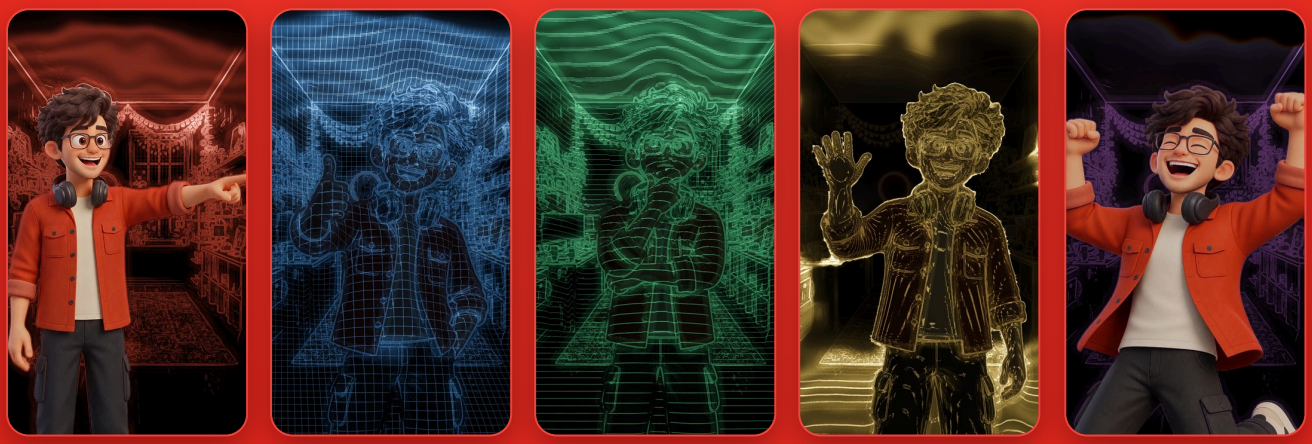
EFFECT | FREE RESOLVE | 50 CONTROLS

SONAR

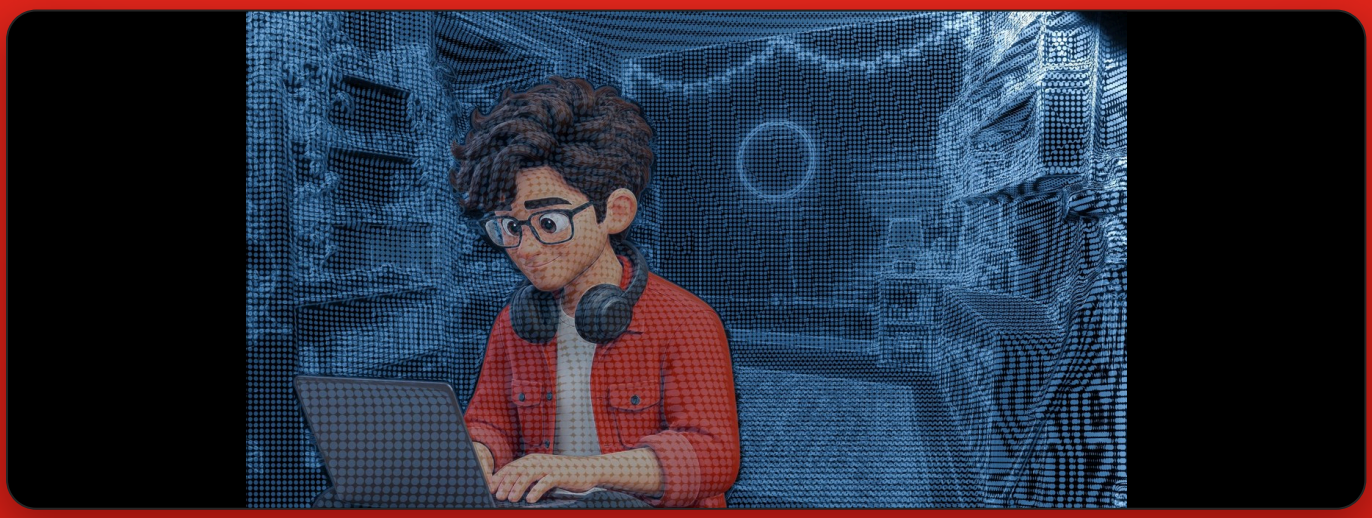
MADE BY

ANUKALP.WIP

Echolocation for your footage: sonar pulses that light up the outlines of your scene, with 3D grid, dot and scan textures.



RIPPLE · DEPTH GRID · SCAN SWEEP · DEPTH CONTOURS · SHOCKWAVE



THE SAME EFFECT ON A 16:9 TIMELINE

WHAT IT IS

The game-trailer echolocation look. The scene goes dark and sonar pulses travel through it; wherever a pulse passes, the edges of your picture light up in its colour, glow and fade. Six wave shapes (Circle, Line Sweep, Radar, Depth Wave, Implode, Random Pings), Ripple or Shockwave rings, and textures printed on the scene: Grid, Dots, Scanlines, Contour Lines. Drop a depth clip from Object Mask and the textures wrap over faces and objects in 3D, and the wave travels into the scene. Real-time on the GPU in free Resolve.

USE IT FOR

- Game, horror and sci-fi trailers
- A 'scanning' moment on a product or a face
- Beat-synced pulses in music edits
- Reveal a scene from darkness
- Tech and AI explainers

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 Sonar has two files, and Resolve needs both: `WIP Sonar Kernel.fuse` (the GPU kernel) and `anukalp.wip - Sonar.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 Sonar** onto a clip and pick a **Wave Shape**.

