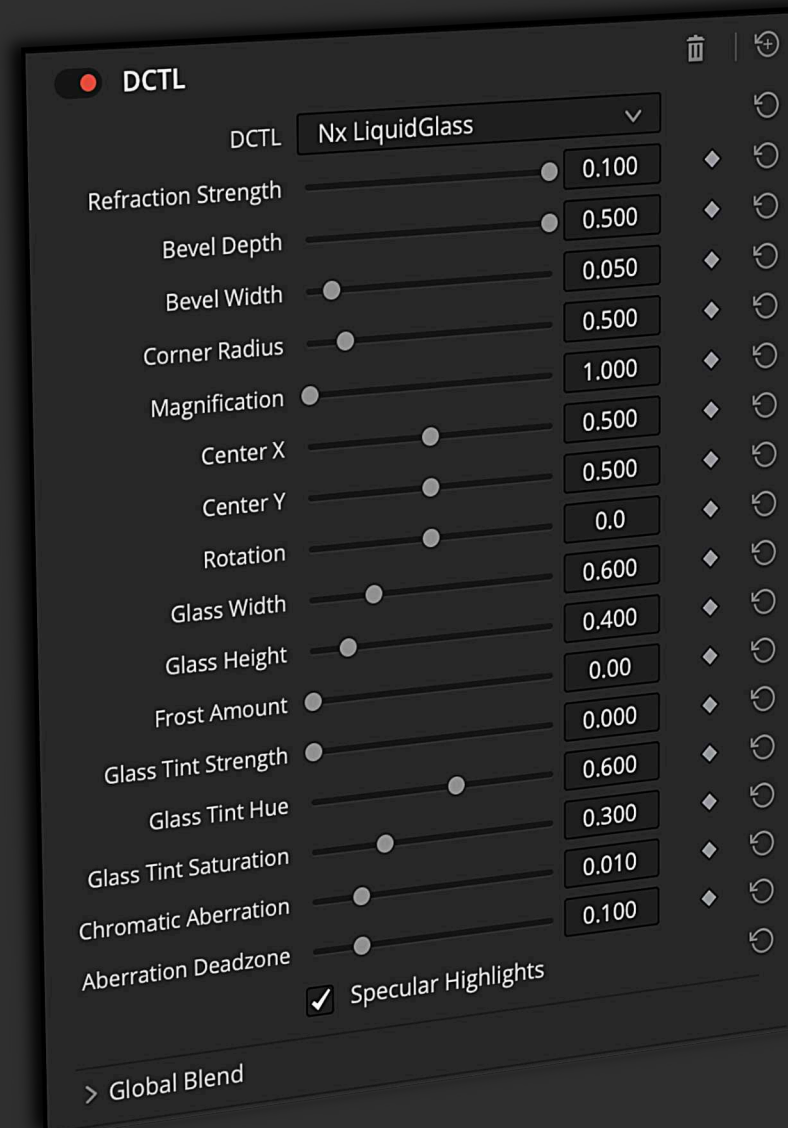




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Simulates realistic glass with dynamic refraction and magnification for a fluid, organic look.



