EFFECT

FREE RESOLVE

35 CONTROLS

PIXEL REVEAL

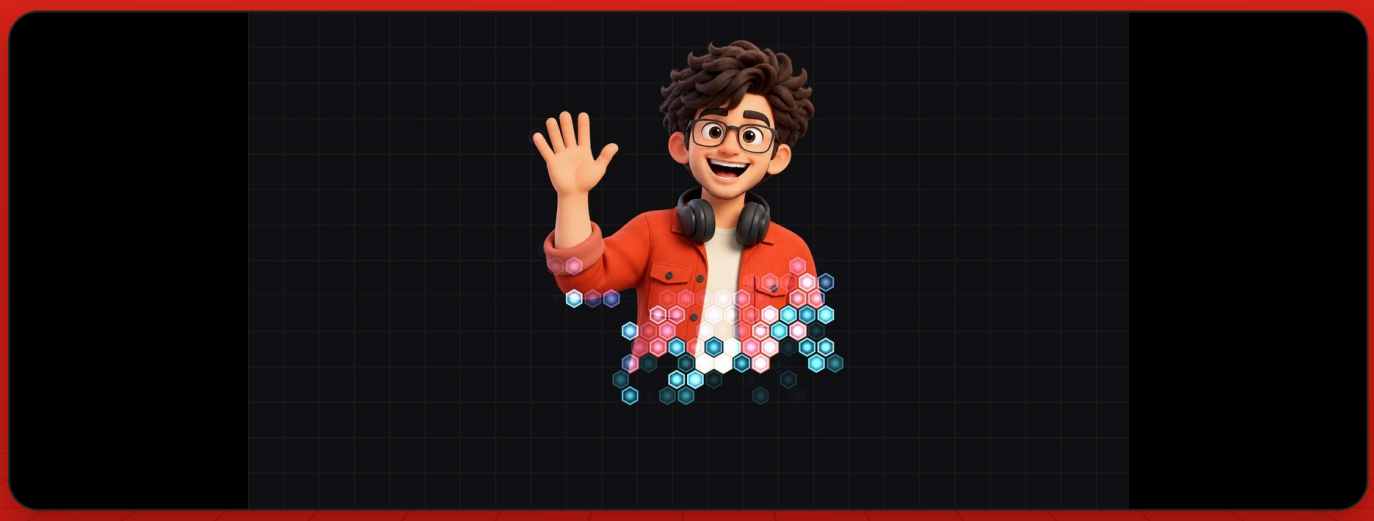
MADE BY

ANUKALP.WIP

Your subject builds itself out of glowing pixel cells - and scans away again. Drop it on any cut-out, PNG or clip.



HEX SCAN · PIXEL WIPE · PIXEL GROW · POLYGON · SPIRAL



THE SAME EFFECT ON A 16:9 TIMELINE

WHAT IT IS

A digital pixel reveal that takes the shape of whatever you drop it on: the cells follow your clip's own outline, and the reveal pattern fits itself to the subject's size and position, so there is no masking or setup. Three ready looks from the classic pixel wipe (Hex Scan, Pixel Wipe, Pixel Grow) plus Custom with four cell shapes and eleven reveal patterns. Your own two colours or preset palettes, glow, flicker and shimmer. Scans in, out, or both, with editable ease graphs. Runs on your GPU, so it plays in real time, in free Resolve.

USE IT FOR

- Product and logo reveals
- Tech, gaming and AI-themed reels
- Revealing a cut-out speaker or mascot
- Scene intros and outros on normal video (Reveal Area: Whole Frame)

HOW TO INSTALL

01 **Mac:** double-click `Install (Mac).command`. If macOS says it can't be opened, right-click it and choose **Open**.
Windows: double-click `Install (Windows).bat`.

02 **Restart DaVinci Resolve.**

03 Edit page → Effects → Effects → anukalp.wip → drag **WIP Pixel Reveal** onto a clip. Select the clip and open the Inspector to change everything.

Pixel Reveal has two parts, so double-clicking only the .drfx is not enough: without the GPU part the effect won't load. Installing by hand: copy `WIP Pixel Reveal Kernel.fuse` into `Fusion/Fuses/` and `anukalp.wip - Pixel Reveal.drfx` into `Fusion/Templates/`, in ~/Library/Application Support/Blackmagic Design/DaVinci Resolve/ on Mac or %APPDATA%\Blackmagic Design\DaVinci Resolve\Support\ on Windows.

Works in the free version of Resolve (tested on Resolve 21.1 on Mac).

