

ShadowCast

Thank you for your purchase - we truly value your support and are grateful for your business.

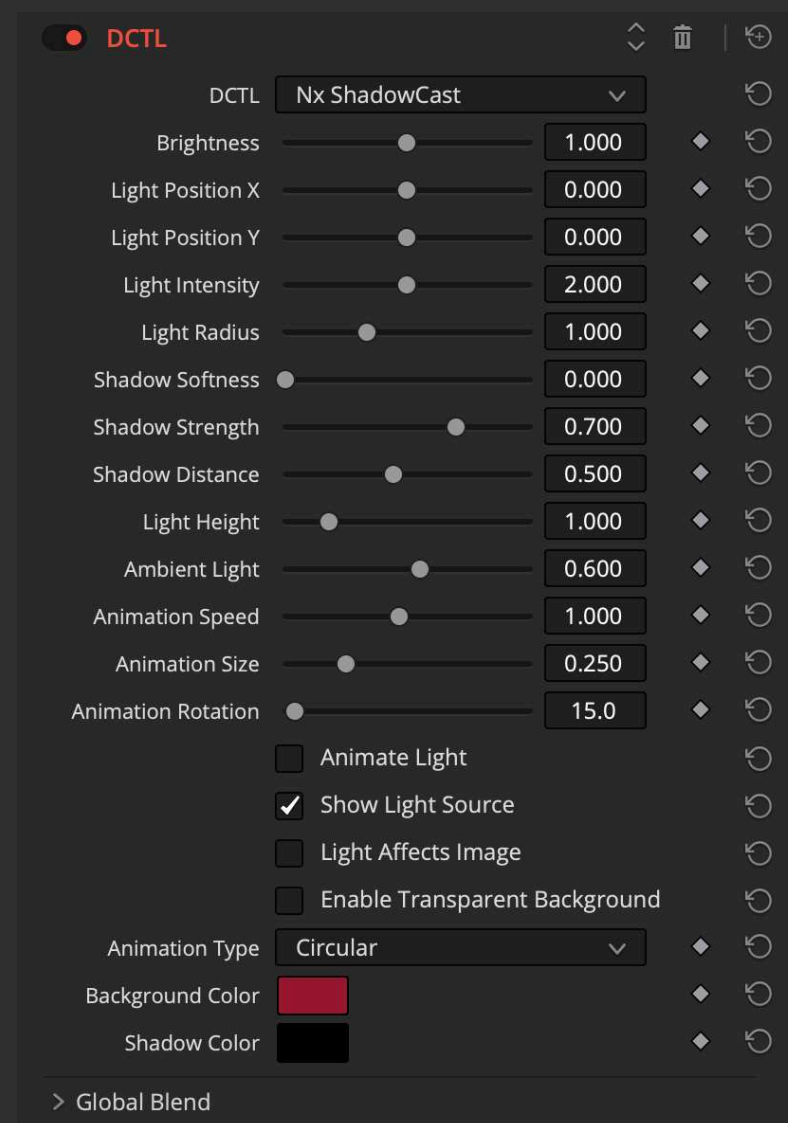
We hope you'll love using these DCTL tools for DaVinci Resolve to bring your creative visions to life!



ShadowCast

Nx ShadowCast

Real-Time 2D Global Illumination, Built for DaVinci Resolve.



Realistic Ray-marched Shadows

Simulates accurate shadow falloff, direction, and softness using advanced ray-marching.

Dynamic Lighting Control

Adjust light position, intensity, and radius to shape how your shadows behave.

Soft Shadow Control

Fine-tune shadow blur to match anything from harsh sunlight to soft ambient lighting.

Realtime Visual Feedback

See changes instantly as you animate light and shadow over time.

Workflow Compatibility

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

Fully Keyframeable

All controls are keyframe-ready, giving you complete creative flexibility.

System Requirements

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

Requires DaVinci Resolve Studio 19.1 and Above.

