

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!

DCTL

DCTL

Nx FlexiGlass

▼

Pattern Density

0.300

◆

↺

Pattern Angle

0.0

◆

↺

Glass Depth

2.000

◆

↺

Glass IOR

1.500

◆

↺

Edge Softness

0.150

◆

↺

Fresnel Strength

0.300

◆

↺

Fresnel Power

3.000

◆

↺

Light Angle

45.0

◆

↺

Shadows

0.300

◆

↺

Highlights

0.200

◆

↺

Frost Amount

0.0

◆

↺

Frost Roughness

0.500

◆

↺

Frost Directional

0.000

◆

↺

Tint Strength

0.000

◆

↺

Thickness Absorption

0.300

◆

↺

Dispersion Amount

0.000

◆

↺

Dispersion Spread

0.500

◆

↺

IOR Red

1.510

◆

↺

IOR Green

1.520

◆

↺

IOR Blue

1.530

◆

↺

Highlight Bloom

0.000

◆

↺

Bloom Threshold

0.500

◆

↺

Caustics Strength

0.000

◆

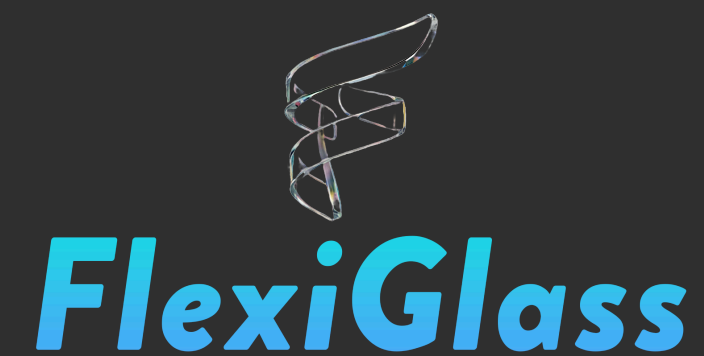
↺

Caustics Sharpness

0.500

◆

↺



Physically-Based Decorative Glass Engine for Resolve

System Requirements

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

Requires DaVinci Resolve Studio.



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Nx FlexiGlass



Decorative Glass Patterns

From classic ribbed and fluted glass to hexagons — a comprehensive library of glass styles.

True IOR-Based Refraction

Uses real index of refraction physics to calculate how light bends through glass surfaces, not just generic distortion.

Physically-Accurate Fresnel Reflections

Implements Schlick's Fresnel approximation for realistic edge reflections that intensify at grazing angles — just like real glass.

Chromatic Aberration / Dispersion

Wavelength-dependent refraction separates RGB channels based on IOR, creating authentic prismatic color fringing at glass edges.

Thickness-Based Light Absorption

Thicker glass regions absorb more light and show stronger tint

Frosted Glass Diffusion

Gaussian-distributed light scattering with adjustable roughness and directional bias for realistic frosted or etched glass looks.

Caustics Simulation

Light-focusing patterns with adjustable strength, sharpness, and scale—creates bright spots where curved glass concentrates light.

Advanced Optical Effects

Double refraction for thick glass, internal scatter for milky/opal appearance, and dichroic color shifting for iridescent effects.

Glass Tinting & Dynamic Lighting

Full color tinting with thickness-based absorption, adjustable light angle, shadow/highlight controls for dimensional, colored architectural glass effects.

Compatibility Across Pages

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

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Edge Softness

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Fresnel Strength

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3.000

Light Angle

45.0

Shadows

0.300

Highlights

0.200

Frost Amount

0.0

Frost Roughness

0.500

Frost Directional

0.000

Tint Strength

0.000

Thickness Absorption

0.300

Dispersion Amount

0.000

Dispersion Spread

0.500

IOR Red

1.510

IOR Green

1.520

IOR Blue

1.530

Highlight Bloom

0.000

Bloom Threshold

0.500

Caustics Strength

0.000

Caustics Sharpness

0.500

Caustics Scale

0.500

Double Refraction

0.000

Internal Scatter

0.000

Dichroic Shift

0.000

Normal Strength

2.50

Normal Smoothing

0.000

Normal Threshold

0.000

Edge Smoothing

1.000

Edge Chrom...Aberration

0.000

☐ Invert Height

☐ Transparent Background

Glass Pattern

Ribbed Straight

Surface Profile

Sharp

Normal Filter

Sobel

Mask Mode

Full Frame

Shadow Color

Highlight Color

Tint Color

Dichroic Color 1

Dichroic Color 2

> Global Blend

Pattern Density — Controls the size of the pattern; lower values create larger patterns, higher values create finer detail.

