



Basic Editing
with
Davinci Resolve

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Welcome to the world of non-linear editing! This class will teach you how to use the Cut page of Davinci Resolve. This program has the tools for the beginning user, but also possesses the tools available to make your project as complex as your imagination can make it. In order to pass this class you must complete the instructor led hands-on training and score at least 70% on a proficiency test.

Getting Started:

In order to edit in the Fayetteville Public Access Television edit rooms or on our editing laptops, you will need to log-in. You can do this by first clicking on the **“Public Access User”** icon (in the editing bays) or **“User”** (if using the laptops), and then entering the **password “user”**.

Video projects take up a LOT of storage space. We strongly suggest that you use your own external USB drive. Your instructor can give you a recommendation about what type of hard drive, where you can purchase it, and offer suggestions on size depending upon your planned usage.

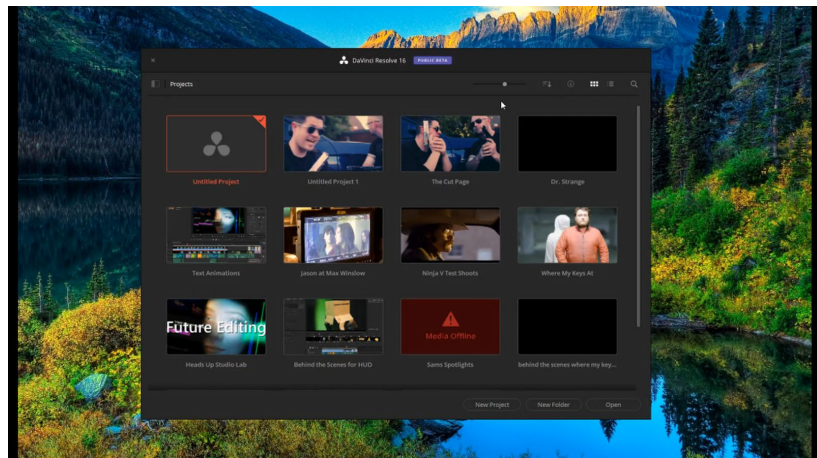
If you don't have your own hard drive, you will be required to create a personal folder for your working files, either on the **“PA”** hard drive (in the editing rooms) or on the desktop (if using the laptops).

Now you are ready to open the editing program. The icon for Davinci Resolve is located at the bottom of the screen in the dock.



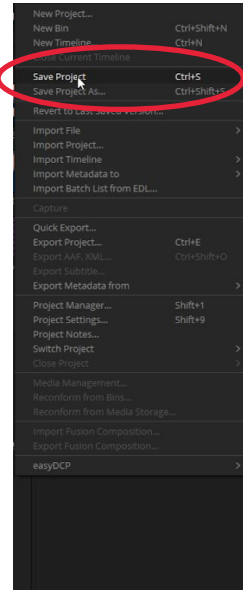
The program will open to a splash screen with all projects on the database you are selected on.

Select the **“Untitled Project”** button at the top of the menu.



You will be brought to the Cut page of Davinci Resolve. This is the interface you will be working with in Basic Editing.

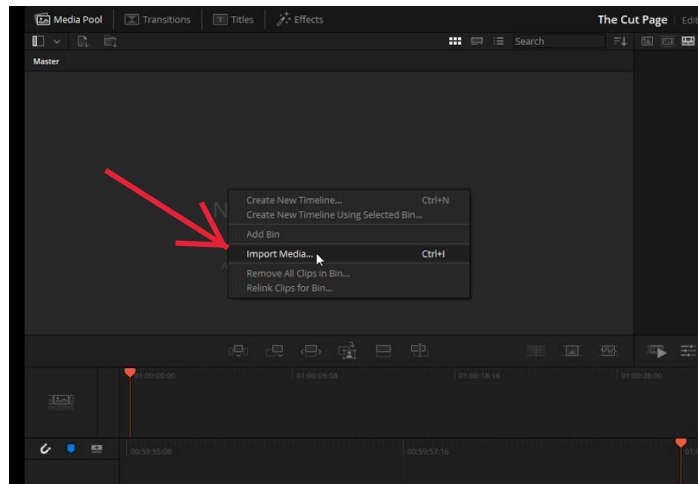
Before you begin editing, it is important that you **save and name your project**. To do this, click on the “File” tab in the upper left area of the screen, and then click on “Save”. This will open a dialogue box prompt asking you for a project name. The project will save to the local database, and you can access it by clicking the home button at the bottom right of the page.



