EFFECT | FREE RESOLVE | 63 CONTROLS

DOT WAVE

MADE BY ANUKALP.WIP

A wave that travels through your footage like water: the picture and text ripple as dots, grids, lines or a white band pass through.



WATER DROP · WATER DRAIN · WHITE BAND · GRID SWEEP · RIPPLE



THE SAME EFFECT ON A 16:9 TIMELINE

WHAT IT IS

Drop it on any clip and a wave travels across the frame. The footage and text really bend as it passes, like a drop hitting water, and the wave carries a texture with it. Twelve ready looks cover rings, straight sweeps and inward collapses, or build your own with Custom. Texture swaps the element without changing the animation, and Direction sends the wave from any side or corner.

USE IT FOR

- Punctuating a key moment or a card popping up
- Transitions between ideas in a reel
- Sweeps across titles and logos
- Water and ripple moments on any footage

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 → Effects → anukalp.wip → drag **WIP Dot Wave** onto a clip. Select the clip and open the Inspector to change everything.

Dot Wave has two parts, so double-clicking only the .drfx is not enough: without the GPU part the effect won't load. Installing by hand: copy `WIP Dot Wave Kernel.fuse` into `Fusion/Fuses/` and `anukalp.wip - Dot Wave.drfx` into `Fusion/Templates/`, then restart Resolve.

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

CONTROLS

INSPECTOR → EFFECTS → WIP DOT WAVE · DEFAULT · WHAT IT DOES

WAVE

Look	Water Drop	The wave's overall style: Water Drop, Water Drain, Dot Ring, Dot Collapse, Dot Sweep, Halftone Wave, Ripple, Shockwave, Implode, White Band, Line Sweep, Grid Sweep, or Custom to set everything yourself.
Texture	Look's Own	Swaps the element the wave is made of (Dots, Grid, Lines, Solid white, Stars and more). The look's wave and motion stay the same. None leaves pure water.
Intensity	1	One master control for the whole effect: dots, ripple, light and glow together.
Wave Shape	Look's Own	The wavefront: Ring, Straight Sweep, Box, Diamond, Polygon or Clock Sweep. Look's Own keeps the look's shape.
Direction	Look's Own	Where the wave starts and which way it travels: Left to Right, Right to Left, Top to Bottom, Bottom to Top, a corner, or your own point. Ring looks spread curved rings from that side; straight looks travel in a line.
Flow	Look's Own	Outward, Inward (forms at the edges and closes in) or Out Then In.
Tilt	20	Angles a straight wave.
Start Point		Where the rings start. Only shown when Direction is Custom Point.
Shape Rotation	0	Turns a Box, Diamond, Polygon or Clock Sweep.
Polygon Sides	6	The number of sides of the Polygon wave.
Width	0.42	How wide the band of the wave is.
Width Grows As It Travels	0.6	Lets the band widen as it moves out. 0 keeps it the same width.
Soft Front Edge	1	How gently the leading edge fades. 0 is a hard edge.
Soft Back Edge	1	How gently the trailing edge fades. 0 is a hard edge.
Leave Behind (wash)	0	Keeps the texture on screen where the wave has passed.
Wobble	0	Makes the wavefront organic and uneven.
Wobble Detail	3	How fine the wobble is.
Path Start	0	Where along its path the wave begins.
Path End	1	Where along its path the wave stops.
Number of Waves	1	Custom only: how many waves follow each other.
Ragged Edge	0	Custom only: scatters the elements at the band's edge.
Dots Swell on the Crest	0	Custom only: elements grow at the top of the wave.
Dots Shrink at the Edges	0	Custom only: elements get smaller toward the band's edges.
Gap Between Waves	0.06	The space between one wave and the next.
Each Wave Weaker	0.72	How much each following wave fades.

CONTROLS (CONT.)

