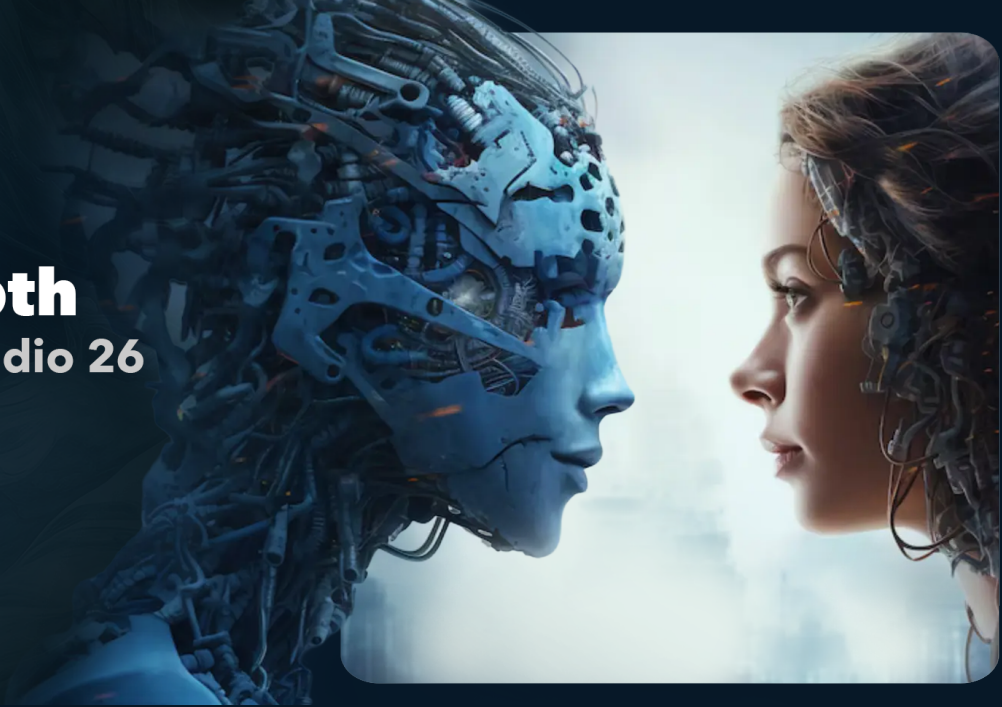




RealDepth
Conform Studio 26



Complete English User Guide

Step-by-step conform, recovery, verification, and reporting

VERSION 26.1 | JULY 2026 | PRODUCTION EDITION

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How to use this tutorial

First-time operators should read Chapters 4 through 13 in order. Use the Chapter 17 checklist for every production conform. Control names match the application so the manual can remain open beside the workstation.

RealDepth Conform Studio 26 is a conform management system. Operator approval and final timeline quality control remain mandatory.

1. What RealDepth does

RealDepth Conform Studio 26 is a project, conform, recovery, timeline-intelligence, verification, and reporting workspace for DaVinci Resolve finishing. It keeps project records and account details locally, uses the cloud only for activation and approved content sync, and never replaces an operator's final quality-control decision.

Production rule: duplicate or back up the Resolve project before applying conform, relink, LUT, clone, or recovery operations.

2. System requirements and preparation

- macOS 12 or later on an Intel or Apple Silicon Mac; Windows 10/11 for the Windows companion.
- DaVinci Resolve Studio 17 or later. Resolve 20 is recommended.
- A Resolve project must be open before connecting.
- For a local connection, set Resolve Preferences > System > General > External scripting using to **Local**.
- For remote Resolve, install Tailscale on both workstations and set External scripting using to **Network** on the Resolve workstation.
- Allow Screen Recording and Accessibility for RealDepth on macOS when live viewer playback is required.

