EFFECT

FREE RESOLVE

46 CONTROLS

RELIGHT

MADE BY

ANUKALP.WIP

DaVinci Studio's Relight in free Resolve: add a key, rim, coloured, sun or night light after the shoot.



KEY LIGHT · RIM LIGHT · COLOUR SPLIT · NEON · DAY FOR NIGHT



THE SAME EFFECT ON A 16:9 TIMELINE

WHAT IT IS

Add light to a shot that was never there. Make a depth clip with Object Mask (free, one click), drop WIP Relight on the clip and drop the depth clip in, plus the subject's matte or cut-out for the best shape. Pick a Look (Key Light, Rim Light, Colour Split, Neon, Sunbeam, Day for Night) or Custom: up to three lights with Studio's own controls (Directional, Point Source, Spotlight, Softness, Distance Falloff, Cone Angle, Glossy Reflection). It adds light and shapes shadows softly; like Studio's Relight it does not cast new shadows on walls. Real-time on the GPU in free Resolve.

USE IT FOR

- A key light on a flat talking head
- A rim light to separate the subject from a dark background
- Teal / orange or neon colour splits for music and title moments
- A warm sunbeam on a grey day
- Day for night

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 Relight has two files, and Resolve needs both: `WIP Relight Kernel.fuse` (the GPU kernel) and `anukalp.wip - Relight.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 Relight** onto a clip, drop its depth clip into **Depth Clip** and pick a **Look**.

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 RELIGHT · DEFAULT · WHAT IT DOES

START HERE

Depth Clip		Drop this clip's depth clip here (Object Mask > Depth map > Make depth clip, or any depth clip where white = near). It gives the light the shape of the scene. Without one, the shape comes from the subject and the picture only.
Subject	Matte or cut-out clip (drop below)	Where the subject comes from: a matte or cut-out clip you drop below (Object Mask's cut-out works), this clip's own alpha, or None. With a subject the light wraps around the person and Rim light hugs the outline.
Subject Clip		Drop the subject's matte (white = subject) or cut-out clip here. Optional, but it gives the best rounded shape.
Look	Key Light	A ready-made lighting setup (Key Light, Rim Light, Colour Split, Neon, Sunbeam, Day for Night) or Custom (Studio controls) to place up to three lights yourself. Only the chosen Look's controls are shown.
Show	Final Picture	Final Picture, Relighting Map Preview (just the light, black and white, like Studio) or Surface Map (the shape it is lighting, as colours).

LOOK SETTINGS

Turn Light	0	Turns the Look's light around the subject, in degrees.
Light Height	0	Raises or lowers the Look's light.
Strength	1	How strong the Look's light is.
Light Colour	colour picker	Colour of the key light.
Rim Colour	colour picker	Colour of the light on the outline.
Colour A	colour picker	Colour Split: the colour from one side.
Colour B	colour picker	Colour Split: the colour from the other side.
Key Colour	colour picker	Neon: colour of the front light.
Sun Colour	colour picker	Sunbeam: colour of the sun.
Moon Colour	colour picker	Day for Night: colour of the moon light.
Shadow Side	0.45	How much light the side facing away from the light keeps. Lower = darker, more dramatic shadows.
Dim Background	0.3	Darkens everything behind the subject so the new light reads.
Light Only the Subject	Off	Shown when there is a subject: the light lands only on the subject, the background is left as it is.

CONTROLS (CONT.)

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

CUSTOM LIGHTS

Light 1 On	On	Turns this light on or off (Custom).
Light Type	Directional	Studio's three types: Directional (from a direction, infinitely far, like the sun), Point Source (a bulb at a point) or Spotlight (a cone aimed at a target).
Back Light (rim on the outline)	Off	Makes this light a back light: it only lights the outline of the subject facing it.
Colour	colour picker	Colour of this light.
Brightness	1	Light: how strong this light is. Glossy Reflection: how strong the shine is.
Softness	0.3	Studio's Softness: the size of the light. Higher = a gentler change from light to shadow.
Azimuth	160	Directional: the angle the light comes from around the subject (0 = from the right, 90 = from above, 180 = from the left).
Elevation	20	Directional: how high the light is (90 = from the camera).
Light Source XY		Point Source / Spotlight: where the light is in the frame. Drag the crosshair in the viewer (Fusion Overlay on) or type X / Y.
Light Source Z (towards camera)	0.6	How far in front of the picture the light is. Small = grazing light, large = from the camera side.
Distance Falloff	0.3	Studio's Distance Falloff: how quickly the light dims away from the source.
Spot Target XY		Spotlight: where the cone points.
Cone Angle	40	Spotlight: how wide the beam is.
Drop Off	0.4	Spotlight: how soft the edge of the beam is.
Light 2 On	Off	Turns this light on or off (Custom).
Light 3 On	Off	Turns this light on or off (Custom).
Lights Follow the Subject	Off	Custom: the Point and Spot lights move with the subject (from its matte), no tracking needed.

GLOSSY REFLECTION

Brightness	0	Light: how strong this light is. Glossy Reflection: how strong the shine is.
Specularity	0.3	Glossy Reflection: low = a broad sheen, high = small, sharp highlights.

CONTROLS (CONT.)

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

SURFACE MAP

Depth Strength	1	How much the depth clip shapes the surface.
Invert Depth	Off	For depth clips where black = near.
Subject Roundness	1	How rounded the subject is made from its outline.
Picture Detail	1	Small shapes taken from the picture itself (nose, folds, fabric).
Smoothness	1	Size of the shapes the light follows. Higher = softer, broader light.

EXTERNAL MAP

Depth Clip is a Normal Map	Off	Studio's External Map: use a normal map (from 3D or another tool) dropped in Depth Clip instead of depth.
Rescale Oversaturated	Off	External Map: for normal maps that look too strong.
Reinterpret Left/Right	Off	External Map: flips the map left to right if the light comes from the wrong side.
Reinterpret Up/Down	Off	External Map: flips the map up and down if surfaces look lit from below.

TIPS

PRO TIPS

- No depth clip? It still works from the subject and the picture, but a depth clip from Object Mask gives a much better shape.
- Drop the subject's matte or cut-out too: the light wraps around the person and rims hug the outline.
- Subtle is believable: Strength 0.6-1.0 and a little Dim Background.
- Show > Relighting Map Preview shows just the light, like Studio, to place it.
- Changing a drop-down: click it, then use the arrow keys and Return. Scrolling over a drop-down changes it.
- After updating, delete the effect from your clip and drag it on again.

MORE COMING SOON

MAKING A VIDEO ABOUT IT

HOOK IDEA

“Studio's Relight. Free.”

TALKING POINTS

- Object Mask makes the depth
- Drag on, drop the depth in
- Key, rim, neon, sunbeam, day for night
- Or three lights with Studio's controls
- Wraps light around the subject
- Free, real-time in free Resolve

SAVE + SHARE

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