My collection of short anime reviews

Contain spoilers that you may hate, but never biased in any way!

Configuration: madVR

Last updated: 25 September 2015.

Shortlink: http://wp.me/PrgSo-vn

nVidia GPU users that also use Windows 10 should use the updated LAV Filter installation dated 21st September 2015 or newer. Also, update to the newest drivers version from nVidia website, not the one from Windows Update.

With the newest version of madVR, you can now configure the renderer offline without having to play a video, therefore you should go to 'Start menu —> All Programs —> LAV Filters —> madVR Configuration' to get started.

Make sure you choose the right kind of device for your display device. The Dell U2412M display is definitely a computer monitor, so I indicated it as such here.
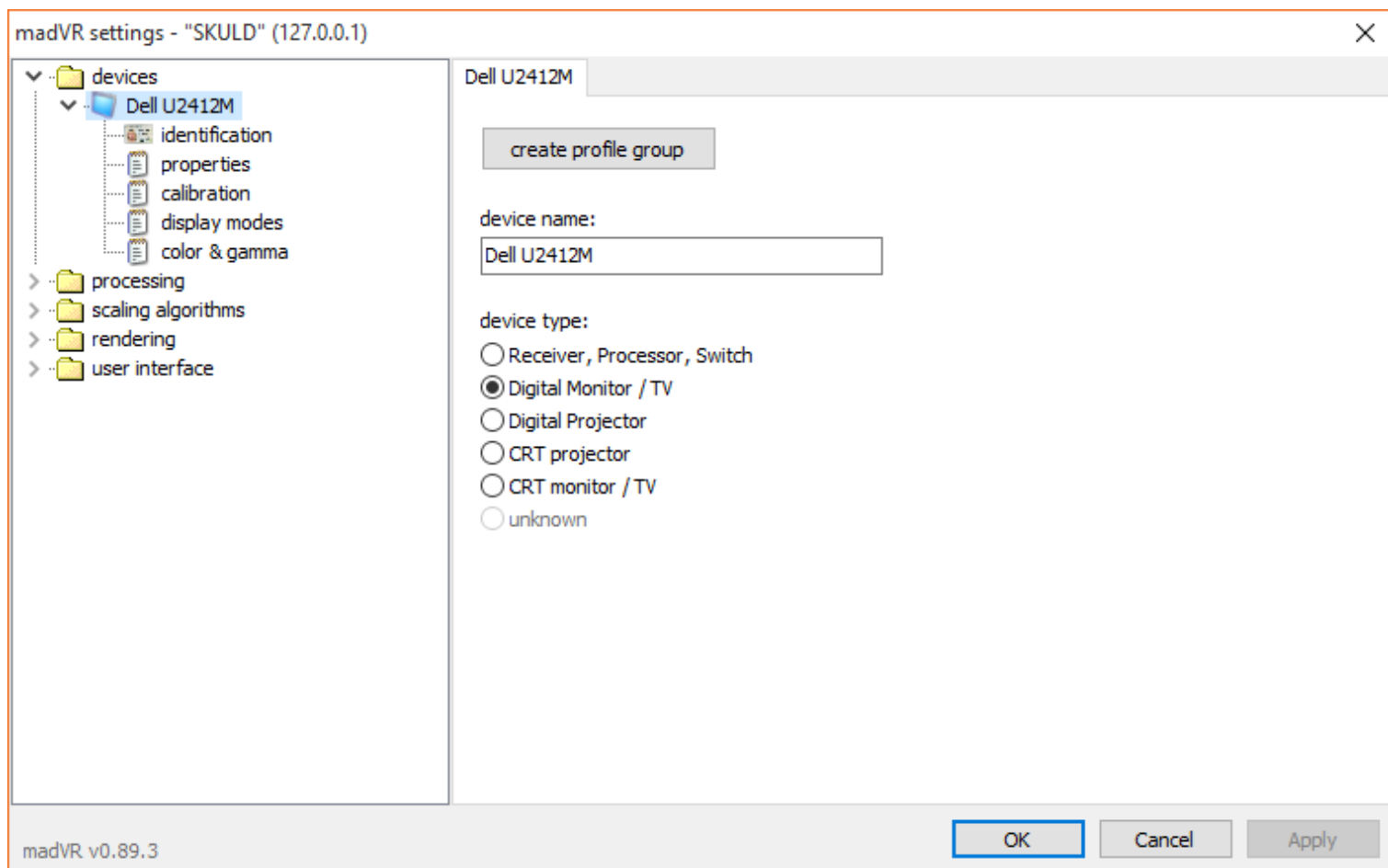
Go to 'devices —> 'your-display-name-here' —> properties' section, and you can see the madVR display

My collection of short anime reviews

Contain spoilers that you may hate, but never biased in any way!

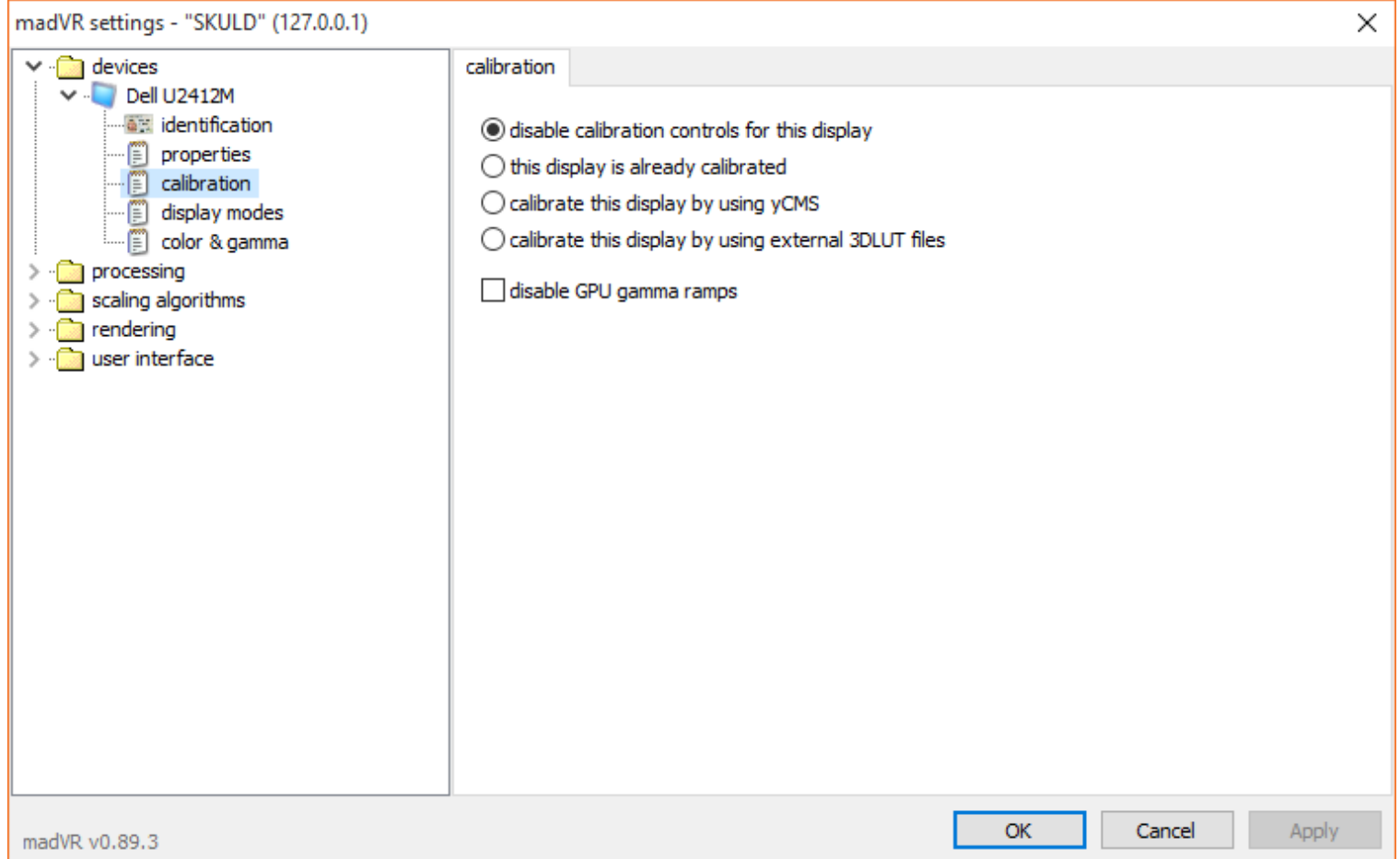property page as shown below.
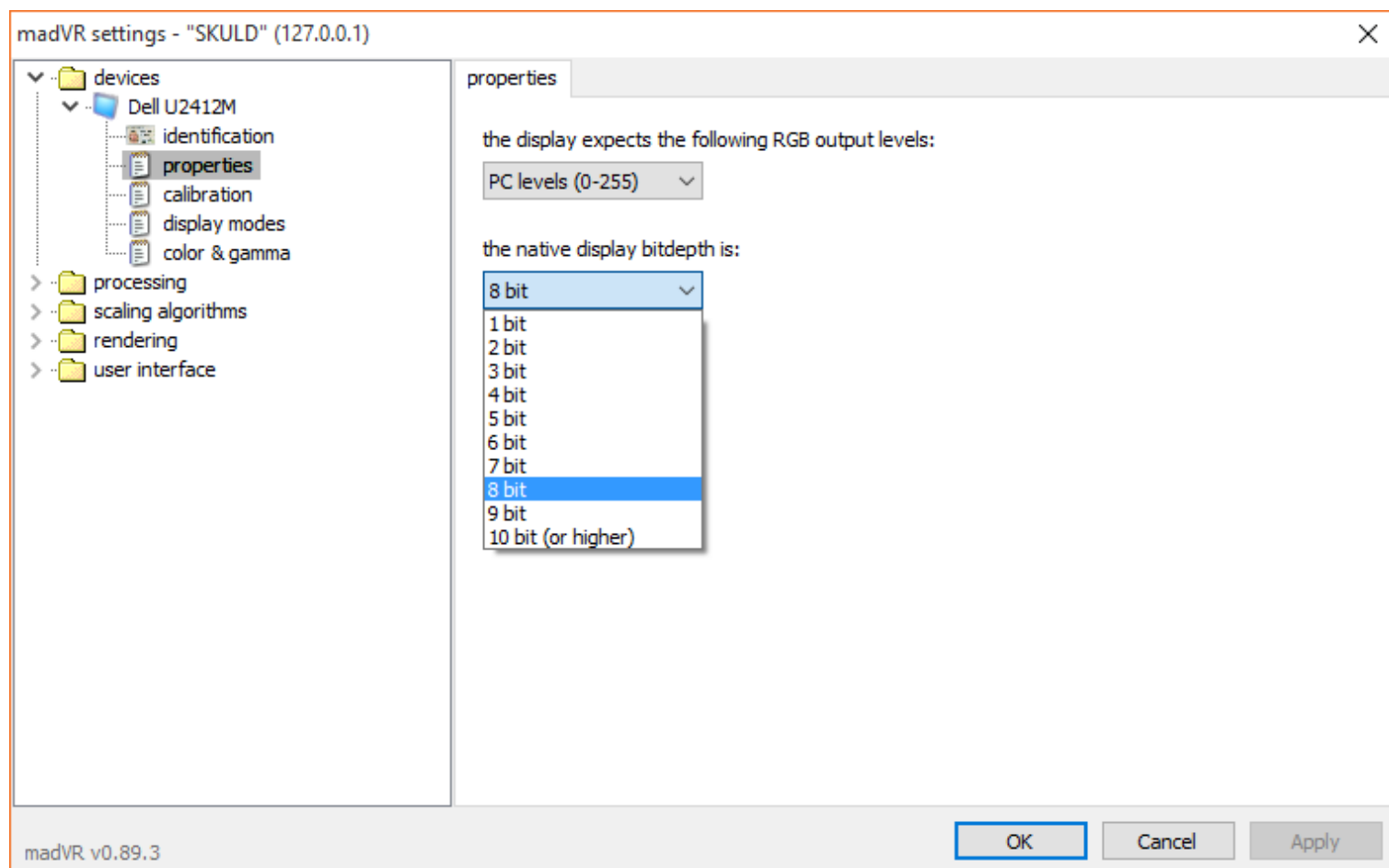
For the 'the display expects the following RGB output levels' option, choose the BTB/WTW levels your display are supposed to receive. Usually, computer displays expect 'PC levels (0-255)' while televisions expects 'TV levels (16-235)' but there is a growing numbers of TVs (usually flat-screens) that do expect PC levels too. If your display is one of those that support and expect custom luma levels, you can select the 'custom levels…' option and specify the BTB (black) and WTW (white) levels manually. Consult your display device documentation for the correct information. There is no right or wrong answers to this, but a mismatched configuration can be potentially devastating to the image quality.

For the 'the native display bitdepth is' option, if you have a twisted nematic (TN) LCD display, set this option to '6 bit' or '7 bit' (the latter is preferable especially if the monitor has already done dithering on its own). For owners of IPS/PVA computer LCD monitors, and also for those who use LCD/plasma TVs, set this option to '8 bit'. '10-bit (or higher)' option should be selected by owners of 10-bit displays like Dell U2410. Fullscreen exclusive mode should also be enabled at 'rendering —> general settings' section.

Go to 'devices —> 'your-display-name-here' —> calibration' section, and here you will be able to calibrate the connected display device with yCMS or with your own 3Dlut file using ArgyllCMS (now the preferred way). You can learn how to do so here; a device like a colorimeter or a spectrophotometer is a must. This is optional. If you don't calibrate, also see 'devices —> 'your-display-name-here' —> color & gamma' section explanation below. Disable the 'disable GPU gamma ramps' option if you don't calibrate.

madVR settings - "SKULD" (127.0.0.1)   ✕

- ∨ 📁 devices
  - ∨ 💻 Dell U2412M
    - 🖼 identification
    - 📄 properties
    - 📄 **calibration**
    - 📄 display modes
    - 📄 color & gamma
- > 📁 processing
- > 📁 scaling algorithms
- > 📁 rendering
- > 📁 user interface

calibration

◉ disable calibration controls for this display

○ this display is already calibrated

○ calibrate this display by using yCMS

○ calibrate this display by using external 3DLUT files

☐ disable GPU gamma ramps

madVR v0.89.3   [OK]   [Cancel]   [Apply]


But if you calibrate:-

- choose 'this display is already calibrated' if you calibrate the display on the display level, usually by adjusting gamma, brigthtness and contrast with TV menu controls with the aid of a calibrating disc or a colorimeter or a spectrophotometer or anything like that. You will then have to tell madVR how you configure your display so that madVR can act appropriately.
- choose 'calibrate this display by using yCMS' if you want to calibrate the display using yCMS, at the GPU level. A colorimeter or a spectrophotometer is required. If you choose this option, also see 'devices —> 'your-display-name-here' —> color & gamma' section below.
- choose 'calibrate this display by using an external 3Dlut file' if you want madVR to reprogram the lookup table in your GPU from an external file generated from CMS programs like the stand-alone yCMS or dispcalGUI + ArgyllCMS.

