DaVinci Resolve Fundamentals 101: The Color Page

By Patrick Inhofer

Training Description: DaVinci Resolve was born in 2001 as a professional color grading solution for the brand-new concept of digital intermediates (the digital color grading of film-acquired sources to be printed back out to film for theatrical exhibition). It's not surprising that its Color Page and color management tools are deeply integrated into the software and are used daily in Hollywood.

Because of the Color Page's deep history, it's a challenge to learn if you're new to digital color correction and color grading. The Color Page's different tools seem to overlap, and there's no clear distinction between which tool to use at any given moment. If your approach to the Color Page feels arbitrary, if you have trouble deciding which tool to reach for first, or if you find the Node Graph challenging to master, this training provides clarity and a logical structure.

After completing this training, you'll have a foundation to improve your color grading results more quickly.

Level: Beginner & Intermediate Users

Homepage: https://mixinglight.com/learn-davinci-resolve-color-page-102/

Runtime: 3h 26m, (46) Streaming videos, up to 1080p

Prerequisites: You should understand how projects flow through DaVinci Resolve, the basic layout of the Color Page, how to add, reset, or delete nodes from the Node Graph, how to enable Power Windows, and start tracking those windows to objects in a scene. If these concepts are new to you, consider Mixing Light's *DaVinci Resolve Fundamentals 101 - The Quickstart*, which teaches all of these foundational concepts.

Learning Goals

- Learn the settings and preferences that have a significant impact on your color manipulations

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- Begin working in a straightforward color-managed workflow and project (and what the term 'color managed' means)
- Understand the concept of ‘primary corrections’ and the tools used for establishing an overall correction
- Learn how to organize your thoughts and workflow in the Node Tree
- How to work in, and the benefits of, a fixed/structured node tree
- The differences and strengths between a Layer Mixer node and a Parallel node
- Understand the concept of ‘secondary corrections’ and the foundational tools used for isolating problematic areas of the image and minimizing them

R17+ in a movie title indicates it applies to DaVinci Resolve 17 and later

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Module 1: Introduction

1. **Series Overview and Prior Experience**

2. **Using the Exercise Files**
   The best way of learning color grading - is by doing color grading. Learn how to use the exercise files included in this training so you can follow along and start building your muscle memory.

3. **Color Grading vs. Color Correction**
   A breakdown of the color grading process. Is there a difference between 'color correction' and 'color grading'? What is Primary and Secondary color correction?

Module 2: Introduction to Using the Color Page

4. **The Color Page Layout**
   A quick overview of the eight main areas of the Color Page: Gallery panel, LUTs Browser, Media Pool, Mini-Timeline, Thumbnail Clips timeline, Nodes editor, Open Fx, Lightbox, and Color Grading toolset.

5. **Evaluating The Footage**
   This movie takes you through the steps before importing your first clip – to understand the footage you'll be working with and how to set up your project.

6. **Preparing the Project and User Preferences**
   A look at essential options and preferences for optimizing the behavior of the Color Page when color correcting.

7. **Manipulating the Viewer**
   DaVinci Resolve has multiple Viewer options. Learn about the various view options for working with effects, viewing full screen, and the Lightbox view.

8. **The Color Page Timeline, Thumbnails, and Lightbox**
   Get comfortable using Resolve's multiple methods for displaying and navigating the shots in your timeline while on the Color Page.

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9. **Thumbnail Timeline Filtering**
   Learn about this powerful tool for managing long timelines and focusing on specific cameras, shots, markers, or any other metadata – to speed up your workflow.

10. **DaVinci Resolve YRGB Image Processing**
    This series is centered around the default DaVinci YRGB color science. Learn about the unique properties of this color science and how to use the Lum Mix option to control it.

11. **Understanding DaVinci's 'Resolve YRGB Color Managed' Preference**
    How is 'YRGB Color Managed' different from Resolve's default setting? When should you enable it?

12. **Masking to a Specific Aspect Ratio**
    How to apply a mask that won't be affected by any color grading operation on the Color Page.

Module 3: Primary Color Correction: Fundamentals

13. **Primary Corrections vs. Secondary Corrections?**
    When color grading, do you want to begin with your Primary corrections before moving on to your Secondary corrections? What do those terms mean? Watch to learn.

14. **Primary Bars Adjustments - Lift, Gamma, Gain**
    Sometimes you want to make precise adjustments to a color channel. Learn how the Primary Bars solve that problem and how it directly relates to the Primary Wheels.

15. **Primary Bars Adjustments: Offset Wheel**
    How is the Offset wheel different from the Lift, Gamma, and Gain wheels? See it in action.

16. **Making Global Color Adjustments in the Primaries Palette**
    Learn how to use the Temp, Tint, Saturation, Hue, and Color Boost parameters.

