

Warp Speed Fusion

1. Resolve 17 New Feature

- Node View Bookmarks
- Customizing the Toolbar
- New Layout Presets
- Adding a Clip to the Timeline in the Fusion Page
- Fusion Page Audio
- Markers in the Fusion Page
- Effects Available in the Fusion Page
- Ability to Create Effects for Use in Other Pages
- New Animation Curves Modifier
- New Shape Nodes

2. Compositing a Title - Part 1

- Using a 3-Button Mouse
- Opening the Archived Project File
- Getting Clips from the Edit Page to the Fusion Page
- Fusion Page UI Overview
- Understanding Nodes in the Fusion Page
- Adding & Working with the Text+ Node
- Nodes vs. Tools
- Compositing with the Merge Node

3. Compositing a Title - Part 2

- Renaming Nodes
- Modifying the Text in the Inspector
- Adding a Drop Shadow with the Shadow Node
- Changing Node Position in the Node Tree
- Kerning Text

4. Compositing a Title - Part 3

- Adding and Modifying the Background Node
- Adding and Using the Rectangle Node
- The Power of Nodal Compositing
- Adding and Using the Transform Node
- Changing the Apply Mode in the Merge Node

5. Working with the Image Processing Pipeline

- Fusion Compositions and Grading in the Color Page
- Grading in the Fusion Page
- Grading in the Color Page and Creating a Compound Clip for the Fusion Page
- Copying Nodes Between Fusion Compositions
- Grading Clips Inside a Compound Clip
- Create a Separate Text-only Fusion Composition
- Accessing Preset Fusion Title Templates

6. Animating Text

- Disabling Nodes
- Bypassing a Node
- Animating the Write-On Parameter with Keyframes
- Fading Up Text
- Managing Playback Framerate
- Animating Spacing
- Adjusting Keyframe Timing
- Adjusting Keyframe Interpolation
- Using the Follower Modifier

7. Tracking and Painting to Remove Objects - Part 1

- Reviewing and Setting up the Shot
- Step 1: Tracking with the Planar Tracker
- Testing the Track
- Saving the Track Data: Creating the Planar Transform Node

8. Tracking and Painting to Remove Objects - Part 2

- Step 2: Removing the Crack: Creating a Freeze Frame
- Using the TimeStretcher Node
- Cloning with the Paint Node
- Step 3: Matching Moving
- Masking the Painted Freeze Frame
- Using the Matte Control Node
- Applying the Track Data
- Node Tree Recap

9. Compositing Objects into a Scene

- Using the Underlay Node
- Tracking the Side Wall

- Corner Pinning in the Planar Tracker Node
- Importing Clips
- Transforming the Logo
- Working with Premultiplied Alpha Channels
- Replacing a Node
- Using the Luma Keyer Node
- Lesson Recap

10. Replacing a Screen - Part 1

- Shot Review and Setup
- Tracking the Phone Screen
- Strategy for this Composite
- ChromaScreen App
- Creating the Reference Plane
- Storing the Tracking Data
- Keying with the Delta Keyer Node
- Evaluating the Key with the Matte View
- Improving the Key in the Key Tab
- Refining the Key in the Matte Tab
- Fixing Edge Colors with the Replace Mode and Color
- Addressing Spill with Spill Suppression
- Color Correcting the Base Plate

11. Replacing a Screen - Part 2

- Step 2: Compositing the Screen Content
- Adjusting Clip Timing
- Corner Pinning with the Corner Positioner Tool
- Match Moving with the PlanarTransform Node
- Smoothing Reflections
- Masking Blurred Reflections
- Match Moving the Masked Blur

12. Replacing a Screen - Part 3

- Grading the Fusion Composition in the Color Page
- Recapping the Process
- Screen Replacement Without Keying
- Non-Keyed Composite Breakdown

13. Understanding Resolution Independence - Part 1

- Reviewing the Shot

- Moving Multiple Clips to the Fusion Page
- Inspecting Clip and Timeline Resolution
- Reviewing Image Processing Order
- Edit Page OFX and the Fusion Page

14. Understanding Resolution Independence - Part 2

- Workflow for Maintaining Resolution Independence
- Conforming Timeline Resolution with the Background Node
- Adding a Grade and OpenFX in the Fusion Page
- Adding the Foreground from the Media Pool
- Slipping a Clip in the Fusion Page
- Comparing Methods for Setting up the Composition
- Accessing Resolution of a Fusion Clip in the Edit Page

15. Green Screen Compositing - Part 1

- Grouping Nodes
- Creating the Initial Key
- Fine-tuning with the Alpha View
- Working with the Pre Matte Controls
- Revealing Problem Areas with Gain/Gamma
- Working with the Matte Controls
- Dealing with Spill
- Setting Up for Auxiliary Mattes

16. Green Screen Compositing - Part 2

- Creating and Animating the Holdout Matte
- Creating and Animating the Garbage Matte
- Strategy for Isolating the Hand
- Isolating the Hand with a Luma Keyer
- Masking the Luma Key
- Animating the Luma Key Mask
- Using a Color Corrector node as a Spill Suppressor
- Flipping the Background
- Cleaning up the Garbage Matte