



VanityFilter

Adjustable skin smoothing for video

Multi-face detection · segmentation masking · natural retouch

User Manual

Version 1.3.0

Neck & forehead coverage

Zoom & pan preview

Texture repair

GPU-accelerated export

Windows 10 / 11

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GETTING STARTED

Overview

VanityFilter applies adjustable, natural-looking skin smoothing to video. It detects every face in the frame, builds a precise skin mask across each person's face, forehead, and neck, then smooths only that skin — leaving eyes, lips, hair, hats, glasses, clothing, and background untouched. The same preview you tune is exactly what gets exported, with the original audio preserved.

FOUR STEPS

- 1** Open a video. Click Open Video... and pick one file, or select several for batch processing.
- 2** Generate previews. VanityFilter samples frames across the clip. Step through them with Prev / Next, or add a frame at a specific time.
- 3** Tune the look. Pick a preset or adjust the sliders. The preview updates live so you can judge the mask and smoothing before committing.
- 4** Export. Choose a codec and output path, then click Start. Progress shows per file; Cancel stops cleanly.

GOOD TO KNOW

- Runs on Windows 10 / 11. FFmpeg is bundled — no separate install needed.
- Works with 1 to 5 faces per frame, including turned and profile views.
- H.264 export uses your NVIDIA GPU automatically when available.



INSPECT

The Preview Window

The preview is where you verify the mask and smoothing up close before exporting. It supports several view modes, full zoom and pan, and optional debug overlays.

VIEW MODES





Processed default	The final smoothed result.
Mask overlay	Skin mask painted green over the frame, with numbered face boxes — the fastest way to check coverage.
Original	The untouched frame, with faces still counted.
Side by side	Original and processed shown together for direct comparison.

ZOOM & PAN

- Mouse wheel — zoom in and out at the cursor
- Click & drag — pan around the frame
- Double-click — snap back to fit
- Fit / 100% / 200% / 400% buttons, plus Reset

SHOW REGIONS

Tick Show regions to outline what the mask is doing, so you can confirm the right pixels are targeted:

-  Face box
-  Excluded (eyes, lips)
-  Forehead
-  Neck

Turned or profile faces are labelled (profile).

Detected faces in this frame: 2

Always visible under the preview. It turns red when no face is found — a quick sanity check on detection.



ADJUST

Controls

Controls are split into two groups: how the skin is smoothed, and how the mask is shaped. Every change re-renders the preview instantly. Start from a preset, then fine-tune.

SMOOTHING

Strength default 60	How much of the smoothed skin is blended back over the original.
Smoothing radius default 9 px	Size of the softening filter. Higher values give broader smoothing.
Texture repair default 0	Suppresses pores, blotches, and compression noise inside the mask. The stronger cleanup for rough skin.
Detail restore default 50	Adds fine detail back so faces stay natural rather than waxy.
Brighten default 0	Lifts skin brightness with a gamma curve — a healthy glow without blown highlights or color shift. Works even with smoothing off.
Skin tolerance default 50	Width of the accepted skin-tone range. Raise it for skin in shadow or uneven light.

MASK SHAPE

Face expansion default 20	Grows or shrinks the mask around the face outline.
Forehead coverage default 35	Extends the mask up toward the hairline. 0 disables it.
Neck coverage default 50	Extends the mask down over the neck below the jaw. 0 disables it.
Feathering default 40	Softens the mask edge so smoothing blends invisibly into surrounding skin.
Mask stability default 60	Smooths the mask across frames to reduce flicker on moving subjects.



FINISH

Presets & Export

PRESETS

- Light touch** Subtle polish that keeps most texture.
 - Standard** Balanced everyday smoothing. A good default.
 - Heavy** Strong smoothing with texture repair for rough skin.
 - Low-light repair** Wider tolerance and cleanup for dim, noisy footage.
 - Face only** Skips the neck and most of the forehead.
- Adjusting any slider switches the preset to "Custom."

Save your own: the Save menu stores the current sliders to User 1 or User 2 — they persist across restarts and work from the CLI.

EXPORT OPTIONS

Codec H.264 / ProRes	H.264 (.mp4) for delivery; ProRes 422 HQ (.mov) for editing. H.264 uses your NVIDIA GPU when present.
Export mask video optional	Also writes a grayscale matte video for use as a track matte in your editor.
Write settings JSON optional	Saves a sidecar file recording the exact settings used for the export.
Output auto-named	Defaults next to the source; edit the path or Browse... to change it. Batch mode writes to a folder.

TIPS & TROUBLESHOOTING

- No face detected? The count turns red. Try another preview frame — blur or extreme angles can drop a single frame without affecting the rest.
- Skin looks waxy. Lower Strength or Texture repair, or raise Detail restore.
- Smoothing spills onto clothing or hair. Lower Skin tolerance, or reduce Neck / Forehead coverage.
- Faster exports. H.264 encodes on the GPU automatically; ProRes always uses the CPU.