EFFECT | FREE RESOLVE | 42 CONTROLS

SURREAL

MADE BY

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Turn a person into light or into glass: the viral surreal effects as one free plugin.



INVISIBLE GLASS · GLASS + RAYS · ORANGE GLOW · GLOW + REFLECTION · GLOW, ANY COLOUR



THE SAME EFFECT ON A 16:9 TIMELINE

WHAT IT IS

Two looks in one effect. Invisible turns the person to liquid glass: the scene behind bends through their body, with chrome highlights, an edge light, rainbow and rays. Drop an empty shot of the scene for true see-through, or pick Original Clip and it fills the gap itself. Glow turns them into a body of light in any colour, with a soft halo, light spilling on the scene, a glowing reflection on water, and Fall / Float / Rise moves. Works on a cut-out: mask your subject with Object Mask (free) and drop WIP Surreal on the copy. Free Resolve.

USE IT FOR

+ Surreal music video and fashion edits
+ Ghost and superhero moments
+ Dreamy travel and nature reels
+ Intro and outro reveals

HOW TO SET IT UP

01 Mask your subject with Object Mask (or use any clip with transparency) on the track above the original.

02 Drag WIP Surreal onto the cut-out clip.

03 Pick a Style: Glow or Invisible.

04 Invisible: drag an empty shot of the scene into Background, or the original clip and pick Original Clip.

05 Shape it: Refraction, Edge Light and Rays for glass; Light Colour, Reflection and Move for glow.

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** → **Effects** → **anukalp.wip**.

04 Drag it straight onto any clip in the timeline. Select it and open the **Inspector** to change everything.

Works in the free version of Resolve (tested on Resolve 21). Uses the built-in Open Sans font, so it looks the same on every computer.

CONTROLS

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

EFFECT

Style	Glow	Glow = the person turns to light. Invisible = the person turns to glass and you see the scene through them.
Effect Amount	1	Mixes the effect with the original clip. 1 = full effect.
Light Colour	colour picker	Glow: the colour of the light body and its glow.
Brightness	1.3	Glow: how bright the body shines.
Body Detail	0.25	Glow: how much of the person's own picture (face, clothes) shows through the light. Higher keeps the face readable.
Grain	0.2	Glow: fine grain on the light body for a filmic finish.

GLOW

Glow	1.5	Glow: strength of the halo around the body.
Glow Size	0.5	Glow: how far the halo reaches.
Falloff (soft - tight)	0.5	Glow: soft wide haze, or a tight bright rim.
Light on Scene	1	Glow: how much the light spills onto the scene around the person.
Flicker	0	Glow: a subtle flicker in the light. 0 = steady.
Edge Light	0.6	Invisible: the bright rim around the glass body.
Edge Colour	colour picker	Invisible: the colour of the rim.
Edge Glow	0.5	Invisible: soft glow around the rim.

REFLECTION

Reflection	0	Glow: a glowing mirror image below the line, for water or shiny floors. 0 = off.
Reflection Line (height)	0.36	Glow: where the water or floor starts. Turn on Show Line to place it.
Ripple	0.5	Glow: water ripple on the reflection.
Reflection Blur	0.4	Glow: how soft the reflection is.
Show Line	Off	Glow: shows the reflection line while you place it. Turn off when done.

CONTROLS (CONT.)

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

GLASS

Background		Invisible: drag an empty shot of the same scene here, or the original clip (then pick Original Clip below).
Background Is	Original Clip (auto fill)	Empty Shot (clean plate) = true see-through. Original Clip (auto fill) = no clean plate needed: the gap is filled from around the person.
Background Offset (frames)	0	Invisible: shifts the background in time, to line up a plate that starts earlier or later.
Refraction	1	Invisible: how strongly the glass body bends the scene behind it.
Glass Highlights	1	Invisible: the bright chrome streaks on the glass surface.
Glass Shape (smooth - detailed)	0.3	Invisible: smooth liquid glass, or glass that keeps the person's folds and face.
Shimmer	0.3	Invisible: a moving shimmer in the glass.
Rainbow	0.4	Invisible: rainbow edges where the light bends.
Ghost (person visible)	0	Invisible: lets a little of the real person show through the glass. 0 = fully invisible.
Rays	0	Invisible: light rays bursting out of the glass body.

EDGES

Shrink Edge	0	Pulls the cut-out edge in (positive) or out (negative).
Soften Edge	1.5	Softens the cut-out edge.

MOTION

Move	None	Glow: None, Fall, Float or Rise - the glowing person moves away.
Distance	1.2	Glow motion: how far they travel.
Spin	0	Glow motion: turns them as they move.
Size	1	Glow motion: shrinks or grows them as they move.

CONTROLS (CONT.)

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

ANIMATION

Play	Always On	Animate the effect in at the start, out at the end, both, or not at all.
Duration (frames)	18	Length of the in or out animation.
Delay (frames)	0	Wait before the in animation starts.
Ease In	0.5	How softly the animation starts.
Ease Out	0.5	How softly the animation lands.
Flash	0.6	A flash of light as the effect switches on.
Reveal	Wipe Up	Invisible: how the person turns to glass - Dissolve, Wipe Up or Wipe Down.

TIPS

PRO TIPS

- A real empty shot of the scene gives the cleanest invisibility; lock the camera when you film it.
- On a moving camera, use Original Clip (auto fill).
- Raise Ghost a little if the person should still be faintly seen.
- Glow + Reflection looks best with the line right at the water's edge (turn on Show Line to place it).
- Raise Body Detail to keep the face readable inside the glow.
- After updating, delete the effect from your clip and drag it on again.

MAKING A VIDEO ABOUT IT

HOOK IDEA

“This invisible effect? Now it's one free DaVinci plugin.”

TALKING POINTS

- Mask with Object Mask
- Drop WIP Surreal on the cut-out
- Invisible: glass you see through
- Glow: any colour, reflection, fall
- Free, works in free Resolve

SAVE + SHARE

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MORE COMING SOON