



## **Editing in DaVinci Resolve 12**

### **Setting Up**

- Choosing the right version of Resolve
- System Requirements
- Creating a Project Database
- Creating a New Project
- Setting Project Preferences
- Importing Projects
- Dynamic Project Switching

### **Importing and Organising Media**

- The Media Page Interface
- Finding and Previewing Media
- Importing Media into the Media Pool
- Using Scene Cut Detection for Import
- Working with Bins and Creating Smart Bins
- Power Bins
- Adding Clip Metadata
- Display Names
- Clip Adjustments
- Syncing Dual System Media

### **Basic Editing**

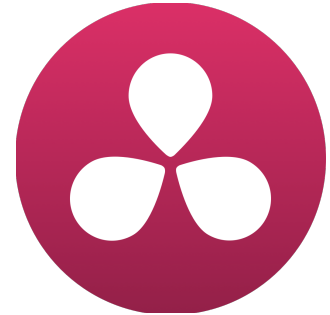
- The Edit Page Interface
- Creating Timelines
- Using the Source Monitor
- Marking Clips
- Using the Audio Waveforms
- Editing into the Timeline
- Understanding different editing options
- 3-Point Editing
- Track Targeting
- Moving and deleting clips
- Blade Mode

### **Trimming**

- Using Trim Mode
- Ripple, Roll, Slip and Slide Trimming
- Dynamic Trimming
- Multi-point and Asymmetric Trimming

### **Additional Editing Options**

- Replace edits
- Using the Edit Index
- Auto Select
- Using Markers
- Take Selector
- Nesting
- Subclips
- Adjusting Speed



## **Working With Audio**

- Working with Audio Tracks
- Adjusting Clips
- Changing Levels - Fade Handles and Keyframes
- Audio Meters
- Audio Mixers
- Adding and Adjusting Audio Filters

## **Multicam Editing**

- Creating a Multicam
- Adjusting a Multicam
- Cutting the Multicam
- Manual Editing, Swapping Angles and Trimming
- Flattening Multicams

## **Supporting the Workflow**

- Adjusting Playback
- Using Proxies
- Caching Files
- Generating Optimised Media
- Offline Media and Reconnecting Media
- Project Preferences

## **Transitions, Properties and Generators**

- The Toolbox
- Adding Video and Audio Transitions
- Adjusting Transitions
- Adjusting Transition Curve
- Saving Transitions
- Using the Transform and Crop Tools
- Animating Parameters
- Adjusting Keyframes
- Adding Text
- Creating a Name Strap
- Working with Graphic Files

## **Introduction to Color Page**

- The Color Page Interface
- Understanding Nodes
- Adding Effects - Blur, Glow, Lens Flares
- Keyframing Effects
- Stabilising Clips and Tracking Effects
- Auto Grade
- Balancing a Shot Using Colour Wheels
- Using Color Match
- Saving Grades
- Grouping Clips
- Secondary Corrections: HSL Keys, Curves, Power Windows
- LUTs

## **Delivery**

- The Delivery Page
- Choosing From Presets
- Creating a Custom Preset
- Creating Data Burn In
- Project Backup
- Media Management and Archive

## **Q&A and Feedback**