

rasterize

for davinci resolve

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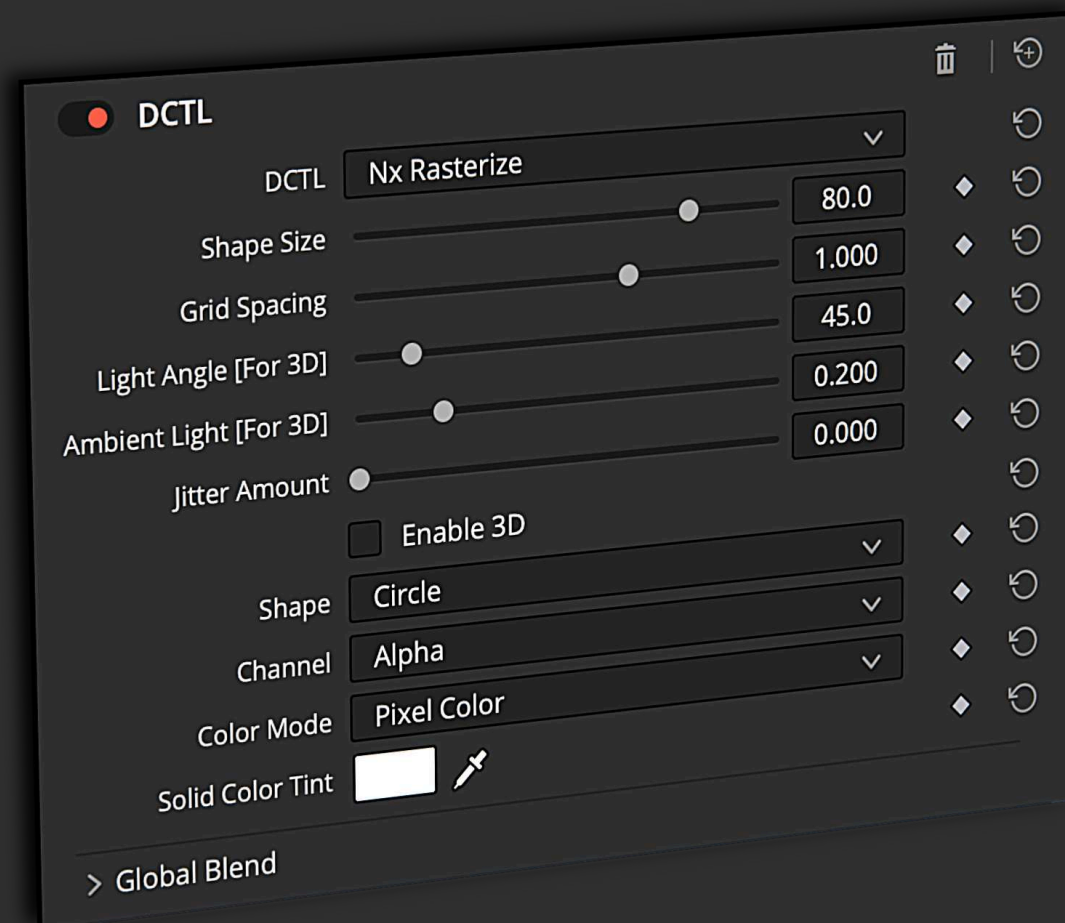
We hope you'll love using these DCTL tools for DaVinci Resolve to bring your creative visions to life!





Nx Rasterize

Create stunning visual patterns from your images using elegant shapes and dynamic effects



Multiple Shape Options

Choose from circles, squares, diamonds, hearts, and hexagons to create your perfect pattern.

Dynamic Size Control

Adjust both overall grid size and spacing between shapes for precise control.

Flexible Color Modes

Work with original pixel colors or apply custom solid color tints.

3D Lighting

Add depth with adjustable light angle and ambient lighting controls.