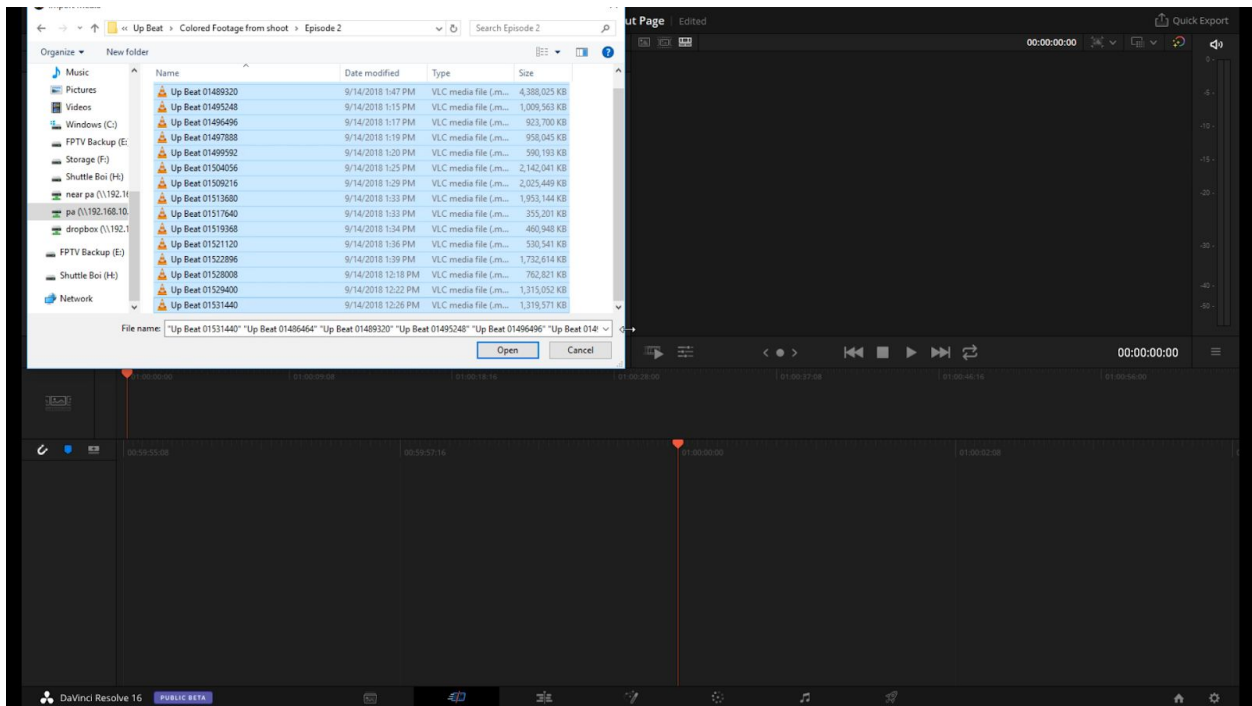
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Importing Assets:

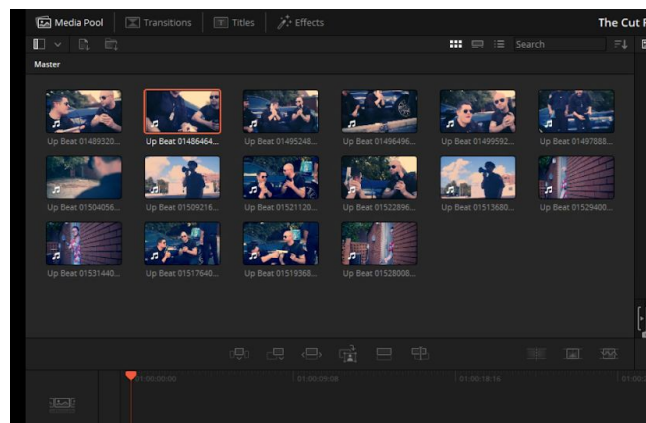
You are now ready to start importing your assets into your project. Assets can be video clips, audio clips, still images or graphics. To import your assets, **right click** inside the Media Pool and select “**Import Media...**”. All of your assets should be located in the personal folder you created on the “PA” drive, or on your external USB drive. Locate and select the assets you want and then click “Open”.



You can also click and drag assets from either a “File Explorer” window (Windows) or a “Finder” window (Mac).

