TRANSITION

FREE RESOLVE

32 CONTROLS

GRID REVEAL

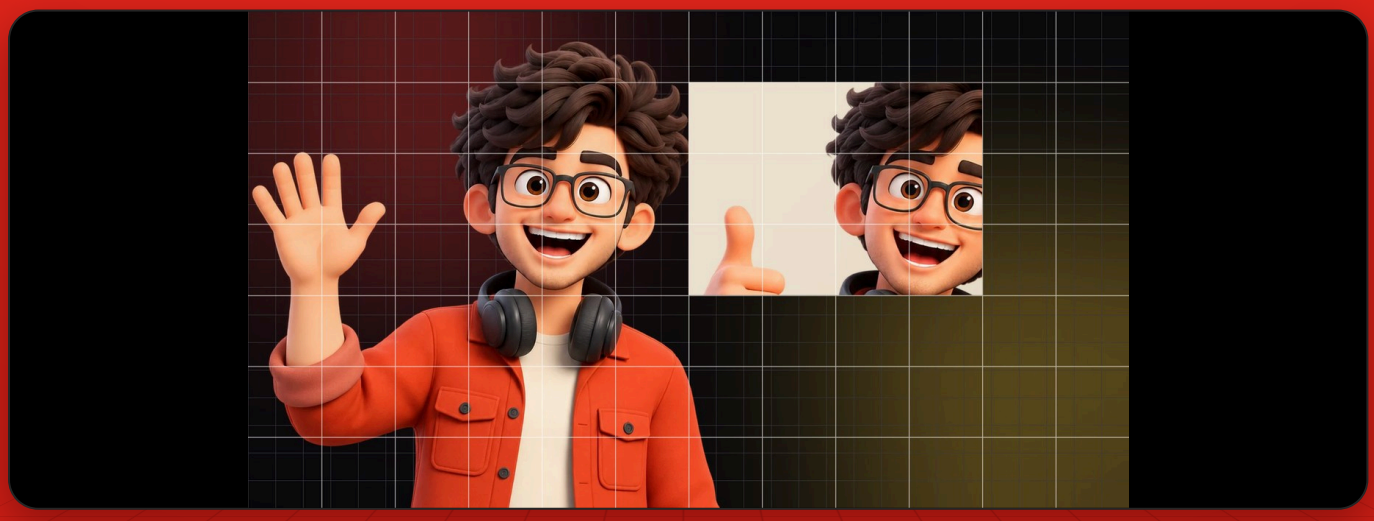
MADE BY

ANUKALP.WIP

A grid transition: the next shot takes over cell by cell, or through a moving window of cells, with clean grid lines and optional flashes.



SHUFFLE 3X3 · DIAGONAL · WINDOW CIRCLE · CELL FLASH · FULL PICTURE FLASH



THE SAME TRANSITION ON A 16:9 TIMELINE

WHAT IT IS

Drop it between two clips and the frame splits into a grid. In Shuffle style the next shot replaces the old one cell by cell, in random order or in a direction, always at an even pace. In Window style a block of cells opens around a point you choose, travels and grows until it fills the frame. Thin grid lines sit exactly on the cell edges and fade in and out with the transition. Flash lights each cell as it switches, the whole picture, or both. Cells are square at 9:16 and 16:9 if you want them to be, line width scales with resolution, the last frame is always the clean next shot, and it plays in real time in free Resolve.

USE IT FOR

- Cinematic travel and B-roll edits
- Before / after reveals
- Music video cuts on the beat
- Tech, UI and editorial-style reels

HOW TO SET IT UP

01 Drag WIP Grid Reveal onto the cut between two clips.

02 Drag its edges on the timeline to set how long it lasts (about 1 second is a good start).

03 Click it and open the Inspector: pick Shuffle or Window under Reveal. For flashes, tick Flash.

04 Window: drag Start Point onto your subject in the viewer, then End Point to where it should travel.

HOW TO INSTALL

01 **Double-click** the `.drfx` file in this folder. Resolve installs it for you.
Or copy it into
`Mac: ~/Library/Application Support/Blackmagic Design/DaVinci Resolve/Fusion/Templates/`
`Windows: %APPDATA%\Blackmagic Design\DaVinci Resolve\Support\Fusion\Templates\`

02 **Restart** DaVinci Resolve.

03 Edit page → **Effects** → **Video Transitions** → **anukalp.wip**.

04 Drag it onto the cut between two clips. Drag its edges to make it longer or shorter. Select it and open the **Inspector** to change everything.

Works in the free version of Resolve (tested on Resolve 21).

