The Visual Effects Guide to DaVinci Resolve 18

1. Getting Started: Learning the Fusion Page

- Exploring the Fusion Interface
- Combining Images Using Nodes
- Adding Effects
- Understanding node flow
- Working with Masks
- Secondary Color Correction
- Animating with Keyframes
- Adding a Vignette
- Returning to the Timeline

2. Compositing Split Screens

- Using Layers from the Edit Page
- Tracking in the Fusion Page
- Drawing a Matte
- Aligning the Clips Using Nudging
- Restoring Camera Motion

3. Replacing a Sky

- Retaining a Clip's Resolution
- Controlling a Composition's Resolution
- Compositing Using the Darken Apply Mode
- Adding Effects from the Effects Library
- Fixing Holes in a Key
- Embedding Alpha into an Image
- Tracking the Sky into Position
- Fixing Interrupted Trackers
- Blending In the Original Sky

4. Replacing Signs and Screens

- Tracking Planar Surfaces
- Painting with the Clone Tool
- Using Photoshop PSD Layers

- Corner Pinning an Image
- Combining Mattes and Images
- Match Moving with the Planar Transform
- Finalizing the Composite

5. **Compositing Green-Screen Content**

- Managing Color for Visual Effects
- Why Use Linear Color Space?
- Pulling a Green-Screen Key
- Refining a Matte
- Rotoscoping Auxiliary Mattes
- Lining Up the Background
- Color Correcting Elements
- Sending a Matte to the Color Page

6. **The Art of the Credit Roll**

- Starting with a Fusion Generator
- Adding a Text+ Node
- Aligning Text with Tabs
- Formatting a Single Line
- Inserting Logos and Graphics
- Making Credits Roll
- Converting to Pixel Values
- Setting and Looping Keyframes

7. **Creating Title Templates**

- Styling Text in the Edit Page
- Moving Text to the Fusion Page
- Creating a Background Banner
- Revealing Text with Mattes
- Animating with the Follower
- Adjusting Keyframe Timing
- Trying Out Versions
- Saving a Template

8. **Animating with Keyframes and Modifiers**

- Identifying a Clip's Resolution
- Keyframing a Motion Path

- Auto-Orienting Objects
- Straightening Out Alpha Channels
- Painting a Motion Path
- Linking Parameters
- Making Acceleration Adjustments
- Applying Random Animation Modifiers
- Customizing Motion Blur

9. **Setting Up a 3D Scene**

- Placing Elements on 3D Shapes
- Navigating in 3D
- Using Shapes in 3D
- Entering Simple Expressions
- Creating Multiple Axes of Rotation
- Adding Lights and Cameras

10. **Designing 3D Broadcast Graphics**

- Adding 3D Text to a Scene
- Animating 3D Text
- Playing Around with 3D Shapes
- Working with Materials
- Converting 3D into a 2D Image
- Adding 2D Look Design

11. **Exploring 3D Particle Systems**

- Setting Up a Particle System
- Adding Motion to Particles
- Defining the Emitter Shape
- Using Images for Particle Cells
- Optimizing Performance
- Controlling the Timing and Look of Particles
- Introducing Particle Forces

12. 3D Camera Tracking

- Rotoscoping for 3D Tracking
- Combining Garbage Mattes
- Preparing the Camera Tracker
- Solving for the Camera
- Refining the Solve

- Setting the Ground Plane and Exporting the Scene
- Positioning Objects in a 3D Set
- Matching Color and Light