Alpha Channel Support

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

Compatibility Across Pages

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

System Requirements

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

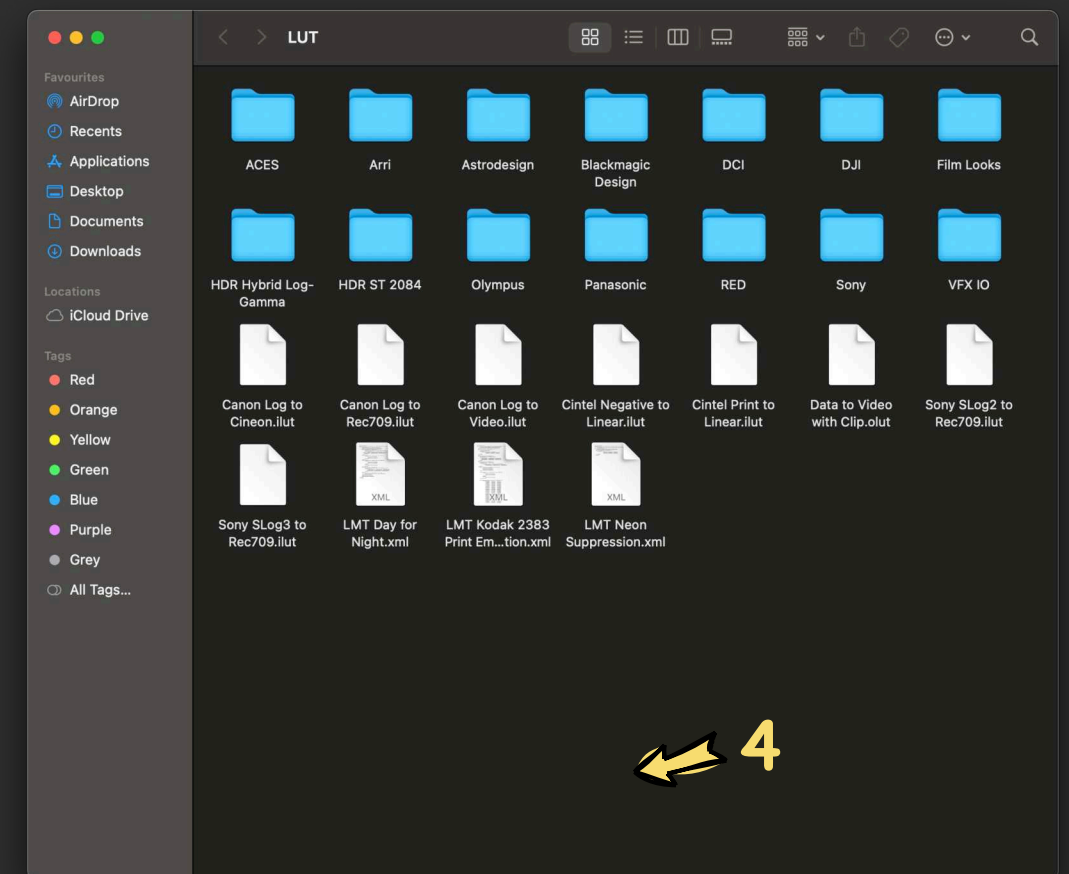
