

Color Grading in DaVinci Resolve Updated Content Guide

We have provided this document to help you navigate the updates added to the Color Grading in DaVinci Resolve tutorial. We have listed each lesson containing new content. Please reference the timecode for the start of each new section. Also, all Chapter Markers in this document are searchable in the Ripple Player.

1. Creating a Database:

06:05 Resolve 12 Changes to the Database Manager and Users
Resolve vs. Resolve Studio
Enabling Multi-User Login
Managing Databases
Searching the Project Manager

5. Quick Tour of the Resolve UI:

01:53 Resolve 12 Changes to the User Interface
User Interface Changes
The UI Toolbar
Responsive UI
Project Manager and Settings Button
Changes to the Project Settings Window
Menu Changes
The Workspace Menu

6. Dailies Workflow Example

09:35 Resolve 12 Changes to the Media Page
New Favorites Panel
Adding Media to Favorites
Removing Items from Favorites
Smart Bins

8. Understanding the Color Page

14:10 Resolve 12 Changes to the Color Page
UI Toolbar
New Viewing Modes
Enhanced Viewing Mode
Toggle Display Mode
Simplified User Layouts
The Info Palette

Viewing Mode Button Options
Color Wheel Palette Changes
Mini Timeline Changes
Toolbar Changes and Relocations
Filtering Control Locations

30. The YS Effect Sliders

06:25 Resolve 12 Changes to the Curves Palette
White and Black Point Adjustment
Adjusting Color Channels
Working with Unified Channels
Copying One Channel to Another
Viewing a Reference Curve
Working with Editable Splines
Working with Preset Curve Points
Soft Clip Control Changes
Other Curve Adjustment Controls

37. Secondary Adjustments with the HLS Qualifier

12:36 Resolve 12 Changes to the HLS Qualifier
Color Coded Input and Outputs
Creating Samples with the 3D Keyer
Using Despill to Clean up the Key
Using a Window for a Garbage Matte
Connecting a Key to an RGB Input & Vice Versa
Using Curves to Improve Key

43. Choosing the Right Power Window

15:12 Resolve 12 Changes to the Window Palette
Selecting Overlapping Windows
Convert to Bezier Command

46. Advanced Tracking Techniques - Part 2

18:33 Resolve 12 Changes to the Tracking Palette
Perspective 3D Option
Altering Window Placement After Track
How the Tracker Handles Occlusions
Working in Clip Mode
Finishing the Track
Clip Mode vs. Frame Mode

47. Blur Palette & Color Spaces

10:49 Resolve 12 Changes to the Curves Palette
Working with Unified Channels

51. Compositing Effects in the Color Page

09:51 Resolve 12 Changes to the Keyer
Color Coded Input and Outputs
Creating Samples with the 3D Keyer
Using Despill to Clean up the Key
Adding a Parallel Node
Adding a Key Mixer Node
Working in the Key Palette

56. Sizing in DaVinci Resolve - Part 2

17:17 Resolve 12 Changes to Blanking
Pitch and Yaw Controls
New Blanking Options

59. Comparing & Matching with Split Screen

10:46 Resolve 12 Changes to Shot Matching
Setting up a Match Operation
Analyzing Shot Match in the Scopes
Choosing a Shot to Match To
The Goal Behind Match Shot
Making Grade Adjustments to Matched Shots
How Nodes & Shot Match Work Together

63. Navigating in the Node Editor

10:37 Resolve 12 Changes to the Node Editor
Creating Compound Nodes
Editing the Contents of a Compound Node
Saving the Compound Effect as a Still
Cleaning Up the Node Graph

83. Group Grading

10:26 Resolve 12 Changes to Grade Management
Collapse Group Grades
Saving as a Single Flat Grade
Add Correction with Keyframes
VFX Workflow

- Adding Corrections to Multiple Clips
- Appending Nodes to Selected Clips
- Ripple Node Change to Selected Clips
- Propagating Changes to Groups
- Deleting Unused Versions

88. Static Keyframes

- 13:18 Resolve 12 Changes to Frame Mode
- Manipulating Keyframes