

## Lesson 2

# Edit Page QuickStart



Producing film and video content is a very creative and exciting process. The edit page features powerful, easy-to-use video editing tools. It doesn't matter if you are new to video editing, or you are a professional editor—here you'll find all the tools you need to tell your story. In this QuickStart guide, you will explore how to assemble shots in the timeline, how to adjust audio levels, and add an animated title to finish the video.

### Time

This lesson takes approximately  
**60 minutes to complete.**

### Goals

Editing a 1-Minute Movie	72
Restoring a Project Archive	72
Exploring the Edit Page	74
Assembling Clips in a Timeline	74
Editing Narration	79
Adding a Soundtrack	83
Adjusting Audio Levels	84
Deleting Clips from a Timeline	85
Trimming Clips	87
Panning and Zooming Photos	88
Adding a Title	93
Playing Full-Screen	96
Lesson Review	97

# Editing a 1-Minute Movie

Whether you use the application on a Mac or Windows computer, you'll learn how to take a project from its initial setup to a final output. You'll become familiar with the standard menus and buttons, as well as how the edit page functions and how to configure project settings.

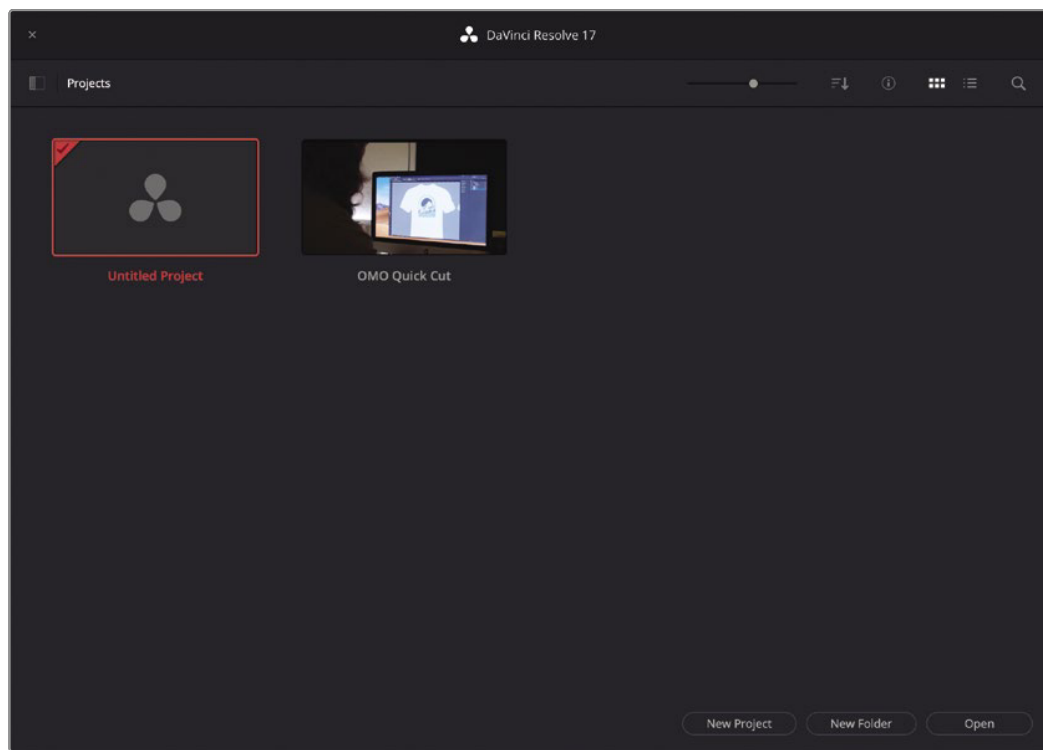
When it comes to editing, there isn't a one-size-fits-all approach. That's why DaVinci Resolve provides two different editing interfaces: the cut page and the edit page. The cut page is ideal for projects that need to be cut quickly. It's perfectly suited for editing news, social media videos, educational content, and much more. The edit page features a broader range of features and options with a more traditional approach to non-linear editing. You can choose either page, depending on what feels best suited to your needs.

## Restoring a Project Archive

This lesson will introduce you to working in the edit page. The exciting part is that you can switch back and forth between the cut and edit pages at any time. You will start by restoring a DaVinci Resolve Project Archive that contains a pre-prepared project with all the media you need for this lesson.

