

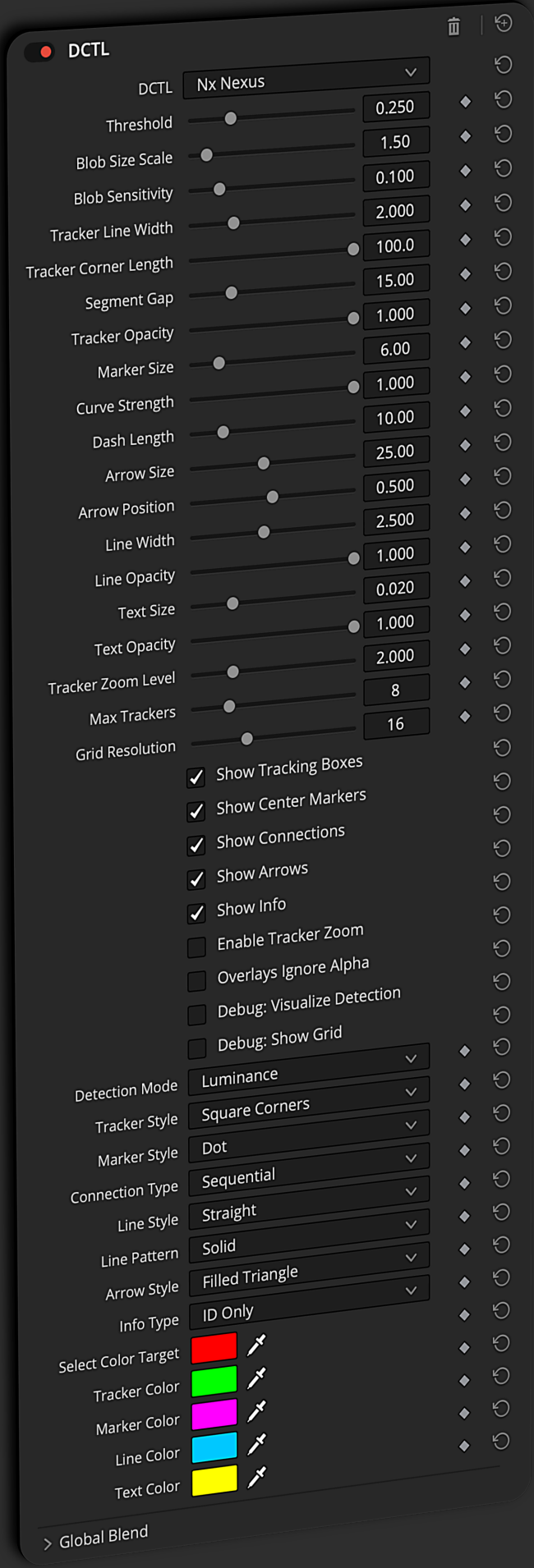


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We hope you'll love using the DCTLs for DaVinci Resolve to bring your creative visions to life!



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Advanced blob tracking and visualization for DaVinci Resolve,  
bringing TouchDesigner-style real-time motion analysis to your footage.

