EFFECT

FREE RESOLVE

29 CONTROLS

LIGHT SWEEP

MADE BY

ANUKALP.WIP

A band of light sweeps over your subject or the whole screen, leaves a wash, or traces the outline.



SWEEP · HALFTONE WASH · GRID TEXTURE · EDGE TRACE · ANY COLOUR



THE SAME EFFECT ON A 16:9 TIMELINE

WHAT IT IS

The shine you see on outfits, logos and products: a soft band of light passes over the subject and is gone. Leave Behind turns the pass into a wash that keeps the subject lit or faded, for ‘disappear’ and outfit-change moments. Edge Trace sends light around the outline instead. Add a dot, grid or line texture, any colour, and a glow. On a cut-out subject or a title, the light stays inside its shape; on normal footage it can hit the bright parts only or the whole screen. Built from Resolve’s light native tools, so playback stays real-time.

USE IT FOR

+ Outfit, product and logo reveals
+ ‘Disappear’ and outfit-change transitions (Leave Behind)
+ Glints on titles and text
+ Neon-style outline traces around a cut-out person

HOW TO SET IT UP

01 Drag WIP Light Sweep onto the clip: a cut-out person, a logo, a title, or any footage.

02 Pick Shine On: Subject (the clip’s own shape), Bright Parts, or Whole Screen.

03 Pick a Direction and Tilt, then set Duration and Ease In / Ease Out under Animation.

04 On a small cut-out, raise Path Start and lower Path End so the light spends its time on the subject.

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** → **Effects** → **anukalp.wip**.

04 Drag it straight onto any clip in the timeline. Select it and open the **Inspector** to change everything.

Works in the free version of Resolve (tested on Resolve 21). Uses the built-in Open Sans font, so it looks the same on every computer.

CONTROLS

INSPECTOR → EFFECTS → WIP LIGHT SWEEP · DEFAULT · WHAT IT DOES

SHINE

Style	Sweep	Sweep = a band of light passes over. Edge Trace = light runs around the outline.
Shine On	Subject (clip shape)	Subject = only inside the clip's shape (cut-outs, logos, titles). Bright Parts = only the bright areas. Whole Screen = everywhere.
Bright Parts Threshold	0.5	With Bright Parts: how bright an area must be to catch the light. Higher = only the brightest spots.
Colour		Colour of the light. White by default.
Intensity	0.9	How strong the light is. Above 1 burns brighter.
Blend	Glow (add light)	Glow adds light like a real reflection. Paint lays a solid colour band on top.

BAND

Direction	Up	Which way the band travels: Up, Down, Left or Right.
Tilt	20	Angles the band. Combine with Direction for any diagonal.
Width	0.12	How thick the band is.
Softness	0.6	How soft the band's edges are. 0 = hard stripe.
Leave Behind (wash)	0	0 = the light passes and is gone. Higher = the area it passed stays lit, for a wash or 'disappear' look.
Path Start	0	Where the band starts across the frame (0 = just off-screen). Raise it to start on the subject.
Path End	1	Where the band ends (1 = just off-screen). Lower it to stop at the far edge of the subject.

ANIMATION

Play	At Start	At Start / At End of the clip, Loop over and over, or one slow pass across the Whole Clip.
Duration (frames)	20	How long one pass takes.
Delay (frames)	0	Wait this many frames before the pass starts.
Loop Pause (frames)	30	With Loop: the gap between passes.
Ease In	0.3	How gently the light starts. 0 = full speed straight away.
Ease Out	0.3	How gently the light slows at the end. 0 = no slow-down.

TEXTURE

Pattern	None	Adds a texture inside the light: Dots (halftone), Grid or Lines.
Pattern Size	0.025	Size of one dot, grid cell or line.
Pattern Strength	1	How much the pattern cuts into the light. 0 = no pattern.

CONTROLS (CONT.)

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GLOW

Glow	0.4	Soft bloom around the light. 0 = off (fastest).
Glow Size	20	How far the bloom spreads.

EDGE TRACE

Edge Width	6	Edge Trace: how thick the lit outline is.
Trace Length	0.25	Edge Trace: how long the moving light is.
Traces	One	Edge Trace: one light, or two on opposite sides.
Trace Center		Edge Trace: the point the light circles around. Drag it onto the middle of your subject.

MIX

Effect Amount	1	Fades the whole effect in or out. Keyframe it for a smooth fade.

TIPS

PRO TIPS

- Path Start 0.2 + Path End 0.8 keeps the band on a cut-out instead of the empty space around it.
- Leave Behind 0.6–0.9 with Dots gives the halftone ‘fade out’ wash.
- Blend Paint + Glow 0 is a flat graphic band; Glow (add light) feels like real light.
- Play Loop with Loop Pause 30–60 makes a glint that repeats on a logo or end card.
- Need the light on just the shirt? Cut the shirt out with Object Mask and drop the effect on that.
- Glow costs a little playback time; set it to 0 if your timeline stutters.

MAKING A VIDEO ABOUT IT

HOOK IDEA

“That shine on the outfit? One drag in free Resolve.”

TALKING POINTS

- Drag it onto a cut-out — the light already sweeps
- Shine On: Subject, Bright Parts, Whole Screen
- Leave Behind for the wash / disappear look
- Dots, Grid, Lines textures + colour
- Edge Trace around the outline
- Free, works in free Resolve — link in bio

SAVE + SHARE

@anukalp.wip

MORE COMING SOON