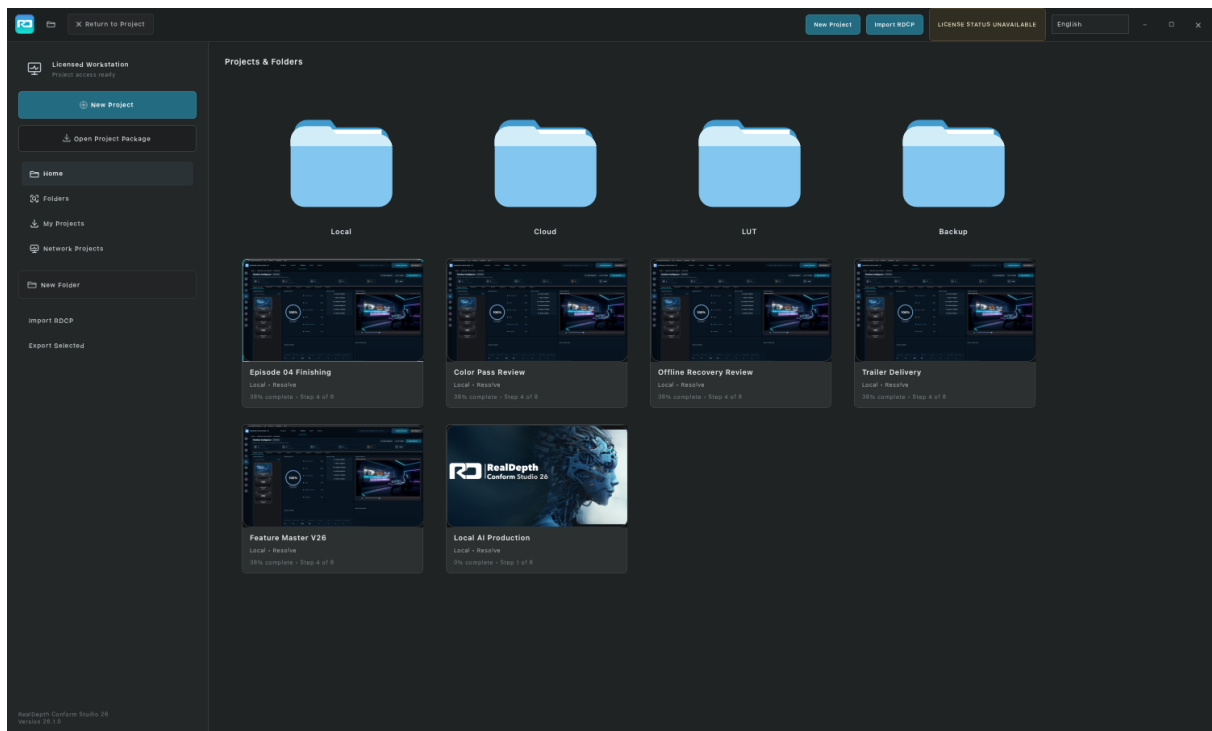
3. Installation, account, and activation

1. On the Beta download page, use the system recommendation or choose **Universal**, **Apple Silicon**, or **Intel**. Open the DMG and drag **RealDepth Conform Studio 26** to Applications, or run the matching PKG for a guided installation.
2. On first launch, choose **Create Account**. Name, phone number, email, and a unique username are mandatory.
3. Use the username for normal sign-in; the email address remains a separate contact and recovery identity.
4. The account is created in the local encrypted application store. When internet is available, activation and the allowed profile fields synchronize to the RealDepth cloud.
5. Enter the license key or choose an available plan, then select **Activate this device**.
6. Use **Lock Session** when leaving the workstation and **Sign Out** only when changing accounts.

A license is permanently bound to the first workstation that activates it. Deactivation blocks access but does not release the machine binding; the same key cannot activate a different workstation.

Never send a password, activation token, local database, or full license key to support.

