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



Hedcut: The Timeless Art of Stippled Portrait Engraving

The term ‘hedcut’ comes from newspaper jargon—’hed’ for ‘headline’—reflecting these portraits’ prominence in editorial design. Since 1979, The Wall Street Journal has commissioned artists to hand-craft these meticulous stippled portraits, inspired by 19th-century woodcuts and currency engravings. Each portrait takes hours to create, using thousands of carefully placed dots and cross-hatched lines to build form and dimension.

The hedcut technique draws its visual DNA from intaglio printmaking—a family of printing methods dating back to the 15th century where images are incised into a surface. Traditional intaglio techniques like engraving, etching, and stipple engraving were used to create everything from fine art prints to banknotes. The characteristic tonal gradations achieved through varying dot density and line weight in hedcuts directly echo these centuries-old craftsmanship methods.

Now bring this legendary aesthetic to your footage in real-time. Our implementation uses advanced algorithms and structure analysis to intelligently place stipples and hatching lines that follow facial contours and features—just like a skilled engraver would. The result: authentic hedcut portraits that maintain the hand-crafted quality of the original technique, with the speed and flexibility rendered in real-time directly inside DaVinci Resolve.

Perfect for editorial content, documentary work, title sequences, or any project that demands timeless sophistication.

Learn More:

Hedcut on Wikipedia — <https://en.wikipedia.org/wiki/Hedcut>

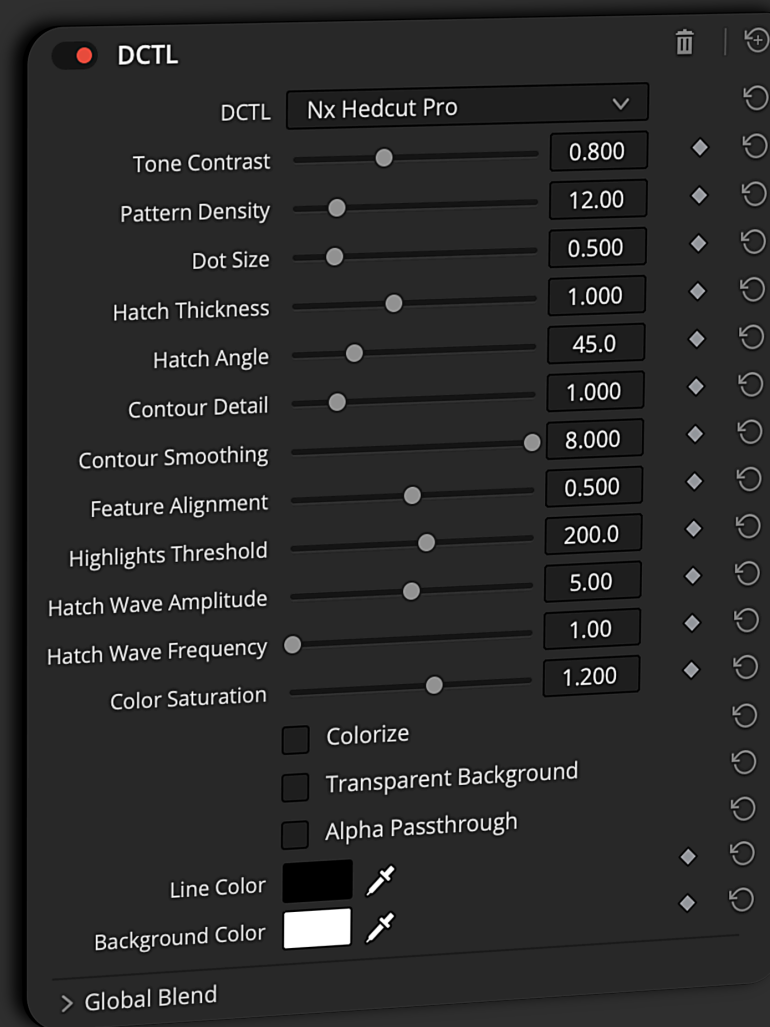
Intaglio Printmaking on Wikipedia — [https://en.wikipedia.org/wiki/Intaglio_\(printmaking\)](https://en.wikipedia.org/wiki/Intaglio_(printmaking))

Kevin Sprouls — <https://www.sprouls.com/>





Authentic WSJ Style Hedcut & Intaglio Engraving Effects for Video and Images.



