



Thank you for your purchase - we truly value your support and are grateful for your business.

We hope you'll love using the DCTLs for DaVinci Resolve to bring your creative visions to life!



ChromaDrift

for DaVinci Resolve

Chromatic Aberration and Effects DCTL
for DaVinci Resolve



System Requirements

Works on macOS, Windows and Linux
(Metal, CUDA & OpenCL Modes Supported)

Requires DaVinci Resolve Studio 19.2 and Above.

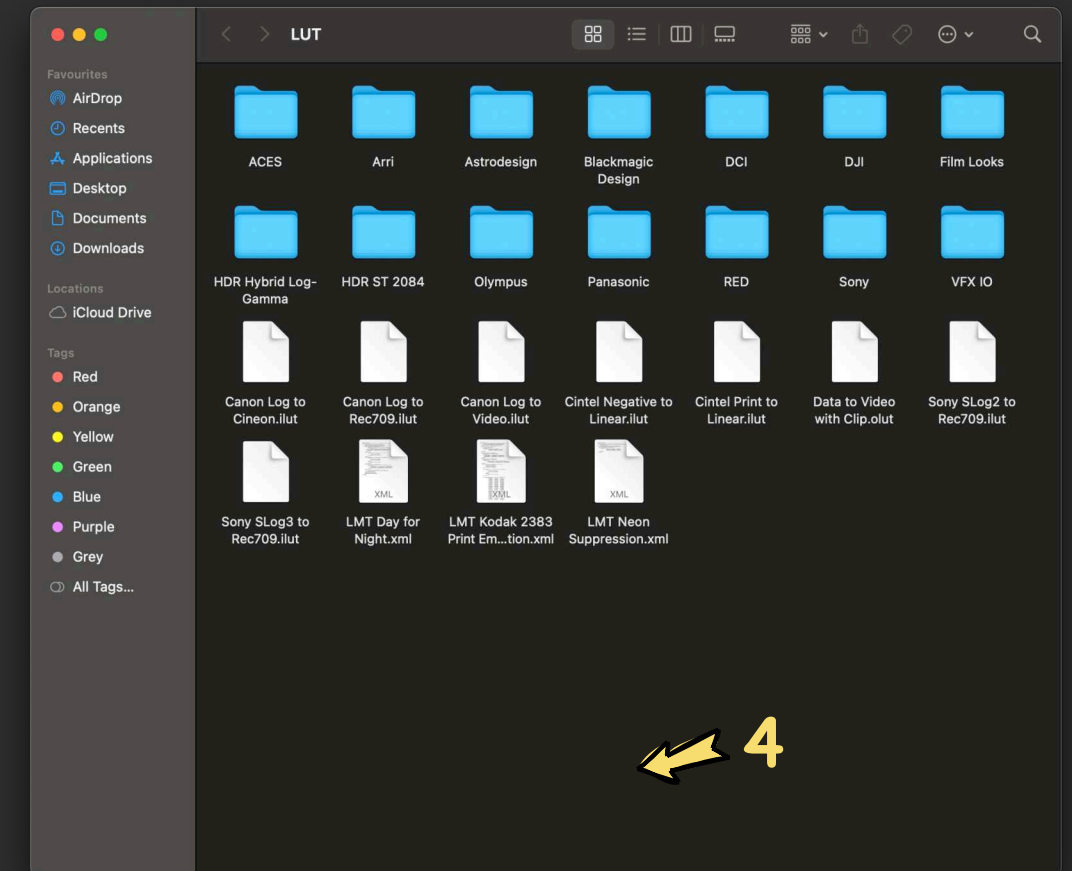
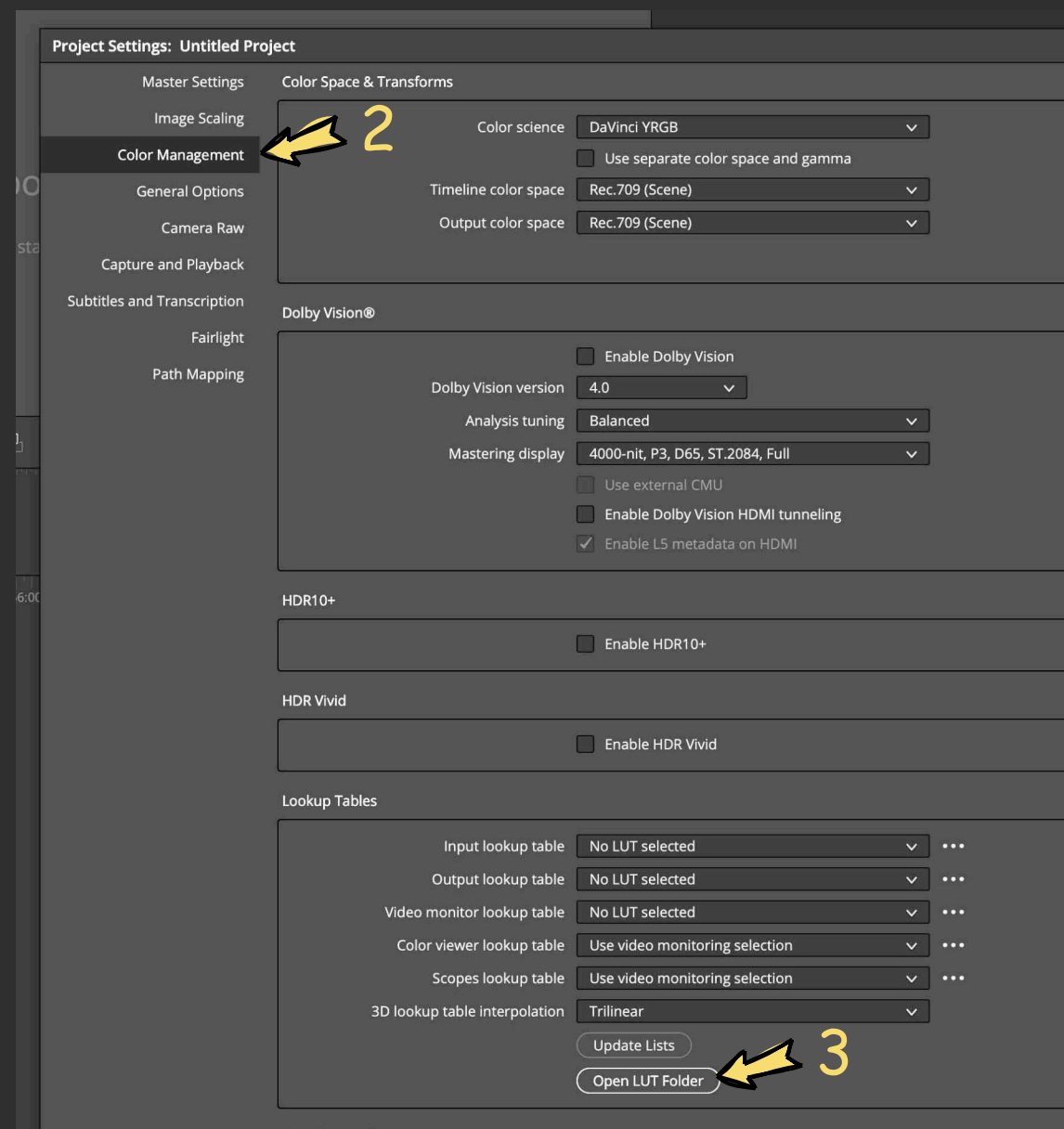
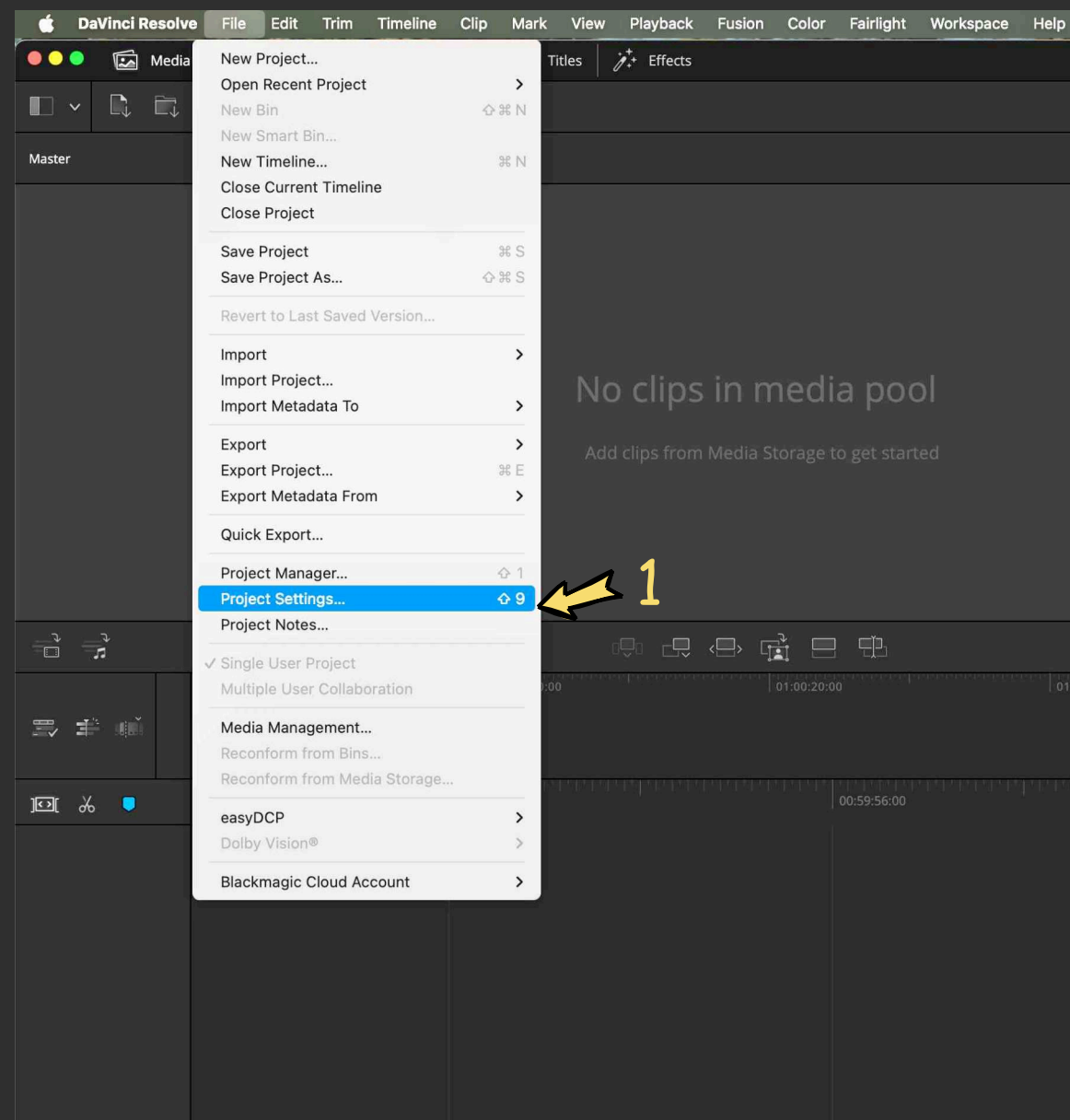


