TRANSITION

FREE RESOLVE

14 CONTROLS

SPEED RAMP

MADE BY

ANUKALP.WIP

12 speed ramp transitions where the footage really speeds up into the cut and lands out of it.



WHIP PAN · ZOOM PUNCH IN · SPIN WHIP · FLASH RAMP · RGB SPLIT WHIP



THE SAME TRANSITION ON A 16:9 TIMELINE

WHAT IT IS

Drop it on a cut and the shot races into the next one. Unlike preset packs that only slide the picture, the footage itself ramps: the outgoing clip plays faster and faster into the cut and the incoming clip lands back at normal speed. Motion blur is worked out from the real speed every frame, so it is strongest exactly on the cut and gone when the move settles. The edges mirror so no black ever shows. Pick one of 12 styles - whips, zoom punches, spin, push, flash, colour split, impact shake, stutter and a warp tunnel - and only the controls that style uses appear. Works at 9:16 and 16:9, plays in real time in free Resolve.

USE IT FOR

- Car, sport and action edits
- Travel and B-roll montages
- Music videos on the beat
- Fast-paced reels and ads

HOW TO SET IT UP

01 Drag WIP Speed Ramp onto the cut between two clips.

02 Drag its edges on the timeline to set its length: 12-20 frames snaps, about 1 second feels cinematic.

03 Click it and open the Inspector: pick a Style, then a Direction or Zoom / Spin amount.

04 Use Ramp Steepness for how hard it snaps, and Speed Up the Footage for how much the clips themselves speed up.

HOW TO INSTALL

01 **Double-click** the `.drfx` file in this folder. Resolve installs it for you.
Or copy it into
`Mac: ~/Library/Application Support/Blackmagic Design/DaVinci Resolve/Fusion/Templates/`
`Windows: %APPDATA%\Blackmagic Design\DaVinci Resolve\Support\Fusion\Templates\`

02 **Restart** DaVinci Resolve.

03 Edit page → **Effects** → **Video Transitions** → **anukalp.wip**.

04 Drag it onto the cut between two clips. Drag its edges to make it longer or shorter. Select it and open the **Inspector** to change everything.

Works in the free version of Resolve (tested on Resolve 21).

CONTROLS

INSPECTOR → TRANSITION → WIP SPEED RAMP · DEFAULT · WHAT IT DOES

STYLE

Style	Whip Pan	Pick one of 12 speed ramp looks: Whip Pan, Whip Tilt, Diagonal Whip, Zoom Punch In, Zoom Pull Out, Spin Whip, Velocity Slide, Flash Ramp, RGB Split Whip, Shake Impact, Stutter Ramp or Warp Tunnel. Only the controls that style uses are shown.
Direction (picture moves)	Style Default	Which way the picture flies. Style Default uses the direction that style was designed for.
Travel Distance	1	How far the picture travels. 1 = one full frame; more feels faster and wilder.
Zoom Amount	1	How hard the zoom punches. 0 turns the zoom off, 2.5 is extreme.
Spin Direction	Clockwise	Clockwise or counter-clockwise.
Spin Amount	1	How far it turns. 1 = a full turn across the transition.
Stutter (frames per step)	3	Stutter Ramp only: how many frames each held step lasts. Higher = choppier.

RAMP

Ramp Steepness	3	How sharply it accelerates into the cut and lands out of it. Low = a smooth, even move; high = a slow start and a violent snap on the cut.
Speed Up the Footage	1	The real speed ramp: the outgoing clip plays faster and faster into the cut and the incoming clip slows back to normal. 0 keeps normal playback speed.
Motion Blur	1	How much blur the speed leaves behind. It is worked out from the real move every frame, so it peaks on the cut and is gone when the move settles.

EXTRAS

Extra Colour Split	0	Adds a red / blue split along the move, only while it is fast. RGB Split Whip already has it built in.
Extra Flash (- = dip to dark)	0	Adds a flash of light on the cut, or a dip to dark with negative values. Flash Ramp and Warp Tunnel have their own built in.
Flash Length (frames)	4	How long the flash or dip lasts around the cut.
Extra Shake	0	Adds a camera-shake impact that settles after the cut. Shake Impact has it built in.

TIPS

PRO TIPS

- Both clips need spare frames (handles) past the cut for the footage speed-up.
- Shorter transitions hit harder: try 12-16 frames for a whip.
- Match the Direction to the camera move in your shots so the whip feels continuous.
- Ramp Steepness 4-5 gives the classic slow-slow-SNAP feel.
- Zoom Punch In + Extra Flash 0.5 makes a strong beat drop.
- Keep Extra Colour Split under 1 on faces.
- Stutter Ramp suits hip-hop and glitchy edits.
- The first playback of heavy 4K or 120 fps footage may stutter while Resolve caches it; it plays smoothly after that.

MORE COMING SOON

MAKING A VIDEO ABOUT IT

HOOK IDEA

“12 speed ramp transitions where the footage actually speeds up - free in DaVinci Resolve.”

TALKING POINTS

- Drop it on a cut
- The footage really speeds up into the cut
- Blur from the real speed
- 12 styles
- Mirrored edges, no black
- Free, works in free Resolve - link in bio

SAVE + SHARE

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