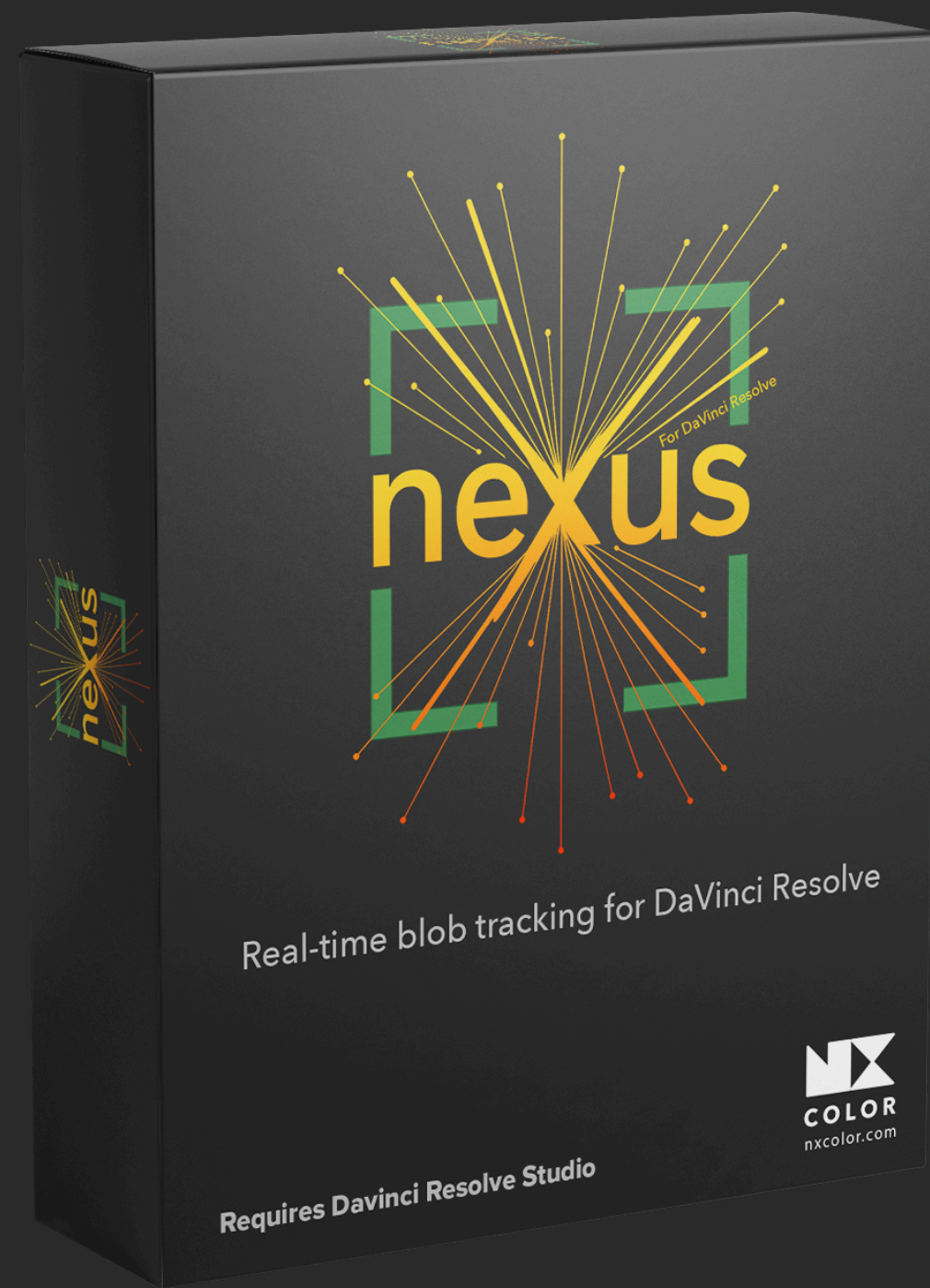
Perfect for:

- Motion graphics and title sequences
- VFX breakdowns and behind-the-scenes content
- Sports analysis and tactical overlays
- Surveillance and security footage enhancement
- Music videos and creative storytelling
- Glitch art and experimental effects
- Gaming content and esports broadcasts
- Scientific visualization and data presentation

## System Requirements

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

Requires DaVinci Resolve Studio 20 and Above.



# Nx Nexus

## Intelligent Multi-Mode Detection

Tracks moving elements using adaptive detection modes — Luminance, Edge, and Color Strength — for precise tracking across diverse footage.

## Cinematic HUD Styles

Choose from four dynamic tracker styles — Square, Rounded, Circular Segments, and Hexagonal Locks — inspired by cinematic and sci-fi interfaces.

## Tracker Zoom & Focus

Magnify regions inside tracker boxes with circular or rectangular zoom for HUD-style effects and futuristic motion graphics.

## Debug & Analysis View

Integrated color-coded debug mode and grid overlays for fine-tuning detection behavior and ensuring optimal performance in complex scenes.

## Real-Time Multi-Object Tracking

Automatically identifies and tracks up to 32 objects simultaneously, maintaining smooth and accurate motion tracking in real-world shots.

## Dynamic Connection System

Visually link tracked objects using Sequential, Star, or Mesh connection patterns with optional arrows, curves, or wave-styled lines.

## Smart Information Overlay

Displays tracker IDs and coordinates with intelligent placement to keep text clear and visible within frame boundaries.

## Compatibility Across Pages

Works seamlessly across Edit, Fusion, and Color pages in DaVinci Resolve and is GPU Accelerated works on macOS / Windows and Linux.



DCTL

Nx Nexus

Threshold

0.250

Blob Size Scale

1.50

Blob Sensitivity

0.100

Tracker Line Width

2.000

Tracker Corner Length

100.0

Segment Gap

15.00

Tracker Opacity

1.000

Marker Size

6.00

Curve Strength

1.000

Dash Length

10.00

Arrow Size

25.00

Arrow Position

0.500

Line Width

2.500

Line Opacity

1.000

Text Size

0.020

Text Opacity

1.000

Tracker Zoom Level

2.000

Max Trackers

8

Grid Resolution

16

☒ Show Tracking Boxes

☒ Show Center Markers

☒ Show Connections

☒ Show Arrows

☒ Show Info

☐ Enable Tracker Zoom

☐ Overlays Ignore Alpha

☐ Debug: Visualize Detection

☐ Debug: Show Grid

Detection Mode

Luminance

Tracker Style

Square Corners

Marker Style

Dot

Connection Type

Sequential

Line Style

Straight

Line Pattern

Solid

Arrow Style

Filled Triangle

Info Type

ID Only

Select Color Target

Tracker Color

Marker Color

Line Color

Text Color

> Global Blend

Threshold Minimum intensity value for blob detection. Lower values detect dimmer/weaker regions, higher values only detect bright/strong regions.