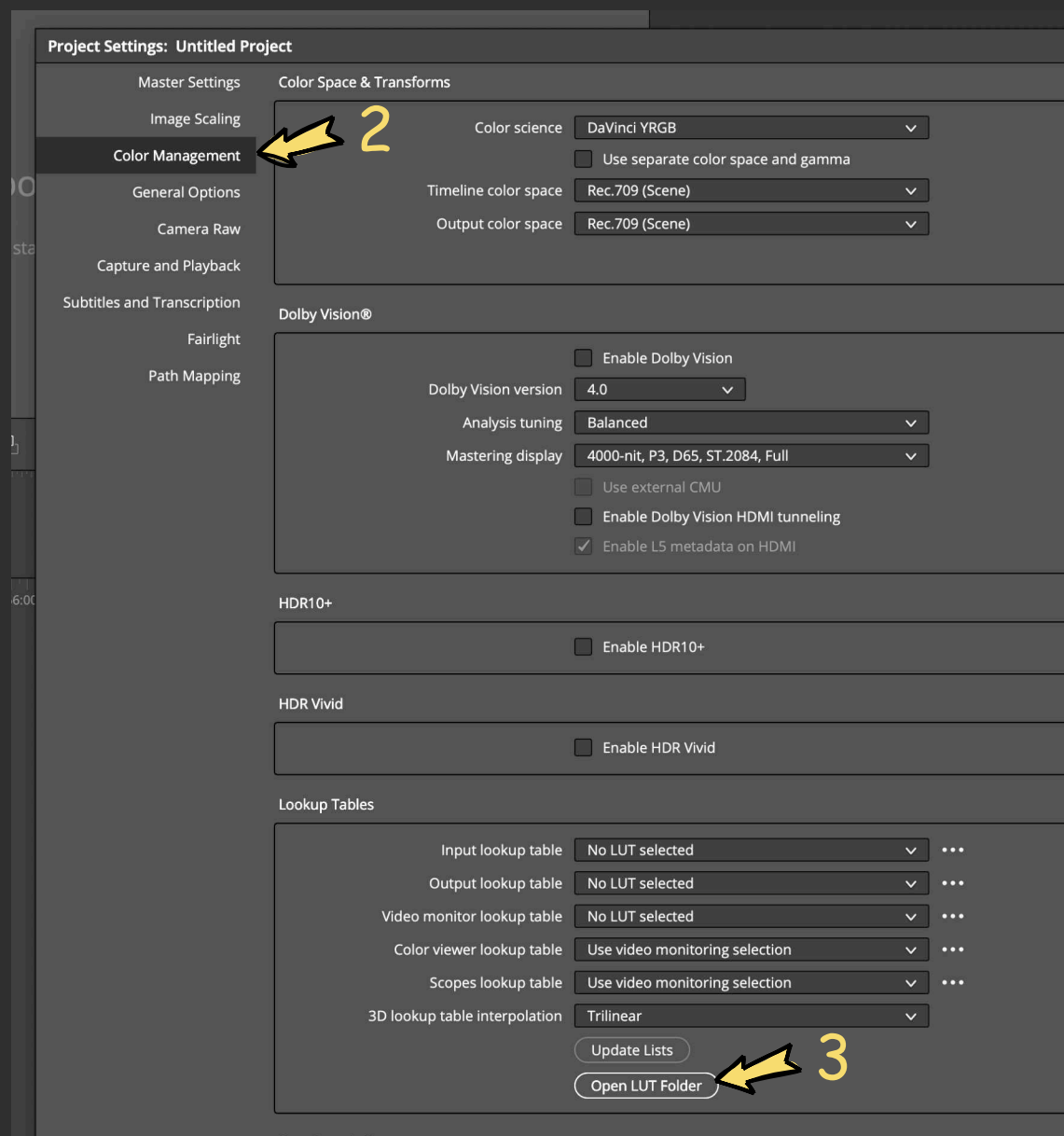
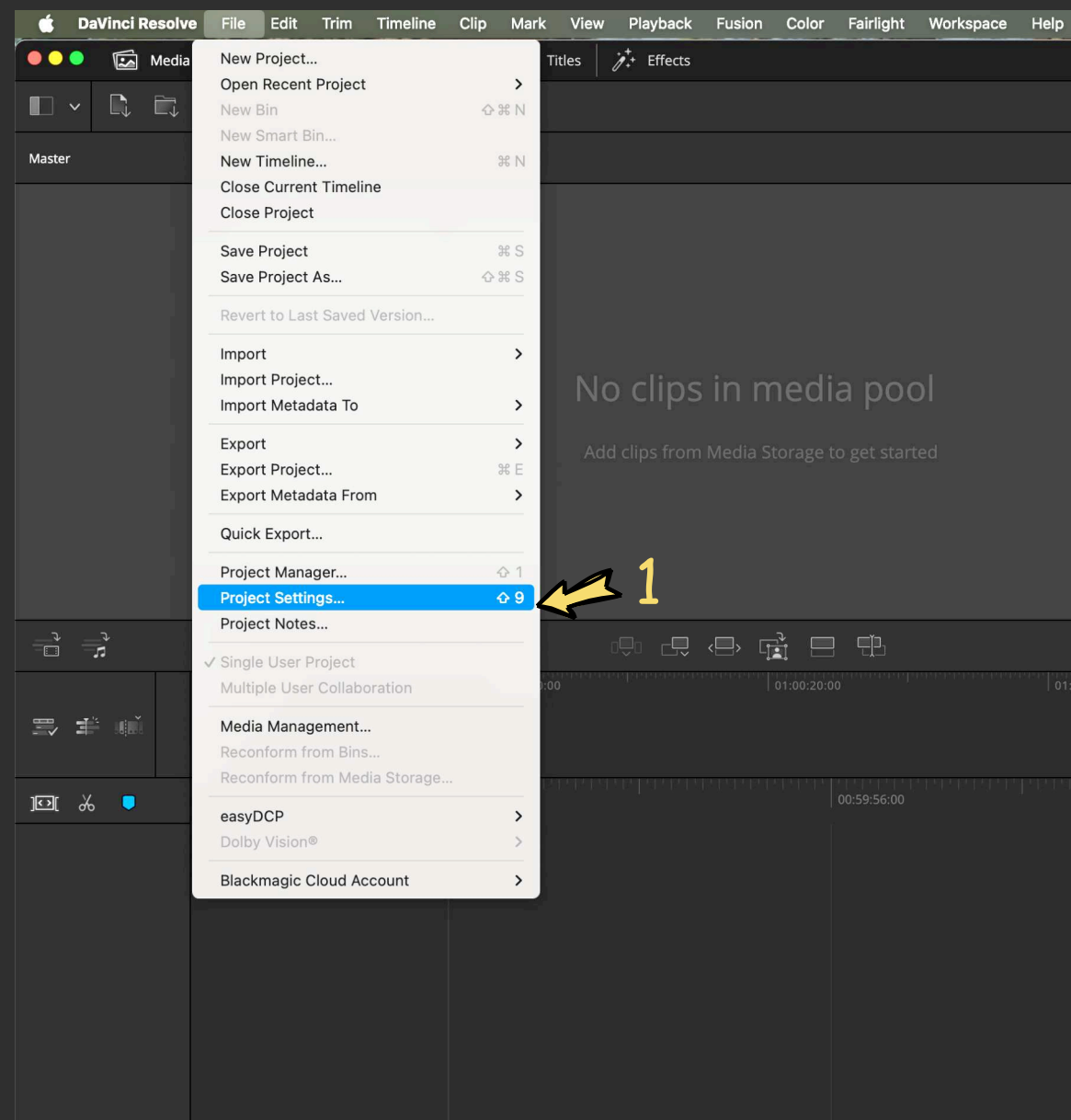
Requires DaVinci Resolve Studio 19.1 and Above.



