Advanced Video: Setup Guide

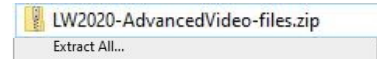## Davinci Resolve Setup Guide

For WINDOWS 7, 8 & 10 Users

- Extract (unzip) the file we provided (Right click › Extract All) *This contains some of the files and media you will be using at Livewires as well as the Davinci Resolve installer.*


- Find and open the Davinci Resolve Installer, inside the extracted folders, by double-clicking it— (DaVinci_Resolve_16.2.3_Windows.exe)

- Once the installer is open, <u>tick these options:</u> PostgreSQL; Davinci Resolve 16...; and <u>untick</u> any of them that are ticked on not on this list (you may have to scroll down to see all the options).
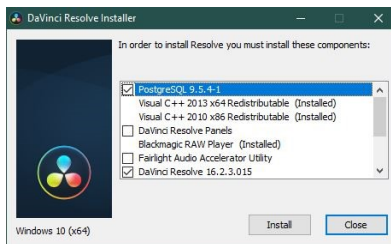
- Continue with the installer instructions; accept the License Agreement (agreeing to use the software appropriately); finish and exit the installer.

- Now, open Davinci Resolve by clicking the windows home button to see the list of software. A 'Firewall' window notification will pop-up, just accept each one then the software will continue to open.

- Once Resolve is open, it may ask you if you wish to update the software. Ignore this by pressing 'skip'.
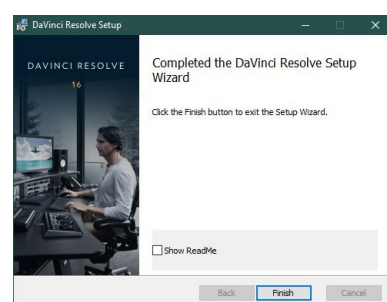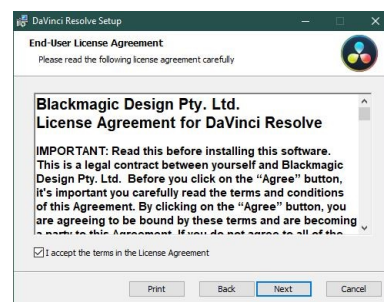
For MAC OS X Users

Davinci Resolve is now setup and ready to go! Go to the next page to begin learning how to it ››››››››››››

Sample Project *Guide*

We have put together a sample project to showcase what can be created during Livewires online, and hopefully help inspire your own 1-minute trailer using one of three Blender short films.

You can watch the trailer by clicking here.

How to Use:

- Open Davinci Resolve. (Windows: Press the Windows Key. Mac OS: Go to the end of the Launchpad ‹img›)
- In the project manager, right-click an empty spaces and select 'import project'.
- Find the folder you downloaded during setup, and import the Davinci resolve file named: 'lw2020-AdV_sample-project.drp':
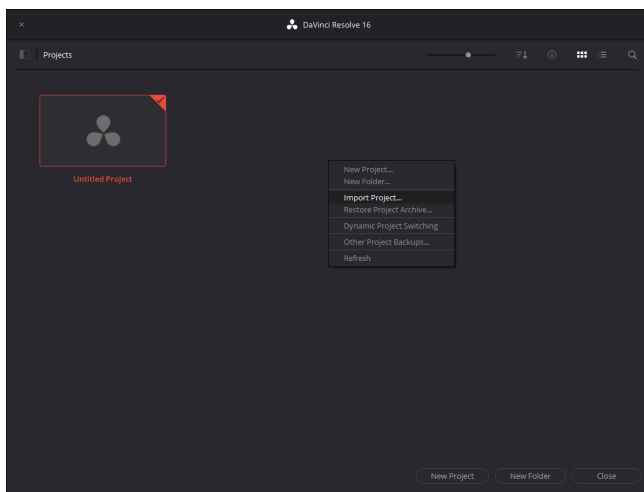
- Once you open the project, Resolve might tell you that there are 'offline' clips. If so, you will need to 'relink' the clips. To do this, right click the folder 'scenes' and select 'Relink Clips for Selected Bins…'

Then, in the file explorer window Resolve opens, find the folder 'scenes' in the advanced video folders (livewires-2020_advanced-video › files › spring › scenes)