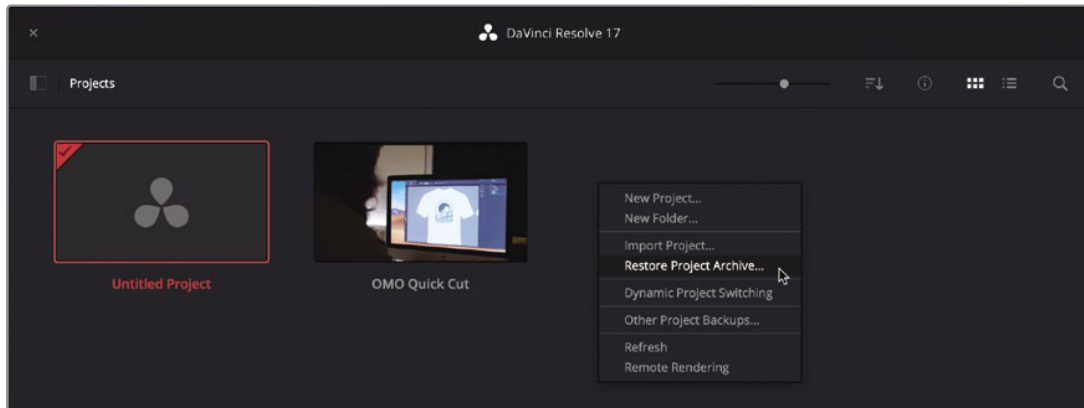
- 1 Open DaVinci Resolve.

The first window that appears is the Project Manager.



Currently, the Project Manager contains the OMO Quick Cut project from the previous lesson, together with a default empty project called Untitled Project.

- 2 Right-click in the Project Manager panel and select Restore Project Archive.



- 3 Navigate to where you have saved the R17 Beginners Guide Lessons folder on your hard disk and open the folder Lesson 02.
- 4 Select the folder called Taryn Jayne Glass Blowing.dra and choose Open.  
The project archive is restored and added to the Project Manager.
- 5 Double-click the Taryn Jane Glass Blowing project to open it.



- 6 Click the Edit Page button.

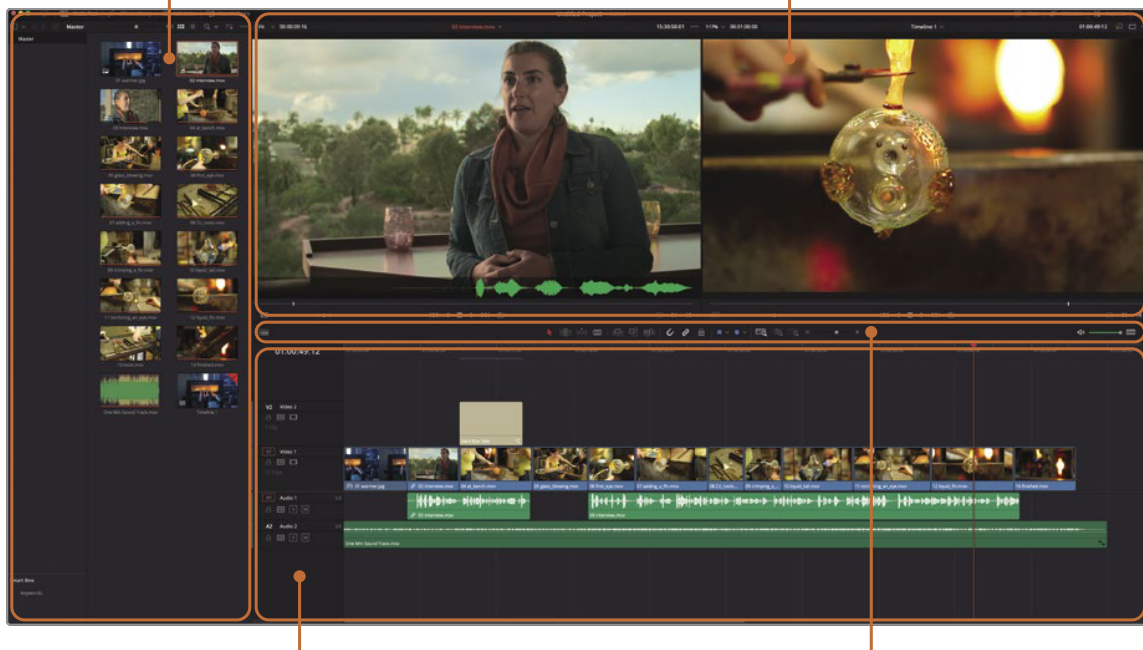
The advantage of using a DaVinci Resolve Archive (.dra) file to restore a project is that when the project is imported to your database, the media will not need to be relinked. For more information on archiving projects, refer to Chapter 15, “Managing Media and Databases.”

