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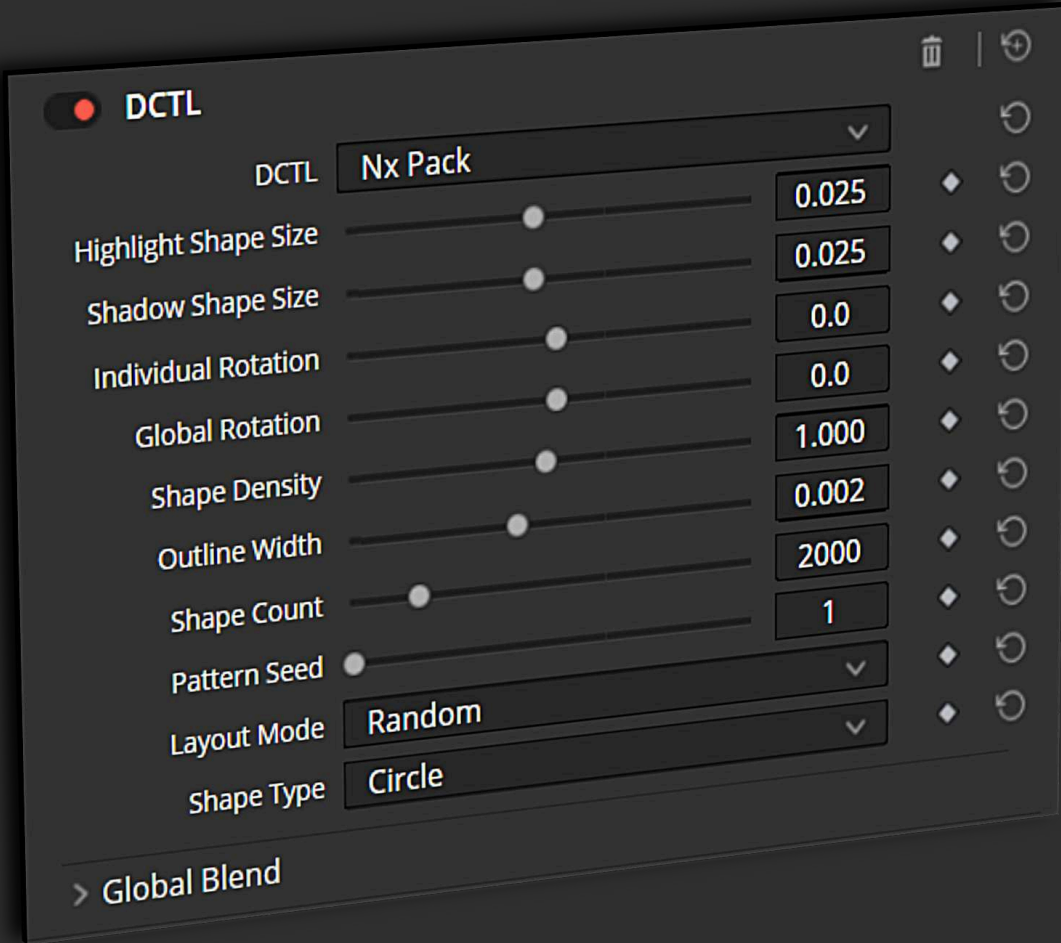
We hope you'll love using these DCTL tools for DaVinci Resolve to bring your creative visions to life!





Nx Pack

Arrange pixels into dynamic heaps or structured grids, transforming images into stunning particle-based designs.



Dynamic Shape Packing

Arrange pixels into random heaps or structured grids for unique visual effects.

Packed Shape Distribution

Dynamically pack circles, squares, hexagons, and triangles for a unique visual effect.

Random/Grid Placement

Select between random distribution for an organic look or grid-based alignment for structured patterns.

Adaptive Sizing

Control shape size and spacing to fine-tune density and coverage.

Compatibility Across Pages

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

Seed-Based Randomisation

Recreate or adjust randomized patterns with a simple seed value for controlled variations.

System Requirements

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

Requires DaVinci Resolve Studio 19.1 and Above.