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DCTL nstallation

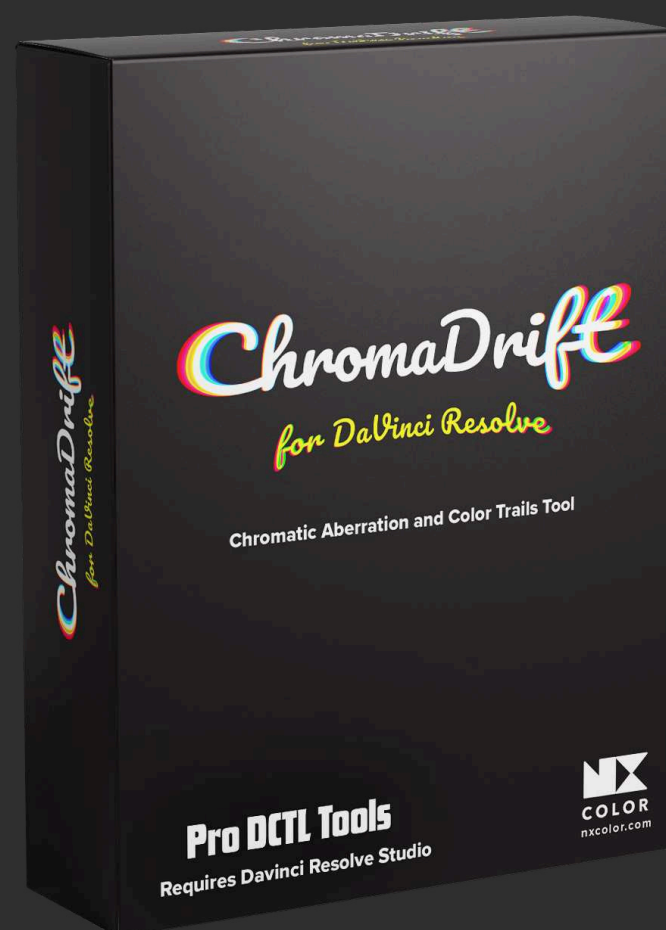


1. Go to the (Menu) File -> Project Settings
2. Navigate to “Color Management” then “Lookup Tables”.
3. Click “Open LUT Folder” to open the LUT folder within Explorer.
4. Copy and Paste Nx ChromaDrift.dctl into the LUT folder.
5. Restart Resolve.





Nx ChromaDrift



Creative Color Shifts Made Easy

With precise displacement, rotation, and vibrant color trails, add depth and visual flair to your projects. Adjust every detail to fit your artistic vision.

Supports Alpha Channels

ChromaDrift fully supports alpha channels, making it perfect for layering effects and creating dynamic compositions with transparent elements.

Perfect for Motion Graphics

ChromaDrift isn't just for films – it's a powerful tool for creating eye-catching motion graphics. Add color trails, optical distortions, and vibrant effects to animations, titles, and more.

Works Across Edit, Fusion, and Color Page

Seamlessly integrate ChromaDrift into any part of your workflow in DaVinci Resolve. Use it in the Edit Page, the Fusion Page for compositing, or the Color Page for grading.



Nx ChromaDrift



Features

- Displacement: Controls the intensity and direction of color channel separation, creating outward or inward chromatic aberration effects.
- Rotation: Adjusts the angle of chromatic aberration effect around the center point from -360° to 360°.
- Smoothness: Regulates blur between color channels, creating more realistic lens aberration at higher values.
- Lens Distortion: Simulates optical lens warping for enhanced realism in chromatic aberration effects.
- Radial Deadzone: Defines a center area where radial chromatic aberration is not applied, preserving image clarity.
- Radial Center X: Positions the horizontal center point of radial aberration effects.
- Radial Center Y: Positions the vertical center point of radial aberration effects.
- Radial: Toggles between radial and uniform directional chromatic aberration effects.
- Show Center Point: Displays a visual marker at the radial center for easier positioning.
- Radial Falloff Type: Determines how the chromatic aberration effect intensity changes with distance (exponential or linear).
- Aberration Type: Selects between custom RGB and realistic lens aberration color pairings.
- Center Color: Determines which color channel remains centered when using Custom RGB aberration.

