SOLLESTRO

LOCAL AI USER GUIDE

Sollestro 3.1 Beta • version 3.1356

Video editing and photo selection • Windows

Install the app, download a Local model, give Sollestro your brief, and review its work in DaVinci Resolve or your photo workflow.

Step-by-step help for every feature: there are no video tutorials yet, so ask the Sollestro assistant at **sollestro.com** - the gold chat button at the bottom right of every page. Ask it, for example, "Walk me through B-roll Cutaways, step by step", and it lists each click in order.

Start here

Six steps from download to your first Local result.

1 Get your licence

Get a Sollestro 3.1 Beta licence key through Lemon Squeezy. The beta is its own product with its own key - a Sollestro 3.0 key is not used here. Check the access period at checkout.

2 Install and activate Sollestro 3.1 Beta

Run the Windows installer supplied with your download. It installs beside Sollestro 3.0 and does not replace it. On first launch, paste your licence key into the activation window.

3 Your AI runs on this computer

Sollestro's AI runs on this computer. There is no account to create and no key to enter - choose a model in the next step and you are ready.

4 Download and select a model

Choose a suitable package under **Model Packages**, click **Download**, choose a folder and wait for **Downloaded and validated**. Then choose it under **Analysis Model** and **Editing Model** or **Selection Model**. See the walkthrough later in this guide.

5 Choose your media and write a brief

For video or Photo in Resolve, open your Resolve project. For Photo with Folder + XMP, choose a photo folder instead. Set an **Analysis Cache** folder and put the result you want in the **Edit Prompt**.

6 Run, then review

Press the large gold **AI Edit** or **AI Selection** button. It analyses uncached media first, then makes the edit or selection. Review the timeline or marked photos before using them for client work.

Step by step: ask the Sollestro assistant at **sollestro.com** to walk you through any of these steps, or any feature in Sollestro.

What Local mode does

Local mode runs the AI model on your computer. The first setup needs internet; the creative processing does not use a cloud AI provider.

Local analysis	A vision-capable model reads frames from video clips or previews from photographs, then records what it finds in your Analysis Cache.
Local decisions	An Editing or Selection model reads those descriptions and your brief to plan a timeline or choose photographs.
Internet	You need it to obtain and activate a Lemon Squeezy licence and to download model packages. Licence validation may also contact Lemon Squeezy later.
Privacy	Local mode does not send your frames, photo previews or prompt to a cloud AI provider. Your chosen model runs on this computer.

Review the result before delivery

Sollestro can miss footage, choose the wrong photograph, or produce an edit you would change. Check the result in Resolve or your photo app before delivering it.

What you need

Use	Requirement
Local models	Enough free storage and memory for the package you choose. Sollestro shows a size and computer-specific fit note beside each model.
Video / Photo in Resolve	DaVinci Resolve Studio 21 or newer, running with a project open. Enable External Scripting = Local.
Photo Folder + XMP	A folder of photos. Resolve can stay closed.
Platform	Windows x64. Sollestro includes engines for NVIDIA graphics and for AMD and Intel graphics; the Local model catalogue checks this computer before you choose a package.

Install and activate

Sollestro 3.1 Beta installs beside Sollestro 3.0 - both can stay on this computer. The Local AI model is a separate download inside Sollestro.

1 Install the app

Open **Sollestro-3.1-Beta-Setup** from your Lemon Squeezy download and follow its prompts. If Windows SmartScreen says it protected your PC, click **More info**, then **Run anyway** - the beta is not yet code-signed. Launch **Sollestro 3.1 Beta** from the Start Menu.

2 Activate your licence

Paste the **Sollestro 3.1 Beta licence key issued with your order** into the activation window and click **Continue**. You need an internet connection for activation.

3 Prepare Resolve if your workflow uses it

In DaVinci Resolve Studio, open **Preferences > System > General** and set **External scripting using** to **Local**. Save, restart Resolve, then open your project. Photo > Folder + XMP does not need Resolve or this setting.

The installer is not the model download

Sollestro includes the app and its helper tools. Local AI model packages can be several GB and are downloaded separately from **Project Settings > Model Packages**. Allow space on the drive you choose and keep your internet connection available until the download has been validated.