System Requirements

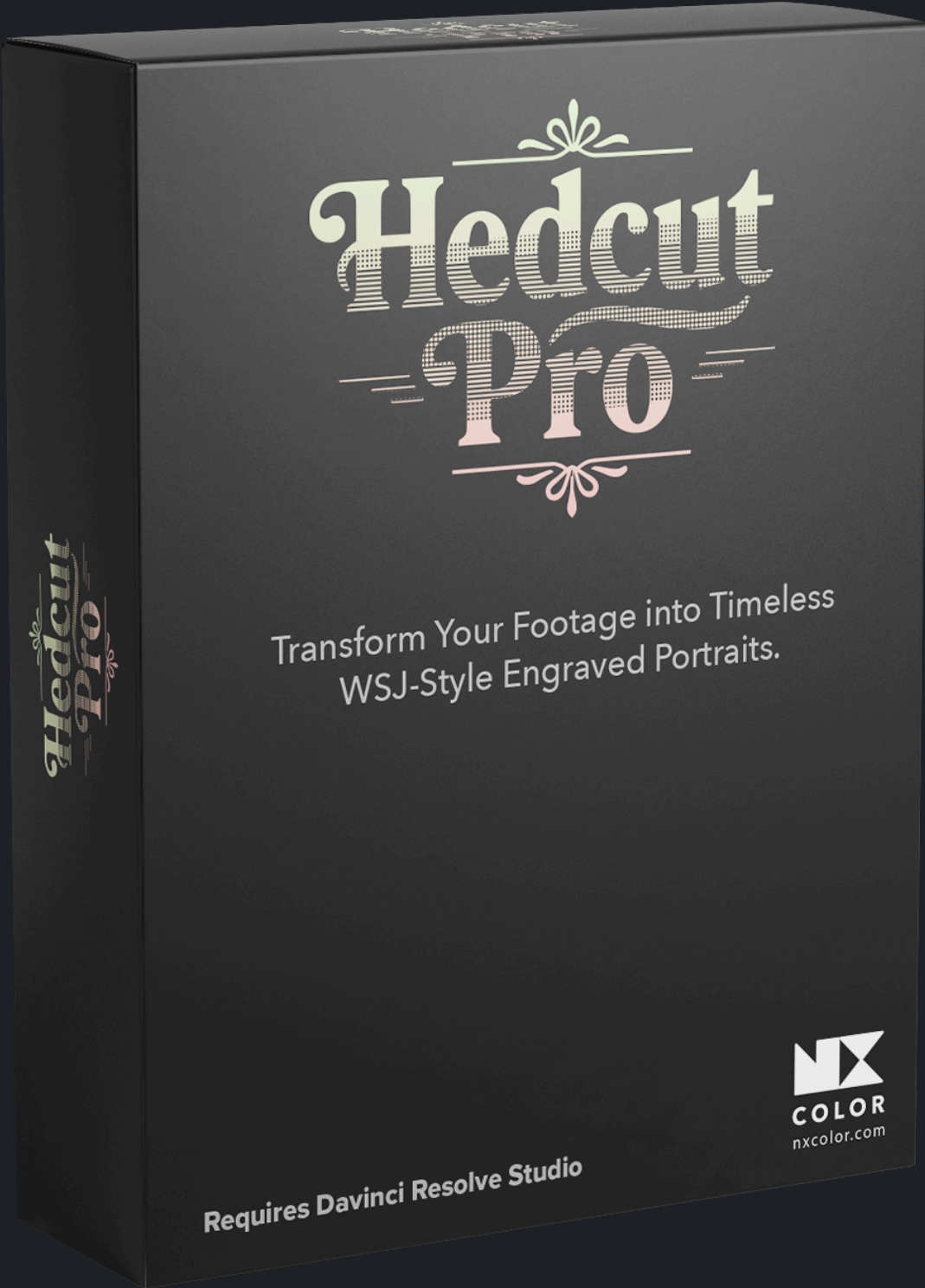
Works on macOS, Windows and Linux
(Metal, CUDA & OpenCL Modes Supported)

Requires DaVinci Resolve Studio.



