DaVinci Resolve 14 New Features

1. Final Release Update - Part 1

- Introduction
- New Format Support
- RED IPP2 Settings
- Updated Project Settings
- System Preferences
- User Preferences
- Auto Save Changes
- Updated Workspace Menu
- Fairlight Architecture Additions
- Fairlight Audio Accelerator
- Speaker Setup
- Using Audio MIDI Setup
- Changing Speaker Circuits in the Fairlight Page
- Audio Console Preferences
- Updating Project Thumbnails
- Backing up Incompatible Databases
- Disconnecting Databases
- Updating & Deleting Custom Column Layouts
- Enabling the Audio Codec Column
- Audio Compound Clips
- Adjusting the Curve of Audio Fade Handles
- Trimming & Composites

2. Final Release Update - Part 2

- Updated Color Page Features
- Arri Looks
- Updated Face Refinement Tool
- LMT Neon Suppression
- Adding an Effect to a Connection Line as a Node
- Locked Node Icon
- Updated Fairlight Page Features
- Media Pool Audio Clip Filtering Options
- The Fairlight Page Metadata Editor Works
- Updated JKL Functionality
- Tape Like Scrubbing

- Resizing Tracks
- Fairlight Clip Contextual Menu
- Updated Fairlight Looping
- Layered Audio Editing
- Using the Razor Command
- Updated Effects Section in the Mixer
- Adding Keyframes in the Fairlight Timeline
- Improved Automation
- Outputting STEMs
- Opening Bins in a Read Only State

3. Public Beta 4 Update

- New Format Support
- Modifying Keyboard Sets
- Live Media Preview
- Creating Small Media Pool Windows
- Conform Lock
- Mark Commands
- Creating Subclips
- Option Zooming the Timeline
- New Enable/Disable Button
- Four Color Gradient
- Select All Targeting
- Visible Cross Fades in the Fairlight Page
- Audio Units
- Submix Assignment Buttons
- Network Optimization

4. Improved Project Manager

- Introduction
- Integrated Database Management
- Upgrading Databases
- Exporting Databases Before Upgrading them
- New Contextual Menus
- Creating a New Database
- Copying & Pasting Projects Between Databases
- Accessing Multi-User Databases & Projects
- New Folder Icon

5. Overall Improvements

- New Frame Rate & Resolution Support
- New Format Support
- Changing a Clip's Frame Rate
- Resolve 14 Performance Enhancements
- Performance Mode
- H.264 Performance Enhancements
- Optimizing 3D Stereo Media
- New Apple Metal Support

6. UI & Project Setting Changes

- Saving Custom Layouts
- Managing Your Custom Layouts
- Updated Effects Library
- Assigning Effects as Favorites
- Live Save
- Using the Undo List
- Keyboard Mapping Search Field
- Alphabetical Window Navigation

7. Color Management Changes

- ACES Color Management
- ACES Input & Output Transforms
- DaVinci Color Space Transforms
- Apply Gamut Mapping Checkbox
- Setting the Max Timeline Luminance Nit Value
- Applying the Gamut Mapping Plugin

8. Conform Options

- New AAF Support
- Reconforming Media
- Reconform from Media Storage Folders
- Offline Media Symbols
- Rediscover Optimized Media
- Auto Conform Missing Clips as Media is Added to the Media Pool

9. Updated Media Page & Pool

- Using Checksum when Cloning Media
- Using the Finder to Navigate the Media Browser

- Opening Multiple Bin Windows
- Working in Dual Screen Mode
- Selecting Multiple Clips in the Media Pool
- Create Bin with Selected Clips
- Copying Clips to Multiple Bins
- Drag & Drop Bins
- Creating Subclips from the Timeline

10. Edit Page UI Changes

- Changing your New Timeline Settings
- Switching to Single Viewer Mode
- Video & Audio Only Edit Overlays
- Using Position Lock
- Enabling the Match Column in the Edit Index
- Filtering the Edit Index

11. New Editing Features - Part 1

- Play Around Selection
- Changing the Pre-roll & Post-roll Duration
- Play Around & Dynamic Trimming
- Playback Post-roll
- Draggable Transitions
- Performing a Replace Edit on an Empty Track
- Selecting Nearest Audio/Video Edit Point
- Overlapping Clips While Trimming

12. New Editing Features - Part 2

- Setting In & Out Points in the Media Pool
- Option Clicking Clips in the Timeline
- Slipping with an Extend Edit
- Slip Playhead to In & Out
- Resizing Preview Marks
- Updated Data Burn

13. Marker Improvements

- Enabling Marker Overlays
- Streamline Marker Workflow
- Converting In & Out Points to Duration Markers
- Using the Marker Sub Menu in the Viewers
- Using Markers in a Subclip Workflow

- Selecting Multiple Markers in the Timeline
- Sorting Smart Bins Using Markers

14. Edit Page Audio - Part 1

- The Fairlight Audio Engine
- Universal Audio Monitoring Controls
- Muting Playback Audio
- Audio Monitoring Level Control
- Audio Dimming
- Mini Audio Meters
- The Updated Edit Page Audio Mixer
- The Surround Panner
- Switching to Meters Only
- Changing the Main Bus Format