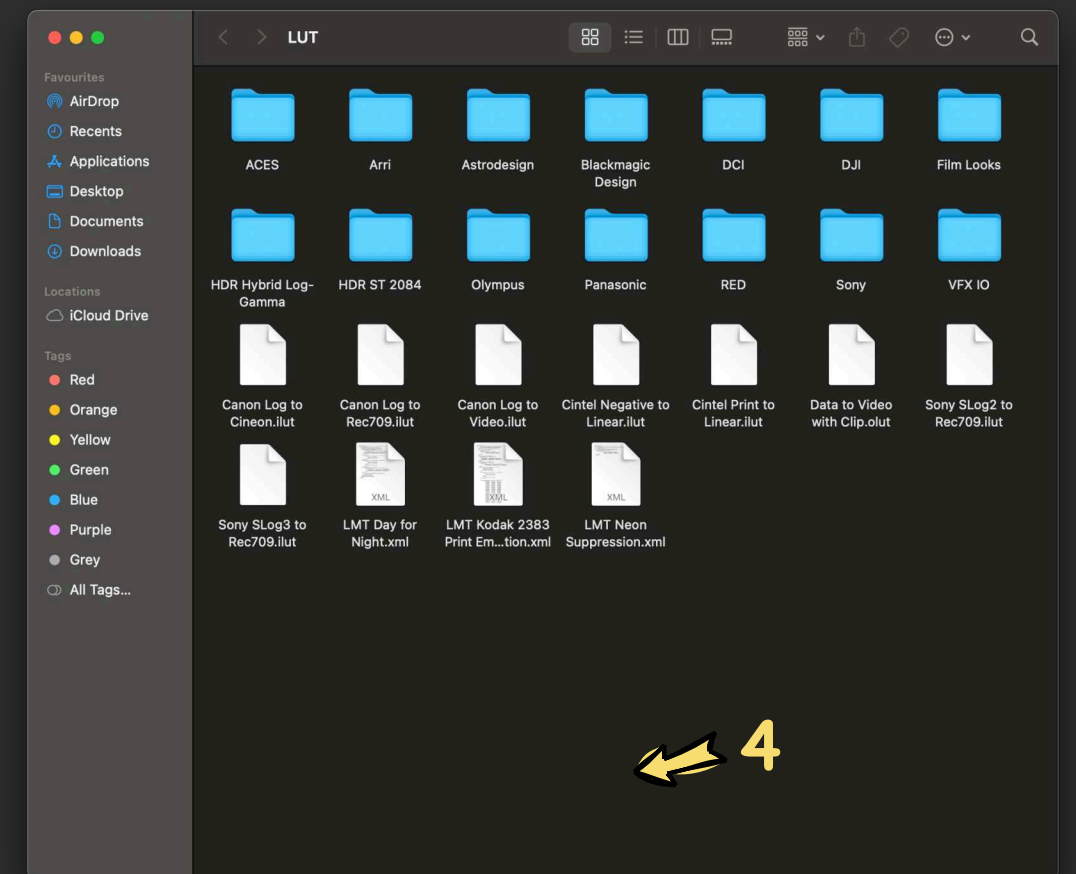
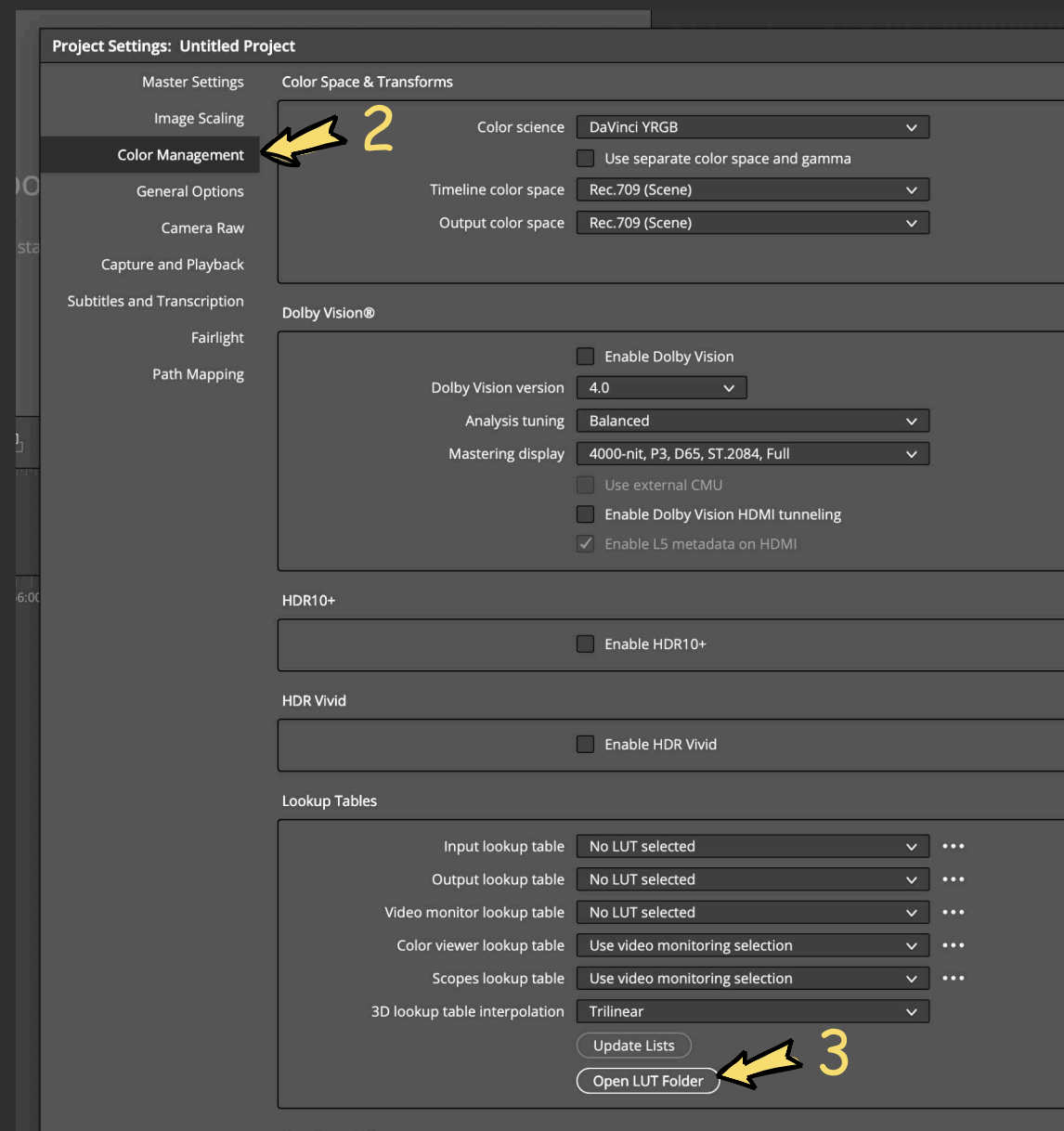