Blob Size Scale Multiplier for detected blob size. Increase to make tracking boxes larger, decrease for tighter boxes.

Blob Sensitivity Minimum accumulated strength required to create a blob. Lower values detect smaller/weaker regions, higher values require stronger signals.

Tracker Line Width Thickness of the tracking box outlines in pixels.

Tracker Corner Length Length of corner segments as percentage of box size. 100% = full corners, lower values = shorter corner marks.

Segment Gap Size of gaps between segments in circular/hexagonal tracker styles, in degrees.

Tracker Opacity Transparency of tracking boxes. 1.0 = fully opaque, 0.0 = invisible.

Marker Size Size of center markers in pixels.

Curve Strength Amount of curvature for curved/wave connection lines. Negative values curve opposite direction.

Dash Length Length of dashes/dots in pixels when using dashed or dotted line patterns.

Arrow Size Size of directional arrows on connection lines in pixels.

Arrow Position Position of arrows along connection lines. 0.0 = start, 0.5 = middle, 1.0 = end.

Line Width Thickness of connection lines in pixels.

Line Opacity Transparency of connection lines and arrows. 1.0 = fully opaque, 0.0 = invisible.

Text Size Size of info text as fraction of frame height. 0.02 = 2% of frame height.

Text Opacity Transparency of info text. 1.0 = fully opaque, 0.0 = invisible.

Tracker Zoom Level Magnification level for zoomed tracker content. 2.0 = 2x zoom, 5.0 = 5x zoom.

Max Trackers Maximum number of blobs to track simultaneously. Higher values track more objects but may impact performance.

Grid Resolution Grid size for blob detection sampling. Higher values = more precise detection but slower performance.

Show Tracking Boxes - Display tracking box outlines around detected blobs.

Show Center Markers - Display markers at the center of each tracked blob.

Show Connections - Display lines connecting tracked blobs.

Show Arrows - Display directional arrows on connection lines.

Show Info - Display text information (ID, coordinates) for each tracker.

Enable Tracker Zoom - Magnify content inside tracking boxes by the specified zoom level.

Overlays Ignore Alpha - Display tracking overlays even in transparent/keyed areas. Useful for keying workflows.

Debug: Visualize Detection - Show what the detection algorithm sees. Displays detected regions in color/grayscale based on detection mode.

Debug: Show Grid - Overlay the detection grid with cyan lines and yellow center markers to visualize sampling pattern.

Detection Mode (default: Luminance)

Luminance: Detects bright regions combined with edges (hybrid approach)

Edges: Detects strong edges and contours

Saturation: Detects saturated, colorful regions

Select Color (Color Picker): Pick the specific color you want to track

Tracker Style (default: Square Corners)

Square Corners: Classic corner brackets

Rounded Target (Tactical): Circular ring with segmented gaps

Circle Segments (Cinematic): Multi-ring HUD style (Iron Man/Elysium inspired)

Hexagon Lock (Sci-Fi): Hexagonal frame with corner brackets (Halo/Destiny inspired)

Marker Style (default: Dot)

Dot: Solid circular marker

Plus: Plus sign (+) marker

Cross: Diagonal cross (x) marker

Connection Type (default: Sequential)

Sequential: Connect trackers in order (1→2→3→4)

Star: Connect all trackers to the first tracker

Mesh: Connect every tracker to every other tracker

Line Style (default: Straight)

Straight: Direct lines between trackers

Curved: Smooth bezier curves

Wave: Sinusoidal wave pattern

Line Pattern (default: Solid)

Solid: Continuous lines

Dashed: Dashed line pattern

Dotted: Dotted line pattern

Arrow Style

Filled Triangle ►

Outline Triangle ▷

Angle >

Double Angle >>

Circle ●

Info Type (default: ID Only)

ID Only: Display tracker ID number

X Y Coords: Display X and Y coordinates

X Coord: Display X coordinate only

Y Coord: Display Y coordinate only

ID + Coords: Display ID and both coordinates

Color Pickers

Select Color Target

Pick the specific color you want to track (only active in Select Color mode)

Tracker Color (default: Green)

Color of tracking box outlines.

Marker Color (default: Red)

Color of center markers.

Line Color (default: Cyan)

Color of connection lines and arrows.

