

# EXTRAUDE

for daVinci Resolve

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

We hope you'll love using these DCTL tools for DaVinci Resolve to bring your creative visions to life!

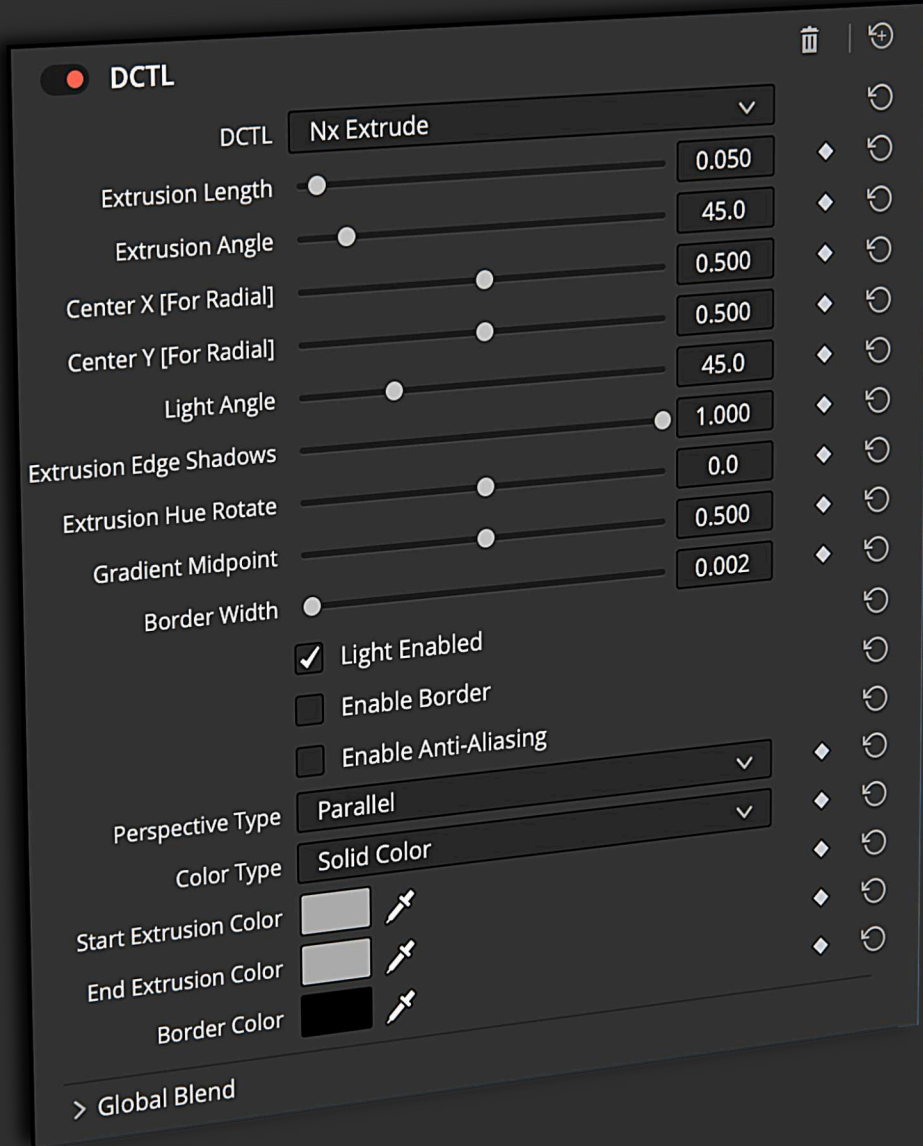


# EXTRUDE

for daVinci Resolve

## Nx Extrude

A powerful image extrusion DCTL plugin offering customizable extrusions, shadows, lighting, and gradients — perfect for creating stunning 3D-like effects with ease.



### Customizable Extrusions

Control extrusion length and angle for perfect depth and perspective. Supports both Parallel and Radial extrusion modes for unique creative effects.

### Lighting and Shadows

Add realistic edge shadows and adjustable lighting angles for dynamic, lifelike visuals. Also create long shadow effects, perfect for titles and graphics.

### Gradient Color Control

Define start and end extrusion colors for smooth gradient transitions. Fine-tune the gradient midpoint for precise color blending.

