



CineBrush

For DaVinci Resolve

Version 2.0

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!



The ultimate painterly effect for DaVinci Resolve.



System Requirements

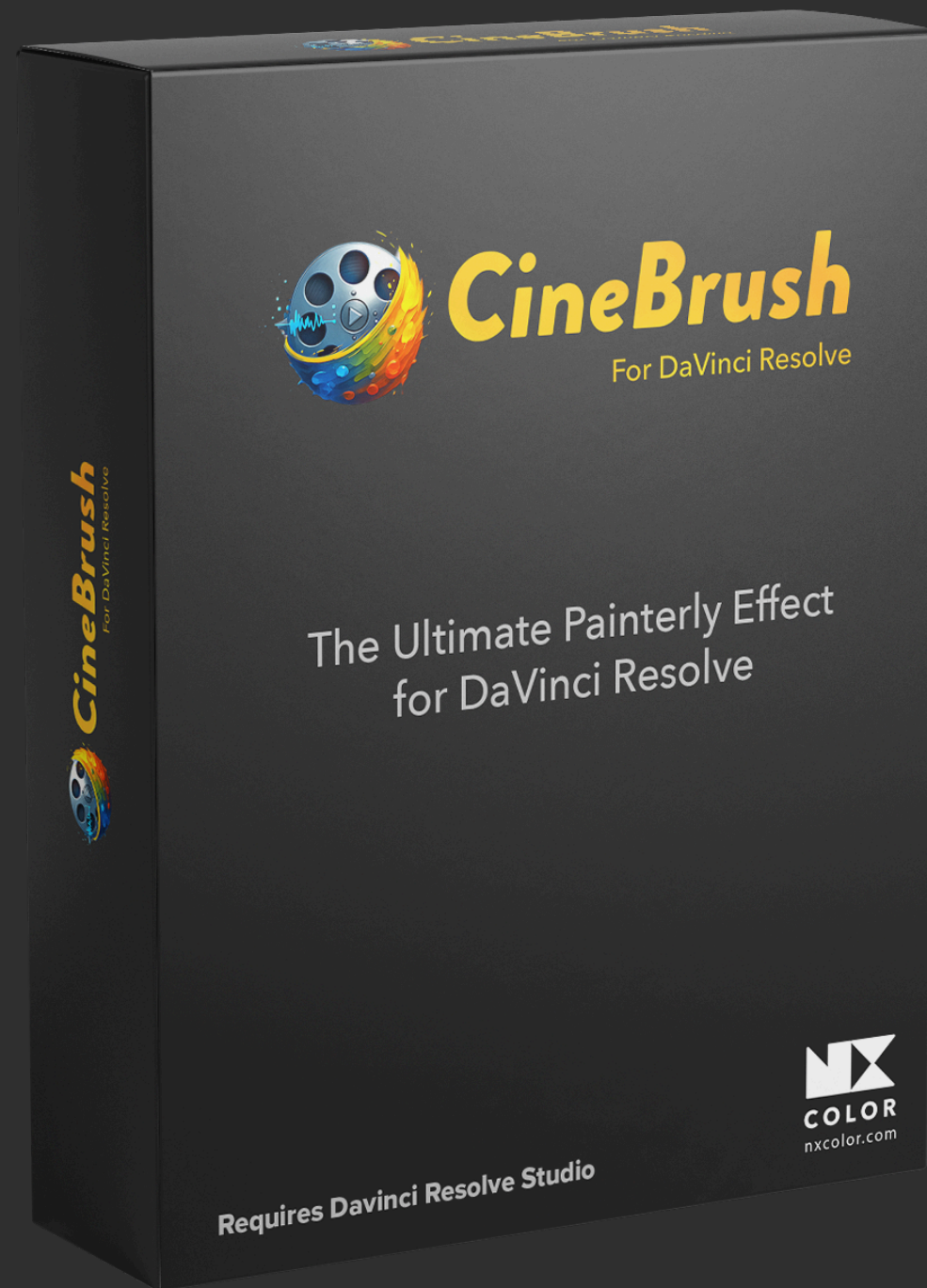
Works on macOS, Windows and Linux
(Metal, CUDA & OpenCL Modes Supported)

Requires DaVinci Resolve Studio 20 and Above.



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Nx CineBrush



Advanced Anisotropic Kuwahara Engine
Creates smooth, painterly effects while preserving important edge details

Intelligent Edge Detection
Automatically preserves important details while creating smooth artistic areas.