Remember, if you calibrate your display using the latter two methods, your GPU must have at least 1GB of RAM. Lookup tables can take a huge amount of GPU memory.
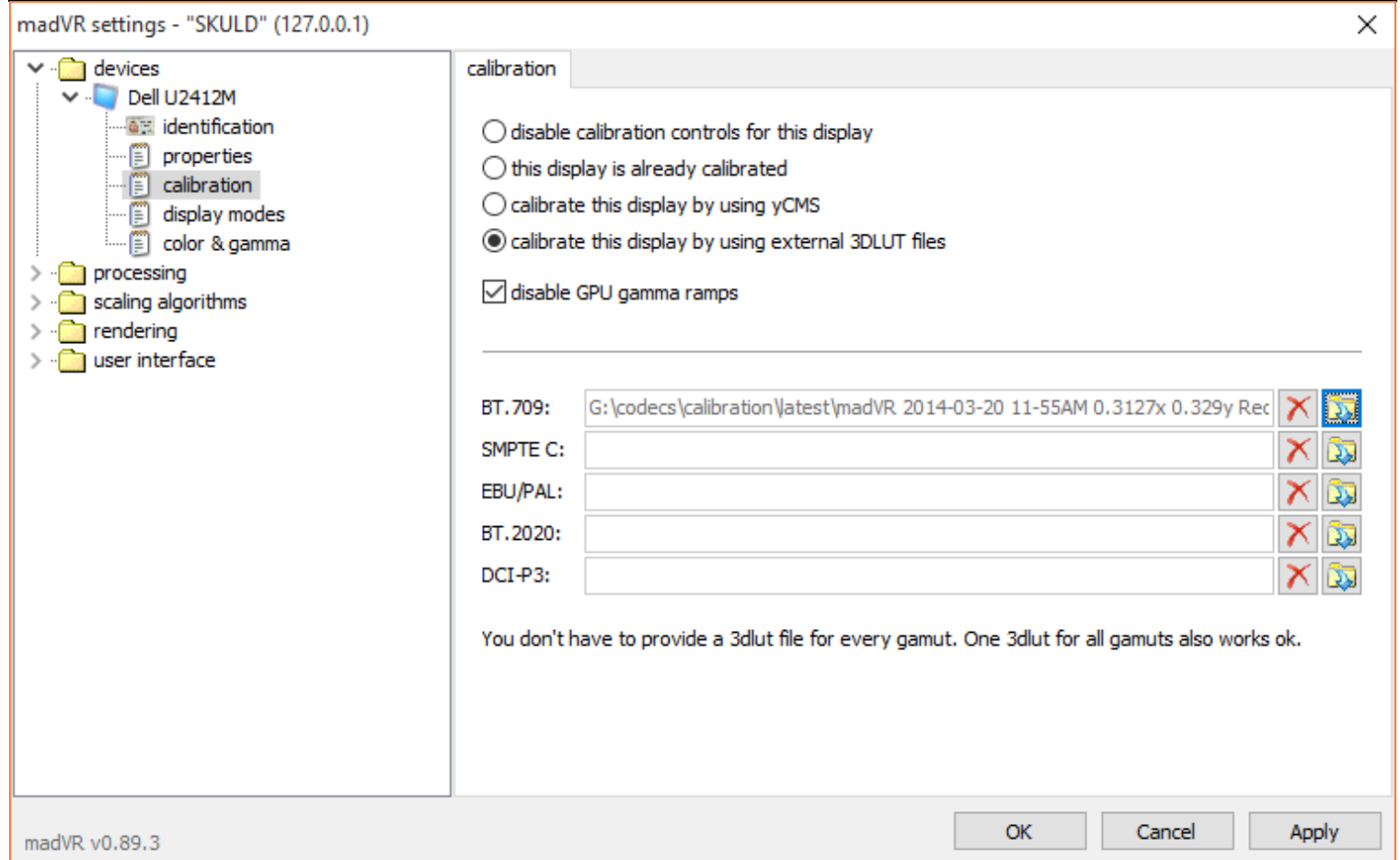
If you have a Dell U2412M A02 display, and want to have a go at using an external 3DLut in madVR, you can download an 'Absolute Colorimetric with white point scaling' 3DLut file here. For best results, you should also use this display profile file too, set it up in Windows' Color Management Control Panel applet. Set your U2412M to use 'Custom Color' preset, then set **R** value to 89, **G** value to 94 and **B** value to 79. Set brightness value to 52 while keeping contrast at default 75.

Go to 'devices —> 'your-display-name-here' —> display modes' section, as shown below.
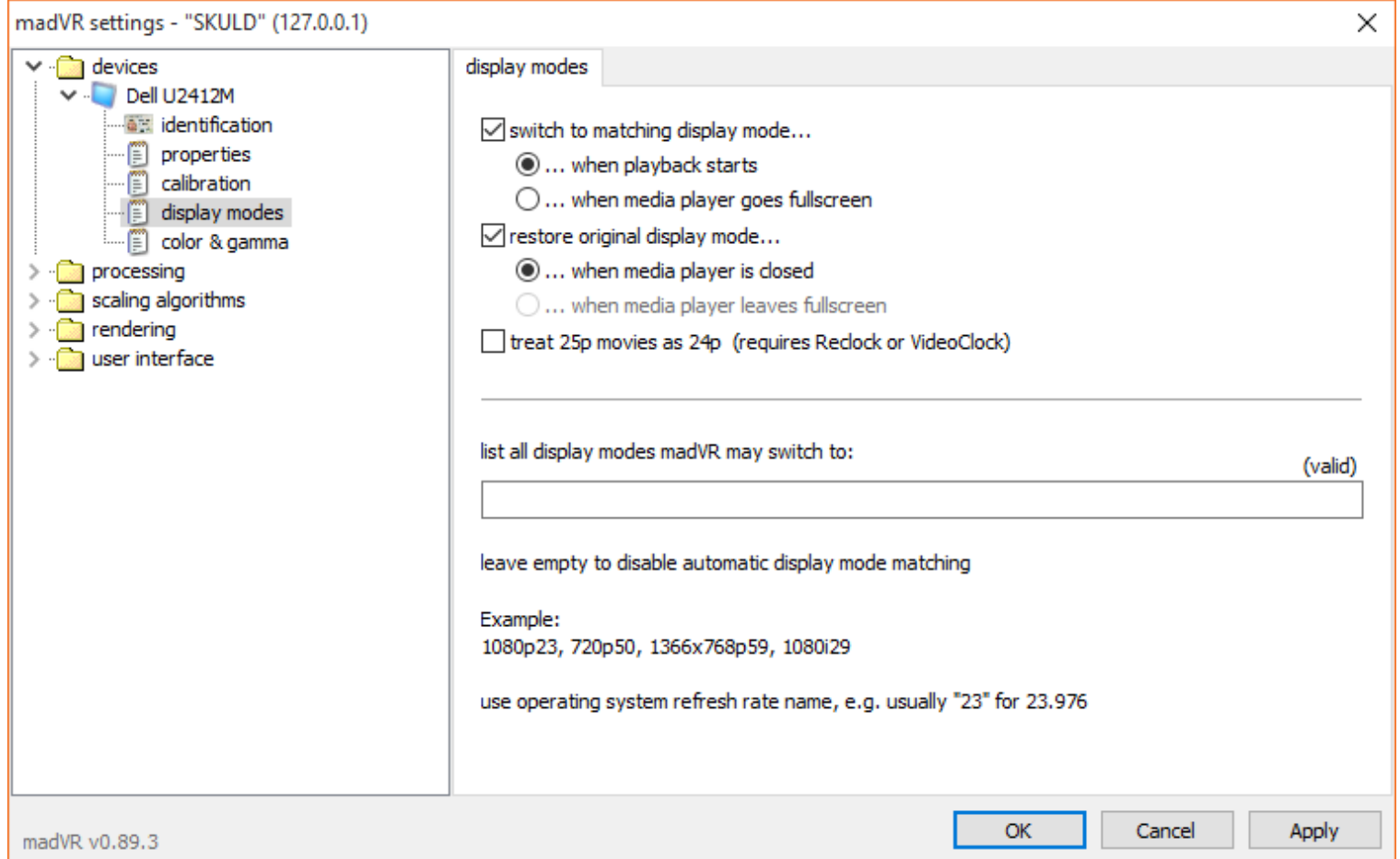
Enable 'switch to matching display mode…' option to enable the refresh rate changer (also change desktop resolutions if you asked it to), and then choose between the self-explanatory options of '… when playback starts' or '… when media player goes fullscreen' to suit your preferences. The latter is better if you use full-screen exclusive mode.

Enable 'restore original display mode…' if you want madVR to return the refresh rate (and resolution) to its original state. Choose between the self-explanatory options of '… when media player is closed' or '… when media player leaves fullscreen' to suit your preferences. The latter is better if you use full-screen exclusive mode.

If you watch movies that was 'blessed' with the PAL speedup treatment, enable the 'treat 25p movies as 24p (requires Reclock or VideoClock)' option. You need to set up the player to use Reclock Audio Renderer, and also enable 'PAL SpeedDown (force to 24fps)' option in Reclock property page as shown below. Most of the time, anime doesn't need this enabled, unless you are watching European releases of licensed anime DVDs.
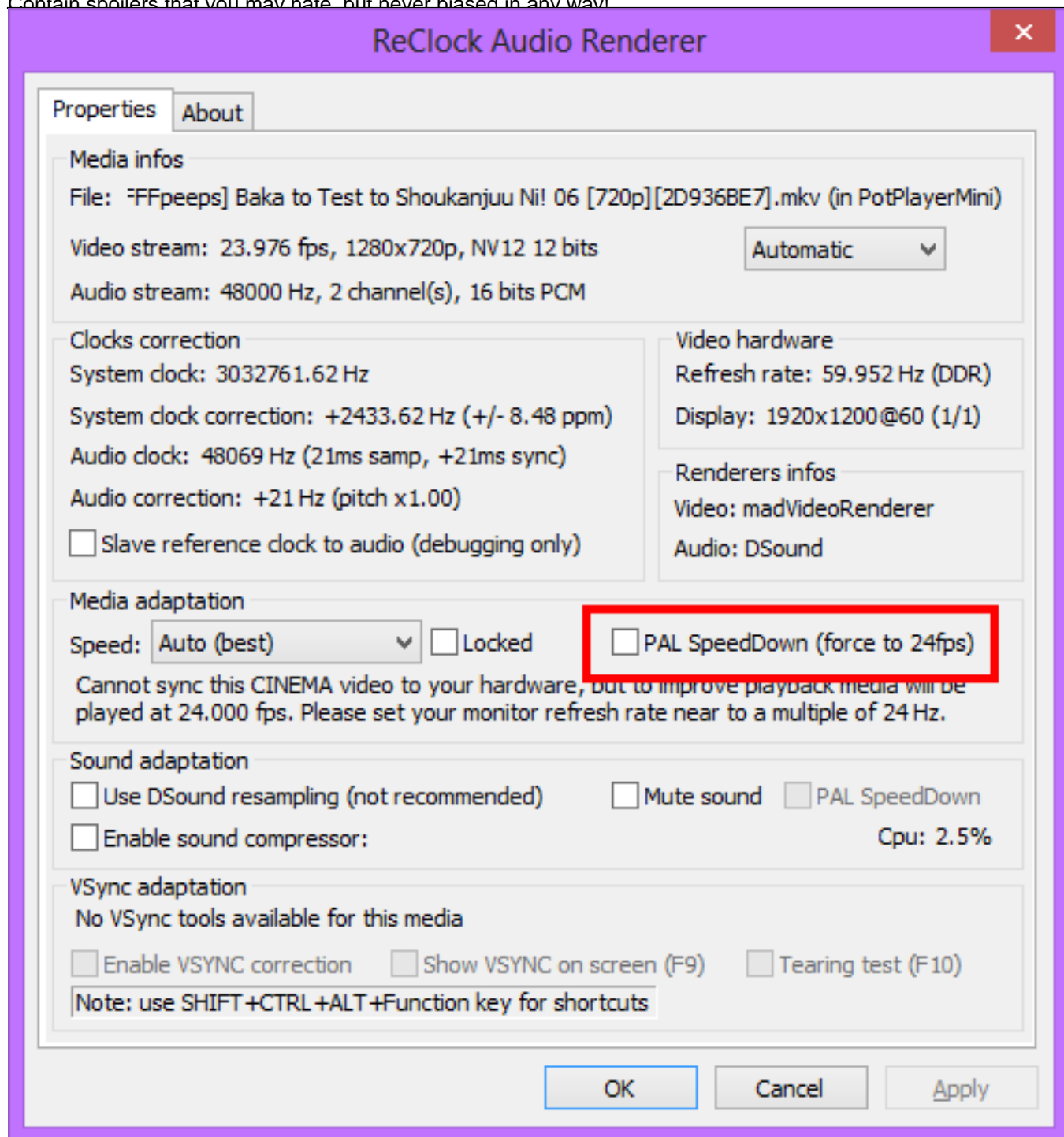
With the 'list all displays mode madVR may switch to' option, you can tell madVR to change your display device refresh rate (and also resolution) to closely match the frame rate of the playing video. **To use this option, your display device must be able to use multiple refresh rates (see your display device documentation for more information)**. If your display can only do 60Hz (many LCD computer displays are guilty of this phenomenon), then just set this option empty, and use the smooth motion frame rate conversion feature described near the bottom of this page.

Go to 'devices —> 'your-display-name-here' —> color & gamma' section, and enable the 'enable gamma processing' option. This should only be done if you don't enable calibration at the 'devices —> 'your-display-name-here' —> calibration' section, or calibrate the display using the 'calibrate this display by

My collection of short anime reviews

Contain spoilers that you may hate, but never biased in any way!

using yCMS' option.
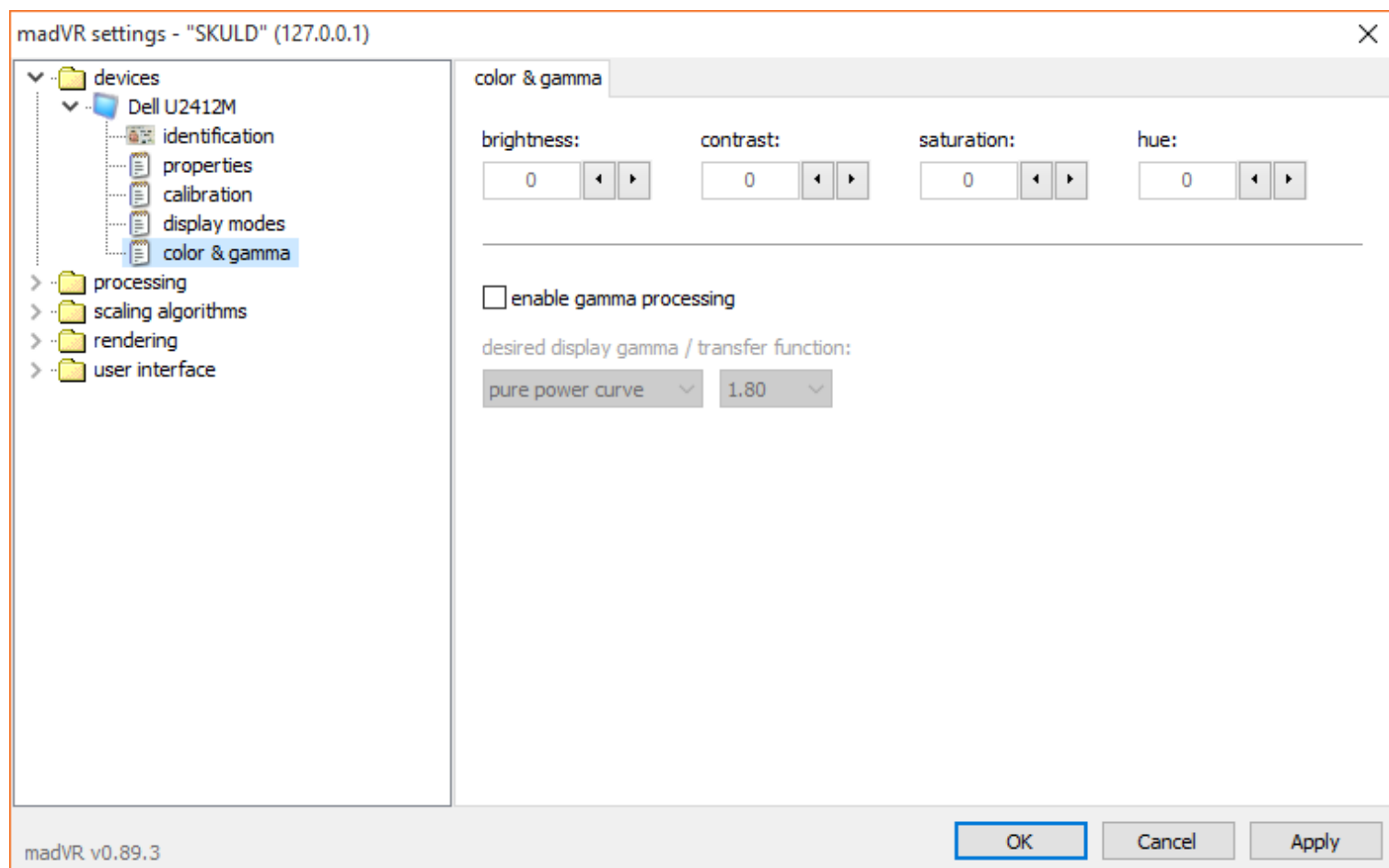
For the 'desired display gamma/transfer function' option, choose 'pure power curve option'. The value should be between 2.20 to 2.40, depending on the ambient lighting in your room. The lower the lighting, the higher the number should be.