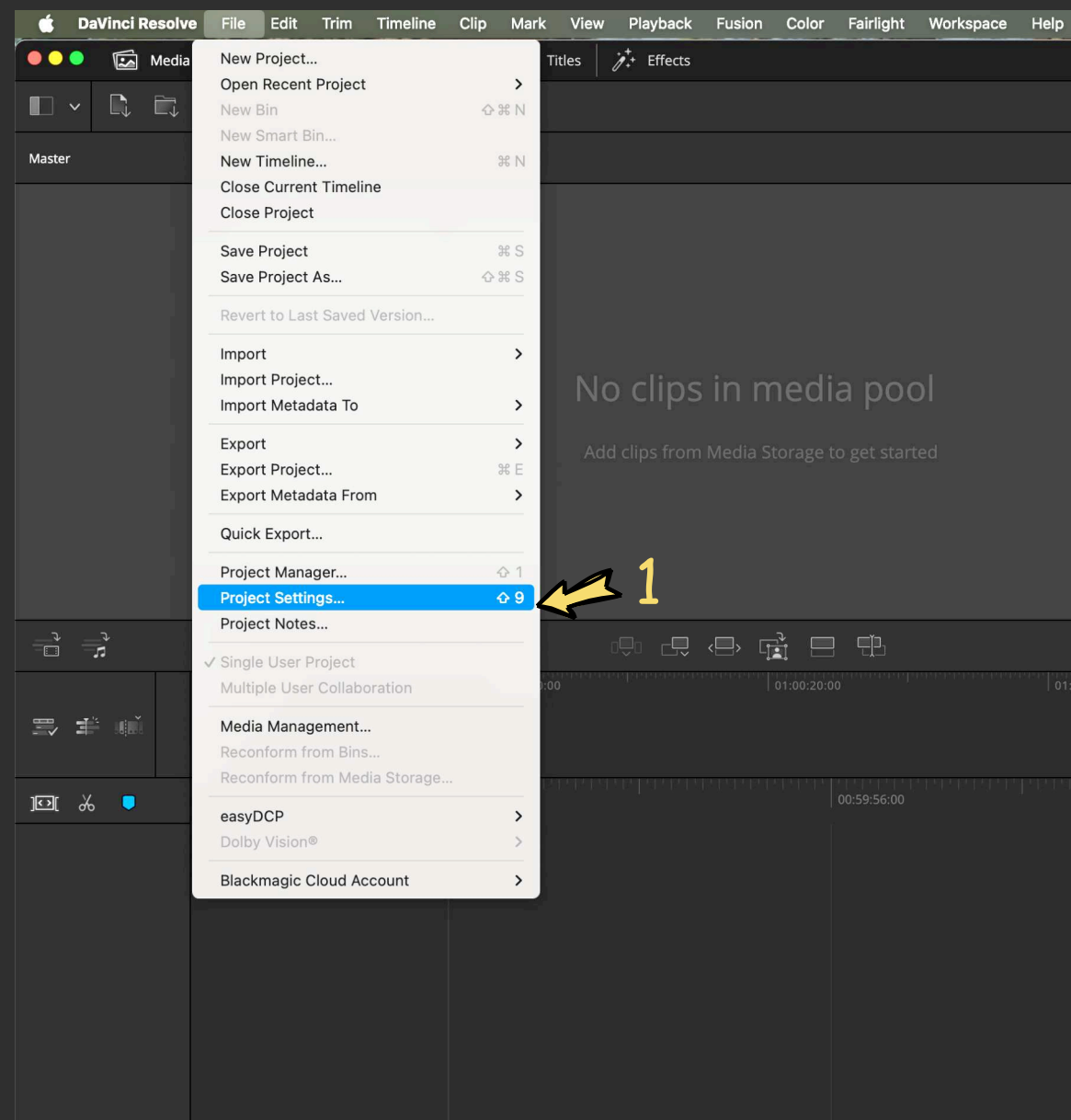