INSPECTOR → EFFECTS → WIP DOT WAVE · DEFAULT · WHAT IT DOES

WATER

Picture Ripple	1	How strongly the footage and text bend as the wave passes. 1 is the look's own amount, 0 turns it off.
Wave Reach	1	How far the ripple spreads beyond the visible band.
Ring Density	1	More or fewer ripples in the water.
Light on the Rings	1	How much the ripples catch the light.
Fade Toward the Edges	0.35	How quickly the rings weaken as they travel.
Dots Ride the Rings	1	How much the elements bunch up on the ripple crests.

TEXTURE

Grid	Look's Own	How the elements are arranged: Square, Hex or Circular. Only shown for textures that sit on a grid.
Spacing	0.013	The distance between the elements.
Dot Size	0.42	How large each element is.
Pattern Angle	0	Rotates the whole texture.
Follow the Picture (dark to bright)	0	Sizes elements from the footage. Positive makes them bigger in bright parts, negative in dark parts.
Random Size	0	Varies the size of each element.
Missing Dots	0	Randomly removes elements.
Twinkle	0	Makes elements flicker on and off.
Variation (seed)	1	A different random arrangement.

CONTROLS (CONT.)

INSPECTOR → EFFECTS → WIP DOT WAVE · DEFAULT · WHAT IT DOES

COLOUR

Colours From	My Colours (pickers below)	Your two colour pickers, the footage's own colours, or a palette.
Colour 1	colour picker	The first colour of the elements.
Colour 2	colour picker	The second colour. How the two mix is set by Colour Mode.
Colour Mode	Across the Wave	How the two colours are spread: Across the Wave, One Colour, Gradient Across Frame or Random per Dot.
Gradient Angle	90	The direction of the colour gradient.
Ring Light Colour	colour picker	Tints the light on the ripples.
Brightness	1	How bright the elements are.
Opacity	0.92	How solid the elements are.
Picture Saturation in the Wave	0	Makes the footage inside the wave more colourful or more grey.
Picture Tint Amount	0	Tints the footage inside the wave.
Picture Tint Colour	colour picker	The tint colour. Shown once Picture Tint Amount is above 0.
Blend	Glow (add light)	How the elements combine with the footage: Glow, Paint, Screen or Invert Picture.
Darken Behind the Dots	0.14	Dims the footage in the wave so white elements stay readable on bright areas.
Show On	Whole Frame	Whole Frame, only the clip's shape (cut-outs and PNGs), or only Bright Parts.
Bright Parts Threshold	0.5	How bright an area must be to show the elements.

GLOW

Dot Glow	0.5	A soft glow around each element.
Dot Glow Size	0.12	How far that glow reaches.
Wave Glow	0	A soft glow across the whole band.

ANIMATION

Play	At Start	At Start, At End, Loop, Whole Clip, or Start + End.
Duration (frames)	26	How long one wave takes to cross the screen.
Delay (frames)	0	Waits this long before the wave starts.
Loop Pause (frames)	24	The gap between waves when looping.
Ease Graph		The speed of the wave across its journey. Drag the points to change it.

TIPS

PRO TIPS

- Short durations (6 to 10 frames) feel like a quick pop. Around 26 frames lets you watch the water travel.
- White elements on a bright clip: raise Darken Behind the Dots.
- Texture: None gives pure water with no pattern.
- Want a straight water wave? Set Wave Shape to Straight Sweep.
- For a cut-out subject, set Show On to Subject so the elements stay on the subject.
- Tilt 0 gives a perfectly straight band.
- After updating, delete the effect from your clip and drag it on again.

MORE COMING SOON

MAKING A VIDEO ABOUT IT

HOOK IDEA

“Make your footage ripple like water. One drag.”

TALKING POINTS

- Drop it on any clip
- Footage and text really ripple
- 12 looks, or build your own
- Swap the element: dots, grid, lines, solid
- Any direction, in or out
- Free, real-time in free Resolve

SAVE + SHARE

@anukalp.wip