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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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DCTL

DCTL

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Shape Size

80.0

Grid Spacing

1.000

Light Angle [For 3D]

45.0

Ambient Light [For 3D]

0.200

Jitter Amount

0.000

☐ Enable 3D

Shape

Circle

Channel

Alpha

Color Mode

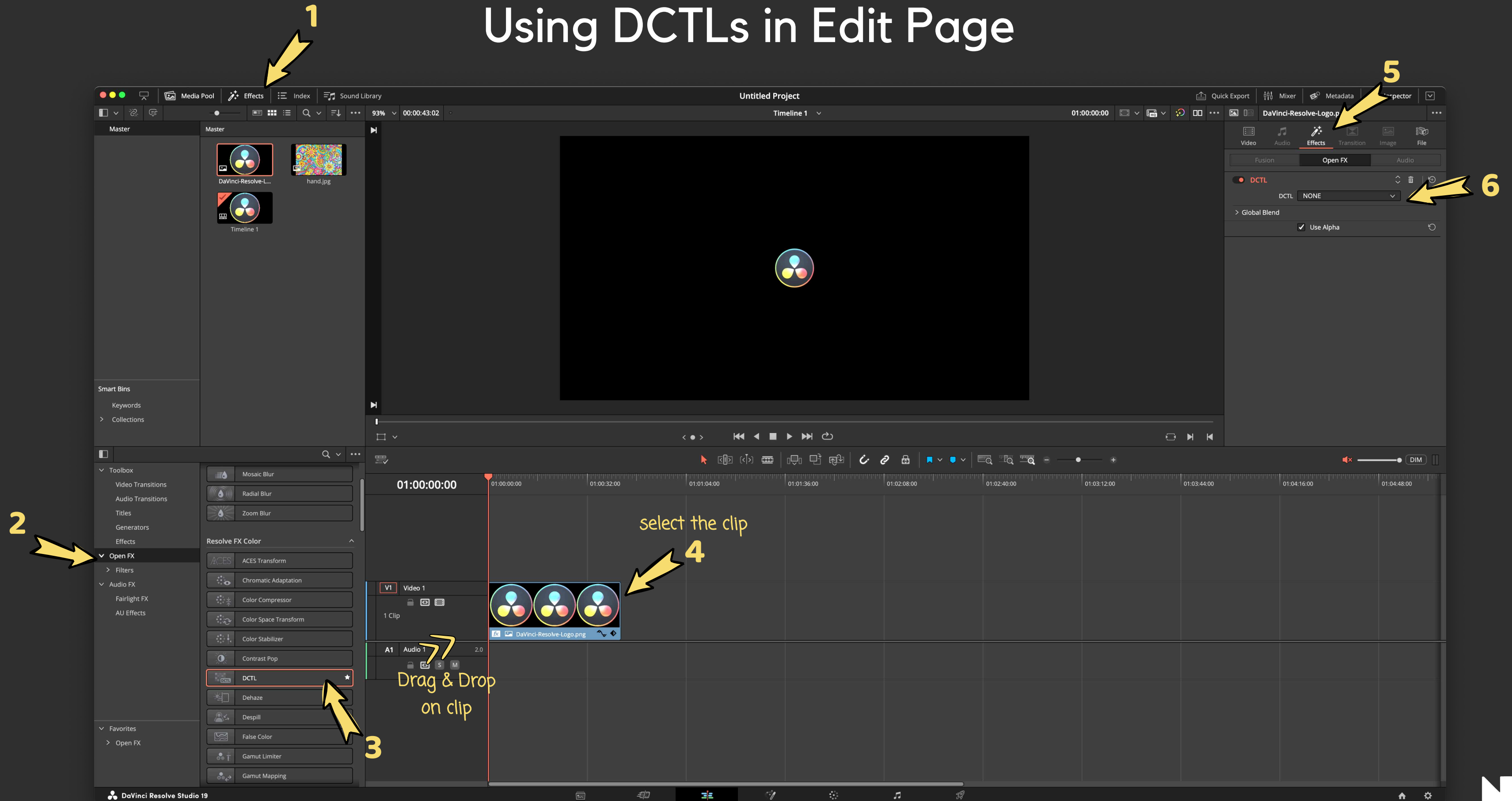
Pixel Color

Solid Color Tint

> Global Blend

- Shape Size – Controls the overall size of the grid and individual shapes.
- Grid Spacing – Adjusts the spacing between shapes within the grid.
- Light Angle [For 3D] – Sets the direction of the light source for 3D shading.
- Ambient Light [For 3D] – Controls the base brightness of the 3D shapes.
- Jitter Amount – Introduces randomness to the grid cell placement.
- Enable 3D – Toggles 3D depth and lighting for shapes.
- Shape – Selects the geometric shape to be used in the grid.
- Channel – Determines which image channel influences shape size and intensity.
- Color Mode – Chooses between original pixel colors or a solid color tint.
- Solid Color Tint – Applies a solid color tint to the shapes.

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 (1). The left sidebar contains the 'Effects' library, where the 'DCTL' effect is highlighted (2). A yellow arrow points to the 'DCTL' effect with the text 'Drag & Drop on flow' (3). The central preview window shows a color wheel graphic. The bottom panel shows the 'Nodes' area, where the 'DCTL1' node is added to the flow between 'MediaIn1' and 'MediaOut1' (3). The right sidebar shows the 'Inspector' tab, where the 'DCTL' dropdown menu is open, showing 'NONE' (4). The 'Inspector' tab also shows the 'Controls' and 'Settings' sections (5).