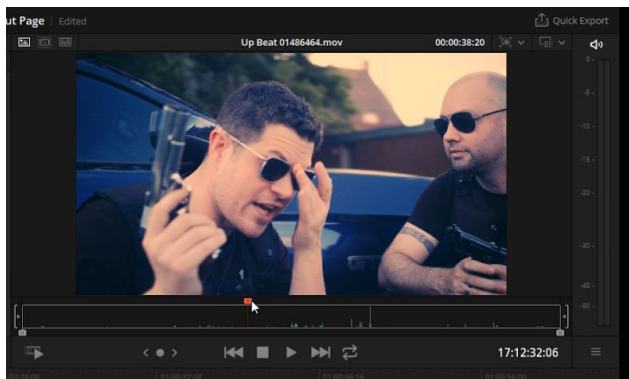
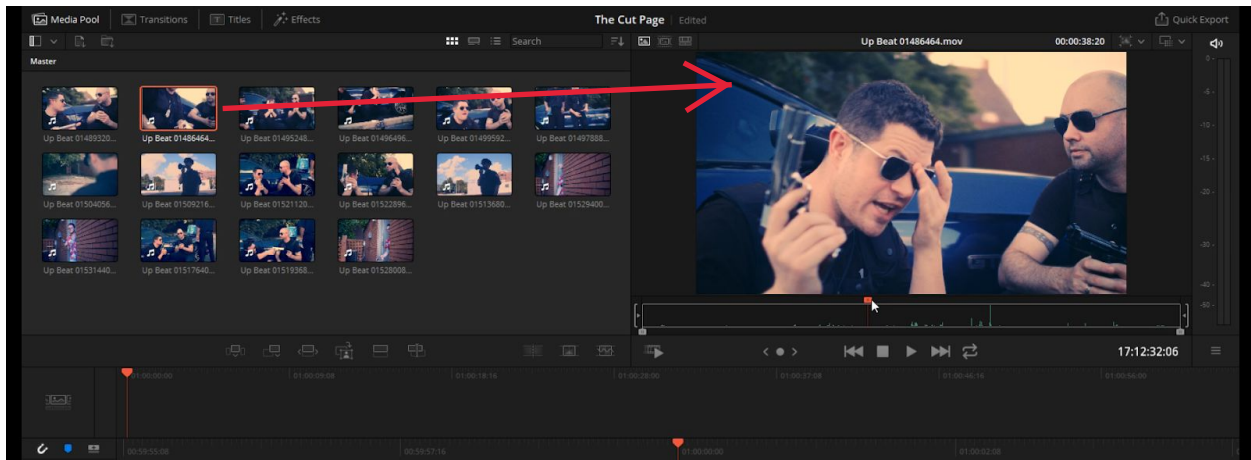


After you have imported your assets, they will appear in your “**Media Pool**”. Each asset will have a small thumbnail logo indicating its file type. For example, video files will have a “film strip” logo and audio clips will have a logo that looks like an audio waveform. Note: You can also right click and click “Add Bin” to organize your footage into. They are essentially folders for clips. When bins are made they show up on the left side of the interface underneath the “Master” tab.

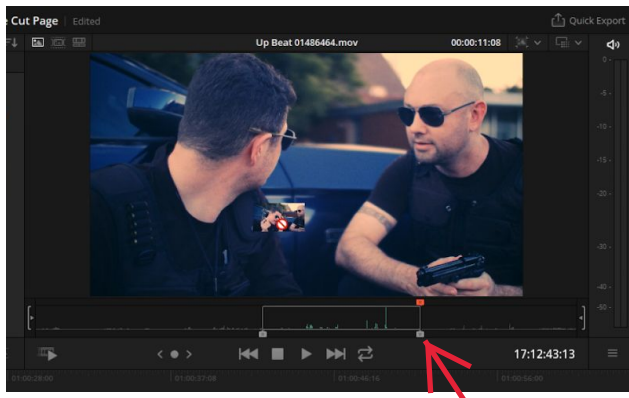


Editing:

Now you are ready to begin editing your clips and inserting them into your timeline. Select the clip you would like to begin with by double clicking on it inside of the Media Pool. This will open the clip in a **viewer window** to the right so you can manipulate the clip.

