



Nx CRT

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

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



Nx CRT

True CRT simulation for DaVinci Resolve: phosphors, masks, bloom, and glass.

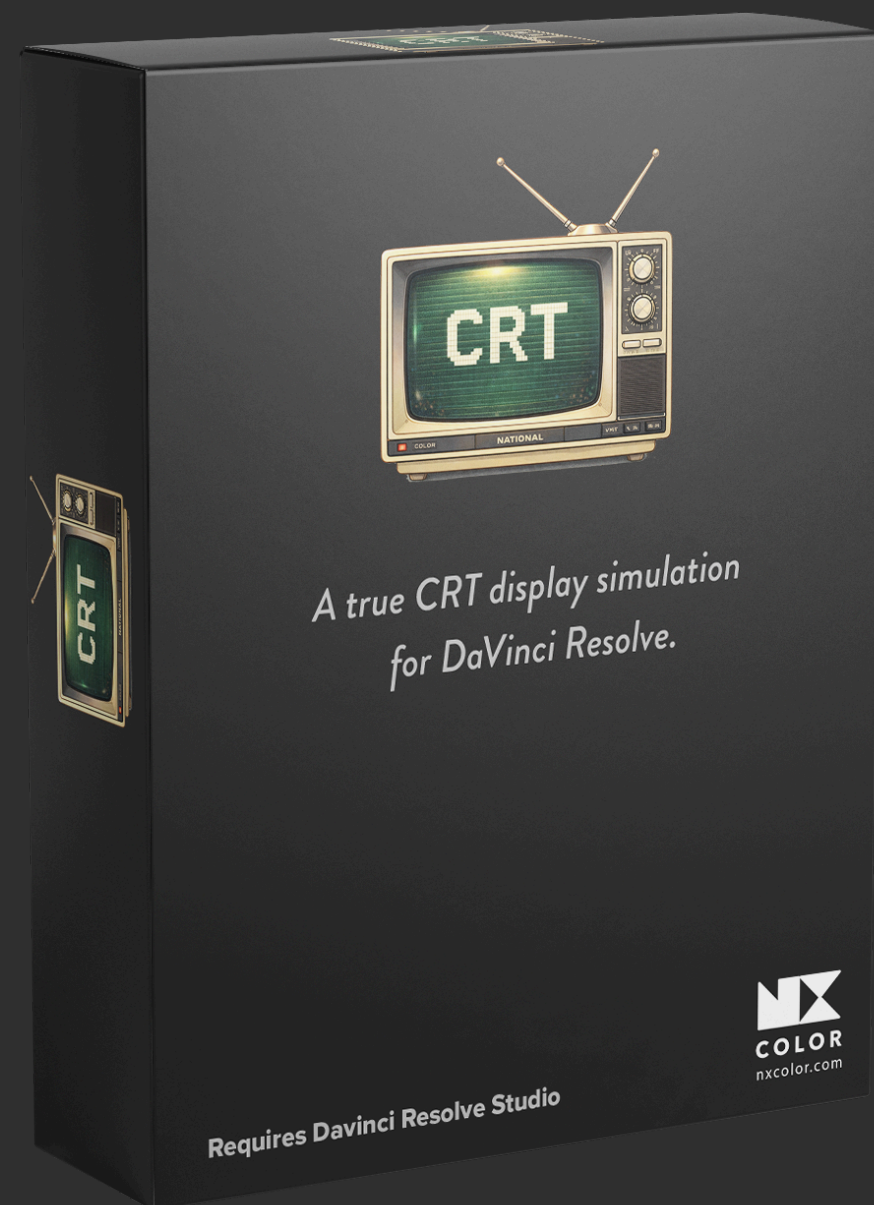
System Requirements

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

Requires DaVinci Resolve Studio.

Nx CRT

Nx CRT is a physically accurate CRT simulation tool designed for professional colorists and editors. Unlike static overlays, Nx CRT simulates the analog signal chain, electron beam physics, and glass characteristics of vintage monitors, fully resolution-independent from 720p to 8K.



Authentic CRT Curvature

Physically based barrel distortion with adjustable radius, rounded corners, and smooth edge falloff for true curved glass.

Phosphor Mask Patterns

Classic CRT phosphor masks including Trinitron, Shadow Mask, Slot Mask, and VGA styles.

Chromatic Aberration

Subtle RGB separation with horizontal offset for authentic edge color fringing.

