EFFECT | FREE RESOLVE | 52 CONTROLS

DEPTH MAP

MADE BY

ANUKALP.WIP

DaVinci Studio's AI Depth Map workflow in free Resolve: laser scan, depth of field, fog, background grade, depth colour.



LASER SCAN · DEPTH OF FIELD · FOG · BACKGROUND GRADE · DEPTH COLOUR



THE SAME EFFECT ON A 16:9 TIMELINE

WHAT IT IS

Make a depth clip of your shot with Object Mask (free, one click), drop WIP Depth Map on the clip and drop the depth clip into it. Then pick a Look: a laser scan sweeping through the scene, a shallow depth of field, fog that thickens with distance, a darker background, or the depth as colour. Click your subject in the viewer to set the depth everything works around. Studio's own controls (Target Depth, Tolerance, Softness, Near and Far Limit) are there too, with the same names.

USE IT FOR

- The viral laser / depth scan reveal
- Portrait-style background blur on phone footage
- Fog and atmosphere that follows the scene
- Making the subject pop by darkening the room
- Depth colour looks for music and title moments

HOW TO INSTALL

01 Unzip the download and run the installer: `Install (Mac).command` or `Install (Windows).bat`. It copies **both** files Resolve needs.

02 Restart DaVinci Resolve, then Edit page → **Effects › Effects › anukalp.wip**.

Mac or Windows blocks the installer the first time. The **How to install** page shows exactly what to click.

HOW TO INSTALL

WIP Depth Map has two files, and Resolve needs both: `WIP Depth Map Kernel.fuse` (the GPU kernel) and `anukalp.wip - Depth Map.drfx` (the effect). Double-clicking only the .drfx installs half of it, and the effect shows nothing. The installer copies both.

MAC

01 Double-click the zip to unzip it, then double-click `Install (Mac).command`.

02 macOS says **"Not Opened"**. That is normal for a free installer that isn't sold through Apple. Click **Done**.

03 **System Settings › Privacy & Security**, scroll down, click **Open Anyway** next to Install (Mac).command, then **Open Anyway** again (enter your Mac password if asked).

04 Terminal says **both parts are installed**. **Quit Resolve fully** (Cmd+Q) and open it again.

Or skip Settings: open **Terminal**, type `bash` and a space, drag the installer in, press **Return**.

WINDOWS

01 Right-click the zip › **Extract All**, open the folder, double-click `Install (Windows).bat`.

02 "Windows protected your PC"? Click **More info** › **Run anyway**.

03 It says **both parts are installed**. **Close Resolve fully** and open it again.

BLOCKED?

- **Mac, no Open Anyway button:** it only shows for about an hour after macOS blocks the installer. Double-click the installer once more, then look again (or use the Terminal route).
- **Windows, no Run anyway button:** click the small **More info** link first; the button appears under the name.
- **Windows, "may depend on other compressed files":** you ran it from inside the zip. Right-click the zip › **Extract All** and run it from the new folder.
- **Windows, Smart App Control blocked it:** don't turn Smart App Control off. Install by hand instead (below): it is only two files to copy, nothing has to run.

THEN, IN RESOLVE

01 Edit page → **Effects › Effects › anukalp.wip**. Drag **WIP Depth Map** onto a clip, drop its depth clip into **Depth Clip** and pick a **Look**.

By hand: the .fuse goes in `Fusion/Fuses`, the .drfx in `Fusion/Templates`, inside `~/Library/Application Support/Blackmagic Design/DaVinci Resolve/` (Mac) or `%APPDATA%\Blackmagic Design\DaVinci Resolve\Support\` (Windows). Then restart Resolve.

CONTROLS

INSPECTOR → EFFECTS → WIP DEPTH MAP · DEFAULT · WHAT IT DOES

START HERE

Depth Clip		Drop the clip's depth clip here from the Media Pool (Object Mask > Depth map > Make depth clip puts it in the bin anukalp.wip depth). Any depth clip works: white = near, black = far, the same length as your clip. Empty: a built-in depth (the ground of the shot) is used.
Look	Laser Scan	What to do with the depth: Laser Scan, Depth of Field, Fog, Background Grade, Depth Colour, Isolate (cut out a depth) or the Depth Map itself in black & white. Only the chosen Look's controls are shown.
Depth Map Preview	Off	Shows the depth instead of the effect, white = near (the same switch as Studio's AI Depth Map).

