

# Grading a Scene in DaVinci Resolve

## 1. Importing & Setting up Your Project

- Importing an XML
- Setting up your Project for Grading
- Analyzing the Scene

## 2. Grading the Establishing Shot

- Adjusting the Scopes
- Adjusting the Highlights
- Changing to the Parade Scope
- Creating a Highlight Rolloff
- Lightening the Shadows

## 3. Matching the Establishing Shot

- Adjusting Saturation
- Bringing Detail back into the Image
- Changing the Color Temperature
- Fixing the Shadows
- Desaturating the Scene

## 4. Refining the Base Grade

- Naming Nodes
- Creating a Cross Grade Effect
- Contaminating the Shadows
- Isolating the Skin Tones
- Adjusting the HSL Selection
- Adjusting the Skin Tone Highlights

## 5. Advanced Scene Balancing

- Copying Grades Across Clips
- Scene Balancing
- Split Screen Comparison
- Adjusting the Ambient Lighting
- Creating a Vignette
- Protecting Skin Tones
- Tracking Power Windows

## 6. Finalizing the Atmosphere

- Darkening the Establishing Shot
- Adjusting the Cross Grade Color

## 7. Correcting Skin Tones

- Tweaking Skin Tones
- Assessing Skin Tones
- Adjusting the Skin Tones
- Manually Keyframing

## 8. Noise Reduction & Smart Cache

- Adding Noise Reduction
- Using Smart Cache
- Copying NR from Shot to Shot
- Using Render Cache for Source Clips

## 9. Working Down the Scene - Part 1

- Working Down the Scene
- Adjusting the "Skin Tweak"
- Lightening the Actor's Hair
- Masking the Actors Hair
- Eliminating Mask Spill

## 10. Working Down the Scene - Part 2

- Reviewing the Scene
- Darkening the Actors
- Finishing up the First/Actors Grade
- Manually Keyframing
- Comparing Grades

## 11. Grading the "Scary Girl" - Part 1

- Grading the Closeup
- Deleting Nodes
- Adding a Layer Mixer Node
- Raising the Contrast
- Increasing Contrast with the Luminance Curve
- Using Lift, Gamma, and Gain to Stretch the Contrast
- Custom Curve Limitations

## 12. Grading the "Scary Girl" - Part 2

- Using Custom Windows to Adjust Hair
- Adjusting a Mask
- Using the Soft Control
- Tracking Windows
- Deleting Bad Keyframes in the Tracker
- Creating Windows for the Eyes
- Duplicating a Window
- Tracking One Frame at a Time
- Taking a Break

## 13. Increasing Skin Texture

- Adding Texture to Your Grade
- Using the Sharpen Tool
- Increasing Midtone Detail

## 14. Reducing Shadow Saturation

- Reviewing Your Graded Shots
- Reducing Saturation with Lum Vs Sat
- Copying Nodes Across Clips
- Node Organization

## 15. Adjusting Copied Grades - Part 1

- Copying Base Grades to Other Clips
- Adjusting Copied Windows Positions
- Raising the Highlights
- Raising the Saturation
- Turning off Windows
- Raising Midtones using Curves
- Comparing Shots with Split Screen

## 16. Adjusting Copied Grades - Part 2

- Rotoscoping a Person
- Raising Intensity with Saturation & the Luminance Curve
- Cooling with Gamma
- Feathering with the Soft Control
- Repurposing a Custom Window
- Overlapping Windows

- Using a Parallel Node
- Sculpting Midtones with a Luminance S Curve
- Reviewing the Overall Grade
- Adding Red in with Gain

## 17. Tracking & Keyframing

- Cleaning up the Grade
- Manually Keyframing Windows
- Setting the First Keyframe
- Tracking a Shape
- Reviewing the Keyframes
- Keyframing In-Between Tracking

## 18. Applying Sharpening

- Final Grade Review
- Adding Sharpening to the Overall Grade
- Using an Outside Node

## 19. Letterboxing & Reframing

- Adding Letterbox
- Adjusting Framing
- Using the Tilt Tool
- Keyframing Tilt
- Changing Rotation
- Changing Background Color
- Fixing Windows

## 20. Final Touches Before Export

- Making Last Minute Color Adjustments
- Increasing Midtone Contrast
- Using Hue Vs Sat
- Reviewing Your Shot
- Deleting Disabled Nodes

## 21. Exporting Your Project for Sharing

- Exporting Your Project
- Allowing Resolve To Cache Your Project
- Performing One Last Check of the Project
- Moving to the Deliver Page
- Creating a Video Share Output

- Changing the Resolution
- Exporting AAC Audio
- Setting the Video Data Rate
- Choosing the Audio Data Rate
- Choosing a Save Location
- Making Sure Flat Pass is Off
- Add to Render Queue