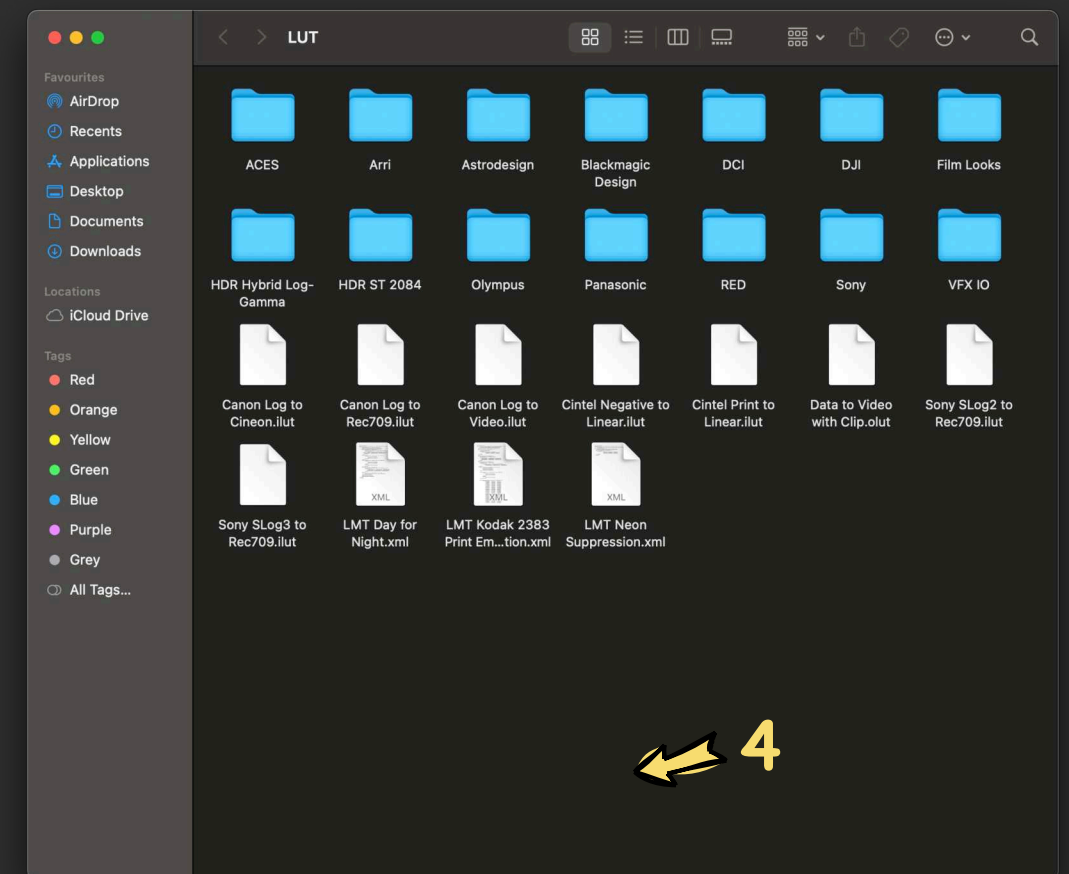
