ReColorizer PRO
Video Colorization – Workflow

Film colorization is a process that can take a long time. To avoid hours of «rendering», RE Colorizer offers a workflow allowing you to adjust the essential settings in order to obtain the best possible result.

RE Colorizer distinguishes 3 steps to colorize a film:

1) **Pre-Processing** to optimize the black and white frames,
2) **Colorization** itself performed by the AI model,
3) **Post-Processing** to improve the colorized frames.

Workflow Overview

[1] Select the source video

Click 'Open Video'. Accepted formats: MP4, AVI, MOV, MKV.

If the file is in a format other than MP4/H264, RE Colorizer will convert it so that it can be colorized with the most suitable codec (H264). Once converted, it will be available in the same directory as the original file to load it.

[2] Set the Render Factor

Start by keeping the default value (32).

If the film is heavily damaged, the Render can be lowered since there is «nothing to look for». If the Render is too high, the AI model may see patterns that do not exist.

[3] Configure Pre-Processing

In this window, you have 3 settings:
- **B&W Optimization** : To improve the grey tones.

- **Boost Sharpness** : To enhance details.

- **Gamma < 1.0** : To deepen the blacks, generates more contrast
  > 1.0 : To lighten the shadows and reveal details

Use the «**View Pre-processing**» button until the generated black and white file looks optimal to you.

The file TEST (approx. 8 sec.) start from the chosen [MM:SS].

[4] Configure Post-Processing

This window lets you adjust the settings that will be applied after colorization.

Well Preserved : For an improved result without a plastic effect for well-preserved films.

Old Film : Deeply analyses the texture. Slow process, optimal for damaged films. This mode will generate numerous calculations.

Saturation < 1.0 : Vintage natural rendering – corrects overly vivid skin tones

Saturation > 1.0 : Modern vivid rendering – revives faded dyes

I'm Lucky : Active : Selective correction on highlights

The «**Preview 8 sec. Colorisation** » button allows you to test 8 secondes on the complete process: Pre-processing → Colorization → Restoration.

Use this button until the result looks optimal to you.

The file TEST (approx. 8 sec.) start from the chosen [MM:SS].

Final colorization of the file

Once the settings are finalized, **reload your file to colorize to replace the TEST file** and click «**Colorize Video**».

Progress is displayed in real time: percentage, processed frames, speed (fps) and estimated remaining time. Do not interrupt the process unless necessary – use the Stop button.

Be patient as the process **can take a long time.** It depends largely on your machine configuration. The AI model requires an **NVIDIA CUDA graphics card with 6 GB RAM.** If this condition is not met, RE Colorizer will use the processor and display «CPU Mode – slower processing».

Output file : The colorized video is automatically saved in the destination folder under the name 'OriginalName_RECOLORIZED.mp4'.
Duplicates: If a file with the same name already exists, a numeric suffix is added automatically (_1, _2...).
Convention: File name

OriginalName_RECOLORIZED.jpg / OriginalName_RECOLORIZED.mp4

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Settings by film type

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1. Settings table by film type

Film type	Restoration	Color Temp.	Gamma	Saturation	I'm Lucky	Notes
— Exterior / Natural Light —						
Summer / Full sun (1930–1970)	Well Preserved	Cold	0.9	1.0	Active	Strong natural light = warm bias. Cold + Lucky neutralizes yellowed highlights effectively.
Overcast / Winter (all eras)	Well Preserved	Balanced	1.0	0.9	Inactive	Diffuse and flat light. Neutral correction recommended – Lucky may cool the greys.
Landscape / Nature (1940–1980)	Well Preserved	Balanced	1.0–1.1	1.1	Active	Slightly boosted saturation revives greens and blues. Lucky brightens sky highlights.
— Interior / Studio —						
Interior / Tungsten (1930–1960)	Well Preserved	Warm	1.0–1.1	0.9	Inactive	Warm preserves the authentic tungsten ambiance. Lucky would fight the intentional warmth.
Studio / Portraits (all eras)	Well Preserved	Balanced	1.0	0.9–1.0	Inactive	Skin tones are critical. Stay Balanced – Cold or Lucky risk a blue cast on faces.

			— Damaged / Old Films —			
Old damaged film	Old Film	Cold	0.9	1.0	Active	Slow process. Old Film deeply analyses texture. Lucky helps lift the yellow veil of nitrate film.
Faded sepia (1900–1930)	Old Film	Cold	1.0–1.1	0.9	Active	Strong orange/brown cast. Cold + Lucky counteract the sepia bias without over-correcting.
Low contrast / Flat (1950–1970)	Old Film	Balanced	0.8–0.9	1.1	Active	Low gamma deepens blacks. High saturation compensates faded dye layers. Lucky adds brilliance.
			— Special Cases —			
Night / Low light (all eras)	Well Preserved	Warm	1.1–1.2	0.9	Inactive	High gamma opens shadow detail. Warm preserves the ambiance. Lucky targets highlights – rare at night.
High resolution / Very bright (all eras)	Well Preserved	Cold	0.7–0.8	0.9	Active	Maximum highlights – where Lucky is most effective. Cold + Lucky beautifully clean whites.
Modern balanced film (1980–2000)	Well Preserved	Balanced	1.0	1.0	Inactive	Late films with better dye stability. Default settings often sufficient.

2. Decision Tree

Is the film damaged or very old?
- YES (Before 1940 / Damaged film)
  - Does the film have a strong sepia or orange cast?
    - YES --> Old Film · Cold · Lucky Active
    - NO --> Is the film very flat and faded?
      - YES (Very flat) --> Old Film · Balanced · Gamma 0.8 · Lucky Active
      - NO (Just grainy) --> Old Film · Balanced · everything default
- NO (Well-preserved film)
  - What is the dominant light?
    - Exterior / Natural light
      - Are there faces / skin tones?
        - YES --> Well Preserved · Balanced · Lucky Inactive
        - NO --> Are the highlights yellowed?
          - YES --> Well Preserved · Cold · Lucky Active (winning combo)
          - NO --> Well Preserved · Balanced · everything default
    - Interior / Artificial light
      - Dark scene or night --> Well Preserved · Warm · Gamma 1.2 · Lucky Inactive
      - Well-lit studio --> Well Preserved · Warm · Lucky Inactive

3. Reference

Well Preserved : Fast filter – smooth result, no plastic effect
Old Film : Deep texture analysis – slow, optimal for damaged films
Cold (0.3) : Reduces yellow/orange cast in highlights
Balanced (0.5) : Neutral starting point for most films
Warm (0.7) : Preserves tungsten ambiance, interior lighting
I'm Lucky : Active : Selective correction on highlights
Gamma < 1.0 : Deepens blacks, more contrast
Gamma > 1.0 : Opens shadows, reveals detail
Sat. < 1.0 : Vintage natural rendering – corrects overly vivid skin tones
Sat. > 1.0 : Modern vivid rendering – revives faded dyes

4. The Render Factor

The Render Factor controls the AI's working resolution.

Recommended values:

Degraded video: 24-29 (no need to look for what does not exist)
Standard video: 32 (default – optimal speed/quality)
Portrait image: 35 – 40 (best face rendering)
Landscape image: 35 – 40 (best spatial detail)
maximum: 45 (beyond this: edge artifacts)

Why 32 is the right default:

It is the training resolution of the DeOldify AI model. At this value, the neural network operates under optimal conditions: no oversampling, no undersampling, best color coherence.