# How to use Tools - Case Study (Joystick)

USING TOOLS - CASE STUDY

Below we will walk through an example of using tools.

Let's make a new page into a **'focus + framing'** page that we can flip to for **composing our shot** and **nailing focus**. This will include a **focus assist**, a **crosshair** for accuracy performing pan/tilt and custom **frame guides** for a cinemascope aspect ratio. We will also go over adding a LUT to a new page and show the benefit of using the page system.

Open the TOOL bar. From here **press right** or click the joystick to select, and navigate to **(1) Focus > (2) Focus Assist** and select the **'+'** to add **Focus Assist** to this page.
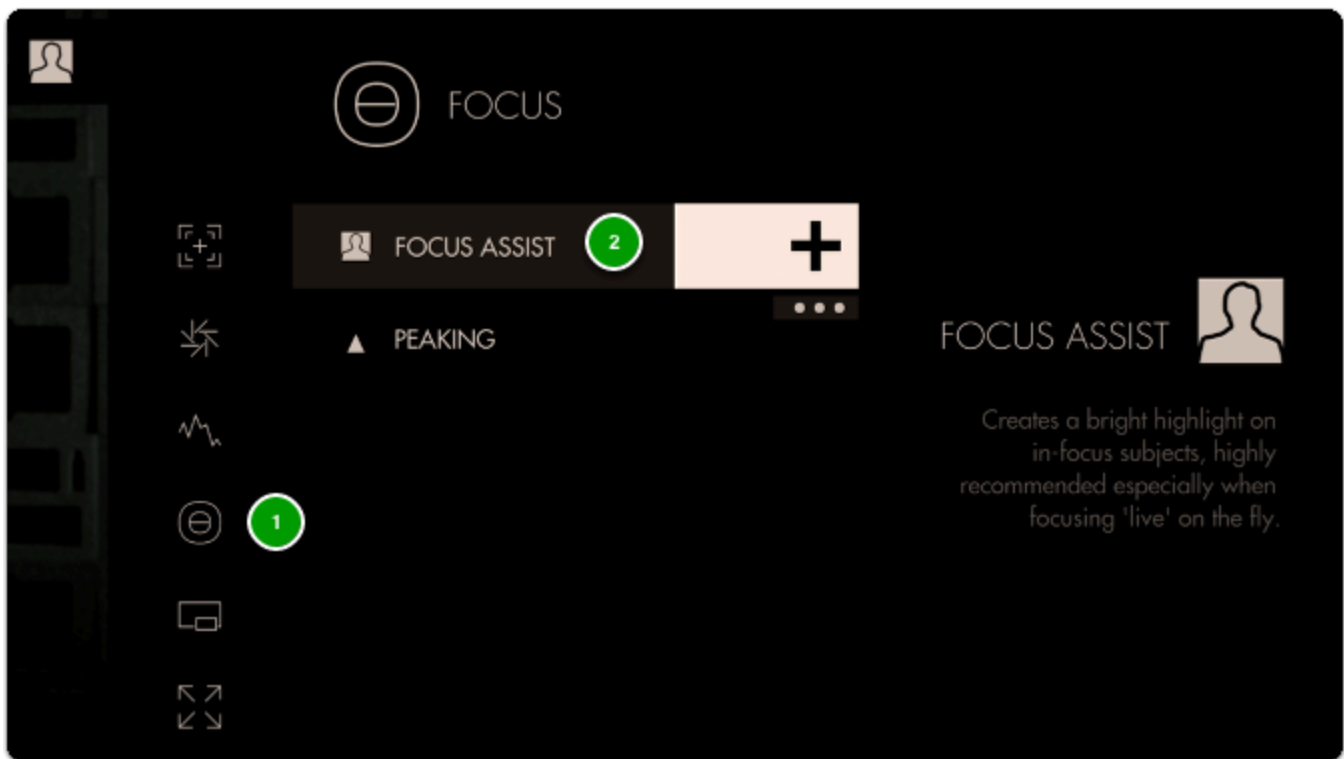

Focus Assist will paint a **highlight** around areas it determines to be in focus based on small/harsh changes in contrast.