DCTL

DCTL

Nx ChromaDrift

Displacement

0.000

Rotation

0.0

Smoothness

0.000

Lens Distortion

0.000

Radial Deadzone

0.000

Radial Center X

0.500

Radial Center Y

0.500

☐ Radial

☐ Show Center Point [For Radial]

Radial Falloff Type

Exponential

Aberration Type

RGB

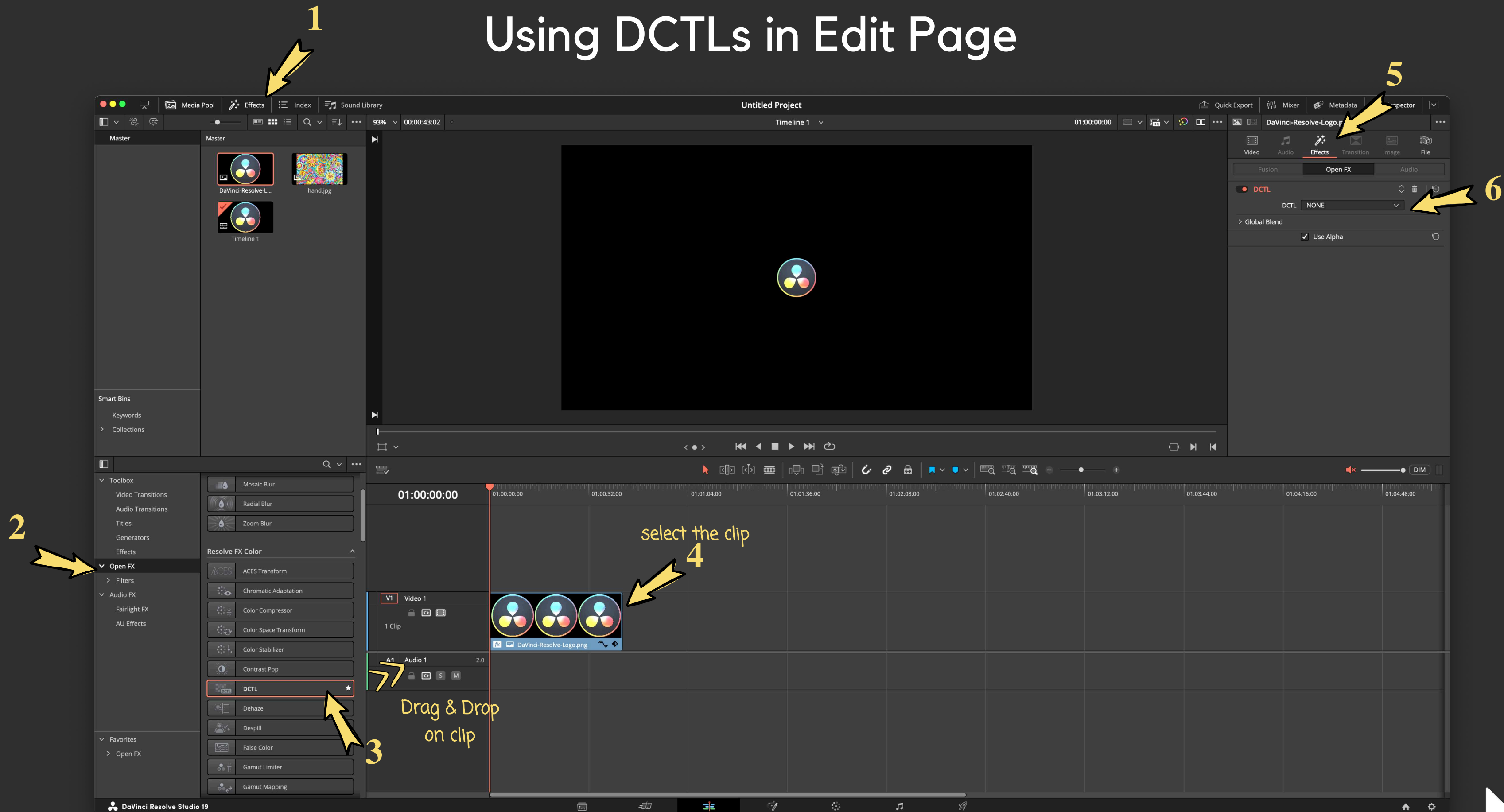
Center Color [For RGB]

