

# The Colorist Guide to DaVinci Resolve 18

## 1. Balancing Footage

- Opening a Resolve Archive
- Setting Up Project Backups
- Understanding the Grading Workflow
- Setting Tonal Range and Contrast
- Balancing Colors
- Understanding Log Controls and Primaries Wheels

## 2. Creating Color Continuity

- Building a Shot-Matching Strategy
- Organizing Shots Using Flags and Filters
- Applying Shot Match
- Matching Shots Using Stills
- Comparing and Matching Shots Manually

## 3. Correcting and Enhancing Isolated Areas

- Controlling the Viewer's Eye
- Sharpening Key Elements
- Tracking Obscured Objects
- Fixing Overcast Skies
- Warping Color Ranges
- Enhancing Skin Tones with Face Refinement
- Adjusting Skin Tones Manually

## 4. Conforming an XML Timeline

- Importing an XML Timeline
- Syncing an Offline Reference
- Conforming a Timeline
- Associating HQ Footage with a Timeline for Online Workflows

- Maximizing the Dynamic Range

## **5. Mastering the Node Pipeline**

- Understanding Node-Based Grade Compositing
- Understanding the Importance of Node Order
- Creating Separate Processing Pipelines with a Parallel Mixer Node
- Visualizing Mixer Nodes
- Compositing Color Effects with the Layer Mixer Node

## **6. Managing Grades Across Clips and Timelines**

- Copying Grades from Clips and Stills
- Working with Local Versions
- Appending Grades and Nodes
- Saving Grades for Other Projects
- Copying Timeline Grades Using ColorTrace
- Copying Grades Using the Timelines Album

## **7. Using Groups**

- Preparing Media Using Scene Cut Detection
- Creating a Group
- Applying Base Grades at the Pre-Clip Group Level
- Making Clip-Specific Adjustments at the Clip Group Level
- Automatically Tracking People and Features
- Creating a Unifying Look Using the Post-Clip Group Level
- Applying Timeline-Level Grades and Effects

## **8. Adjusting Image Properties**

- Understanding Timeline Resolutions and Sizing Palette Modes
- Using Keyframing
- Applying Noise Reduction
- Optimizing Performance with Render Cache

## 9. Setting Up RAW Projects

- Adjusting RAW Settings at the Project Level
- Adjusting RAW Settings at the Clip Level
- Grading High Dynamic Range Media
- Setting Up a Render Cache for RAW Media Projects

## 10. Delivering Projects

- Using Lightbox to Check Timelines Prior to Delivery
- Understanding the Render Workflow and Presets
- Creating Custom Renders and Saving Presets
- Configuring a Timeline for Digital Cinema
- Exploring Advanced Render Settings