The **Peak Threshold** is a bit high, meaning we are picking up extraneous edges on the back wall which are not quite in focus.
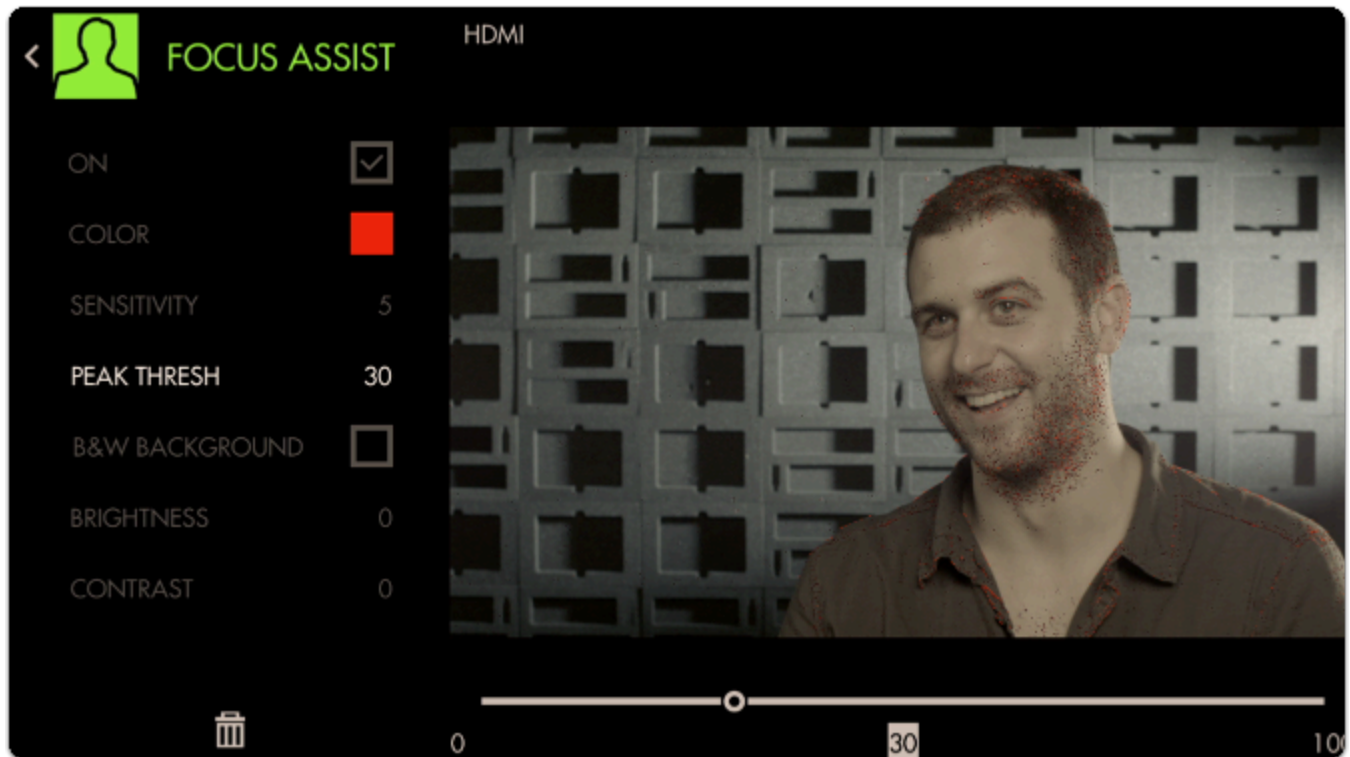
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To fix this, **edit Focus Assist** by **pressing to the right** when it is highlighted in the tool bar, and navigate to **Peak Threshold**.
