



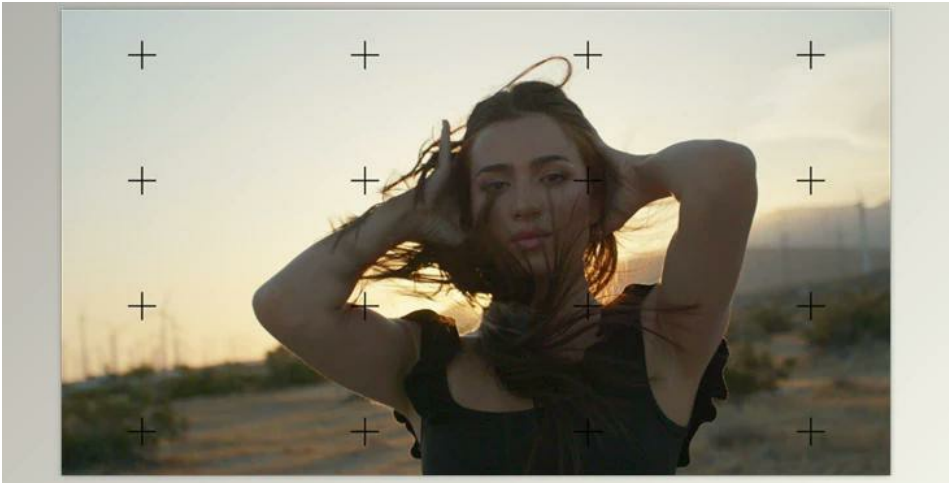
Mononodes Color Shaper v1.0 for Davinci Resolve

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Mononodes Color Shaper v1.0 for Davinci Resolve: The provided content explains the functionality and guidelines for using DCTLs (DaVinci Color Transform Language) to make precise hue and luminance adjustments in DaVinci Resolve.

These DCTLs allow users to select a specific hue range, adjusting its saturation, density, or hue with the flexibility to target shadows, mid tones, or highlights.

The instructions outline how to use the 'Range' and 'Center' sliders to modify hue and the 'Luma Low/High' and 'Luma Range' sliders to adjust luminance. Installation involves placing DCTL files in DaVinci Resolve's LUT folder, and it is recommended to use parallel nodes in large color spaces (e.g., DWG, LogC3) for optimal results.



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