

# DaVinci Resolve 16.1 Core Training

## 1. Exploring Resolve

- Exploring Resolve
- The Media Page
- The Cut Page
- The Edit Page
- Focus Indicators
- The Fusion Page
- The Color Page
- Timeline
- Palette Area
- The Fairlight Page
- The Deliver Page

## 2. Editing in the Cut Page

- Before Getting Started
- Creating a Project
- Exploring the UI
- Importing and Organizing Media
- Creating a Timeline
- Creating Your First Cut
- Using Scratch Trim
- Performing an Append Edit
- Navigating the Timelines
- Using Source Tape Mode
- Performing a Smart Insert Edit
- Splitting a Clip
- Performing a Ripple Overwrite Edit
- Performing Ripple & Roll Trims
- Swapping Clips
- Syncing Clips
- Multicam Editing with the Sync Bin

## 3. Refining the Cut

- Adding Cutaways
- 3-Point Edits
- Close-up Edits
- Adding Transitions

- Adding Dynamic Zooms
- Stabilizing a Shot
- Adding Effects
- Adding a Title
- Overlapping Clips
- Removing the "Boring" Stuff
- Adding Music
- Quick Export

#### 4. Essential Settings

- Creating a Project
- Project Settings
- System Preferences
- External Hardware
- User Preferences
- Auto Save
- Editing
- Keyboard Customization
- Creating Keyboard Shortcuts

#### 5. Importing & Organizing Media

- Media Page Overview
- Favoriting Media Locations
- Previewing Media
- Importing Media & Folders
- Sorting Media & Editing Metadata
- Setting the Poster Frame
- Viewing Bins
- Searching with Metadata
- Custom Metadata Sets
- Creating Custom Column Layouts
- Adding Custom Metadata
- Adding New Bins
- Creating Smart Bins
- Modifying Clip Names

#### 6. Preparing for the Edit

- Synchronizing Audio & Video
- Auto Syncing
- Marking Clip Ranges
- Setting In & Out Points

- Setting Duration Markers
- Color Coding Bins

## 7. Assembling a Rough Cut

- Introduction to the Edit Page
- Creating a Timeline
- Making the First Edit
- Source Viewer Options Menu
- Editing with Overlays
- Drag & Drop Editing
- J, K, & L Shuttling
- Append Edits
- Editing with Timecode
- Zooming & Navigating Clips
- Editing with Offsets
- Performing an Insert Edit
- Performing a Video-Only Insert Edit
- Editing at the Playhead
- Performing a Video-Only Overwrite Edit
- Making a V2 Cutaway
- Replacing a Shot

## 8. Moving Clips in the Timeline

- Exporting & Importing Projects
- Relinking Media
- Color Coding Clips
- Swapping Clips
- Deleting Clips
- Unlinking Clips
- Deleting a Clip Range
- Creating an Audio 2 Track
- Using Auto-Select
- Splitting Clips

## 9. Refining a Timeline

- Customizing the Layout for Trimming
- Trimming to the Playhead
- Ripple Trimming
- Creating a Split Edit
- Roll Trimming
- Slip Editing

- Selection Tool Trimming

## 10. Applying Transitions & Effects

- Confirming Handle Media
- Adding Cross Dissolves
- Changing Transition Duration
- Customizing Transitions
- Saving a Transition Preset
- Applying Transitions & Effects from the Effects Library
- Smooth Cut Transition
- Applying Filter Effects
- Copying & Pasting Effects
- Reframing a Clip
- Animating Transforms
- Refining the Animation
- Adding Opacity Fades
- Rendering & Background Caching
- Constant Speed Changes
- Change Retiming Processing
- Retiming Clips
- Reversing Clip Speed

## 11. Working with Titles

- Hard Unlinking a Clip
- Applying Titles from the Toolbox
- Changing Text Parameters
- Animating the Text Plus Title
- Adding a Fusion Lower Third
- Altering the Lower Third in Fusion

## 12. Sound Editing in the Edit Page

- Configure the UI for Sound Editing
- Adding & Naming Markers
- Using Duration Markers
- Adding Annotation Markers
- Scrubbing & Marking a Sound Clip
- Patching & Adding Tracks
- Naming & Color Coding Audio Tracks
- Synching Wild Effects
- Linking Clips
- Copying & Pasting Audio Clips