System Requirements

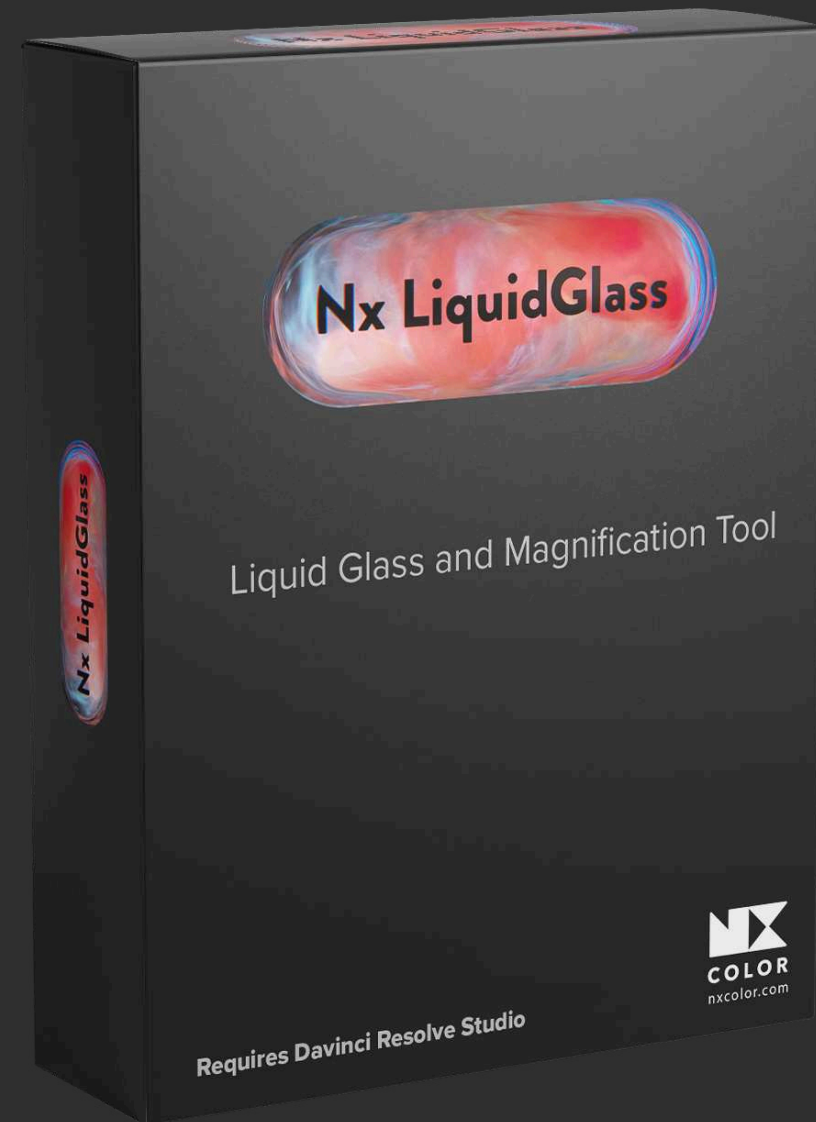
Works on macOS, Windows and Linux
(Metal, CUDA & OpenCL Modes Supported)

Requires DaVinci Resolve Studio 19.2 and Above.



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Nx LiquidGlass



The Liquid Glass Effect DCTL creates a realistic liquid glass or water droplet effect that can be applied to your footage. This effect simulates the optical properties of glass, including refraction, magnification, chromatic aberration, and specular highlights.

Features

- Realistic glass refraction with customizable strength
- Magnification effect for lens-like distortion
- Chromatic aberration for authentic optical dispersion
- Frost/blur effects for textured glass surfaces
- Glass tinting with full color control
- Specular highlights for realistic light reflections
- Rounded rectangle glass shape with adjustable corner radius
- Full rotation and positioning control
- Beveled edges for depth and realism