Pattern Angle — Rotates the entire glass pattern for diagonal or angled effects.

Glass Depth — Sets the thickness of the glass, affecting refraction strength and 3D appearance.

Glass IOR — Index of refraction controlling how much light bends through the glass surface.

Edge Softness — Softens transitions between pattern elements for smoother, more blended edges.

Fresnel Strength — Controls the intensity of edge reflections that appear at glancing angles.

Fresnel Power — Adjusts how quickly reflections fall off from edges toward center.

Light Angle — Sets the direction of the simulated light source for highlights and shadows.

Shadows — Controls the intensity of dark areas on the glass surface.

Highlights — Controls the intensity of bright reflections on the glass surface.

Frost Amount — Controls the amount of frosted glass blur and diffusion.

Frost Roughness — Adjusts the texture of frost from fine to coarse and grainy.

Frost Directional — Makes frost blur follow the pattern direction for ribbed frosted glass.

Tint Strength — Controls how much color tint is applied to the glass.

Thickness Absorption — Makes thicker glass areas absorb more light and appear more tinted.

Dispersion Amount — Controls the intensity of prismatic rainbow light splitting.

Dispersion Spread — Adjusts how far apart the rainbow colors spread.

IOR Red — Index of refraction for the red channel in dispersion calculations.

IOR Green — Index of refraction for the green channel in dispersion calculations.

IOR Blue — Index of refraction for the blue channel in dispersion calculations.

Highlight Bloom — Adds soft glow around bright areas for ethereal glass sparkle.

Bloom Threshold — Sets the brightness level above which bloom appears.

Caustics Strength — Controls the intensity of light-focusing patterns from curved glass.

Caustics Sharpness — Adjusts how focused the caustic patterns are from soft glow to sharp lines.

Caustics Scale — Sets the size of caustic patterns relative to the glass pattern.

Double Refraction — Simulates light bending through both front and back glass surfaces.

Internal Scatter — Adds light scattering inside the glass for milky or opal appearance.

Dichroic Shift — Creates iridescent color shifting based on viewing angle.

Normal Strength — Controls how strongly the source image creates glass distortion in Source Normal mode.

Normal Smoothing — Blurs edge detection for softer, less detailed glass distortion.

Normal Threshold — Ignores weak edges below this level to remove noise from the effect.

Invert Height — Swaps raised and recessed areas so dark becomes high and light becomes low.

Transparent Background — Makes the source image transparent for compositing over other footage.

Edge Smoothing — Smooths jagged edges for cleaner anti-aliased glass boundaries.

Edge Chromatic Aberration — Adds rainbow color fringing at glass edges in Source Normal mode.

Nx FlexiGlass

Glass Pattern — Selects from 36 decorative glass styles including ribbed, reed, architectural, and procedural patterns.

Surface Profile — Selects the glass cross-section shape: Sharp, Rounded, Pinched, or Wave.

Normal Filter — Selects edge detection method: Sobel (standard) or Scharr (better diagonals).

Mask Mode — Selects Full Frame or Alpha Channel masking for selective effect application.

Shadow Color — Sets the color of shadow areas for tinted lighting effects.

Highlight Color — Sets the color of bright reflections for colored light sources.

Tint Color — Sets the color of the glass tint for stained glass effects.