COLOR

nxcolor.com

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 Nx ShadowCast.dctl file within the DaVinci Resolve LUT Folder we just opened.
5. Restart Resolve



COLOR

nxcolor.com

Nx ShadowCast

DCTL

DCTL

Nx ShadowCast

Brightness

1.000

Light Position X

0.000

Light Position Y

0.000

Light Intensity

2.000

Light Radius

1.000

Shadow Softness

0.000

Shadow Strength

0.700

Shadow Distance

0.500

Light Height

1.000

Ambient Light

0.600

Animation Speed

1.000

Animation Size

0.250

Animation Rotation

15.0

☐ Animate Light

☒ Show Light Source

☐ Light Affects Image

☐ Enable Transparent Background

Animation Type

Circular

Background Color

Shadow Color

> Global Blend

☀️ Lighting & Shadow Controls

- Brightness: Adjusts the overall image brightness.
- Light Position X: Sets the horizontal position of the light source.
- Light Position Y: Sets the vertical position of the light source.
- Light Intensity: Controls how bright the light source appears.
- Light Radius: Determines the size of the light's area of influence.
- Shadow Softness: Controls how blurred or soft the shadow edges are.
- Shadow Strength: Adjusts the darkness and opacity of the shadows.
- Object Height: Simulates object elevation for shadow casting.
- Light Height: Controls vertical distance of the light source above the scene.
- Ambient Light: Adjust the ambient light in the scene.