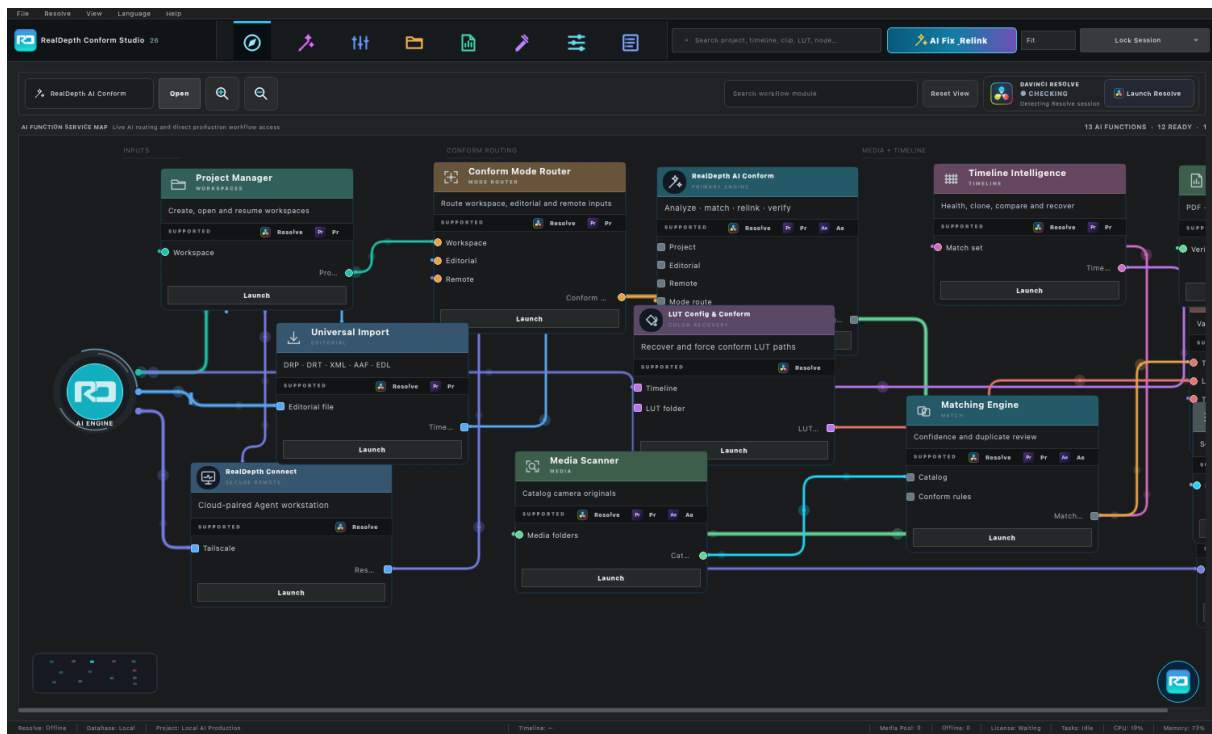
4. Project Manager



Project Manager

1. At startup, choose **Local** for this workstation or **Network** for an approved Tailscale Resolve workstation.
2. Select **New Project**, enter a clear production name, and choose either **Connect to DaVinci Resolve** or **Open Editorial File**.
3. A project card stores progress, selected timeline, media locations, and workflow history. It does not duplicate the Resolve project database.
4. Use **New Folder** to group productions. The magnifying-glass buttons change thumbnail size.
5. Use **Export RDCP** to hand off a RealDepth project record. Use **Import RDCP** to restore it on another approved workstation.
6. Double-click a card or select **Open Project** to continue.