### Alpha Channel Support

Fully supports alpha transparency, ensuring seamless integration with layered designs and transparent assets.

### Workflow Compatibility

Works seamlessly across Edit, Fusion and Color pages, making it versatile for all stages of your workflow.

### Original Color Mode

Preserve and enhance original colors of extrusions with optional hue rotation for artistic effects.

### System Requirements

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

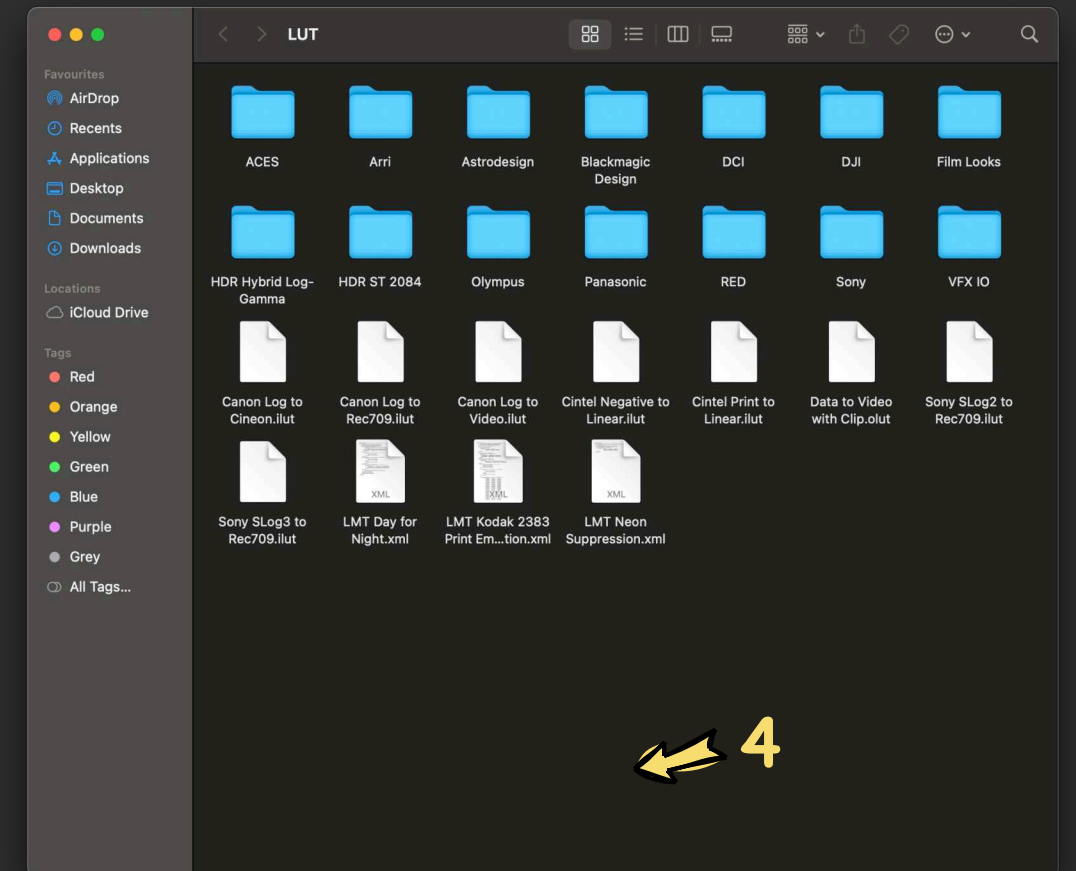
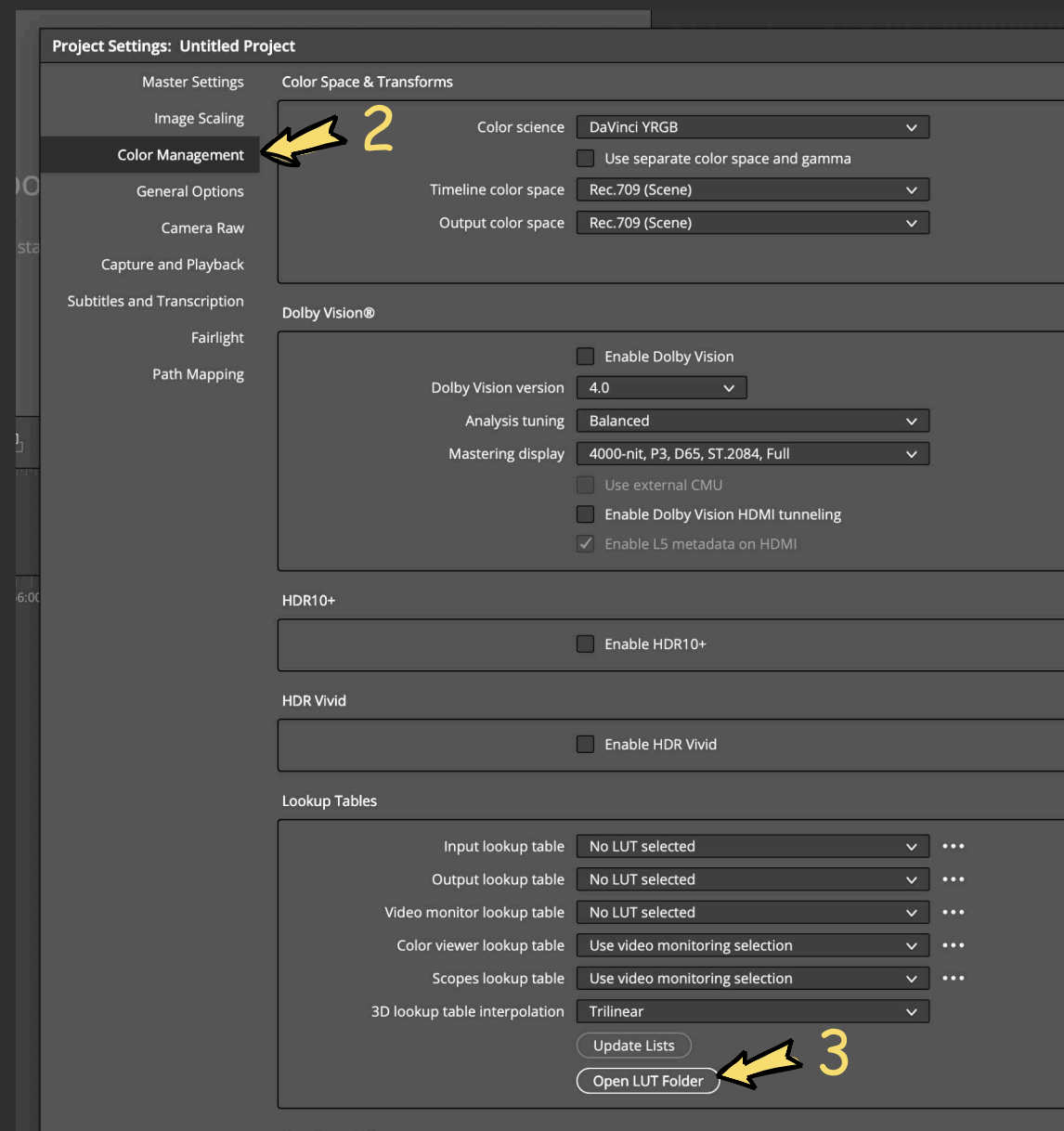
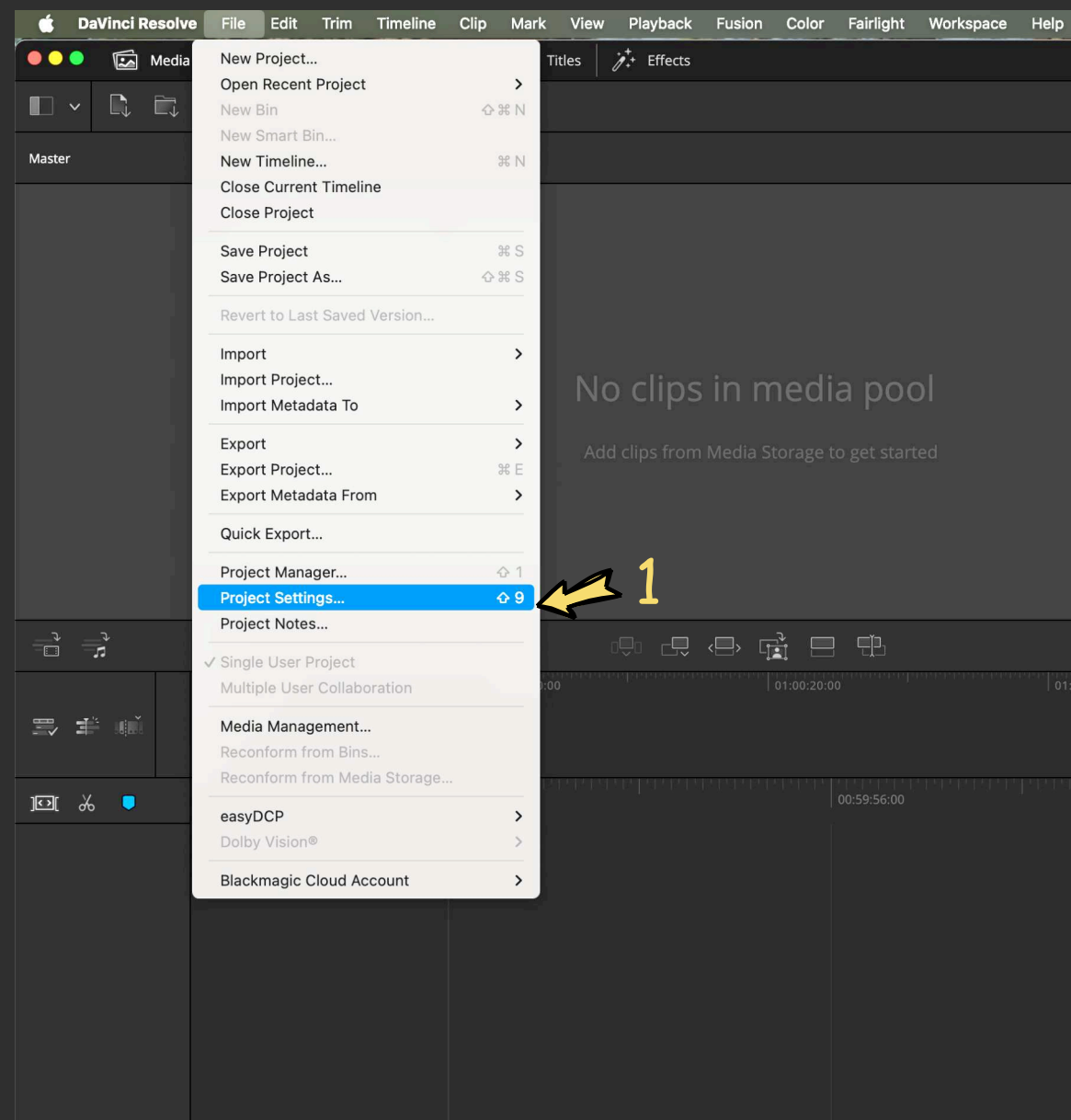
Requires DaVinci Resolve Studio 19.1 and Above.



