

TITLE

FREE RESOLVE

55 CONTROLS

NEON PUNCH

A small glowing lead-in line, then a big slanted neon word flickers on.

Plot twist:

Plot twist:

Plot twist:

Plot twist:

Plot twist:

I

ITWORK

ITWORKS

FRAMES 3 → 40 · DEFAULT SETTINGS

Plot twist:

ITWORKS

THE SAME TITLE ON A 16:9 TIMELINE

WHAT IT IS

Two lines: a soft glowing setup line that types in, then a big slanted, stretched punch word that flickers on like a neon sign. Each line has its own text, font, size, colour, glow, position and full animation section, so the punch can land exactly on the beat.

USE IT FOR

- + Reveals: 'Plot twist: ...', 'The secret is ...'
- + Dark, moody or night-time edits
- + Product or feature names
- + Big statement moments

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** → **Titles** → **anukalp.wip**.

04 Drag it onto the timeline, above your video (V2 or higher). 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 → TITLE → CONTROLS · DEFAULT · WHAT IT DOES

LEAD LINE

Lead Text		What it says. Type straight into the box.
Lead Font		Any font installed on the computer. Open Sans is built into Resolve, so it works everywhere.
Lead Style		Weight / style of the font (Bold, ExtraBold, Italic...).
Lead Size		Text size.
Lead Tracking		Space between letters.
Lead Color	colour picker	Fill colour of the text.
Lead Glow	0.8	Glow strength on this line.

PUNCH WORD

Punch Text		What it says. Type straight into the box.
Punch Font		Any font installed on the computer. Open Sans is built into Resolve, so it works everywhere.
Punch Style		Weight / style of the font (Bold, ExtraBold, Italic...).
Punch Size		Text size.
Punch Tracking		Space between letters.
Punch Stretch	2.4	Makes the word taller and more condensed.
Punch Slant		Leans the letters for an italic, fast look.
Punch Color	colour picker	Fill colour of the text.
Punch Glow	1.6	Glow strength on this line.
Glow Size	14	How far the glow spreads.

LAYOUT

Position		Moves the whole title. Drag the on-screen crosshair or type values.
Overall Scale	1	Scales everything together.
Rotation	0	Rotates the whole title.
Line Gap	0.15	Space between the two lines.
Lead Move X	0	Nudges this element left / right.
Lead Move Y	0	Nudges this element up / down.
Punch Move X	0	Nudges this element left / right.
Punch Move Y	0	Nudges this element up / down.

CONTROLS (CONT.)

INSPECTOR → TITLE → CONTROLS · DEFAULT · WHAT IT DOES

SHADOW

Drop Shadow	Off	Turns the drop shadow on / off.
Shadow Color	colour picker	Drop shadow colour.
Shadow Distance	0.01	How far the shadow falls.
Shadow Softness	5	0 = crisp graphic shadow, higher = soft.
Shadow Opacity	0.6	Shadow strength.

LEAD ANIMATION

In Style	Blur In	How letters / words arrive (Pop, Slam, Rise, Blur In, Stretch Up, Typewriter, Flicker, Swing...).
In Duration (frames)	8	How long each letter / word takes to land.
Stagger (frames/letter)	1	Gap between letters. 0 = all at once, higher = more cascade.
Start Delay (frames)	0	Wait before the animation starts.
Ease	Smooth	Motion feel: Smooth, Snappy, Bouncy, Elastic or Linear.
Overshoot	0.5	How much Bouncy / Elastic overshoots before settling.
Slam Size	2.2	How big letters start before slamming down.
Rise Direction	Up	Which way letters travel in for Rise.
Rise Distance	0.12	How far they travel.
Swing Angle	35	How far letters swing for Swing.
Motion Blur	10	Blur while moving — 0 for clean, higher for fast and punchy.

CONTROLS (CONT.)

INSPECTOR → TITLE → CONTROLS · DEFAULT · WHAT IT DOES

PUNCH ANIMATION

In Style	Flicker	How letters / words arrive (Pop, Slam, Rise, Blur In, Stretch Up, Typewriter, Flicker, Swing...).
In Duration (frames)	12	How long each letter / word takes to land.
Stagger (frames/letter)	1	Gap between letters. 0 = all at once, higher = more cascade.
Start Delay (frames)	10	Wait before the animation starts.
Ease	Snappy	Motion feel: Smooth, Snappy, Bouncy, Elastic or Linear.
Overshoot	0.5	How much Bouncy / Elastic overshoots before settling.
Slam Size	2.2	How big letters start before slamming down.
Rise Direction	Up	Which way letters travel in for Rise.
Rise Distance	0.12	How far they travel.
Swing Angle	35	How far letters swing for Swing.
Motion Blur	8	Blur while moving — 0 for clean, higher for fast and punchy.

ANIMATION OUT

Out Style	Fade	How it leaves at the end of the clip. None = stays on screen.
Out Duration (frames)	8	Length of the exit.
Out Slide Direction	Up	Which way it slides out.

PRO TIPS

- + Set Punch Animation → Start Delay to the frame the word is spoken.
- + Punch Glow 2–3 on a dark background reads as real neon; lower it on bright footage.
- + Change Punch Color and the glow follows automatically.
- + Punch Slant 0 for upright, around -0.2 for a fast italic feel.
- + Try the Punch In Style on Slam instead of Flicker for a harder hit.

MAKING A VIDEO ABOUT IT

HOOK IDEA

“Your text, but make it neon.”

TALKING POINTS

- + Two lines, two separate animations
- + Flicker-on effect
- + Glow controls
- + Move each line independently
- + Sync the punch to the voice with Start Delay

SAVE + SHARE

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