The 'brightness', 'contrast', 'saturation' and 'hue' values for the screen can also be adjusted here, and will only apply for the video that is playing. Usually, you shouldn't be messing up with these values though, unless your display has defects in it.

Go to 'processing —> deinterlacing' section, and set it exactly as shown below.

My collection of short anime reviews

Contain spoilers that you may hate, but never biased in any way!
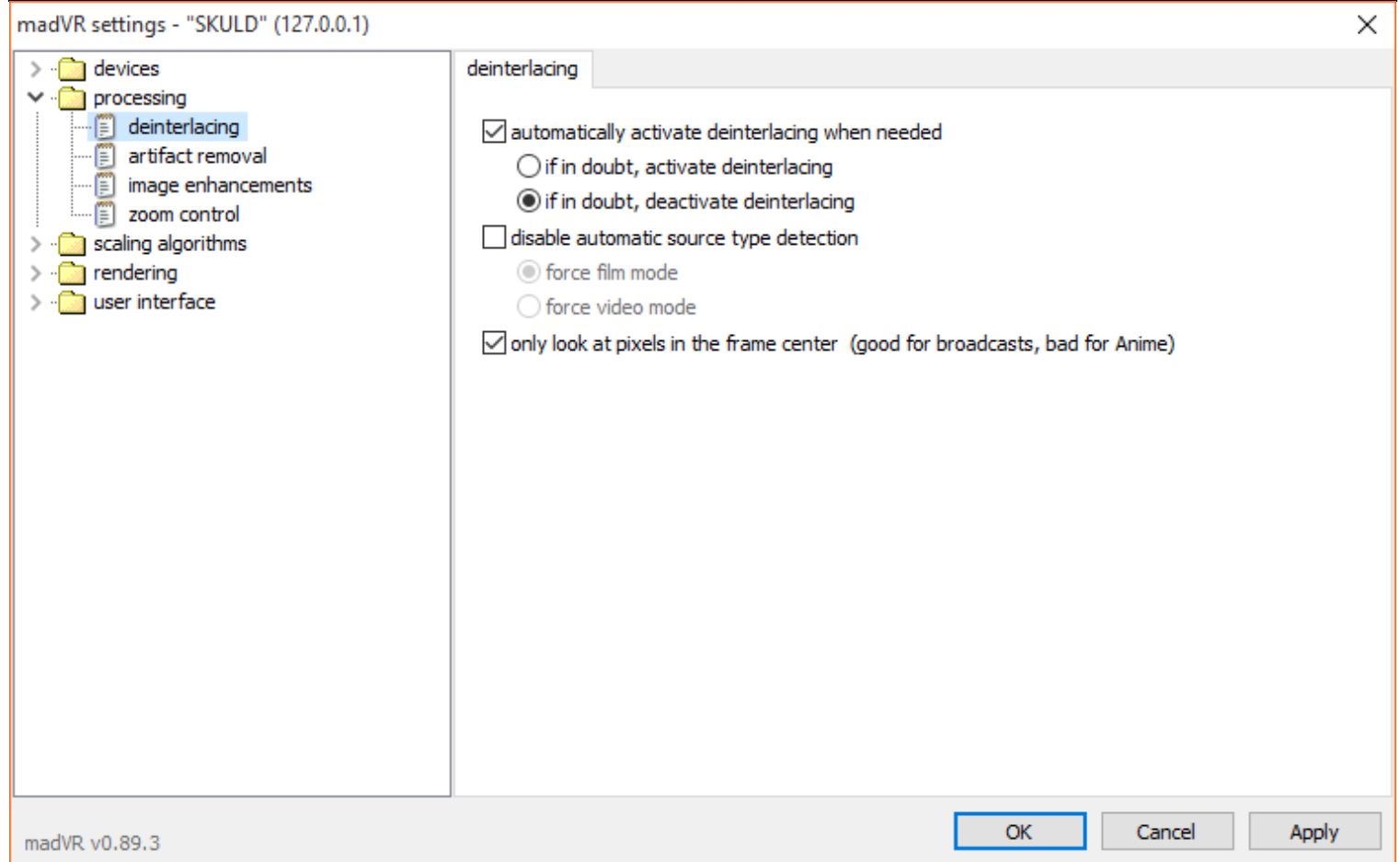
Go to 'processing —> artifact removal' section, and set it exactly as shown below.
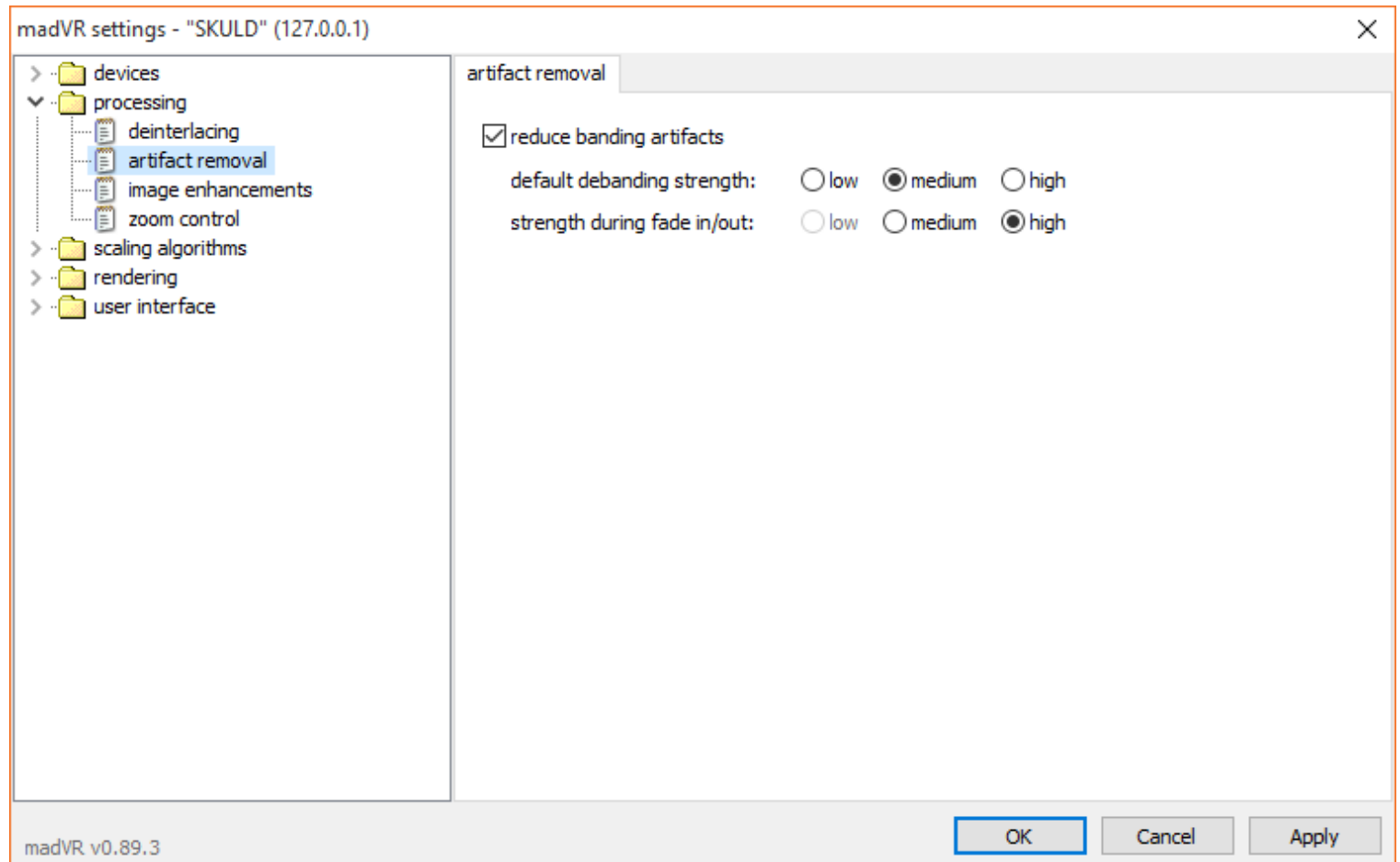
My collection of short anime reviews

Contain spoilers that you may hate, but never biased in any way!

Go to 'processing —> image enhancements' section, and set it exactly as shown below. Demo: Original image, FineSharp (default), LumaSharpen (default), AdaptiveSharpen (default).

madVR settings - "SKULD" (127.0.0.1)

- > devices
- ∨ processing
  - deinterlacing
  - artifact removal
  - image enhancements
  - zoom control
- > scaling algorithms
- > rendering
- > user interface

image enhancements

☐ FineSharp

strength:
2.0

☑ LumaSharpen

strength: 0.65   clamp: 0.010   radius: 2.0   ☐ experimental limiter

☐ AdaptiveSharpen

strength:
0.5

restore defaults

madVR v0.89.3   OK   Cancel   Apply
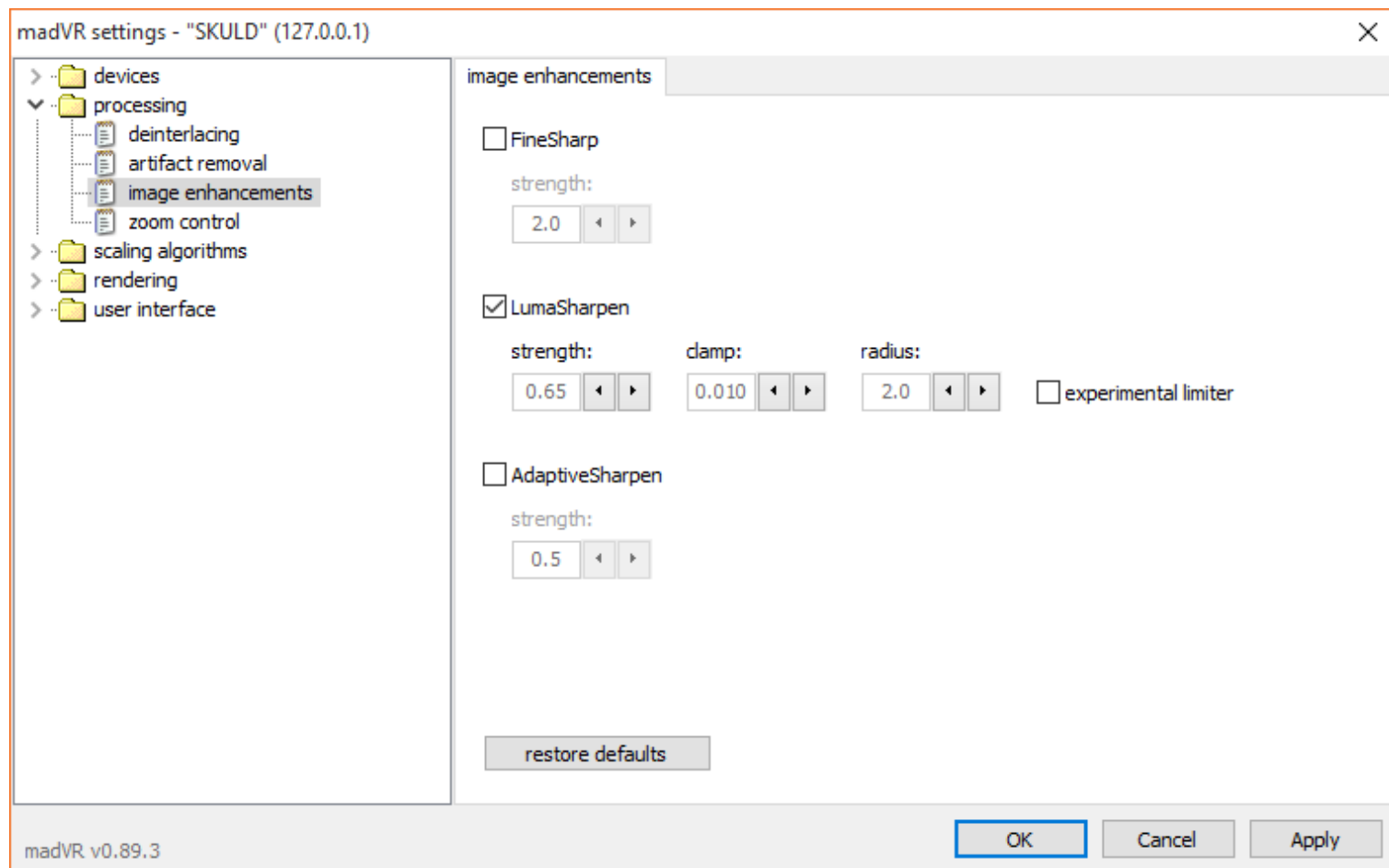
The new feature of madVR 0.89 is the zoom control function, available at 'processing —> zoom control' section. This feature was aimed primarily for users that has 2.35:1 displays, usually projector owners who also desires to watch 1080p 2.35:1 Blu-ray movies without having to settle with letterbox black bars.

My collection of short anime reviews

Contain spoilers that you may hate, but never biased in any way!

madVR settings - "SKULD" (127.0.0.1)   ✕

```
> 📁 devices                    │ zoom control
∨ 📁 processing                 │
    📄 deinterlacing            │  ☐ disable scaling if image size changes by only:    ... 2 lines or less          ∨
    📄 artifact removal         │  ☑ automatically detect hard coded black bars
    📄 image enhancements       │
    📄 zoom control             │  ☐ if black bars change pick one zoom factor:        ... which doesn't lose any image content  ∨
> 📁 scaling algorithms         │  ☐ if black bars change quickly back and forth...
> 📁 rendering                  │     ⦿ ... don't switch more often than:              ... once every 2 sec        ∨
> 📁 user interface             │     ◯ ... pick one common zoom factor:               ... which doesn't lose any image content  ∨
                                │  ☐ notify media player about cropped black bars:     ... immediately after every change  ∨
                                │  ☐ always shift the image:                           ... to the top of the screen ∨
                                │  ☑ keep bars visible if they contain subtitles:      ... forever                  ∨
                                │  ☐ cleanup image borders by:                         ... cropping 1 line from each border  ∨
                                │  ☐ if there are big black bars:                      ... zoom the bars away completely  ∨
                                │  ☐ zoom small black bars away
                                │  ☑ crop black bars
```

madVR v0.89.3   OK   Cancel   Apply

- The 'disable scaling if image size changes by only:' option should be disabled at all times.
- If you want to use the new zoom control feature, enable the 'automatically detect hard-coded black bars' option

What follows is the option that configure the 'zoom control' option.

- If black bars change pick one zoom factor – Certain movies, such as the infamous [The Dark Knight](#), are presented with multiple aspect ratios, therefore this option configure what the zoom control should do when the aspect ratio of the movie image changes during playback. You can choose between two extremes; the first one is to ensure that no parts of the video image area has been zoomed out of the screen (… which doesn't lose any image content) at the cost of occasional pillar boxes or letterboxes, the second one is to ensure that there are no black bars at all (… which doesn't show any black bars) at the cost of losing video image area presentation, and some compromises between the two (the rest of the options). Choose according to your preferences.
- If black bars change quickly back and forth… – If aspect ratio of the video image area changes very often, usability problem can be mitigated by either reducing the zooming in/out rate at a certain specifiable level (… don't switch more often than:) or to just follow the methods mentioned in the first option above (… pick one common zoom factor:). Again, this is a personal preference.
- notify media players about cropped black bars – Enable if you use MPC-HC, disable if you use PotPlayer, at least for now. If you do use this option, choose (… immediately after every change).
- always shift the image – this option is used depending on the masking setting your display has. Usually there is no need to use this though.
- keep bars visible if they contains subtitles – There are times when movie studios put hard-coded subtitles in the hardcoded black bars of a 1080p 2.35:1 video. This setting is supposed to fix those stupidity, either permanently for the whole playback (… forever) at the cost of seeing black bars or a specifiable period of time (the rest of the options).
- clean up image borders by – This option will crop a specifiable amount of line(s) from the visible

My collection of short anime reviews

Contain spoilers that you may hate, but never biased in any way!

video image area. Will clip slight amount loss of video information at maximum setting.