CRT Signal Artifacts

Rolling hum bars, visible refresh scanline, static noise, and analog brightness flicker.

Vignette & Brightness Compensation

Edge darkening with global brightness and color boost to offset scanline and mask loss.

Transparent Edge Support

Optional alpha transparency outside the CRT screen area for seamless compositing.

Aspect Ratio Presets

Source, 4:3, 5:4, 16:9, 3:2, and 1:1 with automatic crop and letterboxing.

Per-Channel Beam Scanlines

CRT-style scanlines where RGB beam width varies by brightness—thin in shadows, wide and blooming in highlights.

Phosphor Bloom & Halation

Glow and red-shifted halation simulating phosphor persistence and light scattering through CRT glass.

Composite Chroma Bleed

YUV-based horizontal color smearing recreating composite and S-Video signal blur.

Glass Surface Effects

Fresnel edge glow, environment reflections, specular highlights, internal ghosting, and tint.

Overscan Simulation

Independent X/Y overscan controls that crop edges like real CRT televisions.

Resolution Independence

Consistent scanlines, masks, bloom, and bleed from 720p to 8K using diagonal-based scaling.

Compatibility Across Pages

Works seamlessly across Edit, Fusion, and Color pages in DaVinci Resolve.

DCTL

DCTL

Nx CRT

Scanline Count

240

Curvature Radius

2.00

Corner Size

0.080

Corner Smoothness

1000

Overscan X

100.0

Overscan Y

100.0

Screen Scale

1.000

Chromatic Aberration

0.001

Scanline Strength

0.250

Beam Width Min

0.500

Beam Width Max

1.000

Bloom Strength

0.150

Bloom Radius

3.000

Halation

0.030

Mask Strength

0.300

Mask Dark

0.500

Mask Light

1.500

Mask Size

1.000

Chroma Bleed

0.000

Chroma Bleed Size

3.000

Rolling Bars

0.000

Rolling Bars Speed

0.500

Refresh Line

0.000

Refresh Line Speed

0.300

Refresh Line Width

0.100

Glass Reflection

0.000

Edge Glow

0.150

Specular Highlight

0.000

Specular Position X

0.300

Specular Position Y

0.250

Ghost Image

0.000

Glass Tint

0.000

Static Noise

0.000

Flicker

0.000

Brightness

1.200

Color

1.000

Vignette

0.250

☒ Curvature

☐ Transparent Edges

Aspect Ratio

4:3 Standard TV

Mask Type

Aperture Grille (Trinitron)

> Global Blend

Nx CRT

Scanline Count – Sets the simulated vertical resolution of the CRT, from low-res retro consoles to HD displays.

Curvature – Enables or disables the curved CRT screen geometry effect.

Curvature Radius – Controls how strongly the screen curves inward, with lower values producing a deeper curve.

Corner Size – Adjusts the radius of the rounded CRT screen corners.

Corner Smoothness – Controls the softness and falloff of the rounded corner edges.

Overscan X – Adjusts horizontal zoom, simulating edge cropping common on real CRT televisions.

Overscan Y – Adjusts vertical zoom to mimic vertical overscan behavior of CRT displays.

Aspect Ratio – Selects the CRT screen shape, such as 4:3, 5:4, 16:9, or square formats.

Scanline Strength – Controls the intensity and visibility of horizontal scanlines.

Scanline Softness – Adjusts how sharp or diffused the scanlines appear.

Mask Type – Selects the phosphor mask pattern used to simulate CRT sub-pixel structure.

Mask Strength – Controls the visibility and contrast of the phosphor mask pattern.

Bloom Strength – Simulates light bleed from bright pixels into surrounding areas.

Bloom Radius – Controls how far bloom spreads from bright highlights.

Horizontal Blur – Simulates analog signal softness by blurring horizontally across scanlines.

Chromatic Aberration – Offsets RGB channels slightly to emulate CRT color misalignment.

Ghost Image – Adds a faint secondary image caused by internal glass reflections.

Glass Tint – Applies a subtle green tint characteristic of thick CRT glass.

Static Noise – Adds random grain and static noise to simulate analog signal interference.

Flicker – Introduces subtle frame-to-frame brightness fluctuations typical of CRTs.

Brightness – Controls the overall luminance of the CRT image.

