

EFFECT

FREE RESOLVE

25 CONTROLS

FISHEYE

A glassy fisheye bubble lens for any clip — drag it on, it fits itself to the frame.



DEFAULT · BLURRED OUTSIDE · OVAL FIT · STRONG GLASS · SMALL LENS



THE SAME EFFECT ON A 16:9 TIMELINE

WHAT IT IS

Turns any clip into a curved glass fisheye bubble: the middle bulges out, the edges bend, and the rim gets real-glass details — rainbow fringing, edge blur, inner shading, a dark rim and a soft reflection. Outside the bubble you choose black, a blurred copy of the video, or the original. It reads the clip's size, so it works on 9:16, 16:9, 4:5 or square without touching anything.

USE IT FOR

- + Skate, street and fashion-style shots
- + Funny close-ups and reaction shots
- + Music videos and transitions
- + Making a static frame feel playful

HOW TO INSTALL

- 01 **Double-click** the `.drfx` file in this folder. Resolve installs it for you.
Or copy it into

Mac: `~/Library/Application Support/Blackmagic Design/DaVinci
Resolve/Fusion/Templates/`

Windows: `%APPDATA%\Blackmagic Design\DaVinci Resolve\Support\Fusion\Templates\`

- 02 **Restart** DaVinci Resolve.

- 03 Edit page → **Effects** → **Effects** → **anukalp.wip**.

- 04 Drag it straight onto any clip in the timeline. Select it and open the **Inspector** to change everything.

Works in the free version of Resolve (tested on Resolve 21). Uses the built-in Open Sans font, so it looks the same on every computer.

CONTROLS

INSPECTOR → EFFECTS → WIP FISHEYE · DEFAULT · WHAT IT DOES

LENS

Lens Center		Where the bubble is centred.
Lens Size	1	Size of the lens circle.
Fit To Frame (oval)	0	0 = perfect circle, 1 = oval that fills the whole frame.
Fisheye Strength	0.4	How much the middle bulges out.
Field Of View	1.2	How much of the scene gets squeezed into the bubble.
Edge Softness	0.02	Soft vs sharp lens edge.

GLASS

Chromatic Fringe	0.025	Rainbow colour split near the edge, like real glass.
Edge Blur	6	Blur toward the rim.
Edge Blur Starts At	0.6	Where the edge blur begins (0 = centre, 1 = rim).
Inner Shading	0.35	Darkens toward the rim for a curved-glass look.
Rim Darkness	0.55	Dark ring around the lens edge.
Rim Width	0.06	Thickness of that ring.
Glass Highlight	0.45	Bright reflection on the glass.
Highlight Angle	125	Where the reflection sits.
Highlight Length (degrees)	40	How long the reflection arc is.
Highlight Thickness	0.08	How thick it is.
Highlight Distance From Rim	0.12	How far inside the rim it sits.

OUTSIDE THE LENS

Fill	Solid Color	What shows outside the lens: Solid Color, Blurred Video or Original Video.
Fill Color	colour picker	Colour outside the lens (Solid Color mode).
Background Blur	40	Blur of the video outside the lens.
Background Brightness	0.45	Dims the video outside the lens.

CONTROLS (CONT.)

INSPECTOR → EFFECTS → WIP FISHEYE · DEFAULT · WHAT IT DOES

ANIMATE IN

Animate In (frames, 0 = off)	0	The lens grows in at the start of the clip.
Ease	Smooth	Motion feel: Smooth, Snappy, Bouncy, Elastic or Linear.
Overshoot	0.5	How much Bouncy / Elastic overshoots before settling.

MIX

Effect Amount	1	Blend between the original clip and the effect.
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INSPECTOR

CONTROLS

PRO TIPS

- + Fit To Frame 1 fills the whole frame with an oval — no black bars.
- + Fill → Blurred Video looks great on vertical reels.
- + Field Of View above 1.3 squeezes more of the scene into the bubble.
- + Animate In (8–15 frames, Bouncy) makes the lens pop open at the start of the clip.
- + Keep Chromatic Fringe low (0.02–0.04) for realism, high for a stylised look.

MAKING A VIDEO ABOUT IT

HOOK IDEA

“Fisheye lens? Don't have one? Drag this on.”

TALKING POINTS

- + Drag onto any clip — 9:16, 16:9, anything
- + Fisheye Strength and Field Of View
- + Glass details: fringe, rim, highlight
- + Outside fill options
- + Animate In pop

SAVE + SHARE

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