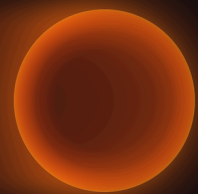


USER GUIDE · VERSION 1.0



TIME SHIFT **BLUR**

94 LOOKS FOR DAVINCI RESOLVE.
PICK A FEELING. SET THE INTENSITY. DONE.

FOR DAVINCI RESOLVE · MACOS & WINDOWS

BY SEM POLAK

FILM THAT SLIPPED OFF THE SHUTTER.

When the shutter of a film camera runs out of sync with the film, the image keeps being exposed while the film moves. The bright parts smear into streaks along the direction the film travels.

Time Shift Blur recreates that look on any clip. The streak can sit still, breathe, pulse, hit like an impact, or speed up and slow down. Its 94 presets move the way real things move: water, fire, wings, machines and weather.

The streak is mixed in linear light, so highlights glow and keep their energy, the way they do on film.



LIGHTNING: a strike, an afterflash, a rumbling sky.

IN THE BOX

Time Shift Blur.drfx

The complete effect: all 94 presets in one effect, each with a picture of how it moves.

Time Shift Blur Looks.drfx

Every preset as its own effect, named TSB and the preset. Drag one onto a clip, or star it as a favorite.

Time Shift Blur – User Guide.pdf

This guide.

REQUIREMENTS

DaVinci Resolve on macOS or Windows.

Tested on DaVinci Resolve Studio 21.

TWO MINUTES, ONCE.

1 Copy both .drfx files into Resolve's Templates folder

macOS

~/Library/Application Support/Blackmagic Design/DaVinci Resolve/
Fusion/Templates/

In Finder, press $\uparrow$ ⌘G and paste the path.

Windows

%AppData%\Blackmagic Design\DaVinci Resolve\Support\Fusion\
Templates\

Paste the path into the address bar of File Explorer.

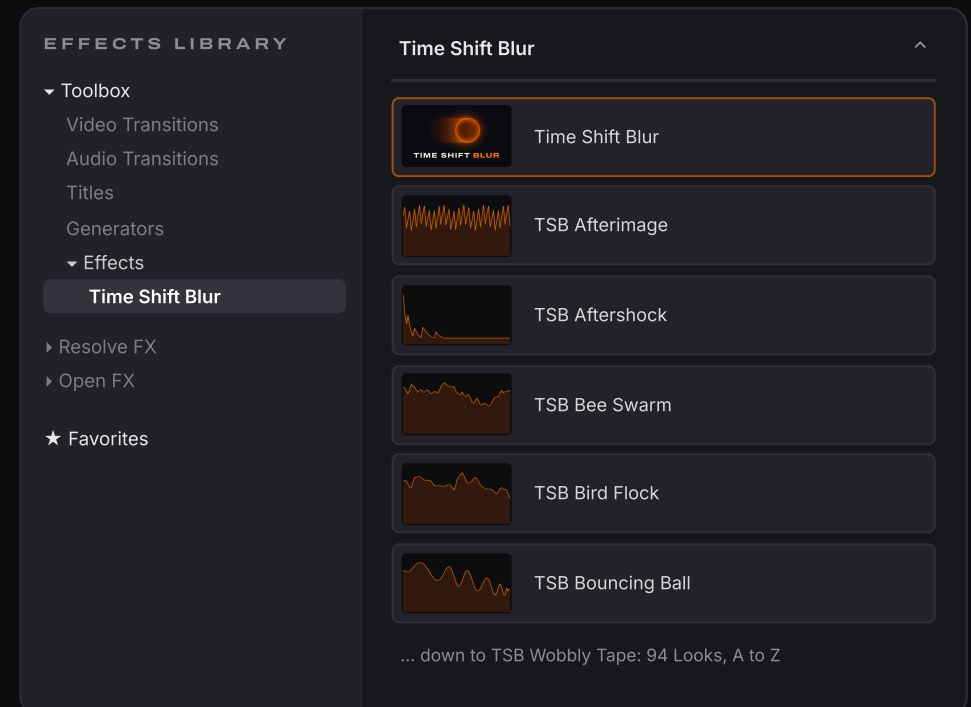
2 Restart DaVinci Resolve

Resolve only reads templates when it starts.

3 Find it

On the Edit page, open the Effects Library: **Toolbox > Effects > Time Shift Blur**. One heading holds the complete effect and all 94 Looks, and opens and closes as a whole.