Green

> Global Blend



Using DCTLs in Edit Page



Using DCTLs in Fusion Page

1

2

3

4

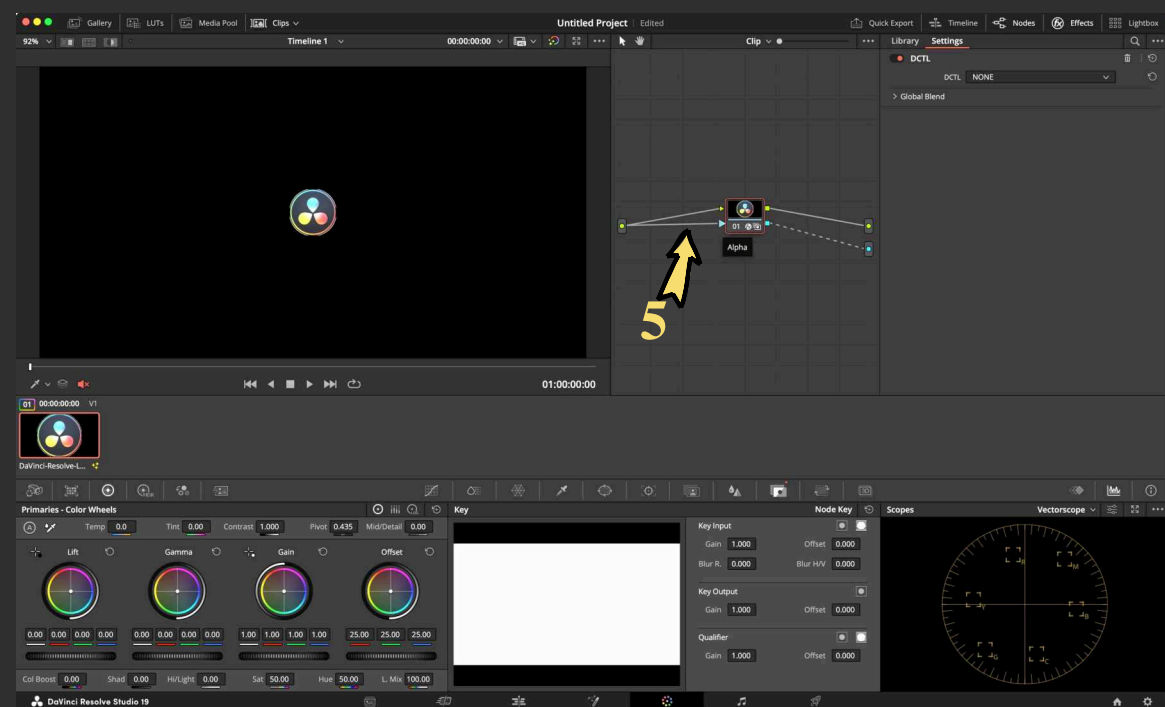
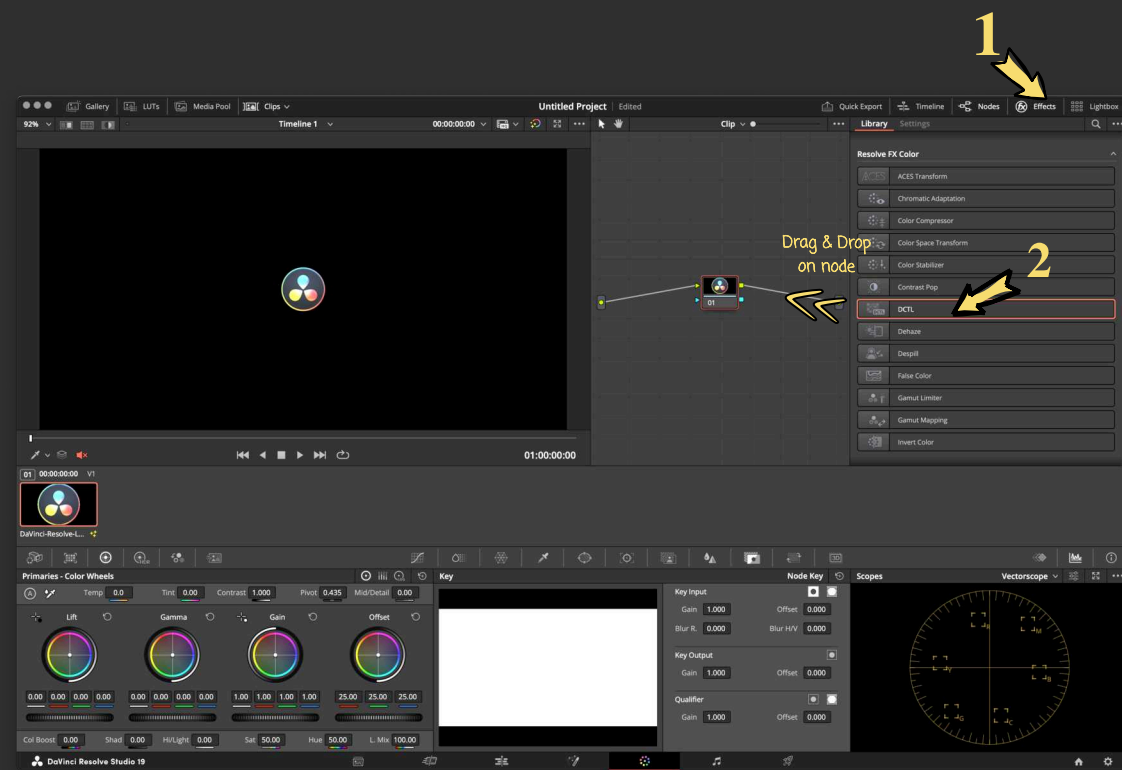
5