Your 3.1 settings

Sollestro 3.1 Beta keeps its own settings and licence, separate from Sollestro 3.0, and begins with fresh Local settings. Choose your Analysis Cache and any knowledge files; do not assume a 3.0 setting has been carried over. Sollestro 3.0 and its settings are left exactly as they were. Your source media stays where you put it.

Choose your Local model

Two jobs are shown in Project Settings. A combined model can do both; separate models are optional.

Setting	What it does
Analysis Model	Looks at video frames or photo previews and writes the descriptions used later. It must be image-capable.
Editing Model (Video)	Reads the descriptions and your brief to choose footage and plan the edit.
Selection Model (Photo)	Reads the descriptions and your brief to choose or mark photos.
Model Packages	The download and package-management list. Choosing a row here does not yet select it for a job.

The simplest route

The model packages Sollestro offers are **Qwen3.5 / 3.6** in three sizes: **35B A3B (highest quality)**, **9B (balanced)** and **4B (lighter)**. Each is a **combined vision-and-text model**, so it appears in both the Analysis and the Editing/Selection menus: download one once and select it in both places. You may also choose different sizes for the two jobs.

> **Choose for this computer, not by the first item in the list**
>
> The Model Packages list shows each download's size and a computer-specific note such as recommended, usable with slower long requests, or may be too large. The largest package is not a universal default. If a model loads slowly or makes the computer unstable, try a smaller compatible package.

What the size warning means

The listed download size is the space needed to fetch the files. The app also checks memory and storage. Less graphics memory than preferred may make long jobs slower; too little system memory or free disk space can prevent a package from running. Performance depends on the model and your machine.

Download and select a model

Follow these steps inside Sollestro after activation.

1 Open Model Packages

In **Project Settings**, open the **Model Packages** menu. Read the size and computer-fit message under the menu before you choose.

2 Choose a package and destination

Select a model, click **Download**, then choose a folder with enough free space. Sollestro places that model's package inside the folder you chose. If it warns that a different size may fit better, consider that advice before continuing.

3 Wait for validation

Watch the download message and percentage. Sollestro checks the exact files after download; use the model when it says **Downloaded and validated**. A model is not ready just because a partial file exists on disk.

4 Assign the model to the job

Choose the installed package under **Analysis Model**. In Video, choose one under **Editing Model**; in Photo, choose one under **Selection Model**. If your combined model appears in both menus, it may fill both roles.

Moved a model file?

Use **Browse** to point Sollestro at the new package folder. **Other** is for your own GGUF package, is marked untested, and must pass a local compatibility check. The built-in downloaded packages are the simplest supported route.

Before a long run

Keep Resolve running if your mode needs it, but open an empty timeline. A loaded 4K timeline can occupy graphics memory needed by the Local model. Close other heavy graphics applications **before** you start: Sollestro sizes each job to the graphics memory that is free when the job begins, so memory freed halfway through a job does not speed that job up.

Step by step: ask the Sollestro assistant at **sollestro.com** to walk you through downloading and choosing a model for your computer.

Set up your first project

Choose the source, save analysis in an easy-to-find folder, and tell Sollestro what you want.

Video	Open your footage project in Resolve. Choose Entire Project or Selected Bins as your scope. The output is a new Resolve timeline.
Photo - Resolve	Open a Resolve project with the stills imported. Choose the Resolve photo source and a scope. The output is flags and a Keepers bin in the Media Pool.
Photo - Folder + XMP	Choose a photo folder on disk. Resolve can remain closed. The output is XMP labels and ratings for photo applications.
Analysis Cache	Choose a folder in Analysis Settings. Sollestro records each clip or photo's analysis there so later runs can reuse it.
Training Data	The app keeps its craft references and learned style files in a separate Training Data folder, normally in Documents.

Put your brief in Edit Prompt

Describe the outcome in plain English: what the film should cover or what the selected gallery should deliver, the length or quantity you want, and any must-have or avoid instructions. The **Prompt Builder** can turn a rough brief into a complete prompt; read and adjust that prompt before running. The gold **AI Edit** or **AI Selection** button can also build it for you after analysis.

One button or two stages?

The large gold **AI Edit** or **AI Selection** button analyses uncached items, then completes the job. **Analyse Only** stops after analysis. **AI Edit Only** or **AI Selection Only** uses the analysis already in your cache.