Repeat this for any other files by selecting the individual file/ media/ clip, right-click and select the option 'Relink Selected clips…'
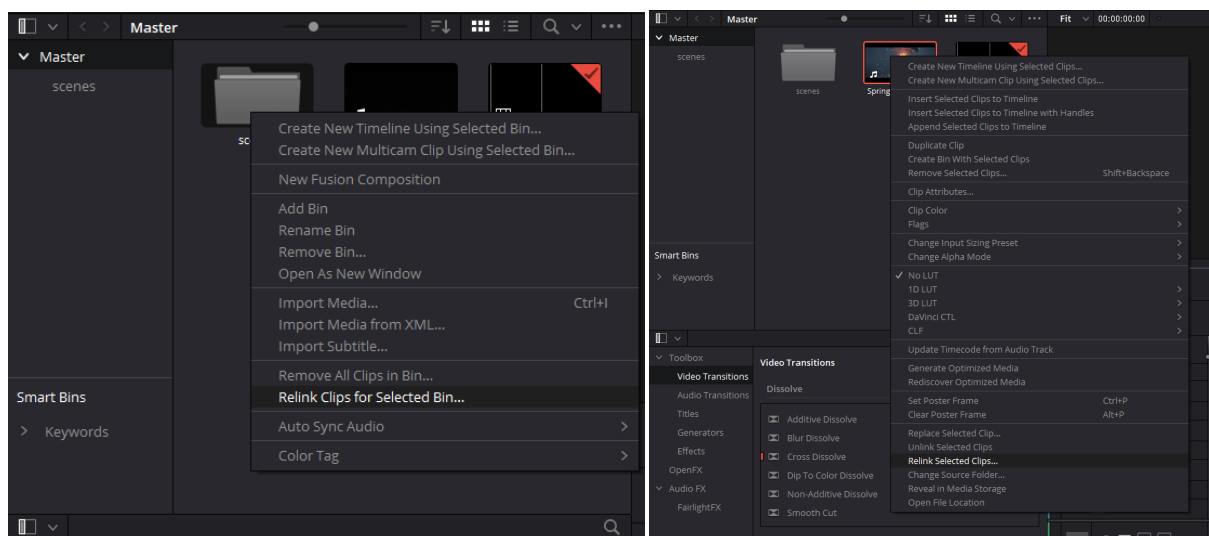
- Open the main timeline named: 'spring-trailer' and play around! If you have no idea what you're doing in Davinci Resolve at the moment, then do not fear! Explore the following few pages to get a quick run-through to get started. We will be guiding you through in more detail during the livewires online week tech sessions.

Davinci Resolve *Quick Guide*

Over the Livewires week, you will be learning a lot more about using Davinci Resolve and editing. However, this guide is here to get you started and introduce you to the software, so you can explore it for yourself before the start of Livewires.

Panels:
Davinci Resolve is made up of 7 panels to simulate and support the editing workflow, from importing media in the 'Media' panel to final renders in the 'Deliver' panel. You will see these 7 panels along the dark bar hooked to the bottom of the window, showing icons that you probably won't quite understand ye. To help you get to know the icons, you can right-click the bar and select the '.................' option, to reveal the names of each panel.

Media Panel:
This is where you import your media, with a window called '.......' that allows you to easily access your drives and import media into the 'Media Pool' window. Davinci Resolve uses these different windows to organise different tools. You can simply click on the text 'Media Pool' to close this window and click on other window names to open or close them also.
You will only really need this panel at the start of the edit workflow because there are Media pools in the other panels that also allow you to import footage.

Cut Panel:
This is where you do initial cutting, scanning and watching through your imported media and slicing out all the unnecessary bits when you go to edit.
The panel has a timeline, however it is not your main editing timeline (that comes next, in the 'Edit' panel) but this timeline is connected to the other timelines in other panels, and you can use this to quickly piece together a video that you will later refine in the next panel.

Edit Panel:
This is your main editing station, and where you will be spending most of your time while creating the video. You can import media from the Media pool window, explore the 'Metadata', giving you information/ data about the file, and 'Inspector', that allows you to edit the attributes of the footage (including: Position, rotation and other effects) when you select a clip.
To move media into the timeline, simply click on it in the Media pool and drag, with your mouse, over towards the timeline.
Brief Overview of the Timeline:
The timeline is comprised of channels for video (V1, V2, V3...) and audio (A1, A2...). The video channels act like layers, and when videos are stacked on top of one another, it will be the very top or highest video that will be seen. However, with the audio channels, all the audio is played no matter their positioning vertically, across the channels. For now we can call them video layers and audio channels.

Fusion Panel (Graphics)
This is unique to Davinci Resolve, but other software do similar things under different names, that allows for advanced control over the footage and graphics and colour inputs of your project. We won't get into the details of it here or during Livewires, however, the basis of it are, what are known as 'nodes'. These are dynamic boxes that allow for other boxes to connect to them, and that connection might

Fairlight Panel (Audio)

While you can do audio editing in the edit panel, this is a specific panel for advanced editing and very specific audio edits. This is much like the edit panel, with a timeline and video preview window but it now has a section on the left for audio controls. You can take one of these, for instance the '......' and click and drag it onto a clip. You then use the 'Inspector' window to edit this 'effect' that will do a specific thing to your audio. I won't be explaining them all in detail and what they do now, but you can use this time to experiment with all the different effects and controls.

Color Panel

Now, this panel may look incredibly frightening to you at first glance, but do not worry! There is a lot going on here, but to create a basic video and the video we will make during Livewires, you won't have to understand all of this. What it offers is advanced control over the look and feel of the footage, but the footage you will be editing with has already been through a panel similar to this for editing colour. Imagine it like the filters on a phone camera. This allows you to adjust footage colour, contrast, saturation and more—and if you don't know what half of those mean, then do not fear, because colour theory is quite complex and does take time to learn.

All you need to know for this, is that you can use the controls to take flat images and boost them by darkening the blacks and lifting the whites, increases contrast (the difference between light and dark) and the saturation (increase the colour intensity. To do this, you would select a clip from the line of clips, and use the window '.........' to then adjust the sliders with the given names. This panel can be a lot of fun to experiment with, so go crazy!

Deliver Panel

The final panel of the seven, this is where you will render your video—adjusting settings that we will go into detail in the final session of advanced video at Livewires. For now, this panel will be of little use to you until you have a video to render with.

If you would like to try rendering, then render the sample project and explore the settings already set there. Bear in mind that it will take longer to render on a slower machine.