

DaVinci Resolve 12 QuickStart

1. Introduction to DaVinci Resolve 12

- Introduction by Alexis Van Hurkman
- How to Use this Training
- Features of DaVinci Resolve
- Features of DaVinci Resolve Studio
- What Version to Use with this Training

2. Exploring the Project Manager

- Single User Configuration
- The Project Manager
- Switching to Multiple User Configuration
- Why Choose a Multi-User Configuration
- Organizing the Project Manager
- Creating Folders
- Viewing Options
- Filtering Projects
- Cutting & Pasting Projects
- Creating & Opening Projects

3. Importing & Relinking Media

- Importing Media
- Navigating to the Media
- Opening the DRP file
- Relinking the Media

4. Choosing Project Settings

- Returning to the Project Manager
- Dynamic Project Switching
- Exploring Workspaces
- Changing the Layout
- Resetting the Layout
- The Preferences Window
- Choosing a Scratch Disk
- Choosing an I/O Device
- Using a Control Surface
- The Project Settings Window

- Master Project Settings
- Improving Performance
- Image Scaling
- Auto Save Options
- Keyboard Mapping

5. Exploring the Resolve UI

- Resolve's Page Paradigm
- The Media Page
- The Media Pool
- Media Pool Viewing Options
- Viewing Metadata
- The Edit Page
- The Color Page
- The Color Wheels Palette
- The Curves Palette
- Viewing Video Scopes
- The Deliver Page
- The Render Queue
- Resolve Workflow Overview

6. Locating & Organizing Media

- Creating & Naming a Project
- Importing Media
- Importing via the Media Page
- Importing via the Edit Page
- Locating Media in the Media Storage Browser
- Adding Folders as Favorites
- Removing Favorites
- Adding Media to the Media Pool
- Methods for Adding Clips to the Media Pool
- Adding Folders to the Bin List
- Adding Folders to the Clip Browser
- Using the Clone Tool
- Adding Bins and Sub-Bins

7. Viewing & Adding Metadata

- Sorting Your Media
- The Metadata Editor
- Viewing Clip Properties
- Revealing Metadata Groups

- Working with Shot & Scene Metadata
- Tagging Multiple Clips
- Editing Metadata of Individual Clips
- Adding Metadata Columns

8. Working with Smart Bins

- Adding a Smart Bin
- Creating Rules for the Smart Bin

9. Syncing Dual Source Audio

- Syncing via Audio Waveform
- Choosing an Auto Sync Option
- Syncing via Timecode
- Syncing Manually via Clapboard

10. Applying Resolve Color Management

- How Color Management Works
- Choosing a Working Color Science
- Tagging Media with a Color Space
- Why Use Color Management

11. Importing from Other NLEs

- Importing AFF, EDL, XML
- Choosing Project Load Options
- Automatically Import Source Clips into the Media Pool
- File Extension Options

12. Preparing for the Edit

- Starting with an Empty Timeline
- Creating a Timeline from Scratch
- Enabling Display Names for Clips
- Creating Custom Clip Names
- Enabling Clip Description

13. Creating an Assembly Edit

- Marking Clips in the Media Pool
- Drag & Drop Editing
- Navigating in the Timeline
- Performing an Insert Edit

- Using JKL Scrubbing
- Using the Shuttle/Jog Control
- Trimming Out Unwanted Material
- Contextual Editing Options
- Source/Record Editing
- Creating More Space for the Timeline
- Changing the Edit Page Focus
- Toggling Between Source and Timeline Viewer
- Choosing Between Multiple Edit Options

14. Tightening Up the Edit

- Setting up for a 3-Point Edit
- How a 3-Point Edit Works
- Marking an Out Point for the Source Clip
- Performing an Overwrite Edit
- Performing a Lift and Ripple Delete
- Performing a 3-Point Insert Edit
- Performing a 3-Point Back Timed Edit

15. Using the Trimming Tools Part 1

- Choosing an Alternate Timeline
- Resizing & Overwriting
- Drag Overwrite Edits
- Nudging the Edit
- Performing a Split Edit
- Rolling Split Edit
- Working in Trim Mode
- Using the Unified Trim Tool
- Performing a Ripple Trim
- Performing a Slip Edit
- Performing a Slide Edit

16. Using the Trimming Tools Part 2

- Using the Heads Up Display
- Performing Multiple Edit Point Trims
- Tightening up the Edit
- Checkerboarding the Dialogue Track

17. Trimming with Shortcuts

- Selecting the Nearest Edit Point

- Selecting the A and B Sides of the Edit Point
- Calling up the Trim Tool
- Nudging the Edit Point
- Previewing the Edit
- Selecting a Clip using the Playhead
- Slipping & Sliding using Shortcuts
- Performing Dynamic Trims
- Dynamic Trim Mode
- Performing Swap Edits
- Through Edits