Start from a template

Above the Prompt Builder's **Send** button, **AI Edit Template** (Video) or **AI Selection Template** (Photo) puts a fill-in brief into the message box, and in Video **B-roll Cutaways Template** does the same for cutaways. Replace each bracketed hint with your own words; a hint you leave untouched is removed when you press Send, and anything you already typed stays.

Make your first video edit

The quickest route is a brief, the gold AI Edit button, and a careful playback in Resolve.

1 Open the project

Start DaVinci Resolve Studio and open the project containing the source clips. Confirm Sollestro shows it as connected. Leave an empty timeline open while Local AI works.

2 Choose video scope and models

Set Video mode, choose Entire Project or Selected Bins, and check that an installed **Analysis Model** and **Editing Model** are selected. Set an Analysis Cache folder.

3 Write the edit brief

In **Edit Prompt**, state the intended story, approximate duration, structure and any required interview or music treatment. You can ask Prompt Builder to make a first draft, then edit it.

4 Press AI Edit

The gold **AI Edit** button analyses clips that are not already cached, prepares an edit from your brief, and assembles a Resolve timeline. Follow the Log and progress bar.

Watch the entire timeline

Check story coverage, clip choice, in and out points, speech, pacing, music and the ending. A built timeline is a draft, not proof that every editorial choice is right.

Run it again

Adjust your prompt and press **AI Edit Only** to make another edit from existing analysis. Choose **Re-Analyse** if you want the footage descriptions refreshed. Saved cache work can be resumed after an interruption.

Long clips

A clip longer than two minutes - in any bin, interviews included - is analysed in one-minute parts, with sentences kept whole, so any part of a long take can be used in the edit. Long interviews therefore take longer to analyse than short clips.

Video controls worth knowing

Use the extras after you have checked the main edit.

Speech and subtitles	Tick **Use Resolve subtitle track** (Analysis Settings > Transcription). **Build Subtitles** makes subtitles for the timeline open in Resolve: nothing happens if it already has them; otherwise Resolve creates them on that same timeline, on a hidden subtitle track. No timeline is created or deleted.
B-roll Cutaways	Adds B-roll over the talking on the timeline open in Resolve, following your prompt. See the next page.
Beat Sync	Choose a **Music Track** (Browse, or Get from bin), click **Auto Detect** to read its **BPM** and **First beat**, then run AI Edit. The film runs as long as the music unless your prompt asks for a length. The music goes on the first audio track below your clips' own sound, so interviews keep their audio. **Cut every N beats** sets the shot lengths.
If the tempo is wrong	Type your own values: the BPM, and the first beat as a Resolve timecode (HH:MM:SS:FF at the Project Settings frame rate, for example 00:00:05:12). A timecode read off a timeline that starts at 01:00:00:00 is fine too. A detected tempo can be half or double the real one; typed values are used exactly as given.
Judge Me	After analysis, produces a written review of the shoot in the Log and Analysis Cache. It is advice for you to assess.

If the footage is already an edited film

The **Edited Video** analysis option can divide a rendered film into shots before a remix. Turn it on before Analyse, then check the detected shots and the resulting edit. It affects analysis, not the separate AI Edit button.

The brief is the main creative control

State what must appear and what must be left out. Sollestro can analyse all media in your chosen scope, but a useful first cut still needs a clear brief and an editor's final judgement.

Step by step: ask the Sollestro assistant at **sollestro.com** to walk you through your first AI Edit, interviews, Beat Sync, Build Subtitles, Edited Video, Learn My Style or Judge Me.

Add B-roll cutaways

B-roll Cutaways lays B-roll over the talking on the timeline open in Resolve, following your prompt. The speech keeps playing underneath.

1 Prepare the timeline

Open the timeline in Resolve and tick **Use Resolve subtitle track**. Sollestro reads what is said, and when, from the timeline's subtitles, and creates them (hidden) if there are none. It never reads the cuts on V1, so nested, compound and multicam clips work too. Analyse the footage you want it to use first.

2 Write the cutaways brief

Click **B-roll Cutaways Template**, fill in the lines you care about and press **Send**. The Prompt Builder puts the cutaways prompt in **Edit Prompt**: your words exactly as you wrote them, and Sollestro's default, marked **(default)**, on each line you left empty. Change anything there before running.

