7). Live, no new run needed.

Face, Stabilise

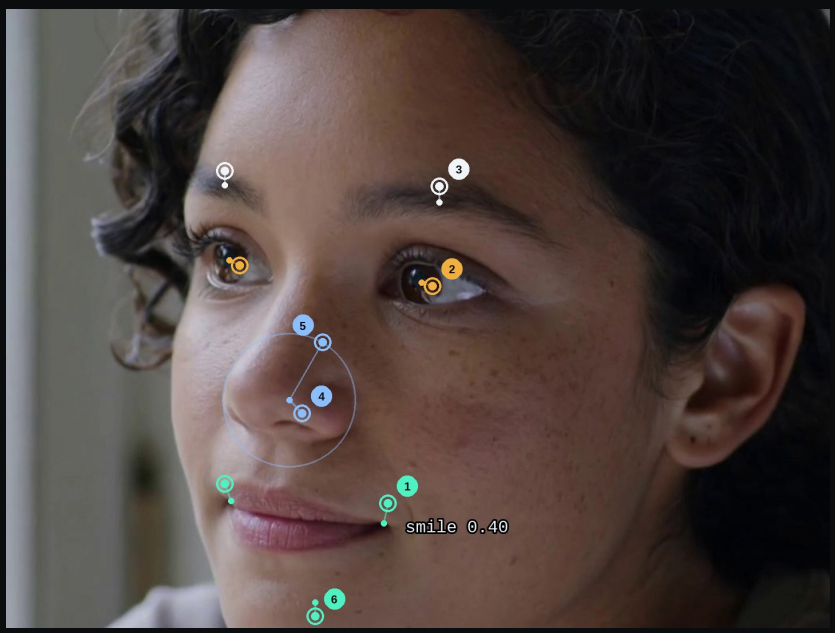
- **Face**: which person to change when several are in shot: Largest, Leftmost, Rightmost or Closest to centre.
- **Stabilise** (default 1): smooths the edit over neighbouring frames to remove shimmer. Keyframed changes stay sharp. Lower it only if a fast expression change looks late.

> **TIP** Ease in and out. A change that ramps over 8 to 24 frames reads as acting; a change that pops on one frame reads as an edit.

ON-VIEWER HANDLES

07 DRAG ON THE FACE

With **Drag on face** ticked (default) and Mode set to Edit, click **Find face here**. Handles appear on the face in the viewer. After a Recast run they follow the face on every frame.



1 **MOUTH CORNERS**
smile

2 **PUPILS**
gaze left / right, up / down

3 **BROWS**
eyebrows

4 **NOSE**
head turn + nod

5 **TILT RING**
head tilt (drag around the ring)

6 **CHIN**
mouth open

The six handle types. While you drag, the live value shows next to the handle.

Handle	Drag	Sets
1 Mouth corners	Up / down	Smile
2 Pupils	Any direction	Gaze left / right and up / down
3 Brows	Up / down	Eyebrows
4 Nose	Left / right, up / down	Head turn and Head nod
5 Tilt ring	Around the ring	Head tilt

Handle	Drag	Sets
6 Chin	Down	Mouth open

- Each drag sets a keyframe at the playhead. Move the playhead, drag again, and Resolve interpolates between them.
- **Double-click** a handle to reset its sliders to zero at the playhead.
- Handles are a shortcut to the same sliders: you can fine-tune any value numerically in the panel afterwards.

EYES

08 BLINKS: REMOVE OR ADD

Remove a blink

1. Put the playhead on the frame where the eyes are most closed.
2. Click **Remove blink here**. Blink removal is keyframed over ±4 frames with a smooth curve.
3. Click **Recast face**. The open eyes from just before the blink are tracked onto the face for the whole blink. No fal.ai cost.