5. App Navigator



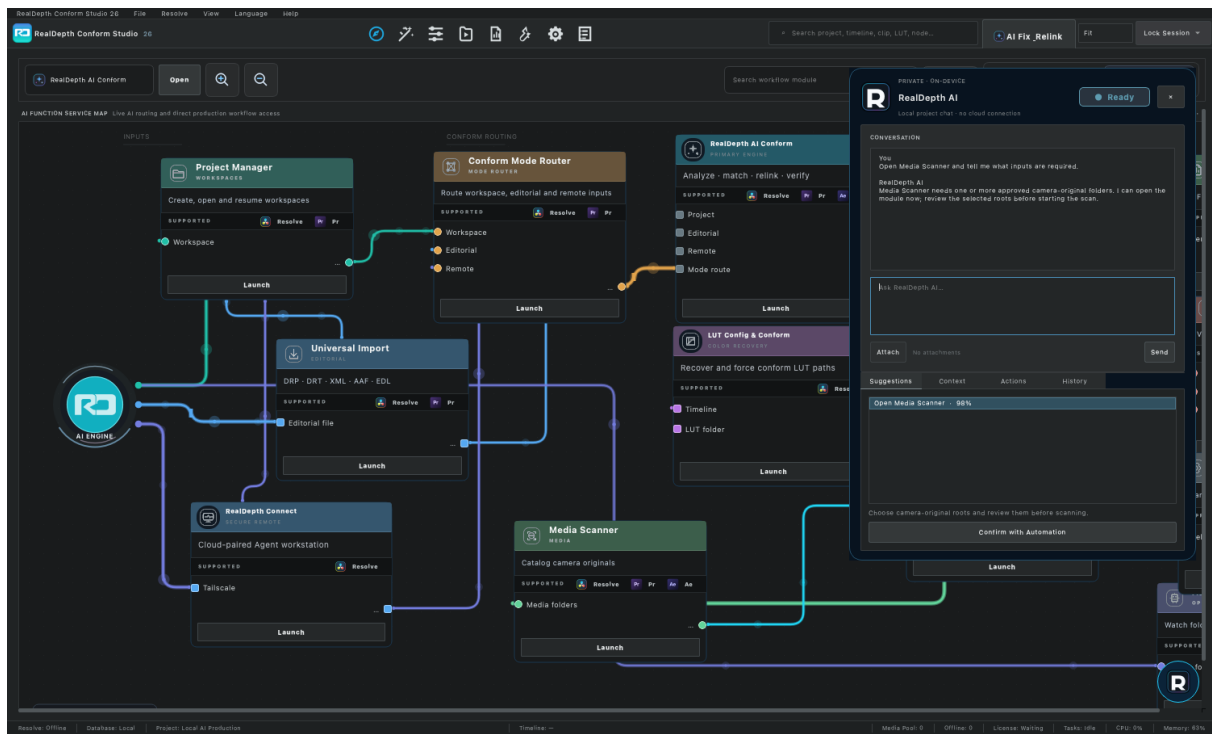
App Navigator

The Navigator is the application launcher. The three wide cards are core engines; compact cards are direct functional modules. The left rail and bottom dock provide the same destinations.

- **RealDepth AI Conform:** guided analysis, scanning, matching, relinking, verification, and reporting.
- **LUT Config & Conform:** timeline selection, LUT path recovery, review, and controlled application.
- **Remote Resolve:** reconnect to the saved Tailscale workstation.
- **Project Manager:** create, open, import, export, and organize workspaces.
- **Timeline Intelligence:** health, blueprint, clone, mirror, compare, recovery, and reports.
- **Media Scanner / Matching Engine:** index camera originals and review match evidence.
- **Universal Import:** DRP, DRT, XML, FCPXML, AAF, EDL, OTIO, CSV, and JSON handoffs.
- **Verification Center / Report Center:** validate the result and export evidence.

The Active Workspace and DaVinci Resolve panels show the current project, version, online state, and an **Open/Launch Resolve** action.

6. RealDepth AI local chat and task requests



RealDepth AI local chat

Select the circular **RD** chat button at the lower-right of the workspace. RealDepth AI opens as a compact modeless window, so the current module remains visible. The status changes from **Thinking** to **Typing** and then **Ready** while the private bundled model prepares and types its answer. Project prompts and model inference stay on this Mac; the chat does not require a cloud AI endpoint.

RealDepth AI can explain App Navigator, Project Manager, AI Conform, Conform Intelligence, Timeline Intelligence, Media Scanner, Matching Engine, Universal Import, LUT Config & Conform, Remote Resolve, Verification Center, Report Center, Automation, and Settings. Ask one clear question or task at a time.

Question examples

- **What inputs does Media Scanner need?** - approved camera-original root folders.
- **Why is Timeline 1 offline?** - asks RealDepth AI to explain the checks to run before recovery.
- **Which match evidence should I review?** - explains reel, timecode, duration, metadata, and image/audio evidence.

Task prompt examples and required inputs

- **Open Media Scanner and scan /Volumes/SHOW/Camera_RAW.** Required: one or more approved media-root folders.
- **Analyze Timeline 1 and prepare Offline Recovery.** Required: connected Resolve project, selected timeline, and approved media roots.
- **Compare LOCKED_V12.xml with Timeline 1.** Required: editorial file and target timeline.
- **Recover LUT paths for Timeline 1 using /Volumes/SHOW/LUTs.** Required: timeline and approved LUT folder.
- **Run Verification for Timeline 1 and create a PDF report in /Volumes/SHOW/Reports.** Required: selected timeline and writable output folder.