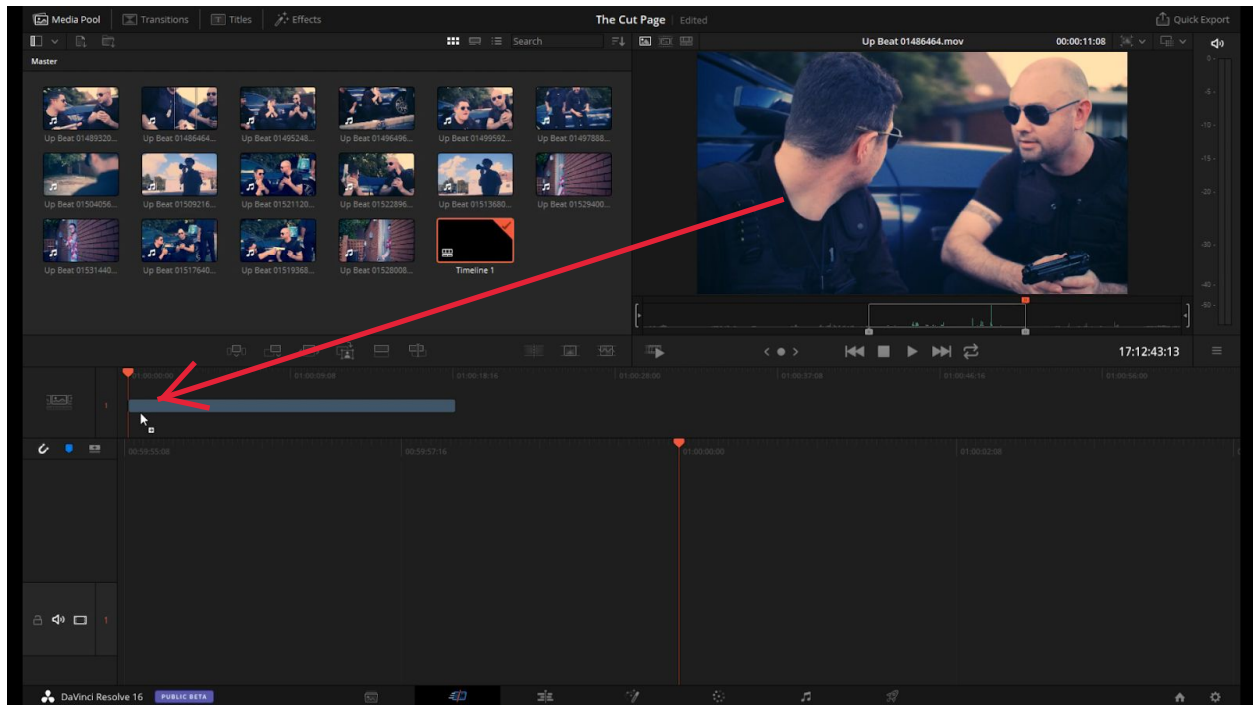


The orange tab at the top of a orange line is the “Current time indicator”. It is also referred to as the “**playhead**”. You can click and drag the playhead back and forth through your clip to preview a specific point.

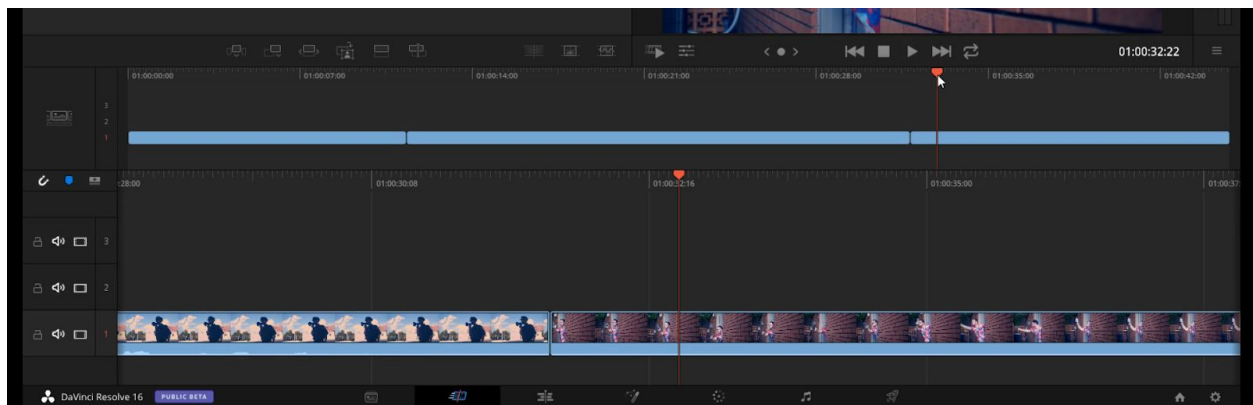


You can drop the entire clip into the timeline, or select In and Out points to add a specific section of a clip. Once you have located the point where you would like the clip to begin, click and drag the handle on the left side of the clip timeline to the point you would like the clip to begin. Likewise, repeat this process when you have located the point that you want the clip to end. You can also use the keyboard