ORIGINAL TAKE



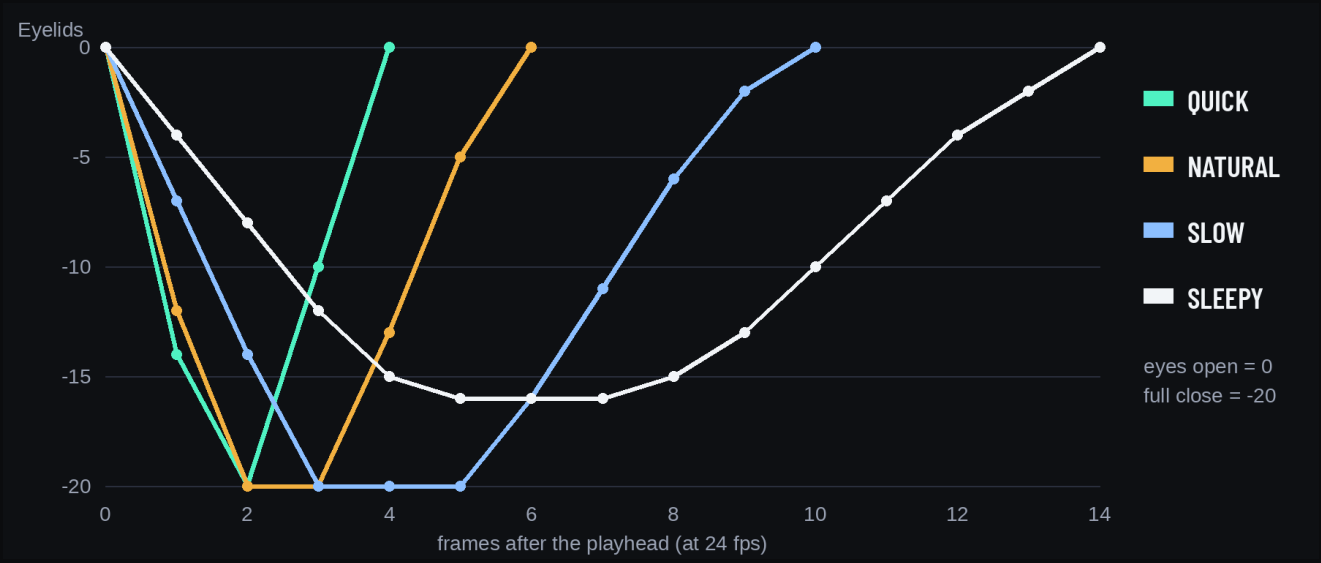
RECAST: BLINK REMOVED



Remove blink here: the closed-eye frame (left) and the result (right).

Add a blink

1. Choose a **Blink style** and **Blink strength** (1 = full close, 0.5 = soft half-blink).
2. Put the playhead where the blink should start and click **Add blink here**. A blink is keyframed on the Eyelids slider.
3. Click **Recast face**.



The four blink styles on the Eyelids slider at 24 fps and strength 1. Timings scale to the clip's frame rate.

Style	Length (approx.)	Feels like
Quick	4 frames	A fast, alert blink.
Natural (default)	7 frames	Quick close, slightly slower reopen.
Slow	10 frames	A deliberate, calm blink.
Sleepy	14 frames	Closes most of the way and reopens slowly.

Lid detail

Closed lids made by Recast are drawn by the AI and can look softer than your footage. **Lid detail** (0 to 1, default 0 = off) adds grain matched to the shot (measured on the cheek, one steady pattern pinned to the face so it never flickers) and crisps the lash line. It works live on the cached result: no new Recast face run, no fal.ai cost. Try 0.3 to 0.7 on sharp, grainy close-ups; keep it at 0 on clean footage. To see exactly what it adds, set Output to **Lid detail only**: grey means nothing added; the added grain and lash detail show 4x stronger.

> **TIP** Close-ups: the eye zoom inset (chapter 11) magnifies both eyes 3x, the quickest way to check lid edges on a blink.