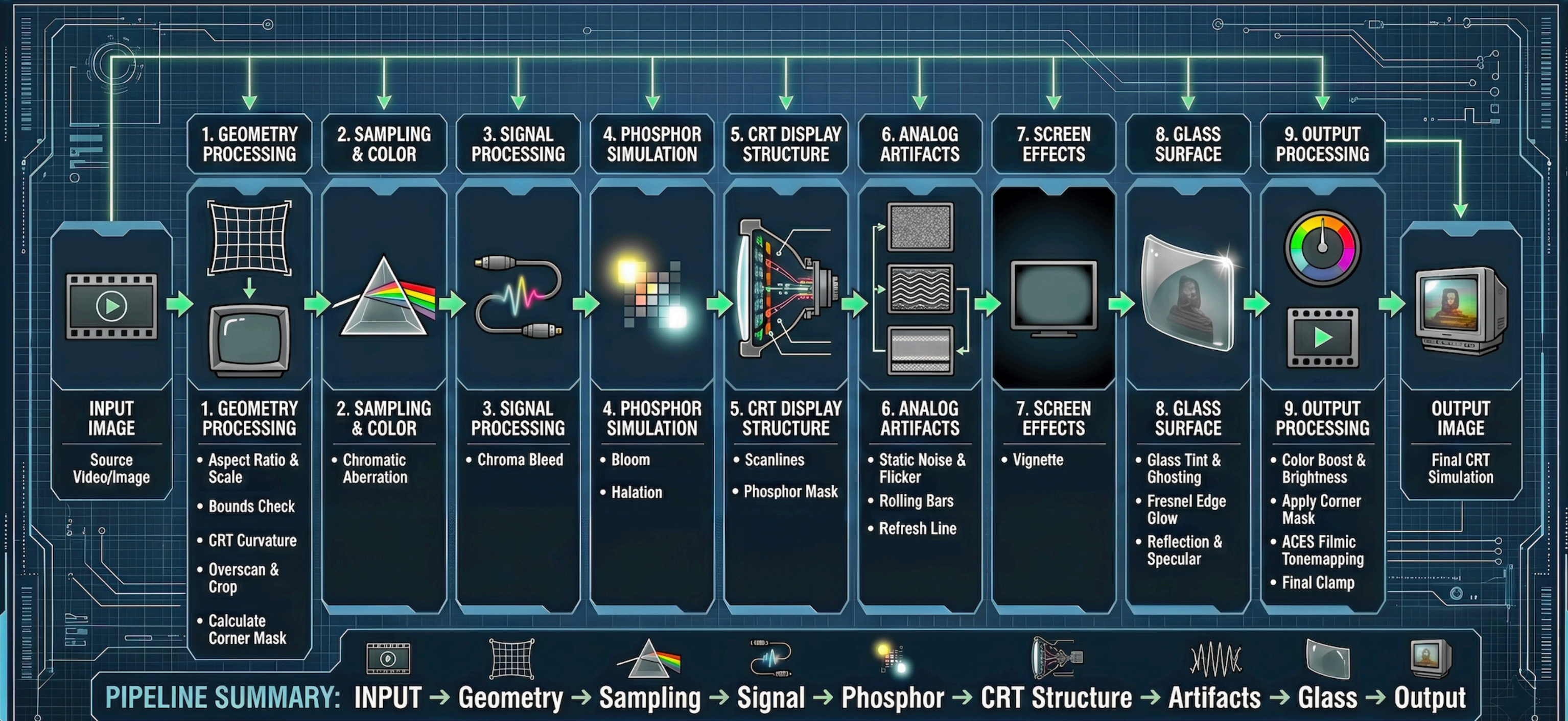
Color – Adjusts color saturation, from monochrome to oversaturated output.

Vignette – Darkens the edges and corners of the screen to enhance CRT depth.

Transparent Edges – Makes the area outside the CRT screen transparent instead of black.