# Exploring the Edit Page

The edit page features a more traditional layout for nonlinear editing including bins, a timeline, and source and timeline viewers.

The media pool contains all the media in the current project.

Source and timeline viewers show images for the selected source clips on the left and the timeline on the right.



The timeline displays a graphical representation of your edited project.

The toolbar buttons running along the top of the timeline let you choose various editing tools.

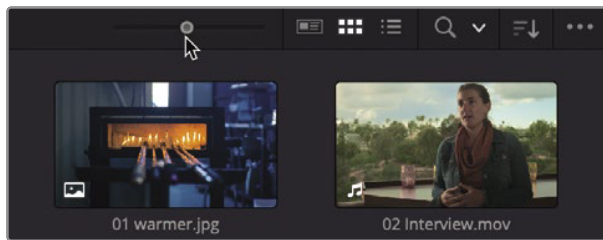
This project is set up and designed to give you a quick tour of the edit page interface. You will focus on the big picture and learn how to assemble a project quickly and use the core tools.

For this QuickStart, just enjoy the exploratory ride, and don't worry about the options, keyboard shortcuts, or even your results.

## Assembling Clips in a Timeline

You will start by assembling the order in which you want the clips to play in the timeline. To get a good view of the clips, you can increase the size of the thumbnails in the media pool, preview them, and then just drag the ones you want into a timeline.

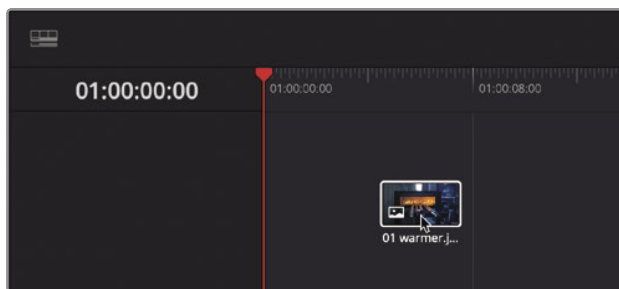
- 1 At the top of the media pool, drag the magnification slider to the right to increase the clip thumbnails' size.



The thumbnails in the media pool are now larger and easier to see.

This first edit you will make is a simple one because you'll use a still photograph.

- 2 Drag 01\_warmer.jpg from the media pool to the top half of the timeline window and then release the mouse button.

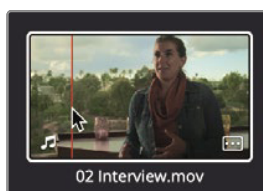


You just made your first edit. When you drag a clip into the timeline, it appears as a clip segment at the beginning of the timeline. In the case of this photograph, it has a 5-second duration.

**TIP** You can change the default duration for a photograph by changing the standard still duration value in the user preferences' Editing category.

Let's increase the challenge just a bit and add a video clip. Because it's important to know exactly what part of the video clip you are adding, you'll use the source viewer to preview the clip.

- 3 In the media pool, move your mouse pointer over the "02\_interview" clip to see the preview in the source viewer.

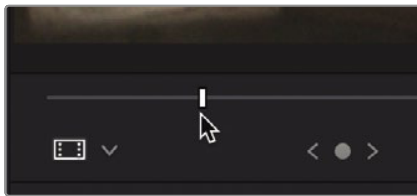


You can move your mouse pointer back and forth over a thumbnail to quickly see and hear a clip in the source viewer. You can also load the clip into the source viewer to play it.

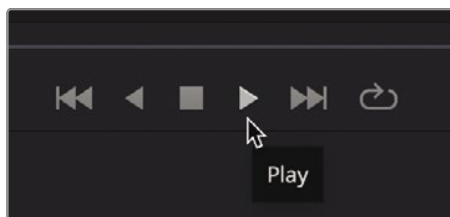
- 4 Double-click the “02\_interview” clip to load the clip in the source viewer.

Since you may not be viewing the first frame of the clip, you can use the jog bar to slowly skim through the clip and position it at the start.

- 5 Under the source viewer, drag the jog bar playhead to the left until it is at the start of the clip.

