

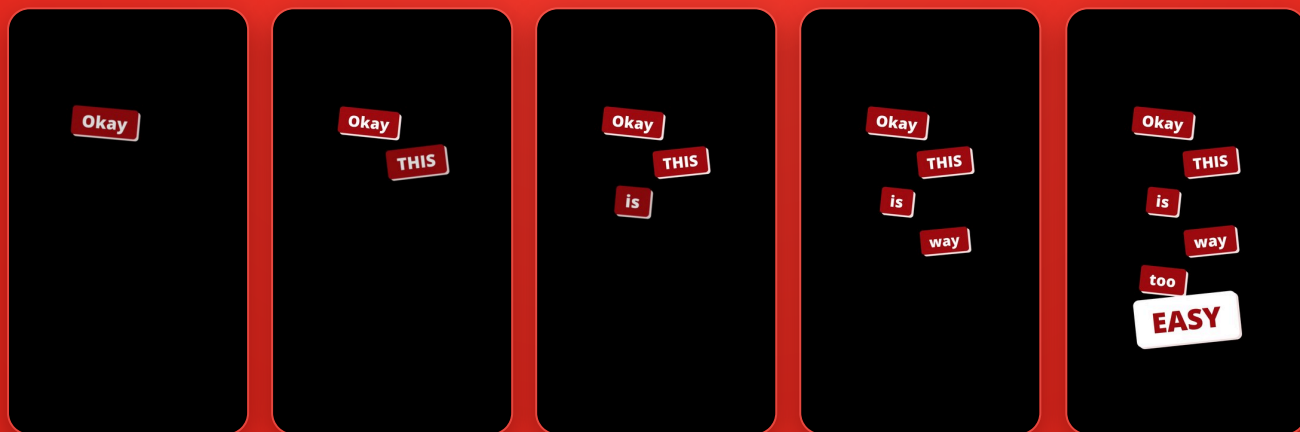
TITLE

FREE RESOLVE

84 CONTROLS

STICKER POP

Words slam in one by one on tilted 3D sticker boxes. Loud, playful, made for reels.



FRAMES 2 → 40 · DEFAULT SETTINGS



THE SAME TITLE ON A 16:9 TIMELINE

WHAT IT IS

Up to six words, each on its own sticker with a thick 3D edge and a crisp drop shadow. They land one after another in a zig-zag staircase, with one highlight word big and colour-flipped for the punchline. Every word has its own text, size, position, tilt and timing, so you can lay it out any way you like and sync each word to the voiceover.

USE IT FOR

- + Hook text in the first 2 seconds of a reel
- + Word-by-word captions on the key sentence
- + Punchlines — make the last word the highlight
- + Listicles, tips and 'wait for it' 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

WORD 1 – WORD 6 (EACH WORD HAS THE SAME CONTROLS)

Inspector	Word 1 Text		What it says. Type straight into the box.
	Size	1	Text size.
	Move X	0	Nudges this element left / right.
	Move Y	0	Nudges this element up / down.
	Extra Tilt	0	Adds tilt to just this word.
	Timing Shift (frames)	0	Makes just this word appear earlier (–) or later (+). Great for syncing to speech.

TEXT

Font		Any font installed on the computer. Open Sans is built into Resolve, so it works everywhere.
Style		Weight / style of the font (Bold, ExtraBold, Italic...).
Size (all words)	0.11	Base size for every word at once.
Tracking	1	Space between letters.
Highlight Word	Word 6	Pick one word to make big and loud (or None).
Highlight Size	1.8	How much bigger the highlight word is.
Highlight Swaps Colours	On	Highlight word flips to box-coloured text on a text-coloured box.

LAYOUT

Position		Moves the whole title. Drag the on-screen crosshair or type values.
Overall Scale	1	Scales everything together.
Overall Rotation	0	Rotates the whole title.
Line Spacing	1.5	Vertical space between words.
Zig-Zag	0.1	How far words alternate left and right. 0 = a straight column.
Tilt	6	Tilt of every sticker, in degrees.
Alternate Tilt	On	Every other word tilts the opposite way.

CONTROLS (CONT.)

INSPECTOR → TITLE → CONTROLS · DEFAULT · WHAT IT DOES

COLORS

Text Color	colour picker	Colour of the letters.
Box Color	colour picker	Sticker box colour.
3D Edge Color	colour picker	Colour of the thick edge under each sticker.
Shadow Color	colour picker	Drop shadow colour.
Alternate Box Colours	Off	Every other word swaps text and box colours.

STICKER & SHADOW

Box	On	Turns the sticker boxes on / off (text only when off).
Box Padding X	0.18	Box width around the word.
Box Padding Y	0.1	Box height around the word.
Corner Round	0.12	0 = sharp corners, higher = rounded pill.
3D Edge	On	Turns the thick 3D edge on / off.
3D Depth	0.012	How thick the 3D edge is.
3D Angle	-40	Which direction the 3D edge points.
Drop Shadow	On	Turns the drop shadow on / off.
Shadow Distance	0.016	How far the shadow falls.
Shadow Softness	3	0 = crisp graphic shadow, higher = soft.
Shadow Opacity	0.55	Shadow strength.
Text Shadow	On	Small crisp shadow under the letters for extra punch.
Text Shadow Distance	0.006	How far the letter shadow falls.
Text Shadow Opacity	0.35	Letter shadow strength.

CONTROLS (CONT.)

INSPECTOR → TITLE → CONTROLS · DEFAULT · WHAT IT DOES

ANIMATION IN

In Style	Slam	How letters / words arrive (Pop, Slam, Rise, Blur In, Stretch Up, Typewriter, Flicker, Swing...).
In Duration (frames)	7	How long each letter / word takes to land.
Word Interval (frames)	6	Gap between words appearing.
Start Delay (frames)	0	Wait before the animation starts.
Ease	Bouncy	Motion feel: Smooth, Snappy, Bouncy, Elastic or Linear.
Overshoot	0.55	How much Bouncy / Elastic overshoots before settling.
Slam / Pop Size	1.8	How big words start before slamming.
Slide Direction	Up	Which way words slide in.
Slide Distance	0.15	How far they slide.
Spin Amount	20	How much words spin as they land.
Motion Blur	12	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)	6	Length of the exit.
Out Word Interval (frames)	0	Words leave one after another (0 = together).
Out Slide Direction	Up	Which way it slides out.

PRO TIPS

- + Sync to speech: set Word Interval to 0, then use each word's Timing Shift to land it on the beat it's spoken.
- + Leave a word empty to hide it; nudge the words below up with Move Y to close the gap.
- + Shadow Softness 0–3 keeps it crisp and graphic; Corner Round 0.5+ turns stickers into pills.
- + Brand it: Box Color + Text Color + 3D Edge Color, then 'Alternate Box Colours' for a two-tone stack.
- + Out Word Interval makes the words leave one by one instead of all together.

MAKING A VIDEO ABOUT IT

HOOK IDEA

“Stop making boring captions. Drag this on.”

TALKING POINTS

- + Drag it onto the timeline — words already slam in
- + Type your words, pick a highlight word
- + Show per-word Size / Move / Timing Shift syncing to voice
- + Flip In Style: Slam → Pop → Drop
- + Crisp shadow and 3D edge look
- + Free, works in free Resolve — link in bio

SAVE + SHARE

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