GENERATOR

FREE RESOLVE

86 CONTROLS

CAROUSEL

MADE BY

ANUKALP.WIP

A 3D image carousel you build on the Edit page. Drop your images into the Inspector and you are done. Never open Fusion.



CAROUSEL · SPHERE · STACK · WALL · RING



THE SAME GENERATOR ON A 16:9 TIMELINE

WHAT IT IS

Twelve 3D layouts for your images, from a clean carousel to a spherical gallery, helix, drum and wall. Drag one generator to your timeline, drop your images into the Inspector and everything else is automatic: it counts your images, sizes the cards and keeps each image's own shape. It runs on the GPU, so 150 cards costs about the same as a few dozen.

USE IT FOR

- Portfolio and client-work reels
- Product and app galleries
- Photo albums and event recaps
- Podcast guest and thumbnail walls
- Opening titles and section intros

HOW TO INSTALL

01 **Mac:** double-click `Install (Mac).command`. If macOS says it can't be opened, right-click it and choose **Open**.
Windows: double-click `Install (Windows).bat`.

02 **Restart DaVinci Resolve.**

03 Edit page → Effects → Generators → anukalp.wip → drag **WIP Carousel** to the timeline. Click it, then drag your images into **All Images** in the Inspector.

Carousel has two parts, so double-clicking only the .drfx is not enough: without the GPU part it won't load. Installing by hand: copy `WIP Carousel Kernel.fuse` to `Fusion/Fuses/anukalp.wip/` and the .drfx to `Fusion/Templates/` in Resolve's support folder, then restart Resolve.

Works in the free version of Resolve (tested on Resolve 21.1 on Mac).

CONTROLS

INSPECTOR → GENERATOR → WIP CAROUSEL · DEFAULT · WHAT IT DOES

IMAGES

All Images		Drag your whole set here in one go: a numbered image sequence, a compound clip or a timeline from the Media Pool. Click and drag: a single click switches the Inspector away.
Number of Images (0 = auto)	0	Only shown for compound clips and timelines. 0 counts one image per 5 seconds; type the real number if your images run longer or shorter.
Image Order	In Order	In Order, or Shuffle to mix them.
Shuffle	1	A different mix of the images. Only shown with Shuffle order.

OR ADD ONE BY ONE

Image 1
Image 2
Image 3
Image 4
Image 5
Image 6
Image 7
Image 8
Image 9
Image 10
Image 11
Image 12

CONTROLS (CONT.)

INSPECTOR → GENERATOR → WIP CAROUSEL · DEFAULT · WHAT IT DOES

LAYOUT

Layout	Carousel	The arrangement: Carousel, Ring, Drum, Helix, Sphere, Globe Rows, Cloud, Stack, Wall, Wave, Arc or Spiral. Only the controls that apply are shown.
Cards	12	How many cards. More cards than images simply repeats them, up to 150.
Radius	1	The size of the ring, sphere or arc. 1 always fits the frame.
Rows	1	Stacked rows of cards (Carousel, Drum, Globe Rows, Wall).
Row Spacing	1.2	The gap between rows.
Turns	2	How many times the Helix or Spiral winds around.
Height	1.6	The height of the Helix.
Tornado	0	Tapers the Helix into a tornado, one way or the other.
Offset X	0.06	Stack: how far each card sits to the side.
Offset Y	-0.02	Stack: how far each card sits up or down.
Depth	0.12	Stack: the gap between cards front to back.
Fan Angle	12	Stack: spreads the cards like a hand of cards.
Spacing	1.2	The gap between cards along a Wall or Wave.
Wave Height	0.35	How tall the Wave is.
Waves	1	How many waves fit across.
Arc Angle	120	How far round the Arc goes.
Align Cards to Path	On	Turns each card to follow the curve. Off keeps them upright.

CARDS

Card Shape	Original Shape	Original Shape keeps each image's own proportions. The others crop every image to one shape.
Width / Height	0.8	Custom card shape.
Card Size	1	1 is sized for the layout and card count, so it looks right automatically.
Corner Radius	0.06	Rounded corners, from square to a full pill.
Card Facing	Follow Layout	Follow Layout, always Face Camera, or Inward.
Image Zoom	1	Zooms the picture inside its card.

CONTROLS (CONT.)