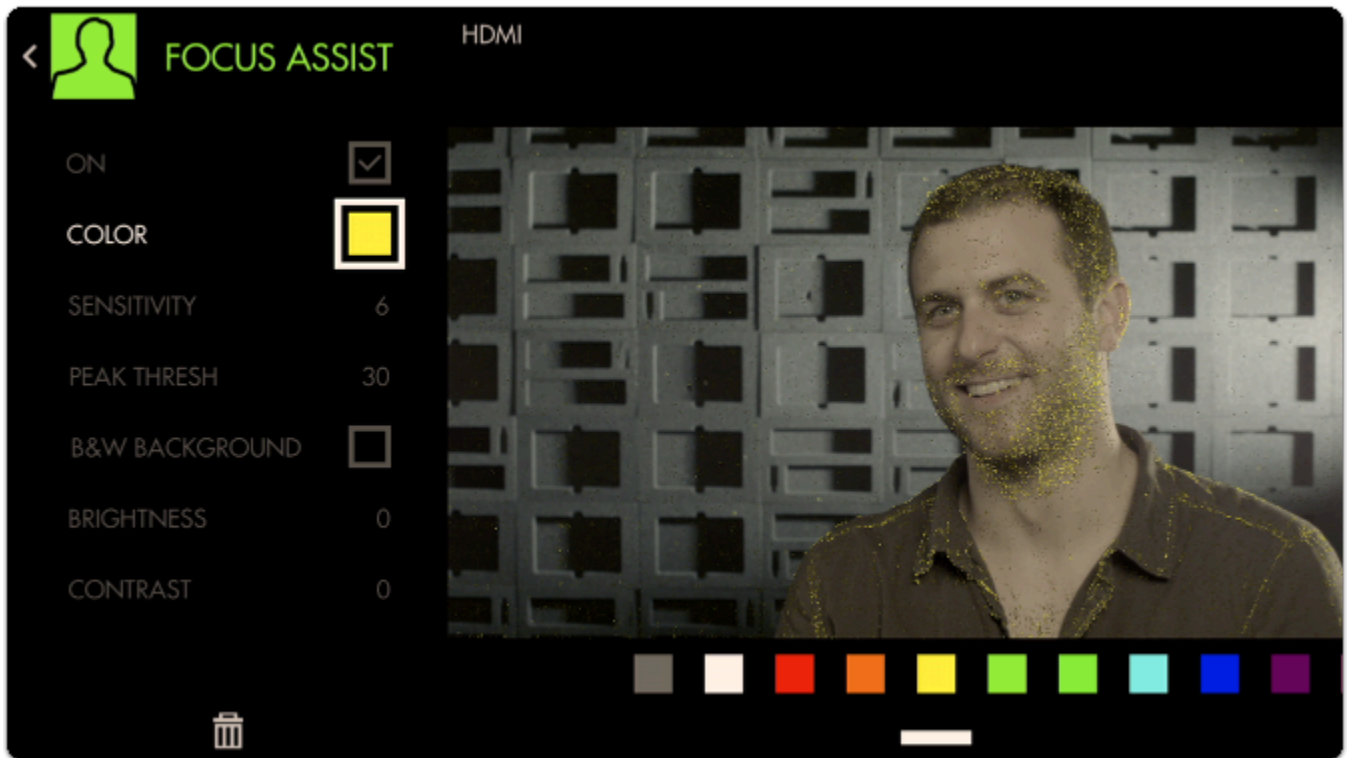
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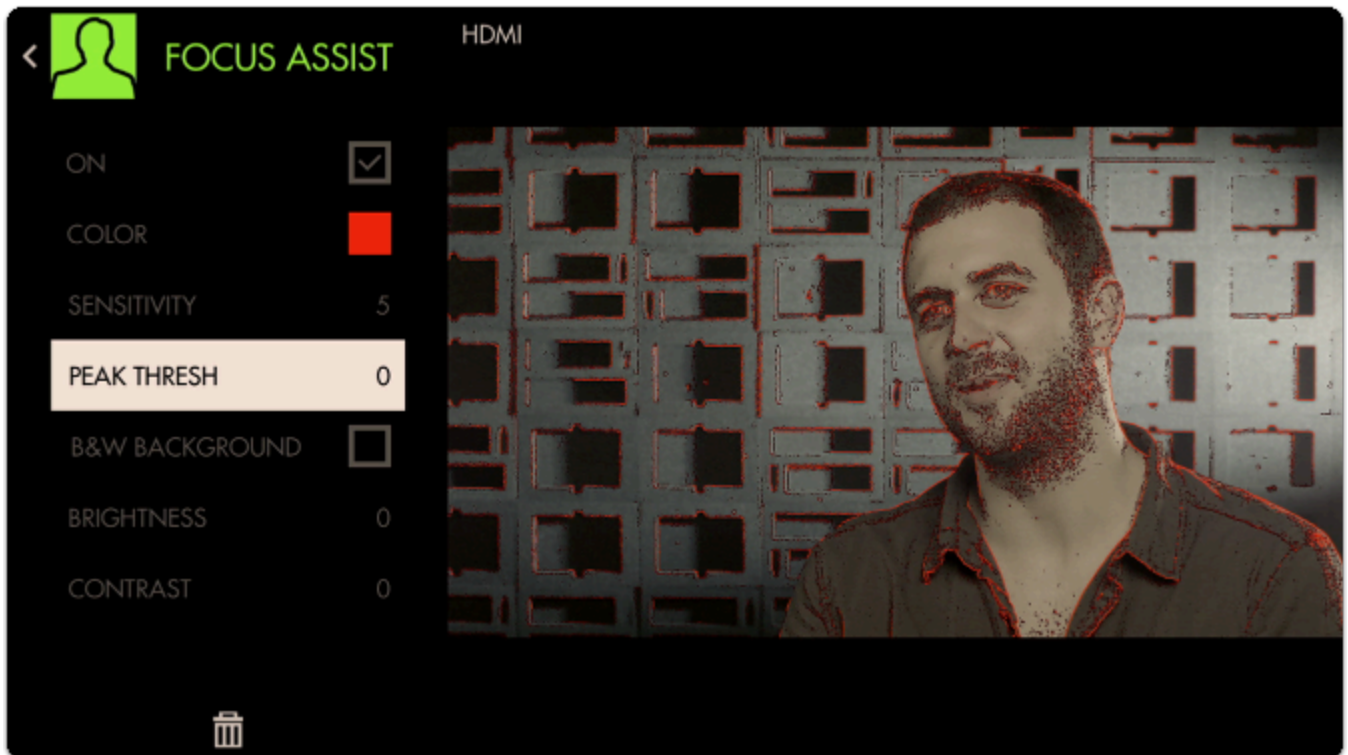
Bringing **Peak Threshold** up to around 30 does a better job of causing **only in-focus areas to activate the filter** but this is ultimately a balance that may need tweaking depending on the camera/shot.
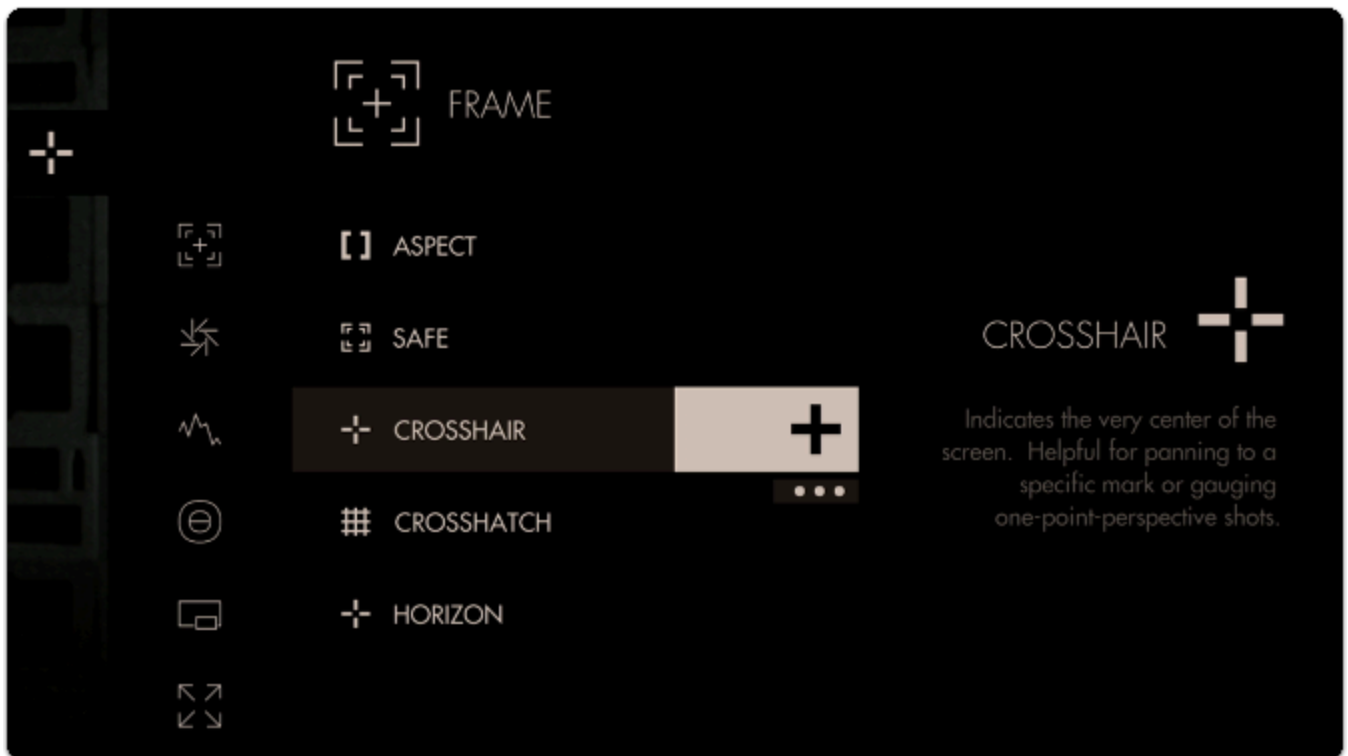