Updating later? Replace the old files with the new ones and restart. Keep one of each in the folder.



The Effects Library after installing: one heading, with the complete effect first and every Look below it.

PUT IT ON AN ADJUSTMENT CLIP.

1 Add an adjustment clip

Drag an Adjustment Clip (Effects Library > Toolbox > Effects) above your footage and trim it to the part you want.

2 Drop Time Shift Blur on it

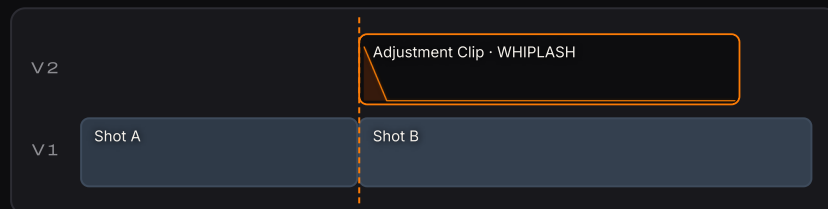
Drag **Time Shift Blur**, or any TSB Look, onto the adjustment clip. It also works directly on a clip.

3 Pick a preset

Select the clip and open **Inspector > Effects**. Under PRESETS, click a name to load the motion in the picture above it.

4 Set the intensity

SUBTLE, MEDIUM or AGGRESSIVE. That's it.



Frame 1 of the adjustment clip sits on the cut, so the hit lands right on it.

TIMING FOLLOWS THE CLIP

HITS, BUILD & FADE and a few others, like SUNRISE, LIGHTNING and EXPLOSION, are timed to the clip the effect sits on. Hits start on its first frame, rises end on its last, and build-ups fill its whole length. Trim the adjustment clip to decide exactly where the hit lands.

LAYER IT

Stack two adjustment clips: DRIFT underneath for constant life, SHOCKWAVE on the cut.

FULL CONTROL

Keyframe Opacity to time the streak by hand, or Streak Power when Pulse is off.



EVERYTHING IN ONE COLUMN.

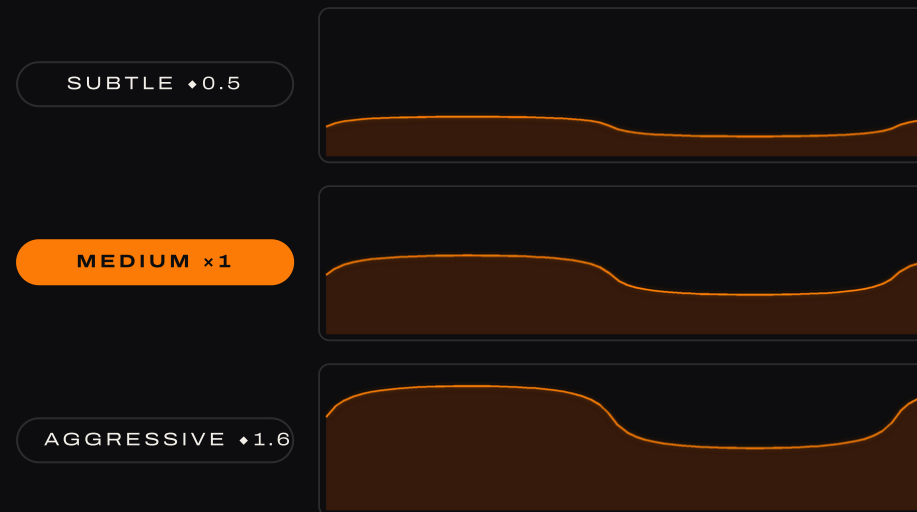
- 1 THE HEADER**
The effect's name and version.
- 2 SETUP**
Match the input colour space and gamma to your timeline. You set it once.
- 3 INTENSITY**
SUBTLE, MEDIUM or AGGRESSIVE, on any preset. It stays put while you switch presets.
- 4 PRESETS**
94 presets in 11 groups. Each picture shows how the streak moves over time; click the name under it.
- 5 STREAK**
How strong the streak is, which way it runs and which light it is made from.
- 6 PULSE**
Sets the streak in motion: waves, breaths, drift and ramps.
- 7 IMPACT**
Shapes the streak like a hit, timed to the clip.
- 8 MIX**
Opacity and flicker: how much streak you see, and how steady it is.

Click a group's name to open or close it. Every control is explained under Controls.