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# DCTL Installation

1. Go to the (Menu) File -> Project Settings (in DaVinci Resolve Application)
2. Navigate to “Color Management” then Under “Lookup Tables”.
3. Click “Open LUT Folder” to open the LUT folder within Explorer
4. Drag & drop / Paste the .dctl within the DaVinci Resolve LUT Folder we just opened.
5. Restart Resolve



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# Nx Extrude

DCTL

DCTL

Nx Extrude

Extrusion Length

0.050

Extrusion Angle

45.0

Center X [For Radial]

0.500

Center Y [For Radial]

0.500

Light Angle

45.0

Extrusion Edge Shadows

1.000

Extrusion Hue Rotate

0.0

Gradient Midpoint

0.500

Border Width

0.002

☒ Light Enabled

☐ Enable Border

☐ Enable Anti-Aliasing

Perspective Type

Parallel

Color Type

Solid Color

Start Extrusion Color

End Extrusion Color

Border Color

> Global Blend

Extrusion Length: Adjusts the depth of the extrusion effect.  
Extrusion Angle: Sets the extrusion angle for parallel perspective.

Center X [For Radial]: Defines the horizontal center for radial extrusion.  
Center Y [For Radial]: Defines the vertical center for radial extrusion.

Light Angle: Adjusts the angle of the light source.

Extrusion Edge Shadows: Controls softness of edge shadows.

Extrusion Hue Rotate: Rotates hues when using original colors.  
Gradient Midpoint: Adjusts color gradient balance.

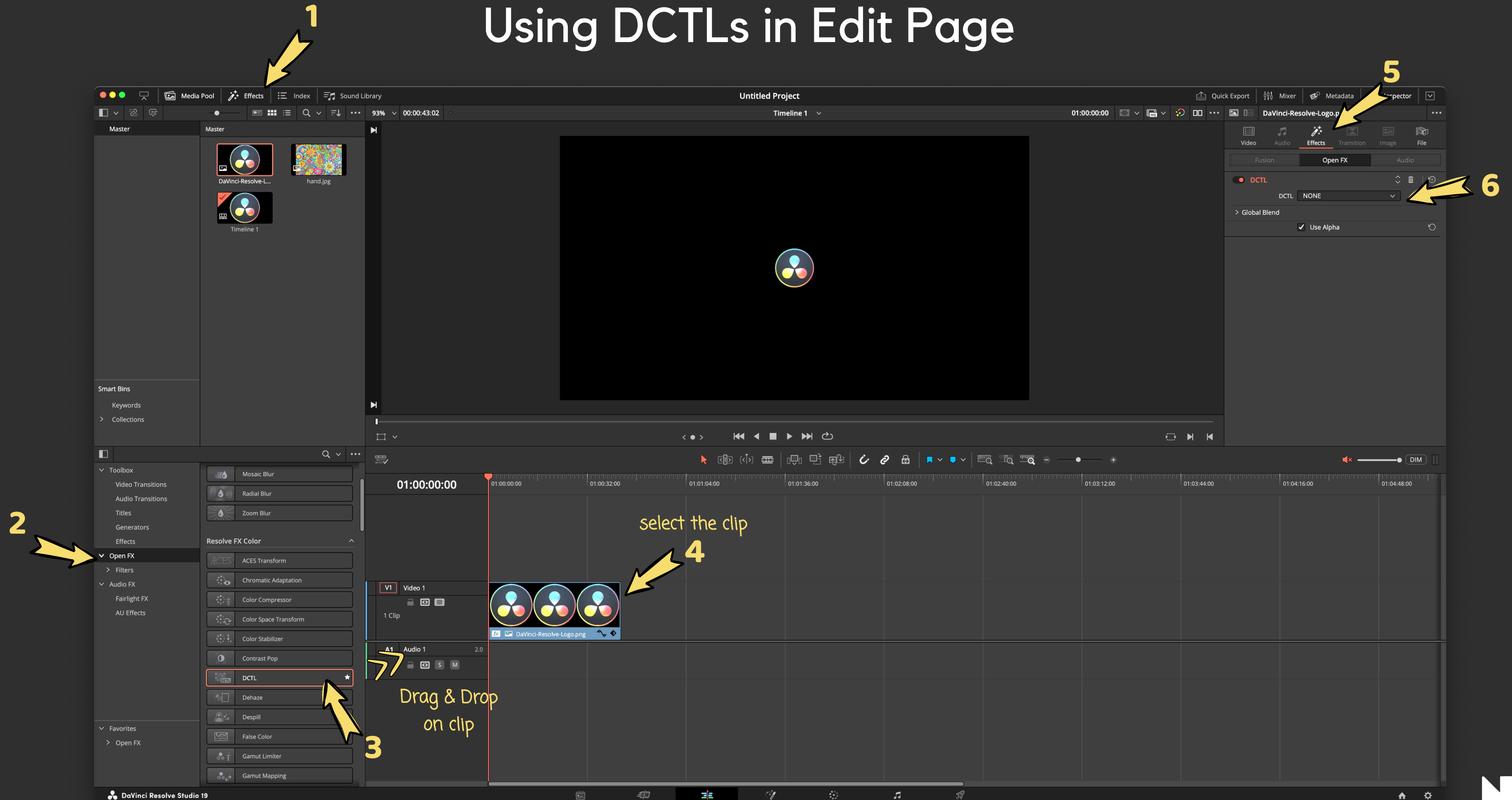
Border Width: Adjusts the border thickness. (If Enabled)

Light Enabled: Toggles simulated lighting on extrusion.  
Enable Border: Adds a border around the extrusion.  
Enable Anti-Aliasing: Reduces jagged edges with super-sampling.

