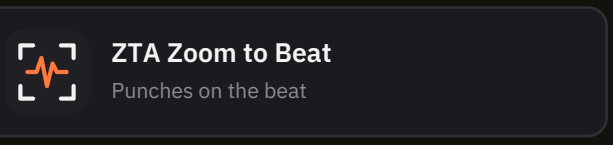
MANUAL · V1.1 · DAVINCI RESOLVE STUDIO

Zoom to Audio.

Music-driven zoom effects for the Edit page.
One click on Analyze Audio – the zoom follows your music.



Made by **Kamil Goerlich**

for Mac and Windows (tested on Windows 11) · Reichenau, Lake Constance · © 2026

Zoom to Audio is a pack of two Fusion effects for the Edit page of DaVinci Resolve Studio. One click on **Analyze Audio** reads the music under your clip, and the zoom follows it automatically: short punches on the beat, or big, slow movements that follow the parts of the song – intro, build-up, drop, breakdown.

EFFECT	WHAT IT DOES
ZTA Zoom to Beat	Short zoom punches on the beat – on every beat, every 2nd, every 4th (bar), every 8th or every 16th beat.
ZTA Zoom to Structure	Splits the song into parts and sets a marker on the music clip at the start of each part. Every part gets its own zoom – you decide: Zoom in, Zoom out, Hold or Off.

Works on video clips and on Adjustment Clips. Both effects can be used on the same clip, or one on the clip and the other on an Adjustment Clip above it (chapter 08).

01 Requirements

- **DaVinci Resolve Studio**. The free version of Resolve does not allow effects to analyze audio.
- **macOS or Windows** (tested on Windows 11).
- **Python 3** and the free audio library **librosa**. If librosa is missing, Zoom to Audio asks once and installs it for you (about 1–2 minutes). On Windows it also offers to install Python automatically.
- Internet – only for the one-time license activation and the first installation of librosa.

If the automatic installation does not work, install Python 3 from python.org and run this once in Terminal (Mac) or the command prompt (Windows):

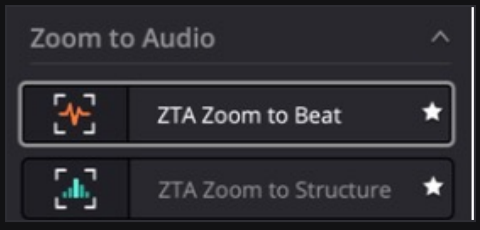
```
python3 -m pip install librosa
```

02 Installation

01 Double-click **Zoom to Audio.drfx**, or drag it onto the DaVinci Resolve window.

02 Confirm the installation and restart Resolve if asked.

03 In the Edit page open **Effects › Effects**. The pack appears as the category **Zoom to Audio**.



The two effects in the Effects Library, category Zoom to Audio.

03 License activation

Zoom to Audio works only after the license is activated. Until then the zoom stays off and the picture shows the watermark **UNLICENSED – click Activate License**.

01 Drag one of the two effects onto a clip and open the Inspector (**Effects › Fusion**).

02 Click **Activate License** – the first button at the top.

03 Paste the license key from your order e-mail into the window **Zoom to Audio – activate your license** and click OK.

04 The Status shows *License activated*.

05 If the watermark is still visible, **restart DaVinci Resolve once** – after the restart it is gone.

Activation needs internet once and is valid for **this computer** only – one license works on **2 computers**. After the activation, both effects also work **without Analyze Audio**: you can set BPM, Zoom and all other values by hand. If you click Analyze Audio before activating, Zoom to Audio asks for the key at that moment.

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04 Quick start

01 Activate your license once (chapter 03).

02 Put your music on an audio track of the timeline (a separate MP3/WAV, or the sound of the video itself).

03 Drag **ZTA Zoom to Beat** or **ZTA Zoom to Structure** from the Effects Library onto a video clip or an Adjustment Clip.

04 Put the **playhead** on that clip.

05 In the Inspector open **Effects › Fusion** and click **Analyze Audio**.

06 After a few seconds the Status shows the result and the values are filled in. Play – done.

07 Adjust **Zoom** to taste.

The first analysis of a song can take up to a minute. After that, every other ZTA effect on the same song uses the result right away. If the music has to be rendered first (e.g. a trimmed or nested audio clip), Resolve switches to the Deliver page for a moment and comes back by itself – your In/Out marks and the playhead stay where they were.

