VFX and Editing

Dolby Vision™ offers powerful, flexible creation and editing capabilities.

**VFX**

VFX for Dolby Vision utilizes the same common workflow and practices that are in use today. The biggest advantage comes in monitoring the image. Dolby Vision capable monitors enable the artist to see the full dynamic range and color volume without needing to bracket the exposure.

Monitoring VFX for cinema or television today on a Rec. 709 monitor requires the artist to bracket the image exposure in order to see either highlights or black details of the image data in the VFX shot. With Dolby Vision capable monitors, the artist can simultaneously see the entire dynamic range and color volume of the VFX shot without adjusting the image. This ensures high confidence that the VFX shot can be matched and composited with other live action or VFX material.

**Editing**

Editing in Dolby Vision retains the entire dynamic range and color information of the timeline. The Dolby Vision metadata is saved and exported together with the timeline, which gives the editor and the director the greatest flexibility in establishing the look of the movie after the cut.

In addition to editing the movie, post-grading editing tools are used to create versioned deliverables, localized for language, political or cultural sensitivities, and creative changes. As part of this process, a mezzanine file containing the Dolby Vision image essence and metadata is created. This mezzanine is edited and the Dolby Vision metadata is re-conformed in the editing tool. This is the final delivered mezzanine.

Editors will want to edit in Dolby Vision so that they can keep the visual drama foremost in the editorial decision-making process.