Natural Brush Strokes
Creates realistic painterly effects that follow the natural flow of your image.

Temporal Consistency
Mathematically stable algorithm ensures smooth results across frames without distracting flicker.

GPU-Accelerated Performance
Real-time processing powered by optimised GPU code for responsive editing and fast rendering.

Compatibility Across Pages
Works seamlessly across Edit, Fusion, and Color pages in DaVinci Resolve.

Nx CineBrush

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DCTL

DCTL

Nx CineBrush

Brush Size

1.000

Brush Directionality

1.000

Flow Intensity

2.500

Flow Detection Range

0.100

Stroke Taper

0.000

Taper Sharpness

0.500

Smoothing Threshold

0.001

Fine Detail Protection

0.550

Paint Thickness

50.0

Saturation

0.000

Clarity Strength

0.000

☒ Smart Brush Sizing

☐ Affect Alpha

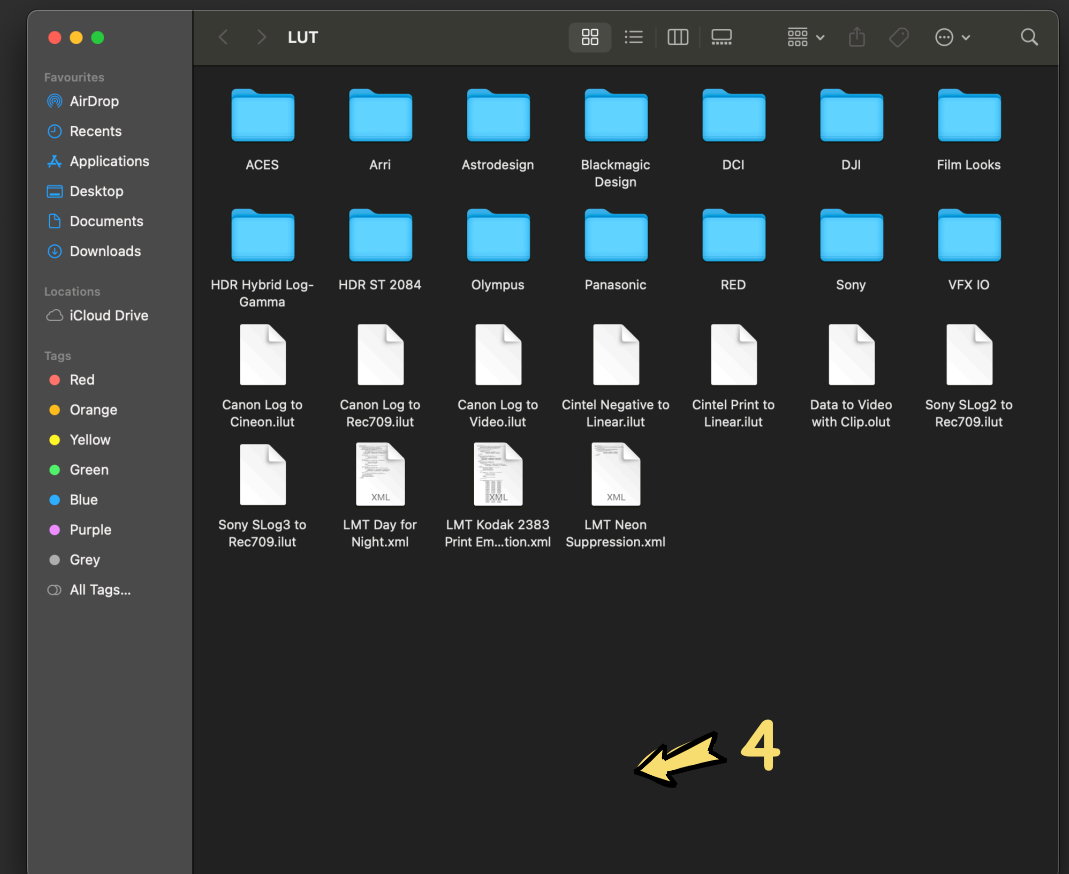
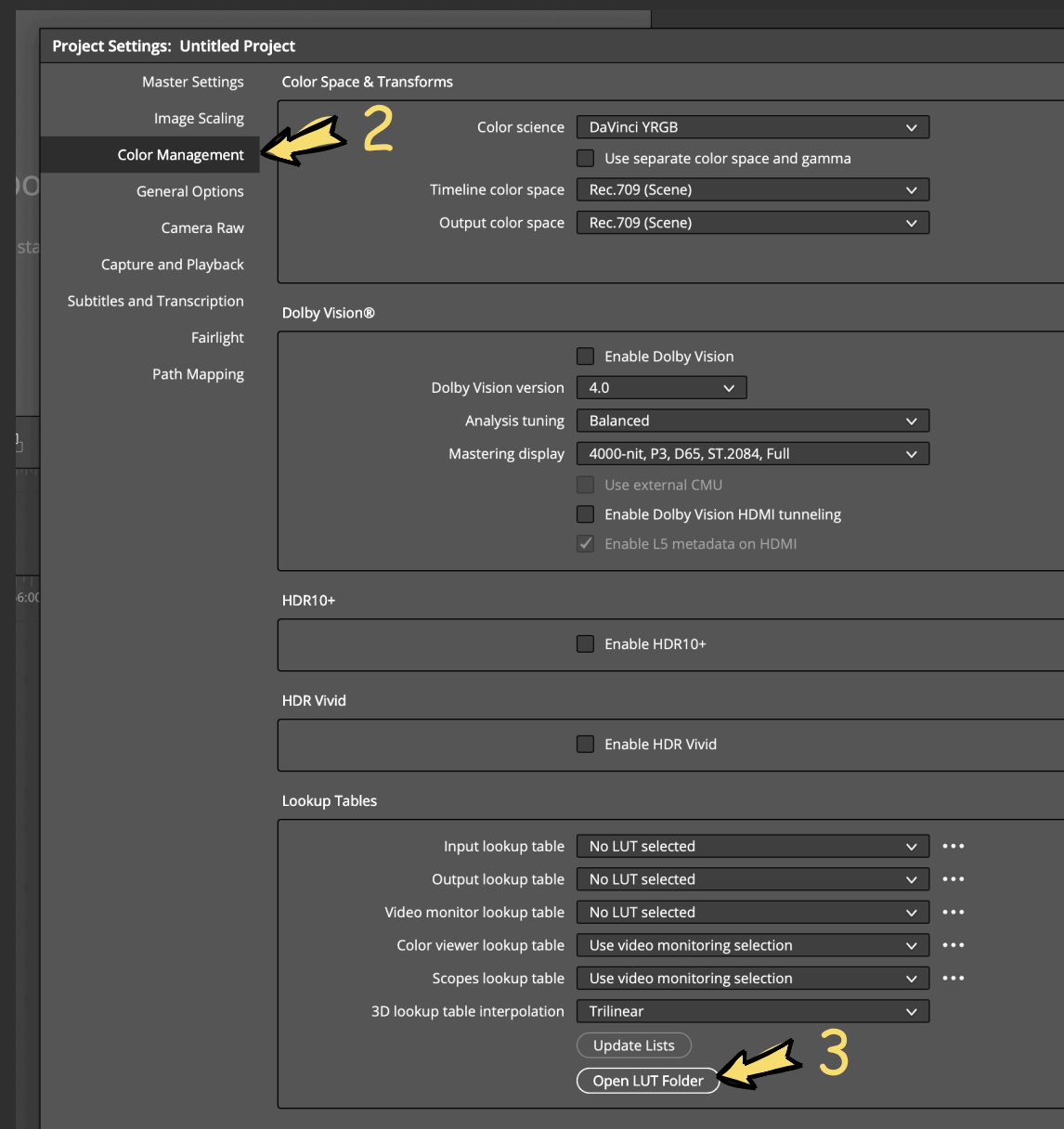
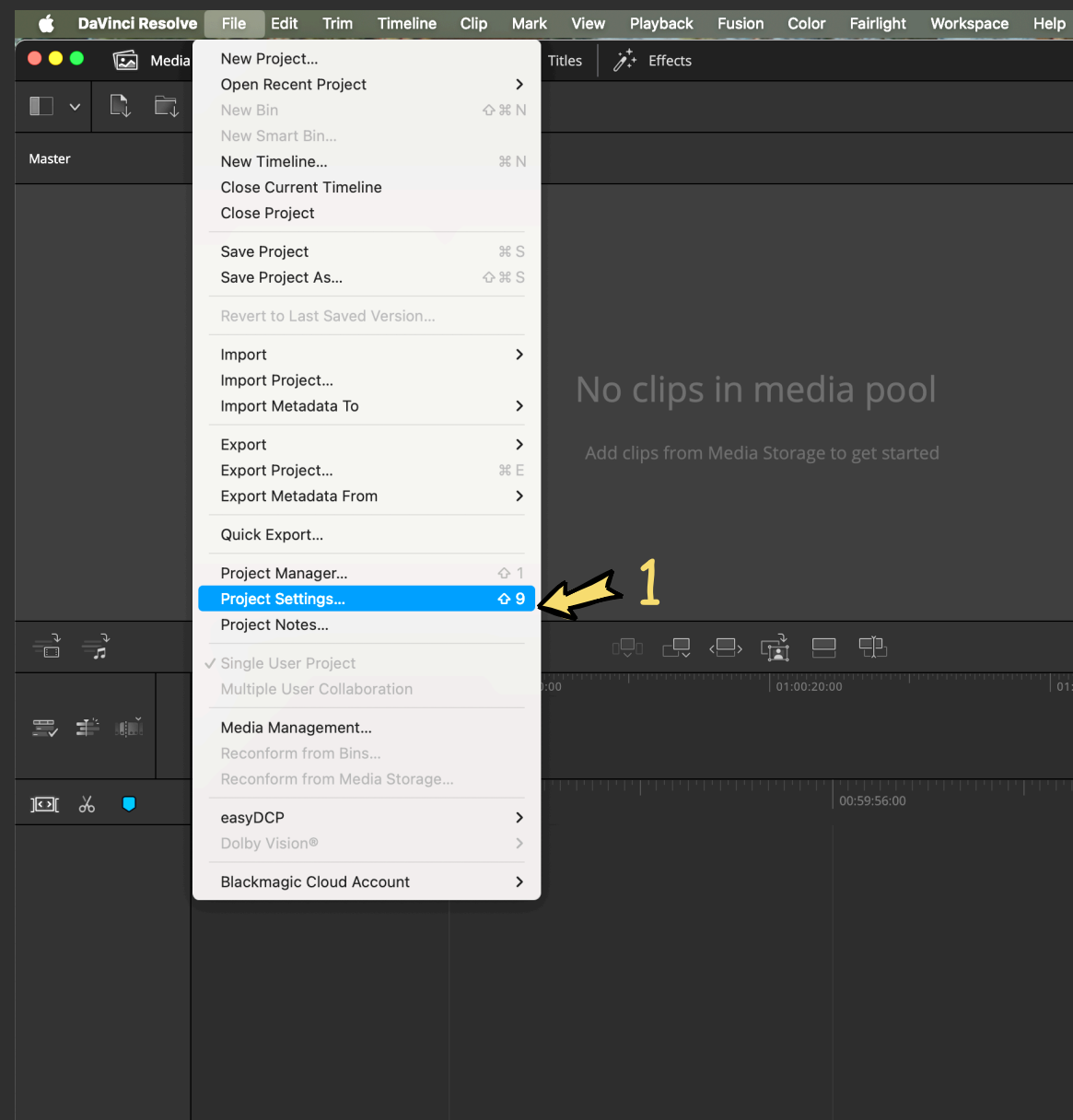
> Global Blend