## 13. Monitoring & Adjusting Volume Levels

- Monitoring, Soloing, & Muting Audio
- Reading Audio Meters
- Normalizing Audio
- Clip Level Adjustments
- Adding Fades
- Controlling Volume Over Time

## 14. Building Effects in Fusion

- Exploring the UI
- Viewing Images
- Naming Nodes
- Navigating the Time Ruler
- Adding the First Effect
- Node Inputs & Outputs
- Adding a Tracker
- Adding a Second Tracker
- Stabilizing a Shot
- Improving Playback Performance
- Adding a Paint Node
- Cloning Out an Object

## 15. Creating Motion Graphics in the Fusion Page

- Working with Connections
- The Anatomy of a Merge Node
- Styling the Text
- Creating Text Sequence Animation
- Animating the Text Opacity
- Changing the Animation Timing
- Tracking the Text
- Adding a Transform Node

## 16. Introduction to Color Correction

- Navigating the Color Page
- Unmixing Clips
- Modifying Lift, Gamma, & Gain
- Boosting Color & Detail
- Analyzing Video with Scopes
- Expanding the Image Latitude

- Correcting a Color Cast
- Understanding Nodes
- Using Nodes & Curves
- Creating a Look

## 17. Color Grading Workflow

- Color Correction or Color Grading?
- DaVinci Color Management
- Black & White Point Corrections
- Adding a Power Window
- Creating a Look Using the Offset Control
- Copying Grades to Other Clips
- Saving & Applying Stills
- Comparing Shots

## 18. Primary Corrections Using Curves

- Restoring a Project Archive
- Understanding the Curves Graph
- Creating an S-Curve
- Using the Primaries Bars to Color Balance
- Stabilizing a Shot
- Unganging Custom Curves
- Tracking a Power Window

## 19. Secondary Corrections Using Qualifiers

- Using an HSL Qualifier
- Viewing the Matte
- Isolating Color Components
- Cleaning up the Key
- Using a Window with a Qualifier
- Qualifying a Face
- Using the Vectorscope to Judge Skin Tones

## 20. Working with LUTs

- Using Color to Evoke Emotion
- Using a Lookup Table
- Reading a Histogram
- Browsing & Applying a LUT
- Loading Third-Party LUTs
- Grading with a LUT

- Saving a LUT

## 21. Sound Editing in the Fairlight Page

- Exploring the Fairlight UI
- Previewing Video
- Viewing the Mixer
- Navigating the Timeline
- Renaming & Color Coding Tracks
- Viewing a Spotting List
- Changing Track Formats
- Selecting Clips
- Selection Tool Trimming
- Range Selection Edits
- Fairlight Copy & Paste
- Editing Music & Sound Effects

## 22. Audio Effects & Mixing in Fairlight

- Recording Voice Over
- Choosing an Audio Input Device
- Choosing a Mixer Input
- Arming a Track for Recording
- Locating Fairlight Effects
- Using the De-Esser
- Targeting the Frequency Range
- Saving an Effect Preset
- Applying an Effect to a Track
- Organizing Tracks into Submixes
- Creating Buses
- Assigning Tracks
- Setting Track Levels
- Automating Track Volume

## 23. Delivering a Final Program

- Exploring the UI
- Choosing a Web Preset
- Customizing a Web Preset
- Customizing Video Settings
- Customizing Audio Settings
- Customizing the File Name
- Adding a Watermark
- Choosing a Render Range

- Sending Jobs to the Render Queue

## 24. Database & Media Management

- Database Types
- Backing up a Database
- Creating a Database
- Disconnecting a Database
- Exporting Projects & Archives
- Restoring a Project Archive
- Media Management
- Media Management Operations
- Consolidating Media via Copy & Trim
- Wrap Up

## 25. Introduction to the Keyboard

- Introduction to the Keyboard
- The Keyboard Layout
- Using the Search Dial
- Ripple Trims with the Search Dial
- Roll & Slip Trims with the Search Dial
- Adding a Cross Dissolve
- Selecting a Transition
- Swap Edits
- Ripple Overwrite Edits
- Close Up Edits
- Auto Color Adjustments
- Place On Top Edits
- Video Only Edits
- Trimming in the Edit Page
- Adding a Dissolve in the Edit Page
- Multicam Editing with the Sync Bin