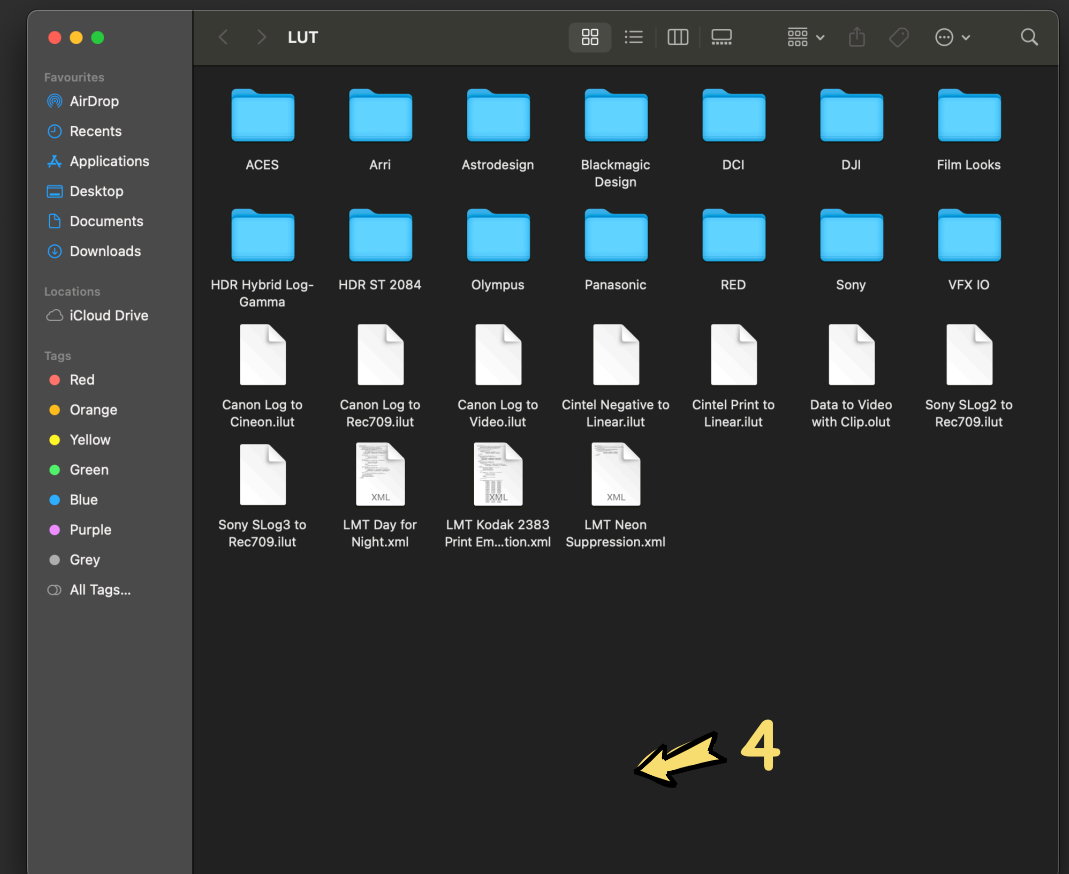
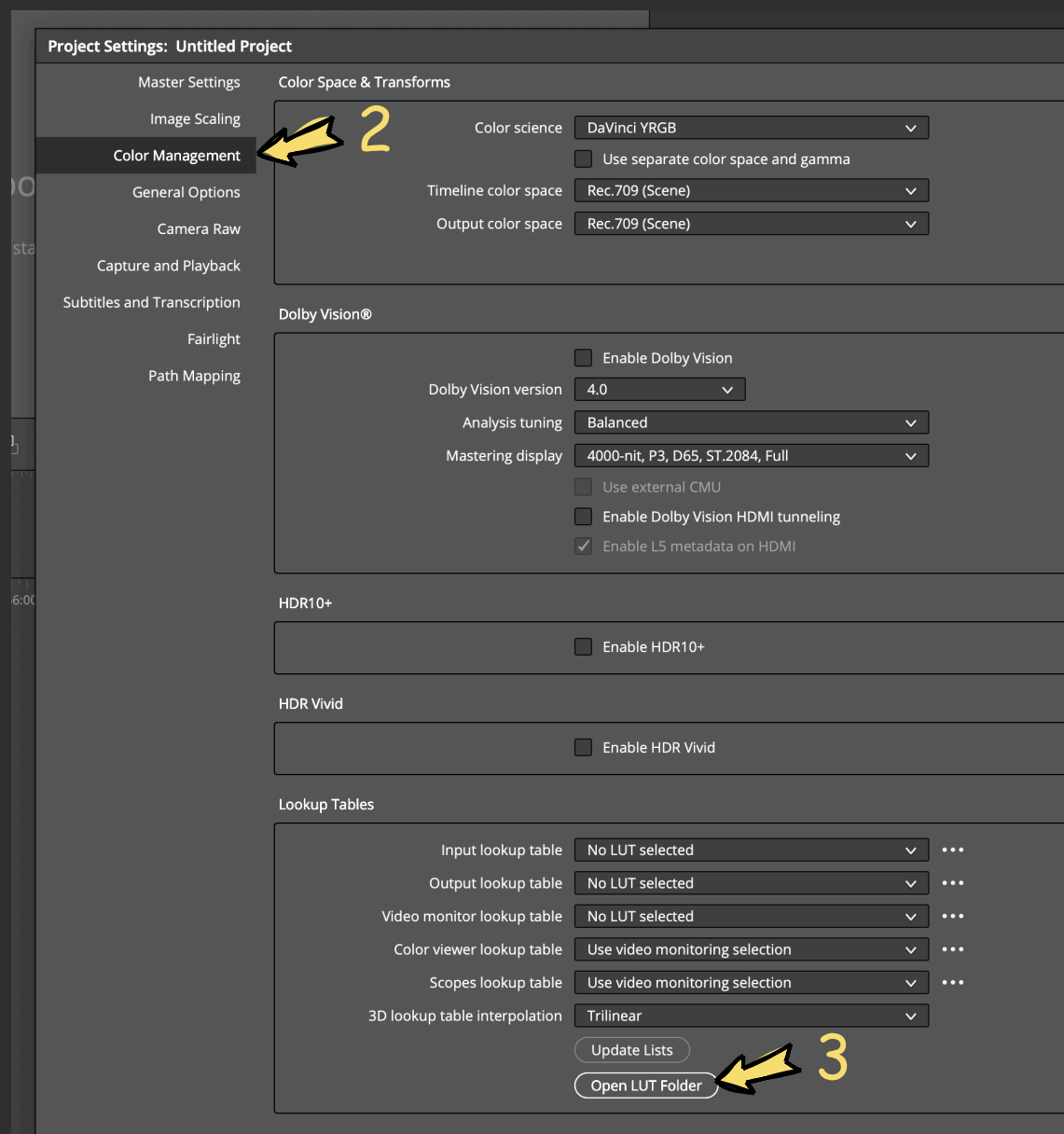