Perspective Type: Switch between parallel and radial extrusion perspectives.  
Color Type: Chooses extrusion colors: solid, original, or CMY gradient.

Start Extrusion Color: Sets the starting gradient color.  
End Extrusion Color: Sets the ending gradient color.  
Border Color: Sets the border color.

# 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 menu bar includes 'Media Pool', 'Effects', 'Clips', and 'Nodes'. The 'Effects' panel on the left shows various tool categories: 'Tools' (Mosaic Blur, Radial Blur, Zoom Blur), 'Resolve FX Color' (Color Compressor, Contrast Pop, **DCTL**, Dehaze, Despill, False Color, Invert Color), 'Resolve FX Generate' (Color Generator, Color Palette, Grid), and 'Resolve FX Key' (3D Keyer, Alpha Matte Shrink and ..., HSL Keyer, Luma Keyer). The 'DCTL' effect is highlighted with a red box and a yellow arrow labeled '2'. A yellow arrow labeled '1' points to the 'Effects' tab. The central preview window shows a 1447x1447xfloat32 image of a three-leaf clover. The timeline at the bottom shows a sequence of nodes: 'MediaIn1' -> 'DCTL1' -> 'MediaOut1'. A yellow arrow labeled '3' points to the 'DCTL1' node. The 'Inspector' panel on the right shows the 'DCTL1' node selected, with a dropdown menu set to 'NONE'. A yellow arrow labeled '4' points to the 'Inspector' tab, and a yellow arrow labeled '5' points to the 'DCTL' dropdown menu. A yellow arrow labeled '1' points to the 'Effects' tab. A yellow arrow labeled '2' points to the 'DCTL' effect in the 'Resolve FX Color' section. A yellow arrow labeled '3' points to the 'DCTL1' node in the Nodes panel. A yellow arrow labeled '4' points to the 'Inspector' tab. A yellow arrow labeled '5' points to the 'DCTL' dropdown menu in the Inspector.

