

USER MANUAL · OFX PLUGIN FOR DAVINCI RESOLVE

KOLORKLINIC SKIN

Beauty retouch that stays on the face.

KOLORKLINIC
FINISHING TOOLS FOR DAVINCI RESOLVE

PLUGIN VERSION 1.0
MACOS · WINDOWS · LINUX

INSIDE

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OVERVIEW

01 WHAT SKIN DOES

Skin is a frequency-separation retouch. It splits skin into a **tone layer** (colour, blotches, the shadows of pores) and a **texture layer** (pores, fine hair). You smooth the tone and keep the texture, so skin looks even but real.

ORIGINAL SKIN



Original and Skin at default settings.

ORIGINAL TONE LAYER TEXTURE LAYER

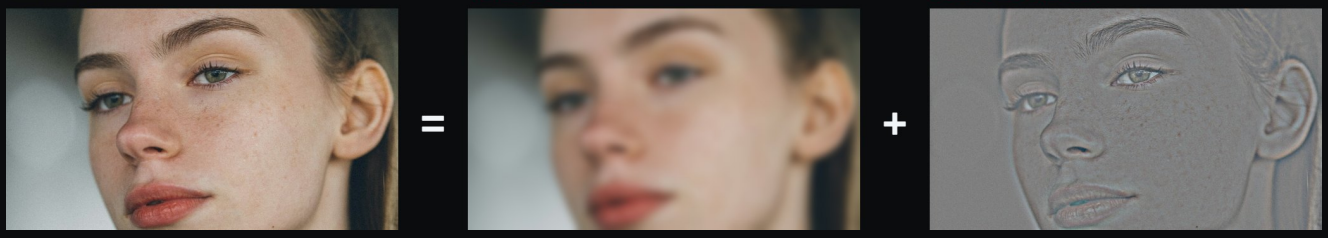


Illustration of frequency separation: the image is the sum of a smooth tone layer and a fine texture layer.

GETTING STARTED

02 INSTALL

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

Find it in Resolve

- **Color page:** open the Effects panel, then OpenFX › KolorKlinic › **KolorKlinic Skin**, 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 ACTIVATION

Skin 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.

