



# Dolby Vision Certification Training Curriculum

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## About Dolby Vision Facility Certification

Dolby Vision Facility Certification offers a fast and efficient way to provide your clients with the assurance that your colorists and QC personnel have been trained by Dolby, and that your facility has been commissioned by Dolby engineers. To certify your facility, contact Tom Graham ([tom.graham@dolby.com](mailto:tom.graham@dolby.com)) for the Americas or Ian Lowe ([ian.lowe@dolby.com](mailto:ian.lowe@dolby.com)) for the rest of the world.

### Course requirements

- Color Grading System
- Control Panel
- HDR Display (Mastering Display)
- SDR Display (Rec.709/100 nits target display)
- Dolby eCMU *or* iCMU
- Waveform Monitor (for colorists' training)
- Workstation – Dolby Vision Professional Tools (Linux, Mac or Windows)
- Video Routing/Cabling
- Ethernet Networking
- Reference Audio (*optional*)
- Products and solutions from Dolby's partners for QC and deliverables, such as Colorfront Transcoder, R&S Clipster, MTI Cortex (*optional*)

# Module#1 – Theory and Overview

**Classroom Session:** 120 minutes

## Requirements

- Classroom or Conference Room
- Projector or Large Display for PowerPoint Presentation
- Whiteboard for Notes and Discussion

## Attendees

- 1 Colorist *(minimum)*
- 1 Engineer *(minimum)*
- Assistant Colorist *(optional)*
- Other Personnel *(optional)*

## Topics

1. Introduction and Overview of Dolby Vision
2. The Dolby Vision Content Creation process – Color Grading
3. The Dolby Vision Content Creation process – QC and Deliverables

## Module objectives

Gain a thorough understanding of:

- The Dolby Vision Ecosystem
- Basics, Theory and Terminology around Dolby Vision
- The Dolby Vision Content Creation Workflow – Production, Post Production, QC and Deliverables

## Module#2 – System Installation and Setup (*Optional*)

**Hands on Session:** 60 minutes

### Requirements

- Color Grading Room/Suite
  - Color Correction System
  - Content Mapping
    - Dolby External (Hardware) CMU *or* eCMU
    - Dolby Internal (Software) CMU *or* iCMU on a Dolby Certified Color Grading System
  - Recommended Mastering and Target Displays
  - Video Network
  - Data Network
- Whiteboard for Notes and Discussion

### Attendees

- 1 Engineer *(minimum)*
- Colorists *(optional)*
- Other Personnel *(optional)*

### Topics

1. Displays for Dolby Vision Mastering
2. Setting up a Color Grading System + Dolby External (Hardware) CMU or eCMU
3. Setting up a Color Grading System with Dolby Internal (Software) CMU or iCMU

### Module objectives

- Setup the required equipment and infrastructure for Dolby Vision Color Grading
- Troubleshooting for Hardware, Software and Workflow issues

Note: This module can be excluded if a Dolby engineer completes the commissioning of the required equipment a before the training begins.

# Module#3 – Color Grading

Hands on Session: 120 minutes

## Requirements

- Color Grading Room/Suite
  - Color Correction System
  - Content Mapping
    - Dolby External (Hardware) CMU *or* eCMU
    - Dolby Internal (Software) CMU *or* iCMU on a Dolby Certified Color Grading System
  - Recommended Mastering and Target Displays
  - Video Network
  - Data Network
- Whiteboard for Notes and Discussion

## Attendees

- 1 Colorist *(minimum)*
- Engineer *(optional)*
- Assistant Colorist *(optional)*
- Other Personnel *(optional)*

## Topics

1. Color Grading for Dolby Vision
2. Creating Dolby Vision Metadata (L1 & L2)
3. Dolby Vision Output and Deliverables
  - Rendered Master
  - XML Metadata

## Module objectives

- Understand the color grading workflow to create Dolby Vision content for the Home
  - Setting up a project on the Color Correction system
  - Importing material for HDR grading
  - Color Grading in HDR
  - Creating and modifying Dolby Vision metadata
  - Output of Dolby Vision Master (rendered TIFF files) and Metadata (XML)

## Module#4 – Quality Checks and Deliverables

Hands on Session: 60 minutes

### Requirements

- QC Room / Lab
  - Workstation to run Dolby Vision Professional Tools (Linux, Mac or Windows)
  - Access to recommended Mastering and Target Displays
  - Access to playback system for QC
  - Access to rendered files from Color Correction System
  - Data Network
  - Partner solutions like Clipster, Cortex or Transkoder (optional)
  - Mastering Tools and QC on Color Correction system (optional)
- Whiteboard for Notes and Discussion

### Attendees

- 1 QC Operator/Engineer *(minimum)*
- Engineer *(optional)*
- Colorist / Assistant Colorist *(optional)*
- Other Personnel *(optional)*



# Module#5 – Test Project

Hands on Session: 120 minutes

## Requirements

- Color Grading Room/Suite
- QC Room / Lab
- Whiteboard for Notes and Discussion

## Attendees

- 1 Colorist *(minimum)*
- 1 Engineer *(minimum)*
- 1 QC Operator/Engineer *(minimum)*
- Assistant Colorist *(optional)*
- Other Support Personnel *(optional)*

## Module objectives

- Complete a sample project from start to finish including:
  - Color Grading source material in HDR for Dolby Vision
  - Creating and modifying Dolby Vision metadata (L1+L2)
  - Output of Dolby Vision Master (rendered files) and metadata (XML)
  - QC of Dolby Vision Master (rendered files) and metadata (XML)
  - Generate SDR/HDR Deliverables
  - Creating the Dolby Vision Mezzanine
  - QC the Dolby Vision Mezzanine
  - Using products and solutions from Dolby's partners for QC and Deliverables
    - Colorfront Transkoder, R&S Clipster, MTI Cortex – *Optional*
    - Mastering tools on Color Correction Systems – *Optional*