- if there are big black bars – This option will remove all black letterbox and pillar box bars. May cause a huge amount of clipping of video information at maximum setting.
- zoom small black bars away – This option removes small black pillarbox bars that prevents the vertical edge of video image area from reaching the side of the display.
- crop black bar – This option will crop small amounts of black bars, if any exists, around the video image area.

Go to 'scaling algorithms —> chroma upscaling' and 'scaling algorithms —> image upscaling' section, and you will found out that these two sections has nearly identical options. So many options, so the main question is 'Which algorithm is the best one'?

The answer to that question lies in four factors:-

1. What kind of display device you have and the resolution it is running on.
2. What is the resolution of the videos you are playing on the said display device.
3. What is the GPU you have.
4. What is your own personal taste.

Let's go to the first two factors first. If you have a FullHD (1080p) display (or higher) and mostly plays SD videos, you may want to choose algorithms that cause the least amount of ringing/haloing. The larger the gap between your display device resolution and the resolution of your video, the more pronounced the ringing problems will be, therefore, when you scoured TokyoTosho for more anime to download, always get the one that will match your display device resolution the closest. That's why those green meters that changed every time you switch the upscaling algorithm can be used as a guide. If you watch most 720p HD materials on a 1080p device, you can get away with algorithms with quite a bit of ringing in it without you seeing any of them in actual playback.

There is another rule of thumb I always follow (but you don't have to – see fourth factor below) when choosing upscaling algorithms: *The sharpness of the algorithm used in chroma upscaling section should not exceed the sharpness of the algorithm used in the luma section. It could be the same, but not exceed it*.

Now to the GPU factor, the better processing power it has (in form of shader counts), the more flexibility you can have in choosing what algorithm you can use. If you only has a 8400GS for example, you won't be able to use any of the heavy-hitting algorithms such as the spline resizer, especially if you display device resolution is big. A GPU like GTX760 should be able to run any scaler without too much problems (except NNEDI3 which is problematic for nVidia GPUs). If your GPU is lower than the recommended GTX650, you should consider using the fixed-function bilinear scaler option or even the DXVA scaler. The 'activate anti-ringing filter' also takes significantly higher GPU usage, but allows aliasing to be reduced in spline, Lanczos and Jinc resizers.

Then to the most important fourth factor mentioned above – you own personal taste. Who am I to complain if you like plenty of ringing, as long as you can see it sharp? Conversely, who am I to complain if you like your video flat-looking and dull? In the end, you are the one who will decide how to watch your videos. This guide is merely a guide, not a holy book or something. Experiment until you got the quality that best pleases your eyes. Although of course you will still need the flexibility that a powerful GPU can give to you.
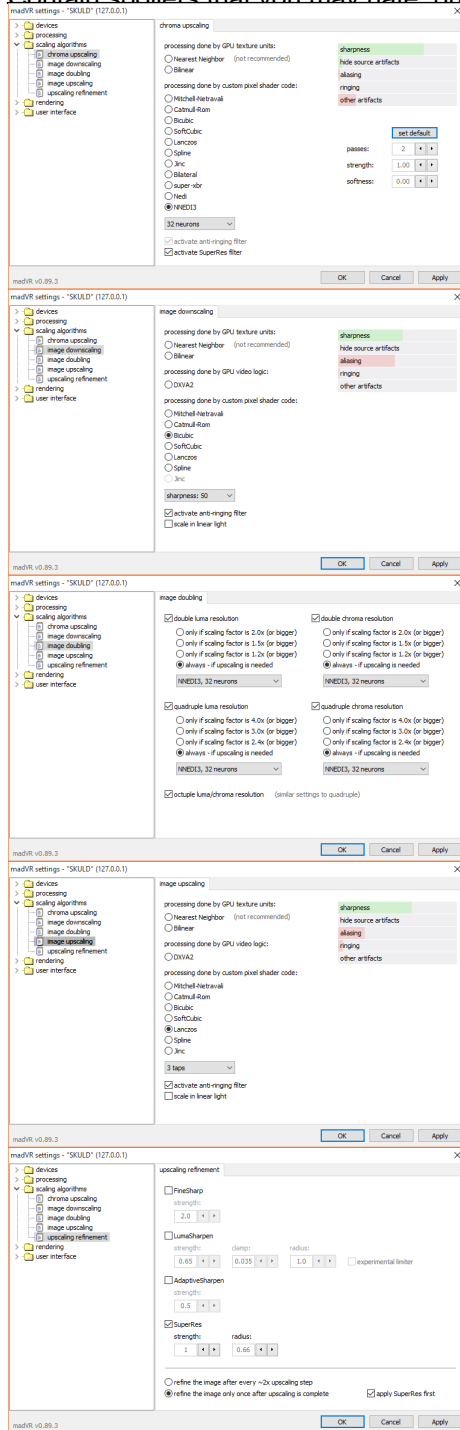
My collection of short anime reviews

Contain spoilers that you may hate, but never biased in any way!

As of now for me, the only scaler that matters is NNEDI3. It is sharper than Lanczos, and has less ringing and aliasing than Jinc. IMO this is what you should use, if you can, if you have the GPU power for it.

Contain spoilers that you may hate, but never biased in any way!

This is the best setting I can achieve with a GTX780 Ti for a 1200p monitor. NNEDI3 is objectively the best upscaler out there, but if you cannot use it due to the lack of GPU processing power, super-xbr is also a decent enough alternative.

Using any of the sharpeners in 'upscaling refinement' section is not recommended because they are better used at pre-upscaling stage in 'processing ---> image enhancement' section'.

If you enable the 'octuple luma/chroma resolution' option in the 'image doubling' section, then you should enable at least one option in the 'upscaling refinement' section. 'SuperRes' is recommended.

NNEDI3 is really a very good upscaler especially for SD videos:-

Lucky Star SD upscaled to 1200p: NNEDI3 vs Jinc3.

http://screenshotcomparison.com/comparison/65513

NNEDI3

DARLiNG! DARLiNG! PLEASE!

Jinc3

NNEDI3 is really a very good upscaler especially for SD videos:-

Lucky Star SD upscaled to 1200p: NNEDI3 vs Jinc3.

http://screenshotcomparison.com/comparison/65513

One madVR's convenient feature is profiles, which you can set for the 'processing', 'scaling algorithms' and 'rendering' sections. Below is an example on how to configure madVR to switch 'scaling algorithms' profiles depending on arbitrary conditions you wanted.

Example: You want to use NNEDI3 for image doubling your anime videos, but you have a crappy GPU that isn't a Titan Black or a R9 290x. Therefore you can only run luma and chroma NNEDI3 image doubling for SD videos, luma NNEDI3 image doubling for HD 720p videos, and nothing at all for Full HD 1080p videos.

Go to 'scaling algorithm' section, then click the 'create profile group' button.

My collection of short anime reviews

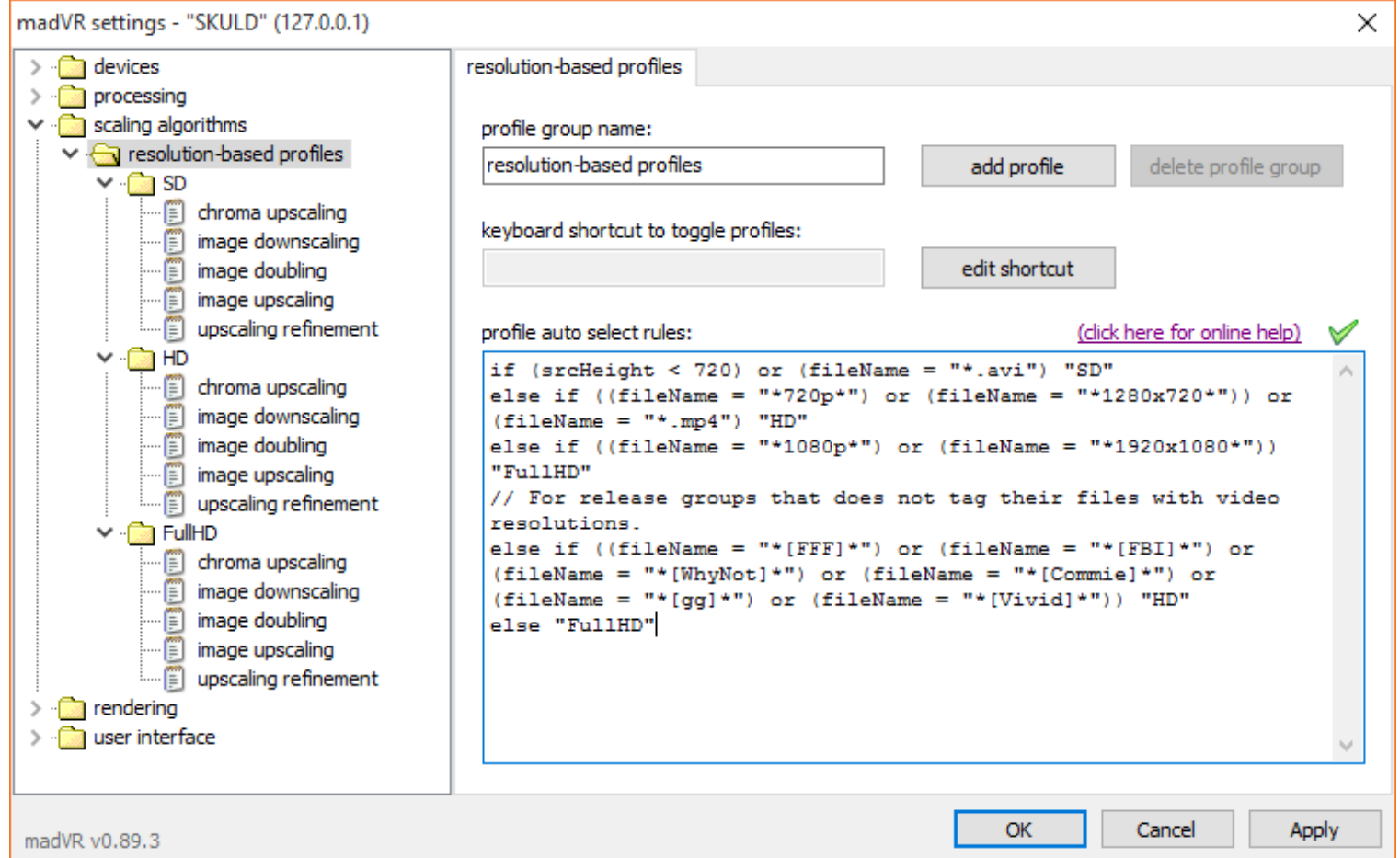Contain spoilers that you may hate, but never biased in any way!
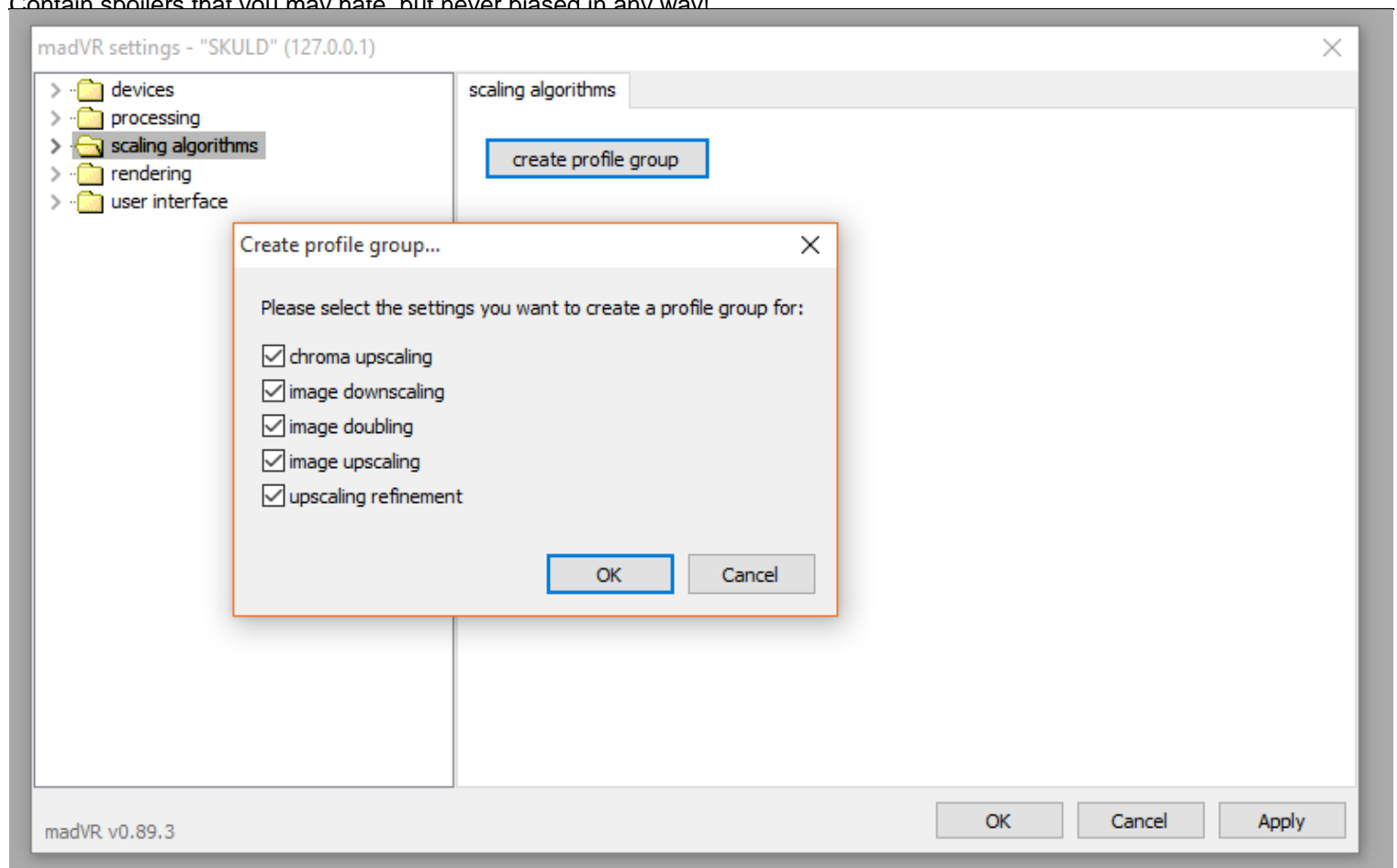
Tick all 4 options above options, and click the 'OK' button.

Then create three profiles, with the names of your choice (in the example above, I use "SD", "HD" and "FullHD" respectively). Configure the 'SD' profile to use luma and chroma NNEDI3 image doubling, the 'HD' profile to use luma NNEDI3 image doubling only, while 'FullHD' profile to use no image doubling features at all. All three profiles use 3-tap Lanczos for image upscaling, bicubic sharpness for image downscaling. 'SD' and 'HD' profile use 3-tap Lanczos for chroma upscaling, while 'FullHD' profile use NNEDI3 32 neurons for chroma upscaling.

Then go back to the 'scaling algorithm' section, and configure madVR to automatically use the correct profile depending on *the resolution of the video played*. For the 'SD' profile, it will be activated if the video dimension has less than 1280 pixels in width AND less than 720 pixels in height, or if the video file has an .avi extension. The 'HD' profile will be activated if the video file name has the "720p" or "1280×720" strings in it. Some fansub groups does not tag their releases with the video resolution, therefore their group tag will be used instead to trigger the profile. The 'FullHD' profile will be activated if the video file name has the "1080p" or 1920×1080? strings in it. The 'FullHD' profile will be automatically triggered too if the 'SD' and 'HD' profiles are not triggered earlier.