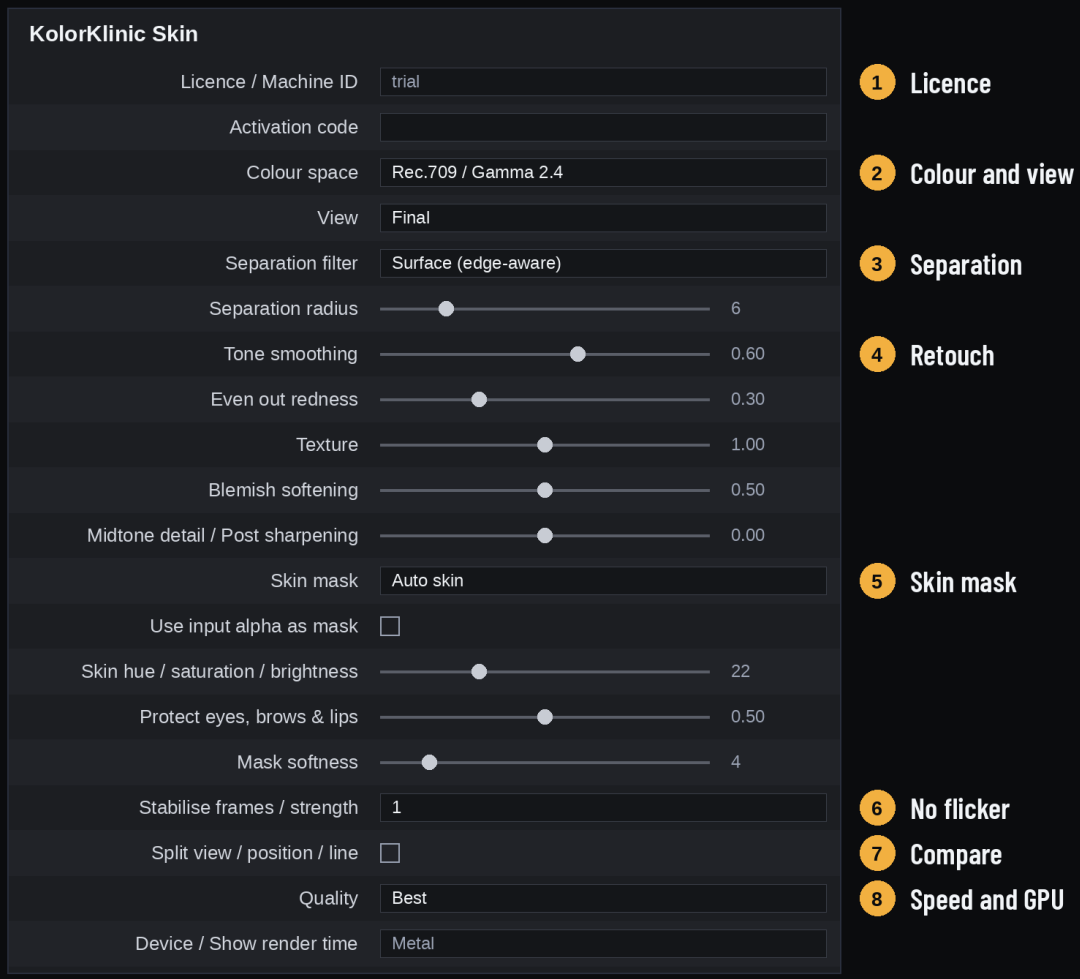
1. Add Skin to a clip. The panel shows a **Machine ID** (format `XXXX-XXXX-XXXX`).
2. Open `kolorklinic.com/activate`, enter your licence key (starts with `KKS-`) and the Machine ID, and click **Get activation code**.
3. Paste the code into **Activation code** in the panel. The **Licence** line confirms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

CONTROLS

04 THE PANEL AT A GLANCE



The Skin controls, grouped top to bottom.

WORKFLOW

05 QUICK START

1. Add Skin on a node after your primary grade.
2. Set **Colour space** to match your timeline.
3. Set **View** to **Skin mask** and check the face is white and the background black. Adjust the skin mask controls if needed.
4. Back to **Final**. Raise **Tone smoothing** to even out the skin and **Blemish softening** for spots.
5. Keep **Texture** at 1 for real pores. Compare with Split view, then turn it off and render.

TONE AND TEXTURE

06 SEPARATION

Control	Range (default)	What it does
Separation filter	Gaussian / Box / Surface	Surface is edge-aware: smoothing never bleeds across eyes, lips or the jawline.
Separation radius	1-30 (6)	Detail smaller than this (px at 1080p) is texture, larger is tone. Raise it on close-ups and high resolutions.

THE LOOK

07 RETOUCH CONTROLS

Control	Range (default)	What it does
Tone smoothing	0-1 (0.6)	Evens out the colour layer: blotches, shadows of pores, uneven skin.
Even out redness	0-1 (0.3)	Wide colour smoothing for redness and colour patches.
Texture	0-2 (1)	1 = original pores and fine detail. Lower softens, higher amplifies.
Blemish softening	0-2 (0.5)	Reduces spots and large pores (the mid-size detail) while keeping fine texture. Above 1 it also clears the crisp rim of strong spots and acne.
Input alpha is	Auto / Straight / Premultiplied	If the soft edge of a window or matte from another node looks light grey, pick Premultiplied.
Midtone detail	-1 to 1 (0)	More or less texture in the midtones, for a natural, filmic skin.
Post sharpening	0-1 (0)	Boosts the finest texture after retouching.

> **TIP** Natural beauty: Tone smoothing 0.4-0.7, Blemish 0.3-0.6, Texture 0.9-1.1. Above that the retouch starts to show.