15. Edit Page Audio - Part 2

- Color Coding Tracks
- Clip & Track Color Priority
- Subframe Editing
- Setting the Playhead Shadow Length
- Subframe Editing Limitations
- Clip Equalizer
- Using Pitch Correction

16. Edit Page Effects

- Adding Resolve Effects & OpenFX to Clips in the Edit Page Timeline
- Adding Multiple Effects to One Clip
- Adding an Effect to Multiple Clips at Once
- Removing Clip Attributes
- Creating Freeze Frames
- Including an Alpha Channel with Fusion Connect Clips
- Snapping Guides in the Viewer
- Accessing the Resizing Filter Options
- Curve Editing
- Converting Linear Points in the Curve Editor to Bezier Points
- Moving Curve Keyframes Using the Keyboard

17. Overall Color Page Improvements

- Printer Light Hotkeys
- Caching Groups of Clips in the Color Page

- Enabling & Disabling Split Screen Mode Via the Keyboard
- Changing the Number of Neighboring Clips Displayed in Split Screen
- Viewing RGB Values in the Viewer
- Using the Enhanced Viewer with the OpenFX Panel
- Viewing the Scopes in Cinema Mode
- Adding a Disconnected Node Without Disabling the Grade
- Selecting Keyframes with a Bounding Box
- Applying Common LUT Formats
- Copying & Pasting Track Data

18. Color Page Effects

- Using the Updated Stabilizer
- Enabling Camera Lock in the Stabilizer
- When to Use the Classic Stabilizer
- New Resolve Effects Organization
- Favoriting Resolve Effects
- Adding an Effect as a Standalone Node
- Limitation of Adding an Effect as a Node

19. The Face Refinement Tool

- Choosing a Well Lit Frame Before Analyzing
- Ensuring that OpenFX Overlays are Enabled
- Enabling Show Mask
- Adjusting the Skin Mask
- Using the Eye Retouching Parameters
- Smoothing the Face
- Face Refinement: Color Grading
- Face Refinement: Lip Retouching
- Face Refinement: Blush Retouching
- Face Refinement: Forehead, Cheek, & Chin Retouching
- Detecting Multiple Faces

20. The Sharpening Plugins - Part 1

- Using the Soften & Sharpen Filter
- Using the 3D Qualifier for Isolating Skin Tone
- Adjusting the Texture Parameters
- Adjusting Small Texture Granularity
- Softening Specific Textures

21. The Sharpening Plugins - Part 2

- Sharpen Edges
- Correcting Soft Focus
- Enabling Display Edges
- Pre Denoise Parameter
- Edge Detection Threshold
- Edge Mask Strength
- Adjusting the Sharpen Amount
- Sharpen
- Breaking Down the Sharpen Parameters
- Adjusting the Detail Parameters
- Reducing the Sharpen Amount

22. The Warper - Part 1

- Adding Warp Points
- Removing Warp Points
- Isolating Regions for Warping by Adding Lock Points
- Creating Multiple Warp Zones
- Tracking the Warper Effect
- Adjusting the Appearance of the On-Screen Controls
- Enabling Show Warp Boundaries
- Showing Warp Vectors

23. The Warper - Part 2

- Using the Warper to Move Things Off-Screen
- Changing the Warp Limits
- Using the Manual Warp Limit Mode
- Understanding the Warp Sharpness Parameter
- Understanding the Edge Behavior Parameter
- Using Warp Scale
- The Reference Grid

24. The Match Move Plugin - Part 1

- The Match Move
- Replacing a Painting with Match Move
- Adding an Image to the Color Page as a Matte
- Switching Between the Several Match Move Modes
- Tracking the Main Image
- Working with the Trackers

- Changing the Tracker Display Options
- Positioning the Composite
- Compositing the Two Images
- Adjusting the Plate Cropping
- Rotoscoping the Image
- Blurring the Composited Image
- Grading the Composited Image

25. The Match Move Plugin - Part 2

- Performing a Different Type of Composite Using the Match Move
- Tracking the Image
- Clearing Future & Past Track Data
- Adding Your Composite Image as a Matte
- Changing the Composite Type to Plate Only
- Changing the Edit Page Composite Mode to Screen
- Handling Tracker Occlusions
- Repositioning a Tracker After It Has Been Interrupted
- Assisting an Interrupted Tracker with an Additional Tracker
- Positioning with Multiple Tracked Paths

26. Dead Pixel Fixer

- Highlighting Dead Pixels
- Changing the FIll-In Method
- Changing the Remover Size
- Using the Dead Pixel Remover as a Clone Tool

27. The Deband Plugin

- Applying Deband to an Entire Image
- Applying a Key Before Deband
- Creating Haloing to Protect Detail
- Using the Display Edge Feature
- Adjusting the Deband Parameters

28. The Color Compressor

- Dialing in a Brand Specific Color
- The Methodology Behind the Color Compressor
- Setting the Target Color
- Compressing the Hue
- Compressing Saturation
- Gauging Color with the Vector Scope