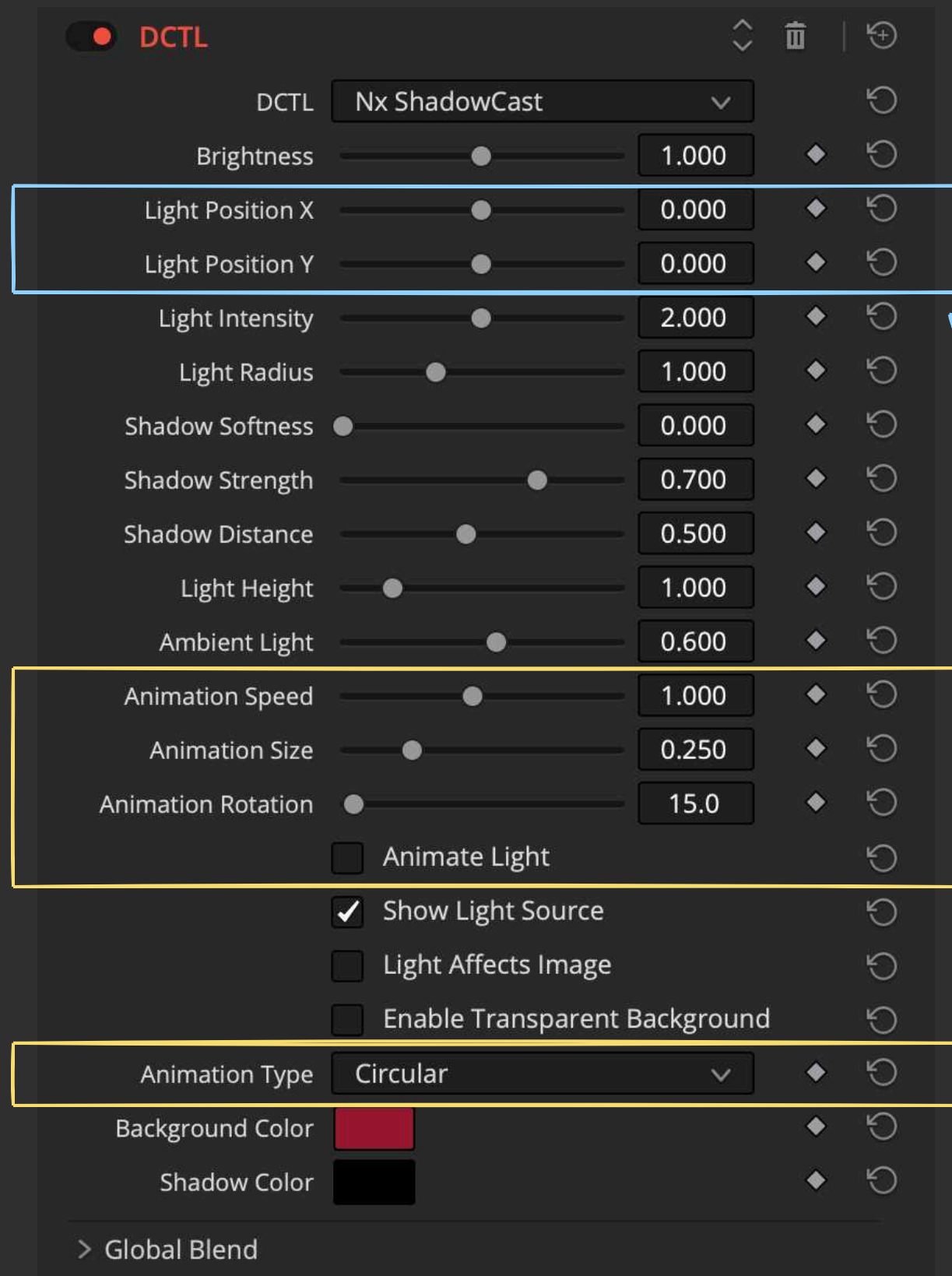
🎞️ Animation Settings

- Animate Light (Checkbox): Enables movement animation of the light source.
- Animation Type (Dropdown): Selects the light's motion style (e.g., Circular, Spiral).
- Animation Speed: Adjusts how fast the light animation plays.
- Animation Size: Sets the spread or reach of the animation from the center.
- Animation Rotation: Controls the rotation rate of the animation path.