My collection of short anime reviews

Contain spoilers that you may hate, but never biased in any way!

madVR settings - "SKULD" (127.0.0.1)   ✕

resolution-based profiles

> 📁 devices
> 📁 processing
⌄ 📁 scaling algorithms
  ⌄ 📁 resolution-based profiles
    ⌄ 📁 SD
        📄 chroma upscaling
        📄 image downscaling
        📄 image doubling
        📄 image upscaling
        📄 upscaling refinement
    ⌄ 📁 HD
        📄 chroma upscaling
        📄 image downscaling
        📄 image doubling
        📄 image upscaling
        📄 upscaling refinement
    ⌄ 📁 FullHD
        📄 chroma upscaling
        📄 image downscaling
        📄 image doubling
        📄 image upscaling
        📄 upscaling refinement
> 📁 rendering
> 📁 user interface

profile group name:

`resolution-based profiles`   [add profile]   [delete profile group]

keyboard shortcut to toggle profiles:

[   ]   [edit shortcut]

profile auto select rules: (click here for online help) ✓

```
if (srcHeight < 720) or (fileName = "*.avi") "SD"
else if ((fileName = "*720p*") or (fileName = "*1280x720*")) or
(fileName = "*.mp4") "HD"
else if ((fileName = "*1080p*") or (fileName = "*1920x1080*"))
"FullHD"
// For release groups that does not tag their files with video
resolutions.
else if ((fileName = "*[FFF]*") or (fileName = "*[FBI]*") or
(fileName = "*[WhyNot]*") or (fileName = "*[Commie]*") or
(fileName = "*[gg]*") or (fileName = "*[Vivid]*")) "HD"
else "FullHD"
```

madVR v0.89.3   [OK]   [Cancel]   [Apply]
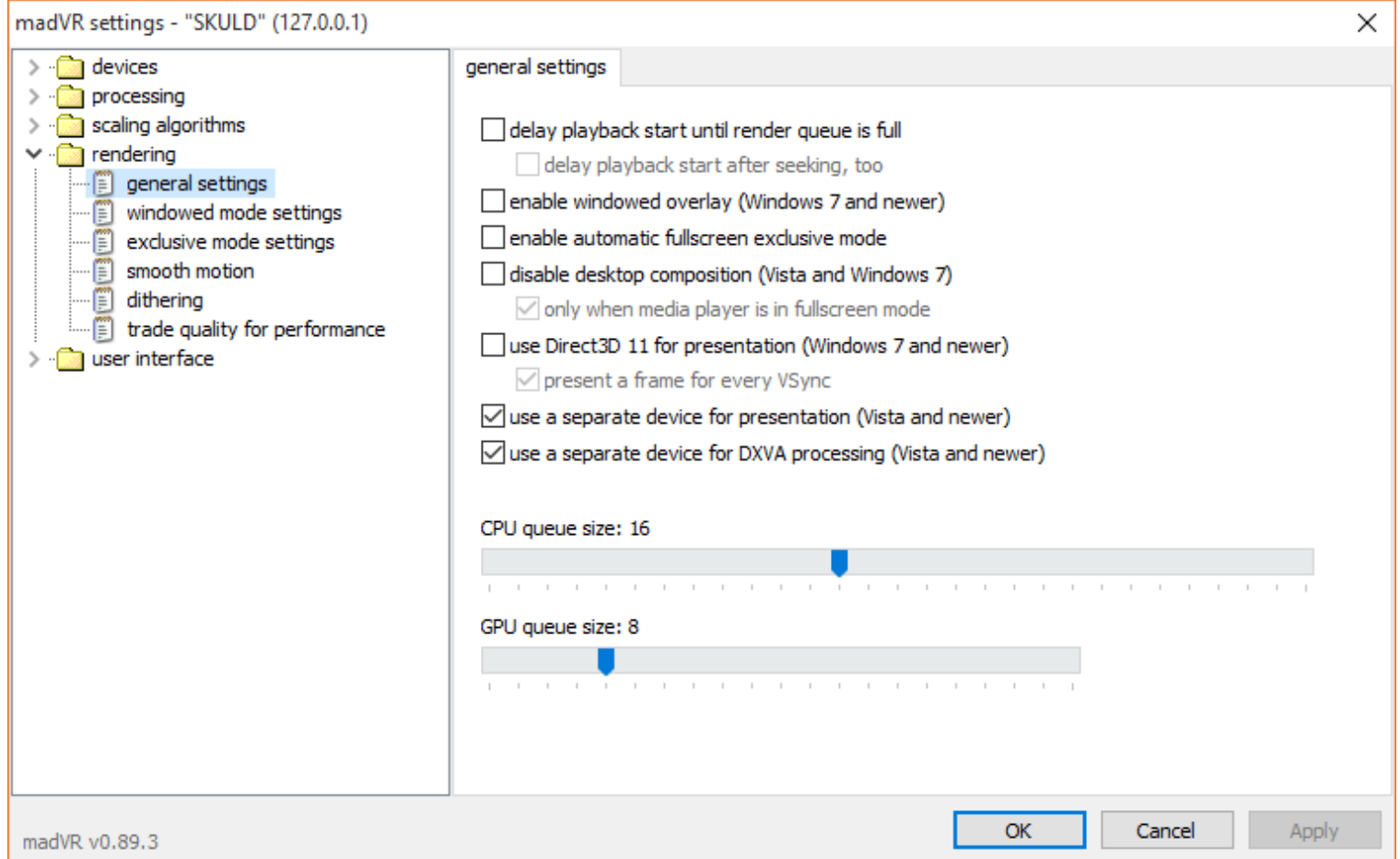
Copy-pasta-able example.

```
  if (srcHeight
```

List of arguments, operators, keywords et. al. is [here](#).

Go to 'rendering —> general settings' section, and here is what you should
 do:-

- Enable 'delay playback start until render queue is full' option.
  - Disable the 'delay playback start after seeking' if you use GPU decoding, or else you will find delays when seeking in files. You should only enable it if you use software decoding **AND** have really fast CPU, or use the QuickSync decoding method. Do not enable these two options if you want Potplayer's thumbnail preview feature to work correctly without seeing pauses during playback, or video playing automatically even if the video is paused manually.
- Disable 'enable windowed overlay (Windows 7 and newer)' option. Doesn't work with AMD GPUs, and has been depreciated by the 'present several frames in advance' option in 'rendering —> windowed mode settings' section.
- If you want to use fullscreen exclusive mode, enable the 'enable automatic fullscreen exclusive mode' option. This is recommended if you are using Windows XP, or have Aero disabled in Windows Vista or 7, or if you have tearing problems. If you don't have any problems with windowed mode playback, no need to enable this option. Also need to be enabled if you want to use 10-bit output in 'devices —> 'your-display-name-here' —> properties' section.
- The 'disable desktop composition (Vista and Windows 7)' should only be enabled if you want to use fullscreen exclusive mode, so that Aero doesn't compete with madVR for v-sync handling. Doesn't work in Windows 8.x unless you use full-screen exclusive mode.
- Enable the 'use Direct3D 11 for presentation (Windows 7 or newer)' option if you have the suitable GPU + OS combo. Also enable the 'present a frame for every V-Sync' option too.

- Disable 'use a separate device for presentation (Vista and newer)' option. Enable this though if you want to use the 'smooth motion frame rate conversion' feature below.
- Enable 'use a separate device for DXVA processing (Vista and newer)' option.
- The CPU/GPU queues are now manually controlled, unlike the automated method used in 0.80. The default size of 16 (CPU queue size) and 8 (GPU queue size) should be OK.
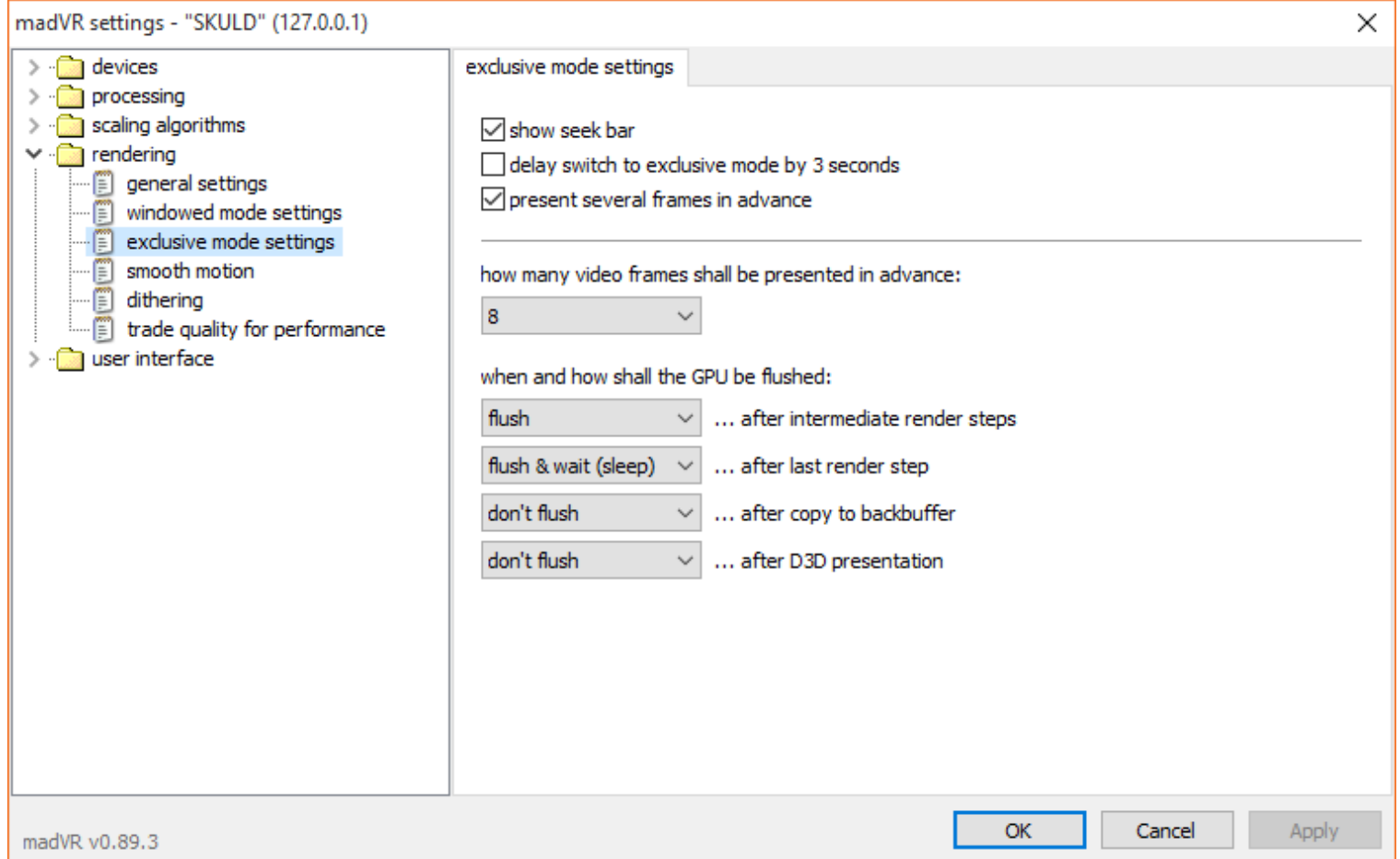
Go to 'rendering —> windowed mode settings' section as shown below. If you have Windows 7 or later, enable the 'present several frames in advance' option. 'More often than not, the default setting below is good enough for most scenarios. If you see problems, might as well flush everything.
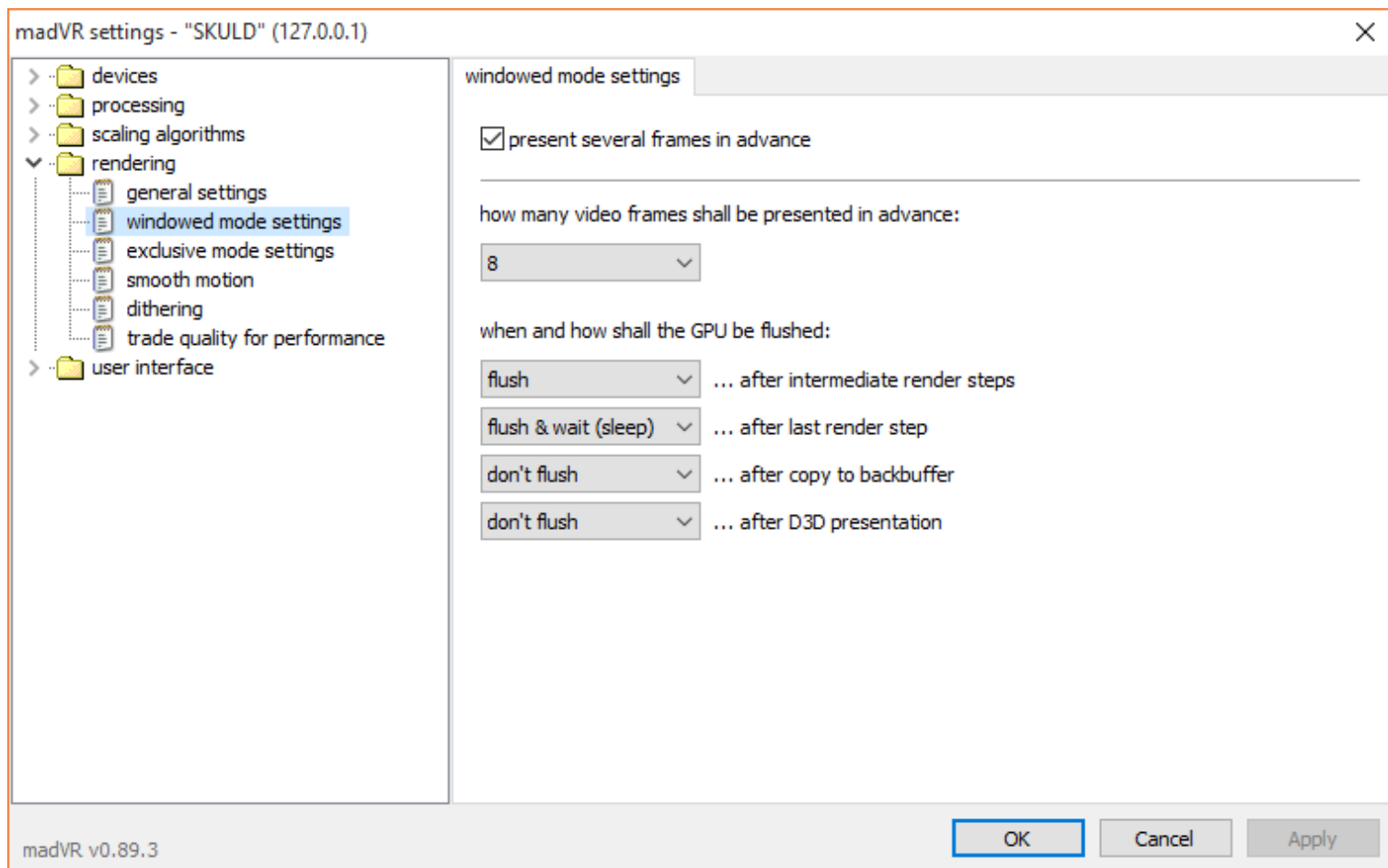
Go to 'rendering —> exclusive mode settings' section as shown below.
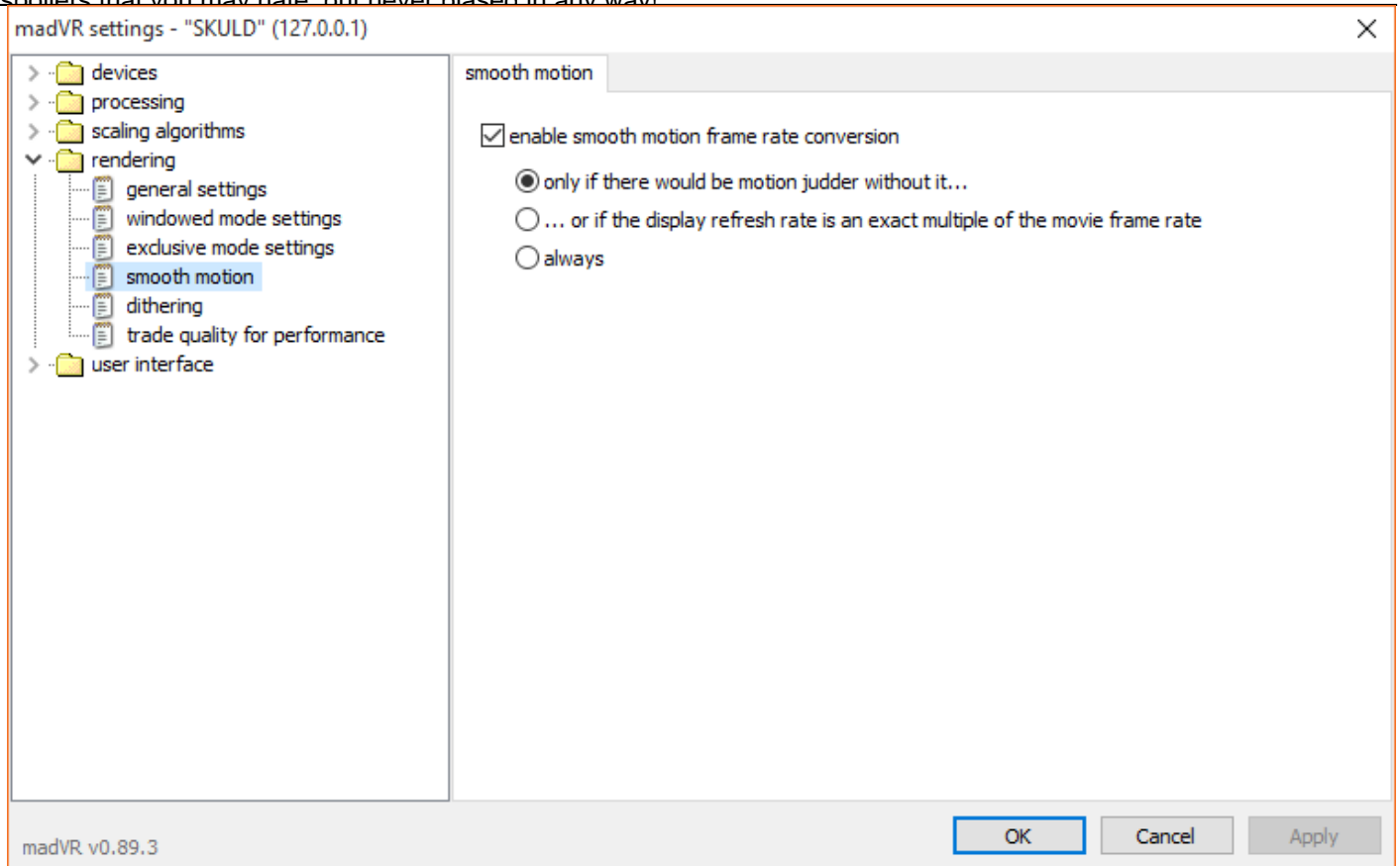
My collection of short anime reviews