- Smoothing Skin Tone
- Sampling the Desired Skin Tone
- Correcting for Brightness
- Applying Color Compressor to an Entire Image

29. The Color Stabilizer

- Correcting an Exposure Change
- Selecting a Region of Analysis
- Choosing a Stabilize Method
- Using a Selected Area
- Tracking the Selected Area

30. The Camera Shake Plugin

- Adding Camera Drift to a Shot
- Zoom to Crop
- Using the Motion & Speed Scale Parameters
- Increasing Motion Blur
- Adjusting Shake Amplitudes
- Increasing the PTR Speed
- Adjusting Zoom Levels
- Choosing a Zoom Type
- Shake Quality
- Choosing a Motion Method
- Adjusting the Phase
- Introducing Randomness to the Shake
- Creating Pauses
- Handling Blanking

31. The Dehaze Filter

- Sampling the Haze Color
- Adjusting the Dehaze Strength
- Viewing Your Adjustments with the Display Depth Toggle

32. Creating Lens Distortion

- The Lens Distortion Plugin
- Using the Ganged Parameters
- Creating Chromatic Aberration
- Altering the Center Warp Position
- Cropping out the Blanking Using the Sizing Palette

33. The Abstraction Plugin

- Applying Pre Blur
- Adjusting the Quantization Controls
- Adjusting the Draw Edge Controls

34. The Watercolor Plugin

- Basing the Look off of Luminance or RGB

35. Alpha Matte Shrink & Grow

- How the Plugin Works
- Loading the RGB of the Key
- Choosing an Operation
- Changing the Operator Radius
- Choosing an Operator Shape
- Creating a Look with the Plugin

36. The Color Palette Plugin

- Changing the Number of Colors
- Using the Plugin in a Teaching Capacity

37. Contrast Pop

- Adjusting the Detail Size
- Changing the Threshold

38. The Grid Plugin

39. Navigating the Fairlight Page - Part 1

- Introduction to Fairlight
- The Fundamentals
- Comparing the Edit Page & the Fairlight Page
- Different Audio Tracks
- Track Headers
- Soloing & Muting Tracks
- The Track Header Contextual Menu
- Locking Track Height

40. Navigating the Fairlight Page - Part 2

- Markers
- Zooming the Timeline
- View Clip Info Display
- Choosing a Timeline Ruler Display
- Timecode Fields
- The Fairlight Toolbar
- Transport Controls

41. Navigating the Fairlight Page - Part 3

- Media Pool
- Effects Library
- The Index
- The Mixer
- The Meters
- The Viewer
- The Inspector
- Resizing the Fairlight Page Elements
- Diving Deeper Into the Audio Meters
- Control Room Meters
- Loudness Meters

42. Editing in the Fairlight Page - Part 1

- Navigating the Timeline
- Fader Handles
- Applying Audio Cross Dissolves
- Linked Selection
- Sample Level Editing
- Subframe Editing
- How the Fairlight Page was Meant to be Used
- Using the Playhead in Selection Mode
- Deselecting Tracks
- Ranged Selection Mode

43. Editing in the Fairlight Page - Part 2

- Fundamentals of Audio Editing
- Moving Clips in the Timeline
- Trimming a Clip
- Applying Fades

- Adjusting Clip Volume
- Resetting Edit Points
- Copy & Paste
- Changing Track Order
- Copying & Pasting in Range Selection Mode

44. Editing in the Fairlight Page - Part 3

- Cut & Paste
- Moving a Piece of Audio to Another Track
- Copying & Pasting Using the Mouse
- Splitting a Clip

45. Recording Audio

- Patching Your Audio Input
- Arming the Track
- Creating & Choosing a Bin for Your Recordings
- Soloing Your Recording Track

46. Layering Audio

- Combining Multiple Takes of Audio
- Switching Layer Order
- Comparing Layer Edits & Standard Edits

47. Working with Buses

- Mixing in the Fairlight Page
- Managing Inputs
- Adding Buses
- Viewing Added Buses in the Mixer
- Assigning Buses in the Mixer
- Assigning Buses in the Assign Window

48. Working in the Mixer

- Mixing Your Project
- Using Your Sub Mixes
- The Three Methods of Adjusting Your Volume
- Clip Levels
- Track Levels
- Sub Mix Levels
- The Mixer In-Depth
- Reviewing Channel Strips

- Creating a PostgreSQL Database
- Enabling Collaboration
- Viewing the Project Members
- Disabled Project Settings
- Identifying a Collaborative Project
- Connecting to a Collaborative Database
- Naming Your User

55. Collaborative Workflow - Part 2

- Bin Locking
- Working on the Same Project
- Refreshing the Media Pool
- Duplicating a Timeline
- Comparing Timelines
- Viewing the Difference Index
- Accepting Changes
- Manually Locking Bins
- Collaboration in the Color Page
- Clip Locking

56. The Deliver Page

- The New Deliver Page Features
- New Pro Tools Compatibility
- New Codec Support
- Single or Multi-Pass H.264 Encoding
- Network Optimization
- New DNxHR Options