Text Color (default: Yellow)

Color of info text labels.



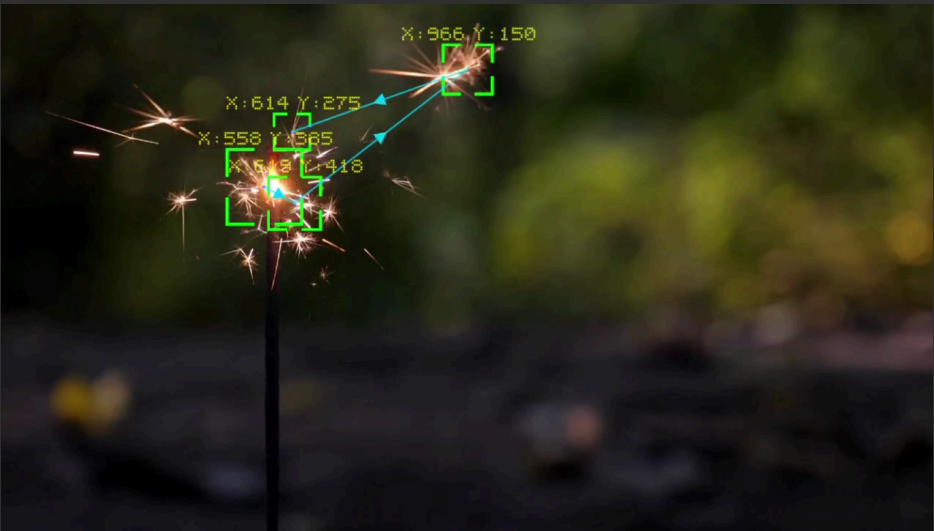


# Detection Modes Overview

Nx Nexus offers four intelligent detection modes, each optimized for different tracking scenarios. Choose the mode that best matches your footage and creative intent.

**Luminance Mode (Hybrid Detection)**  
Best for: General-purpose tracking, bright objects, high-contrast scenes

Luminance mode uses a sophisticated hybrid approach that combines brightness analysis with edge detection. The algorithm evaluates both the luminance values and edge strength to identify regions of interest. This dual-layer detection makes it exceptionally reliable for tracking well-lit subjects, light sources, reflections, and any objects with clear brightness contrast against their background. It's the go-to mode for most tracking scenarios, offering robust performance across diverse lighting conditions.



**Saturation Mode (Colorful Regions)**  
Best for: Vibrant colors, saturated objects, color-based isolation

Saturation mode detects regions based on color intensity and purity, automatically filtering out grayscale and dark areas. The algorithm analyzes color saturation while requiring a minimum brightness to ensure tracked colors are visible and vibrant. This mode is perfect for tracking colorful clothing, painted objects, neon signs, colored lights, or any saturated elements in your scene. It intelligently ignores desaturated and shadowed areas, focusing only on the most colorful regions.



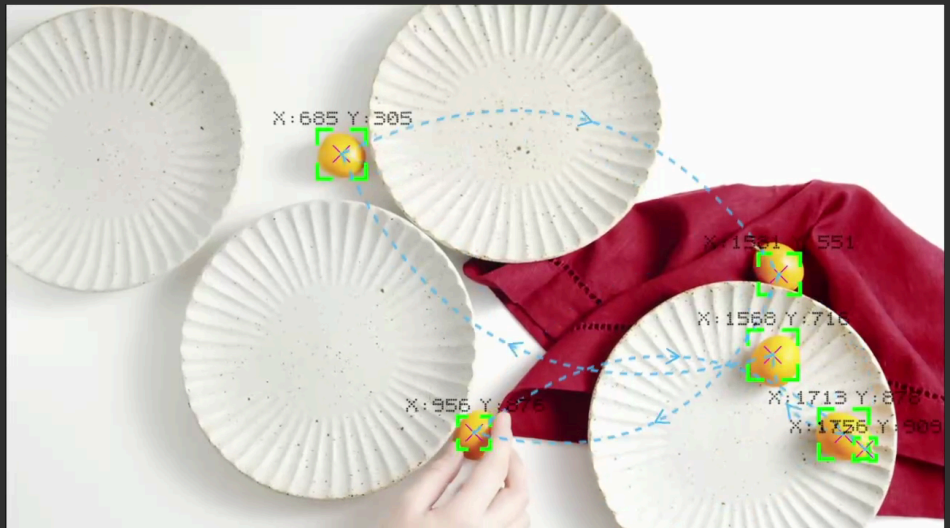
**Edges Mode (Contour Detection)**  
Best for: Defined shapes, silhouettes, architectural elements, motion graphics

Edges mode focuses exclusively on detecting strong contours and boundaries using advanced Sobel gradient analysis. This mode excels at tracking objects with well-defined shapes and clear outlines, regardless of their color or brightness. It's particularly effective for architectural elements, graphic overlays, text, logos, and any subject where shape definition is more important than color or luminance. The algorithm ignores subtle gradients and focuses on sharp transitions, making it ideal for clean, geometric tracking.



