

Audion VS Engine Lite

[Русский](#) · [User Guide](#)

Contents

- [Why It Exists](#)
- [Four Palettes](#)
- [The Principle](#)
- [Editions](#)
- [Next](#)
- [Technical Reference](#)
 - [Before the First Run](#)
 - [FFmpeg and the NVIDIA Driver](#)
 - [Profiles](#)

Technical video preparation and stylisation on VapourSynth and FFmpeg. Twenty-two presets across four independent palettes, without the neural layer.

Why It Exists

VapourSynth does what no editing suite offers out of the box: restoring film material, deinterlacing with a good algorithm, denoising that treats the shadows separately, neural upscaling. But using it means writing a Python script, remembering plugin names, and assembling a pipeline by hand for every clip.

This program turns that into a set of ready presets. The script stays under the hood: the engine assembles a `vspipe | ffmpeg` chain and runs it.

Four Palettes

They are independent: you can take the technical processing alone and never touch the stylisation, or the reverse.

palette	presets	what it does
Precision	8	denoising, including shadow-targeted, debanding, controlled return of fine grain. The technical layer before the colourist
Film	5	film emulations: 35 mm Kodak, 16 mm, Super 8, bleach bypass, a general cinematic look
Retro	2	analogue character: VHS and CRT, a 1990s camcorder
Restoration	7	what editing suites lack: deinterlacing, inverse telecine, motion-compensated denoising, derainbow and deblocking, dehazing, plus non-neural upscaling

Order matters. The precision palette is the technical layer that comes *before* colour grading: fixing noise after the colourist has lifted the shadows is too late.

The Principle

The engine is a Python orchestrator over `vspipe | ffmpeg`. It neither rewrites VapourSynth nor hides it: the assembled command is visible, and you can take it and run it by hand.

The launchers are ordinary batch files with a quick picker and a fallback menu, in Russian and English versions.

Editions

edition	presets	difference
full	28	with the neural layer: upscaling, frame doubling, neural denoising
Lite	22	classic VapourSynth plugins, no neural stack

This edition is lighter and needs no graphics card: everything runs on classic plugins.

Next

- [User Guide](#) — installing the engine, first run, palettes, profiles, command line.

Technical Reference

Before the First Run

The VapourSynth engine and its plugins are installed separately — once. Until that is done, the presets will not run.

FFmpeg and the NVIDIA Driver

Every FFmpeg build is compiled against a particular version of the hardware-encoding headers and demands its own minimum driver. The newest build on an old driver does not accelerate anything — it breaks the hardware path. The build is chosen to match the driver.

Profiles

Saved combinations of presets and parameters — so the same chain need not be assembled twice.