WHERE IT WORKS

08 SKIN MASK

Control	What it does
Skin mask	Auto skin finds skin by its place on the vectorscope skin line. Whole frame retouches everything (limit it with a Resolve window or qualifier).
Use input alpha as mask	Multiplies the mask by the incoming alpha (Fusion or Edit mattes, or a Gen Alpha matte).
Skin hue range	Degrees around the skin-tone line (4-60, default 22). Widen for mixed light, narrow if the background is caught.
Skin min / max saturation	Saturation limits of what counts as skin (defaults 0.05 / 0.35).
Skin min brightness	Ignores very dark areas (default 0.04).
Protect eyes, brows & lips	Keeps dark features and very saturated lips out of the mask (default 0.5).
Mask softness	Feathers the mask edge (0-30, default 4).

Inspect

View	Shows
Final	The finished retouch.
Tone layer	The smoothed colour layer.
Texture layer	The fine detail that is kept.
Skin mask	White = retouched, black = untouched.

STABLE OVER TIME

09 NO FLICKER

The tone layer is motion-stabilised across neighbouring frames, so the retouch stays locked to the face instead of shimmering. Texture always comes from the current frame.

Control	Range (default)	What it does
Stabilise frames	0-2 (1)	Motion-compensated frames on each side. 0 = off.
Stabilise strength	0-1 (0.8)	How much the neighbours are blended into the tone layer.

COMPARE

10 SPLIT VIEW

Tick **Split view** to see the original left of a divider and the retouched image right of it. Drag the divider in the viewer, or set **Split position** (0 = left edge, 1 = right edge). **Show split line** toggles the thin guide line.



Split view: original left, retouched right.

> **RENDER** Turn Split view off before you render, or the split is rendered too.

COLOUR MANAGEMENT

11 COLOUR SPACE

Set **Colour space** to match your timeline (Project Settings › Color Management). The plugin then works on the image in the right light and gamma, so strengths behave the same in every project.

Timeline	Choose
Standard Rec.709 project	Rec.709 / Gamma 2.4
ACES, ACEScct working space	ACEScct
ACES, ACEScc working space	ACEScc
ACES linear AP1	ACEScg (linear AP1)
ACES linear AP0	ACES2065-1 (linear AP0)
DaVinci Wide Gamut	DaVinci Wide Gamut / Intermediate

PERFORMANCE

12 SPEED AND GPU

The plugin runs inside Resolve's own GPU memory, so frames never round-trip through the CPU. Every engine runs the same maths and gives the same result, fully offline.

Control	What it does
Quality	Best uses your filter and stabilisation. Fast playback uses Gaussian separation and no stabilisation, for real-time scrubbing.
Device	Read-only: which GPU or CPU engine is processing the image.
Show render time	Times every frame (waiting for the GPU), so playback can be a little slower while on. Each frame is also logged to render_timing.csv in the KolorKlinic folder.
Refresh render time	Updates the Render time line in the panel.

HELP

13 TROUBLESHOOTING

Symptom	What to do
Watermark in the image	Activate the plugin (chapter 03).
Background or clothes get smoothed	View › Skin mask. Narrow Skin hue range, raise Skin min saturation, or limit with a window.
Parts of the face not retouched	Widen Skin hue range, lower Skin min brightness, or lower Protect eyes, brows & lips.
Plastic look	Lower Tone smoothing and keep Texture at 1 or slightly above.
Retouch shimmers	Stabilise frames 1-2 and Quality › Best for the render.
Smoothing bleeds over the lips or eyes	Separation filter › Surface (edge-aware).

QUESTIONS

14 FAQ

Do I need to roto the face?

No. The automatic skin mask finds skin by colour. Use a window or an incoming alpha to limit it further.

Where should it go in the node tree?

After the primary balance, so skin sits where it should on the vectorscope.

Does it need the internet?

No. After activation everything runs offline.