3 Press B-roll Cutaways

The B-roll goes on the first empty video track above V1, or on a new one. Follow the Log, then play the whole timeline back.

Keeping the speaker on camera where you choose

- **Name the moments** in your own words - for example "keep the vows and the first kiss on camera". Sollestro finds where each one happens in the subtitles and keeps it on camera.
- **Paste exact subtitle lines** under **Subtitle lines on camera**, copied word for word from the subtitle track or its .srt file, one per row. Each stays on camera for exactly its own subtitle time; the longer pauses between them get B-roll. Any language works.
- **Say "no gaps"** to put B-roll over all of the talking.

Step by step: ask the Sollestro assistant at **sollestro.com** to walk you through B-roll Cutaways, keeping chosen moments on camera or pasting subtitle lines.

B-roll cutaways: the defaults

What Sollestro does where your prompt says nothing. Anything your prompt says wins.

Choice	What Sollestro does by default
How much B-roll	Most of the talking is covered. The speaker comes back on camera for whole sentences - the important ones - about every 20 to 40 seconds of talking.
Where	Only where someone is talking, unless your prompt asks for more.
Shot length	2 to 5 seconds a shot, in runs rather than single flashes.
Which footage	Clips not yet on the timeline come first. A clip already on it is used again only for a different part, never the same seconds twice.
Fit	Each shot must fit what is being said. Where nothing fits, the speaker stays on camera.

Your prompt overrides every default

The table above is only what happens where your prompt is silent. Check every cutaway against the words under it before delivery.

The template's lines

Line	What to write
What it is	What the timeline is and who the film is for.
How much B-roll	All of the talking, most of it, or only some.
Keep on the speaker	Moments where the speaker stays on camera, and where they must never be seen.
Subtitle lines on camera	Optional: exact subtitle lines, word for word, one per row.
Footage	Bins or footage to use first, or to avoid.
Shot length	How long each B-roll shot runs.
Leave out	Shots or footage that must never be used.
Rules	Anything else that must or must never happen.

Make your first photo selection

The Local model analyses the photographs, then judges them against your delivery brief.

1 Choose Photo and the source

Use the header to switch to **Photo**. Choose **Resolve** for stills in the Media Pool or **Folder + XMP** for a folder on disk.

2 Choose models and cache

Check the installed **Analysis Model** and **Selection Model**. Set an Analysis Cache folder and the photos or bins in scope.

3 Describe the delivery

In **Edit Prompt**, state the desired quantity, important people or moments, coverage across the shoot, and quality or rejection criteria that matter for this job.

4 Press AI Selection

The large gold **AI Selection** button analyses uncached photos and then marks the result. **AI Selection Only** uses analysis already in the cache.

Review the keepers and the maybes

Look for missing moments, similar frames, closed eyes and unwanted selections. Sollestro's marks are a starting point for your final delivery.

Step by step: ask the Sollestro assistant at **sollestro.com** to walk you through your first selection, in Resolve or with Folder + XMP.

Where the photo marks go

The source switch changes where Sollestro writes its decisions.

Resolve source	Keep, maybe and reject are marked with green, yellow and red flags by default. Green keepers and blue highlights are gathered into a Keepers bin. The Media Pool items are **moved** into that bin; original image files on disk are not deleted.
Folder + XMP source	Sollestro writes a colour label and a 0-5 star rating as XMP. RAW photos receive sidecar .xmp files; JPEG and TIFF can carry embedded metadata. Check how your photo app imports or refreshes those marks.
Highlights	An optional extra pass picks a small hero set, marked blue and 5 stars. Give a count in the prompt or let Sollestro choose a small set; review the result.
Undo Marks	Restores the last AI run's flag, label or rating changes where they have not since been changed by hand. It is for marks, so check Media Pool bin placement separately.

Useful follow-up controls

Analyse Only builds or refreshes descriptions without selecting. **Re-Analyse** ignores the cache for the chosen scope. **Learn from my corrections** reads your later marks and updates a reusable style file. **Judge Me** gives a written review of the analysed shoot. These are optional.

Nothing is rejected from disk

Selection writes marks and, in Resolve, may move Media Pool items into a Keepers bin. It does not delete source photo files. Your final gallery remains your decision.