Contain spoilers that you may hate, but never biased in any way!

madVR settings - "SKULD" (127.0.0.1)   ✕

- devices
- processing
- scaling algorithms
- rendering
  - general settings
  - windowed mode settings
  - exclusive mode settings
  - smooth motion
  - dithering
  - trade quality for performance
- user interface

exclusive mode settings

☑ show seek bar
☐ delay switch to exclusive mode by 3 seconds
☑ present several frames in advance

how many video frames shall be presented in advance:

8

when and how shall the GPU be flushed:

flush	... after intermediate render steps
flush & wait (sleep)	... after last render step
don't flush	... after copy to backbuffer
don't flush	... after D3D presentation

madVR v0.89.3   OK   Cancel   Apply

- Enable 'show seek bar' if you want to seek across the video timeline without exiting fullscreen exclusive mode.
- If you don't want madVR to enter fullscreen exclusive mode immediately after the player goes fullscreen, enable the 'delay switch to exclusive mode by 3 seconds' option.
- The 'present several frames in advance' option should always be enabled if you want to use fullscreen exclusive mode. But the new fullscreen exclusive mode in 0.5x series and later can be problematic sometimes in certain configurations (like black screen problems), therefore you can revert to old 0.49 smooth motion' section as shown below, and enable the 'enable smooth motion frame rate conversion' option to enjoy judder-less video playback even if you have mismatched display refresh rate and video frame rate. You should not enable this if you are using something like SVP.

madVR settings - "SKULD" (127.0.0.1)   ✕

```
> 📁 devices                          smooth motion
> 📁 processing
> 📁 scaling algorithms               ☑ enable smooth motion frame rate conversion
∨ 📁 rendering
    📄 general settings                 ◉ only if there would be motion judder without it...
    📄 windowed mode settings           ○ ... or if the display refresh rate is an exact multiple of the movie frame rate
    📄 exclusive mode settings          ○ always
    📄 smooth motion
    📄 dithering
    📄 trade quality for performance
> 📁 user interface
```

madVR v0.89.3   [OK] [Cancel] [Apply]

The first option: 'only if there would be motion judder without it…'
  should be enough for those 60Hz-only displays out there.

The second option: '…or if the display refresh rate is an exact multiple
  of the movie frame rate' is useful for displays that are more flexible
  when it comes to refresh rate availability. Use this in conjunction of
  madVR's refresh rate changer at 'devices —> 'your-display-name-here' —>
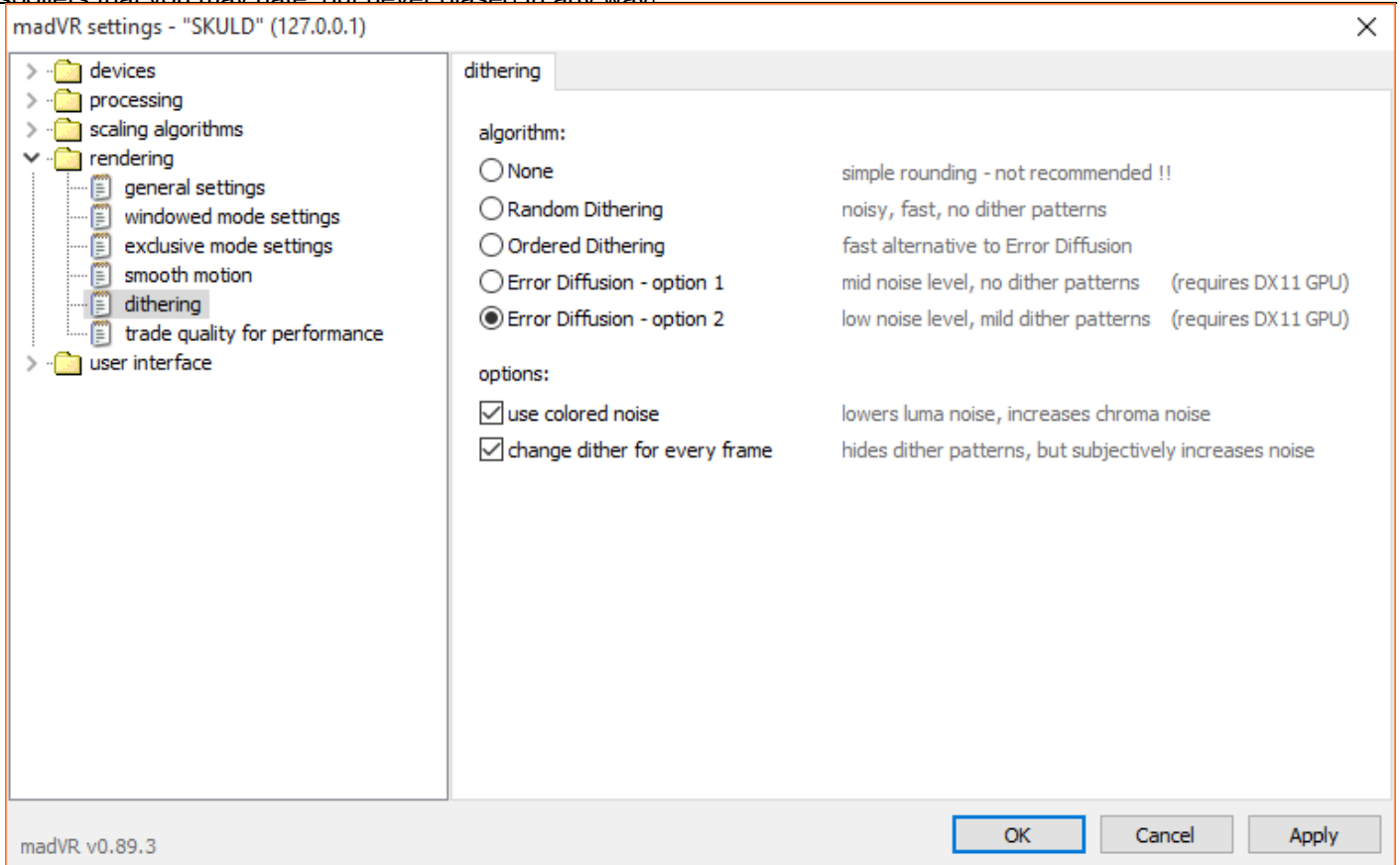 display modes' mentioned above.

Do not use the third option (always) unless you really need it.
  Actually, I don't really see any cases where you should enable this
  option.

This feature requires additional GPU powers, so take this in mind when
  choosing your GPU.

Go to 'rendering —> dithering' section as shown below, and enable the
  appropriate options as advised.

My collection of short anime reviews

Contain spoilers that you may hate, but never biased in any way!

madVR settings - "SKULD" (127.0.0.1)   ✕

> 📁 devices
> 📁 processing
> 📁 scaling algorithms
∨ 📁 rendering
    📄 general settings
    📄 windowed mode settings
    📄 exclusive mode settings
    📄 smooth motion
    📄 dithering
    📄 trade quality for performance
> 📁 user interface

dithering

algorithm:

○ None   simple rounding - not recommended !!
○ Random Dithering   noisy, fast, no dither patterns
○ Ordered Dithering   fast alternative to Error Diffusion
○ Error Diffusion - option 1   mid noise level, no dither patterns   (requires DX11 GPU)
◉ Error Diffusion - option 2   low noise level, mild dither patterns   (requires DX11 GPU)

options:

☑ use colored noise   lowers luma noise, increases chroma noise
☑ change dither for every frame   hides dither patterns, but subjectively increases noise

madVR v0.89.3   OK   Cancel   Apply

dithering/algorithm:-

- o None: Do not choose this unless you have really crappy GPU. Choose this only for performance reasons because the quality is crap.
- o Random dithering: Also do not choose this unless you have really crappy GPU. Choose this only for performance reasons.
- o Ordered dithering: Choose this if your GPU is not crap but do not support DirectX 11, or if you still happened to use Windows XP.
- o Error Diffusion – option 1: Choose this if you use Windows 7 or later, have a DirectX 11 discrete GPU with decent horsepower, and preferably use a monitor with 8-bit display bitdepth or higher.
- o Error Diffusion – option 2: Choose this if you use Windows 7 or later, have a DirectX 11 discrete GPU with decent horsepower, and use a monitor with 6-bit display bitdepth.

dithering/options:-

- o Use colored noise: Best used with the two error diffusion options above. Do not enable in conjunction with the first three dithering algorithms.
- o change dither with every frame: Enable this option.

Go to 'rendering —> trade quality for performance' section as shown below. Configure exactly as shown below. Enable all options if you have

My collection of short anime reviews

Contain spoilers that you may hate, but never biased in any way!

a low-end card. These settings, when enabled will reduce quality but will also reduce the burdens placed on the GPU. Disable 'lost BTB and WTW if it improves performance' option if you use 'custom levels…' option in 'devices —> 'your-display-name-here' —> properties' section.
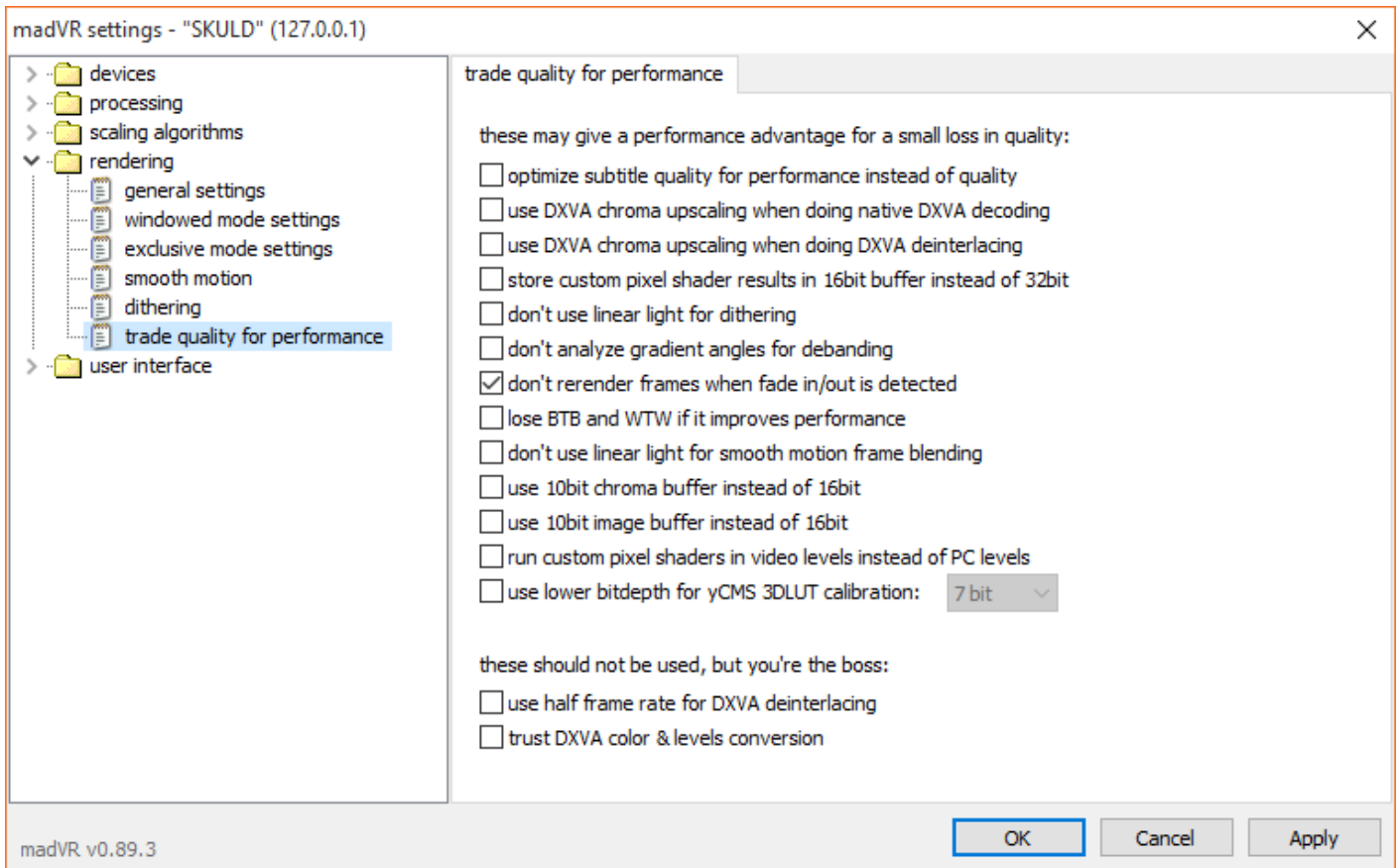
Go to 'user interface —> keyboard shortcuts' sectionand here you can assign custom shortcuts for many of madVR functions, so that you can change them without entering madVR options. Enable the 'use only if media player has keyboard focus' option so that those shortcuts only works when the media player has windows focus.