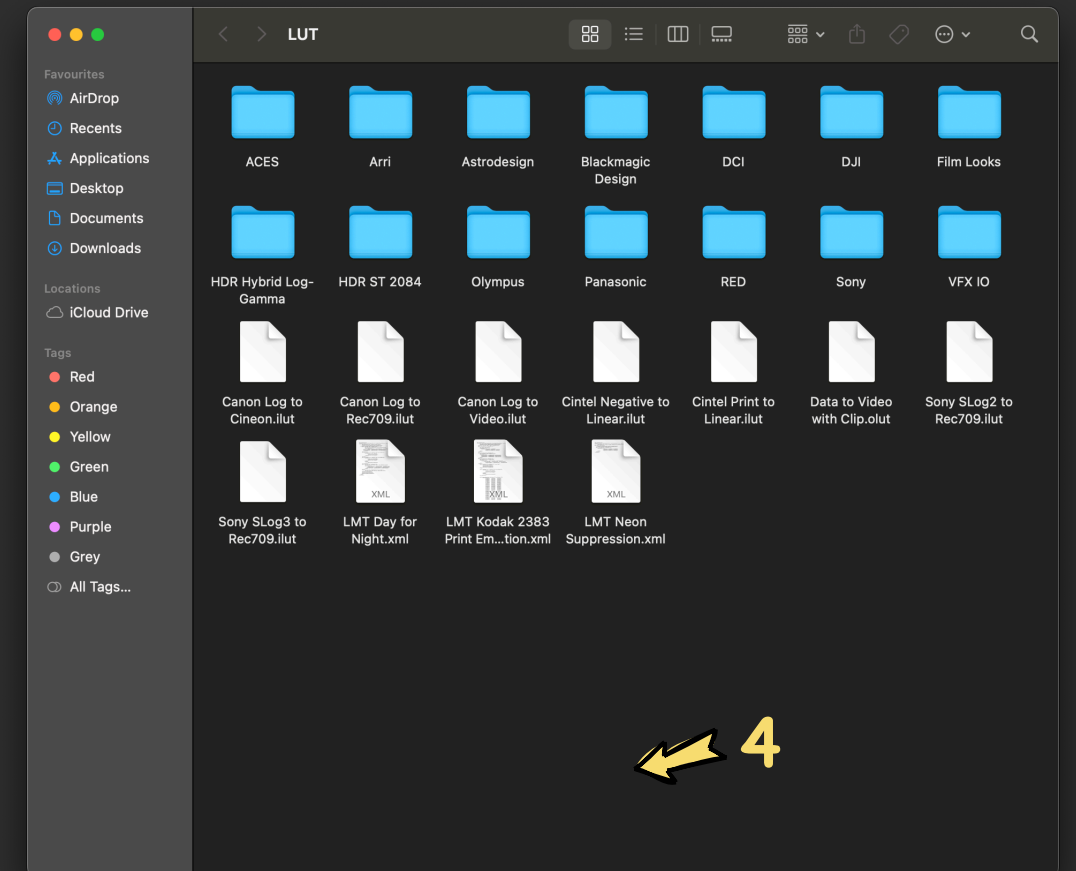
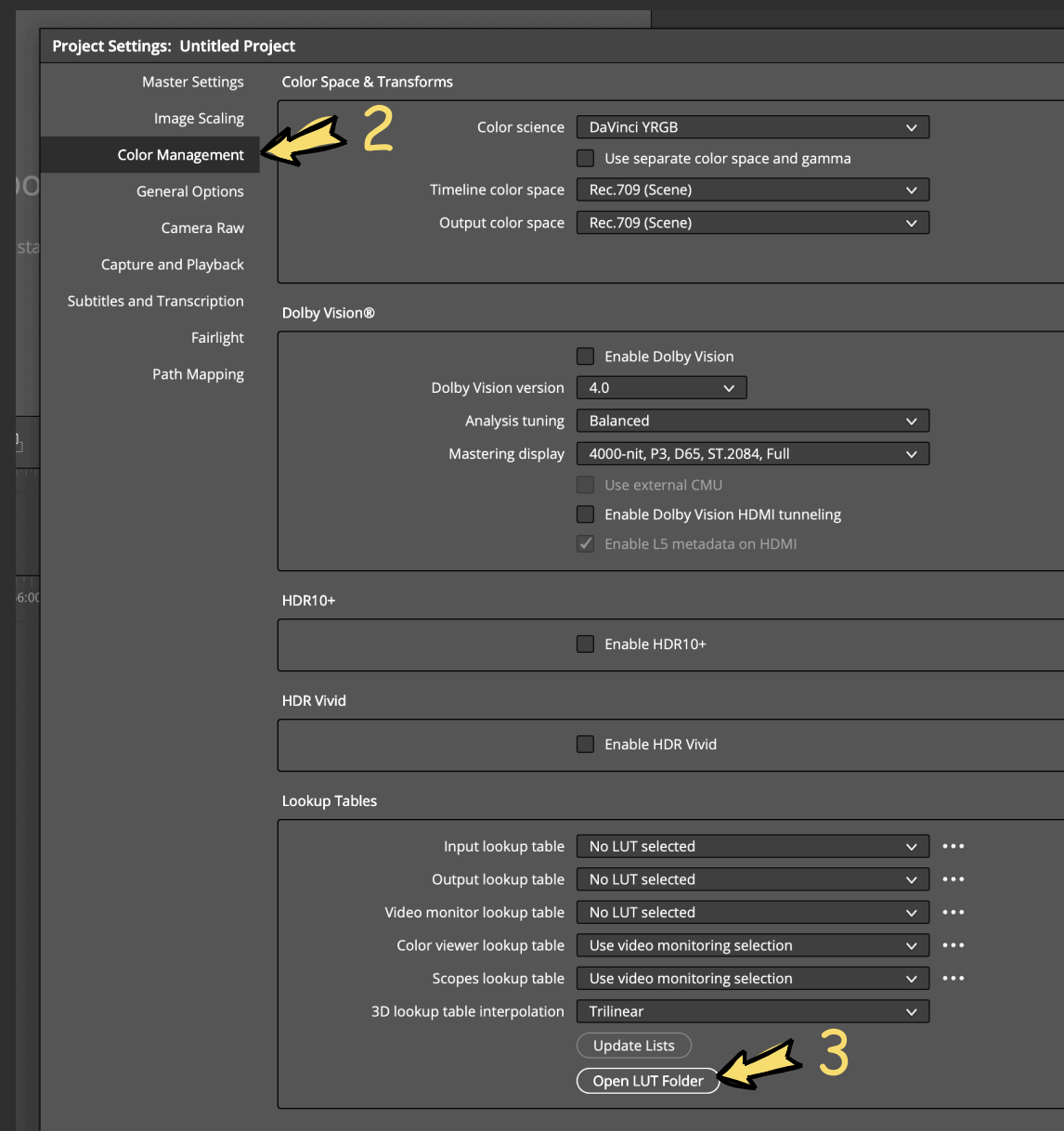
