DaVinci Resolve 12.5 Update

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DAVINCI RESOLVE 12.5 UPDATE

with Patrick Inhofer

Overview

In DaVinci Resolve 12.5 Insights, indie feature film and broadcast colorist Patrick Inhofer guides viewers through the most important new features added into Resolve 12.5. Designed for users already familiar with DaVinci Resolve, this title is a perfect add-on to Mixing Light's *Resolve 12 Insights* and *Resolve 12 Deep Insights*.

Or - if you are already using DaVinci Resolve 12 and just want to know the most compelling or 'must understand' features in Resolve 12.5 then this title is for you.

Target Audience

Beginner and Intermediate colorists, editors, cinematographers, directors and their assistants.

Topics Covered

- Changes to hardware requirements
- Updates on managing media for editing and color correction workflows
- New features for Editors
- New features for Colorists
- User Interface changes

Course Organization

This course ships with a Resolve 12.5 Database, .drp Project File and supporting footage:

- **Interface training videos** - DaVinci Resolve workflows, buttons and tools for managing color correction and editorial workflows
- **Resolve 12.5 Update .drp Project File** - Follow along with Patrick, step-by-step
- **Supporting Footage** - Relink to source footage and follow along with the training, step-by-step

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About Patrick Inhofer

Patrick Inhofer is a professional colorist and owner of Tao Of Color, Inc. currently living and working in Orlando, Florida.

A 25+ year post veteran, Patrick brings his two decades of experience working at New York City post houses to low- and mid budget productions. He works on films, documentaries, television series, and corporate videos—and has been the colorist for notable directors such as Barry Levinson, Bruce Sinofsky, and Dorothy Lyman.

Patrick founded the color grading website TaoOfColor.com and publishes a free weekly color correction publication, The Tao Colorist Newsletter. In 2012 he cofounded MixingLight.com. He is currently writing a book, *The Color Correction Coach*, for Focal Press

Patrick was an adjunct professor at Hofstra University. He often presents color correction seminars at industry conferences, to User Groups. He occasionally leads small group multi-day seminars teaching DaVinci Resolve and the craft of color grading.

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Introduction

1. **Welcome!** (1:50) **00_01**
   An overview of this training title including the concepts you'll be learning and preview of the Lessons throughout this training title.

2. **Who Should Watch This Series?** (02:11) **00_02**
   If you're brand new to DaVinci Resolve then is this Series for you? Should you watch this Update series before or after watching *Resolve 12 Insights* and *Deep Insights*? The answer: Sort of… watch this movie for the detailed answer.

3. **Importing the *12.5 Update* Project** (1:48) **00_03**
   The footage being used in this project is excerpted from a real-life, feature-length documentary—licensed for your personal use while doing this training. You can import this Project into an empty database - or if you're following along with our *Resolve 12 Insights* and *Deep Insights* series, import the .drp file into that database.

Chapter 1: Significant Software Changes

4. **DaVinci Resolve vs DaVinci Resolve Studio** (12:54) **01_01**
   The differences between the free and paid versions of Resolve are starting to get more significant. In fact, it may be you decide to upgrade to the paid version if you're inclined to supplement the free version with 3rd party plug-ins. This movie digs deep into these differences.

5. **Studio-Only: ResolveFX Plug-ins** (3:14) **01_02**
   Three of the ResolveFX Plug-ins are reserved for owners of the paid DaVinci Resolve Studio. Learn which they are and why they might be worth the price of upgrading off the free version of Resolve.

6. **Studio-Only: HDR Features** (4:01) **01_03**
   High Dynamic Range (HDR) images are the Next Big Thing in display technology. And colorists are at the forefront of this emerging technology. DaVinci Resolve Studio supports HDR. This movie runs through the HDR feature-set.

7. **Studio-Only: De-interlacing, 3:2 Pulldown Insertion & Lens Correction** (4:30) **01_04**
   Rounding out our look at the major new Studio-only features are walk-throughs on de-interlacing, 3:2 pulldown insertion and a very popular feature request, lens correction.