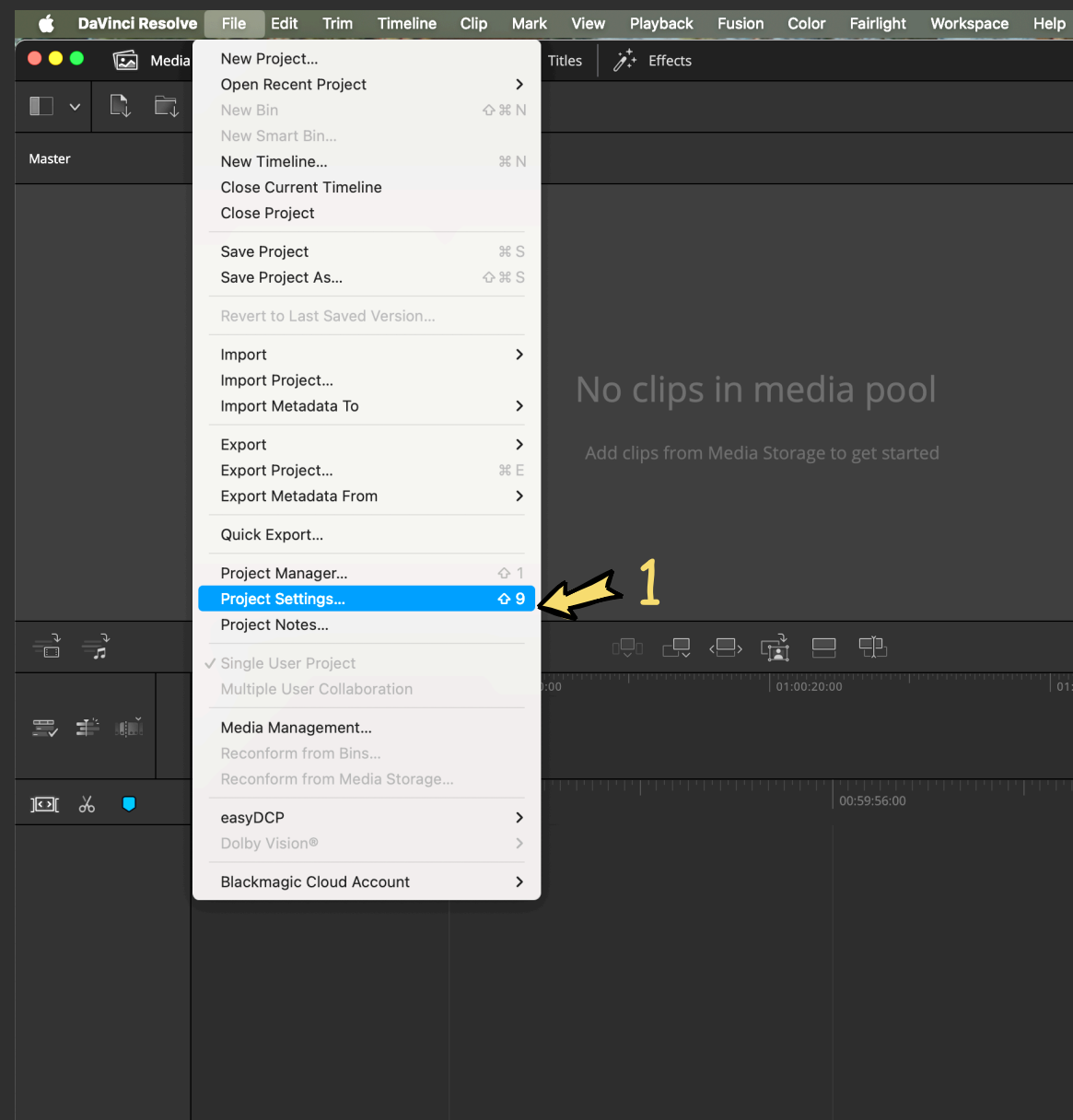