18. Working with Transitions

- Creating a Fade In
- Adding a Dissolve
- Accessing the Effects Library
- Adding a Transition Using a Shortcut
- Changing the Standard Transition
- Changing the Transition Timing
- Customizing the Transition
- Using the Transition Curve Editor

19. Exploring the Color Page UI

- The Gallery
- The Node View
- The Purpose of the Gallery
- The Viewer
- The Best Way to Monitor Your Work
- Applying a LUT to the Display
- Exploring the Node Editor
- The Thumbnail Timeline
- The Mini Timeline
- Show and Hide the Timelines
- The Color Wheels
- The Curves Editor
- The Video Scopes
- The Keyframe Panel

20. Making Color Adjustments

- Making an Automatic Adjustment
- Using the UnMix Control
- Resetting Your Adjustments

- Using the Color Wheels
- The Lift Controls (Black Point)
- The Gain Controls (White Point)
- Adjusting the Gain Color Balance
- Viewing Before and After
- Shot Matching
- Copying Grades to Other Clips

21. Creating Reference Stills

- Using the Gallery
- Adding a Stills Album
- Creating a Reference Still
- Comparing Grades with a Split Screen
- Changing Saturation

22. Comparing & Grading Shots

- Enabling Split Screen Mode
- Choosing Shots for Splits
- Using the Lightbox
- Enabling Color Controls

23. Working with Curves

- Adjusting Color Balance
- Adding Curve Control Points
- Neutralizing a Curve Control Point
- Removing a Control Point
- Adding a Control Point
- Curve Adjustments per Color Channel
- Resolve's Color Science

24. Controlling Highlights

- Adding a Second Node
- Reducing the Highlights
- Using Soft Clip
- Returning to the Edit Page

25. Working with Effects

- Adding Effects in the Edit Page
- Changing the Timeline View Options
- The Inspector

- Transforming the Image
- Transforming with Onscreen Controls
- Rotating the Image
- Pitch and Yaw Controls
- Flip and Flop Controls

26. Adding Titles

- 3-Point Editing a Title
- Locating Titles in the Effects Library
- Editing the Title
- Exploring the Title Parameters
- Changing the Text Parameters
- Changing the Style
- Adding a Text Background

27. Changing Clip Speed

- Choosing a Speed Option
- Retiming a Clip
- Creating a Variable Speed Effect
- Other Speed Options

28. Stabilizing Clips

- Working in the Tracker Palette
- Analyzing & Stabilizing a Clip
- Choosing a Strength & Smoothing Value
- Zoom to Fix Blanking
- Other Effects - Blur, Sharpen & Mist

29. Working with Audio

- Naming Track Headers
- Creating New Audio Tracks
- Assigning a Track Channel Type
- Choosing Audio Waveform View
- Navigating the Audio Waveform
- Viewing Clip Attributes
- Viewing the Channel Format

30. Sound Editing

- Adding an Audio Cross Fade
- Editing Background Ambience

- Soloing a Track
- Changing Volume
- Copy & Paste Attributes
- Duplicating Cross Fades
- Changing the Fade Type
- Setting Volume Levels
- 4 Ways to Keyframe Audio
- Adding Manual Keyframes
- Changing Track Levels

31. Using the Audio Mixer

- Recording Automation
- Arming the Track for Recording
- Touch, Latch or Write

32. Working with Filters

- Audio Effects Resolve is Compatible With
- Adding a Third-Party Audio Effect to a Clip
- Opening the Effects HUD
- Working with OS X Plugins
- Applying Filters at the Track Level
- Revealing the Filter's Controls
- Removing a Filter
- Handing Off Your Audio

33. Making Isolated Changes

- Hue vs. Sat Curve
- Sampling & Adjusting Specific Colors
- Looping the Clip
- Adding More Points
- Adding Shadow to the Foreground
- Adding a Window
- Reducing the Highlights in the Window
- Inverting the Window
- Tracking a Window
- Creating Custom Windows
- Isolating a Face
- Using Qualification
- Using the 3D Keyer
- Finessing the Matte
- Combining the Key with a Window

- Adjusting Gamma Color Balance

34. Multicam Editing

- Creating a Multicam Clip
- Syncing via Audio Waveform
- Create Timeline using Selected Clips
- Performing a Multicam Switch
- Switching Angles after the Edit

35. Delivering Your Movie

- Changing the Starting Timecode
- The Deliver Page
- Output to Tape
- The Render Settings
- Rendering Individual Source Clips vs. Master File
- Rendering a Single Clip
- Rendering All Clip in the Timeline
- Choosing a Video Format
- Outputting EasyDCP
- Choosing an Audio Export Option
- Choosing a Destination
- Add to Render Queue
- Setting up a Render Job
- Starting the Render
- Using a Render Preset
- Archiving Your Project