17. **Making Global Contrast Adjustments Using Contrast and Pivot Tools**
    Discover how the Contrast and Pivot adjustments work together. Plus, how to

change the behavior of the Contrast tool in Project Settings.

18. **Understanding The HDR Palette For Primary Corrections (R17+)**
An introduction to the High Dynamic Range (HDR) Palette and why you should consider using it for your primary color grading tasks with DaVinci YRGB Color Management enabled.

19. **Temperature And Tint Corrections In The HDR Palette (R17+)**
Learn how the temp/tint controls work differently in the HDR Palette compared to the Primary Palette.

20. **Contrast, Pivot, Exposure, and Saturation in the HDR Palette (R17+)**
Evaluate these global corrections and how they differ between the HDR and Primary palettes.

21. **Using Custom Curves for Primary Corrections**
In this introduction to Custom Curves, learn how to use it for making primary corrections.

22. **An Introduction to Using the RGB Mixer to Solve Global Problems**
This introduction shows how you can mix individual RGB color channels to solve big problems - or easily create interesting monochromatic looks.

23. **Using the Stabilizer on the Color Page**
Sometimes the 'primary correction' you want to perform is to remove camera shake. You can do that on the Color Page, using the Tracker palette.

24. **The Blur (and Sharpen) Palette 101**
Is an entire image overly sharp or just a touch out of focus? The Blur Palette can solve both problems quickly.

25. **Using the Midtone Detail Adjustment**
An introduction to using this tool and how it affects the image.

26. **Camera Raw 101: Configuring Project Settings**
Get a quick overview of configuring Resolve's default Raw controls for your project based on the metadata of the clips you've imported into the Media Pool. Plus, adjust the Decode Quality option to ensure real-time playback.

27. **Camera Raw 101: The Camera Raw Palette**
How to override Project-level Raw settings on the Color Page using the Camera Raw Palette. Plus, should you use the Raw controls for making primary corrections?

Module 4: Using the Node Editor: Fundamentals

28. **A Single Node As A Single Thought**
Learn an organizing principle for using DaVinci Resolve's node graph.

29. **Nodes 102: Organize Your Workflow Using a Structured Node Tree**
Patrick shares his 'structured node tree' for ideas on how to exploit the Node Editor and organize your color grading thoughts.

30. **The Layer Mixer Node and Serial Nodes**
See how this specialty node lets you do basic compositing in the Node Editor and how to arrange the priority of the layers.

31. **The Parallel Mixer Node and Serial Nodes**
Learn how the Parallel Node differs from the Layer Mixer node and tips for deciding when to use it.

32. **Adding Keyframes to Individual Nodes in the Color Page**
The Color Page has its keyframing system, separate from other Pages in DaVinci Resolve. Learn how to use it.

33. **'Dialing Down' a Serial Node Using the Key Mixer**
If you like what a Serial Node is doing but want 'a little less' of it, then the Key Output parameter is what you're looking for.

34. **Walking Through The Remainder of Pat's Structured Node Tree**
We are wrapping up our discussion of Node Editor Fundamentals by taking a closer look at Pat's node tree.

Module 5: Secondary Color Correction: Fundamentals

35. **What Tools Are Associated with Secondary Corrections?**
After making your primary corrections, what tools should you consider for more targeted corrections?

36. **Using the Primaries Palette for Targeted Adjustments**
Learn how the Shadows and Highlights controls help you manage your final image.

37. **Using Custom Curves for Targeted Corrections**
Add points to the Custom Curves to control contrast in specific tonal ranges of your image.

38. **Fixing Common Saturation Problems Using 'Lum vs' Curves**
Sometimes you like your image, but the shadows or highlights are too colorful – or not colorful enough.

39. **Selecting Colors Using the Qualifiers Palette With The Eyedropper**
How to select color ranges to create keys using the HSL Keyer.

40. **An Alternative Approach To Keying with the Qualifier Palette**
Learn Pat's preferred method for 'building up' HSL selections by isolating each channel and recombining them.

41. **An Introduction to the 3D Qualifier (R17)**
The 3D Qualifier can be very fast to use. Learn when to reach for it and get a few tips on best practices.

42. **Power Windows 102: Leveling Up Your Game By Separating Operations**
Learn an advanced concept for Power Windows that can improve your final results without extra effort - and why you often want to separate your shape tracks from the shape color corrections.

43. **Tracker 102: Power Windows, Clip Mode, and Frame Mode**
Learn how to use the Tracker's Frame option to create Power Window keyframes on the Tracker. Simultaneously, you'll keyframe a color correction inside the Power Window.

Module 6: Conclusion

44. **Final Thoughts on Structured Node Trees**
Create your structured node trees to reflect your workflow and your thought process.

45. Order Of Operations Using Primary And Secondary Corrections
You've learned the fundamentals of the Color Page! Now the question is: What tool should you touch first when correcting a new shot?

46. Next Steps
How to continue developing your color grading skills.

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