Which music track is used?

Music track is set to **Auto** by default: Zoom to Audio uses the lowest audio track that has audio under the clip – but not the clip's own camera sound. If your music sits on a different track, choose it in the list (**A1** to **A24**). A track chosen by hand is always used, even if it is the clip's own sound.

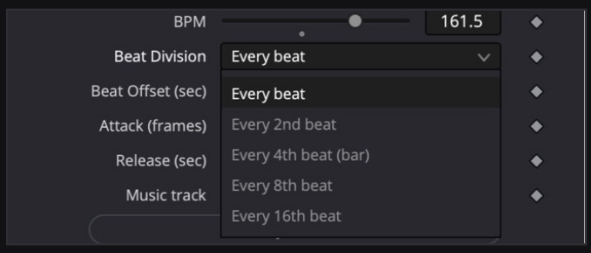
One song per effect: if your edit uses two songs, put one Adjustment Clip with ZTA over each song and click Analyze Audio on each. Every ZTA effect keeps its own BPM and parts.

05 ZTA Zoom to Beat

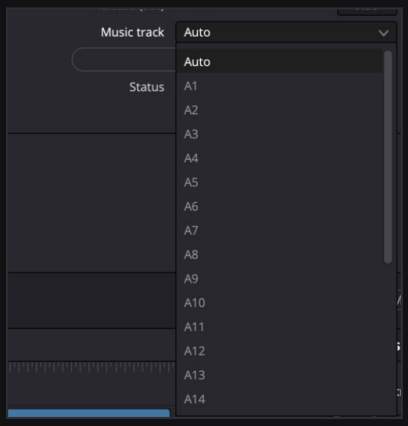
Short, smooth zoom punches in time with the music. The zoom starts a few frames *before* the beat, so the peak lands exactly on it, then glides back.



Controls after Analyze Audio: BPM and Beat Offset are filled in.



Beat Division – how often the zoom punches.



Music track – Auto or A1 … A24.

CONTROL	DEFAULT	DESCRIPTION
Activate License	–	Activates your license on this computer (chapter 03). Same button in both effects.
Zoom	1.2	Peak zoom of each punch. 1 = no zoom.
BPM	120	Tempo of the song. Filled in by Analyze Audio, or set by hand.

CONTROL	DEFAULT	DESCRIPTION
Beat Division	Every beat	Every beat · Every 2nd beat · Every 4th beat (bar) · Every 8th beat · Every 16th beat.
Beat Offset (sec)	0	Where the first beat sits. Filled in by Analyze Audio. Change it slightly if the punches feel off.
Attack (frames)	3	How many frames the zoom needs to reach its peak. 0 = hard cut-in.
Release (sec)	0.35	How long the zoom takes to glide back. Short = punchy, long = floating.
Music track	Auto	Which audio track is analyzed (see chapter 04).
Analyze Audio	–	Detects the BPM and the first beat of the song and fills them in.
Status	–	Shows the result, e.g. *Ready 125.0 BPM*, or an error message.