🎨 Display & Interaction Options

- Show Light Source (Checkbox): Toggles visibility of the light in the image.
- Light Affects Image (Checkbox): Enables lighting to affect the original image colors.
- Enable Transparent Background (Checkbox): Makes the background transparent.
- Background Color (Color Picker): Lets you choose a solid background color.
- Shadow Color (Color Picker): Lets you choose a shadow color.

Auto Animations



Animate Light – How It Works

The “Animate Light” checkbox enables automatic motion of the light source, creating effects like sweeping lights or gentle drifting, without requiring keyframes.

Relative Positioning

When enabled, the light animation uses the current values of Light Position X and Light Position Y as the center point for the movement. The light animates in a dynamic path (like circular or sinusoidal motion) around this point.

Time-Driven Animation

The animation is based on the timeline's time/frame number, so it plays automatically and consistently across the timeline.

You will see the animated lighting even when scrubbing the timeline manually, as the effect is evaluated per frame. You can still keyframe Light Position X and Y to move the center of the light animation over time.

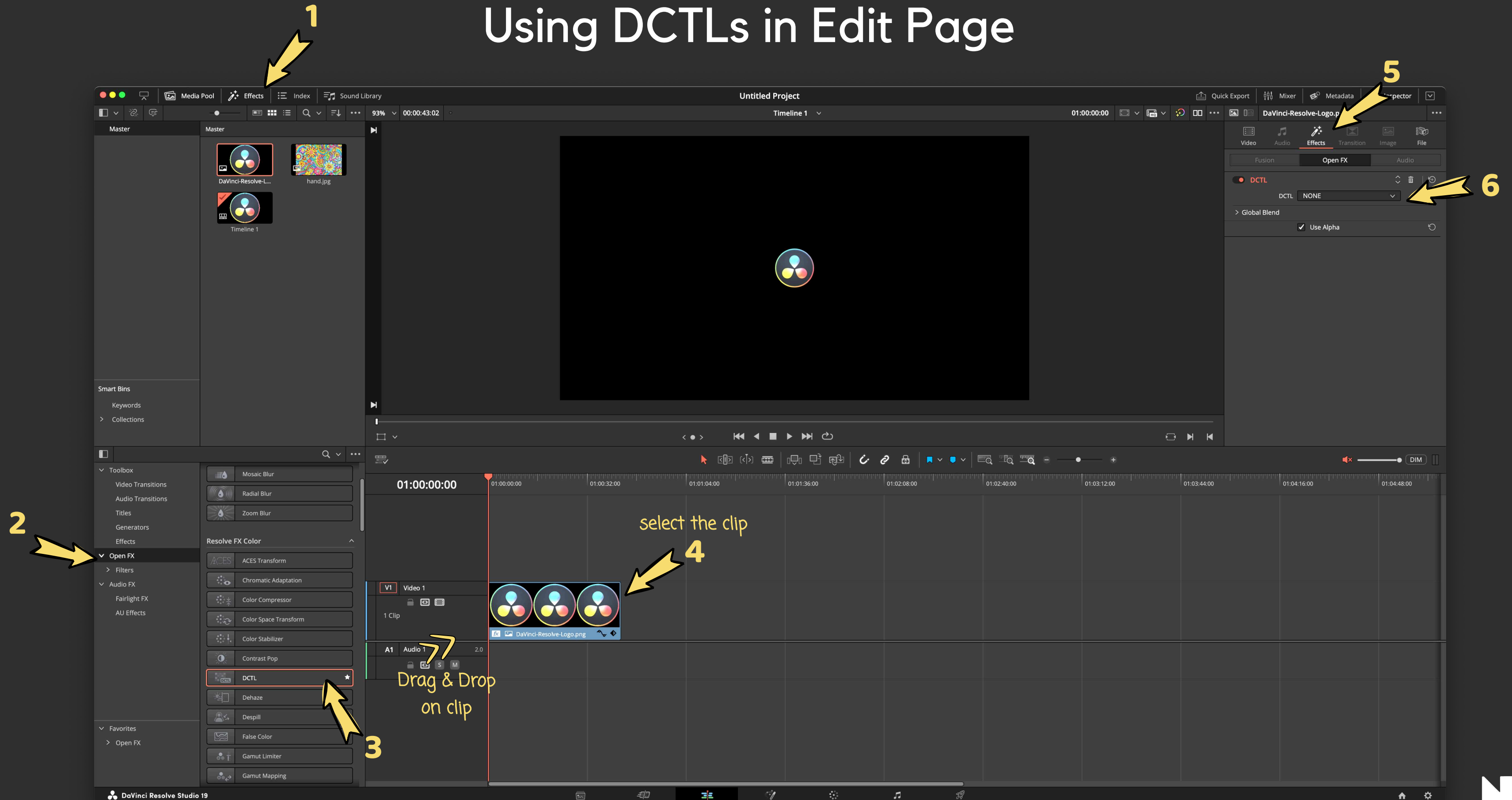
The result: smooth, automatic lighting movement that tracks with the timeline — perfect for dynamic highlights, mood shifts, and ambient motion effects.