CONTROLS

INSPECTOR → TRANSITION → WIP GRID REVEAL · DEFAULT · WHAT IT DOES

GRID

Columns	3	How many cells across. 3 is the classic big-block look; 8 to 12 suits the Window style.
Rows	Same as Columns	Same as Columns = an even grid like 3x3. Square Cells = rows chosen so every cell is square (at 9:16 and 16:9). Custom = set the row count yourself.
Row Count	3	Custom rows: how many cells down.

REVEAL

Style	Shuffle (cell by cell)	Shuffle = the next shot replaces the old one cell by cell. Window = a block of cells opens around a point, travels and grows until it fills the frame. Only the controls for the style you pick are shown.
Order	Random	Shuffle: the order the cells switch in: Random, Cell by Cell (Top to Bottom or Left to Right), Rows, Columns, Diagonal or From Centre. Cells always switch at an even pace.
Randomness	0.3	Shuffle, ordered: mixes some randomness into the order so it feels less mechanical. 0 = strict order.
Shuffle (seed)	1	Shuffle: a different number gives a different random pattern.
Window Shape	Circle	Window: Circle or Square, made of whole cells.
Start Point		Window: where the window opens. Drag the on-screen control - put it on your subject.
End Point		Window: where the window travels to while it grows.
Start Size	0.12	Window: how big the window is when it appears (it is always at least one cell).
Stay Small	0.5	Window: how long the window stays small and travels before it grows to fill the frame.
Cell Fade (0 = hard cut)	0	0 = cells switch instantly, like the reference. Higher = each cell cross-fades.
Ease In	0	Starts the transition slowly.
Ease Out	0	Ends the transition slowly.

GRID LINES

Show Grid Lines	On	Turns the thin grid lines on or off. Their controls hide when off.
Line Colour	colour picker	Colour of the grid lines.
Line Width	2	Line thickness in pixels at 1080p (it scales with resolution).
Line Opacity	0.6	How visible the lines are.
Line Fade In / Out	0.2	How much of the transition the lines take to fade in at the start and out at the end.

CONTROLS (CONT.)

INSPECTOR → TRANSITION → WIP GRID REVEAL · DEFAULT · WHAT IT DOES

FLASH

Flash	Off	The overall on / off switch for every flash. Off by default; all the flash controls hide until you turn it on.
Flash Type	Cells	Cells = each cell flashes. Full Picture = the whole frame flashes once. Cells + Full Picture = both.
Flash Colour	colour picker	Colour of the cell flash and of the Solid Colour full flash. Hidden when only Overexpose is in use, because it adds light rather than a colour.
Cell Order	Same as Reveal	Same as Reveal = each cell flashes on the frame it switches. Or give the flash its own order: Random, Cell by Cell, Rows, Columns, Diagonal or From Centre.
Cell Shuffle (seed)	1	Random cell order: a different number gives a different pattern.
Cell Length (frames)	1	How many frames each cell stays lit. 1 is the quick, sharp flash.
Cell Fade (frames)	0	Extra frames for the flash to fade away. 0 = hard cut. Not used when the flash follows a moving Window.
Cell Opacity	1	How strong the cell flash is. Lower lets the picture show through.
Full Style	Overexpose	Overexpose = highlights blow out and shadows keep their shape, like a camera flash. Solid Colour = a wash of the Flash Colour.
Full Timing	0.5	When the full flash hits: 0 = start of the transition, 0.5 = middle, 1 = end.
Full Length (frames)	4	How many frames the full flash takes to fall away.
Full Strength	0.7	How strong the full flash is.

TIPS

PRO TIPS

- Shuffle + 3 Columns + hard cuts is the classic cinematic grid.
- Window looks best at 8-12 Columns with Rows on Square Cells.
- Put the Window Start Point on the subject of the next shot so it appears first.
- Keep Line Opacity around 0.5 for a premium look; raise Line Width for a bold editorial style.
- Time it to the music: 12-24 frames feels snappy, 1-2 seconds feels cinematic.
- Cell Fade 0.3-0.5 gives a softer, dreamy version.
- For the classic grid flash: Flash Type Cells, Cell Order Same as Reveal, Length 1, Fade 0.
- Rows, Top to Bottom with Randomness 0 makes each whole row flash as it switches.
- Keep Full Strength around 0.2-0.3 on faces so they don't blow out.
- Moving Window + Flash is the heaviest setup: if it stutters, render a cache or use Shuffle.

MORE COMING SOON

MAKING A VIDEO ABOUT IT

HOOK IDEA

“The grid transition everyone asks about, free in DaVinci Resolve.”

TALKING POINTS

- Drop it between two clips
- Shuffle: cell by cell
- Window: follows your subject's path
- Clean grid lines
- Cell and full-picture flashes
- Square cells at 9:16 and 16:9
- Free, works in free Resolve — link in bio

SAVE + SHARE

@anukalp.wip