To make the effect more visible we can boost up the **Sensitivity** and **change the Color.**
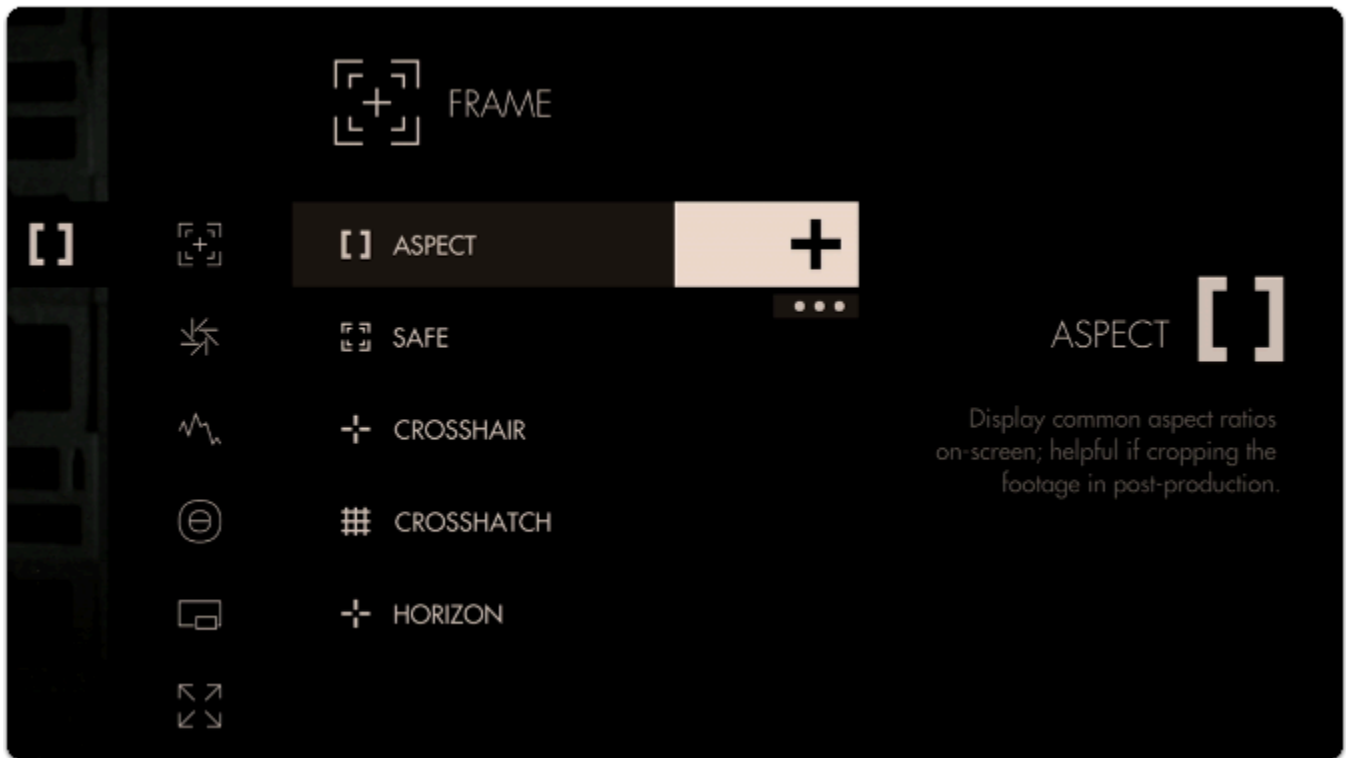
> ℹ [Click here for an in-depth look at **Focus Assist**](#)