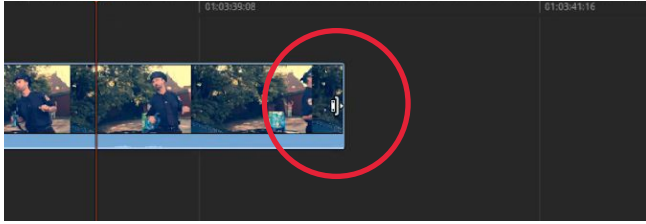
shortcuts "I" and "O" for setting the in and out point respectively. Now that you have selected the starting point and ending point for this clip, you can bring it into your timeline. Notice that there are two timeline views in Davinci Resolve. You can click and drag the clip into either view of the timeline. The timeline on the top is an expanded view, and the timeline on the bottom is a zoomed in view. They display the same information, but in different fields of view.



You can continue adding clips to the timeline by repeating the previous steps. After clips have been added to the timeline, **you can change their location and order** by clicking on them and dragging them to where you would like them placed.



The two timelines are essentially identical but with a different view. The view on the top is an overall expanded view of the entire project and the view at the bottom is a zoomed in view that is useful for precision edits. When used together, these can significantly speed up the workflow of editing a project.



To trim a clip, down simply hover your cursor over either the beginning or end of the clip. You will see your cursor turn into a trimming handle. Click then drag. This will delete the portion of the clip that you are dragging away. **You can recover the**

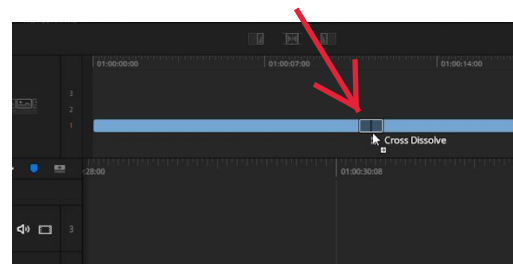
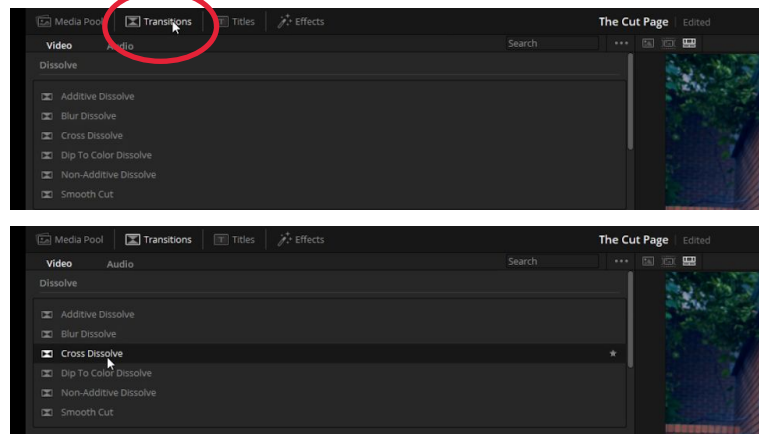
footage you just trimmed by simply selecting the end of the clip and dragging it back to the right. To split a clip into two segments, move the playhead to the spot you would like to split. Click the “C” key on your keyboard to split the clip into two independent clips.

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Transitions:

The way in which any two video clips are joined together is called a **transition**. The most common transition is a simple hard cut, in which one clip changes instantly to the next. The next most common transition is the “**Cross Dissolve**”. In a cross dissolve, one clip gradually dissolves into the next. Advanced transitions include wipes and digital effects, where clips animate or do complex changes while leading into the next clip. Transitions can be interesting and offer creative ways of adding interest, but be careful of overdoing it. Over using transitions can be distracting. To access transitions in Davinci Resolve click on the “**Transitions**” tab located at the top right of the Media Pool.

Select the transition you would like to use, then **click and drag** the icon for that transition and drop it between two clips on the timeline where you



You can also drop a transition on the beginning or ending of a clip by itself to achieve a fade in or fade out.

