EFFECT | FREE RESOLVE | 35 CONTROLS

MADE BY

LIQUID GLASS

ANUKALP.WIP

Apple-style liquid glass over your video: real refraction, five glass types, any shape, text inside, liquid pop-in animation.



CLEAR · FROSTED · TINTED · PRISM POLYGON · BUBBLE



THE SAME EFFECT ON A 16:9 TIMELINE

WHAT IT IS

A glass shape that sits on your video and genuinely bends the picture behind it, like Apple's Liquid Glass: the edge lenses the background, a soft light catches the rim, and a gentle shadow lifts it off the frame. Five types: Clear, Frosted, Tinted, Prism and Bubble. Shapes: rounded rectangle, pill, circle, or any polygon from 3 to 12 sides, with rounded corners. Put text inside, and bring it in with a liquid pop, stretch, rise or fade. Only the controls that apply to your choices are shown. Sizes follow the frame, so it looks the same at 9:16 and 16:9, it plays in real time, and it works in free Resolve.

USE IT FOR

+ Apple-style captions, buttons and lower thirds
+ Subscribe / follow call-outs
+ Magnifier lens on a product or detail (Bubble)
+ Stylish frames and badges (Polygon)

HOW TO SET IT UP

01 Drag WIP Liquid Glass onto any clip or still.

02 Pick a Glass Type and a Shape; drag Position to place it.

03 Type your words under Text (or switch Show Text off).

04 Choose In / Out animation; Liquid Wobble sets how bouncy the pop is.

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 LIQUID GLASS · DEFAULT · WHAT IT DOES

GLASS

Glass Type	Clear	Clear = Apple-style glass that bends the picture at its edge. Frosted = blurred glass. Tinted = coloured glass. Prism = rainbow edges. Bubble = a magnifying lens. Only the controls for the type you pick are shown.
Refraction	0.4	How strongly the glass bends the picture behind it. Around 0.4 is Apple-like; higher is a thick lens.
Edge Thickness	0.07	How wide the curved rim of the glass is. Wider = the bending reaches further inside.
Glass Brightness	0	Brightens or darkens the inside of the glass.
Frost	0.5	Frosted / Tinted: how blurred the picture behind the glass is.
Tint Colour		Tinted: the colour of the glass.
Tint Strength	0.55	Tinted: how strong the colour is.
Prism Split	0.5	Prism: how far the rainbow colours split at the edges.
Magnify	0.35	Bubble: how much the lens magnifies what is behind it.

LIGHT

Highlight	0.8	The light sheen on the glass edge, like a light source shining on it.
Light Angle	135	Where that light comes from.
Rim Light	0.7	The thin bright outline around the glass.
Shadow	0.35	Soft shadow under the glass so it sits above the video. 0 = off.
Shadow Softness	0.5	How soft and spread the shadow is (shown when Shadow is on).

SHAPE

Shape	Pill	Rounded Rectangle, Pill, Circle or Polygon (3 to 12 sides). Only that shape's controls are shown.
Size	0.72	Width of the shape (diameter for Circle and Polygon), as a share of the frame - the same at 9:16 and 16:9.
Height	0.17	Rounded Rectangle / Pill: height of the shape.
Sides	6	Polygon: number of sides, 3 (triangle) to 12.
Corner Roundness	0.4	Rounded Rectangle / Polygon: how rounded the corners are.
Rotation	0	Turns the shape.
Position		Where the glass sits. Drag the on-screen control or type X / Y.

CONTROLS (CONT.)

INSPECTOR → EFFECTS → WIP LIQUID GLASS · DEFAULT · WHAT IT DOES

TEXT

Show Text	On	Turns the text inside the glass on or off.
Text		The words inside the glass.
Font		Text font.
Style		Text weight / style.
Text Size	0.11	Text size; it scales with the glass when it animates.
Text Colour		Colour of the text.
Text Opacity	0.95	How solid the text is.

ANIMATION

In	Pop	How the glass arrives: Pop (springs in), Stretch (opens wide, then tall), Rise (floats up), Fade, or None.
In Duration (frames)	20	How long the arrival takes.
Delay (frames)	0	Wait this many frames before it arrives.
Liquid Wobble	0.5	Pop / Stretch: how much the glass overshoots and wobbles as it settles.
Out	None	How it leaves at the end of the clip: Pop (shrinks), Sink, Fade or None.
Out Duration (frames)	10	How long the exit takes.

MIX

Effect Amount	1	Fades the whole effect in or out.

TIPS

PRO TIPS

- Refraction 0.3-0.5 with Edge Thickness ~0.07 is the clean Apple look.
- Glass reads best over detail - lines, textures, faces - not flat colour.
- Frosted + white text is the most readable caption box.
- Bubble + Magnify 0.5 makes a great 'look at this' lens.
- Keep Rim Light on: the thin bright edge is what makes it look like real glass.
- Stack two copies of the effect on one clip for two glass shapes.

MAKING A VIDEO ABOUT IT

HOOK IDEA

“Apple's Liquid Glass, in free DaVinci Resolve.”

TALKING POINTS

- Drag it onto any clip
- Real refraction, not a blur
- Clear, Frosted, Tinted, Prism, Bubble
- Any shape - even polygons
- Text inside + liquid pop-in
- Free, works in free Resolve — link in bio

SAVE + SHARE

@anukalp.wip

MORE COMING SOON