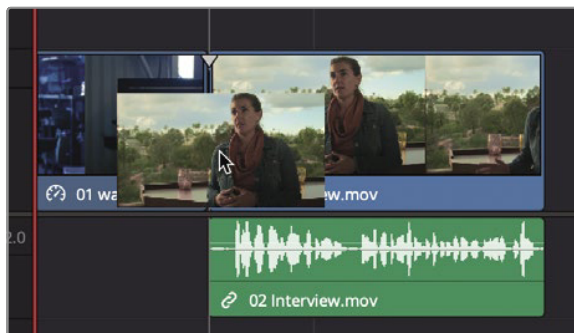


- 6 Under the source viewer, click the Play button to begin playing the clip.



Because of what is said in the interview and the quality of the shot, the entire clip would make a nice second shot in your movie. Instead of dragging it from the media pool again, you can drag it directly from the source viewer.

- 7 Drag the “02\_interview” clip from the center of the source viewer to the end of the “warmer” clip in the timeline.



When you drag near the end of a clip in the timeline, the clip you’re dragging will snap against the end of the timeline clip. This snapping behavior makes it easy to place clips against one another without leaving any gaps in your timeline.

In the timeline, the orange vertical bar is called the *playhead*. The playhead's location in the timeline corresponds to the current frame displayed in the timeline viewer.

- 8 Under the timeline viewer, click the Play button to play the timeline.

The timeline plays the two clips and stops when it reaches the end of the last clip.

You can add multiple clips at once by selecting multiple clips in the media pool and dragging them into the timeline. Let's use that technique to add the next 11 clips.

- 9 Select the fourth thumbnail in the media pool (04\_at\_bench), and then Shift-click the last thumbnail (14\_finished) to select all 11 video clips.

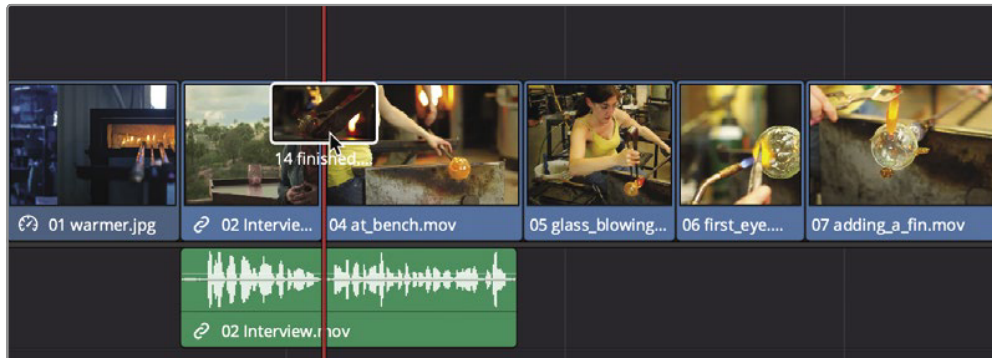


The 11 clips are outlined in red to indicate that they are selected. You can add these clips to the end of the timeline or directly over an existing clip to overwrite it.

- 10 In the timeline, drag the playhead to the start of the first interview clip and press Spacebar to play just that clip.

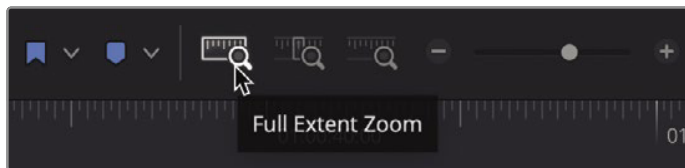
You can add these new clips to overwrite the video in the timeline but leave the audio. Let's position the playhead at the end of the first sentence, "They call us glassblowers, but really we are heat managers."

- 11 Drag the timeline playhead back to the end of the sentence in which she says, “...really we are heat managers.”
- 12 With the playhead as a guide, you can drag the selected clips from the media pool up against the playhead.
- 13 Drag the clips from the media pool to the timeline’s playhead and release the mouse button when the clips snap against the playhead.



The 11 clips are added to the timeline, but they may not all fit in the timeline window depending on your computer’s screen resolution. Fortunately, DaVinci Resolve includes some handy tools to help you manage the way the timeline is displayed. One of them is an easy toolbar button that zooms the timeline to display all the clips in the window.

- 14 In the toolbar, click the Full Extent Zoom button or press Shift-Z.



Now, all the clips in the timeline fit within the timeline window, making it easier for you to navigate to them.

You can quickly skim over a timeline to see your edits just by dragging the playhead.

- 15 In the timeline ruler, slowly drag the playhead to the end of the timeline and back to the beginning so you can review the clips you just added.

What you currently have is just a collection of pretty clips. You need to develop your story a little. To do so, you can add another interview segment and improve the order of the clips based on the contents of the interview.