ProTech Professional Technical Services, Inc.

Introduction to Editing with DaVinci Resolve

Course Summary

Description

DaVinci Resolve is the most advanced editing, visual effects color correction, and audio post production solution for feature films, television shows and commercials. Its revolutionary workflow lets you switch between tasks with a single click, so you don't have to learn multiple applications or translate projects between different software programs. This official step-by-step class covers the basics of editing, color correction and audio so you can start creating your own Hollywood caliber film and video today!

Topics

Introduction to Editing with BlackMagic Resolve
- Quickstart: Editing a One Minute Movie
- Organizing a New Project
- Assembling a Rough Cut
- Moving clips in the Timeline
- Refining a Timeline
- Applying Transitions and Effects

An Introduction to Audio Post and Sound Design
- Working with audio on the Edit page
- Mixing Sound in Fairlight: Exploring the Interface

An Introduction to Visual Effects Compositing
- Creating Graphics and Effects in Fusion

An Introduction to Color Correction
- Quickstart: Color Correction
- Performing Primary Color Corrections
- Making Secondary Adjustments
- Designing Creative Looks
- Delivering a Final Program
- Managing Media Databases

Audience

This course is designed for producers, editors, assistant editors, and multimedia producers.

Prerequisites

Students should possess a practical working knowledge of computers and basic Mac OS X or Windows skills.

Duration

Three days

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Introduction to Editing with DaVinci Resolve

Course Outline

Introduction to Editing with BlackMagic Resolve

I. Quickstart: Editing a One Minute Movie
A. Starting a project
B. Assembling clips in a timeline
C. Editing narration
D. Adding a soundtrack
E. Adjusting audio levels
F. Deleting clips from the timeline
G. Retiming clips
H. Panning and zooming on photos
I. Adding a title
J. Playing full screen

II. Organizing a New Project
A. Configuring essential settings
B. Exploring the DaVinci Resolve interface
C. Importing clips
D. Reviewing and scrubbing clips
E. Viewing clip metadata
F. Adding custom metadata
G. Making new bins
H. Creating smart bins
I. Saving custom bin views
J. Changing clip names

III. Assembling a Rough Cut
A. Creating a timeline
B. Making the first edit
C. Scrubbing with JKL keys
D. Inserting clips into a timeline
E. Using timecode
F. Overwriting video only
G. Appending a clip to the end
H. Editing from a bin
I. Replacing a shot

IV. Moving clips in the Timeline
A. Importing projects and relinking media
B. Color coding clips
C. Deleting clips without leaving a gap
D. Splitting clips
E. Cutting and pasting clips

V. Refining a Timeline
A. Customizing the layout for trimming
B. Trimming to the playhead

C. Ripple trimming
D. Selecting tracks to trim
E. Using roll trimming
F. Slipping a clip
G. Opening gaps using the selection tools

VI. Applying Transition and Effects
A. Fading clips in and out
B. Adding Cross dissolves
C. Customizing transitions
D. Saving custom presets
E. Applying transitions and filters from the Effects Library
F. Reframing shots
G. Rendering and background caching
H. Creating a constant speed change

An Introduction to Audio Post and Sound Design

VII. Working with audio on the Edit page
A. Working with markers
B. Marking a range of frames
C. Annotating on clips
D. Customizing the interface for audio
E. Adding and patching tracks
F. Color coding tracks
G. Finding markers using the Edit Index
H. Viewing markers in a bin
I. Linking clips
J. Monitoring, soloing, and muting audio
K. Reading meters and setting targets
L. Changing a level within a clip
M. Adding audio fades

VIII. Mixing Sound in Fairlight: Exploring the Interface
A. Exploring the interface
B. Renaming and color-coding tracks
C. Viewing a spotting list
D. Changing track formats
E. Trimming clips in Fairlight
F. Aligning sound effects
G. Recording audio in a timeline
H. Modifying clip attributes
I. Using Fairlight FX
J. Organizing tracks into submixes
K. Setting track levels

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An Introduction to Visual Effects Compositing

IX. *Creating Graphics and Effects in Fusion*
- A. Exploring the interface
- B. Adding clips from the Media Pool
- C. Understanding the merge node
- D. Inserting and adjusting effects
- E. Painting on clips
- F. Using layers from the edit page
- G. Pulling a green screen key
- H. Tracking motion
- I. Moving to a new shot
- J. Using the Text+ node
- K. Placing titles over video
- L. Animating with keyframes

An Introduction to Color Correction

X. *Quickstart: Color Correction*
- A. Learning the color page layout
- B. Modifying life, gamma, and gain
- C. Using other primary corrector controls
- D. Understanding nodes
- E. Making secondary color corrections
- F. Applying DaVinci Resolve FX
- G. Tracking Power Windows
- H. Stabilizing a clip

XI. *Performing Primary Color Corrections*
- A. Using DaVinci Resolve color management
- B. Making Automatic Corrections
- C. Balancing color brightness using the Color Wheels
- D. Checking adjustments on scopes
- E. Making a neutral color grade with the primaries bars
- F. Creating a style using the main primary controls
- G. Enhancing styles with the additional primary controls
- H. Using curves for primary color corrections
- I. Copying corrections between similar shots

XII. *Making Secondary Adjustments*
- A. Using Qualifiers
- B. Using outside nodes
- C. Combining Qualifiers and Power Windows

XIII. *Designing Creative Looks*
- A. Mixing a black-and-white shot
- B. Using a look up table for quick looks
- C. Creating a black bypass
- D. Saving grades across projects

XIV. *Delivering a Final Program*
- A. Creating a web streaming file
- B. Creating a custom preset

XV. *Managing Media and Databases*
- A. Consolidating media
- B. Copying projects and media to a new hard drive
- C. Working with the DaVinci Resolve database