Next **Add a [Crosshair](#)** to the page by going through **Add Tool > Frame > Crosshair**

Finally we can add an **[Aspect Guide](#)** by going to **Add Tool** > **Frame** > **Aspect**.

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This time **when highlighting the '+'**, **press down once** and click to add **Aspect Guides** to **all pages**.

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This will ensure you are able to **view this tool** on **every page** of the monitor, and any edits to it are made globally. Any tool can be added to all pages, including scaling adjustments and **Look (3D LUT)** files.


By default the Aspect Guide is set up for a 4x3 aspect ratio for times when you're needing to preview the cutoff area of an old-school monitor.

Press right to edit the **Aspect Guide**.

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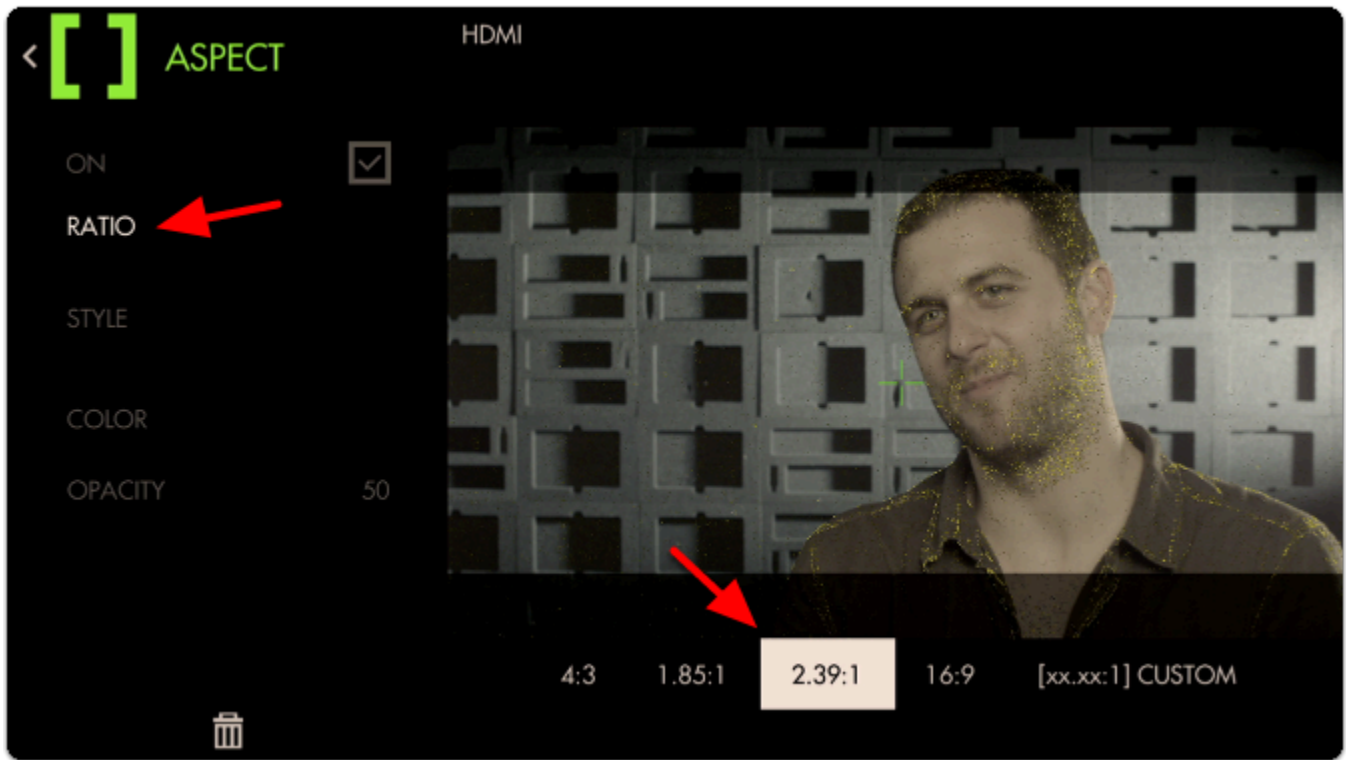
Navigate to **"Ratio"**, select it and change the aspect ratio to **"2.39"** for cinemascope viewing.