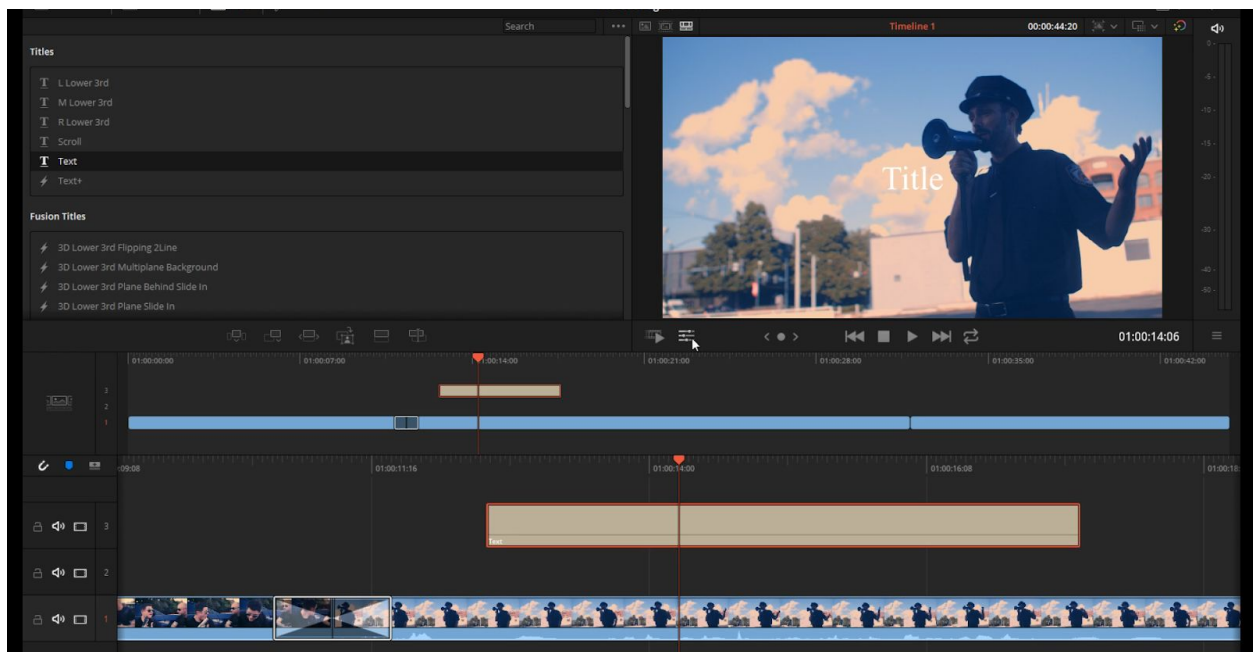
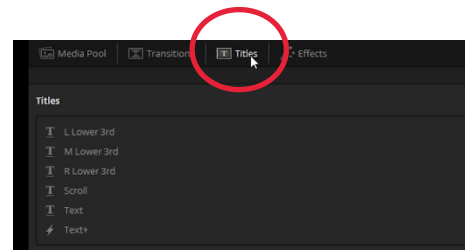
You can adjust the length of the transition by simply clicking and dragging on either end.

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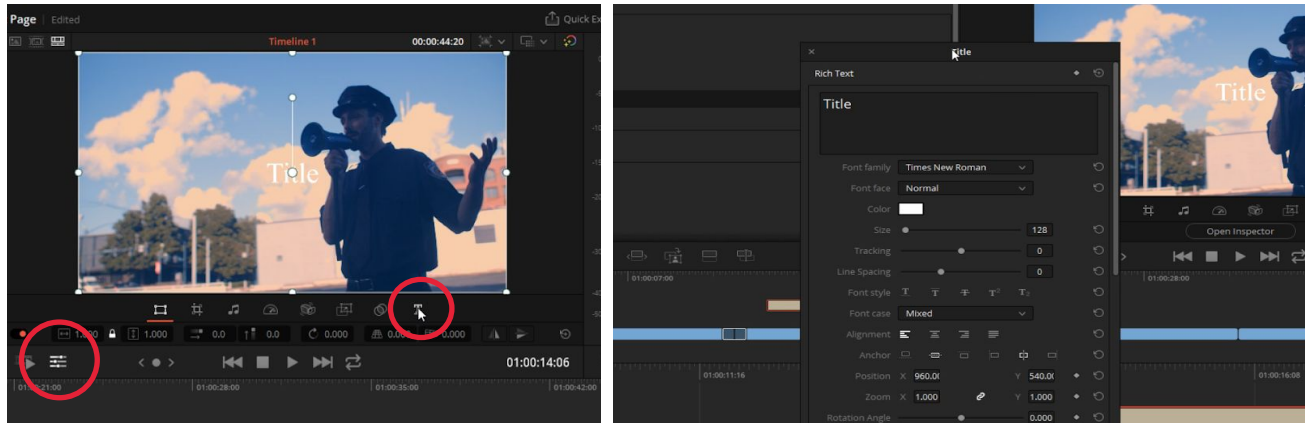
Titles and Text:

