DaVinci Resolve Fundamentals 103: Automations and Solutions

By Patrick Inhofer

Training Description: DaVinci Resolve offers many ways to solve the same problem - each solution with its own benefits. Many solutions are 'automated' and others can have multiple effect your images. Designed for editors and colorists, this course takes a solution-based approach to exploring DaVinci Resolve, focusing on problems that can be solved in many ways.

Level: Beginner & Intermediate Users

Homepage: https://mixinglight.com/training/davinci-resolve-103-automations-solutions/

Runtime: 3h 48m, (50) Streaming videos, up to 1080p

Prerequisites: You should know how to import footage, create timelines, and manage databases and projects. Smart bins should be familiar to you. On the Color Page, you should know how to work with serial nodes, enable and track Power Windows, and have a general familiarity with the Primary Color wheels and Custom Curves. All these topics are covered in our *Resolve Fundamentals Quickstart* and *Optimiziations and Workflows* courses.

Learning Goals: Get a deeper mastery of DaVinci Resolve by learning the many tools that can be used to solve similar problems.

- Learn how to save and reuse project settings
- Discover how to filter, save, reuse, and export bin, timeline, and clip searches
- Learn how Camera RAW works in color managed pipelines
- Start mastering Resolve's many automated tools including the Tracker, Dynamic Zoom, Image Resizing, and Magic Mask
- Understand the various types of speed effects you can create and the tools you use to control them

- Gain insight into the full array of tools available in DaVinci Resolve for controlling saturation, highlights, and shadows
- Start using a simple form of Resolve Color Management (and learn why you might want to do so)

R17+ in a movie title indicates it applies to DaVinci Resolve 17 and later. When Resolve 18 is out of public beta, new movies may be added – as necessary.

Table of Contents

Module 1: Introduction

1.   **Welcome & Overview**
Learn who this training is for, what this course teaches, and what you should know before taking it.

2.   **About Mixing Light's 'Resolve Fundamentals' series**
This Course is part of a broader series to help you build a broad understanding of DaVinci Resolve.

3.   **Using the Exercise Files**
How to use the downloadable assets and prepare to follow along.

Module 2: Automatic Behaviors that speed up working in DaVinci Resolve

4.   **How to stop re-configuring your project settings on every project**
You've spent time configuring your Project Settings. Now you want to re-use them. Learn how Project Presets can help you. And their limitations.

5.   **Creating Template Projects to import project settings into new databases**
Get around the limitations of Project Setting Presets with the idea of Template Projects.

6.   **How to move User Preferences to a new computer**
You've spent lots of time refining your User Presets. How do you share them on a new computer or a fresh install of DaVinci Resolve?

7.   **Keyboard customizations: Which default keyboard should you use?**
Resolve ships with 5 different keyboard layouts. Learn the choices and get advice on which layout you should master.

8.   **How do you make sure Resolve doesn't delete your LUTs when reinstalling the software**
Don't accidentally lose your favorite LUTs when clean-installing Resolve. Create a plan, use 'custom LUT locations'.

9. **How do I rename video clips based on Scene, Shot, and Take?**
   A walkthrough of 'variable metadata' for clip renaming.

10. **Where can I use Metadata Variables?**
    A walkthrough of where 'wildcards' can be used to create searches that can be saved and reused throughout the software.

11. **How to quickly find clips in your timeline based on metadata**
    How to use the Edit Index to find clips on a timeline, using a variety of different attributes.

12. **How to export a text file of Offline Media to send to your client**
    How you can use a filtered Edit Index to send text files to clients or other team members.

13. **How to only export recently modified color graded shots for delivery**
    After delivering your color graded timelines, a few changes have been made. How do you easily render only those modified shots?

14. I**mage Scaling: Mixing and matching frame sizes**
    Fine tune the automatic behavior of Resolve when mixing differing frame sizes between your timeline and source footage.

15. **Image Scaling: External dual monitoring HD and UHD images**
    If you monitor through the right Blackmagic hardware device, you might be able to implement simultaneous monitoring to HD and UHD displays.

16. **Why is the Contrast Control rolling off my highlights and shadows?**
    Several tools in Resolve have seen major changes over the past 5 years. Learn what those tools are and when you may want to change back to the older 'legacy' behaviors.

17. **Help! I can't find my timelines in the Media Pool!**
    If you create many timelines in a project, it can be easy to loose track of the folders they're scattered across. Learn two easy methods for organizing your timelines.

18. **Camera RAW: The Workflow**
    What is Camera RAW and how do you discover what formats Resolve supports?

19.   **Camera RAW: Setting default behaviors**
Choose how you want Resolve to interpret RAW footage for your entire project.