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8. **Minimum Software & Hardware Requirements** (3:29) **01_05**
   The 'headline' new features in Resolve 12 often take time to explain. But there are several other features that can be explained very quickly but are also easy to miss. This movie collects 5 of my favorite 'little' features.

Chapter 2: User Interface Changes

9. **The New 'Tour' and Easy Setup** (4:09) **02_01**
   New to DaVinci Resolve 12 and continuing in Resolve 12.5 is the 'Resolve Tour' for fresh installs of DaVinci Resolve. Get an overview of this 'Tour' and the nifty 'Quick Setup' that can only be accessed the first time your run the Tour.

10. **Obvious Interface Changes** (5:24) **02_02**
    This movie provides a quick overview of the major, obvious interface changes. This movie is especially useful if you're taking Mixing Light's Resolve 12.0 training while using Resolve 12.5.

11. **Closer Look: Restructured Menu Items** (5:32) **02_03**
    In previous versions of Resolve the 'Edit' menu contained all the main commands for editing operations. But that menu was getting too long and Blackmagic wanted more commands to be keyboard mappable, so they split the 'Edit' menu into multiple new menus. You'll see new menu commands in the Color Page.

12. **Keyboard Shortcuts: New Commands Worth Mapping** (4:37) **02_04**
    Resolve 12.5 has added a slew of new commands that you can map to your keyboard. This movie shares Patrick's favorite new commands (and some classics) that you should consider mapping.

13. **The 'Save Status' Icon** (1:11) **02_05**
    If you're like most people, you forget to save your project on a regular basis. And if you're like most people, you'll often forget to set up Autosave for your project. To help you out, DaVinci Resolve 12.5 has a brand new feature that gives you visual indicator of the last time you pressed 'save'—and warns you if its been a while.

14. **The 'Frame Delay' Option for the Record Viewer** (3:06) **02_06**
    If you have dedicated full-time external reference monitor (hooked up to Resolve via a Decklink or UltraStudio) then you've probably noticed a slight delay between the reference display and your computer monitor. This new feature lets you solve that problem.

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15. **Easily Create Diagnostic Logs** (2:17) **02_07**
    If you ever need to contact Blackmagic for support then it's likely you'll be asked to create a 'Diagnostics Log' and send it to them for analysis. It used to be a little tricky to do this. In Resolve 12.5 it's now easy-peasy. Learn the rules of the road when creating these logs.

16. **Enabling 'High Visibility Outlines' for Power Windows** (1:18) **02_08**
    Have you ever had problems manipulating the wireframe when working with Power Windows. Here's a new option that may make life easier for you.

Chapter 3: Updated Project Options

17. **New Project Archiving, Restoring and Exporting Options** (2:11) **03_01**
    Learn about the new options that allow you to save your Render Cache and Optimized Media when archiving a project. Plus how to save your LUTs and Stills when Exporting projects.

18. **Say Hello to Resolve's New 'Power Bins'** (2:33) **03_02**
    Have you ever wanted to share a bin footage between all the Projects in a Database? Now you can. And they're called 'Power Bins'.

19. **Enabling Advanced Deinterlacing and 3:2 Pulldown Insertion** (4:55) **03_03**
    After a quick recap of enabling the new Deinterlacing Feature, you'll learn how this feature works with the 'enable video field processing' option.

20. **Separate Color Space and Gamma Selectors** (1:06) **03_04**
    In previous versions of Resolve, when selecting your Color Space in the Color Management project settings you had limited options. In Resolve 12.5 you can now select your Color Space separately from your Gamma.

Chapter 4: Essential New *Media Pool* Features

21. **Custom Column Layouts and New Column Options** (2:44) **04_01**
    If you've ever wanted to save off different column layouts for analyzing and sorting the media in your Media Pool then you'll love this new set of features.