INSPECTOR → GENERATOR → WIP CAROUSEL · DEFAULT · WHAT IT DOES

MOTION

Motion	Continuous Spin	Continuous Spin, Step & Hold (moves one card, pauses), or Manual Position to keyframe it yourself.
Spin Speed (deg/sec)	20	How fast it turns. Negative goes the other way.
Move (frames)	18	How long each step takes.
Hold (frames)	24	How long it pauses on each card.
Ease	Smooth	The feel of the move. Pick Custom to draw your own graph.
Ease Graph		Drag the curve: time left to right, progress bottom to top.
Position	0	Manual Position: 0 to 1 is one full lap. Keyframe it.
Reverse	Off	Runs the motion the other way.
Start Offset	0	Where the cards begin, 0 to 1 is one full lap.

BUILD IN / OUT

Style	Grow	How the cards arrive: None, Grow, Unfold or Fly In.
Play	In at Start	In at Start, Out at End, or both.
Duration (frames)	18	How long each card's move lasts.
Stagger (frames/card)	0.8	The delay from one card to the next.
Delay (frames)	0	Waits before starting.
Ease	Smooth	The feel of the move. Pick Custom to draw your own graph.
Ease Graph		Drag the curve: time left to right, progress bottom to top.

MORPH

Morph	Off	Off, Manual (keyframe the Amount) or Auto (plays once).
Morph To	Sphere	The layout it turns into.
Stagger	0.6	Spreads the morph across the cards.
Amount	0	0 is the first layout, 1 is the Morph To layout. Keyframe it.
Start (frames)	24	When the Auto morph begins.
Duration (frames)	36	How long each card's move lasts.
Ease	Smooth	The feel of the move. Pick Custom to draw your own graph.
Ease Graph		Drag the curve: time left to right, progress bottom to top.

CONTROLS (CONT.)

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FOCUS ZONE

Focus	Front	Front makes the cards nearest the camera stand out. Screen Point does it around a point you place.
Zone Size	0.75	How wide the focus area is.
Softness	0.7	How gently it fades out.
Scale Inside	1.35	How much bigger focused cards get.
Push Forward	0.15	Moves focused cards towards the camera.
Dim Outside	0.25	Darkens the cards outside the zone.
Invert	Off	Flips the zone.
Point		The centre of the Screen Point zone.

RANDOMNESS

Position	0	Manual Position: 0 to 1 is one full lap. Keyframe it.
Rotation	0	Random tilt on each card.
Size	0	Random size differences.
Seed	1	A different random result.

CAMERA & LOOK

Turn	0	Turns the whole layout left or right.
Tilt	10	Tips the whole layout towards you.
Roll	0	Rolls the whole layout.
Field of View	35	Low looks flat and long-lens, high looks wide and dramatic.
Zoom	1	Scales the whole carousel.
Position X	0	Moves the resting position left / right.
Position Y	0	Moves the resting position up / down.
Depth Fade	0.35	Darkens cards further away.
Background	Transparent	Transparent to sit over your video, or a solid Colour.
Background Colour	colour picker	The solid background colour.

CONTROLS (CONT.)

INSPECTOR → GENERATOR → WIP CAROUSEL · DEFAULT · WHAT IT DOES

QUALITY

Image Sharpness	Balanced	Light, Balanced or Sharp. Sharp suits big close-up cards.

TIPS

PRO TIPS

- Name files in order (photo_01, photo_02...) and Resolve treats them as one item you can drop in a single drag.
- Up to 24 different images. Set Cards higher and they repeat, up to 150.
- Sphere + Cards 40 + Focus: Front is the clean spherical look.
- Step & Hold with a Snappy ease is great for showing one project at a time.
- Leave Background on Transparent and put it above your video.
- Put the camera to work: a little Tilt adds a lot of depth.
- If you replace an image with one of the same kind, move the playhead for a moment to see it update.
- After updating, delete the generator from your timeline and drag it on again.

MORE COMING SOON

MAKING A VIDEO ABOUT IT

HOOK IDEA

“Build a 3D carousel without opening Fusion.”

TALKING POINTS

- Drop your images in the Inspector
- 12 layouts, including a clean sphere
- Morph from one layout to another
- Keeps every image's own shape
- Real-time on the GPU
- Works in free Resolve

SAVE + SHARE

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