

The Fairlight Audio Guide to DaVinci Resolve 18

1. Building a Soundtrack

- Opening and Playing a Project
- Previewing Audio Clips in the Media Pool
- Working with Markers
- Adding Audio Clips to the Timeline
- Naming and Moving Tracks
- Marking and Editing Select Portions of a Clip
- Changing Clip Volume Levels in the Inspector
- Showing, Hiding, and Zooming In and Out of Tracks
- Changing Clip Levels in the Timeline
- Manually Creating a New Track
- Adding Sound Effects to the Sound Library
- Moving and Trimming Clips to the Timeline Grid
- Balancing Track Levels
- More Drama Please!

2. Recording Voiceover and ADR

- Setting Up Your Microphone
- Preparing the Project
- Previewing the Scene for Context
- Choosing a Location for New Audio Recordings
- Creating a New Timeline for Recording
- Patching a Track for Recording
- Recording in the Timeline
- Setting Up an ADR Session
- Recording ADR Cues in the Timeline
- Importing an ADR Cue List
- Recording the Built-In System Generator
- Practicing More FX

3. Working with Audio Track Layers

- Preparing the Project
- Streamlining the Fairlight Interface for Audio Editing
- Moving Clips to Different Audio Layers
- Aligning and Splitting Audio Clips

- Working with a Nested Timeline
- Building a Voiceover Composite Track
- Preparing the Project
- Creating Crossfades in Audio Track Layers

4. Preparing Multichannel Clips for Dialogue Editing

- Preparing the Project
- Evaluating Dialogue Tracks and Audio Channels

5. Editing Dialogue Tracks

- What Does the Dialogue Editor Do?
- Performing Checkerboard Editing on Dialogue Tracks
- Cleaning Up a Checkerboard Edit
- Balancing Dialogue Clip Levels
- Applying Auto-Leveling to Balance Clips

6. Repairing and Replacing Unwanted Sounds

- Preparing the Project
- Exploring the Focus Mode Multi-Tool
- Reducing Plosives with Keyframes
- Replacing Words from Outtakes
- Adding Fades to Smooth Sound Edits
- Filling Gaps with Room Tone
- More Room Tone Please!

7. Advanced Dialogue Repair

- Finding the Problem
- Repairing Dialogue with Fairlight FX Plug-Ins
- Gating Low-Level Noise
- Testing Your New Dialogue Repair Skills in a Real-World Clip
- Dealing with Processor Intensive Plug-Ins
- Repairing Dialogue with Voice Isolation (Studio)
- Removing Clicks at the Sample Level
- Retiming Audio with Elastic Wave Time Controls
- More Audio Repairs Please!

8. Enhancing the Soundtrack with Sound Design

- Preparing the Project
- Analyzing the Soundtrack Stems
- Creating a Reversed Percussion Transition Effect
- Syncing Sound Effects to Picture
- Doubling a Track to Thicken the Sound
- Multiplying Voices Using the Chorus Plug-In
- Adding Depth with Time-Based Plug-Ins
- Creating Physical Sound Barriers with EQ
- Working with Foley Sound Effects

9. Pre-Mixing Levels and Panning Tracks

- Preparing the Project
- Using Reference Tracks to Set Monitoring Levels
- Customizing the Interface
- Evaluating and Setting Initial Track Levels
- Finding the Right Balance between Two Background Tracks
- Linking Tracks for Single-Fader Control
- Placing Audio in the Panoramic Sound Field
- Exploring 3D Pan Controls

10. Sweetening the Mix

- Applying Equalization to Dialogue Tracks
- Controlling Dynamic Range
- Saving and Applying Track Presets in the Presets Library
- Using Sidechain Compression to Automatically Dip Music Levels
- Applying EQ Carving to Improve Dialogue Clarity

11. Simplifying the Mix with Busses

- Exploring the Fairlight Bussing Formats
- Preparing the Project
- Creating an Auxiliary Reverb Bus
- Simplifying Mixing Using Busses
- Creating Additional Output Busses

12. Mixing with Automation

- Preparing the Project

- Exploring Clip vs. Track Automation
- Automating Track Changes
- Working with Bus Tracks in the Timeline
- Moving Automation with Clips
- Moving a Premixed Timeline into a Master Timeline

13. Finishing and Delivering Tracks

- Preparing the Project
- Bouncing Mixes in the Fairlight Page
- Bouncing Tracks and Busses to Create Stems
- Bouncing to Additional Formats
- Delivering the Mix
- Audio Finishing with Mixed Stems
- Delivering a Custom Clip

14. Exploring Dolby Atmos Integration

- Preparing the Project
- Importing and Adding Files to the Timeline
- Changing the Playback Format
- Rendering Downmixes
- Analyzing and Normalizing Levels
- Exploring Delivery Options
- Importing a Dolby Atmos Master
- Viewing “Flying Object” Pan Automation
- Creating a Dolby Atmos Timeline Preset
- Exporting Master File
- Enabling Dolby Atmos for Mixing
- Applying a Configuration Preset