Nx CRT PROCESSING PIPELINE



DCTL Installation

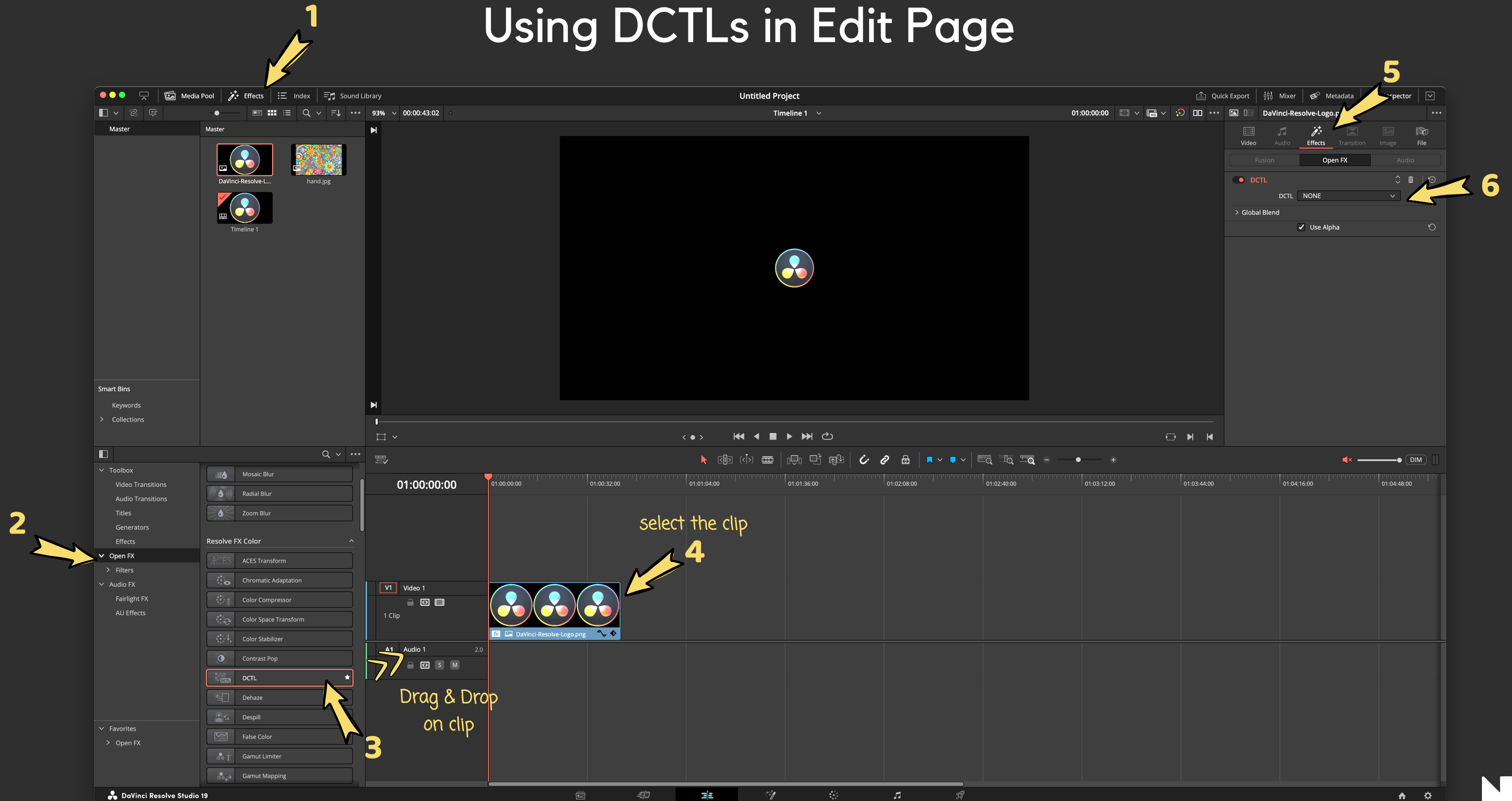
1. Go to the (Menu) File -> Project Settings
2. Navigate to “Color Management” then “Lookup Tables”.
3. Click “Open LUT Folder” to open the LUT folder within Explorer.
4. Copy and Paste Nx CRT.dctl into the LUT folder.
5. Restart Resolve.



