

Fusion Visual Effects with DaVinci Resolve – Fusion 101

Course Summary

Description

These hands-on lessons will teach you how to create visual effects and motion graphics right inside of DaVinci Resolve. That means you don't have to import or export footage between multiple software applications! You'll learn how its node-based interface makes it easy to quickly build sophisticated effects and make changes.

Topics

- Quick Start: Learning the Fusion Page
- Tilting and Motion Graphics
- Visual Effects Creation
- 3D Compositing

Audience

Those who can benefit from this Introduction to Compositing & BlackMagic Design Fusion include:

- Producers
- Editors
- Assistant Editors
- Multimedia Producers
- VFX Professionals

Prerequisites

Students should possess practical working knowledge of computers and basic Mac OS X or Windows skills as well as a basic understanding of DaVinci Resolve.

Duration

Two days

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Course Outline

I. *Quick Start: Learning the Fusion Page*

- A. Exploring the Interface
- B. Adding an Effect
- C. Adding Clips from the Media Pool
- D. Understanding the Merge Node
- E. Inserting and Adjusting Effects
- F. Chaining Merge Nodes Together
- G. Masking Effects Adding Effects from the Effects Library

II. *Titling and Motion Graphics*

- A. The Art of the Credit Roll Starting with a Fusion Generator Adding a Text+ Node
- B. Aligning Text with Tabs Formatting a Single Line
- C. Inserting Logos and Graphics Making Credits Roll
- D. Creating Animated Titles
- E. Setting up your Title Design Revealing Text with Mattes Animating with the Follower Spline Editor
- F. Trying out Versions Timeline Versions Enabling Motion Blur
- G. Animating with Keyframes and Modifiers
- H. Identifying a Clip's Resolution
- I. Keyframing a Motion Path Straightening out Alpha Channels
- J. Painting a Motion Path
- K. Linking Parameters Making Acceleration Adjustments Applying Random Animation Modifiers
- L. Customizing Motion Blur

III. *Visual Effects Creation*

- A. Match Moving Elements
- B. Using Layers from the Edit Page Replacing a Node Match Moving in the Tracker Tool Setting up a Match
- C. Move Creating a Matte with a Keyer
- D. Working with Mixed Resolutions
- E. Understanding the Resolution of a Fusion Clip Maintaining Resolution Independence Slipping Clips into
- F. Place Cutting a Hole with a Polygon Matte
- G. Tracking a Matte Rotoscoping Mattes Finishing the Shot Lesson Review

- H. Replacing Signs and Screens Tracking Planar Surfaces Painting with the Clone Tool Using Photoshop PSD
- I. Layers Corner Pinning an Image
- J. Combining Mattes and Images
- K. Match Moving with the Planar Transform Finalizing the Composite
- L. Compositing Green Screen Content
- M. Managing Color For Visual Effects Pulling A Green Screen Key Refining A Matte Connecting Auxiliary
- N. Mattes Connecting Auxiliary Mattes
- O. Lining Up The Background Color Correcting Elements Lesson Review

IV. *3D Compositing*

- A. Setting up a 3D Scene
- B. Placing Elements on 3D Shapes Navigating in 3D Using Shapes in 3D Entering Simple Expressions
- C. Creating Multiple Axes of Rotation
- D. Adding Lights and Cameras
- E. Designing 3D Broadcast Graphics
- F. Adding 3D Text to a Scene Animating 3D Text Playing Around with 3D Shapes Applying and Customizing Materials Converting 3D into a 2D Image Adding 2D Look Design
- G. Saving Templates Lesson Review
- H. Exploring 3D Particle Systems
- I. Setting up a Particle System Adding Motion to Particles Defining the Emitter Shape Using Images for Particle Cells Optimizing Performance Controlling the Timing and Look of Particles - - - - Introducing Particle Forces
- J. 3D Camera Tracking
- K. Rotoscoping for 3D Tracking Combining Garbage Mattes Preparing the Camera Tracker Solving for the Camera Refining the Solve
- L. Setting the Ground Plane and Exporting the Scene Positioning Objects in a 3D Set Matching Color and Light Lesson Review