COLOR

nxcolor.com

Using DCTLs in Edit Page



COLOR

nxcolor.com

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, where the 'DCTL' effect is highlighted under the 'Resolve FX Color' section. The central preview window shows a color wheel graphic. The bottom shelf shows the 'Nodes' shelf, where a workflow is established: 'MediaIn1' connects to 'DCTL1', which then connects to 'MediaOut1'. The 'Inspector' panel on the right shows the 'DCTL1' node selected, with its 'Controls' tab active. The 'DCTL' dropdown menu is set to 'NONE'.

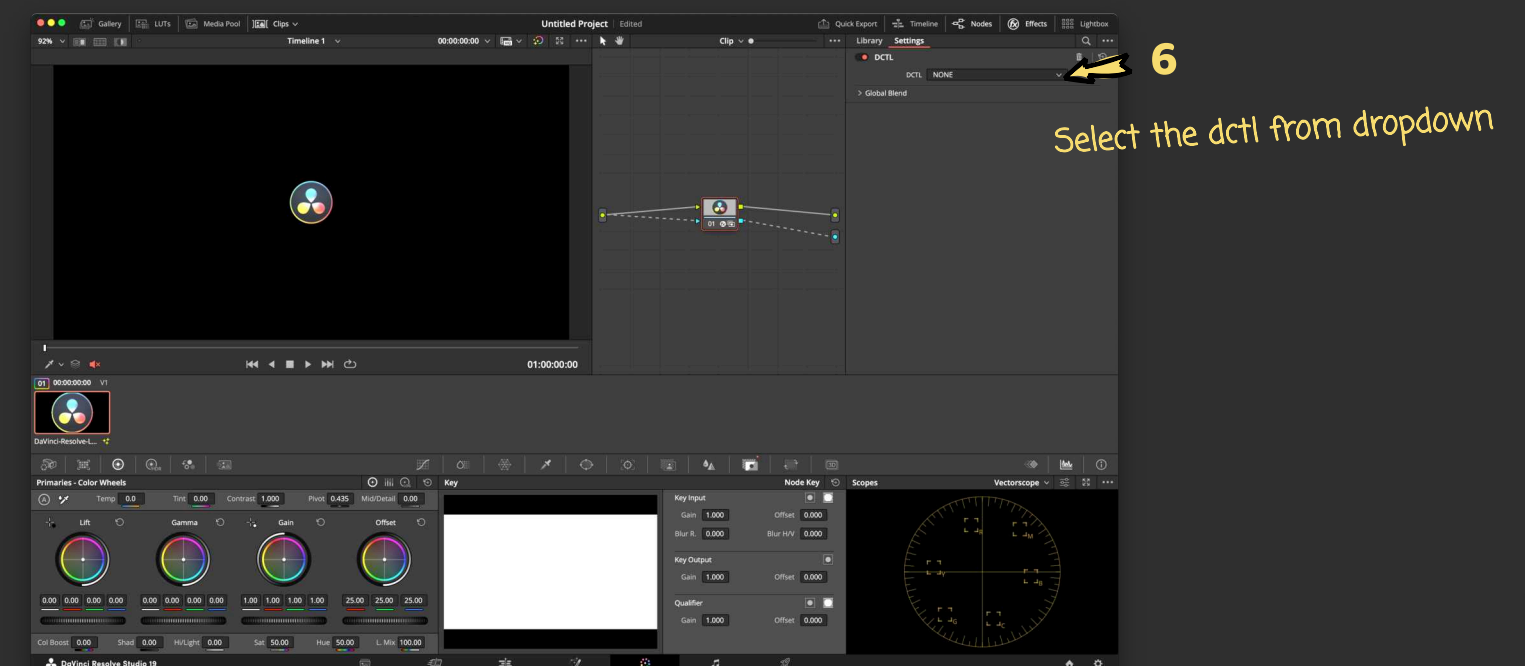
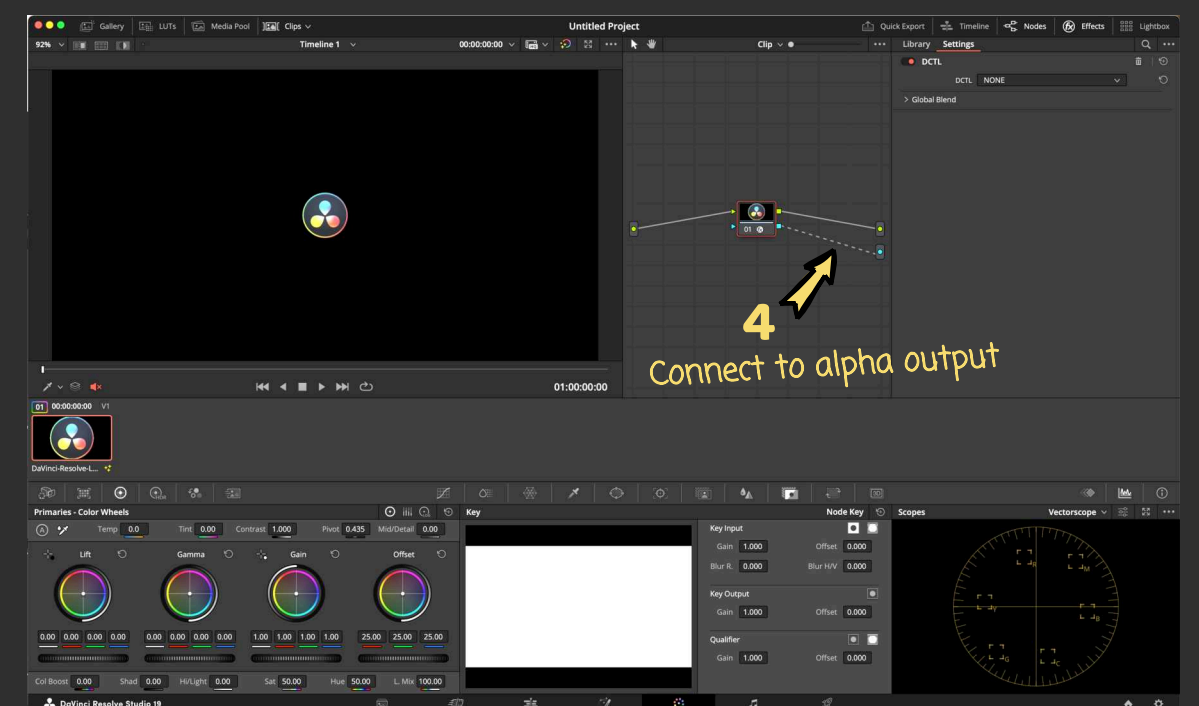


COLOR

nxcolor.com

Using DCTLs in Color Page

Alpha Supported *



COLOR

nxcolor.com

Nx ShadowCast

Below are the recommended settings for highest quality rendering and to prevent banding when using the DCTL



COLOR

nxcolor.com



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

nxcolor.com

The DCTL Tools are provided with a perpetual license to use for your own personal or commercial projects.
This license allows installation on multiple devices, as long as the software is used solely by the licensed individual.
These DCTL tools may not be resold, redistributed, or incorporated into any other product or project for distribution or sale, either for free or for profit.
Sharing, sublicensing, or copying the toolkit for use by third parties is prohibited.