22. **Setting Poster Frames** (1:12) **04_02**
    If you're a visual-type person then you may not like sorting your bins in the column view. But the thumbnail view defaults to the first frame of a clip. Can you change this 'poster frame'? In Resolve 12.5, the answer is Yes.

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23. **Bins: New Sorting and Tagging Options** (3:21) **04_03**
    This new version of Resolve gives you new options for re-sorting bins and re-ordering them. You can also tag them with colors for easier visual sorting and organizing.

24. **Relinking Clips by Bin and 'Deep Searching'** (3:54) **04_04**
    When relinking clips you may find Resolve asking you if you want to do a 'deep search'? What the heck does that mean? Plus, the new 'Relink Clip by Bin' option and some relinking advice.

25. **Building a User Library of Keyword 'Bubbles'** (2:56) **04_05**
    Revised in Resolve 12.5 is how keywords are handled in the Metadata browser and its new User Library of keywords. You'll also learn an undocumented method for discovering Resolve's built-in library of keywords.

26. **Using and Revealing 'Display Names'** (2:54) **04_06**
    Do you find that the File Name of your clips is a terrible way of identifying the clips in your Media Pool? Learn how to create a User Defined name that then appears throughout Resolve in place of the File Name.

27. **Using 'Tags' to Procedurally Create Display Names** (6:02) **04_07**
    It's now possible for Resolve to automatically create Display Names based on clip Metadata (such a Scene, Shot and Take numbers). And Tags are just for Display Names—you'll walk through other areas where Tags can be used.

Chapter 5: Essential New *Edit Page* Features

28. **Import Timeline, Markers and Color Tracing** (6:00) **05_00**
    Later in this Chapter we need a more complicated timeline than we've been using. You'll import the *Hero Shots* XML and then use Resolve's new 'Marker Import' feature. Finally, we'll Color Trace to import the Hero Shots color grades from the Resolve 12.0 Insight series.

29. **New 'Cinema View' and Metadata Features** (3:18) **05_01**
    Finally, you can now play down your timeline and jump between viewing your images full screen and viewing the full User Interface… without playback pausing on you. This movie shows you precisely what I mean. Plus, a useful new update to the Metadata panel.

30. **Saving Custom Titles, Generators and Audio Clips** (1:23) **05_02**
    If you have elements that you want to re-use multiple times in a timeline then this movie will show

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you how to save off custom templates. You can than re-apply those templates and modify them in the timeline.

31. **Multi-clip Swap Edits** (2:20) **05_03**
    One of Patrick's favorite commands, Swap, has been made more powerful in Resolve 12.5.

32. **New Trim Shortcuts** (3:06) **05_04**
    Several new Trim operations have been added into DaVinci Resolve 12.5. They are keyboard mappable and have the advantage of not requiring that a clip or edit point be selected in the timeline.

33. **New 'Preview Mark' Option, 'Ripple Overwrite' and Fit-To-Fill Commands** (4:13) **05_05**
    DaVinci Resolve keeps adding new editing commands. In this movie you learn about a new option to help you visualize your out-points when performing a 3-point edit. Plus, you learn several brand new editing commands and behaviors.

34. **The 'Playhead Shadow' and Mimicking Avid's Visual Playhead** (2:59) **05_06**
    Learn about the new 'Playhead Shadow' User Interface option. Plus, how to customize your Playhead Shadow and design the playhead to mimic the Avid Media Composer playhead.

35. **New Command Key / Alt Key Operations** (3:48) **05_07**
    Get a quick rundown of new operations enabled by Command-clicking or Alt-clicking and dragging on clips. These include automatically decomposing nested timelines and multi-edit nudge.

36. **Revisiting Retiming** (5:10) **05_08**
    Resolve 12.5 has modified its retiming controls. This movie walks you through the various new options, including the Retime Curves controls.