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Nx Hedcut Pro



Authentic WSJ-Style Engraving

Recreates the timeless stippled portrait look made famous by The Wall Street Journal and fine art intaglio engraving effects like those on currency.

Adaptive Stippling Engine

Dot density and size automatically adjust to image tone with advanced dot handling for realistic engraved portrait texture across all tonal ranges.

Feature-Following Line Work

Fine engraved lines intelligently follow natural contours and facial features, giving your footage authentic hand-engraved charm.

Customizable Dot & Line Controls

Easily adjust pattern density, dot size, hatch thickness, and feature alignment to achieve styles from delicate stippling to bold cross-hatching.

Multi-Level Tonal Rendering

Multiple distinct rendering levels from deep shadow cross-hatching with offset dots to pure white highlights ensure smooth, natural gradations.

Advanced Artistic Controls

Fine-tune contour detail, line flow smoothness, edge contrast, and line sensitivity for complete creative control over your engraving style.

Flexible Color & Transparency

Custom line and background colors, colorize mode for tinted engravings, or transparent background for overlays and motion graphics.

Compatibility Across Pages

Works seamlessly across Edit, Fusion, and Color pages in DaVinci Resolve with real-time performance.



Nx Hedcut Pro

DCTL

DCTL

Nx Hedcut Pro

Tone Contrast

0.800

Pattern Density

12.00

Dot Size

0.500

Hatch Thickness

1.000

Hatch Angle

45.0

Contour Detail

1.000

Contour Smoothing

8.000

Feature Alignment

0.500

Highlights Threshold

200.0

Hatch Wave Amplitude

5.00

Hatch Wave Frequency

1.00

Color Saturation

1.200

☐ Colorize

☐ Transparent Background

☐ Alpha Passthrough

Line Color

Background Color

> Global Blend

Tone Contrast - Controls the overall contrast of the hedcut effect. Lower values create darker, more dramatic results with stronger shadows. Higher values produce lighter, more delicate line work.

Pattern Density - Sets the spacing between dots and hatch lines. Lower values create denser, more detailed patterns with finer lines. Higher values produce sparser, more open patterns.

Dot Size - Adjusts the size of stipple dots in the pattern. Larger values create bolder, more prominent dots. Smaller values produce finer, more delicate stippling.

Hatch Thickness - Controls the thickness of hatch lines and cross-hatching. Increase for bolder, more visible lines. Decrease for finer, more delicate line work.

Hatch Angle - Sets the angle for cross-hatching lines in degrees. 0° = horizontal/vertical, 45° = diagonal, 90° = rotated 90°. The perpendicular angle is automatically calculated for cross-hatching.

Contour Detail - Determines the level of detail in edge detection. Higher values capture finer details and subtle edges. Lower values focus on major contours only.

Contour Smoothing - Pre-blurs the image before contour detection to reduce noise and create cleaner, more stable contour lines.

Feature Alignment - Controls how closely the pattern follows image features and edges. Higher values make dots and lines align more with facial features and contours. Lower values create a more uniform grid.

Highlights Threshold - Luminance threshold where highlight dots begin to fade out and transition to pure white. Lower values preserve more dots in bright areas. Higher values create cleaner, whiter highlights.

Hatch Wave Amplitude - Controls the intensity of wavy hatch line distortion. Set to 0 for subtle organic curves, increase for more pronounced wavy lines. Higher values create hand-drawn style hatching.

Hatch Wave Frequency - Controls the frequency of wavy hatch line oscillation. Higher values create tighter, more frequent waves. Only affects lines when Hatch Wave Amplitude is greater than 0.

Color Saturation - Controls color saturation when Colorize is enabled. 0.0 = grayscale, 1.0 = original colors, 1.5+ = boosted vibrant colors. Only affects colorized mode.