The “Titles” tab is located next to the “Transitions” tab at the top left of the Media Pool. There are several pre-made templates and animated text options for you to choose from. Select the one that you think best fits your video and drag the icon onto the timeline and release it where you

would like the text to appear. **Make sure that you release the text object on top of the video.** If you place a text object underneath video you will not be able to see it.

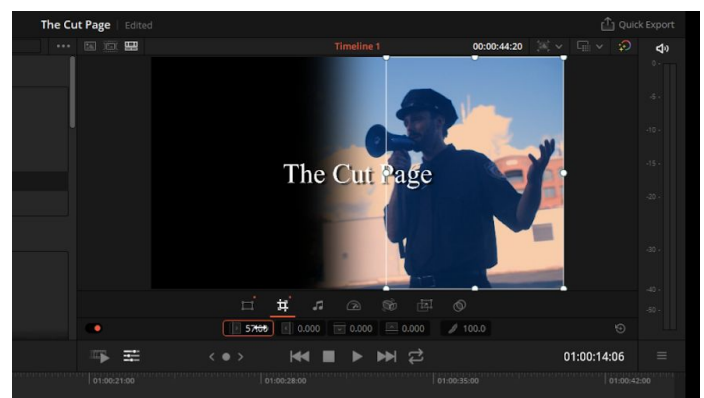


After you have placed your text on the timeline, you can edit it by selecting the title and clicking the **slider button** at the bottom left of the viewer panel. You will see several options appear beneath the video viewer. To the far right of the options you will select the “T” button, and then click “**Open Inspector**” for the text options. There you will find position, scale, font and drop shadow options among other settings.



Clip Manipulation:

To manipulate a clip in Davinci Resolve there are several options that are revealed when selecting the **slider button**. To the left, there is the position/rotation tab. Selecting this will allow the user to move the clip around, set the scale of the clip, and rotate it as well. The cropping tab is directly to the right and allows you to crop the image top, bottom, left, right and then feather the cropping you have done as well. To the far right you will see the “Opacity” tab. This tab controls the opaqueness of the clip selected. Pulling the slider to the left will reduce the opaqueness and increase transparency. Pulling the slider to the right will do the opposite.



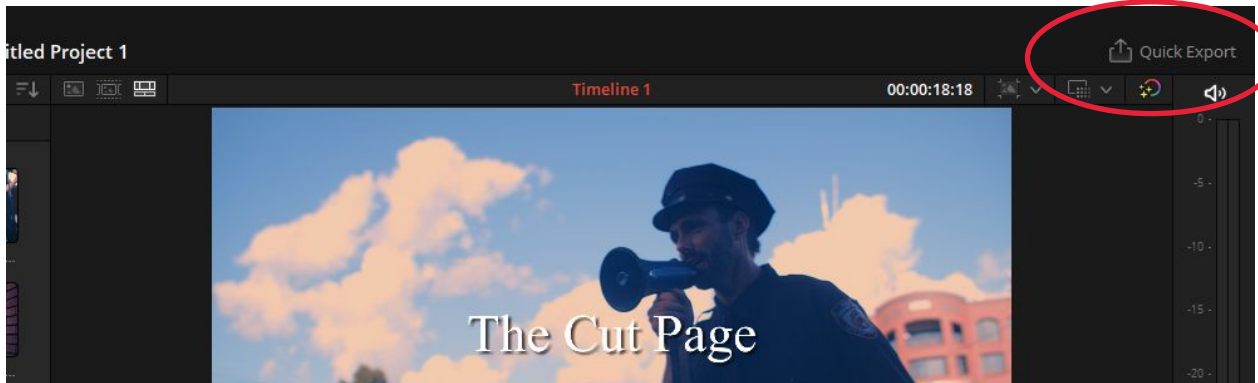
There are further options for stabilizing footage, speed-ramping, and adding pan and scan effects to videos when the slider option is open.