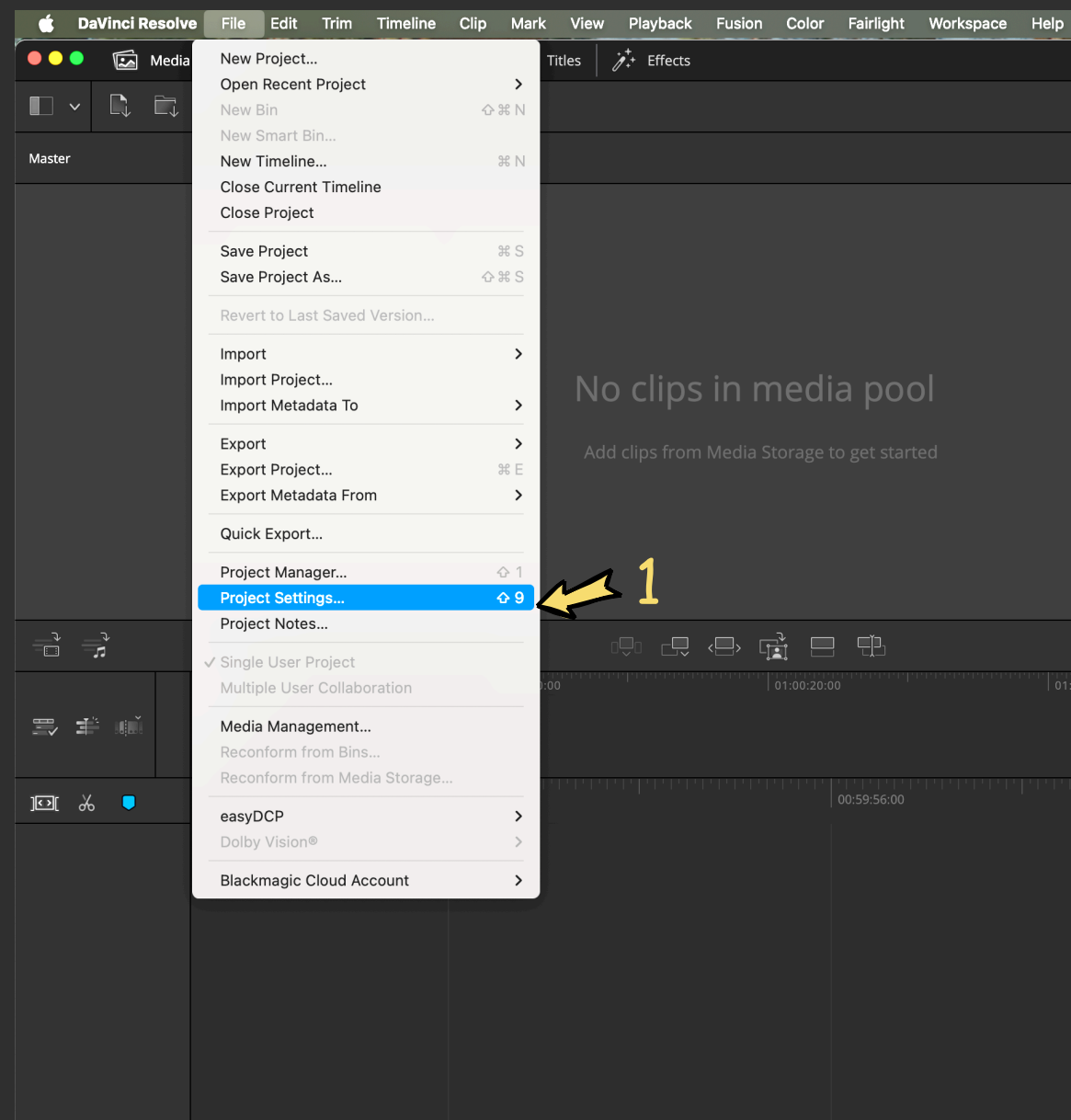
Dichroic Color 1 — First color for dichroic gradient at steep viewing angles.