Nx LiquidGlass

DCTL

Nx LiquidGlass

Refraction Strength

0.100

Bevel Depth

0.500

Bevel Width

0.050

Corner Radius

0.500

Magnification

1.000

Center X

0.500

Center Y

0.500

Rotation

0.0

Glass Width

0.600

Glass Height

0.400

Frost Amount

0.00

Glass Tint Strength

0.000

Glass Tint Hue

0.600

Glass Tint Saturation

0.300

Chromatic Aberration

0.010

Aberration Deadzone

0.100

☒ Specular Highlights

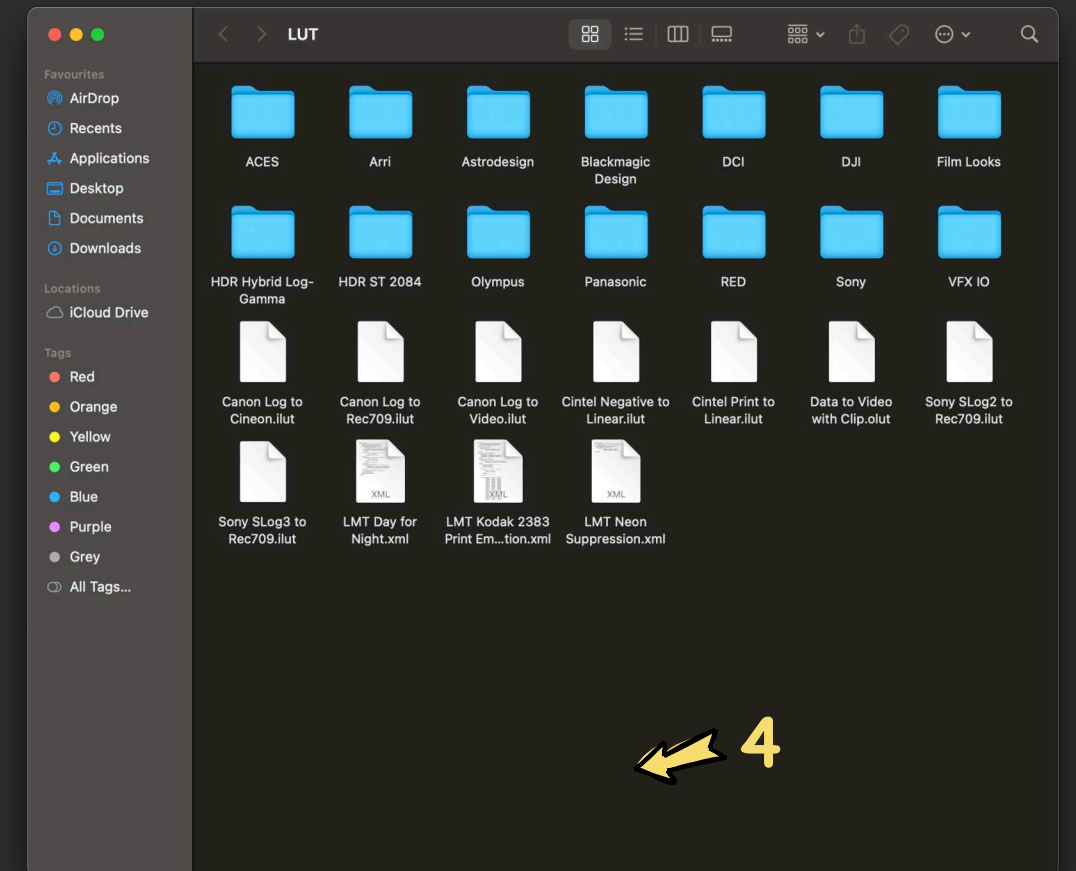
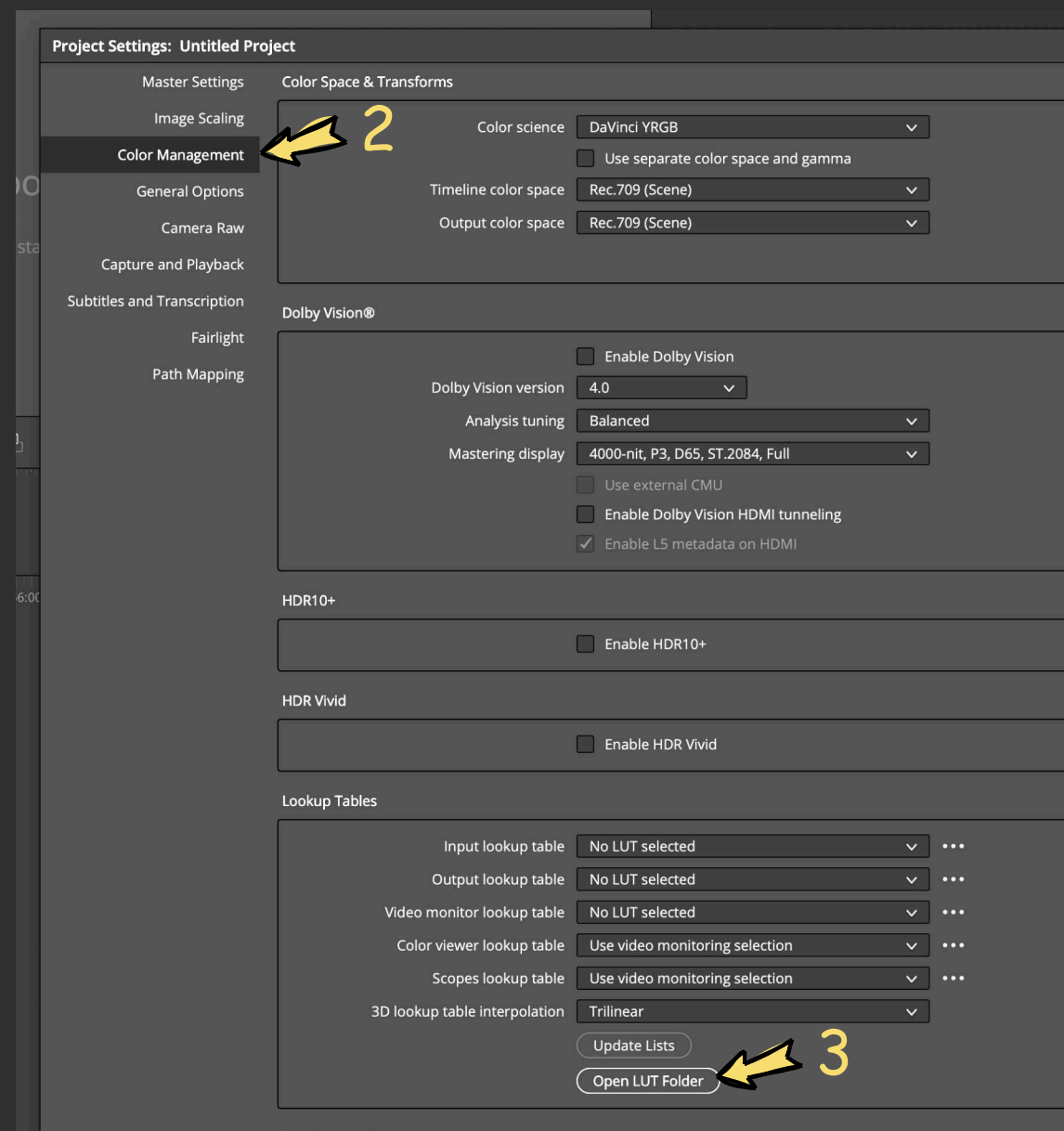
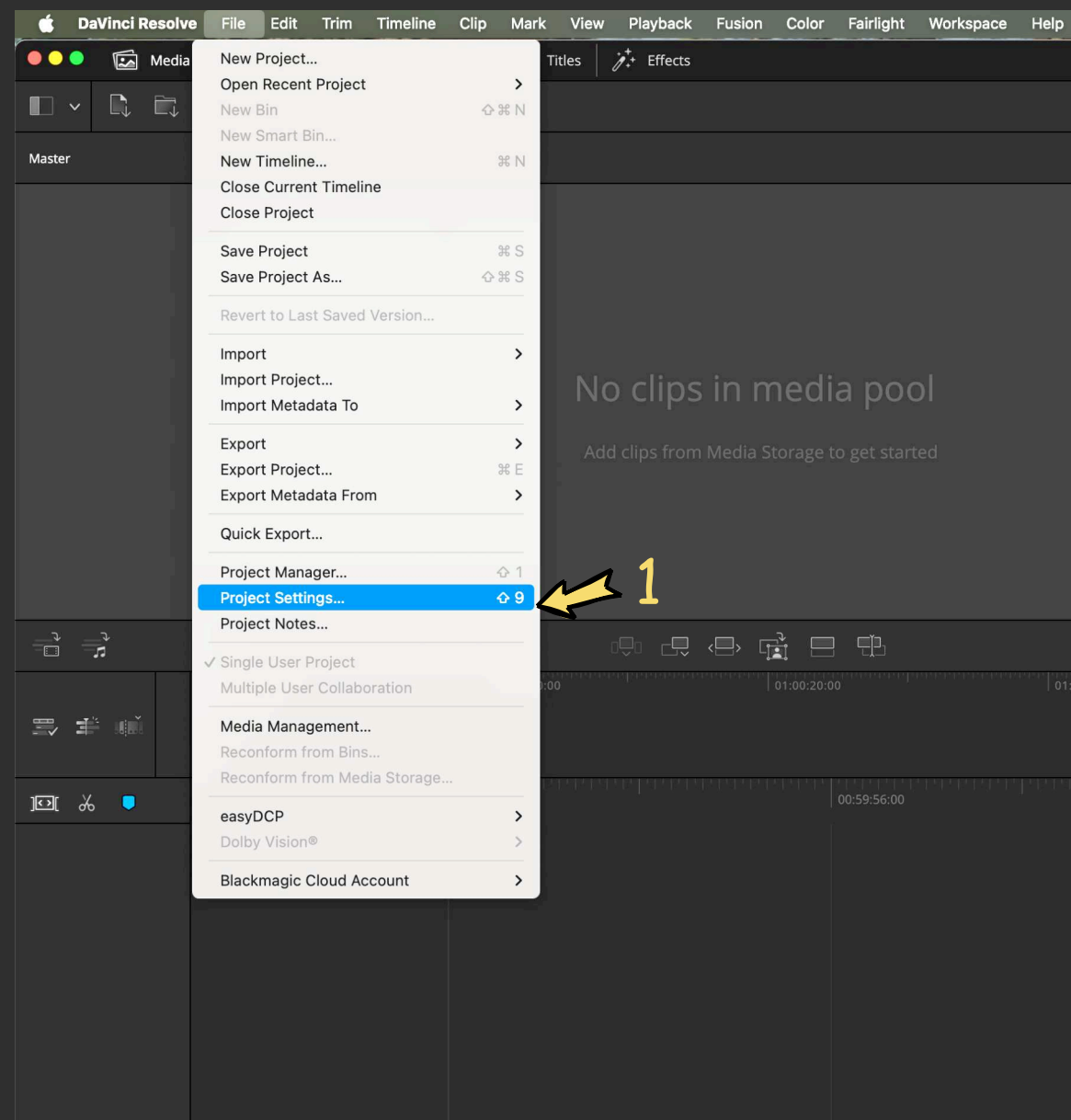
> Global Blend

- Refraction Strength - Controls how much the glass bends light rays
- Bevel Depth - Controls the strength of edge refraction
- Bevel Width - Controls how far the bevel effect extends inward
- Corner Radius - Rounds the corners of the glass rectangle
- Magnification - Enlarges content viewed through the glass
- Center X - Horizontal position of the glass center
- Center Y - Vertical position of the glass center
- Rotation - Rotates the entire glass region
- Glass Width - Controls the horizontal size of the glass region
- Glass Height - Controls the vertical size of the glass region
- Frost Amount - Adds a frosted/textured glass appearance
- Glass Tint Strength - Controls the intensity of the glass color tint
- Glass Tint Hue - Sets the color of the glass tint
- Glass Tint Saturation - Controls the intensity of the tint color
- Chromatic Aberration - Simulates lens imperfections that separate colors
- Aberration Deadzone - Defines the center area with no chromatic aberration
- Specular Highlights - Adds light reflection on the glass surface



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 LiquidGlass.dctl into the LUT folder.
5. Restart Resolve.



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For any support / queries please mail to hello@nxcolor.com

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