EFFECT

FREE RESOLVE

37 CONTROLS

TEXTURES

MADE BY

ANUKALP.WIP

Print your footage onto paper, cracked walls, lace, old type or glass: real material, real light, a matching grade.



STICKY PAPER · CRUMPLED PAPER · WALL CRACK · LACE · PRINTED TEXT



THE SAME EFFECT ON A 16:9 TIMELINE

WHAT IT IS

Drop it on any clip and the picture becomes part of a surface: glued poster paper, crumpled or folded paper, a cracked wall, dry mud, lace, printed or terminal text, or ribbed and block glass. The surface is lit, so wrinkles and cracks shade the picture itself, the print wears off on the ridges, and every texture comes with a colour grade that suits it. Type your own words for the text looks.

USE IT FOR

- Poster and editorial looks for reels
- Moody portrait edits
- Music video and fashion textures
- Title cards and thumbnails with a print feel

HOW TO INSTALL

01 **Mac:** double-click `Install (Mac).command`. If macOS says it can't be opened, right-click it and choose **Open**.
Windows: double-click `Install (Windows).bat`.

02 **Restart DaVinci Resolve.**

03 Edit page → Effects → Effects → anukalp.wip → drag **WIP Textures** onto a clip. Select the clip and open the Inspector to change everything.

Textures has two parts, so double-clicking only the .drfx is not enough: without the GPU part the effect won't load. Installing by hand: copy `WIP Textures Kernel.fuse` into `Fusion/Fuses/` and `anukalp.wip - Textures.drfx` into `Fusion/Templates/`, then restart Resolve.

Works in the free version of Resolve (tested on Resolve 21.1 on Mac).

CONTROLS

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

TEXTURE

Texture	Sticky Paper	The surface your clip is printed on: Sticky Paper, Crumpled Paper, Folded Paper, Wall Crack, Dry Crack, Lace, Printed Text, Terminal Text, Ribbed Glass, Glass Blocks, or None for just grain and tone.
Amount	0.85	How strongly the texture shows.
Colour Grade	Texture's Own	A grade that suits the texture. Texture's Own picks the matching one (warm gold for crumpled paper, cool blue for lace, black and white for text…), or choose any grade yourself.
Grade Amount	1	How much of the colour grade is used.
Blend	Texture's Own	How lace and text combine with the picture: Overlay, Soft Light, Multiply, Screen, Hard Light, Normal or Linear Light. Texture's Own uses Screen.
Scale	1	Makes the texture bigger or smaller.
Rotation	0	Turns the texture.
Variation	1	A different random version of the same texture.
Depth	1	How deep the wrinkles, folds, cracks and facets look.
Light Angle	135	Where the light comes from, so the surface is lit from that side.
Paper Tooth	0.6	The fine bumpy grain of the paper or plaster.
Picture Follows the Surface	0.1	Lets the picture bend slightly with the wrinkles and folds.
Worn Print	0.6	Paper: how much the print rubs off white on the crests and folds. Text: how worn and patchy the type looks.
Folds	2	How many folds cross the paper.
Crack Width	1	How wide the cracks are.
Plate Shift	0.5	Nudges each cracked piece slightly out of line, like a real broken wall.
Fine Cracks	0.6	Thin branch cracks between the big ones.
Peeled Paint	0.5	Paint flaking off near the cracks, showing the plaster.
Your Text		Type any words here. They wrap into lines and repeat to fill the page.
Text Size	1	The size of the type.

CONTROLS (CONT.)

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

TEXTURE (CONT.)

Amount of Text	0.8	How much of the frame the text covers.
Glass Strength	1	How strongly the glass bends the picture.
Frost	0.4	How soft and frosted the glass looks.
Paper Colour	colour picker	The colour of the paper or wall the picture is printed on.
Thread / Ink Colour	colour picker	The colour of the lace or the text.
Show More on Bright Parts	0.4	Shows lace and text mostly where the picture is lit, like light falling through them.
Texture Moves	Still	Still, or a new version of the texture every few frames for a stop-motion feel.

GRAIN & DUST

Grain	0.25	Film grain over the whole picture.
Grain Size	1.2	How coarse the grain is.
Grain Colour	Mono	Mono or colour grain.
Dust & Hair	0.2	Scan dust and the odd hair, like an old print.
Grain & Dust	Moving	Moving (changes every frame) or Still.

FINISH

Saturation	1	Makes the colours stronger or greyer.
Fade Blacks	0	Lifts the blacks for a faded print.
Edge Burn	0.25	Darkens the edges like an aged print.
Tint	0	How much the tint colour is mixed in.
Tint Colour	colour picker	The tint colour. Shown once Tint is above 0.

TIPS

PRO TIPS

- Faces look best with Amount around 0.7 to 0.9.
- Light Angle from the same side as the light in your shot makes the surface believable.
- Lace and text show best on lit parts: keep Show More on Bright Parts up.
- Texture Moves on New Every 3 Frames gives a stop-motion print feel.
- Try a different Colour Grade: Warm Gold suits almost any paper.
- After updating, delete the effect from your clip and drag it on again.

MAKING A VIDEO ABOUT IT

HOOK IDEA

“Print your footage onto paper, walls and lace. One drag.”

TALKING POINTS

- Drop it on any clip
- 10 real textures
- Lit like the real thing
- A matching grade per texture
- Type your own text
- Free, real-time in free Resolve

SAVE + SHARE

@anukalp.wip

MORE COMING SOON