37. **Kicked-up Keyframe and Curves Controls** (3:23) **05_09**
    Just like the Retime controls, keyframe controls have been revised to make them more intuitive and customizable.

38. **New Marker Behaviors** (4:21) **05_10**
    Explore new features including, timeline markers that ripple with your edits, new duration markers, and adding and commenting on markers while playing down the timeline. Plus the new Contextual Menu for modifying Markers.

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39. **New Transitions, Transition Presets** (4:16) **05_11**
    Take a look at Patrick's favorite new transition in Resolve 12.5 plus the updated and more powerful Transition Inspector. You'll also learn how to create Transition Presets.

40. **Understanding the New Dynamic Zoom** (2:57) **05_12**
    Dynamic Zoom is a new feature that makes it very easy to do zooms and pans via on-screen widgets. But it's a bit counter-intuitive to get started. Patrick walks you through this tool.

41. **Fusion Connect: Getting Started** (4:27) **05_13**
    Blackmagic Fusion is compositing software recently purchased by Blackmagic Design. Resolve 12.5 introduced the first step toward integrating Fusion and Resolve with a feature named, 'Fusion Connect'. Learn how this works. Note: If you want to follow along you'll need to download the free version of Fusion from Blackmagic's website.

42. **Fusion Connect: Version Control** (3:21) **05_14**
    Revisions. Anyone who does visual effects work knows that revisions are a fact of life. The Resolve : Fusion integration takes into account the multiples of versions that visual artists create by adding a Version Control feature into Fusion Connect. It's well executed. See it in action. Plus, an exploration of how Resolve connects to Fusion behind-the-scenes.

Chapter 6: Essential New *Color Page* Features

43. **Noise Reduction: New Features and Interface Layout** (6:02) **06_01**
    A look at the new layout of the Noise Reduction tools and the theory behind the change. Plus, new optimizations in Temporal and Spatial noise reduction and what happens if you try to use Noise Reduction on the free version of Resolve.

44. **The DaVinci Resolve Color Transform Language** (4:56) **06_02**
    Have you every wished you could write your own color transformations using software code and math? If that sounds exciting to you (and frankly, who wouldn't be jazzed by this?) then you'll love the new DaVinci Color Transform Language. In this movie learn how you can get started with DCTLs and where to find a few to deconstruct.

45. **Breaking Down the New Temperature and Tint Controls** (5:52) **06_03**
    Resolve 12.5 has added two new color correction tools: Temperature and Tint. These sliders are designed for adjusting White Balance. This movie breaks down these new tools so you know how they work and when to use them.

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46. **Working with the New 'Point Tracker'** (4:46) **06_04**
    A new feature has been added to DaVinci Resolve's tracker. It's called the 'Point Tracker' - a type of tracker that has been common in post-production software for over 20 years. Learn where to find it and how to use it.

47. **Updated 'Log Wheels' Behaviors** (2:40) **06_05**
    With new HDR technology coming on-line, the DaVinci Resolve team decided to change how the Log Wheels work. This movie shows you the differences as well as how to toggle between the old 'legacy' behavior and this new updated behavior.

48. **Optional New Contrast Controls** (1:46) **06_06**
    Log Wheels aren't the only color correction tool to get a new behavior. The Contrast control has a new preference that radically changes how it works.

49. **Advanced Power Window Manipulations** (8:58) **06_07**
    Starting with a new feature in Resolve 12.5, this movie covers a variety of Power window manipulations introduced with Resolve 12.0 (and not covered in our Resolve 12.0 training). Features covered include Power Window Presets, copying and pasting Tracking Data, creating and manipulating bezier Power Windows,

50. **Saving (and applying) Keyframes with Stills** (4:30) **06_08**
    Gallery Stills have new functionality. They now save Keyframes with the Still and allow you to choose to apply those Keyframes when copying grades from that Still.