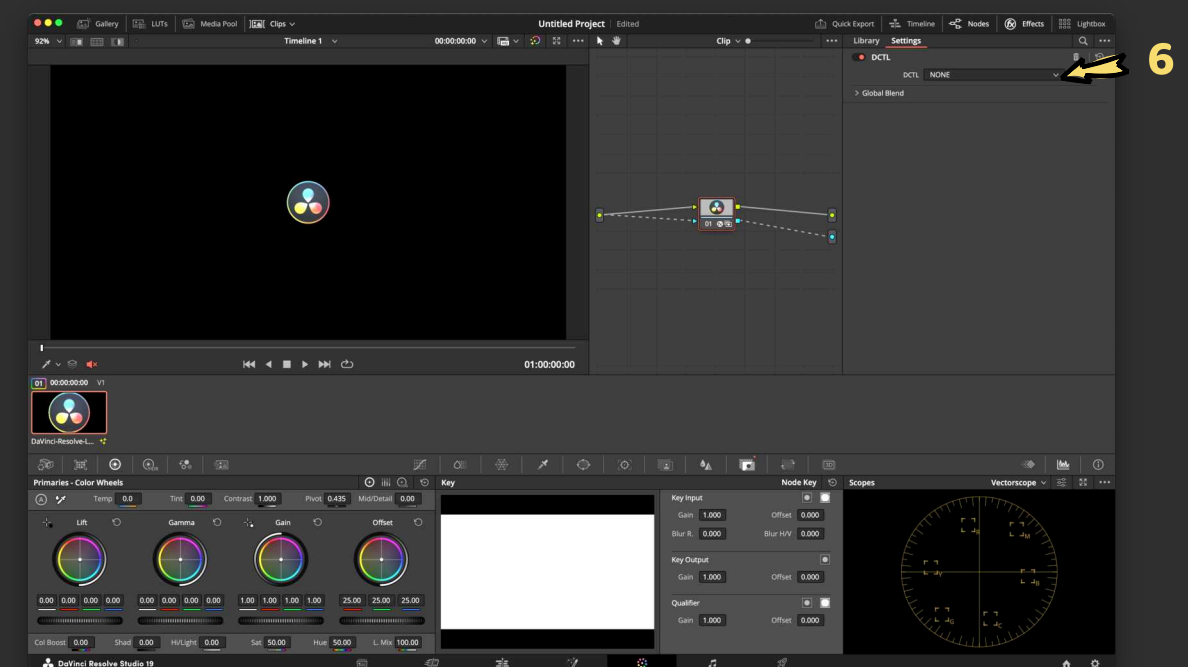
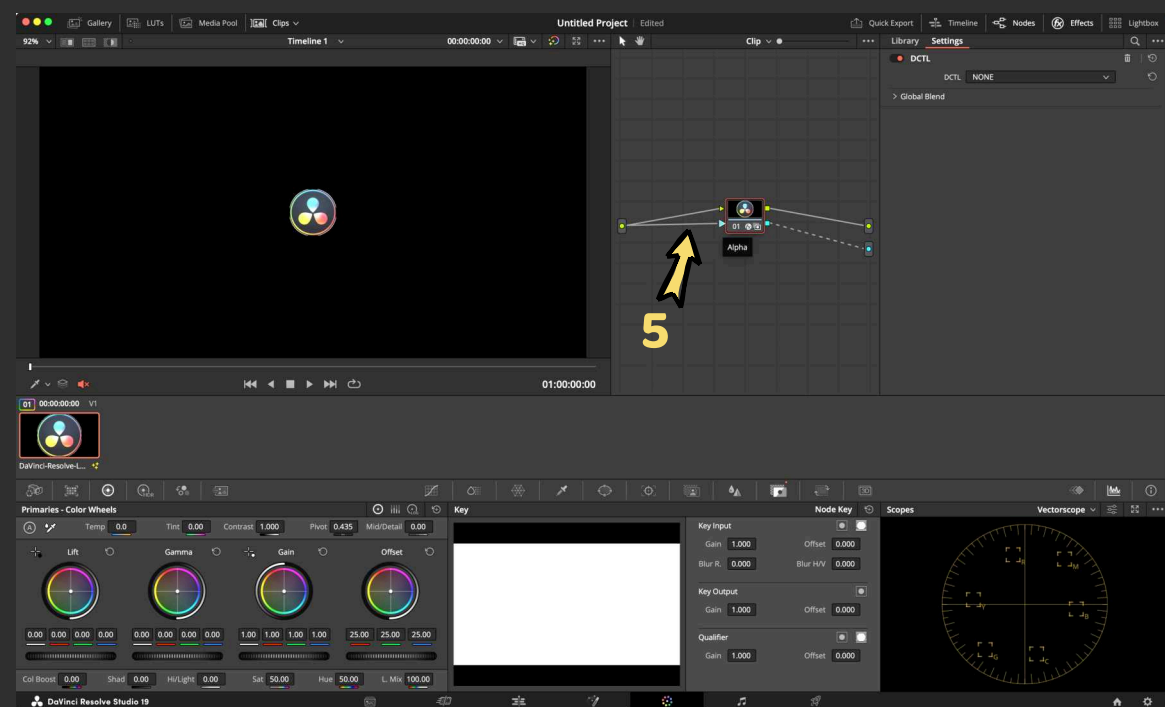