- Brush Size - Controls the overall size of the painterly brush strokes applied to the image.
- Brush Directionality - Controls how much brush strokes align with image edges versus maintaining a uniform shape.
- Flow Intensity - Adjusts how strongly brush strokes follow the natural contours and edges in the image.
- Flow Detection Range - Sets the radius for analyzing image flow patterns that guide brush direction.
- Stroke Taper - Creates natural brush stroke endpoints by tapering strokes where flow coherence drops.
- Taper Sharpness - Controls how abruptly strokes taper - lower values create softer, more gradual tapers.
- Smoothing Threshold - Sets the minimum edge strength required before applying smoothing, preserving fine details.
- Fine Detail Protection - Automatically reduces brush size in detailed areas like eyes and text to preserve sharpness.
- Paint Thickness - Simulates the depth and texture of paint by adding subtle embossed highlights to brush strokes.
- Saturation - Adjusts color intensity from desaturated to highly vibrant.
- Clarity Strength - Enhances local contrast and micro-detail definition in the painterly result.
- Smart Brush Sizing - Enables adaptive brush scaling based on image structure and flow coherence.
- Affect Alpha - Applies the painterly brush effect to the alpha channel, creating rough painted edges.



DCTL Installation

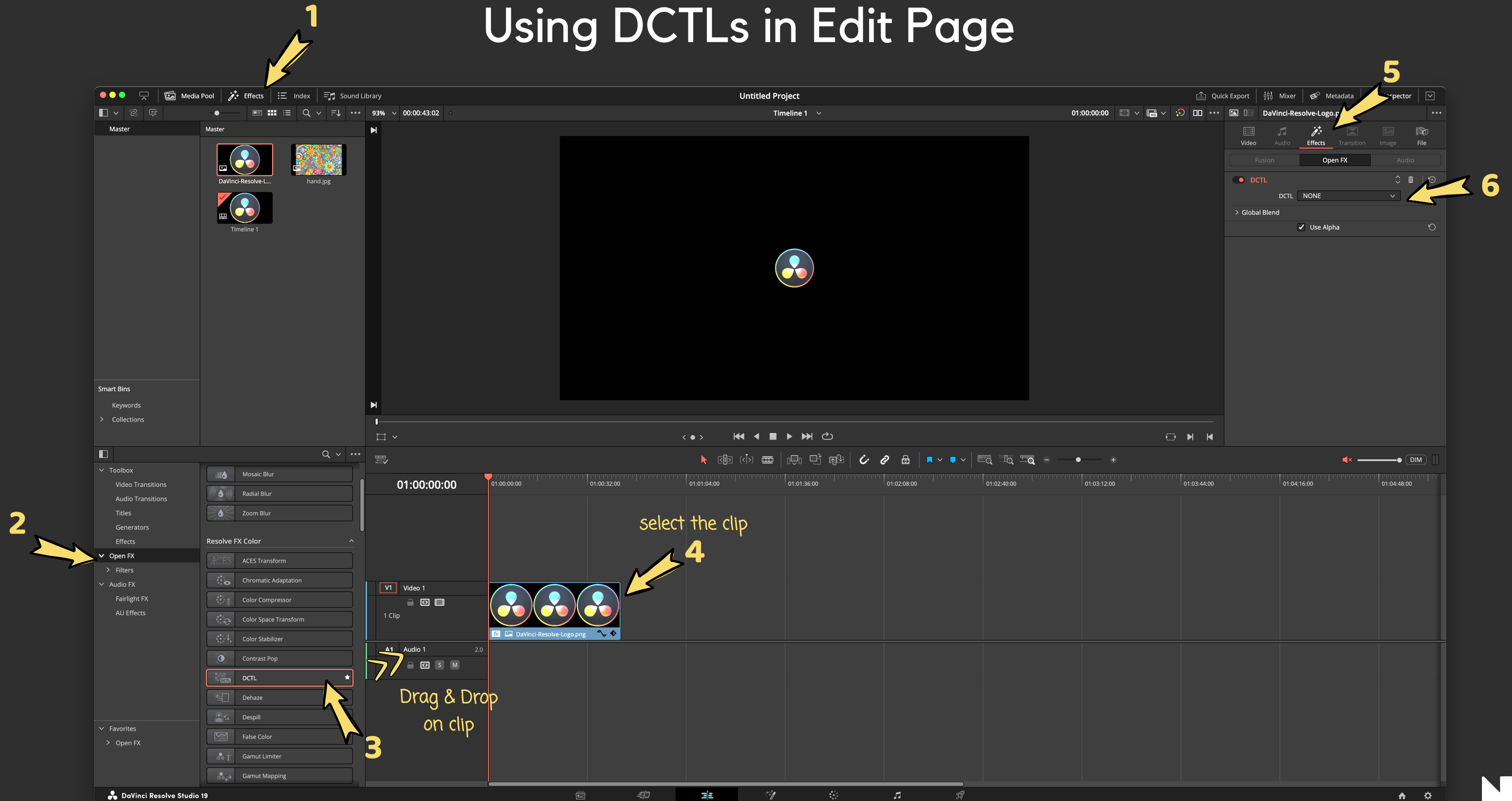
1. Go to the (Menu) File -> Project Settings
2. Navigate to “Color Management” then “Lookup Tables”.
3. Click “Open LUT Folder” to open the LUT folder within Explorer.
4. Copy and Paste Nx CineBrush.dctl into the LUT folder.
(Note: You can save as a different name if you would like to keep the earlier version)
5. Restart Resolve.