My collection of short anime reviews

Contain spoilers that you may hate, but never biased in any way!
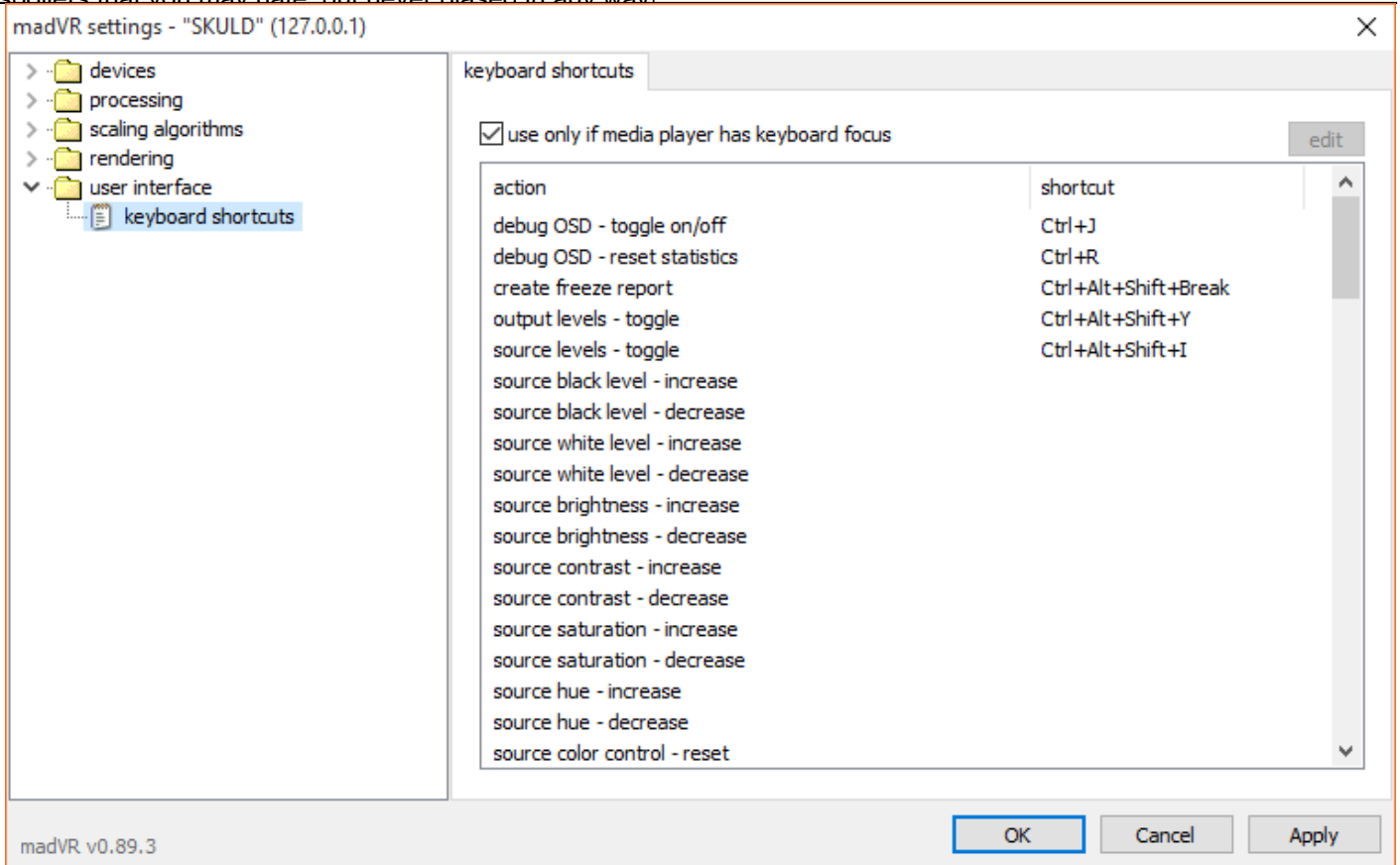
Click the 'Apply' button to save your changes, and click 'OK' to exit the property page and return to the video player. Configuration time is now finished.

3DLUT CREATION WORKFLOW.

Things you need:-

1. Colorimeters or specthrophotometers that is supported by ArgyllCMS such as X-Rite i1 DisplayPro and ColorMunki Display. See full list here.
2. ArgyllCMS 1.6.1 or later – http://www.argyllcms.com/downloadwin.html (32-bit version is enough). Unzip content to a folder of your choice.
3. dispcalGUI 1.5.3.1 or later – dispcalgui.hoech.net. Download and install it.
4. for users of X-Rite i1 Display Pro, ColorMunki Display and Spyder 4 colorimeters, an optional Calibration Spectral Sample file (.ccss) for your monitor.

Connect your calibration device and make sure the drivers are all working.

Go to 'All Programs —> LAV Filters —> madVR Test Pattern Generator' to start up the test chart display window. Enable the 'stay on top', 'use full screen', 'disable VideoLUTs' and 'disable 3dlut' options.

My collection of short anime reviews

Contain spoilers that you may hate, but never biased in any way!
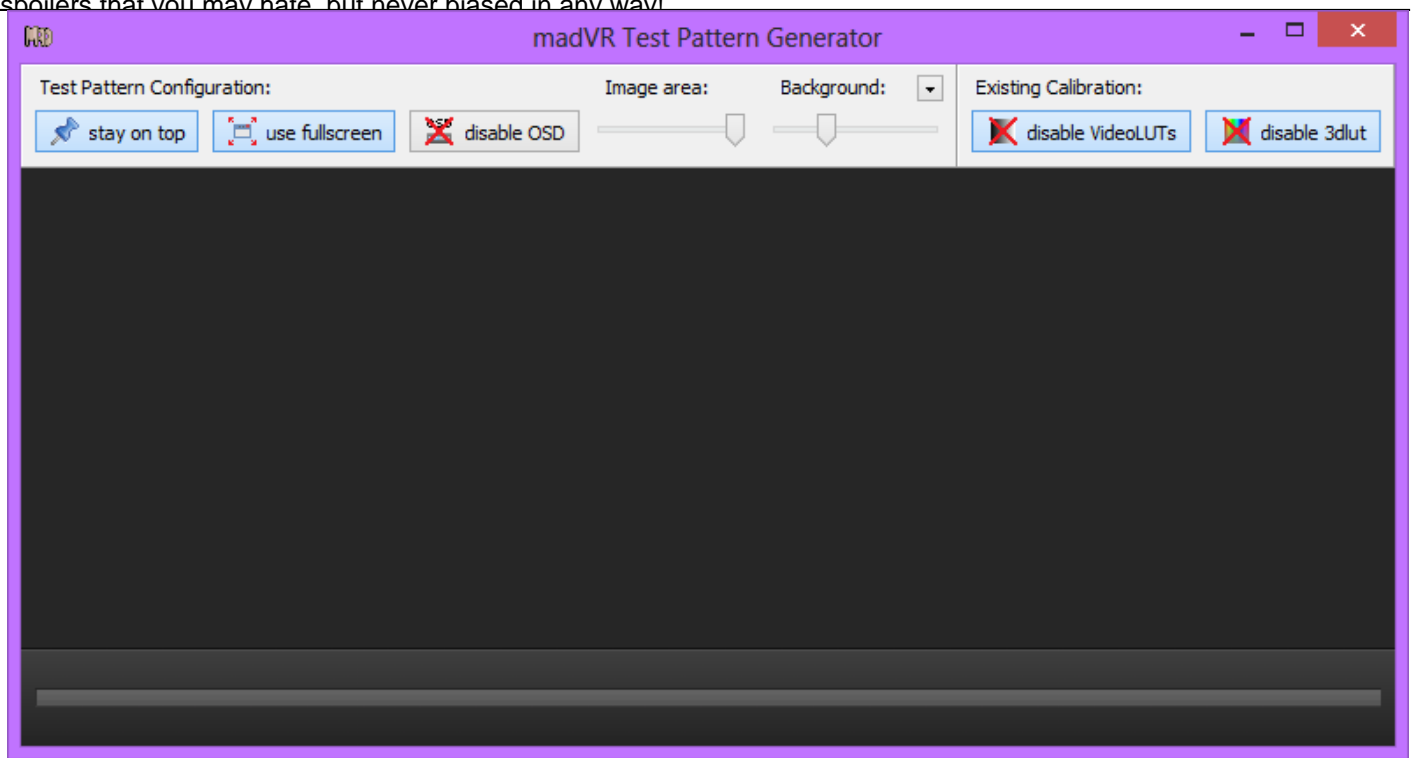
Start up dispcalGUI, and a window like below will show up. If it ask for the location of the ArgyllCMS, point to where you have unzipped the contents of the ArgyllCMS archive file.

My collection of short anime reviews

Contain spoilers that you may hate, but never biased in any way!
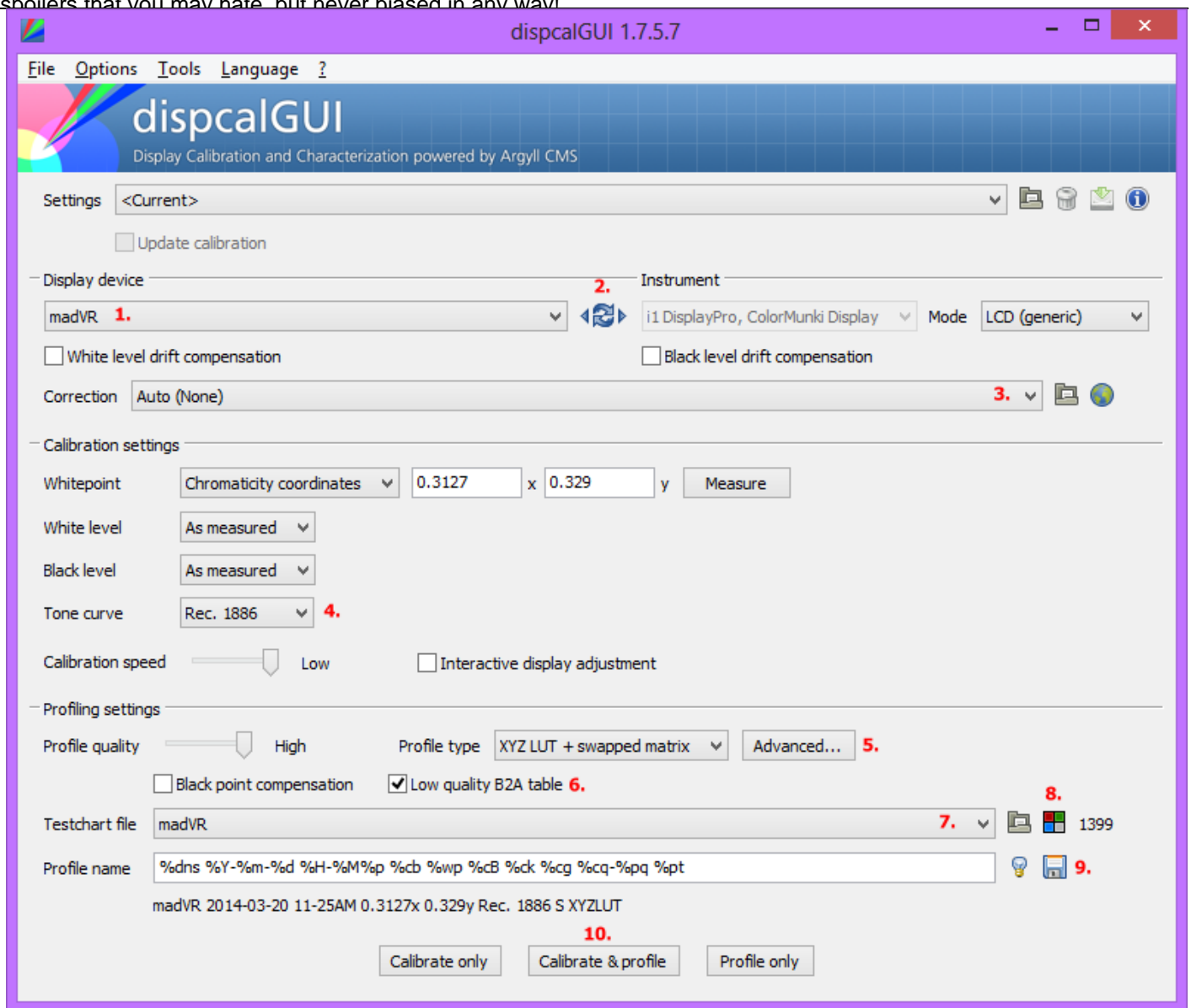
1. Set 'display device' option to '**madVR**'.
2. Click that icon so that dispcalGUI detects your meter.
3. If you have a .ccss file for your meter + monitor combination, specify it here. If you do not have one, set it to 'Auto'.
4. Set 'tone curve' option to '**Rec. 1886**'.
5. Set 'profile type' option to '**XYZ LUT + swapped matrix**'.
6. 'Black point compensation' option should be disabled, while 'Low quality B2A table' option is enabled.
7. Set 'Testchart file' option to '**madVR**'.
8. Click the colourful 'test chart editor' icon to bring up the test chart editor window like the one below.
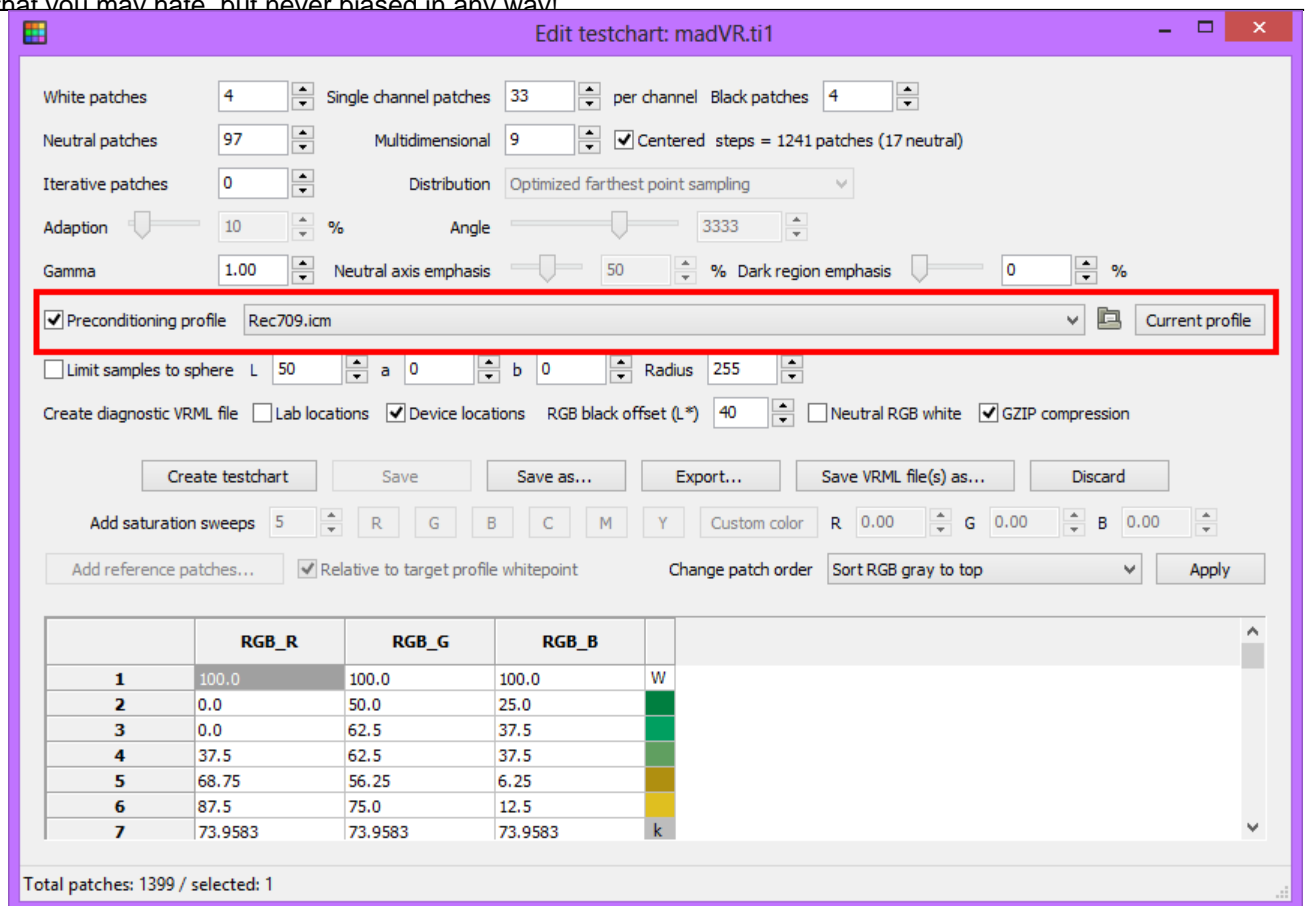
Enable the 'precondtioning profile' option, and then press the icon at the left of the 'Current Profile' button, and then load the Rec709.icm file from the 'ref' sub-folder in the ArgyllCMS folder.Then click the 'Close' icon at the top-right of the window, and you will be prompted to save the edited test chart. Save it somewhere you wanted that is easily accessible.After that, back in the 'Step 7' above, make sure the newly created test chart you have just saved is being used for calibration, by clicking the folder icon on the left of the 'test chart editor' icon, and then browsing to the folder where you have saved the chart file before.