Any effects that are applied, both video and audio, will appear in the same slider menu that these effects are in. They will appear to the right and be additional effects that you can apply and then adjust according to what your needs are.

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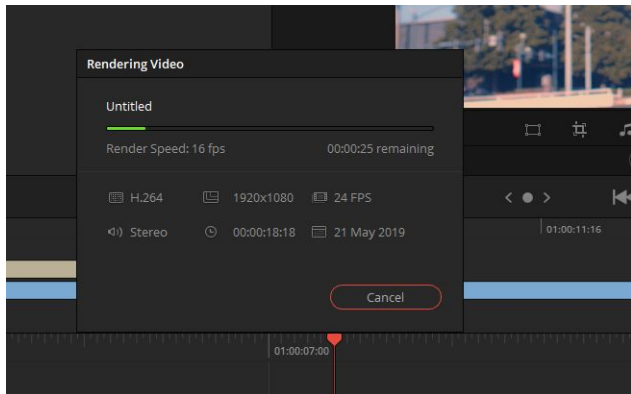
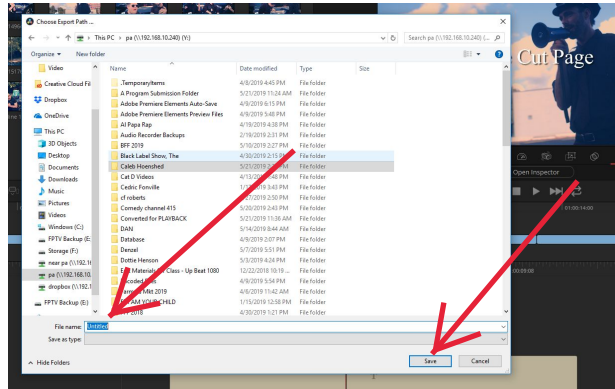
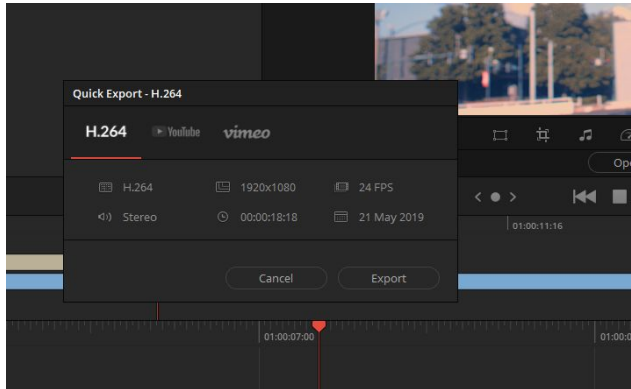
Saving and Sharing:

It is always a good idea to save your project often. Click on “File” and then “Save Project” (or Ctrl + S on your keyboard). **It is recommended that you save anytime you feel you have made significant changes to your project.**



When you have completed your project you need to submit it for playback on Fayetteville Public Television. Navigate to the top right of the interface. You will see a button labeled “**Quick Export**”. After clicking this button you will see a dialogue box appear in the middle of the screen with parameters to modify if you so choose. Davinci Resolve will automatically make the settings of the export match that of your footage and timeline. You can also upload straight to Youtube or Vimeo if you do not wish to have a copy of the project in your folder on the PA drive. The staff of FPTV does recommend, however, that you always have a copy of your project either on a personal drive of your own or on your personal folder in the PA drive. Once you click the “**Export**” button, a File Explorer window will appear asking for a Destination path and a name to associate with the project if you have not already. Once named and directed to a

folder, Davinci Resolve will then export your file to that location in an MP4 format for playback and sharing purposes.



Archiving: (VERY IMPORTANT!)

When your project is complete, you are responsible for archiving your program. Make sure you save all your output files and asset files to an external hard drive. After your project has been saved to an external hard drive, please notify the staff that your project is complete so it can be removed from the community drive.

See next page for shortcuts. →

NOTES

Keyboard Shortcuts:

S	Snapping
Ctrl + C	Copy
Ctrl + V	Paste
Ctrl + Z	Undo
Ctrl + Shift + Z	Redo
Ctrl + A	Select All
Ctrl+ Shift + A	Deselect All
Spacebar	Play/Stop
C	Cut Clip at Playhead
J, L	Rewind, Fast Forward
Left/Right Arrows	Move One Frame
+	Zoom In
-	Zoom Out
\	Show Entire Sequence
Home	Move to Start
End	Move to End
Up Arrow	Move to Previous Edit
Down Arrow	Move to Next Edit