Step by step: ask the Sollestro assistant at **sollestro.com** to walk you through Highlights, finding specific photos, Undo Marks or Learn from my corrections.

Photo tools: straighten and resize

Two extra tools in Photo mode. Neither changes your original photo files.

Straighten Photos (Resolve source)

Choose an **album** or a **bin** from the list and click **Straighten Photos**. A model trained on professionally straightened photos looks at each whole picture and works out which way is up, so it also levels portraits and close-ups with no straight lines in them. Photos it judges already level, or where it is unsure of a large turn, are left as they were, and the Log says how many and why.

• **An album** (DaVinci Resolve 21.1.2 or later; albums are listed first) is straightened right on the **Photo page**: each photo gets its turn and a slight zoom that hides the corners. Export from the Photo page as usual. The turn belongs to the photo, so it shows in every album the photo is in.

• **A bin** first becomes an album named after the bin, with its photos in the order they were taken, and that album is straightened the same way. If nothing needed straightening, no album is kept.

• Photos you have already turned, zoomed, cropped or flipped on the Photo page are left exactly as you set them.

• The previews it makes are kept in the **Analysis Cache**, or with no cache folder set, in a **Sollestro Previews** folder beside the photos, so the next run is much quicker. A folder that cannot be written to (a card, say) keeps nothing, and the Log says so.

• **Undo** puts the photos back exactly as they were and removes any album it made; a photo you changed again since is left as you have it. Undo lasts until you close Sollestro. Like any automatic straightening it will sometimes misjudge a photo, so look them over before you grade.

• On DaVinci Resolve before 21.1.2 a bin is laid onto one new timeline instead. Portrait photos show black bars there but export at their own size: **Deliver > Individual clips**, tick **Render at source resolution**.

Resize Photos (any photo folder)

Pick a folder of photos, type the **long edge** in pixels, choose the format - JPEG, PNG, TIFF or WebP, and for JPEG and WebP the quality from 1 to 100 - and click **Resize**. Smaller copies are written to a **Resized** subfolder.

• Each photo's longer side is shrunk to the size, portrait or landscape. Photos are never enlarged, and no sharpening is added.

• RAW files are skipped: export them as JPEG or TIFF first, then resize those.

• Capture date and time, camera, lens and exposure go with each copy, and the colour profile is kept. Location (GPS) is left out. Resolve's export numbering is tidied ("V1-0001_Eunjin00000000.jpg" becomes "Eunjin_0001.jpg").

Step by step: ask the Sollestro assistant at **sollestro.com** to walk you through straightening an album or a bin, or resizing a folder.

Better briefs, easier reruns

Tell the model what the finished work should achieve. Let the visible Log tell you what happened.

If you want...	Write or do this
A useful first cut	State audience, purpose, duration, must-have scenes, tone, and any speech or music requirements.
A coherent gallery	State delivery quantity, people and moments to cover, variety, and what makes a photo unsuitable.
A different result	Adjust the Edit Prompt and use the Only button to reuse existing analysis.
Fresh descriptions	Choose Re-Analyse for the selected scope.

Prompt Builder and knowledge

Use **Prompt Builder** to turn a rough brief into a structured prompt, then check its wording in **Edit Prompt**. It reads the Shoot Summary of your analysed media, so the prompt fits what you actually shot. Photography or Videography Knowledge files guide craft; your job brief still sets the requested outcome.

Running the same job again

When you run **AI Edit**, **B-roll Cutaways**, **AI Selection** or **Highlights** again on the same material within 24 hours - the second time after you changed the prompt, or any third time - Sollestro reads your latest prompt and may loosen a few of its own working rules for that run only, such as the shortest time on camera or how far a count may stretch. The Log names every rule it changed. The changes last for that run only; nothing in your media or settings is changed.

What the cache is for

Sollestro saves analysis per item in the **Analysis Cache**. An ordinary rerun skips cached media, while Re-Analyse makes new descriptions. Keep the cache in an easy-to-find folder with enough space for your project. If a run stops, read the Log before repeating work.

> **Do not treat speed as a quality measure**
>
> Large shoots and larger Local models can take time. A quick first result is less useful than an edit or selection you can review and finish confidently.

Step by step: ask the Sollestro assistant at **sollestro.com** to walk you through writing a brief with the Prompt Builder and a template.

