



Editing Basics

Importing & Organizing Media

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| Import Media: |
| <ul style="list-style-type: none"> • Ctrl+I (Windows) / Cmd+I (Mac) - Import files. • Drag and drop media into the Media Pool. |
| Organizing Media: |
| <ul style="list-style-type: none"> • Create Bins: Ctrl+Shift+N (Windows) / Cmd+Shift+N (Mac) - Organize clips into folders. |
| Media Pool Basics: |
| <ul style="list-style-type: none"> • View clip metadata (duration, frame rate, etc.). • Add keywords and notes for easy searching. |

Timeline Navigation & Editing

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| I / O | Mark In / Mark Out points for clip selection. |
| X | Mark Clip - Select the entire clip under the playhead. |
| B | Blade Tool - Cut clips in the timeline. |
| V | Selection Tool - Default tool for selecting and moving clips. |
| Delete | Remove selected clip(s) from the timeline. |
| Ctrl+Z / Cmd+Z | Undo the last action. |

Basic Editing Functions

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| Insert Edit: | Place clip at playhead position, shifting existing clips to the right. |
| Overwrite Edit: | Replace clips in the timeline with the new clip. |
| Ripple Delete: | Remove a clip and close the gap by shifting subsequent clips. |
| Slip and Slide: | Adjust in and out points of the clips. |

Color Grading Essentials

Color Wheels & Primary Adjustments

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| Lift: | Adjusts the black levels and shadow tones. |
| Gamma: | Adjusts the midtones. |
| Gain: | Adjusts the highlights and white levels. |
| Offset: | Globally adjusts the overall brightness and color balance. |

Secondary Color Correction

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| Qualifiers: | Select specific color ranges to isolate for grading. Use the eyedropper tool to pick colors directly from the image. |
| Curves: | Precisely adjust hue vs. hue, hue vs. sat, lum vs. sat, etc. Use curves to fine-tune color relationships. |
| Power Windows: | Create shapes to isolate areas of the image. Feather edges for smooth transitions. |
| Track Windows: | Track the movement of Power Windows to follow subjects or objects within the frame. |

Scopes & Analysis Tools

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| Waveform: | Displays the luminance (brightness) levels in your video. |
| Parade: | Shows the red, green, and blue color channels separately, useful for identifying color casts. |
| Vectorscope: | Displays the color information, showing hue and saturation. |
| Histogram: | Displays the distribution of brightness values in the image. |

Fusion VFX

Nodes & Basic Compositing

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| MediaIn: | Imports media into the Fusion composition. |
| Merge: | Combines two or more elements together. |
| Transform: | Adjusts the position, scale, rotation, and skew of elements. |
| MediaOut: | Outputs the final composition. |

Keying & Masking

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| Delta Keyer: | Removes a specific color (e.g., green screen) from a clip. |
| Ultra Keyer: | Advanced keying tool for challenging green screen shots. |
| Masks (Rectangle, Ellipse, Polygon, B-Spline): | Isolate areas for compositing or effects. |
| Rotoscoping: | Manually create animated masks to isolate moving objects. |

Tracking

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| Tracker Node: | Tracks the motion of an object in the scene. Use this to stabilize footage, attach elements to moving objects, or create dynamic masks. |
| Planar Tracker: | Tracks flat surfaces, useful for replacing screens or adding elements onto surfaces that change perspective. |

Fairlight Audio

Mixing & Routing

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| Patching: | Connect inputs and outputs to specific tracks. |
| Buses: | Route multiple tracks to a single bus for grouped processing (e.g., dialogue bus, music bus). |
| Mixer: | Adjust levels, pan, and add effects to individual tracks and buses. |

EQ & Dynamics

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| Equalization (EQ): | Adjust the frequency content of audio to shape the sound and remove unwanted frequencies. |
| Compression: | Reduce the dynamic range of audio, making it sound louder and more consistent. |
| Noise Reduction: | Remove unwanted noise from audio recordings (e.g., hum, hiss). |

Recording & Automation

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| Record Audio: | Record voice-overs or sound effects directly into Resolve. |
| Automation: | Record changes to audio parameters (volume, pan, effects) over time. |