9.   Specify where you want to save the resulting calibration files. You should do this because dispcalGUI default save folder sucks.

10.   Position the madVR Test Pattern Generator window on the middle of your screen, put your meter over it, and then click 'Calibrate & profile' button.

If you use ColorMunki Display like me, the calibration process will take at least an hour. It can be faster if you use a meter like X-Rite i1 Display Pro.
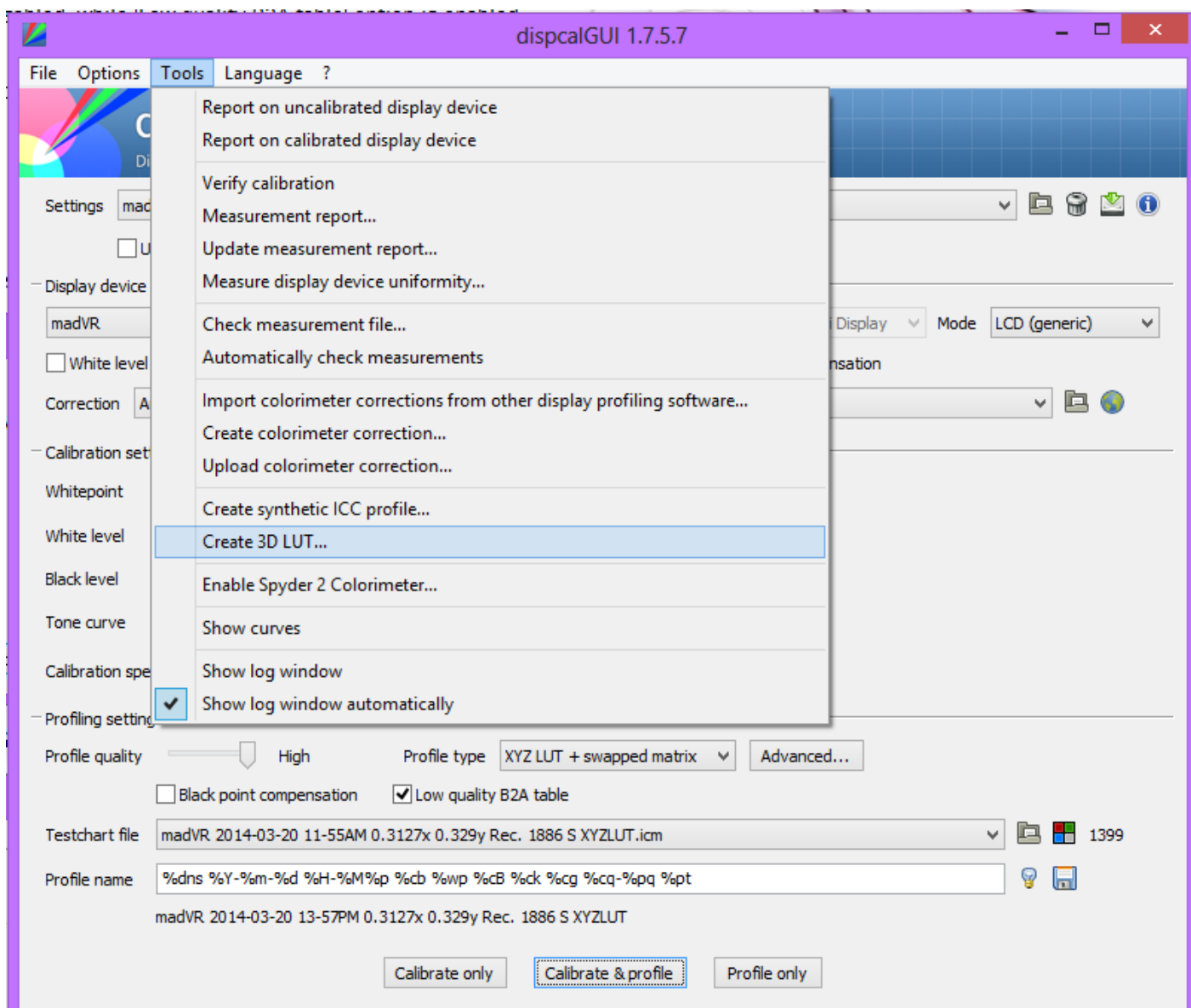
Once the calibration process is done, you will see the pop-up window below.

My collection of short anime reviews

Contain spoilers that you may hate, but never biased in any way!
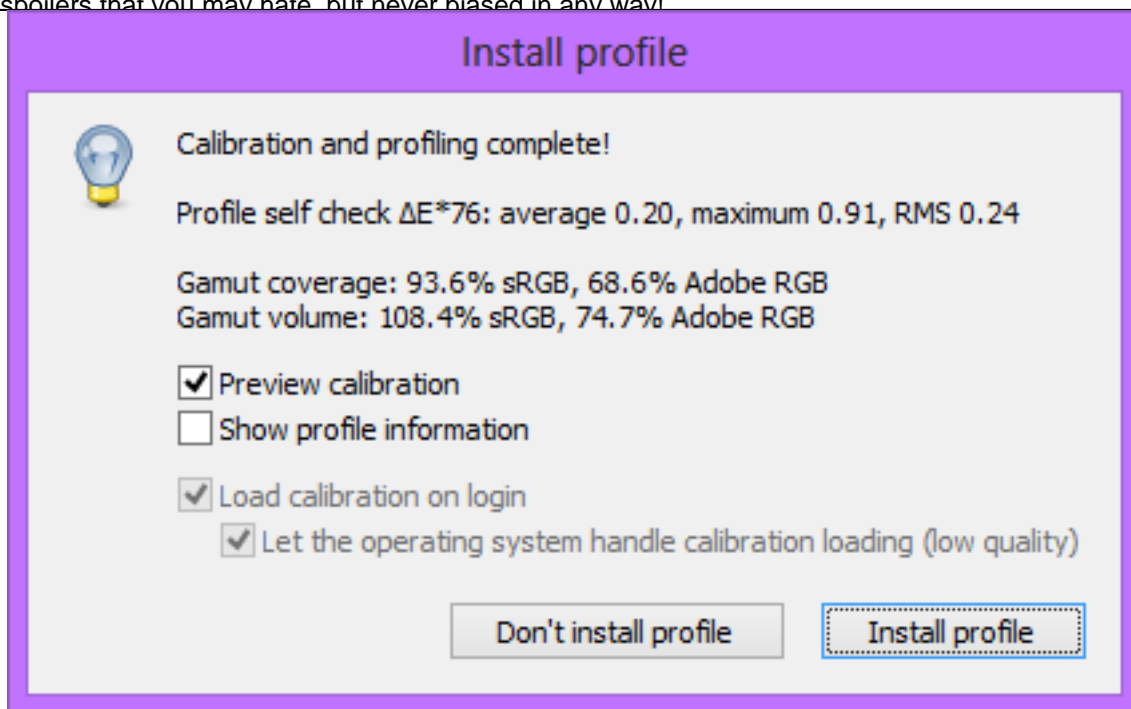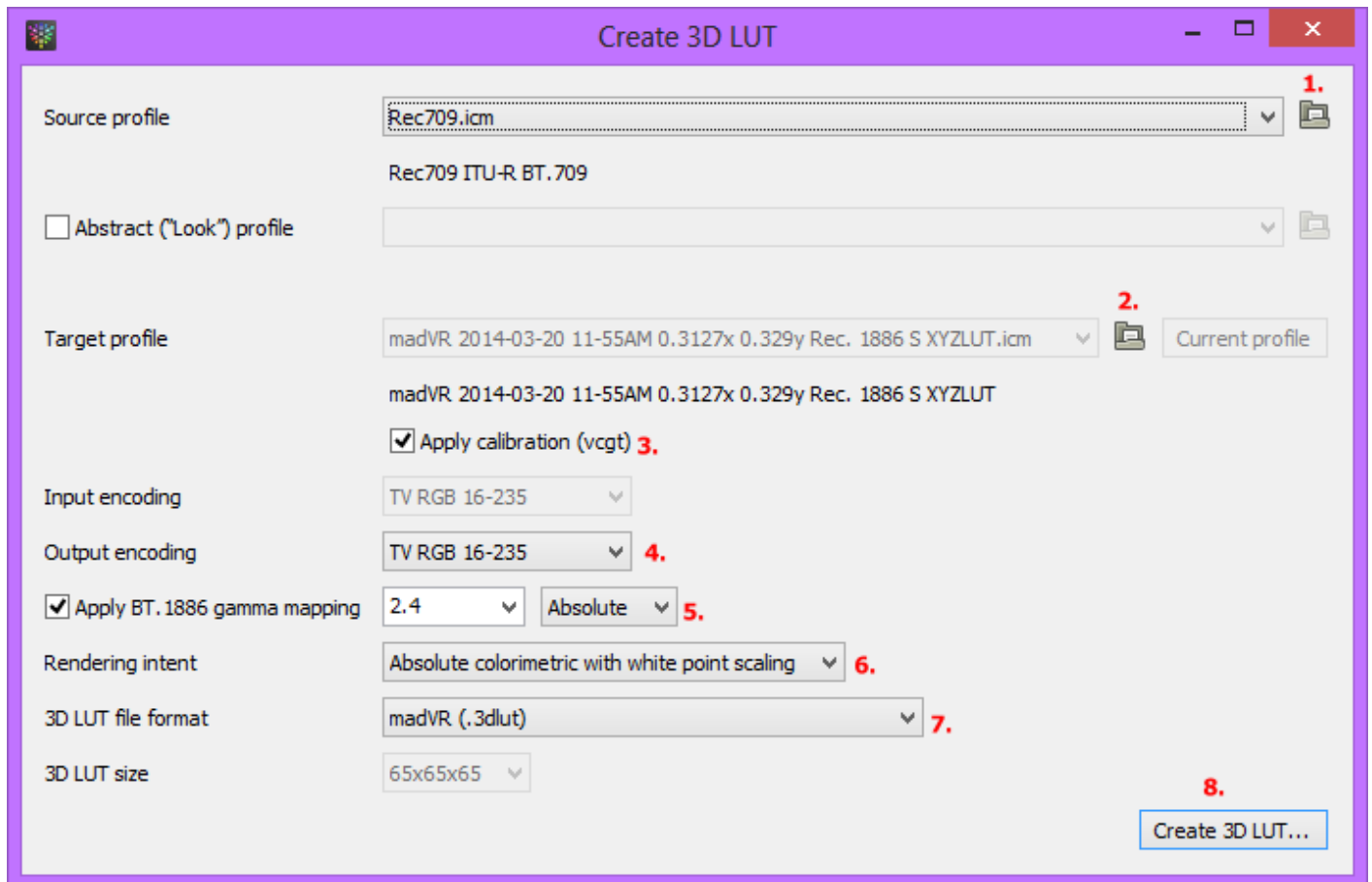
Click 'Don't install profile' button to return to dispcalGUI window.

My collection of short anime reviews

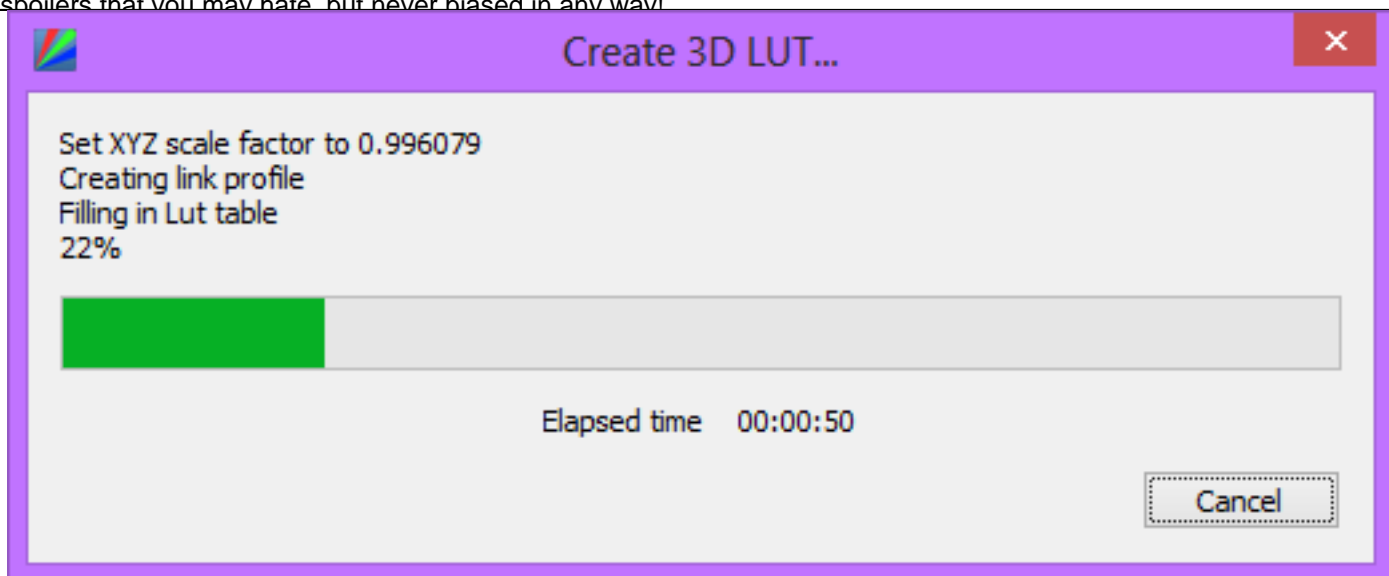Contain spoilers that you may hate, but never biased in any way!

Back in dispcalGUI main window, go to 'Tools —> Create 3D LUT…' option, and the window below will appear.

1. Set the 'source profile' option to use the '**Rec709.icm**' file from the 'ref' folder in ArgyllCMS folder.
2. Set the 'Target profile' option to use the .icm file you have saved during the calibration process.
3. Enable the 'Apply calibration (vcgt)' option.
4. 'Output encoding' should be set to 'TV RGB 16-235' and nothing else.
5. Enable the 'Apply BT. 1886 gamma mapping' option with the 'Absolute' option. As for the gamma values, it is up to you to choose, depending on ambient light in your room.
6. Set 'Rendering intent' option to '**Absolute colorimetric with white point scaling**'. Actually you can use other options too like 'absolute colorimetric' or 'relative colorimetric' to suit your preference.
7. Set '3D LUT file format' to '**madVR**'.
8. Click 'Create 3D LUT…' button to start creating the 3D Lut file. Before the process starts, it will ask you where to save the resulting .3dlut file, so just save it in the same folder from no.2 above. This process will take a couple of minutes.

Create 3D LUT...

Set XYZ scale factor to 0.996079
Creating link profile
Filling in Lut table
22%

Elapsed time   00:00:50

Cancel

You now have a .3dlut file to be used in 'devices —> 'your-display-name-here' —> calibration' above.

All comments should be posted at the page(s) that referenced this sub-article.

Share this:

- ○ Facebook
- ○ Google
- ○ Twitter
- ○ Pinterest
- ○

Like this:

Like Loading...