EFFECT | FREE RESOLVE | 34 CONTROLS

DISINTEGRATE

MADE BY

ANUKALP.WIP

Turn your subject, logo or text into particles: burst and reform, dissolve away, or form in from dust.



BURST & REFORM · DISSOLVE AWAY · FORM IN · SOFT DUST · EDGE GLOW



THE SAME EFFECT ON A 16:9 TIMELINE

WHAT IT IS

Drop it on a cut-out, a logo, text or a whole clip and it breaks into particles that keep the picture's own colours. Burst & Reform makes the subject burst into pixel bits and snap back. Dissolve Away crumbles it from one side and blows it away. Form In gathers dust into the picture. On a cut-out (alpha) only the subject breaks and the background stays clean. One GPU pass, real-time in free Resolve, no particle setup.

USE IT FOR

- Thanos-style vanish on a person
- Logo reveals that gather from dust
- Text that blows away between scenes
- Glitchy pixel bursts on a beat

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 Disintegrate has two files, and Resolve needs both: `WIP Disintegrate Kernel.fuse` (the GPU kernel) and `anukalp.wip - Disintegrate.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 Disintegrate** onto a clip, select the clip and open the Inspector to change everything.

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 DISINTEGRATE · DEFAULT · WHAT IT DOES

DISINTEGRATE

Mode	Burst & Reform	Burst & Reform: the picture bursts into bits and pulls back together. Dissolve Away: it breaks off from one side and blows away. Form In: dust gathers into the picture.
Particle Shape	Squares (pixel bits)	Squares (crisp pixel bits), Round, or Soft Dust (fine, smoky).
Particle Size	0.006	How big each particle is, as a share of the frame (the same on 9:16 and 16:9).
Gap Between Particles	0.6	1 = particles touch (solid chunks), lower = finer, airier dust.
Particle Amount	1	How many pieces become particles. The rest simply vanish as they break off.
Random Size	0.5	Mixes small and big particles.
Shrink as They Fly	0.3	Particles get smaller as they travel.

EDGE

Breaks From	Mode's Own	Where it starts breaking: a side, Centre Out from the Start Point, Edges In, or All at Once. Mode's Own picks what suits the Mode. With a cut-out, it sweeps across the subject, not the empty frame.
Start Point		The point Centre Out / Edges In and Away from Start Point use. Left in the middle, it follows your cut-out's centre.
Softness	0.5	How gradual the breaking edge is: low = a clean sweep, high = a soft, crumbly front.
Ragged Edge	0.5	Makes the breaking edge uneven and natural.
Edge Glow	0	A glow on the edge just before it breaks off.
Edge Glow Colour	colour picker	Colour of that glow.
Edge Glow Width	0.08	How far ahead of the edge the glow reaches.

CONTROLS (CONT.)

INSPECTOR → EFFECTS → WIP DISINTEGRATE · DEFAULT · WHAT IT DOES

MOTION

Direction	Mode's Own	Which way the particles fly: Mode's Own, an Angle, or Away from Start Point (outward).
Angle	15	The direction in degrees (0 = right, 90 = up).
Spread	50	How much each group of particles strays from the direction.
Distance	0.45	How far the particles travel.
Speed Variation	0.7	Some particles fly fast, some slow.
Turbulence	0.7	Swirling drift, like dust in air.
Swirl Size	0.8	Bigger = broad, slow swirls. Smaller = tight swirls.
Gravity	0	Positive pulls the particles down, negative lets them float up.
Speeds Up as It Goes	0.5	0 = a smooth start and stop, 1 = particles keep speeding up like they are blown away.
Trail	0.25	A short streak behind each particle.
Variation (seed)	1	A different random pattern of particles.

COLOUR

Particle Colour	From the Picture	From the Picture (each particle keeps the colour it came from) or one colour from the picker.
Colour	colour picker	The particle colour when Particle Colour is My Colour.
Brightness	1	Brightens the particles.
Fade as They Fly	0.8	Particles fade out as they travel (Dissolve Away and Form In).

ANIMATION

Play	At Start	When it plays: At Start, At End, Loop, Whole Clip, or Start + End.
Duration (frames)	36	How long the move takes.
Delay (frames)	0	Wait before it starts.
Loop Pause (frames)	24	Pause between loops.
Ease Graph		Drag the curve to change the speed over the move.

TIPS

PRO TIPS

- On a whole clip, Dissolve Away and Form In leave black where the picture is gone: put a background or plate under it.
- Bigger Particle Size + Gap 1 = chunky pixel bits. Small size + Soft Dust = smoky dust.
- Negative Gravity lets the dust float up; positive makes it fall.
- Burst & Reform on a beat: Play Loop with a short Duration.
- Thin text gives few particles: raise Particle Size and Brightness.
- After updating, delete the effect from your clip and drag it on again.

MORE COMING SOON

MAKING A VIDEO ABOUT IT

HOOK IDEA

“Turn anything into particles. One drag.”

TALKING POINTS

- Burst, dissolve or form in
- Keeps the picture's own colours
- Subject only on a cut-out
- Pixel bits, round or soft dust
- Real-time on the GPU
- Free Resolve

SAVE + SHARE

@anukalp.wip