Drag & Drop on flow



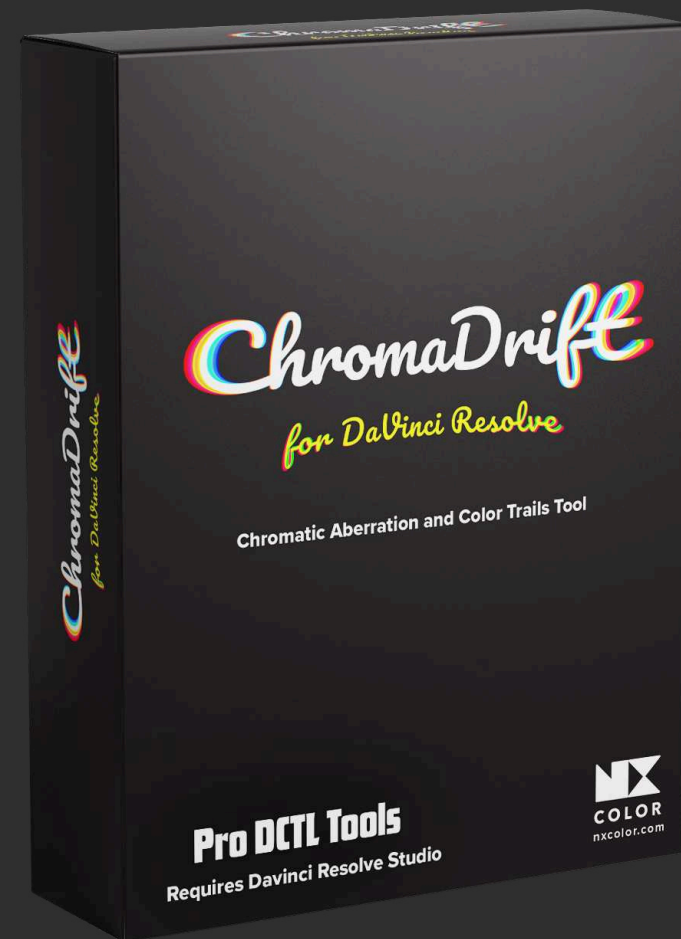
Using DCTLs in Color Page

Alpha Supported *



COLOR

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For any support / queries please mail to
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