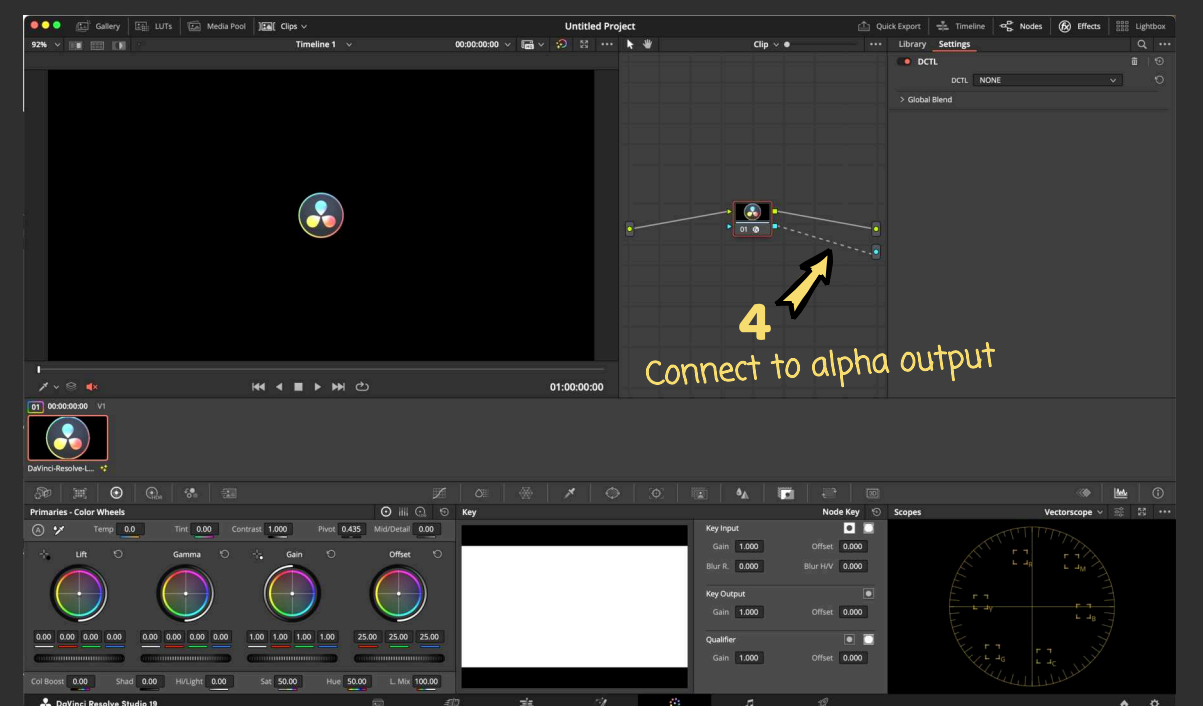