Colorize - Blends the original image colors with the hedcut pattern using Add blend mode. Creates a colored hedcut effect where lines and dots take on colors from the source image.

Transparent Background - Makes the background transparent, keeping only the lines and dots visible. Useful for compositing the hedcut effect over other layers.

Alpha Passthrough - Preserves the original alpha channel from the source image. Transparent areas in the input remain transparent in the output.

Line Color - Sets the color for all lines, dots, and contours in the hedcut pattern. Default is black for traditional newspaper hedcut appearance.

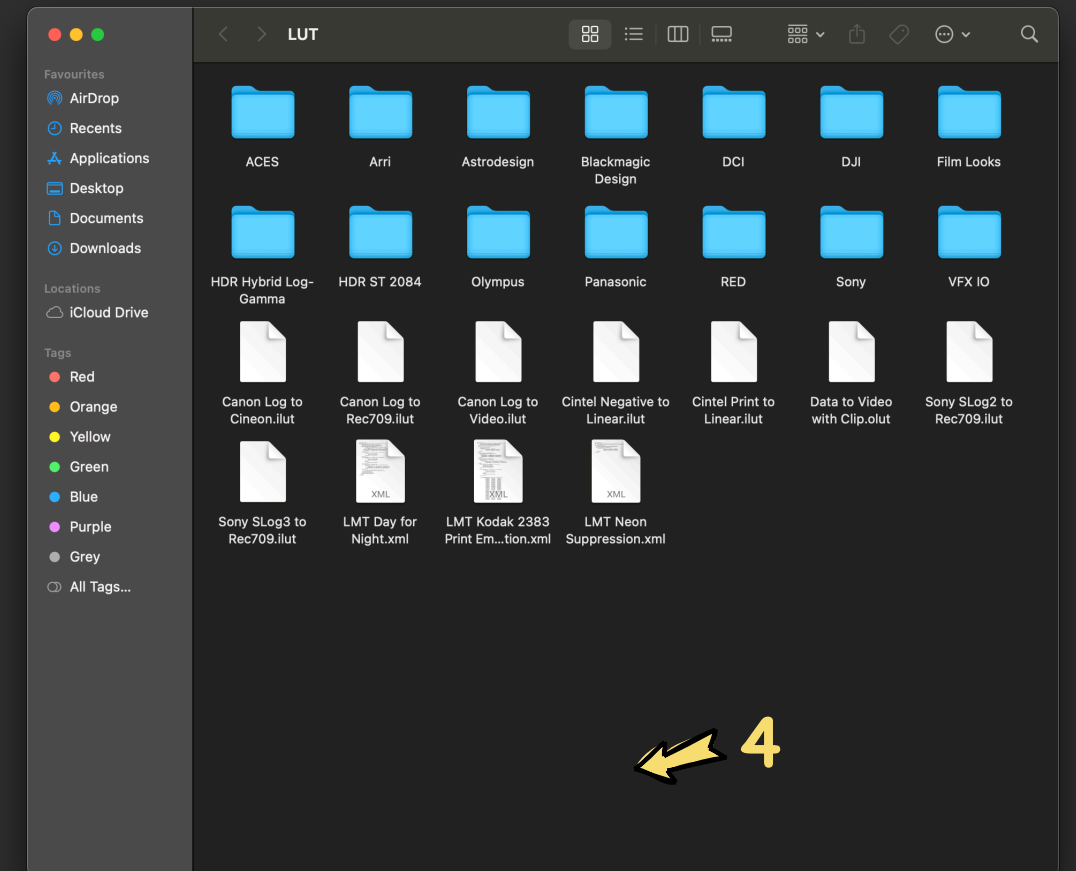
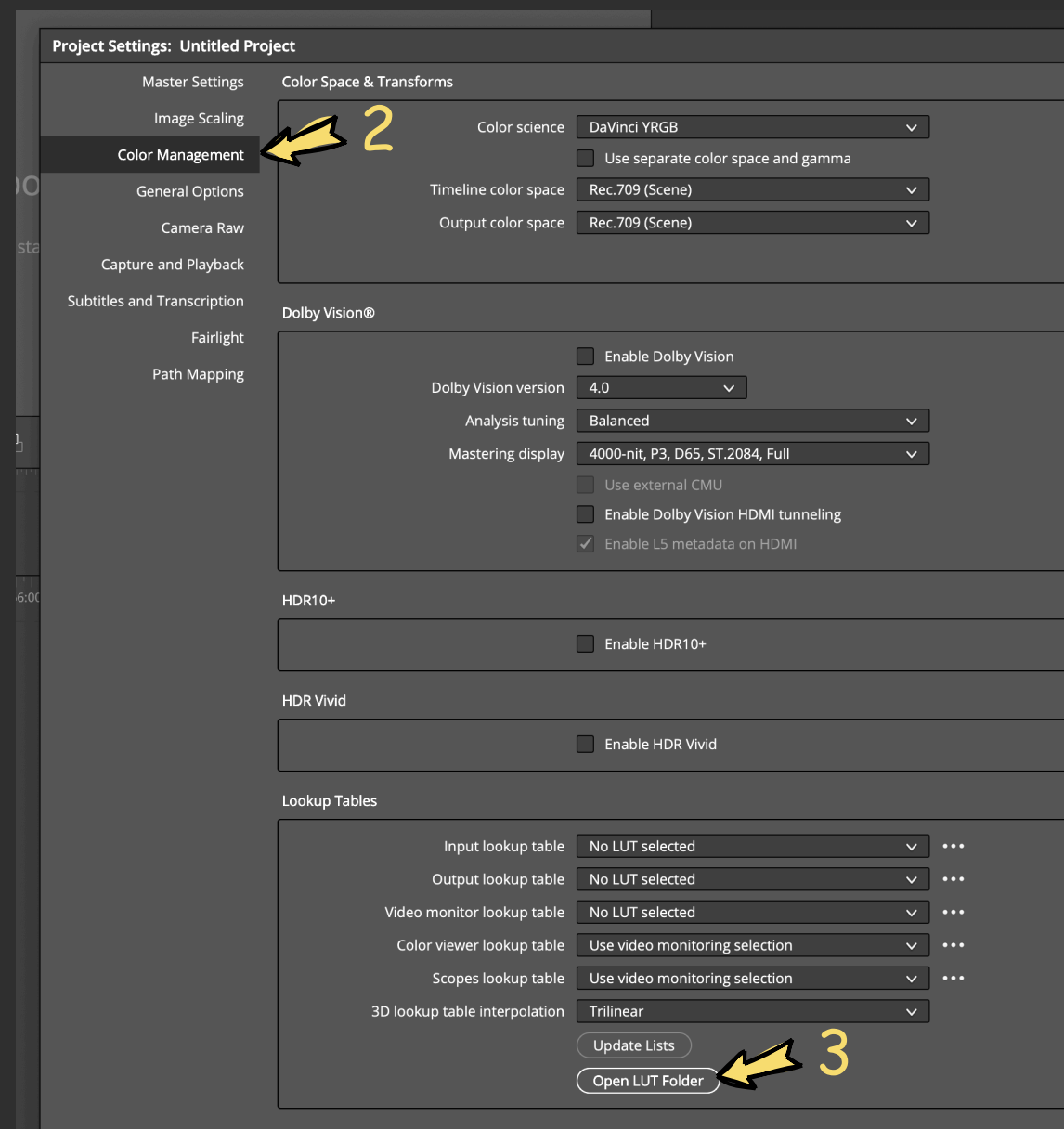
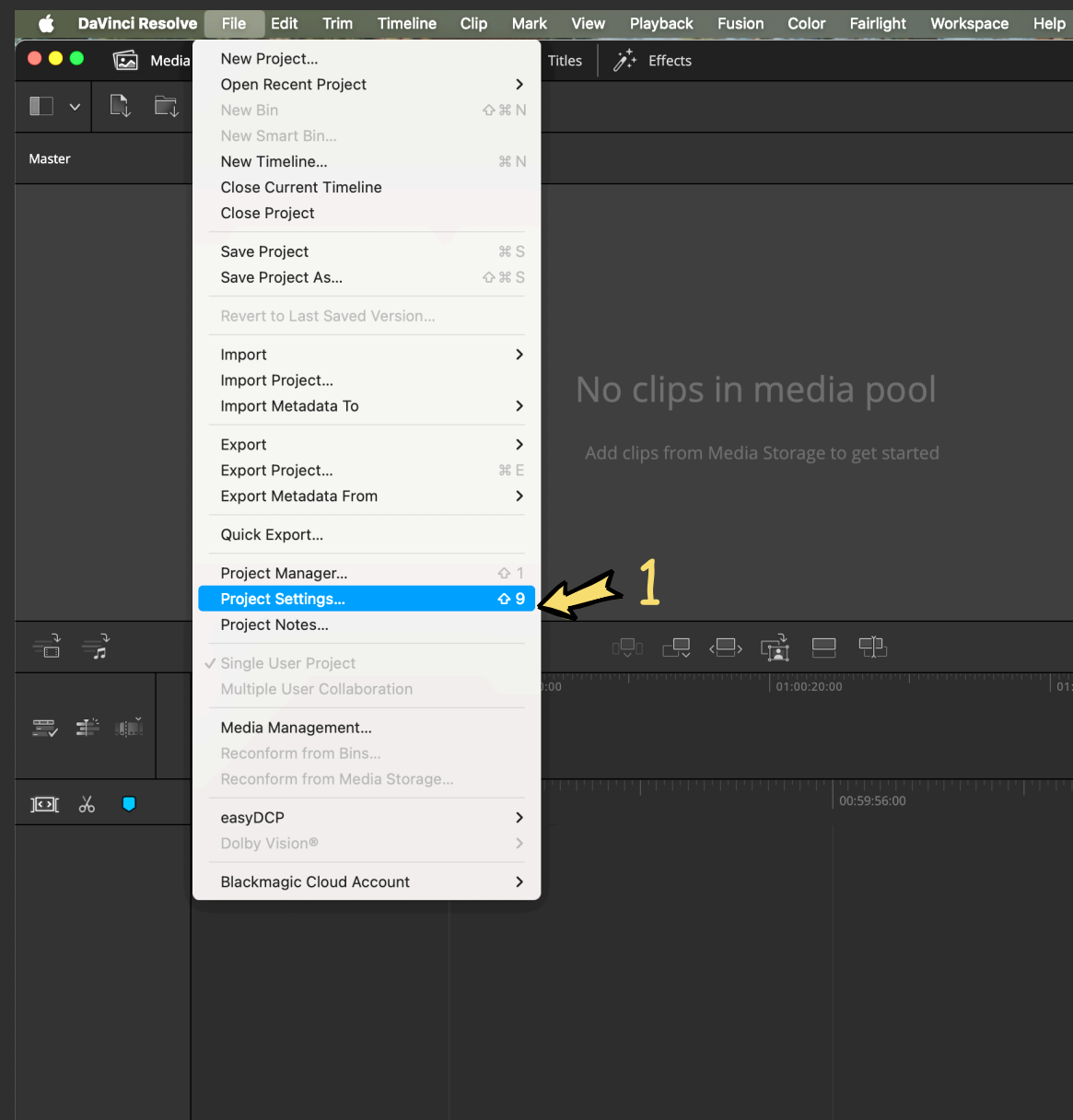
Background Color - Sets the background color behind the hedcut pattern. Default is white for traditional newspaper style. Has no effect when Transparent Background is enabled.

