EFFECT

FREE RESOLVE

53 CONTROLS

MADE BY

LIQUID GLASS VOL. 2

ANUKALP.WIP

An iris lens with a metal rim and prism facets, glass in any shape you draw, and all of Vol. 1.



IRIS + FACETS · YOUR OWN SHAPE · IRIS OPEN · VOL. 1 STYLE · FROSTED HEXAGON



THE SAME EFFECT ON A 16:9 TIMELINE

WHAT IT IS

A glass lens that really bends your footage. Vol. 2 adds an iris: a polygon lens with a thick bevelled metal rim that can split into pieces, and prism facets inside that repeat your subject like a kaleidoscope. Pick Custom and draw any shape by clicking points right in the Edit page viewer. The whole Vol. 1 glass is in here too: switch Style to Liquid Glass (Vol. 1) for the pill, text and liquid pop. Five glass types, light, shadow and In / Out animation. Use as many copies as you like on one clip or in one Fusion node chain - each follows only its own controls. Real-time on the GPU in free Resolve.

USE IT FOR

+ Framing a face or product in a premium lens
+ Kaleidoscope / prism moments in music and fashion edits
+ Glass cards and buttons with text (Vol. 1 style)
+ Highlighting any shape in the frame with your own drawn glass

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 Liquid Glass Vol. 2 has two files, and Resolve needs both: `WIP Liquid Glass Kernel.fuse` (the GPU kernel) and `anukalp.wip - Liquid Glass Vol. 2.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.

THEN, IN RESOLVE

01 Edit page → **Effects › Effects › anukalp.wip**. Drag **WIP Liquid Glass Vol. 2** 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 LIQUID GLASS VOL. 2 · DEFAULT · WHAT IT DOES

STYLE

Style	Iris Glass (new)	Iris Glass (new) = the polygon or your own drawn shape with a bevelled metal rim and prism facets. Liquid Glass (Vol. 1) = the Vol. 1 look and controls exactly (pill, thin rim light, text, liquid pop). Only the chosen style's controls are shown.

SHAPE

Shape	Polygon / Iris	Iris Glass: Polygon / Iris, Custom (click to draw), Rounded Rectangle, Pill or Circle. Vol. 1 style: Rounded Rectangle, Pill, Circle or Polygon. Only that shape's controls are shown.
Your Shape (click points in the viewer)		Custom: set the viewer's overlay menu (bottom left of the viewer) to Fusion Overlay, then click points around anything; click the first point again to close the shape. Drag points to reshape.
Smooth Corners	0.3	Custom: rounds off the corners of your drawn shape.
Size	0.62	Width of the shape as a share of the frame (corner to corner for Vol. 1 polygons) - the same at 9:16 and 16:9.
Height	0.17	Rounded Rectangle / Pill: height of the shape.
Sides	8	Polygon: number of sides, 3 (triangle) to 12. 8 is the iris look.
Roundness (1 = circle)	0	Polygon / Iris: 0 = sharp corners, 1 = a circle.
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. Each Style keeps its own position.

CONTROLS (CONT.)

INSPECTOR → EFFECTS → WIP LIQUID GLASS VOL. 2 · DEFAULT · WHAT IT DOES

RIM & FACETS

Rim Light	0.7	The thin bright outline around the glass.
Rim	Bevel Frame	Iris Glass: Bevel Frame (a thick bevelled metal edge that reflects the picture), Thin Line, or Off.
Rim Width	0.025	How thick the bevelled frame is.
Bevel Depth	0.6	How deeply the frame is curved: more depth = stronger light and reflections across it.
Rim Colour	colour picker	Colour of the metal frame. White is clear chrome; gold, copper or any colour works.
Metal (colour strength)	0.3	How strongly the frame takes the Rim Colour. 0 = clear glass edge, 1 = solid coloured metal.
Rim Shine	0.8	The bright specular glint on the rim.
Split Into Pieces	0	Polygon: pushes each side of the frame outward as its own piece. Animate it, or use Iris Open which does it for you.
Prism Facets	On	Breaks the inside of the glass into prism facets, each showing its own slice of the picture.
Facets Around	8	How many wedges go around the centre.
Facet Rings	2	How many rings of facets from the centre out.
Spread (0 = every facet shows the centre)	0.35	0 = every facet shows what is at the centre (a kaleidoscope of the subject), 1 = each facet shows what is behind it.
Twist	0	Turns the facet pattern.
Facet Edges	0.35	How bright the lines between facets are.
Colour Split	0.3	Rainbow fringing between the facets.

CONTROLS (CONT.)

INSPECTOR → EFFECTS → WIP LIQUID GLASS VOL. 2 · 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	colour picker	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.
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).

TEXT

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

CONTROLS (CONT.)

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ANIMATION

In	Iris Open	How the glass arrives. Iris Glass: Iris Open (the frame pieces fly in and the facets untwist), Pop, Stretch, Rise, Fade or None. Vol. 1 style: Pop, Stretch, Rise, Fade or None.
In Duration (frames)	24	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

- Drawing your own shape: the viewer overlay must be Fusion Overlay, and the clip must be selected.
- Spread 0 with 12 facets and 3 rings gives a full kaleidoscope.
- Keep the glass beside a face, not over it, when the face must read clearly.
- Rim Colour gold + Metal 0.8 = a gold iris.
- Frosted and Tinted work with every shape, including your own.
- After updating, delete the effect from your clip and drag it on again.

MAKING A VIDEO ABOUT IT

HOOK IDEA

“Glass in any shape. Even one you draw.”

TALKING POINTS

- Iris lens with a metal rim
- Prism facets inside
- Draw your own glass shape
- Vol. 1 glass included
- Many copies, one node chain
- Free, real-time in free Resolve

SAVE + SHARE

@anukalp.wip

MORE COMING SOON