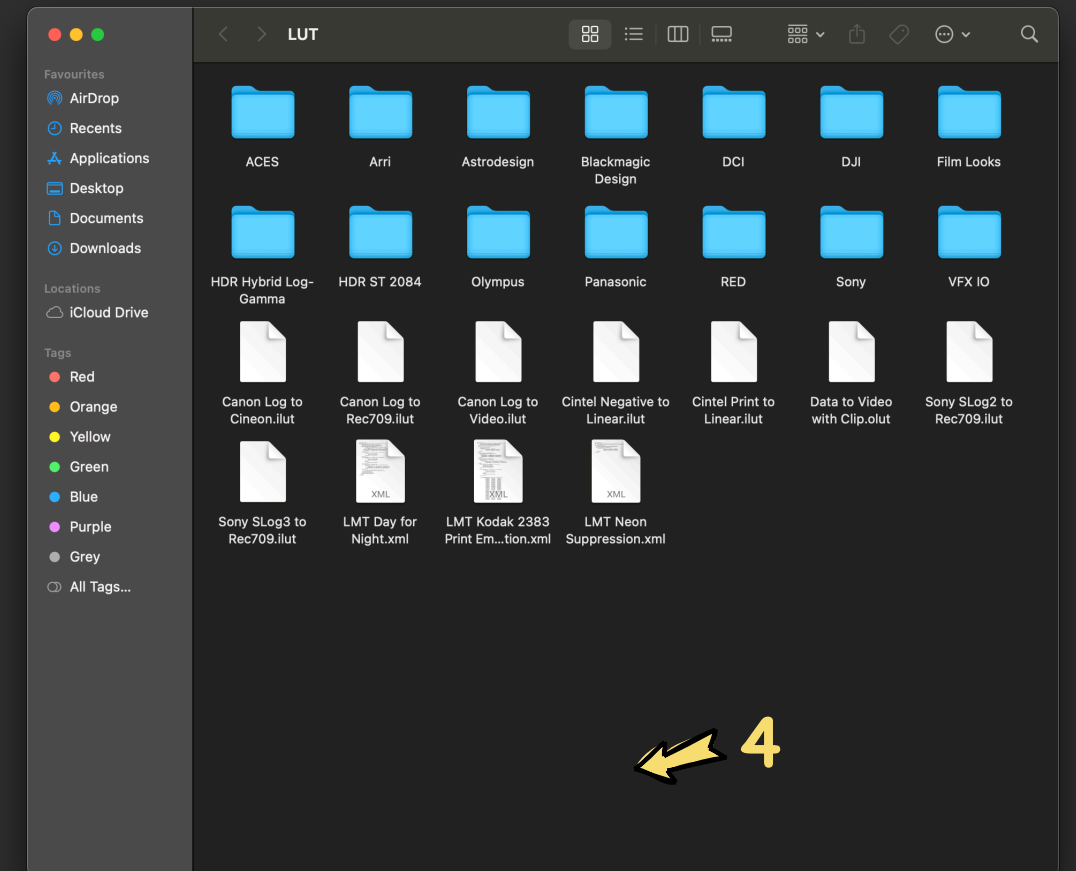
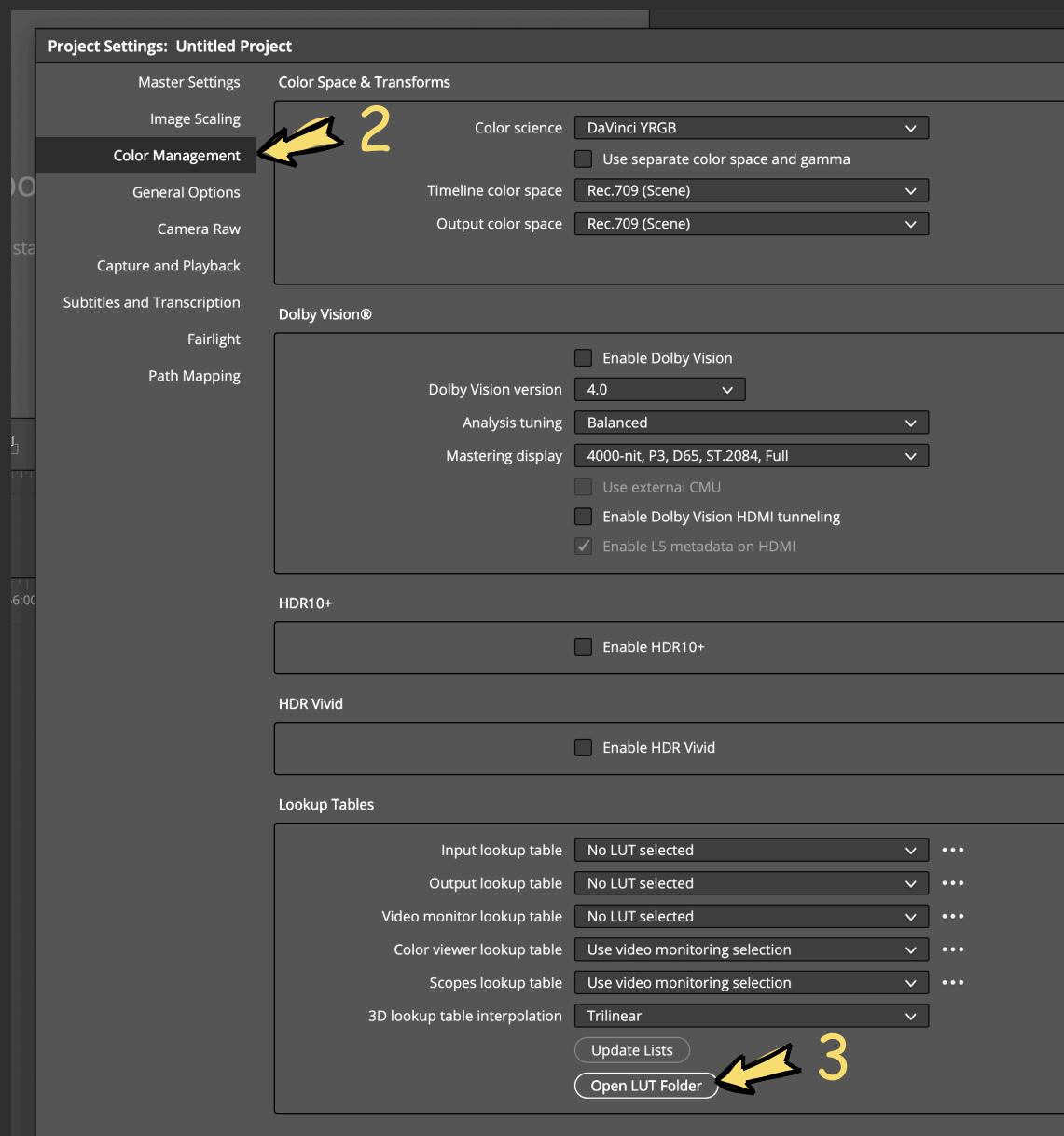
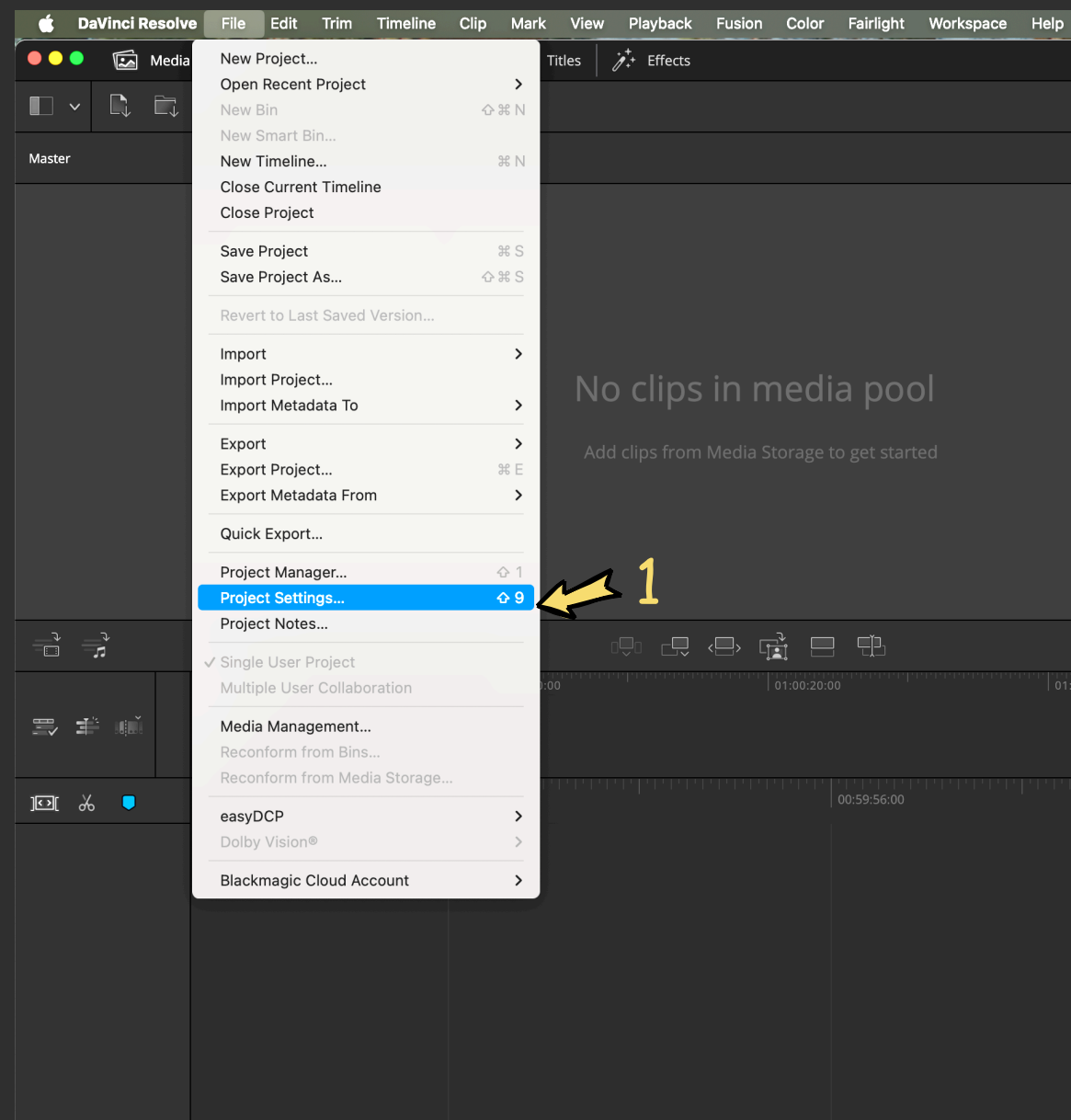
**Select Color Mode (Precision Color Tracking)**  
Best for: Specific color isolation, color-based keying workflows, targeted tracking