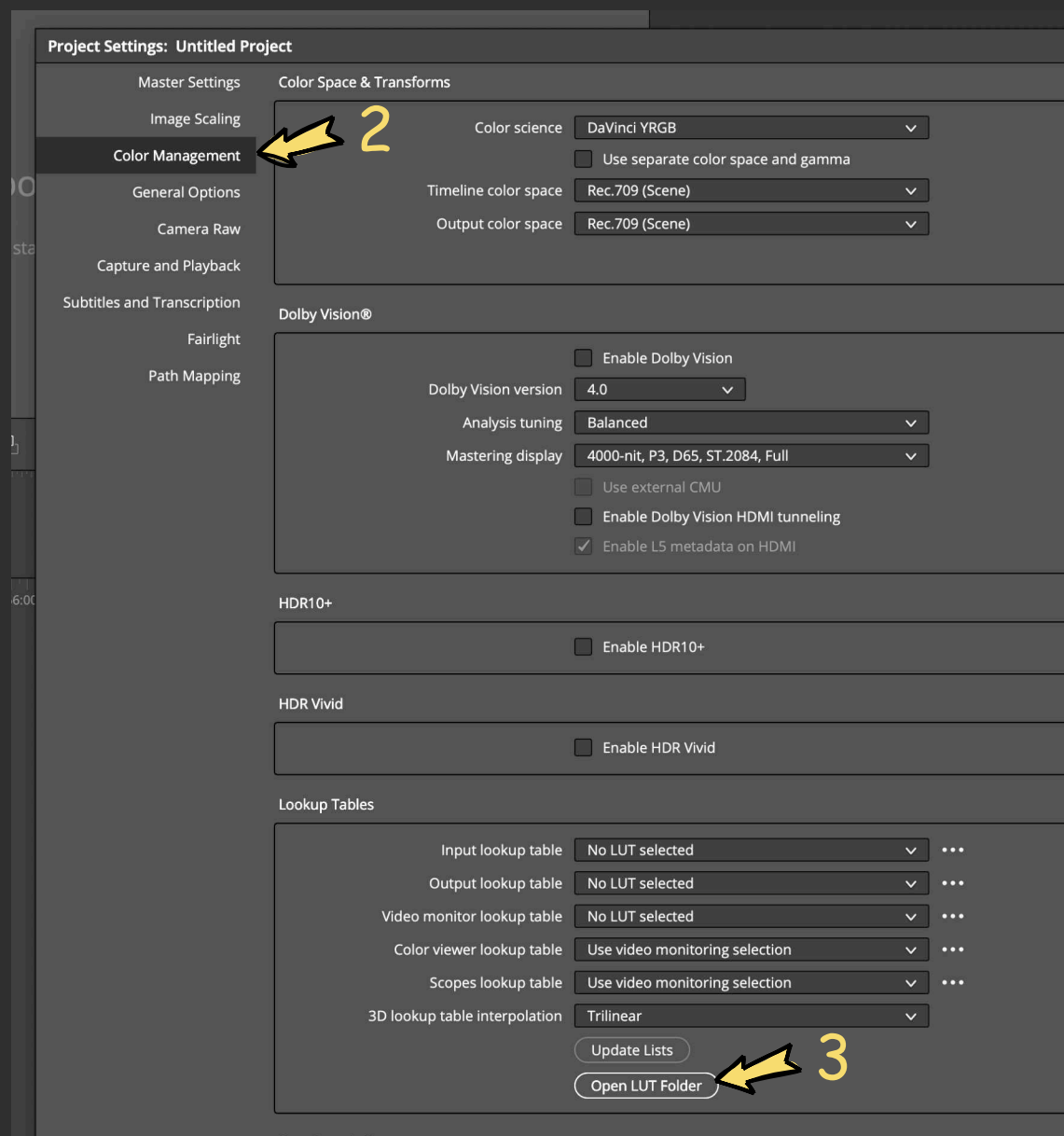