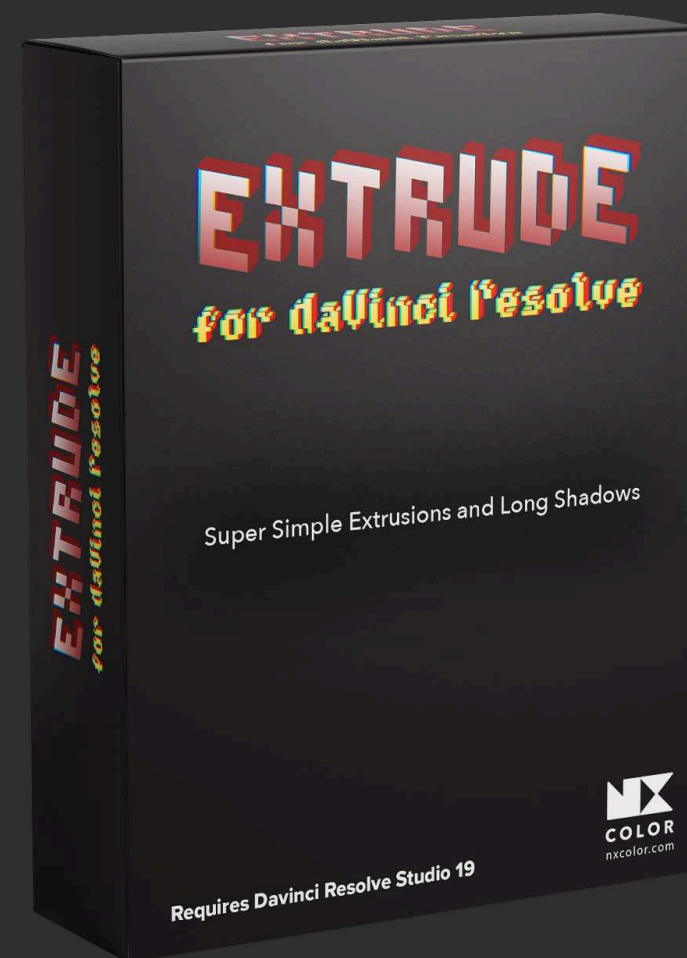
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# Using DCTLs in Color Page

Alpha Supported \*





For any support / queries please mail to  
[hello@nxcolor.com](mailto:hello@nxcolor.com)

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