EFFECT | FREE RESOLVE | 54 CONTROLS

PAPER

MADE BY

ANUKALP.WIP

Make any clip look printed on real paper: page peel, torn pieces or a paper cut-out, with matte paper texture on every frame.



CRUMPLED CUT-OUT · TORN PIECES · PAGE PEEL · OLD / AGED · LAID PAPER CARD



THE SAME EFFECT ON A 16:9 TIMELINE

WHAT IT IS

Drop it on a clip, a photo or a cut-out and the whole thing becomes paper. Page Peel curls the picture off a corner, Torn Pieces tears it into scraps that fly in and lock together, Paper Cut-out gives it a torn or scissor-cut paper border with a shadow and pops it in, with a stop-motion boil. Every frame is printed on matte paper (crumpled, wrinkled, folded, laid, aged or kraft) with real fibre and grain. On a cut-out (alpha) only the subject turns to paper. One GPU pass, real-time in free Resolve. Paper texture powered by Paper Shaders (shaders.paper.design).

USE IT FOR

- Scrapbook / collage reels
- Paper cut-out intros of a person
- Torn-paper reveals between scenes
- Page-turn transitions on stills

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

BLOCKED?

- **Mac, no Open Anyway button:** it only shows for about an hour after macOS blocks the installer. Double-click the installer once more, then look again (or use the Terminal route).
- **Windows, no Run anyway button:** click the small **More info** link first; the button appears under the name.
- **Windows, "may depend on other compressed files":** you ran it from inside the zip. Right-click the zip › **Extract All** and run it from the new folder.
- **Windows, Smart App Control blocked it:** don't turn Smart App Control off. Install by hand instead (below): it is only two files to copy, nothing has to run.

THEN, IN RESOLVE

01 Edit page → **Effects › Effects › anukalp.wip**. Drag **WIP Paper** 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 PAPER · DEFAULT · WHAT IT DOES

PAPER

Style	`Page Peel`	Page Peel (the picture curls off a corner like a sheet), Torn Pieces (it tears into paper scraps that fly in and lock together) or Paper Cut-out (a torn paper border + shadow that pops in). Only the chosen style's controls are shown.
Direction	`In (appear)`	In builds the look (lays the page down, assembles the pieces, pops the cut-out in). Out plays it backwards.
Paper Colour	`colour picker`	Colour of the paper border, the back of the page and the torn rims.
Shadow	`0.6`	How dark the paper's shadow is.
Frame Hold (1 = smooth, 2 = on twos…)	`1`	Plays the footage itself in held frames for a stop-motion feel. 2 = every frame held twice.

CONTROLS (CONT.)

INSPECTOR → EFFECTS → WIP PAPER · DEFAULT · WHAT IT DOES

PAPER TEXTURE

Paper	Crumpled	The paper the picture is printed on: Wrinkled, Crumpled, Folded, Laid Paper, Old / Aged, Kraft, Custom (opens every control) or None.
Texture Amount	1	How much the paper shows through the picture. 0 = clean picture, 1 = fully printed on paper.
Crease Depth	1	How deep the creases look. 1 = the look's own depth.
Texture Scale	1	Size of the paper texture. Higher = bigger creases and fibres.
Light Angle	0	Turns the light that falls across the creases.
Texture Variation	1	A different sheet of paper with the same look.
Crumples	1	Custom: big crumple creases across the sheet.
Crumple Count	10	Custom: how many crumple facets.
Wrinkles	0.7	Custom: fine wrinkles.
Wrinkle Size	0.5	Custom: size of the wrinkles.
Folds	0	Custom: straight fold lines.
Fold Size X	0.6	Custom: fold spacing across.
Fold Size Y	0.9	Custom: fold spacing down.
Roughness	0.4	Custom: paper tooth / grain.
Roughness Size	0.3	Custom: size of the grain.
Laid Lines	0	Custom: fine parallel lines of laid paper.
Fiber	0.4	Custom: curly paper fibres.
Fiber Size	0.5	Custom: size of the fibres.
Speckles	0	Custom: small dark specks in the paper.
Shadow Tone	0.6	Custom: how dark the paper's shading gets.

PAGE PEEL

Peel From	Bottom Right	Which corner or edge the page curls from.
Curl Size	0.12	How big the curl is.
Picture Through the Back	0	Lets the picture show faintly through the back of the page. 0 = clean paper.

CONTROLS (CONT.)

INSPECTOR → EFFECTS → WIP PAPER · DEFAULT · WHAT IT DOES

TORN PIECES

Pieces (across)	4	How many torn pieces across the picture.
Torn Edge	1	How ragged the tears are.
White Edge Width	1.2	Width of the white torn paper rim on each piece while it moves.
Fly Distance	0.6	How far the pieces fly from.
Fly From (angle)	90	The direction the pieces come from.
Spread	200	How much the pieces' directions vary.
Spin	35	How much each piece turns as it flies.
Stagger	0.6	How much the pieces arrive one after another (0 = all together).

PAPER CUT-OUT

Cut Edge	Scissor Cut	Scissor Cut (straight hand-cut facets) or Torn (ragged fibres).
Border Size	0.03	Thickness of the paper border.
Boil (redraw every N frames, 0 = still)	3	Redraws the cut and nudges the card every N frames, like hand-animated paper. 0 = still.
Card Inset (solid footage)	0.08	On normal footage the whole frame becomes a paper card: how far in its edge sits.
Pop (scale in)	1	How much it scales up as it pops in.
Twist	-8	How much it turns as it pops in.
Stop-motion Poses (0 = smooth)	0	Steps the pop through this many poses instead of moving smoothly.
Texture Boils Too	No	The paper re-crumples on every boil step as well.
Border After Pop	Keep	Keep the paper border after the pop, or let it fade away.
Shadow Angle	-45	Direction of the cut-out's shadow.
Shadow Distance	0.012	How far the shadow falls.
Snap (overshoot)	0.6	How much it overshoots and settles as it lands.
Variation (seed)	1	A different set of tears, cuts and pieces.

CONTROLS (CONT.)

INSPECTOR → EFFECTS → WIP PAPER · DEFAULT · WHAT IT DOES

ANIMATION

Play	At Start	
Duration (frames)	30	How long the whole spring takes to settle.
Delay (frames)	0	Wait this many frames before the move starts.
Loop Pause (frames)	24	
Ease Graph		

TIPS

PRO TIPS

- The paper look stays on the whole clip, not only during the move: set Texture Amount to 0 for a clean picture.
- On a whole clip, Page Peel and Torn Pieces reveal what's on the track below: put a background or the next shot under it.
- Crumpled + Crease Depth 1.5 = a heavily scrunched print. Laid Paper = a clean art-paper feel.
- Stop-motion: Frame Hold 2, Boil 3, Stop-motion Poses 4.
- After updating, delete the effect from your clip and drag it on again.

MORE COMING SOON

MAKING A VIDEO ABOUT IT

HOOK IDEA

“Turn any clip into paper. One drag.”

TALKING POINTS

- Page peel, torn pieces, paper cut-out
- Matte paper texture on every frame
- 7 paper looks + custom
- Stop-motion boil + frame hold
- Real-time on the GPU
- Free Resolve

SAVE + SHARE

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