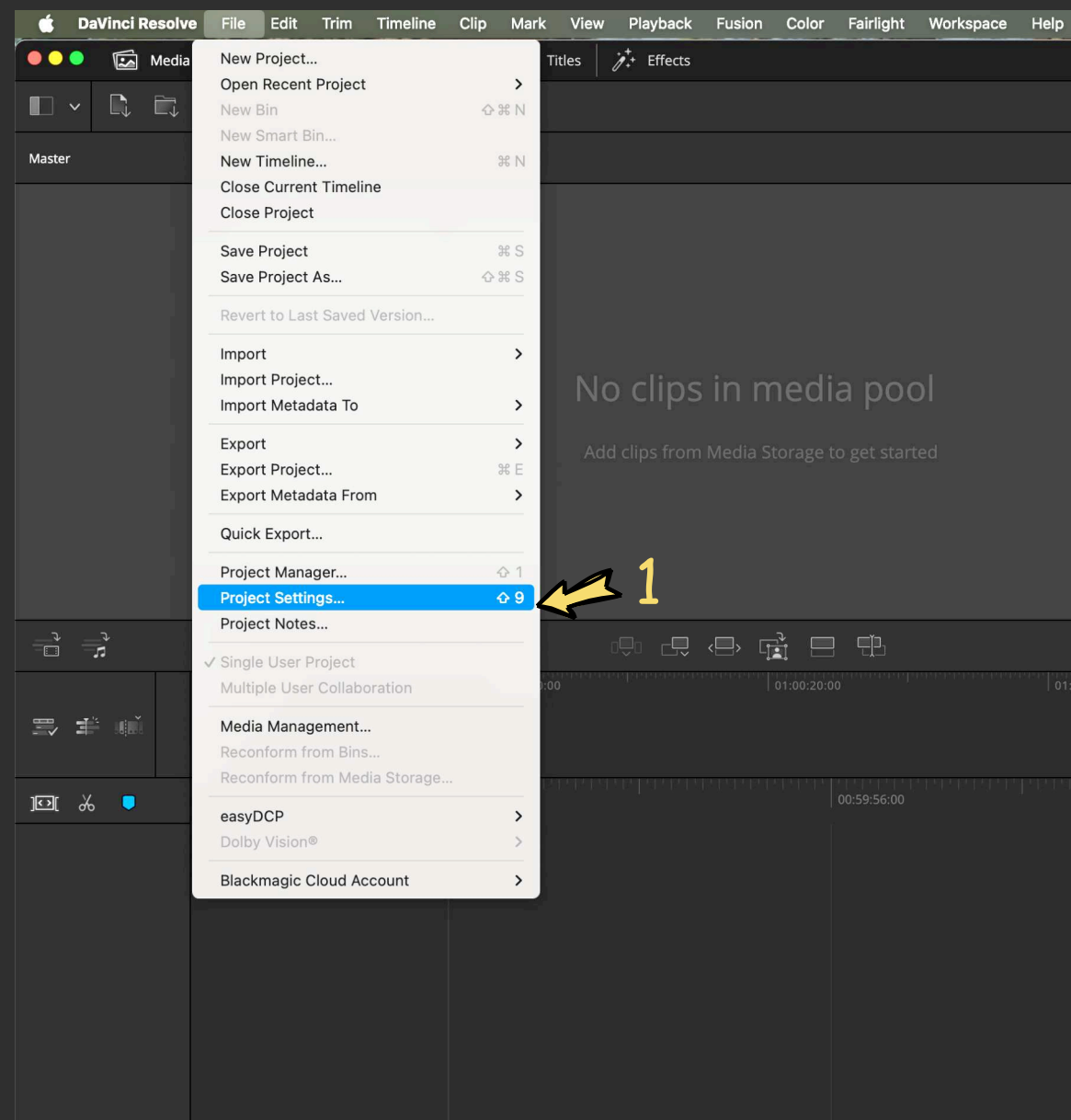