COLOR

nxcolor.com

Using DCTLs in Edit Page



COLOR

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Using DCTLs in Fusion Page

1

2

Drag & Drop on flow

3

4

5

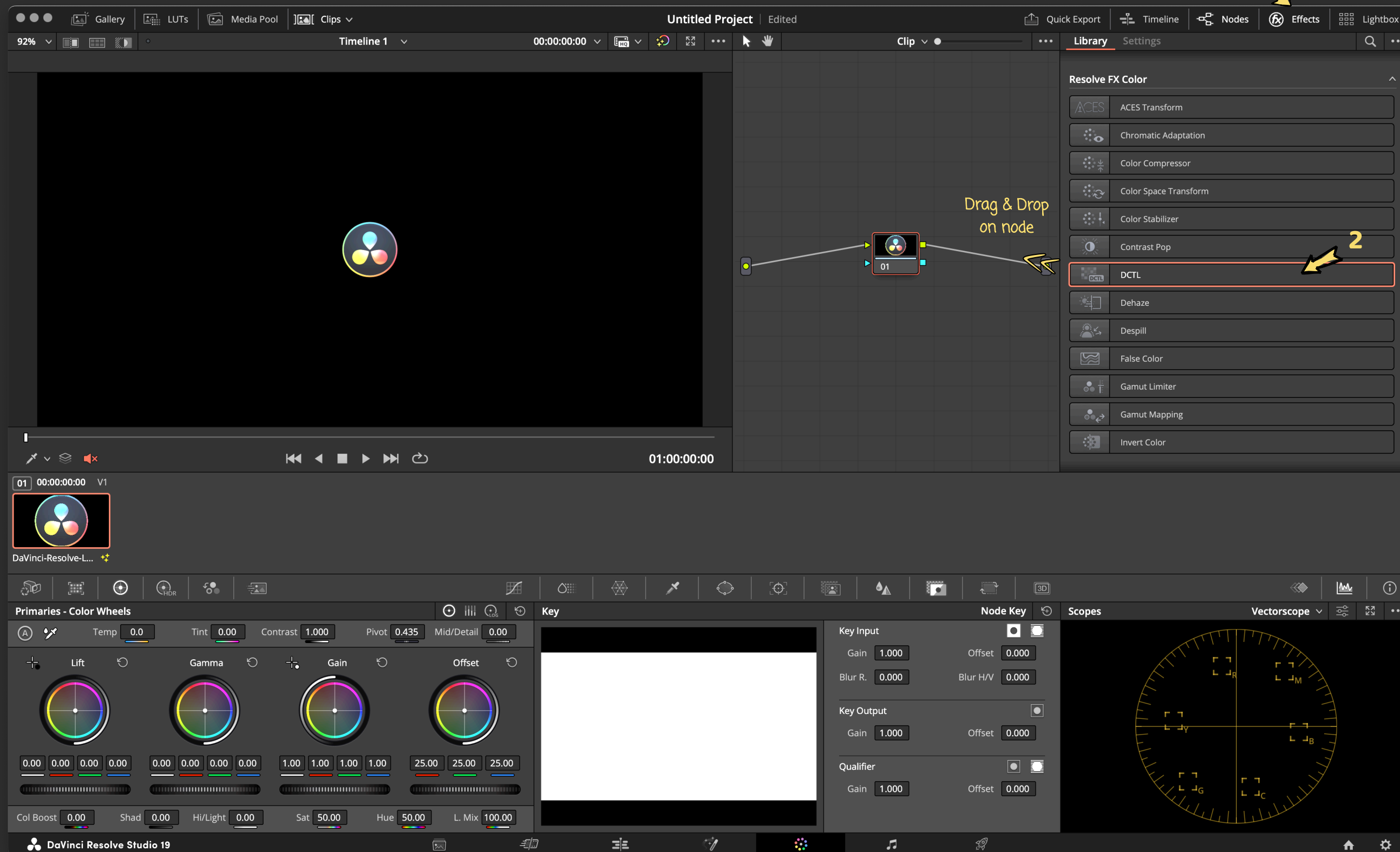
The screenshot displays the DaVinci Resolve Studio 19 interface in the Fusion page. The top menu bar includes 'Media Pool', 'Effects', 'Clips', and 'Nodes'. The 'Effects' panel on the left lists various tools, with 'DCTL' highlighted under the 'Resolve FX Color' section. The central preview window shows a 1447x1447xfloat32 image of a three-leaf clover. The timeline at the bottom shows a sequence of nodes: 'MediaIn1', 'DCTL1', and 'MediaOut1'. The 'Nodes' panel at the bottom left shows the 'DCTL1' node. The 'Inspector' panel on the right shows the 'DCTL1' settings, with the 'DCTL' dropdown menu set to 'NONE'.