Dichroic Color 2 — Second color for dichroic gradient at shallow viewing angles.



DCTL Installation

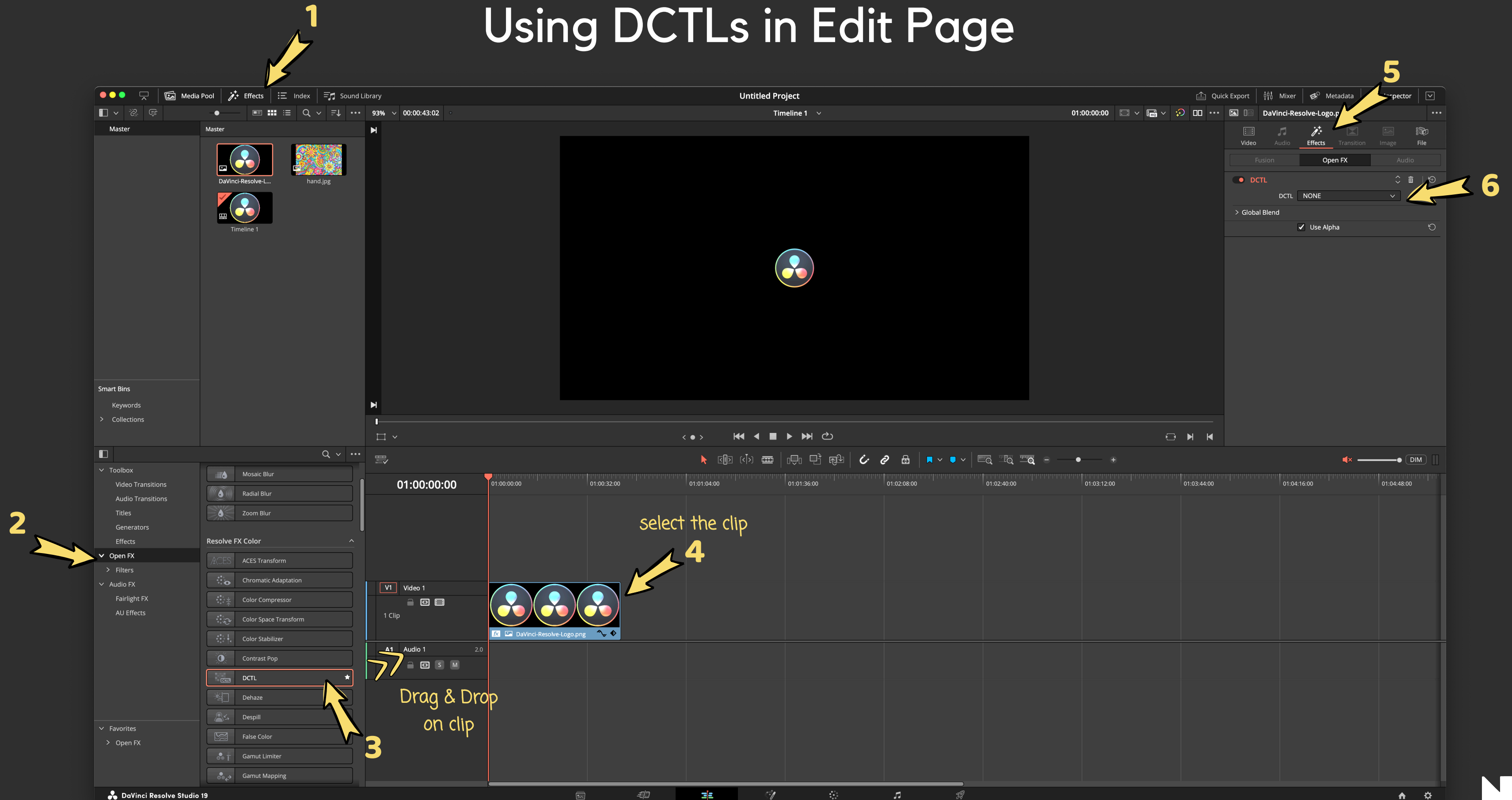
1. Go to the (Menu) File -> Project Settings
2. Navigate to “Color Management” then “Lookup Tables”.
3. Click “Open LUT Folder” to open the LUT folder within Explorer.
4. Copy and Paste Nx FlexiGlass.dctl into the LUT folder.
5. Restart Resolve.