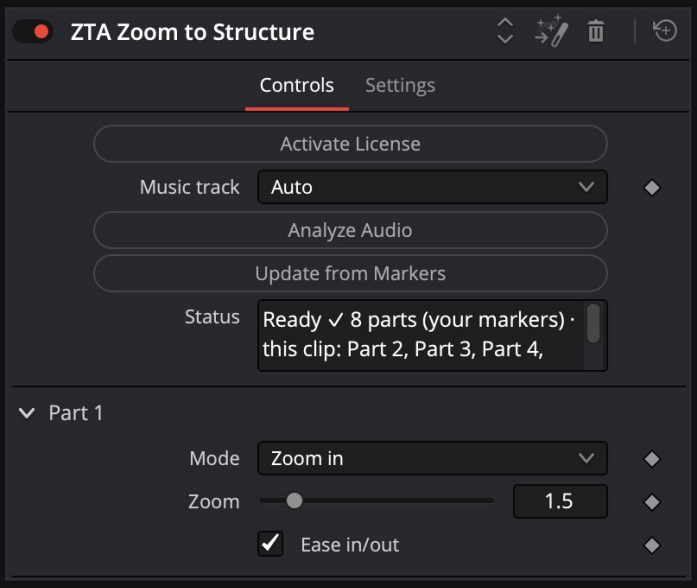
Tips

- Fast music (150 BPM and more): use **Every 2nd** or **Every 4th beat** – every beat can feel nervous.
- Punchy look: Attack 1–2, Release 0.2. Soft look: Attack 4–6, Release 0.6.
- Small Zoom values (1.1–1.3) usually look best.

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06 ZTA Zoom to Structure

Zoom to Structure listens to the whole song and splits it into **parts** – e.g. intro, build-up, drop, breakdown. At the start of every part it sets a **marker on the music clip**. Each part has its own zoom, and **you** decide what it does: zoom in, zoom out, hold or stay off. New parts start with **Zoom in 1.5**, so you see the effect right away.



Controls after Analyze Audio. The Status box shows how many parts there are and which parts this clip covers.

Activate License – at the top, same as in Zoom to Beat (chapter 03).

Music track – which audio track is analyzed (chapter 04).

Analyze Audio – finds the parts of the song and sets a marker on the music clip at the start of each part.

Update from Markers – takes the parts from the markers on the music clip (chapter 07).

Status – shows the result, e.g. *Ready · 8 parts · this clip: Part 2, Part 3*, or an error message.

Part 1 … Part 12 – one group per part, with **Mode**, **Zoom** and **Ease in/out**. Click a part's name to open or close it. If a song has more than 12 parts, parts 13+ use the settings of Part 12.

CONTROL (PER PART)	DEFAULT	DESCRIPTION
Mode	Zoom in	What the zoom does in this part – see the table below.
Zoom	1.5	The zoom value of this part. 1 = no zoom.
Ease in/out	On	Soft start and soft end of the movement. Off = constant speed.

The four modes

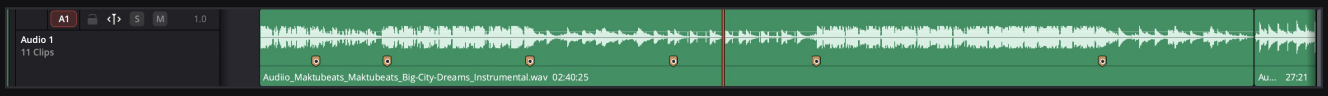
MODE	MOVEMENT OVER THE PART
Zoom in	From 1.0 to the Zoom value – over the full length of the part.
Zoom out	From the Zoom value back to 1.0.
Hold	Stays at the Zoom value for the whole part.
Off	No zoom in this part (1.0).

Every part works on its own. Each part starts from its own value – it does not depend on the part before. So you can change one part without changing the others.

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07 Changing the parts with markers

After Analyze Audio you will find a marker **on the music clip** at the start of every part, named after its setting, e.g. **Part 3 · Zoom in 1.5** or **Part 4 · Hold 1.5**. Hover over a marker to see its note – the setting and where the part sits in the song.



The markers set by Zoom to Structure sit on the music clip itself.

Because the markers belong to the music clip, they **move with it**: drag the clip to another place in a long timeline, or trim its start or end – every marker stays at its place in the song. Even with ZTA on a video clip with its own sound, they go on the music clip.

Your ears decide. The analysis finds most parts on its own – but if a part should start earlier or later, simply change the markers:

01 **Move** a marker on the music clip to where the part should start – or **delete** a marker to merge two parts. Leave the first marker (Part 1, at the start of the clip) where it is.

02 To add a part, add a marker on the music clip in **Sand** or **Orange** – no need to rename it.

03 Click **Update from Markers**. The parts now use *your* marker positions, and the markers are numbered again.

04 To go back to the original parts, click **Analyze Audio** again.

Changed the **Mode** or **Zoom** of a part in the Inspector? The picture follows right away – click **Update from Markers** so the marker names and notes follow too. Your own markers in other colours are never touched.

One movement over two parts

Want one long, continuous zoom over two parts? Delete the marker between them and click **Update from Markers** – the two parts become one.