The safe task sequence is: **ask -> review the recommendation -> fill or confirm every required input -> select Confirm with Automation -> verify the result**. RealDepth AI never silently applies work to every timeline. Automation remains blocked until the operator confirms it. Never enter passwords, activation tokens, private database files, or a complete licence key in chat.

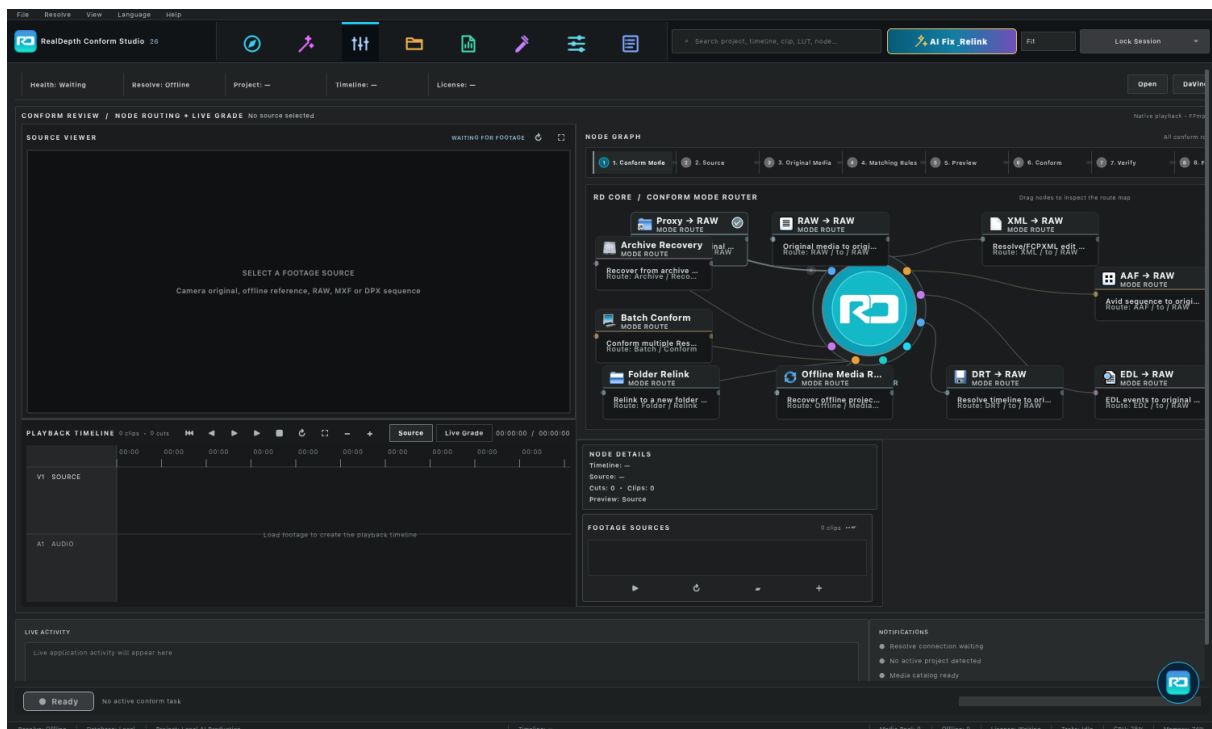
Tamil requests are supported directly: ask in Tamil and RealDepth AI returns Tamil step guidance while preserving exact English button/module names. Other languages are passed to the local model in the operator's script; technical workflow

actions always remain confirmation-gated.

7. Select a timeline before conforming

1. Open **AI Conform** or **LUT Config & Conform**.
2. The timeline chooser lists every timeline in the open Resolve project.
3. Select one or more required timelines, then continue. RealDepth never silently applies the operation to every timeline.
4. Inside the module, use the timeline selector to change the target and reconfirm before applying.
5. If the list is empty, open a Resolve project, create/open a timeline, and select **Reconnect Resolve**.