COLOR

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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 Pack

DCTL

DCTL

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Highlight Shape Size

0.025

Shadow Shape Size

0.025

Individual Rotation

0.0

Global Rotation

0.0

Shape Density

1.000

Outline Width

0.002

Shape Count

2000

Pattern Seed

1

Layout Mode

Random

Shape Type

Circle

> Global Blend

Highlight Shape Size – Controls the size of shapes in bright/highlighted areas.

Shadow Shape Size – Controls the size of shapes in dark/shadow areas.

Individual Rotation – Adjusts the rotation angle of each shape independently.

Global Rotation – Rotates the entire pattern as a whole.

Shape Density – Determines how tightly packed the shapes are.

Outline Width – Sets the thickness of shape outlines.

Shape Count – Sets the maximum number of shapes packed into the image.

Pattern Seed – Alters the random pattern generation for shape placement.

Layout Mode – Selects between random or grid-based shape placement.

Shape Type – Chooses the shape type used for packing.

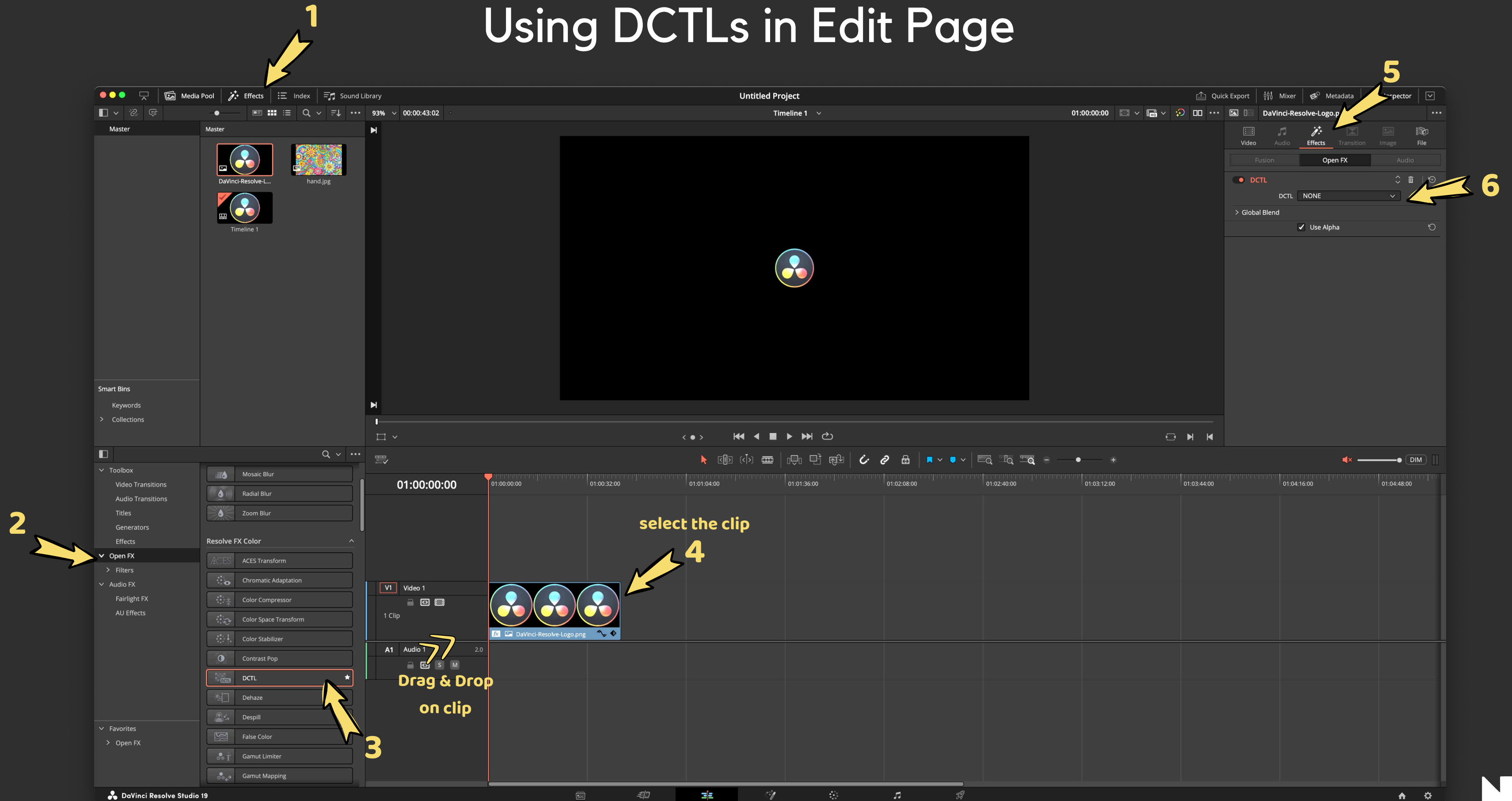
**Note: Render the images in resolutions 4k or higher to reduce aliasing issue on the shape edges.
Also this DCTL is highly resource intensive, you need a fast graphics card with large memory.**



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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' shelf, which is organized into categories: Tools, Templates, LUTs, Resolve FX Color, Resolve FX Generate, and Resolve FX Key. The 'DCTL' effect is highlighted in the 'Resolve FX Color' section. The central preview window shows a 1447x1447xfloat32 image of a color wheel. The bottom timeline shows a sequence of nodes: MediaIn1, DCTL1, and MediaOut1. The 'DCTL1' node is highlighted. The right sidebar shows the 'Inspector' panel, which is open to the 'DCTL1' node's settings. The 'DCTL' dropdown menu is set to 'NONE'.