Tip: zooming in steps

For a zoom in steps – e.g. from 1.0 to 1.5, then on to 2.0 – use two layers. On the song: Part 1 **Zoom in 1.5**, Part 2 **Hold 1.5**. Above it, put a second Adjustment Clip only over Part 2 and zoom it from 1.0 to 1.33 (a second ZTA or keyframes). The zooms multiply: 1.5 × 1.33 = 2.0.

08 Combining both effects

Zoom to Structure makes the big movement, Zoom to Beat adds the accents:

01 Put **ZTA Zoom to Structure** on the clip (e.g. Zoom 1.3).

02 Put an **Adjustment Clip** above it and add **ZTA Zoom to Beat** (e.g. Zoom 1.1, Every 2nd beat). The Adjustment Clip can be split, so the beat punches only where you want them.

03 Click **Analyze Audio** in both effects.

The zooms add up – keep both values small to avoid a soft picture.

09 Image quality

Every zoom enlarges the picture. If your footage has the same resolution as the timeline, it gets softer from about 1.5. Footage with a higher resolution than the timeline (e.g. 4K footage in an HD timeline) can be zoomed up to 2.0 without visible loss.

10 Updating from V1.0

01 Remove the old **Zoom to Audio.drfx** from your Fusion Templates folder and install the new one (chapter 02). Your license stays active – no new key needed.

02 Restart DaVinci Resolve.

03 On clips that already have ZTA: **delete the old effect** and drag a fresh one from the Effects Library. Old effects on clips keep the old version.

04 Click **Update from Markers**. The old markers from the timeline ruler move onto the music clip. The per-part settings start fresh – set Mode and Zoom of each part again.

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11 Troubleshooting

STATUS MESSAGE	SOLUTION
Error: clip not found – put the playhead on the clip and try again	Move the playhead onto the clip with the effect and click Analyze Audio again.
Error: no timeline open	Open a timeline in the Edit page.
Error: no music found under this clip	Put the music on an audio track under the clip, or choose the right track in Music track.
Error: no audio on A... under this clip	The chosen track has no audio at this position. Choose another track or Auto.
Error: could not render the music – check the Deliver page	Zoom to Audio renders the music under the clip for the analysis. Make sure the Deliver page is not busy with another render and try again.
Watermark UNLICENSED in the picture / Not activated – click Activate License	Click Activate License at the top of the Inspector and paste your license key (chapter 03).
Status shows License activated, but the watermark is still there	Restart DaVinci Resolve once after activating. After the restart the watermark is gone.
License: This license key has reached the activation limit	The key is already active on 2 computers. Write to me via limakpacks.com to move it to a new computer.
License: no internet – the activation needs internet once	Connect to the internet and click Activate License again. After that, no internet is needed.
License: this key is not for Zoom to Audio	Use the key from your Zoom to Audio order e-mail.
Not activated after moving to a new computer	The license is bound to the computer it was activated on. Click Activate License on the new computer.
librosa not installed – Analyze Audio cancelled	Click Analyze Audio again and confirm the installation – or install it by hand (chapter 01).
Error: Python not found	Install Python 3 from python.org (Windows: tick *Add python.exe to PATH*), restart Resolve and try again.
Zoom to Audio requires DaVinci Resolve Studio	The free version of Resolve cannot analyze audio. Use DaVinci Resolve Studio.
ERR no beat found	The music has no clear beat (e.g. only an intro). Set BPM and Beat Offset by hand, or analyze a longer part with drums.
ERR not enough audio	The music is shorter than 8 seconds. Use a longer piece of music.
No ZTA markers found for this song	Update from Markers needs the markers from a first analysis. Click Analyze Audio first.
The zoom is not visible	Check that the effect is switched on (red toggle in the Inspector), Zoom is above 1 and the part is not set to Off.
Marker names don't match the Inspector	Click Update from Markers – the names and notes are written again.
A jump in the zoom after changing the timeline format	Simply re-apply the effect (delete it and drag it from the Effects Library again).
Watermark UNLICENSED after installing an update	Click Analyze Audio once, or restart DaVinci Resolve.

Questions or problems? Write to me via **limakpacks.com**.

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