PERFORMANCE TRANSFER

09 RETARGET MODE: DRIVER CLIPS

Retarget copies expressions, gaze and mouth from a driver performance onto your shot. Your actor's own head movement stays.

1. Set **Mode** to **Retarget (driver clip)**.
2. Pick a driver: **Choose driver clip...** opens your file browser (MP4 / MOV, face clearly visible), or choose one from the **Driver library**: Soft smile, Gentle nod, Look to camera, Raised brows, Calm blink, plus the expressive Laugh, Surprise and Sad / emotional (AI actors, no real people). Picking from the library switches to Retarget and plays the driver in the viewer (Output: Driver preview).
3. Optional: **Driver start (s)** / **Driver end (s)** use only part of the driver. Leave both at 0 for the whole clip.
4. Click **Check driver** (no fal.ai cost). It checks the first frame is a calm pose facing the camera. Set Output to **Driver preview** and press play to see it move.
5. Tick consent and click **Recast face**. Set Output back to **Recast** to view the result.

> **HEAD TURNS** Recast stops before calling fal.ai when the driver turns its head more than about 20 degrees, because that gives a double face. Tick Allow head turns only if you accept that risk.

Best drivers: front-on, evenly lit, a calm neutral first frame, and the same rough framing as your shot.

RANGE

10 CHOOSING THE FRAMES

Resolve gives plugins the whole source clip, not your edit in / out points. **Frames to process** decides what is sent:

Option	What is processed
Auto: around my edits (default)	Only the frames around your keyframed changes, plus 12 frames either side. Retarget uses the whole clip unless you set start / end.
Start / end below	Exactly the frames between **Start frame** and **End frame**. Use **Set start here** and **Set end here** at the playhead.
Whole clip	Every frame of the source clip.

One job can process up to 3000 frames. For longer shots, set a start / end and run it in parts.

> **TIP** Frame numbers are source frames. The range bar in the viewer (next chapter) shows exactly which part of the clip will be processed.

VIEWER TOOLS

11 REVIEWING THE RESULT



Viewer overlays: 1 live status, 2 eye zoom inset, 3 range bar with playhead, 4 ready check.

#	Overlay	What it tells you
1	Live status	While a job runs, progress shows at the top of the viewer, so you don't need the panel open.
2	Eye zoom inset	Both eyes magnified 3x in the top-right corner while you view and scrub. Left out of delivery renders; otherwise it carries a red 'turn off before delivery' label.
3	Range bar	Dim: the whole source clip. Bright: the frames Recast will process. White tick: the playhead. Toggle with Show range bar.
4	Ready check	key, licence, consent, edits, range. Green when done, red when something is missing.

Output options

Output	Shows
Recast	The finished result. Use this for rendering.
Original (bypass)	Your untouched footage, for a quick A/B.
Edit mask	Where on the frame Recast changed pixels.
Driver preview (plays)	Retarget: the driver clip playing over the timeline (library drivers, or your own after Check driver). Set Output back to Recast to see your shot; RECAST FACE does it for you.

Output	Shows
Timeline colour space	For the driver preview only: pick ACEScct in ACES projects, DaVinci Intermediate in DaVinci Wide Gamut projects.
Before / after wipe	Original left of a line, Recast right of it. Drag the line in the viewer or use Wipe position.
Lid detail only	What Lid detail adds on closed lids (grain and lash line), 4x stronger on grey. Grey = nothing added.



Before / after wipe on a removed blink. Drag the mint line to sweep across the face.

Reset result clears the cached result for this node so you can start the shot again from the original.

PROCESSING

12 WHILE A JOB RUNS

Clicking **Recast face** grabs the frames, uploads them, runs the face change on your fal.ai account, downloads the result and caches it inside the node. You can keep working in Resolve meanwhile; only one Recast job runs at a time.