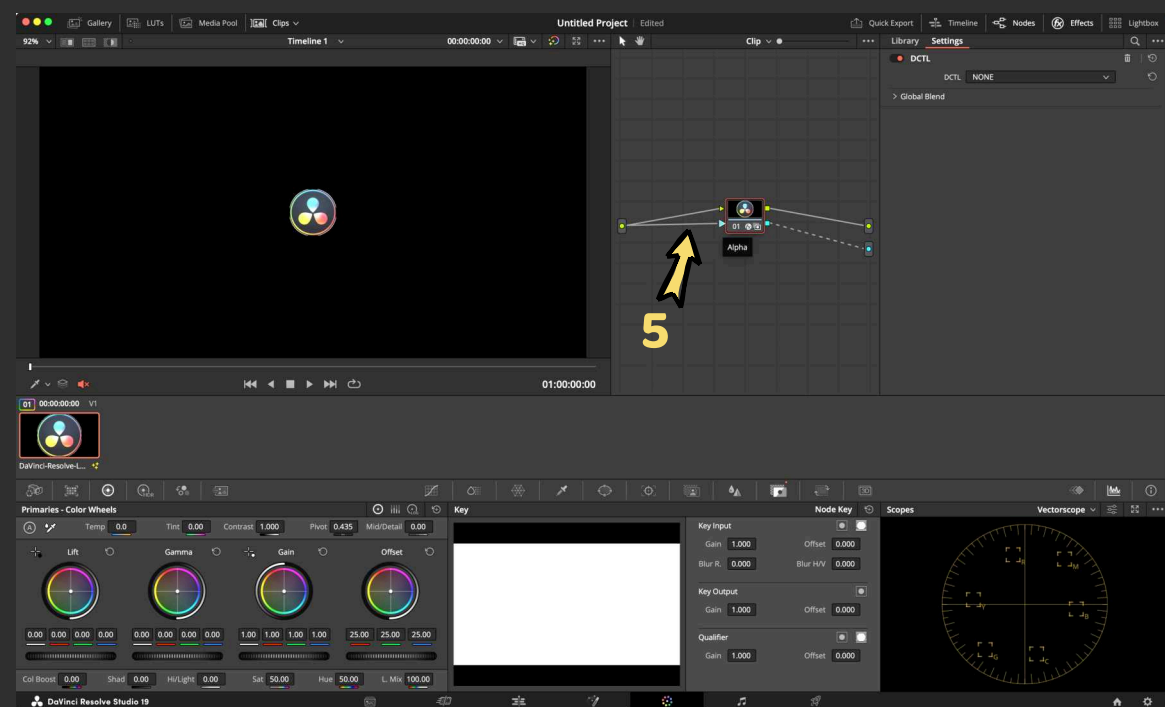
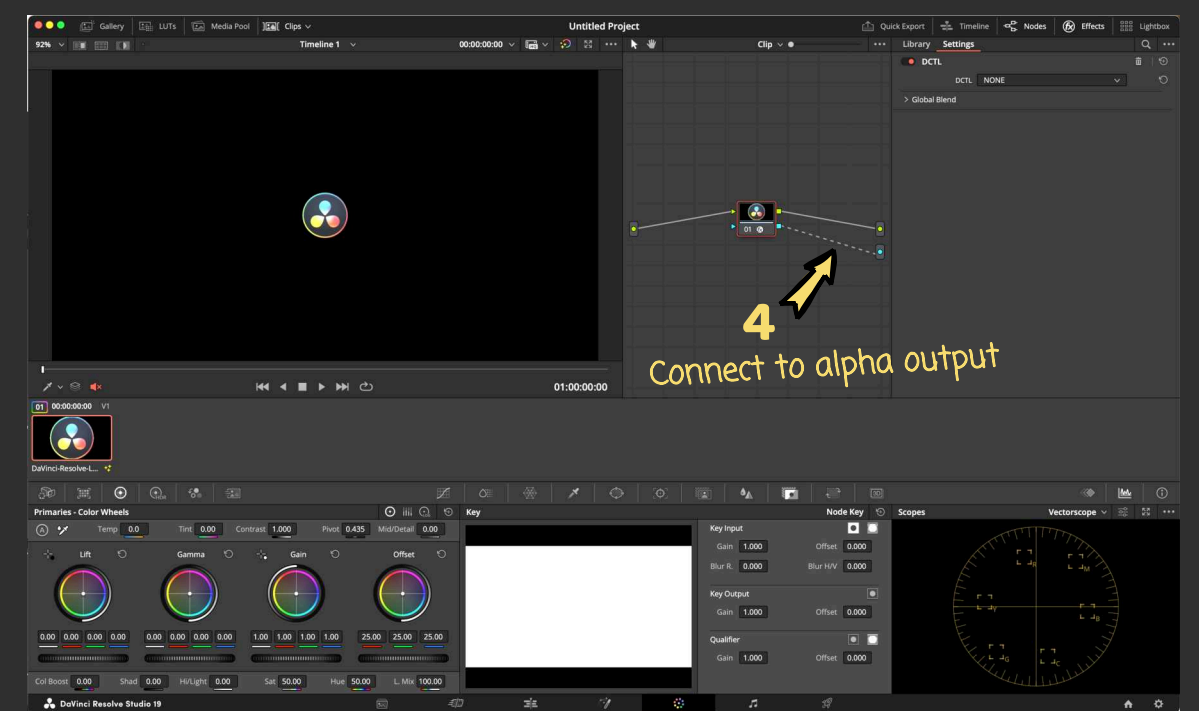