8. Guided AI Conform workflow



Project workflow

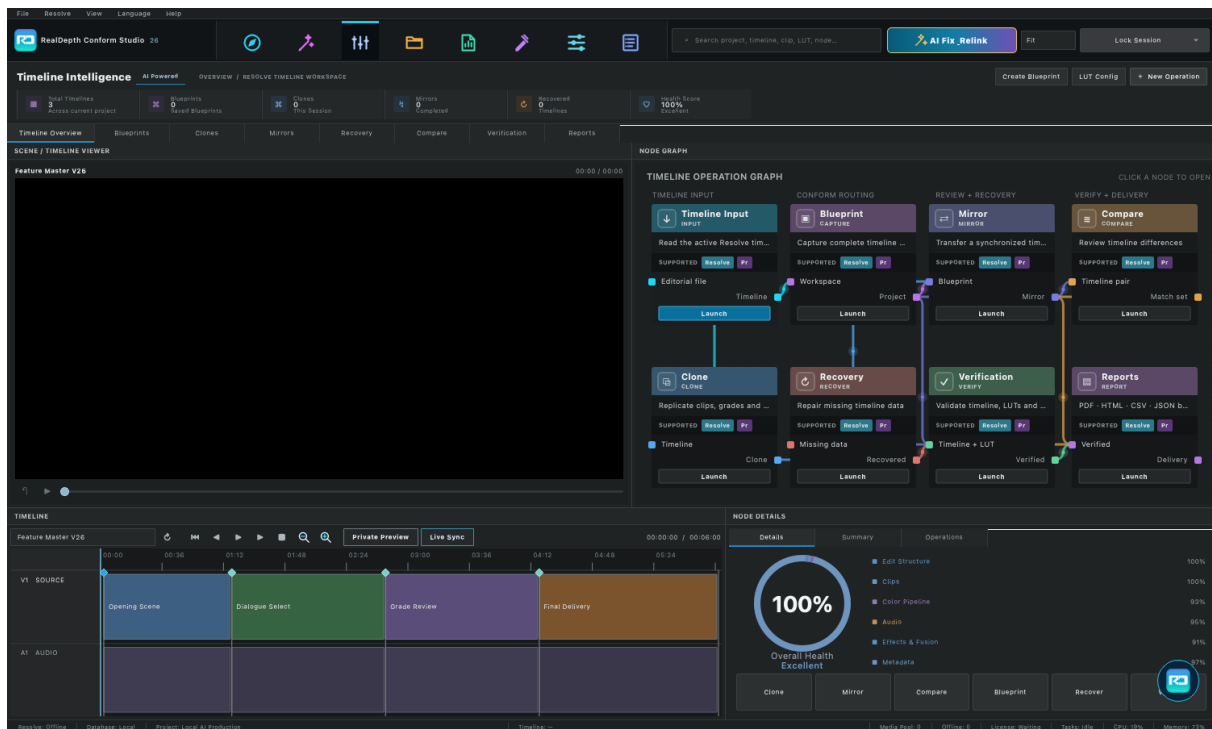
1. **Source** - import an editorial file or confirm the active Resolve timeline.
2. **Original Media** - add camera-original folders. Use the smallest correct root folders; do not select an entire storage volume unless required.
3. **Analyze** - read timeline structure, reels, timecode, metadata, speed changes, and offline items.
4. **Scan** - catalog source media and cache technical metadata.
5. **Match** - review confidence and evidence. Resolve ambiguous or low-confidence matches manually.
6. **Relink / Conform** - preview the operation, confirm the target timeline, and apply.
7. **Verify** - check offline count, timeline structure, durations, LUTs, effects, and exceptions.
8. **Report** - export HTML, CSV, JSON, and PDF evidence; archive it with the delivery.

A green status means the automated checks passed. It does not replace picture, sync, grade, and audio review by the finishing operator.

9. Media scanning and matching

- Scan camera originals before proxies when both are available.
- Keep reel name, source timecode, filename, duration, resolution, codec, camera metadata, and path evidence enabled.
- Review **Exact**, **High**, **Medium**, **Low**, **Ambiguous**, and **Unmatched** groups separately.
- Approve only a match that points to the intended take and frame range.
- Save manual decisions to the project so a later scan remains traceable.