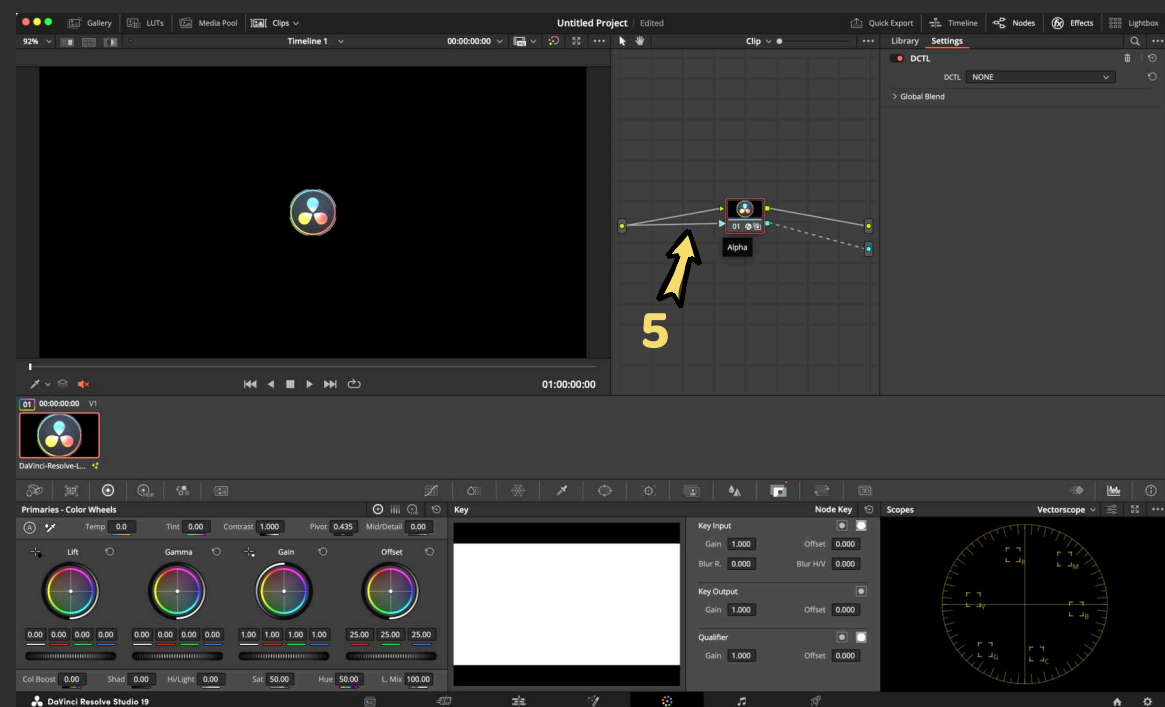
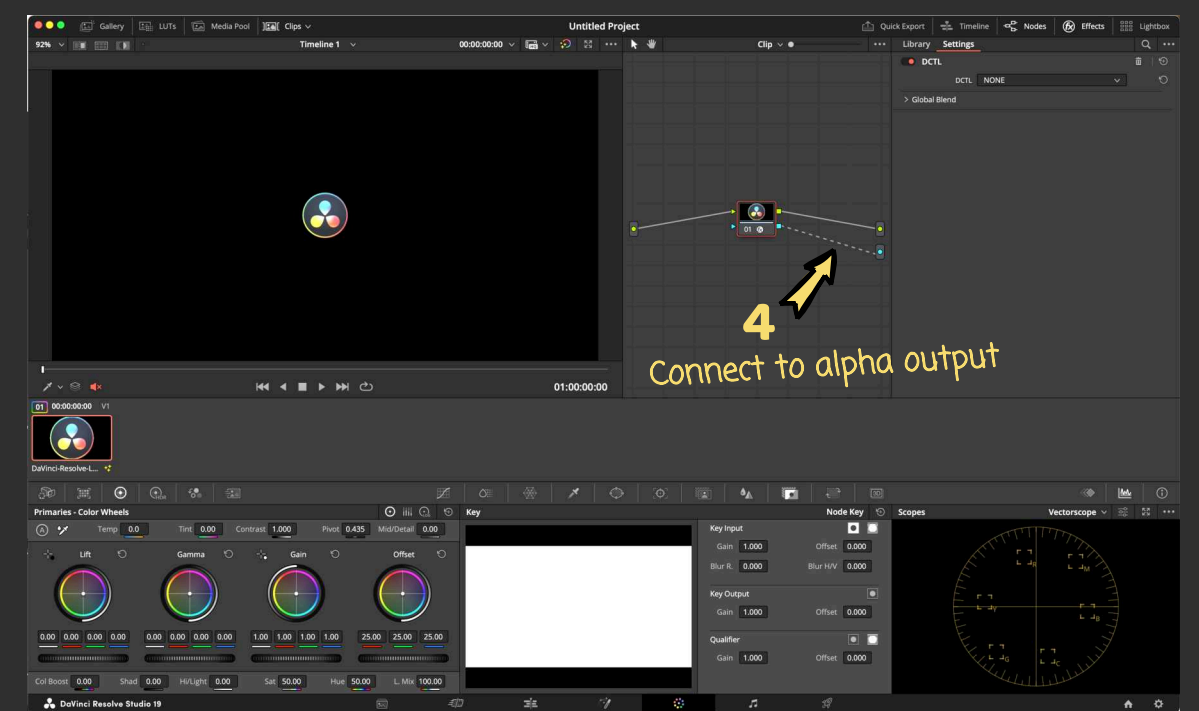
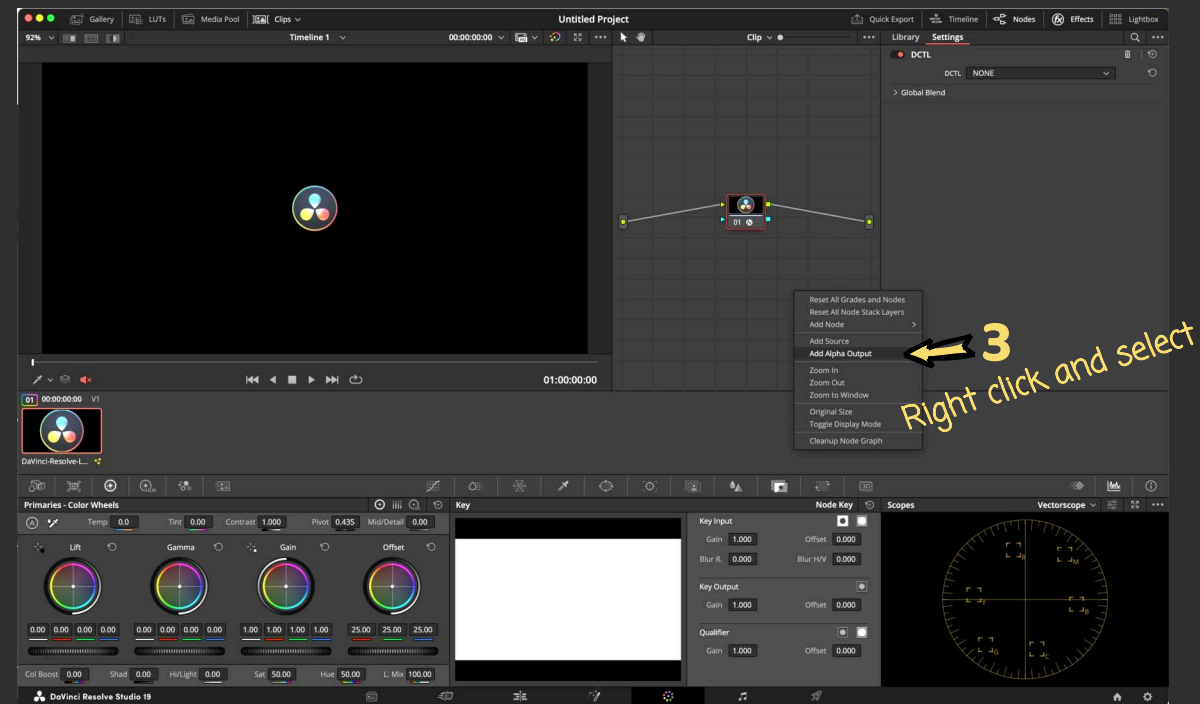


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Using DCTLs in Color Page

Alpha Supported *



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For any support / queries please mail to
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