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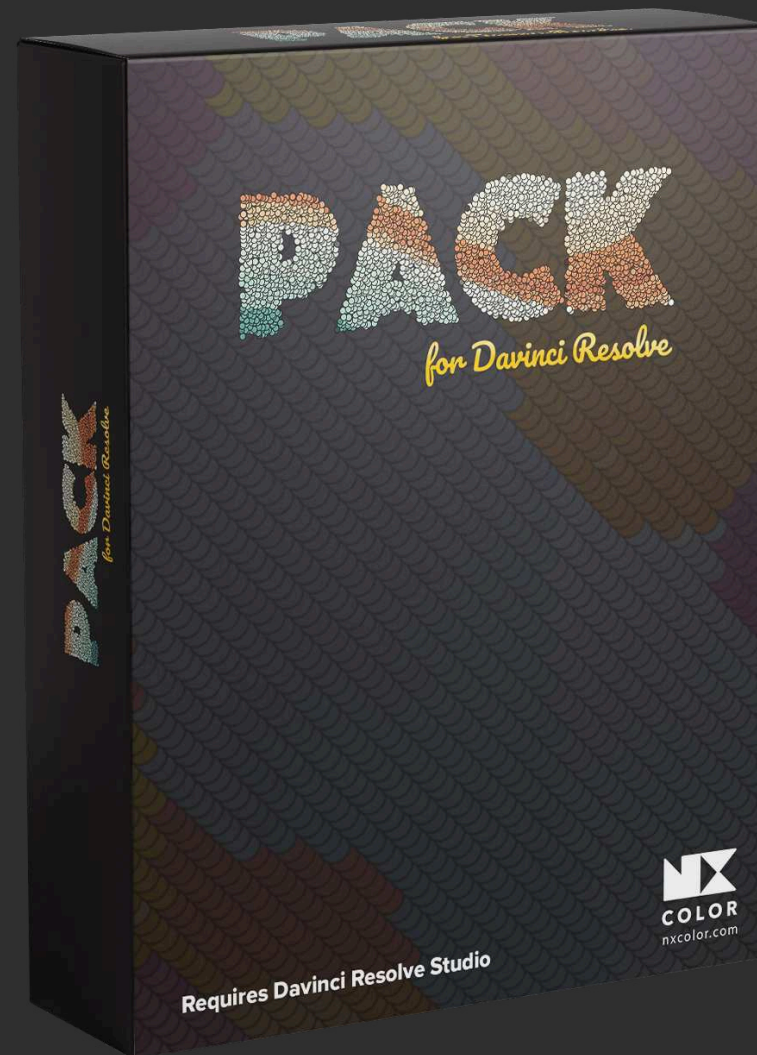
Using DCTLs in Color Page

Alpha Supported *



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For any support / queries please mail to
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