Status	Meaning
`grabbing N frames`	Reading the frames to process from Resolve.
`uploading i/N`	Sending frames. If the connection drops, the next run resumes the upload where it stopped.
`server restarted - resuming the job (1/3)`	The job resumes automatically, up to 3 times. Nothing is uploaded or charged again.
`downloading i/N`	Fetching the finished frames.
`ready: N frames recast`	Done. The result is cached; scrub and render as usual.
`failed: ...`	The message says why. See Troubleshooting.

> **TIP** One shot per node: add a separate Recast node to each clip you want to change and run Recast face there.

FINISH

13 RENDERING AND DELIVERY

- Set Output to **Recast** before you render.
- Turn **Eye zoom inset** off before delivery. It is left out when Resolve reports a delivery render; if it is ever visible it carries a red warning label.
- The range bar, handles, wipe line and status text are viewer overlays only and never appear in renders.
- Grade after Recast where you can: the face is found and matched more reliably on the less processed image.

HELP

14 TROUBLESHOOTING

Symptom	What to do
Plugin not in the Effects list	Check the bundle is in the plugin folder for your system (chapter 02) and restart Resolve. On macOS run the xattr command.
Toast: paste your fal.ai API key first	Paste the key from fal.ai/dashboard/keys into fal.ai API key, then Check fal.ai key & cost.
Toast: enter your Recast licence key first	Paste your KKR- key. Lost it? Use the lost-key form on the website.
Toast: tick consent first	Tick I have the performer's consent. It is required for every job.
Toast: all sliders are at zero	Nothing to change yet: move a slider, drag a handle or use Remove / Add blink here.
Ready check: set a shorter range	More than 3000 frames are selected. Use Start / end below.
No handles on the face	Mode must be Edit and Drag on face ticked. Click Find face here on a frame with a clear, front-facing face.
Wrong person changed	Change Face to Leftmost, Rightmost or Closest to centre and run again.
Retarget stopped before fal.ai	The driver turns its head too far. Trim it with Driver start / end, pick another driver, or tick Allow head turns.
Shimmer or jitter on the face	Keep Stabilise at 1 and use smaller, eased values.
Soft or odd-looking mouth	Reduce Mouth open; the inside of the mouth is AI-rendered.
cannot reach backend	Check your internet connection and that Backend URL is https://kolorklinic.com.
Job seems stuck	Keep Resolve open: interrupted jobs resume automatically up to 3 times. Then click Recast face again; finished frames are re-used, not charged twice.

> **SUPPORT** Still stuck? Write to support from the website with your plugin version, operating system and the exact Status text.

QUESTIONS

15 FAQ

Does Recast replace my actor's skin with AI skin?
No. The AI only computes the new face shape; Recast warps your own full-resolution pixels into it.

Does blink removal cost anything on fal.ai?
No. Remove blink here re-uses the open eyes from just before the blink and runs without fal.ai.

Will I pay twice if I click Recast face again?
Frames fal.ai already returned for the same settings are re-used and not billed again. Only new or changed frames are processed.

Can I keyframe everything?
Yes. Every slider and every handle drag is a normal Resolve keyframe.

Does it work on moving, handheld shots?
Yes. The face is locked still for the change and put back onto the moving shot, like a stabilise, fix, unstabilise workflow.

Can I use it on several people in one shot?
One face per node. Add a second Recast node and set Face to pick the other person.

Which systems are supported?
DaVinci Resolve on macOS (Apple Silicon and Intel), Windows and Linux.

Where is my fal.ai key stored?
Only on your computer, in the KolorKlinic settings folder. Forget fal.ai key removes it.

ETHICS

16 CONSENT AND RESPONSIBLE USE

Only change the performance of people who agreed to it. Recast asks you to confirm the performer's consent before every job.

Realistic edits of real people may need to be disclosed where you publish them. Check the rules of your platform, broadcaster or client.

The demo actors in this manual and in the driver library are AI-generated; no real people were used.