20.   **Camera RAW: Overriding Project-level Settings**
Learn how to override the default RAW interpretation on a shot-by-shot basis.

21.   **Camera RAW: On-set tips and tricks**
Patrick shares a quick tip he recently learned if you work on set.

22.   **Dynamic Zoom: Automated 'Pan and Scan'**
Get hands-on with Resolve's automated toolset for quick and easy zooms and pans.

23.   **Tracking Objects: Introduction to the 'Cloud Tracker'**
A quick review of Resolve's default tracking mode.

24.   **Tracking Objects: Advanced 'Cloud Tracker' Techniques**
Learn how to manipulate your tracking results.

25.   **Tracking Objects: Introduction to Point-based tracking**
If the cloud tracker doesn't 'solve' your track, the point-tracker may be a good alternative.

26.   **Tracking Objects: Clip vs Frame Adjustments**
Once you have a good track, learn how to refine your track using 'frame' adjustments.

27.   **Tracking Objects: Clip vs Frame Adjustments and Power Window Interactions**
In recent versions of Resolve, your Clip or Frame selection has an effect on changes you make to your Power Windows.

28.   **Magic Mask: An Introduction (R17+)**
An automated masking tool, get an overview of this new, processor-intensive custom masking solution.

Module 3: An Introduction To Resolve Color Management (RCM) (R17+)

29.   **What is Resolve Color Management (RCM)?**
Learn the difference between managed and unmanaged color workflows and why RCM might be right for you.

30.   **Getting Started with RCM (the easy way)**
Learn an easy workflow for starting to use RCM and unlocking the full benefits of color management in DaVinci Resolve.

31.   **Tagging your footage for Resolve Color Management**
How to 'inform' Resolve about your footage so it can properly handle all of your color management.

32.   **RCM and Raw Footage: How does it work?**
How does Camera RAW footage fit into Resolve's color management system?

33.   **RCM: Warnings and gotcha's**
Mistakes you want to avoid when working with project-level color management.

Module 4: Common Problems with Multiple Solutions

34.   **Speed Changes: One-click and done**
Editors love playing with speed changes. Learn the various one-click speed changes you can make in (nearly) an instant.

35.   **Speed Changes: Fit-to-fill**
The classic four-point speed change that editors have been executing for 40 years.

36.   **Speed Changes: Variable speed, Part 1**
Speed ramps are dramatic and visually exciting. This movie introduces you to Resolve's approachable solution.

37.   **Speed Changes: Variable speed, Part 2**
Dig deeper into Resolve speed ramp workflow using keyframes.

38.   **Speed Changes: Adding Motion Estimation (Studio)**
Extremely slow speed effects can look juddery. If you're using Resolve Studio then learn how to optical flow for a more natural look.

39.   **Saturation: Using 'Sat' and 'Lum' Curves**
Begin exploring how to manipulate saturation using these approachable tools.

40.   **Saturation: Using Custom Curves**
Learn how to modify a node and use Custom Curves for saturation effects that can feel more natural to use.

41.   **Saturation: Using the Color Warper (R17+)**
Move beyond adjusting hue and learn how to use the Color Warper for very targeted Saturation manipulation.

42.   **Saturation: Advanced Color Warper Techniques (R17+)**
Learn how to preset pins in the Color Warper for sophisticated manipulations that look great.

43.   **Understanding the HDR Palette (R17+)**
A quick overview of the HDR palette's controls.

44.   **Saturation: Using the HDR Palette for targeted, natural saturation adjustments (R17+)**
Learn how to use the HDR Palette for great control of your saturation adjustments.

45.   **Highlights and Shadows: Understanding the 'brightness container'**
If you think about your image as a 'container' then you'll understand the importance of intentionally setting your highlights and shadows.

46.   **Highlights and Shadows: Primary Wheels**
It's obvious, but this is a good place to start talking about controlling highlights and shadows.

47.   **Highlights and Shadows: 'Highlights', 'Shadows', and 'Clip' Operations**
Explore the nuance in these handy little controls.

48. **Highlights & Shadows: Custom Curves**
Patrick shares a variety of tips for both nuanced and aggressive highlight/shadow control.

49. **Highlights & Shadows: HDR Wheels**
Learn more about the HDR Wheels and how they selectively manipulate highlights and shadows.

50. **Highlights, Shadows, and Saturation: Color Managed Workflows**
An example of how color managed workflows help make our initial exposure and color adjustments quicker and easier.

Module 5: Conclusion

51. **Additional Resources and Goodbye**
Continue your DaVinci Resolve education with these high-quality resources - and happy learning!