EFFECT

FREE RESOLVE

54 CONTROLS

PRISM

MADE BY

ANUKALP.WIP

Real glass in front of your lens: prisms, crystals, kaleidoscopes, split diopters and cracked glass, with rainbow fringes and lens blur.



CRYSTAL · KALEIDOSCOPE · HALO · REPEATER · PRISM WITH A CLEAR CENTRE



THE SAME EFFECT ON A 16:9 TIMELINE

WHAT IT IS

The prism-filter look from music videos, made in post. WIP Prism puts a piece of glass in front of the lens: every facet bends its own copy of the picture, the colours split into thin rainbow fringes, and the virtual lens softens the glass seams while the face behind stays sharp. Nine glass types (Wedge, Prism, Crystal, Repeater, Kaleidoscope, Split Field, Half Diopter, Halo, Cracked Lens), four modes, real materials (Crown, Flint, Quartz, Acrylic, Diamond, Coated), echo images, light leaks, star flares, hand-held drift and an In/Out animation. Real-time on the GPU in free Resolve, on the Edit page.

USE IT FOR

- Music videos and fashion edits
- Dreamy memory or flashback moments
- Repeated-subject hook shots
- Portraits with a clean face and prism edges
- Transitions with the glass turning in

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 Prism has two files, and Resolve needs both: `WIP Prism Kernel.fuse` (the GPU kernel) and `anukalp.wip - Prism.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 Prism** onto a clip and move the **Center** onto the face.

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 PRISM · DEFAULT · WHAT IT DOES

GLASS

Glass Type	Crystal	Wedge = one soft shifted copy. Prism = faces meeting in the middle, each repeats the subject. Crystal = a clear table in the middle with rings of facets around it. Repeater = parallel strips, each repeats the middle. Kaleidoscope = the clear centre repeated in a mirrored honeycomb. Split Field = a double image. Half Diopter = one half magnified and soft. Halo = a thick glass ring around a clear centre. Cracked Lens = shards around an impact point. Only that type's controls are shown.
Mode	Glass	Glass = you see the subject through the glass. Refraction = the glass bends the other way. Window = the glass is a clear window and the effect goes around it. Refraction + Window = both.
Material	Crown (clean)	What the glass is made of. Crown is clean, Flint gives more rainbow, Quartz is subtle, Diamond bends the most, Coated adds an iridescent sheen.
Center		Where the glass sits. Drag the crosshair in the viewer onto the face.
Size	0.55	How big the glass is (the same at 9:16 and 16:9).
Rotation	0	Turns the glass like a rotating filter.
Turn (sideways)	0	Turns the glass sideways in 3D: one side comes closer and bends more.
Tilt (up / down)	0	Tilts the glass up or down in 3D.
Facets	0	How many faces or strips the glass has. 0 = the type's own (Prism 3, Crystal 8, Repeater 5, Cracked 11).
Centre Size	0.5	Crystal, Kaleidoscope and Halo: how big the clear middle is.
Clear Center	0	Opens a clean window in the middle of the glass so the face stays readable.
Clear Softness	0.4	How softly that clear window blends into the glass.
Outline	Auto (the type's own)	Auto uses the type's own outline. Circle, Polygon or Full Frame (the glass covers the whole picture).
Sides	0	Polygon outline: number of sides. 0 = match the facets.

CONTROLS (CONT.)

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

OPTICS

Strength	1	How much the glass bends the light.
Spread	1	Pushes the copies further apart (or closer together below 1).
Rainbow	1	How much the colours split at the edges of each copy: 0 none, 1 real glass, 2+ exaggerated.
Echo Images	0.3	Faint extra copies bounced inside the glass.
Bounces	1	How many echo copies.
Surface Reflection	0.4	A soft light reflected on each facet.
Light Angle	45	Where that reflected light comes from.
Coating	0	Turns the reflections iridescent, like coated lens glass.
Frost	0	Frosted glass: softens what you see through it.
Bevel (thick rim)	0.35	Width of the thick bevelled rim around the outline.
Rim Bend	1	How strongly the rim bends the picture.
Edge Softness	0.3	How softly the outline fades into the picture.
Diopter Blur	1	Half Diopter: how soft the magnified half is.
Glass Tint		Colour of the glass.
Tint Amount	0	How strongly the glass takes that colour.
Transmission	1	How much light the glass lets through. Lower = darker glass.

LENS

T-Stop	2.8	The virtual lens aperture. Low numbers melt the glass seams into soft copies; high numbers keep them crisp.
Focus	0	0 = the lens focuses on the subject (glass soft), 1 = it focuses on the glass.
Image Focus	1	With Focus raised, keeps the picture behind the glass sharp anyway.
Distance (cm)	8	How far the glass is from the lens: close = bigger and softer, far = smaller and crisper.

CONTROLS (CONT.)

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

LIGHT

Highlights	0.3	Lifts the bright parts seen through the glass.
Light Leaks	0.3	Rainbow light along the edges and facets, strongest on bright parts of the picture.
Crack Lines	0.7	Cracked Lens: how bright the crack lines are.
Star Flare	0	Star streaks from the highlights seen through the glass.
Star Points	6	How many points the stars have.
Star Length	0.4	How long the streaks are.
Star Angle	15	Turns the stars.
Star Threshold	0.75	Only highlights brighter than this get stars.

MOTION

Hand Held	Off	The glass drifts slightly, as if someone is holding it in front of the lens.
Hand Amount	0.5	How much it drifts.
Hand Speed	0.5	How fast it drifts.
Spin (deg / s)	0	Keeps turning the glass, in degrees per second.
Variation	1	Another take of the hand-held drift, the cracks and the light leaks.

ANIMATION

Play	Always On	Always On, or animate the glass turning in at the start, out at the end, or both.
Duration (frames)	18	How long the glass takes to turn in or out.
Ease In	0.4	How gently the move starts.
Ease Out	0.6	How gently the move settles.
Turn While Moving	40	How far the glass rotates while it comes in or goes out.

CONTROLS (CONT.)

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

FINISH

Quality	Good	Draft for fast editing, Good for working, Best for the final render.
Mix	1	Blends the glass with the original picture.

TIPS

PRO TIPS

- The face is cut by the glass? Raise Clear Center, or use Crystal / Kaleidoscope / Halo, which keep a clear middle.
- Subject moving? Keyframe the Center (or drag it on a few frames).
- Soft and dreamy: T-Stop 1.4 + Hand Held. Crisp and graphic: T-Stop 8+.
- Flint glass and Rainbow 2 for strong rainbow edges; Quartz for a subtle look.
- Night shots: add Star Flare and raise Highlights.
- Use Best quality for the final render; Good plays in real time.
- Searching the Effects panel shows nothing? Click Toolbox › Effects on the left first.
- After updating, delete the effect from your clip and drag it on again.

MORE COMING SOON

MAKING A VIDEO ABOUT IT

HOOK IDEA

“A prism filter, without the filter.”

TALKING POINTS

- Drag it on
- Pick a glass
- Crystal
- Kaleidoscope
- Repeater
- Cracked Lens
- Free, real-time in free Resolve

SAVE + SHARE

@anukalp.wip