10. Timeline Intelligence and true viewer playback

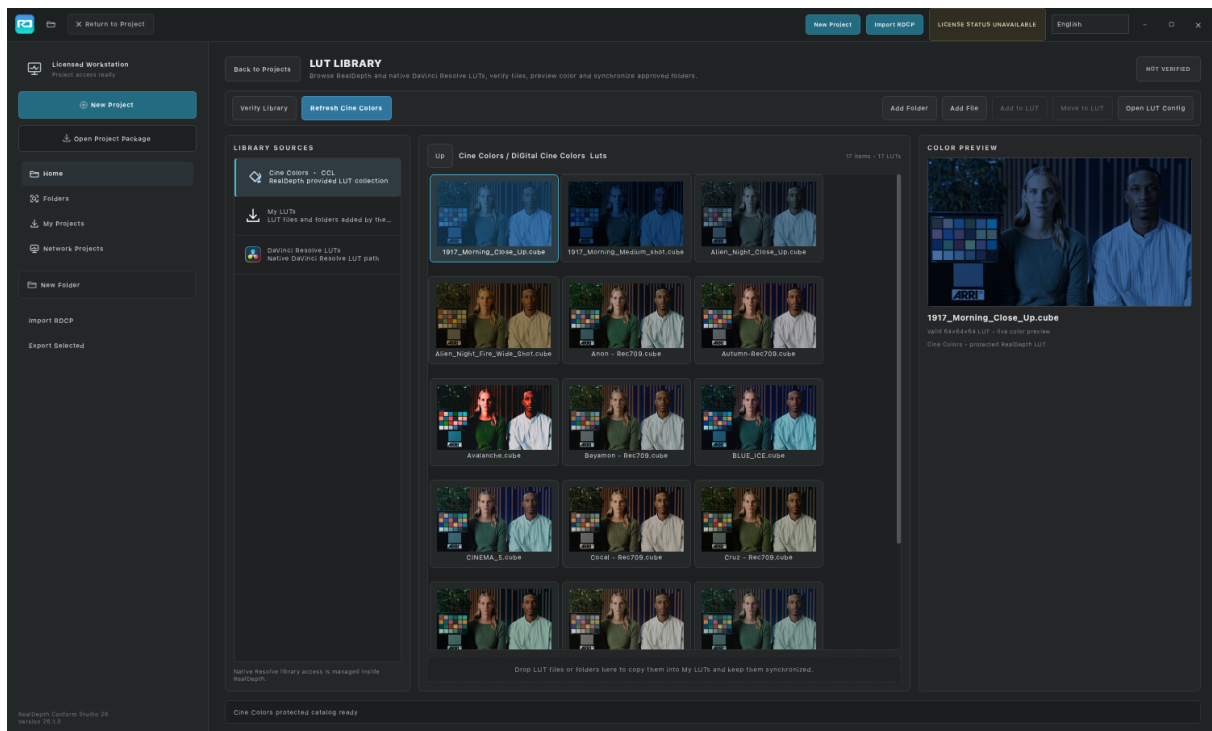


Timeline Intelligence

1. Select **Timeline Intelligence** and choose a timeline in Studio Navigator.
2. The side viewer displays the real Resolve viewer through the local loopback mirror or the approved remote companion. Grades, LUTs, OFX, Fusion, and current Resolve output are preserved.
3. Use Play/Pause, restart, and the seek slider; these controls operate the selected Resolve timeline.
4. **Create Blueprint** saves a read-only structural snapshot.
5. **Clone Timeline** prepares a controlled duplicate. **Mirror Timeline** compares reference and live structure.
6. **Compare** highlights edit, media, color, audio, effect, marker, and metadata differences.
7. **Recover Timeline** opens the recovery workflow. **Verify Timeline** runs the final checks.

If the viewer is black, keep Resolve visible, open Edit/Color/Fusion, and grant Screen Recording. If transport does not respond on macOS, grant Accessibility and reopen RealDepth.