Note: The "Transparent Background" feature will not work when "Colorize" is enabled. These two modes are mutually exclusive - when Colorize is active, the effect always outputs with full opacity (alpha = 1.0).



DCTL Installation

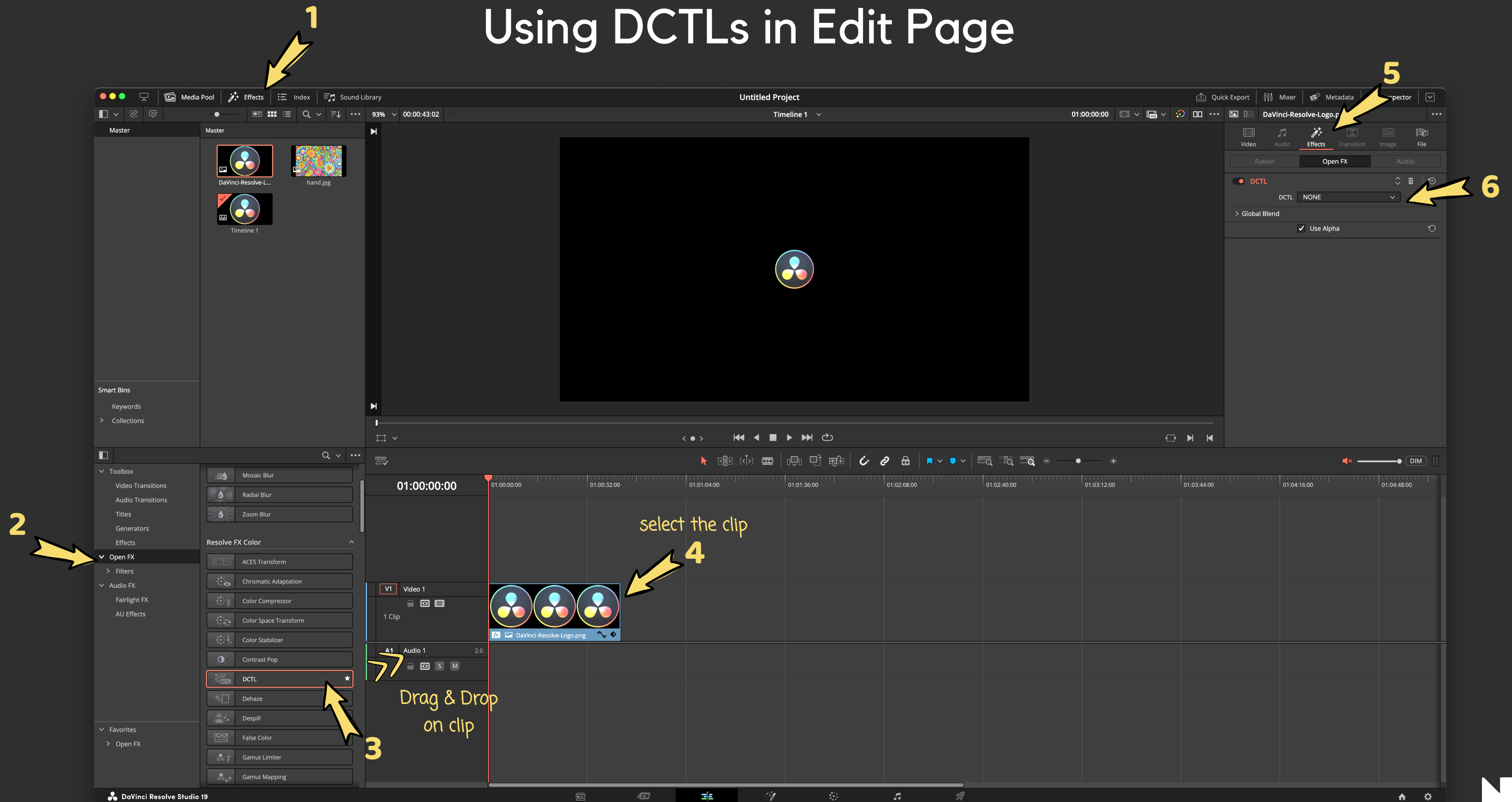
1. Go to the (Menu) File -> Project Settings
2. Navigate to “Color Management” then “Lookup Tables”.
3. Click “Open LUT Folder” to open the LUT folder within Explorer.
4. Copy and Paste "Nx Hedcut Pro.dctl" into the LUT folder.
5. Restart Resolve.