CONTROLS

INSPECTOR → EFFECTS → WIP PIXEL REVEAL · DEFAULT · WHAT IT DOES

LOOK

Look	Hex Scan	Hex Scan, Pixel Wipe and Pixel Grow are ready-made looks from the reference. Custom unlocks Cell Shape, Reveal Pattern and Randomness.
Cell Shape	Square	Custom look: Square, Hexagon, Circle Dots or Diamond cells.
Reveal Pattern	Directional Wipe	Custom look: the order the cells appear in - Directional Wipe, Circle, Polygon, Box, Diamond, Split, Clock Sweep, Spiral, Scan Rows, Scatter or Organic.
Direction / Angle	0	The wipe direction, or the turn of the polygon / box / diamond / clock. Only shown for patterns that use it.
Polygon Sides	6	Polygon pattern: 3 = triangle, 6 = hexagon, up to 12.
Spiral Turns	1.5	Spiral pattern: how many times it winds around.
Start From	Subject Centre	Where a growing pattern starts: the subject's centre (automatic) or a point you place.
Start Point		Custom Point: drag it in the viewer to where the reveal should start.
Randomness	0.15	Custom look: 0 = clean geometric edge, 1 = cells pop in at random.
Variation (seed)	1	A different random arrangement of the same look.

CELLS

Cell Size	0.035	Size of each cell as a share of the frame - the same look at 9:16 and 16:9.
Edge Width	0.2	How wide the band of lit cells is at the reveal edge.
Cell Fill	0.55	How solid the lit cells are (some are always outline-only, as in the reference).
Cell Outline	1	Brightness of each lit cell's outline.
Outline Width	0.09	Thickness of the cell outline.
Cell Gap	0.12	Space between the lit cells.
Flicker	0.35	Lit cells blink on and off for a digital feel. 0 = steady.
Shimmer After Reveal	0	A few cells keep twinkling on the subject after it has landed. 0 = off.
Reveal Area	Subject (clip shape)	Subject: only the clip's shape (cut-outs, PNGs). Whole Frame: the full picture, for normal video.

CONTROLS (CONT.)

INSPECTOR → EFFECTS → WIP PIXEL REVEAL · DEFAULT · WHAT IT DOES

COLOUR

Colours From	My Colours (pickers below)	My Colours = the two pickers below. Or pick the look's own colours or a preset palette.
Colour 1	colour picker	The first colour of the lit cells (My Colours).
Colour 2	colour picker	The second colour; Colour Mode decides how the two blend.
Colour Mode	Look's Own	How the two colours mix: one colour, a gradient across the subject, lead to trail, random per cell, or by reveal order.
Gradient Angle	90	Gradient Across: the direction of the colour gradient.
Brightness	1.2	How bright the lit cells are.
Cells Cover Subject	0.6	How much the lit cells hide the subject underneath them.
Glow	0.8	Soft light around the lit cells. 0 = off.
Glow Size	14	How far the glow spreads.

ANIMATION

Animate	In + Out	In + Out (scans in at the start, away at the end), In, Out, or Whole Clip (one slow reveal across the clip).
In Duration (frames)	24	Length of the scan in.
In Delay (frames)	0	Wait before the scan in starts.
Ease In Graph		The scan-in speed curve: time left to right, progress bottom to top. Drag points to change it.
Out Duration (frames)	20	Length of the scan out; it ends on the clip's last frame.
Out Order	Same Way (first in, first out)	Same Way: the first cells in leave first. Rewind: the scan plays backwards.
Ease Out Graph		The scan-out speed curve. Drag points to change it.

PRO TIPS

- Works best on a cut-out subject: put it on V2 over your background on V1.
- Hex Scan + Edge Width 0.3 is the classic tech reveal.
- Custom + Polygon + Randomness 0.2 gives a clean geometric build.
- Scatter pattern + Flicker 0.6 = a glitchy, digital materialise.
- On normal (non-cut-out) video set Reveal Area to Whole Frame.
- Keep Glow under 1.5 on bright subjects so it doesn't wash out.
- After updating, delete the effect from your clip and drag it on again.

TIPS

MAKING A VIDEO ABOUT IT

HOOK IDEA

“Make anything build itself out of pixels. One drag.”

TALKING POINTS

- Drop it on any cut-out or PNG
- It takes the subject's shape
- Hex, wipe, grow or 11 custom patterns
- Your own colours
- Scans in and out
- Free, real-time in free Resolve

SAVE + SHARE

@anukalp.wip

MORE COMING SOON