11. LUT Config & Conform



Protected Cine Colors library

1. Choose the target timeline in the timeline chooser.
2. Scan nodes and clips for missing or moved LUT references.
3. Open **LUT Library > Cine Colors** to browse protected RealDepth looks. Every tile and the large preview use the approved reference frame so skin tone, neutrals, saturation, and highlight behavior can be compared consistently.
4. Cine Colors is delivered as an encrypted, device-bound catalog. Its website source, download URL, cache location, and LUT file path are intentionally not shown or exportable. The operator can preview and apply a licensed look only through RealDepth.
5. Select **Refresh Cine Colors** to synchronize the admin-approved catalog. If the network is unavailable, the encrypted catalog already included with the Beta build remains available.
6. Use **My LUTs** only for customer-owned files. **Add File**, **Add Folder**, **Add to LUT**, and **Move to LUT** copy or move those approved customer files into the managed My LUTs library.
7. **DaVinci Resolve LUTs** exposes the native Resolve library for browsing and verification. Provider-owned Cine Colors files are never copied into a customer-visible folder.
8. Review the original timeline reference, proposed match, match reason, and affected clips. Preview first, then apply only the selected corrections.
9. Reopen representative shots and verify input, creative, display, and output transforms before finalizing.

Catalog administration is separate from operator use. Authorized administrators can add, replace, disable, or delete Cine Colors assets in the web admin. Desktop clients receive only authenticated catalog metadata and protected content; they never receive a public provider path.

12. Remote Resolve setup

1. Install Tailscale on both computers and sign them into the same approved tailnet.
2. On the Resolve workstation, set External scripting using to **Network**, save, and restart Resolve.
3. Windows: run **Install RealDepth Resolve Companion** as Administrator. It opens only the required Tailscale-facing rules for scripting and viewer mirror services.

4. Create a Network project in RealDepth and select the discovered peer/MagicDNS identity.
5. Open a Resolve project, then press **Connect**. The finite-timeout companion bridge is tried first; direct scripting is a bounded fallback.
6. Confirm project/timeline status and a live frame before running conform operations.

Troubleshooting order: verify both Tailscale peers are online; verify Resolve project is open; confirm TCP 15000 and mirror 47626 on the remote host; restart the companion; then use **Reconnect Resolve**. "Waiting for remote connection" must change to either Connected or a specific actionable error-it no longer waits indefinitely.

13. Universal Import and editorial files

- **DRP/DRT**: import or inspect a Resolve project/timeline package.
- **XML/FCPXML/AAF/EDL/OTIO**: parse editorial structure and create a controlled conform source.
- **CSV/JSON**: import supported metadata mappings and operation data.
- Always inspect frame rate, start timecode, reel mapping, retimes, transitions, nested/compound items, and unsupported effects after import.

14. Verification and reports

Run Verification after every relink, conform, LUT recovery, clone, or imported revision. Resolve every red failure and document every accepted warning. The delivery report should include project/timeline identity, source locations, match decisions, operation time, offline count, timeline health, LUT status, and operator notes.

15. Settings, backup, and updates

- **Settings > Resolve**: scripting mode and connection details.
- **Settings > Media**: scan workers, cache, and metadata tools.
- **Settings > Language**: English or Tamil interface preference.
- **Settings > License**: activation state and device information.
- Export the RDCP record and Resolve DRP before major operations.
- Install updates only after the current project and reports are backed up.

16. Error recovery

- **Resolve Offline**: start Resolve Studio, open a project, enable scripting, and reconnect.
- **No timelines**: open or create a Resolve timeline and refresh.
- **Viewer unavailable**: grant Screen Recording/Accessibility locally, or start the remote companion.
- **Media remains offline**: rescan the correct camera-original root and review unmatched items.
- **Low-confidence match**: do not auto-approve; compare reel, timecode, duration, and image/audio evidence.
- **License waiting**: confirm internet, system clock, username, and activation key; local project data remains on the workstation.
- **Unexpected operation**: stop, restore the duplicated timeline/project, and attach the report and logs when contacting support.

17. Final delivery checklist

- ☐ Correct project and timeline selected.

- Resolve project duplicated or backed up.
- Camera-original roots confirmed.
- Ambiguous and low-confidence matches reviewed.
- Offline count is zero or approved exceptions are documented.
- Picture, sync, retimes, transitions, reframes, grades, LUTs, OFX, Fusion, and audio checked.
- Verification passes and warnings are signed off.
- HTML/CSV/JSON/PDF reports exported and archived.
- RDCP and Resolve project backup stored with the delivery.

18. Support package

When requesting support, include the app version, macOS/Windows version, Resolve version, local/remote mode, exact error text, timestamp, affected timeline name, exported report, and sanitized logs. Do not include passwords, activation tokens, private database files, or a full license key.