Next move down to **'Opacity'** and **increase its percentage** to view the guide becoming more opaque for a more visible effect.
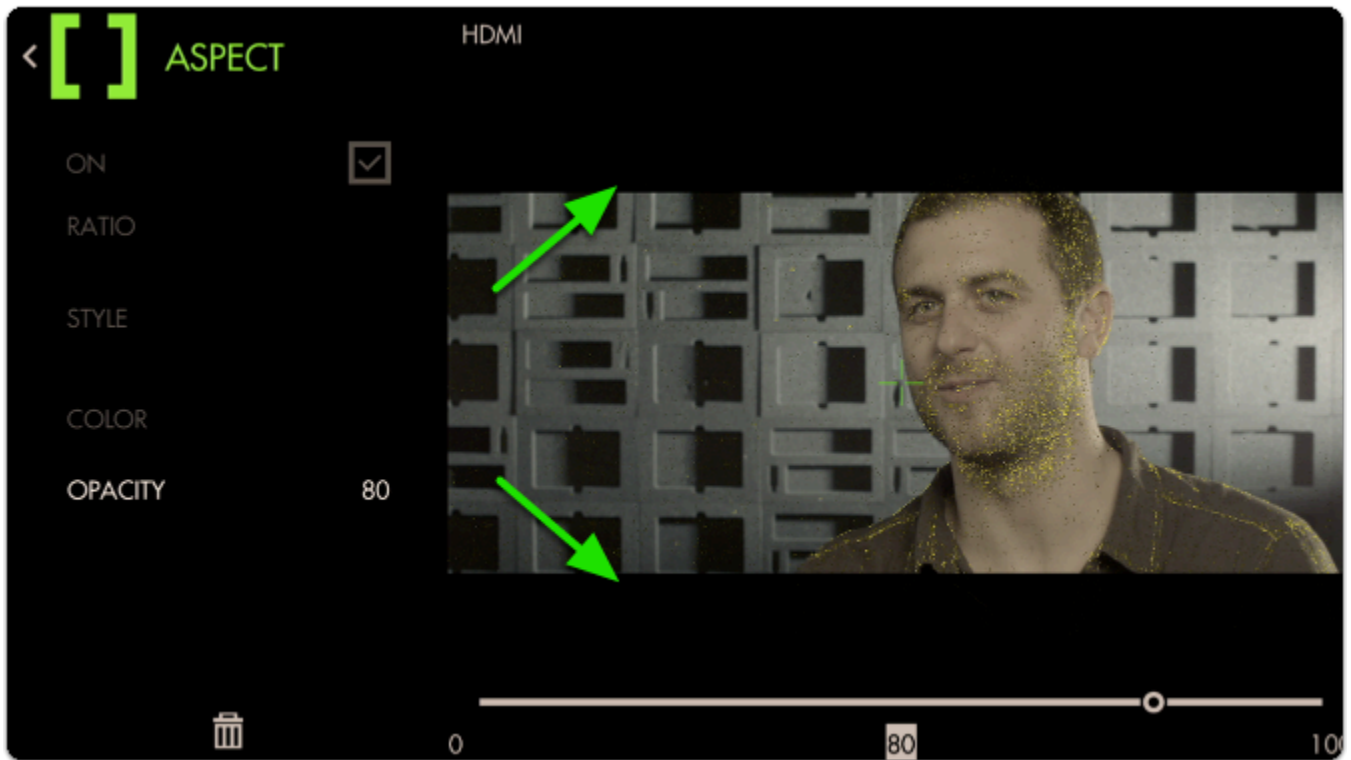
> 💡 Now we have a page that lets us **focus our shot** and **frame it up** properly for the common **2.39 aspect ratio**.

Adding a Look (3D LUT) file to a page

Look files (3D LUTs) are a great way to **visualize color grades** without 'baking' anything into the footage - great for testing out different looks on set. Try our free **'Movie Looks' pack** which can be placed on an SD card for use on your monitor or at any point in post production.