ONE SWITCH, AND YOUR OWN FAVORITES.

INTENSITY

Every preset is designed at MEDIUM. SUBTLE halves the streak and its flicker; AGGRESSIVE makes both 1.6 times stronger. The motion stays the same, only its strength changes. Intensity stays put when you switch presets, so you can browse at the strength you need.



SLOW BLINK at the three intensities, on one scale.

FAVORITES

Every preset also comes as its own effect in **Time Shift Blur Looks**, named TSB and the preset, under the same Time Shift Blur heading. Hover over a Look in the Effects Library and click its star: it joins your **Favorites**, in every project.

A Look has the same controls as the complete effect, so you can still fine-tune it on the clip.



TSB Heartbeat

TSB Rolling Thunder

TSB Candle

★ FAVORITES

TSB Heartbeat

TSB Rolling Thunder

94 LOOKS. PICK A FEELING.



HOW TO READ A PICTURE

Each picture shows how strong the streak is over the first 66 frames of the clip (2.6 seconds at 25 fps), at MEDIUM. Higher means a stronger streak. Like in the Inspector, every picture is scaled to its own motion, so it shows the shape, not the strength.

STEADY	6	Constant light that barely moves
WAVES	6	Regular pulses and slow sways
HITS	6	One impact at the start of the clip
BUILD & FADE	6	Pulses that speed up or slow down across the clip
WATER	12	Swells, ripples and rain
SKY	8	Clouds, stars, sunrise and sunset
WIND	6	Gusts, leaves and grass
FIRE & LIGHT	12	Flames, lamps, projectors and neon
LIFE	16	Breath, heartbeats, wings and swarms
MOTION & MACHINES	8	Fans, tape, cars and engines
FORCES OF NATURE	8	Storms, quakes and eruptions

Every group runs from calm to wild.

STEADY · WAVES · HITS · BUILD & FADE · WIND

STEADY 6

**LONG EXPOSURE**

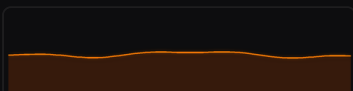
A constant, even trail

**SOFT TOUCH**

A faint trail that barely breathes

**BREATH**

A calm inhale and exhale, 13 a minute

**FOG**

Almost still, shifting very slowly

**DRIFT**

A trail that wanders, never repeating

**THE ORIGINAL**

The classic out-of-sync look, new every frame

WAVES 6

**SLOW BLINK**

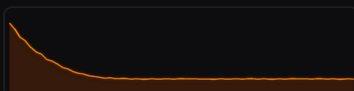
A slow, regular beat

**RESTLESS**

A strong, nervous wave

**DAYDREAM**

A heavy, slow sway

**LIQUID TIME**

A heavy smear that never lets go

**AFTERIMAGE**

A fast three-frame stutter

**RISING HUM**

A soft fast flicker that slowly builds frame

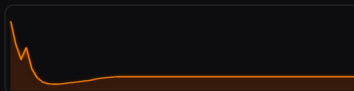
HITS 6

**WHIPLASH**

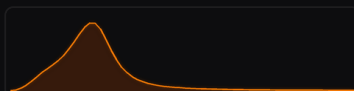
One hard snap on the first frames

**AFTERSHOCK**

A big jolt, then smaller ones

**SHOCKWAVE**

One hard hit with a short echo

**DRIVE-BY**

One smooth swell that passes

**SOFT LANDING**

A tap that swings out and comes to rest

**BOUNCING BALL**

Each bounce lower and faster, then still

BUILD & FADE 6

**BUILD-UP**

Pulses that rush closer and higher

**COMEDOWN**

High pulses that spread out and sink

**BUILD-UP HARD**

A tight, bold rush, then a fade

**COMEDOWN HARD**

A bold start that spreads out and fades

**BUILD-UP SOFT**

A gentle rush, then a fade

**COMEDOWN SOFT**

A gentle start that spreads out and fades

WIND 6

**BREEZE**

Soft gusts of wind

**LEAF FLUTTER**

Flutter riding slow gusts

**WAVING GRASS**

Grass rolling in the wind

**LEAF SHADOWS**

Dappled light on the move

**SWAYING BRANCH**

Long branches swinging

**WHIRLWIND**

A spinning gust that comes and goes

WATER · FIRE & LIGHT

WATER 12

**TIDE**

A very slow, round swell

**JELLYFISH**

A quick pull, a slow release

**RAINY WINDOW**

Wandering light with drops that catch it

**ROCKING BOAT**

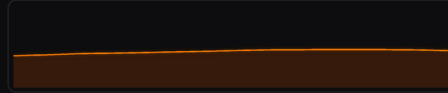
A roll with a sail trembling in the wind