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 SONAR · DEFAULT · WHAT IT DOES

SONAR

Style	Ripple	Ripple = several soft, wobbly bands spreading out (the game-trailer echolocation look). Shockwave = one hard bright ring with a rainbow fringe on its edge.
Wave Shape	Circle (from a point)	How the pulse travels: Circle (from a point), Line Sweep (a scan bar), Radar Sweep (an arm turning around a point), Depth Wave (into the scene, near to far - best with a depth clip), Implode (rings closing in from the edges) or Random Pings (pulses at random spots).
Pulse Origin		Where the pulse starts. Drag the crosshair in the viewer or type X / Y.
Angle	0	Line Sweep: the direction the scan bar travels. Radar Sweep: where the arm starts.
Far to Near	Off	Depth Wave: start at the back of the scene and travel towards the camera.
Colour	colour picker	The colour of the pulse and its glow.
Cycle Colours Each Pulse	Off	Every new pulse takes the next of three colours.
Second Colour	colour picker	Cycle Colours: the second pulse's colour.
Third Colour	colour picker	Cycle Colours: the third pulse's colour.
Strength	1	How bright everything the pulse lights up is.
Darkness	0.97	How dark the scene is between pulses. 1 = black, like the reference; lower to keep some of the picture.

TEXTURE

Texture	None (edges only)	Printed on the scanned scene: None (edges only), Grid, Dots, Scanlines or Contour Lines. With a depth clip they wrap over faces and objects in 3D, and Contour Lines become depth slices.
Texture Strength	1	How bright the texture is.
Texture Size	0.6	Size of the grid cells, dots or line spacing.
Surface Wrap (follows depth)	1	How much the texture bends over the shape of the scene. 0 = flat on the screen. Needs a depth clip for the full 3D wrap.
Surface Shading	0.7	Lights the texture by the shape of the surface so faces and objects look round.
Line Thickness	0.35	Thickness of grid lines, scanlines and contour lines.

CONTROLS (CONT.)

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

PULSE

Coverage (1 = whole frame)	1	How far the pulse travels. 1 covers the whole frame (every corner); lower stops it partway; above 1 carries it past the edges.
Floor Perspective	0.4	Squashes the rings into ellipses, as if they ran along the floor.
Rings	5	Ripple: how many bands travel behind the front.
Ring Spacing	1.2	Ripple: distance between the bands.
Ring Width	3.5	Thickness of the rings.
Wobble	1.3	Ripple: how organic and wavy the rings are.
Wobble Size	1	Ripple: size of the wobbles.
Wave Glow	1.8	How much the rings themselves glow on flat areas (floors, walls).
Rainbow Fringe	0.5	Shockwave: the red / blue split on the ring's edge.
Origin Flash	1	A short bright flash where a Circle pulse starts.

EDGES

Detail	0.45	How many edges of the picture light up. Lower = only strong outlines (cleaner on busy footage).
Thickness	1.2	Thickness of the lit outlines.
Clean-up (less crawl)	0.4	Smooths grain and noise before finding edges, so outlines don't crawl.
Surface Fill	0.15	A dim wash of the picture between the outlines.
Afterglow (frames)	4	How long lit edges take to fade after the pulse passes (frames to half brightness).
Hold Revealed (keep it lit)	0	0 = the scene fades back to black like the reference. Higher keeps the scanned scene lit after the pulse.
Memory (faint outlines)	0.05	Faint outlines that stay visible between pulses.

GLOW

Glow	1.6	Soft glow around the lit outlines.
Glow Size	1.6	How far the glow spreads.
Hot Core	0.2	The brightest light runs towards white.

CONTROLS (CONT.)

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

SUBJECT & DEPTH

Keep Subject Lit	None	Keep the subject in its normal colours while the world turns into outlines: from a dropped matte or cut-out clip, or this clip's own alpha.
Subject Clip		Drop the subject's matte (white = subject) or cut-out clip here (Object Mask's cut-out works).
Subject Brightness	1	How much of the subject's normal picture shows.
Depth Clip		Optional: drop this clip's depth clip (Object Mask > Depth map > Make depth clip). The wave travels into the scene and textures wrap over the shapes.
Depth Amount	0.35	How much the depth bends the wave's path.

ANIMATION

Play	Loop (whole clip)	Once (after Delay), Loop (every Interval for the whole clip), Burst (a few pulses) or At End (finishes as the clip ends).
Duration (frames, lower = faster)	14	How many frames one pulse takes to travel its full Coverage. Lower = faster.
Delay (frames)	0	Frames before the first pulse.
Interval (frames)	36	Loop / Burst: frames between pulses.
Pulses	3	Burst: how many pulses.
Ease In	0	Starts the pulse slowly.
Ease Out	0.6	Slows the pulse as it reaches the edges (the reference slows down).
Show Original	0	Blends the original picture back in.

TIPS

PRO TIPS

- Busy footage lighting up everywhere? Lower Detail and raise Clean-up.
- The 3D scan look needs a depth clip: Object Mask makes one in one click.
- Keep the subject in colour (Keep Subject Lit) for the trailer look where only the world becomes outlines.
- Hold Revealed keeps the scanned scene lit instead of fading to black.
- 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

“Echolocation for your edits.”

TALKING POINTS

- Drag it on
- The scene goes dark
- Pulses light up the edges
- Six wave shapes
- Grid, dots, scanlines wrap in 3D
- Free, real-time in free Resolve

SAVE + SHARE

@anukalp.wip