Local troubleshooting

Read the Log first. It names the step that stopped and often suggests what to change.

No model can be selected	A row in Model Packages is only a download target until it has been validated. Wait for 'Downloaded and validated', then select it in Analysis and Editing/Selection.
Download fails or stops	Check the connection and available disk space. Try Download again and follow the on-screen status. Do not select a partial package as ready.
Model is very slow	Read the fit note beside the package. Close a loaded 4K Resolve timeline and other graphics-heavy apps; consider a smaller compatible model.
Model will not load	Check the model's RAM, storage and graphics-memory advice in Model Packages. Choose a smaller package if the current one is too large for the computer.
Moved a model folder	Use Browse in Model Packages to register its new location. A custom Other package is untested and must pass a compatibility check.

If Sollestro closes as it opens

Sollestro now explains a failed start: it shows a message and saves a report to **%APPDATA%\Blackmagic Design\DaVinci Resolve\Sollestro_v31_startup_error.log**. If it closed while drawing its window - usually a graphics driver problem - the next launch switches to a safer drawing mode by itself, so open it again two or three times. If it still will not open, send that file to support.

If you need to contact support

Save the Sollestro Log and include the app version, operating system, computer model, selected Local model, and the exact step that failed. Email **hello@sollestro.com**. Do not send client media unless support asks for a specific example and you have permission to share it. If activation says your key is already in use on this same computer (after a reinstall, for example), email your key and it will be reset. For how-to questions, ask the Sollestro assistant at **sollestro.com** first: it answers straight away, step by step.

Project and output troubleshooting

These checks are separate from the Local model.

Resolve says Not connected	Open Resolve Studio and your project. Check Preferences > System > General > External scripting using = Local, restart Resolve, then use Reconnect in Sollestro.
No video or photo items found	Check Entire Project or Selected Bins, the chosen Photo source, and any folder path. Make sure the media is inside the selected scope.
AI Edit / Selection will not start	Check that Edit Prompt contains a brief and the required model selections are available. Read the Log for the exact missing step.
Speech is missing	Tick Use Resolve subtitle track, open the timeline and click Build Subtitles, so Sollestro can read what is said.
B-roll Cutaways will not start	Tick Use Resolve subtitle track (Analysis Settings > Transcription), open the timeline in Resolve, choose an Analysis Cache folder and analyse the footage at least once.
Folder + XMP marks not visible	Check the selected folder, then refresh or re-import metadata in Lightroom, Capture One or Bridge. RAW marks are in sidecar files beside the originals.
Photo marks need changing	Edit flags or ratings by hand, or change the brief and run selection again. Undo Marks reverses recent AI mark changes, subject to later hand edits.

If a Local run finishes but its choices are weak, first check the brief and whether the media was fully analysed. A finished run still needs your editorial review.

Do not confuse two uses of 'Local'

Local LLM means the AI model runs on this computer. **External scripting using: Local** is a separate DaVinci Resolve preference that lets Sollestro connect to Resolve on this computer.

Quick reference

The main controls at a glance.

Model Packages	Download a Local model or Browse to one already stored elsewhere.
Analysis Model	Vision-capable model that reads frames and photo previews.
Editing / Selection Model	Model that chooses the edit or photo selection from descriptions and brief.
AI Edit / AI Selection	Gold button: analyse uncached items, then build the result.
Analyse Only	Build analysis without making an edit or selection.
AI Edit Only / AI Selection Only	Make a new result from the existing cache.
Re-Analyse	Refresh analysis in the current scope.
Templates	AI Edit / B-roll Cutaways / AI Selection Template: a fill-in brief in the Prompt Builder.
B-roll Cutaways	B-roll over the talking on the open timeline, read from its subtitles.
Auto Detect	Reads the music track's BPM and first beat for Beat Sync; type your own if wrong.
Straighten / Resize	Photo tools: level an album's or a bin's photos on the Photo page; make smaller copies of a folder.
Analysis Cache	Folder holding reusable clip/photo analysis and project summaries.
Log	The place to see progress, warnings and what the app changed.

Step-by-step help for any feature: the assistant at **sollestro.com** · Support: **hello@sollestro.com** · This guide covers Sollestro 3.1 Beta, version 3.1356. Review output before delivery.