**FISH SCHOOL**

Flashes as the school turns

**WATERFALL**

A constant rush full of fine motion

**OCEAN SWELL**

A heavy, slow roll

**POOL LIGHT**

Waves that slide through each other

**SEAWEED**

A slow sway with the current

**RIPPLES**

Soft rings spreading out

**GLOWING SURF**

Each breaking wave sparkles softly

**DOWNPOUR**

Dense curtains of rain in waves

FIRE & LIGHT 12

**EMBERS**

A slow glow with a soft afterglow

**QUIET FLAME**

A quiet flame with a soft tremble

**SWEEPING BEAM**

A slow sweeping beam, then dark

**CRACKLING FIRE**

Lively flames with crackling sparks

**DANCE FLOOR**

Spots of light circling and glittering

**DYING FLARE**

Burns bright and sputters out

**CURLING SMOKE**

Smoke that curls slowly

**SWINGING LAMP**

A gentle sway with a small flame inside

**CANDLE**

A soft wandering flame, now and then a gust

**OLD PROJECTOR**

A slow density wave with a living flutter

**BROKEN NEON**

Drops out and catches again, with a hum

**WELDING**

A harsh, crackling burst of light

SKY · LIFE

SKY 8



PASSING CLOUD
The light dims for a moment, then returns



NORTHERN LIGHTS
Slow curtains of light that ripple



TWINKLING STARS
A very fine twinkle



SUNSET
The trail fades slowly across the clip



SUNRISE
The trail grows slowly across the clip



SNOWFALL
Calm light with soft glints



HEAT HAZE
A fine, flowing ripple that never repeats



PULSING GLOW
Long glows with short dropouts and a tremble

LIFE 16



DEEP SLEEP
A very slow, deep breath



PURR
A soft hum that swells with each breath



HEARTBEAT
A calm thud, not quite regular



FIREFLIES
A soft glow that lights up and fades



OPERA SINGER
A long swelling note with vibrato



SHIVER
A quick rippling tremble in bursts



FOOTSTEPS
A handheld stride on a rocking base



JOGGING
A brisk, springy stride



WINGBEATS
Beat, beat, glide



HUMMINGBIRD
Hovering on buzzing wings



BUTTERFLY
A wayward flutter



BIRD FLOCK
One cloud of birds waving together



BEE SWARM
Buzzing and swarming



HORNETS
An angry, dense buzz that swells



RACING HEART
A pounding heart that jumps, then eases



STAMPEDE
Heavy, fast thundering

MOTION & MACHINES · FORCES OF NATURE

MOTION & MACHINES 8



ROCKING CHAIR

A slow, even rock with a soft tremble



CEILING FAN

Sunlight through slow fan blades, a soft even pulse



WOBBLY TAPE

A slow wow with a faster flutter on top



CAROUSEL

Round and round, light sweeping past



PASSING CARS

Headlights sweeping by at random



SPEEDING UP

Faster and faster until it runs



VHS GLITCH

Jumping levels and noise



JET TAKEOFF

Spooling up to a roaring peak

FORCES OF NATURE 8



TURBULENCE

Violent shaking in the air



HAILSTORM

Hard gusts and rattling stones



LIGHTNING

A strike, an afterflash, a rumbling sky



ROLLING THUNDER

A rumble that rolls in and away



WILDFIRE

Raging flames that swallow everything



EARTHQUAKE

A heavy jolt, aftershocks, trembling ground



ERUPTION

Heavy bursts with a rumble in between



EXPLOSION

A swelling rumble that ends in one bang

NOT SURE WHERE TO START?



UNDER DIALOGUE LONG EXPOSURE



ON THE BEAT HEARTBEAT



ON A CUT WHIPLASH



INTO A TRANSITION BUILD-UP

SETUP, STREAK AND MIX.

SETUP

Input Color Space · Input Gamma

Match these to your timeline (Rec.709 by default), so the streak is built from the right light.

Blur Gamma

Linear (default) makes highlights streak like real light. Other settings look softer, more like a plain blur.

Edge Behavior

How the streak treats the edges of the frame. Replicate (default) repeats the edge pixels, so the borders never darken.