COLOR

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Using DCTLs in Edit Page



COLOR

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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 in the 'Resolve FX Color' section. The central preview window shows a 1447x1447xfloat32 image of a three-leaf clover. The timeline at the bottom shows a sequence of nodes: 'MediaIn1' connected to 'DCTL1', which is connected to 'MediaOut1'. The 'Inspector' panel on the right shows the 'DCTL1' effect selected, with the 'DCTL' dropdown menu set to 'NONE'. The bottom status bar indicates 'DaVinci Resolve Studio 19' and '12% - 2029 MB'.



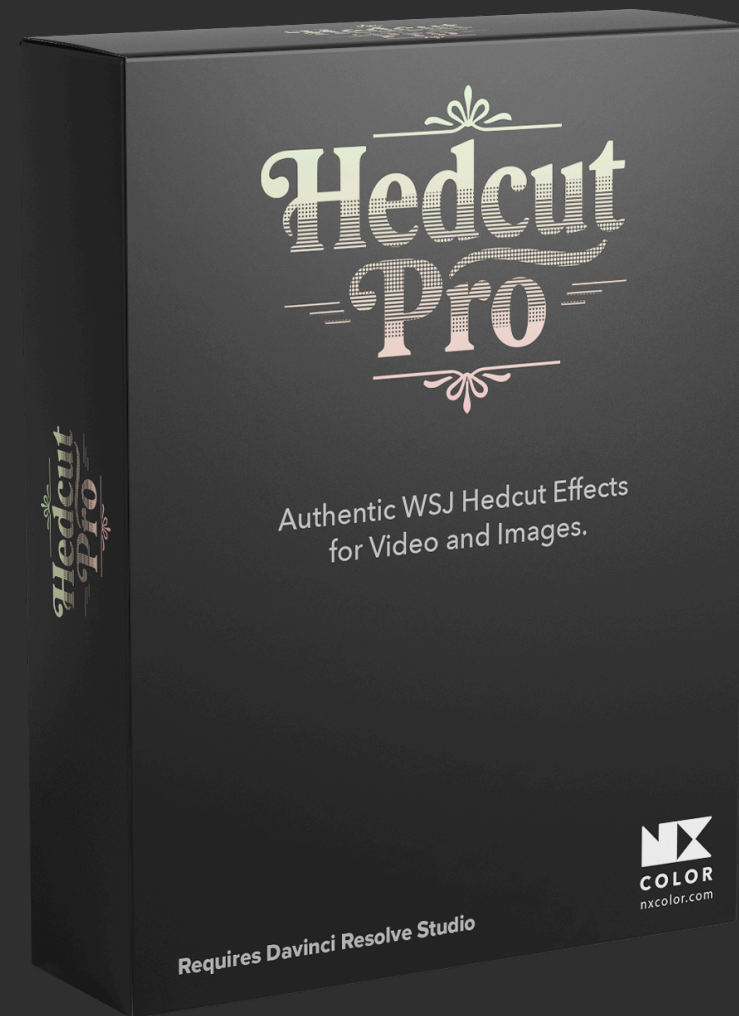
COLOR

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Using DCTLs in Color Page

The screenshot illustrates the process of applying a DCTL (DaVinci Color Transform LUT) in the Color Page of DaVinci Resolve Studio 19. The interface is divided into several panels:

- Top Panel:** Shows the project name "Untitled Project" and various tabs including Gallery, LUTs, Media Pool, Clips, Timeline, Nodes, Effects, and Lightbox. The "Effects" tab is active, indicated by a yellow arrow labeled "1".
- Center Panel:** Displays a video preview window with a color wheel icon. To its right is a node graph with a node labeled "01" containing the same color wheel icon. A yellow arrow labeled "2" points to the "DCTL" effect in the Library panel, with a text annotation "Drag & Drop on node" pointing to the node graph.
- Right Panel (Library):** Lists various color effects under the "Resolve FX Color" category. The "DCTL" effect is highlighted with a red border and a yellow arrow labeled "2".
- Bottom Panel:** Contains the "Primaries - Color Wheels" section with controls for Temp, Tint, Contrast, Pivot, Mid/Detail, Lift, Gamma, Gain, and Offset. It also includes a "Key" section with input/output controls and a "Scopes" section showing a Vectorscope.



For any support / queries please mail to
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