Select Color mode offers precision tracking of a specific color chosen via the color picker. Using advanced HSV color space analysis, the algorithm calculates color similarity with weighted emphasis on hue, saturation, and brightness. The threshold slider controls color tolerance—lower values require exact matches, while higher values accept a broader color range. This mode works in dimmer conditions compared to Saturation mode, making it ideal for tracking specific colored objects even in challenging lighting situations.



# DCTL Installation

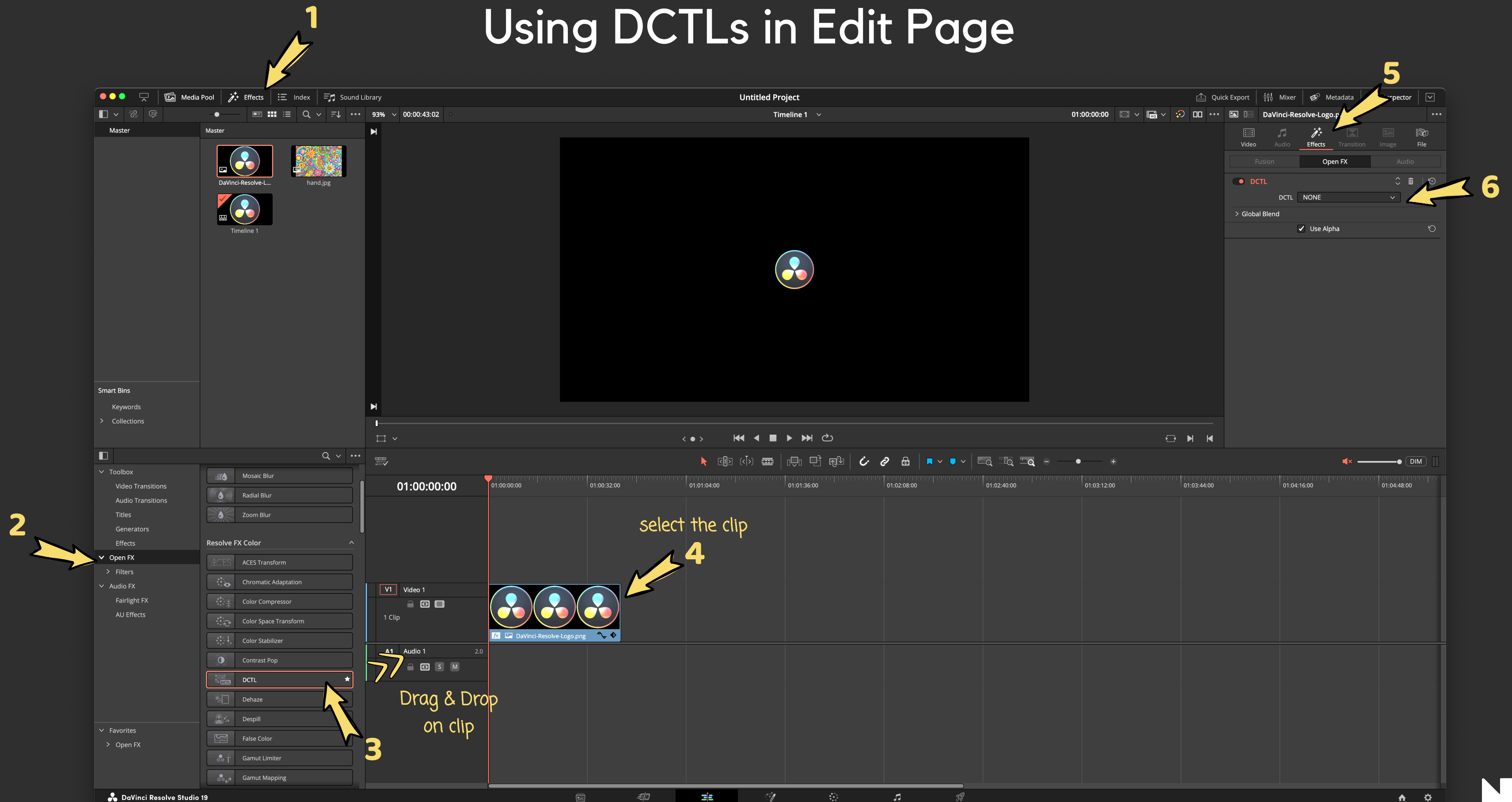
1. Go to the (Menu) File -> Project Settings
2. Navigate to “Color Management” then “Lookup Tables”.
3. Click “Open LUT Folder” to open the LUT folder within Explorer.
4. Copy and Paste "Nx Nexus.dctl" into the LUT folder.
5. Restart Resolve.