COLOR

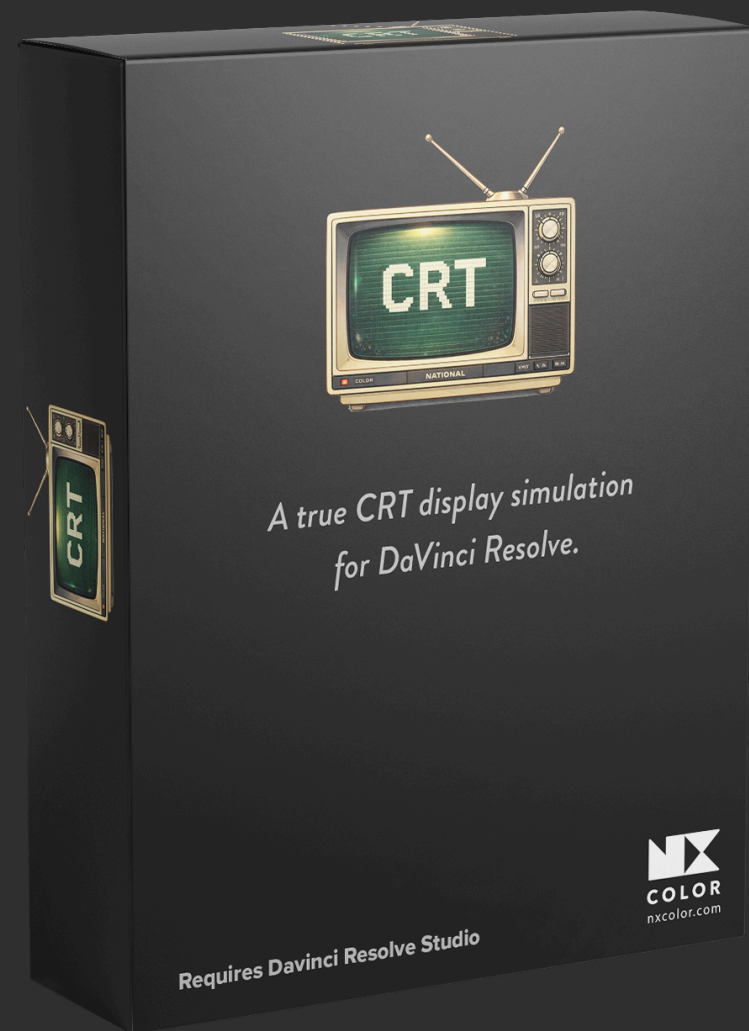
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Using DCTLs in Color Page



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For any support / queries please mail to
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