51. **New Option: High-Quality Interpolation for 3D LUTs** (2:18) **06_09**
    Learn how to enable a new Project Setting when using 3D LUTs. This new setting enables much higher quality LUT interpolation—at the cost of reduced real-time functionality. But if you're always looking for ways to squeeze another few drops of quality out of your images then this is a movie you won't want to miss.

52. **Digging Deeper: ResolveFX Filters** (5:59) **06_10**
    If you've never purchased 3rd party plug-ins for DaVinci Resolve then the empty OpenFX panel probably has you wondering what you're missing. Resolve 12.5 changes things. It now ships with a full complement of built-in OpenFX filters named, ResolveFX. This movie points out many highlights.

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53. **Digging Deeper: Studio-Only ResolveFX Filters** (8:57) **06_11**
    Three ResolveFX filters are reserved for DaVinci Resolve Studio owners. You'll get a much closer look at these three filters with some suggestions on how to use them.

54. **3rd Party 'Studio-Only' Plug-ins: Why?** (2:09) **06_12**
    3rd party plug-in developers are starting to release 'Studio-Only' version of their OpenFX filters. To use those filters you need to be running DaVinci Resolve Studio. Why? Watch to learn.

55. **Working the Node Graph: Manipulating Node Trees** (2:02) **06_13**
    Get acquainted with a new way of navigating your node trees. Plus new contextual menu items in the Node Graph.

56. **Working the Node Graph: Manipulating Nodes** (4:50) **06_14**
    Many new commands have been added in DaVinci Resolve 12.5 for manipulating nodes within the Node Graph. Some of these new commands are long-time feature requests from the Resolve user base. Get the full rundown.

57. **Timeline Smart Filters** (2:31) **06_15**
    Timeline 'Smart Filters' were introduced in Resolve 12.0. But they're a nifty way of sifting shots in the Color Page. Since this feature hasn't been covered in our Resolve 12.0 training - Patrick shows it to you here.

58. **New Split Screen Features** (2:02) **06_16**
    In Resolve 12.5, the Split Screen feature has become interactive—making it much easier (and speedier) to use.

Chapter 7: New *Deliver Page* Features

59. **New Workflow: Editing Jobs and Using Tags** (3:33) **07_01**
    There are several new features for managing Jobs lined up in the Render Queue. Also learn about the brand-new workflow for revising Jobs that have already been added to the Render Queue. Plus, a quick recap of using Tags when rendering.

60. **New Premiere Pro and FCP 7 XML Presets** (1:43) **07_02**
    In addition to the redesign of the Deliver Page, there's a rethinking of the built-in presets. This includes a separate Premiere Pro preset.

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61. **Exporting Alpha Channels** (1:54) **07_03**
    Finally, with Resolve 12.5, you can embed Alpha Channels when rendering. But there are some rules of the road you need to know.

Chapter 8: Resolve 12.5.1 - New Features

62. **General Improvements in DaVinci Resolve 12.5.1** (2:09) **08_01**
    Resolve 12.5 has been updated to 12.5.1. This update includes enough new features to warrant several movies to go through them. We start with a rundown of general improvements.

63. **'Align Keyframe' Enhancements** (2:36) **08_02**
    This .1 update added a brand new 'align keyframe' option. But… it's a little quirky to find, considering how useful it is.

64. **New Behaviors to Commonly Used Commands** (1:30) **08_03**
    Probably some of the most commonly used commands in DaVinci Resolve is 'Previous Node', 'Next Node' and 'Display Node Graph'. In Resolve 12.5.1 the way these commands work has been updated.

65. **Stereoscopic Improvements** (1:36) **08_04**
    Learn the new commands added in this .1 update for marking shots and timelines as Stereo 3D.

66. **ResolveFX Improvements** (1:59) **08_05**
    Introduced in Resolve 12.5, ResolveFX have seen some big improvements in this .1 update. Plus, two new filters have been added.

Chapter 9: Conclusion

67. **Conclusion** (:39) **09_01**
    Final thoughts. Thanks for watching and Happy Color Grading!

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