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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 menu bar includes 'Media Pool', 'Effects', 'Clips', and 'Nodes'. The 'Effects' panel on the left shows various tool categories: 'Tools' (Mosaic Blur, Radial Blur, Zoom Blur), 'Resolve FX Color' (Color Compressor, Contrast Pop, DCTL, Dehaze, Despill, False Color, Invert Color), 'Resolve FX Generate' (Color Generator, Color Palette, Grid), and 'Resolve FX Key' (3D Keyer, Alpha Matte Shrink and ..., HSL Keyer, Luma Keyer). The 'DCTL' effect is highlighted in 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' -> 'MediaOut1'. The 'DCTL1' node is highlighted. The 'Inspector' panel on the right shows the 'DCTL1' node's settings, with the 'DCTL' dropdown menu set to 'NONE'.



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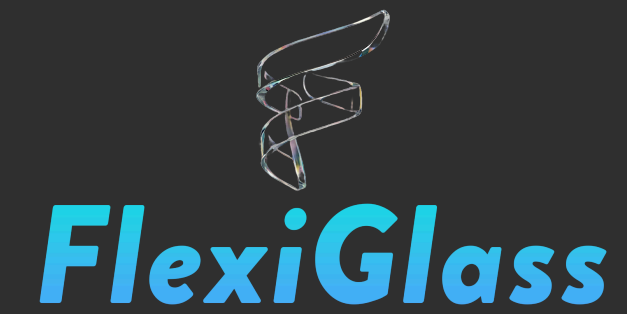
Using DCTLs in Color Page

The screenshot displays the DaVinci Resolve Studio 19 interface in the Color Page. The top menu bar includes options like Gallery, LUTs, Media Pool, Clips, and the main workspace tabs: Timeline, Nodes, Effects, and Lightbox. The 'Effects' tab is active, showing a list of Resolve FX Color effects. A yellow arrow labeled '1' points to the 'Effects' tab, and another yellow arrow labeled '2' points to the 'DCTL' effect in the list. A third yellow arrow labeled 'Drag & Drop on node' points to a node in the Node Editor. The Node Editor shows a single node labeled '01' with a color wheel icon. The main preview window shows a black frame with a color wheel icon. The bottom panel contains the 'Primaries - Color Wheels' section with controls for Temp, Tint, Contrast, Pivot, Mid/Detail, Lift, Gamma, Gain, Offset, Col Boost, Shad, Hi/Light, Sat, Hue, and L. Mix. The 'Key' section shows a white frame. The 'Node Key' section shows controls for Gain, Offset, Blur R, and Blur H/V. The 'Scopes' section shows a Vectorscope.



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