Let's add a **Look** to a new page - start by navigating back to the zoomed-out view, moving to the far right and selecting **'New Page'** once more.
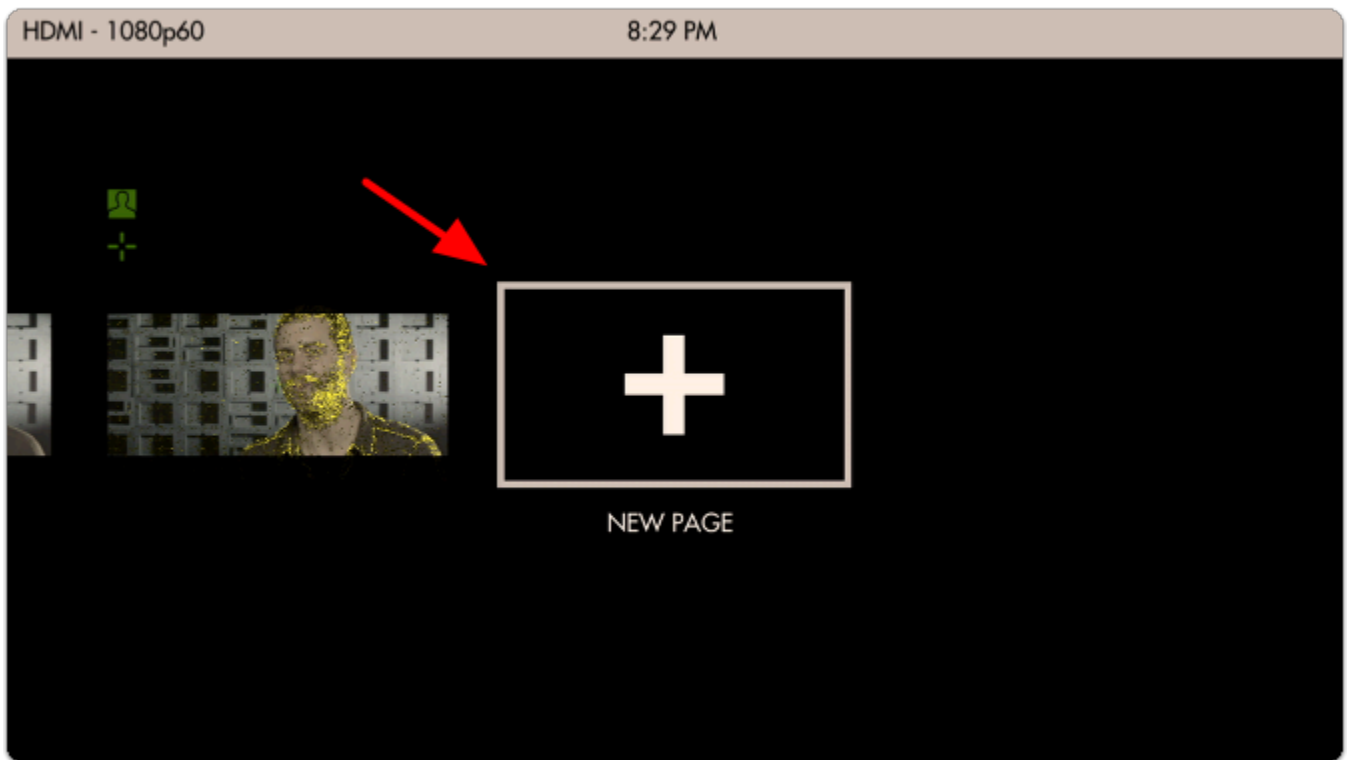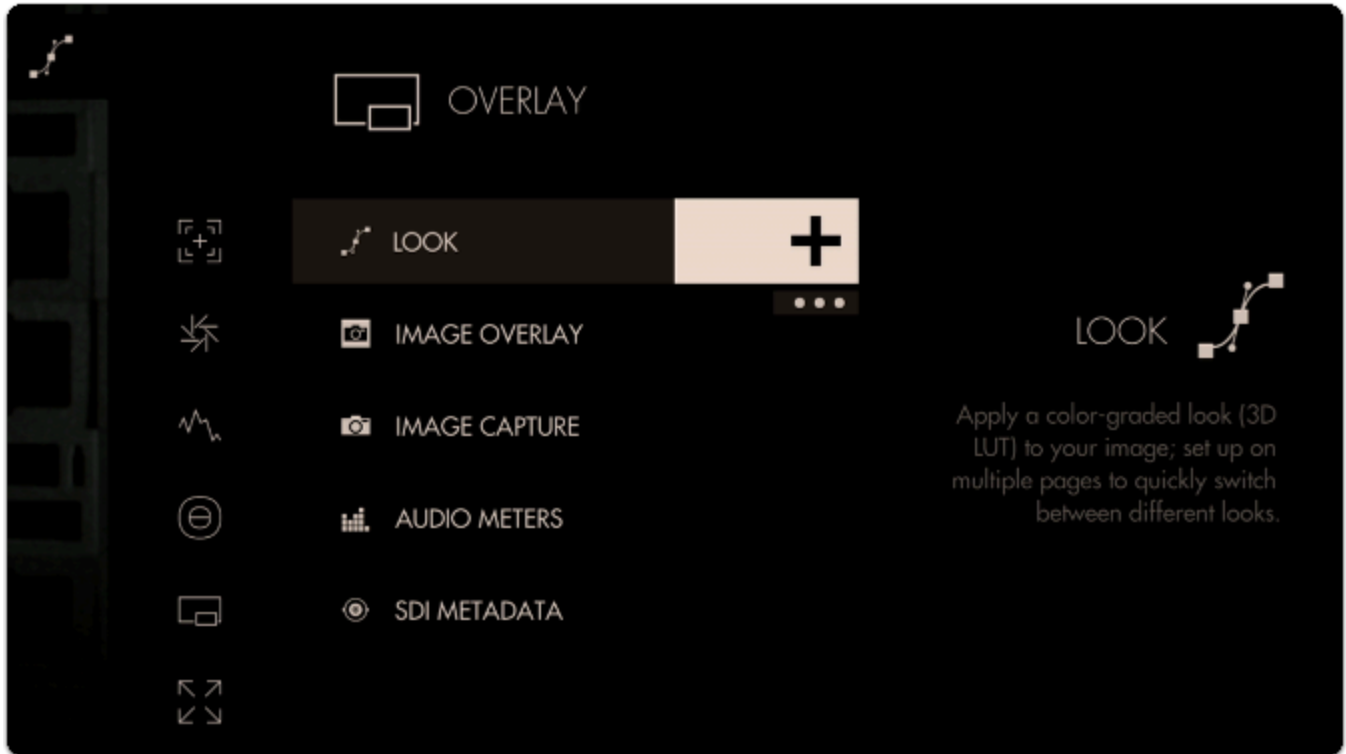
Notice how when you add a new page, the **Aspect Guide** that was set for 'all pages' **shows up automatically**.
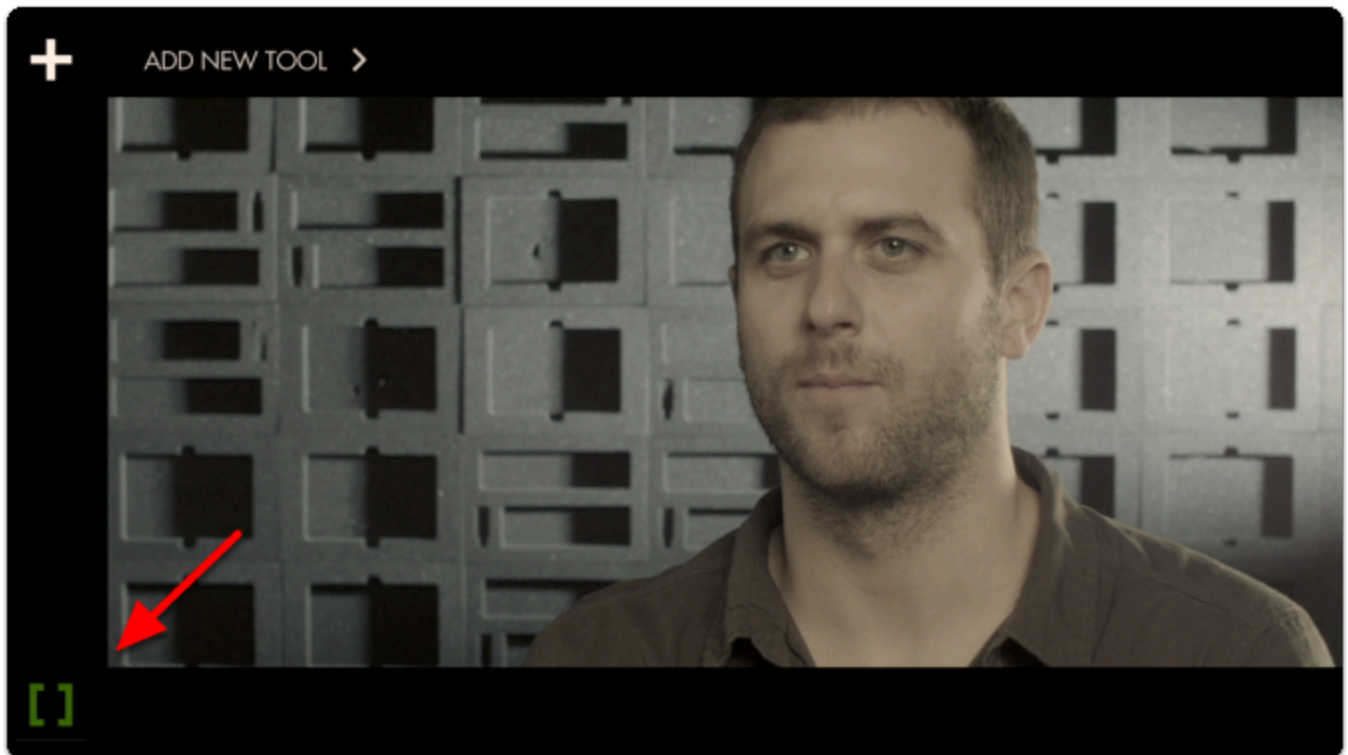
Click to add a new tool and this time navigate to **Overlay > Look** and select the **'+'**.

You will immediately be presented with a file browser to **select a 3D LUT file**.

Selecting it will apply it to this page.

> 💡 Adding **several [LUTs](#)** to **several pages** can be a great way to test out looks for a shoot while mobile, enabling creative decisions to be made early rather than in post production.

> 💡 To learn how to **create your own color grade** in Davinci Resolve and save the result as a LUT to be used on your monitor, check out the [tutorial video (19m).](#)

Conclusion

As you can see Pages can take very different roles depending on your needs. Don't be afraid to experiment to find the best setups!