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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 central preview window shows a 1447x1447xfloat32 image of a three-leaf clover. The bottom timeline shows a sequence of nodes: 'MediaIn1', 'DCTL1', and 'MediaOut1'. The 'Nodes' panel at the bottom shows the 'DCTL1' node highlighted. The 'Inspector' panel on the right shows the 'DCTL1' settings, with the 'DCTL' dropdown menu set to 'NONE'.



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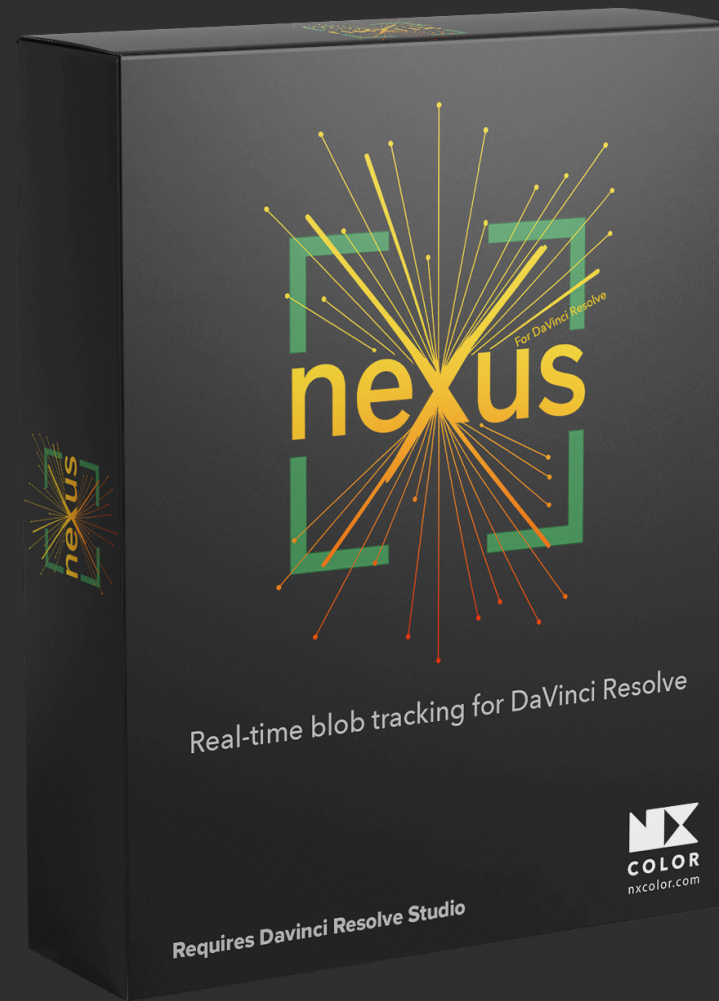


# Using DCTLs in Color Page



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