LOOK SETTINGS

Laser Colour	colour picker	Colour of the laser band and the light it puts on whatever it touches.
Intensity	1	How strong the whole laser is.
Width	0.06	How thick the band is, in depth.
Light Up What It Touches	0.85	How much things turn to light while the band passes through them.
Glow	1	The soft light around the band.
Glow Size	2	How far that glow spreads.
Haze Behind	0.5	A soft mist left on what the band has already passed.
Haze Length	0.12	How far that mist reaches.
Misty Edge	0.6	A ragged, smoky edge like a light sheet in fog. 0 = a clean line.
Mist Detail	6	How fine that smoke is.
Darken Ahead	0	Darkens what the band hasn't reached yet, so the light reads stronger.
Blur	1	Depth of Field: how much everything away from the picked depth blurs.
Fog Colour	colour picker	Colour of the fog.
Density	0.8	How thick the fog gets in the distance.
Starts Far (falloff)	1.5	Higher = the fog stays in the far background; lower = it creeps closer.
Exposure (stops)	-1.2	Background Grade: brighter or darker, in stops.
Saturation	-0.5	Background Grade: -1 = black & white, +1 = twice the colour.
Tint	0	Background Grade: how much of the tint colour.
Tint Colour	colour picker	The colour of the tint.
Colours	My Colours (pickers below)	Depth Colour: a ready palette, or My Colours to pick near / middle / far yourself.

CONTROLS (CONT.)

INSPECTOR → EFFECTS → WIP DEPTH MAP · DEFAULT · WHAT IT DOES

LOOK SETTINGS (CONT.)

Near Colour	colour picker	The colour of the nearest things.
Middle Colour	colour picker	The colour halfway back.
Far Colour	colour picker	The colour of the farthest things.
Mix Over the Picture	1	1 = only the colours, lower = the picture shows through.
Keep Picture Shading	0.35	Keeps the light and shadow of the picture inside the colours.
Apply To	The picked depth	Background Grade / Isolate: the picked depth, or everything else.

ISOLATE SPECIFIC DEPTH

Isolation (keep the picked depth clear)	On	Fog: no fog on the picked depth (your subject stays clear).
Only the Picked Depth	Off	Depth Colour / Depth Map: only the picked depth instead of the whole frame.
Target Depth From	Click in the viewer	Click in the viewer (drag the crosshair onto your subject) or the Target Depth slider.
Pick Point		Drag this crosshair in the viewer onto your subject: the Target Depth becomes the depth under it. In the viewer's overlay menu, Fusion Overlay must be on.
Target Depth	0.6	The depth to work around: 1 = the nearest, 0 = the farthest (as in Studio). Keyframe it for a rack focus or a manual laser.
Tolerance	0.08	How far in front and behind the Target Depth still counts as picked.
Softness	0.15	How gently the picked depth fades out past the Tolerance.

CONTROLS (CONT.)

INSPECTOR → EFFECTS → WIP DEPTH MAP · DEFAULT · WHAT IT DOES

RESULTING MAP ADJUSTMENT

Near Limit	1	Depth that counts as fully near (1). Lower it to bring more of the scene to the front.
Far Limit	0	Depth that counts as fully far (0). Raise it to push more of the scene back.
Gamma	1	Bends the depth: above 1 spreads out the near range, below 1 the far range.
Invert	Off	Swaps near and far (for depth clips made the other way round).
Smooth	2	Softens small bumps in the depth so edges don't shimmer.
Built-in: Horizon	0.62	Built-in depth: where the far end of the ground is (only without a depth clip).
Built-in: Tilt	0	Built-in depth: tilt the ground for a slanted camera.
Built-in: Follow the Picture	0.6	Built-in depth: lets bright and dark areas bend the depth a little.
Built-in: Subject from Alpha	Off	Built-in depth: a cut-out clip (alpha) stands where it touches the ground.

ANIMATION

Play	At Start	Laser Scan: At Start, At End, Loop or the Whole Clip, no keyframes needed. Off = use Target Depth (keyframe it yourself).
Direction	Near to Far	Near to Far, Far to Near, or There and Back.
Duration (frames)	60	How long one sweep takes.
Delay (frames)	0	Wait this long before it starts.
Loop Pause (frames)	12	Loop: the pause between sweeps.
Ease In	0.3	Starts slowly.
Ease Out	0.3	Lands slowly.

TIPS

PRO TIPS

- No depth clip yet? It still works with a built-in depth (the ground of the shot), best on wide shots.
- The laser starts on its own: Play At Start, 60 frames. Set Play to Off and keyframe Target Depth to control it by hand, the Studio way.
- Focus looks pick your subject from the crosshair. Can't see it? Turn on Fusion Overlay in the viewer's overlay menu.
- Part of your subject not included (a raised hand)? Raise Tolerance.
- Isolate cuts out the picked depth with alpha: put it on a copy of the clip on the track above and grade or blur the clip below.
- After updating, delete the effect from your clip and drag it on again.

MORE COMING SOON

MAKING A VIDEO ABOUT IT

HOOK IDEA

“Studio's depth map. Free.”

TALKING POINTS

- One click: Object Mask makes the depth
- Drag on, drop the depth in
- Laser scan, no keyframes
- Depth of field, fog, background grade
- Click your subject
- Free, real-time in free Resolve

SAVE + SHARE

@anukalp.wip