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Using DCTLs in Edit Page



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Using DCTLs in Fusion Page

1

2

Drag & Drop on flow

3

4

5

The screenshot displays the DaVinci Resolve Studio 19 interface in the Fusion page. The top toolbar shows the 'Effects' tab selected. The left sidebar contains the 'Effects' panel with various tool categories. The 'Resolve FX Color' section is expanded, showing the 'DCTL' effect highlighted. The central preview window shows a 1447x1447xfloat32 image of a three-leaf clover. The bottom panel shows the 'Nodes' panel with a workflow: 'MediaIn1' -> 'DCTL1' -> 'MediaOut1'. The 'Inspector' panel on the right shows the 'DCTL1' settings, with the 'DCTL' dropdown menu set to 'NONE'.

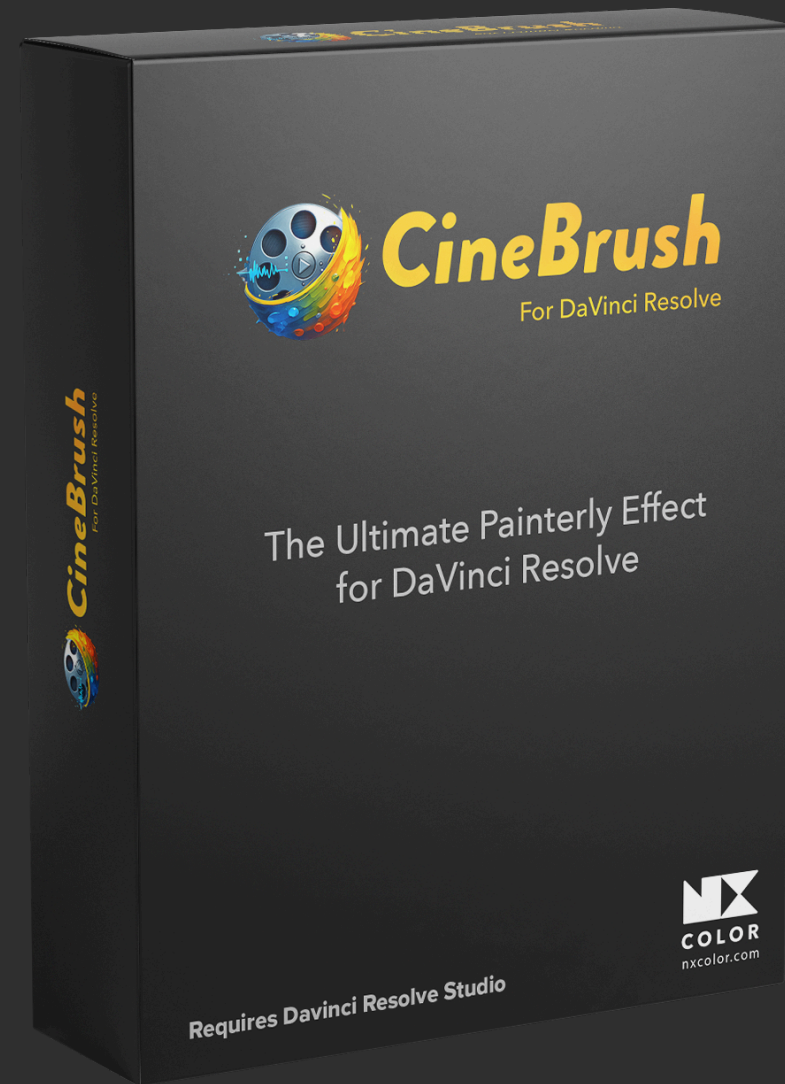


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Using DCTLs in Color Page

The screenshot displays the DaVinci Resolve Studio 19 interface in the Color Page. The top menu bar includes options like Gallery, LUTs, Media Pool, Clips, and the main workspace tabs: Timeline, Nodes, Effects, and Lightbox. The 'Effects' tab is active, showing a list of Resolve FX Color effects. A yellow arrow labeled '1' points to the 'Effects' tab, and another yellow arrow labeled '2' points to the 'DCTL' effect in the list. A third yellow arrow labeled 'Drag & Drop on node' points to a node in the Node Editor. The Node Editor shows a single node labeled '01' with a color wheel icon. The bottom panel shows the 'Primaries - Color Wheels' section with various color correction controls like Temp, Tint, Contrast, Pivot, Mid/Detail, Lift, Gamma, Gain, Offset, Col Boost, Shad, Hi/Light, Sat, Hue, and L. Mix. The 'Key' section is also visible, showing input and output settings for keying. The 'Scopes' section on the right shows a Vectorscope.



For any support / queries please mail to
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