One-Directional Streak

Streaks to one side only, like a trail behind the light, instead of both ways.

INTENSITY

Intensity

SUBTLE ×0.5 · MEDIUM ×1 · AGGRESSIVE ×1.6. Scales the streak and its flicker on every preset. Presets never change it.

STREAK

Streak Power

Base strength of the streak, 0.5 by default. With Pulse on, Min and Max take over; Impact shapes it over time.

Jitter

A tiny random change every frame, like an unsteady mechanism. A little goes a long way.

Streak Angle

Direction of the streak. The default -90° streaks vertically, the way film travels through the gate.

Light Range

Limits the streak to a range of brightness, such as only the highlights. The presets keep it at 0 / 0.

MIX

Opacity

How much of the streak is blended over your image. 0.5 is the classic look: half streak, half original.

Flicker

A fast flutter on the opacity, on top of the motion. Each swing gets its own height, so it never ticks like a metronome.

Flicker Speed

Frames per flutter. 2 goes up and down every frame, the fastest your timeline can show; higher is slower.

Flicker Random

Blends in a fresh value every frame, like an old projector, instead of a smooth flutter.

PULSE AND IMPACT.

PULSE

Pulse On/Off

Sets the streak in motion.

Pulse Type

WAVE a rhythmic pulse · BREATH slow in and out · DRIFT wandering, never repeating.

Min · Max

The range of Streak Power the pulse moves between.

Speed

Tempo of the pulse.

Ramp

0.5 is steady. Towards 0 the pulses rush closer and higher, a build-up. Towards 1 they start tight and high, then spread out and fade.

Shape

Pushes the wave from smooth towards hard on/off.

Irregularity

Adds a slow drift; above 0.5 also uneven peak heights.

Organic

Less mechanical timing and heights, and a soft start. On ramps, fast peaks melt into a flowing flutter.

Hold

Ramps only: how long the fastest part lasts before it spreads out.

IMPACT

Impact On/Off

Shapes the streak over time like a physical impact.

Impact Type

HIT straight decay · BLAST hit, dip and a short aftershock · QUAKE main shock plus weaker aftershocks · PASS-BY builds and fades · SETTLE swings out like a spring.

Impact At

► BEGIN starts on the first frame of the clip. END ◀ is mirrored and lands on the last frame.

Impact Length

How many frames the impact lasts.

Impact Peak

How much harder the first frame hits than the rest. 1 is normal.

Impact Floor

Where the streak settles afterwards: 0 is gone, 1 is full Streak Power.

Impact Curve

HIT only. 0 is a straight fade; 1 drops fast with a long tail.

GETTING THE MOST OUT OF IT.

TIPS

Start from a preset. Then change one control at a time.

Land hits on a cut Make frame 1 of the adjustment clip the first frame after the cut.

Too much? Switch Intensity to SUBTLE, or lower Opacity. The motion stays, the look gets quieter.

Match the moment STEADY and WAVES under dialogue, HITS on the beat, BUILD & FADE into a transition.

Work faster with Looks Drag a Look straight onto a clip, and star the ones you use most.

IF SOMETHING IS OFF

It's not in the Effects Library

Check that both files are in the Templates folder, then restart Resolve.

I see more than one version

Remove older Time Shift Blur files from the Templates folder and restart. Keep one of each.

It looks like a soft blur, not streaks

Set Blur Gamma to Linear, and match Input Color Space and Gamma to your timeline.

The hit lands at the wrong moment

It is timed to the clip the effect sits on. Trim that clip.

A preset overwrote my changes

Presets set Streak, Pulse, Impact and Mix. Setup, Streak Angle and Intensity stay as you set them. Pick the preset first, then fine-tune.

Playback stutters

Turn on the render cache: Playback > Render Cache > Smart.

USE IT IN YOUR WORK, KEEP IT TO YOURSELF.

By installing or using Time Shift Blur you agree to these terms.

YOU MAY

- Use it in personal and commercial projects, including client work.
- Change the settings and save your own versions for your own use.

YOU MAY NOT

- Resell, share, upload or redistribute the plugin or this guide, on its own or in a bundle.
- Present it as your own work.

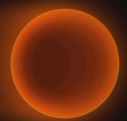
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- Dutch law applies.

SHOW ME WHAT YOU MAKE.

Post your edit and tag me. I repost my favourites. New presets and tools are on the way, and you're on the list.

BY SEM POLAK



TIME SHIFT BLUR