

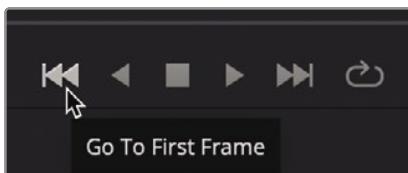
Editing Narration

Let's add one other piece of the interview. Since you have so many clips that illustrate the topic better than just a talking head, you'll use only the audio from the interview clip.

- 1 In the media pool, double click the "03_interview" clip to load it into the source viewer.



- 2 Under the source viewer, click the Go To First Frame button to go to the beginning of the clip.

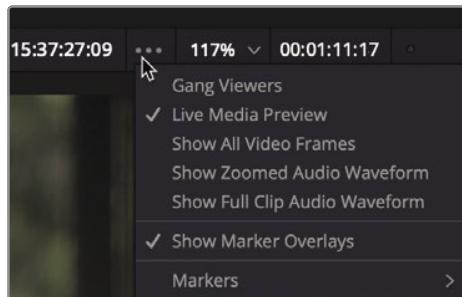


Instead of clicking the button under the source viewer to play the clip, you can use a keyboard shortcut.

- 3 Press the Spacebar to play the clip in the source viewer.

A 1-minute movie inherently has limitations. Because of its length, you can only use a portion of the interview clip. To choose the portion you'll use, you must set a starting location called an *In point* and an ending location called an *Out point*. To make it easier to set those points, you can use both the source viewer's waveform overlay and the jog bar.

- 4 In the Options menu in the source viewer's upper-right corner, choose Show Zoomed Audio Waveform.



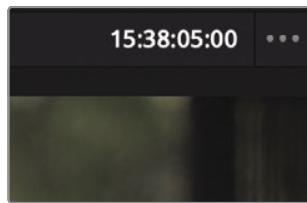
The audio waveform is shown as an overlay at the bottom of the source viewer.

The overlay can make it easier to locate precise clip locations based on the soundtrack (or lack thereof).

- 5 Once again, under the source viewer, click the Jump To First Frame button to go to the beginning of the clip.

You should begin this narration almost halfway into the clip when the subject says, "Also, you can't touch or sculpt." You could go on a hunt for this sentence, but DaVinci Resolve can give you a bit of help. In the upper-right corner of the source viewer is a timecode numeric display. This display shows you a location within the clip based on hours:minutes:seconds:frames timecode. You can use this timecode to locate the general location of the statement.

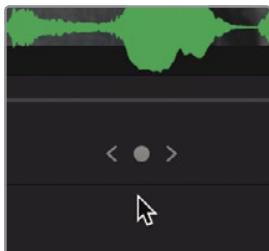
- 6 Drag the jog bar playhead until the timecode display above the source viewer reads 15:38:05:00.



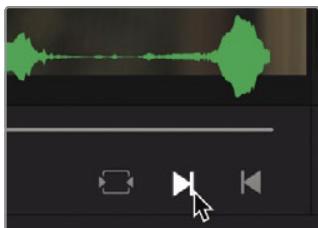
Although skimming through clips using the mouse pointer is very easy, it is fairly difficult to be precise. That's because moving the mouse pointer even by one or two pixels can jump several frames or even seconds if you have a longer clip. A more precise method of moving the playhead when you are near an area of interest is with the jog control. You can use the jog control to skim slowly through the clip while listening to the interview.

- 7 Under the viewer, drag the jog control to the right until you hear the sentence, "Also, you can't touch or sculpt" and then drag to the left until you are at the beginning of the

word, “you.” You can look at the audio waveform to locate the exact position between the words “Also” and “you.”



- 8 Under the source viewer, click the Mark In button to set an In point.

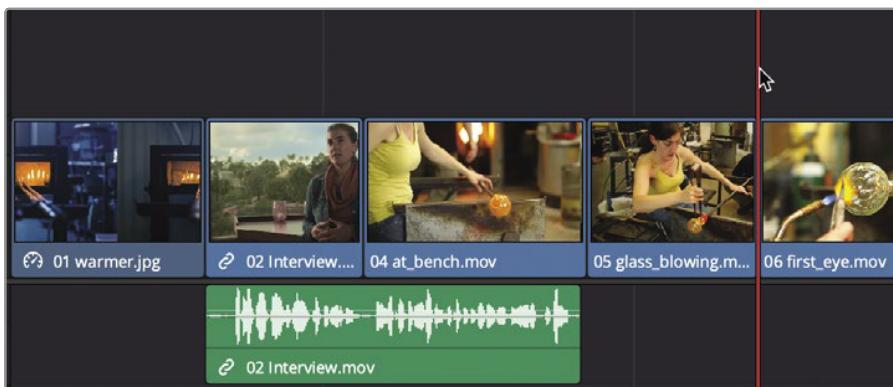


You now need to mark an Out point to identify the end of the clip. You’re looking for the point where she begins to say, “And it’s a huge adrenaline rush.”

- 9 Drag the jog control until the timecode display above the source viewer reads 15:38:38:00.
- 10 Press the Spacebar until you hear the end of the sentence, “And it’s a huge adrenaline rush,” and then press the Spacebar again to stop playback.
- 11 Under the source viewer, click the Mark Out button.

With the In and Out points set, it’s a good idea to make sure you know where the clip will be placed. You can do so using the timeline playhead.

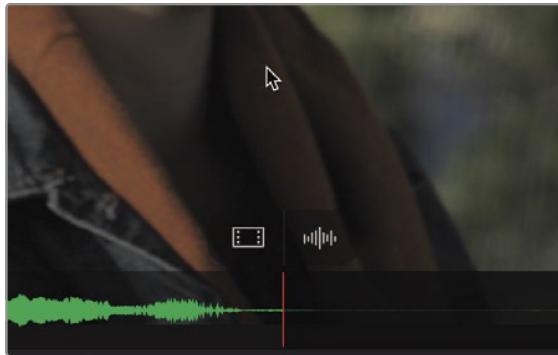
- 12 Drag the timeline playhead to the end of the fourth clip in the timeline.



This location provides a bit of breathing room after the previous interview segment in the timeline. It is an ideal location to place the next piece of narration.

Considering that you already have all these nice pictures in the timeline, you'll need to use only the audio from the interview.

- 13 Hover your mouse pointer over the source viewer.



When your pointer is hovering over the source viewer, two overlays appear at the bottom of the viewer. The overlay on the left is for dragging only video into the timeline, and the other is for dragging only audio.

- 14 Drag the audio-only overlay from the source viewer into the timeline to align with the playhead position.



The audio from the clip is now added under all the clips you have in your timeline. It's worth playing it back to view your movie so far.

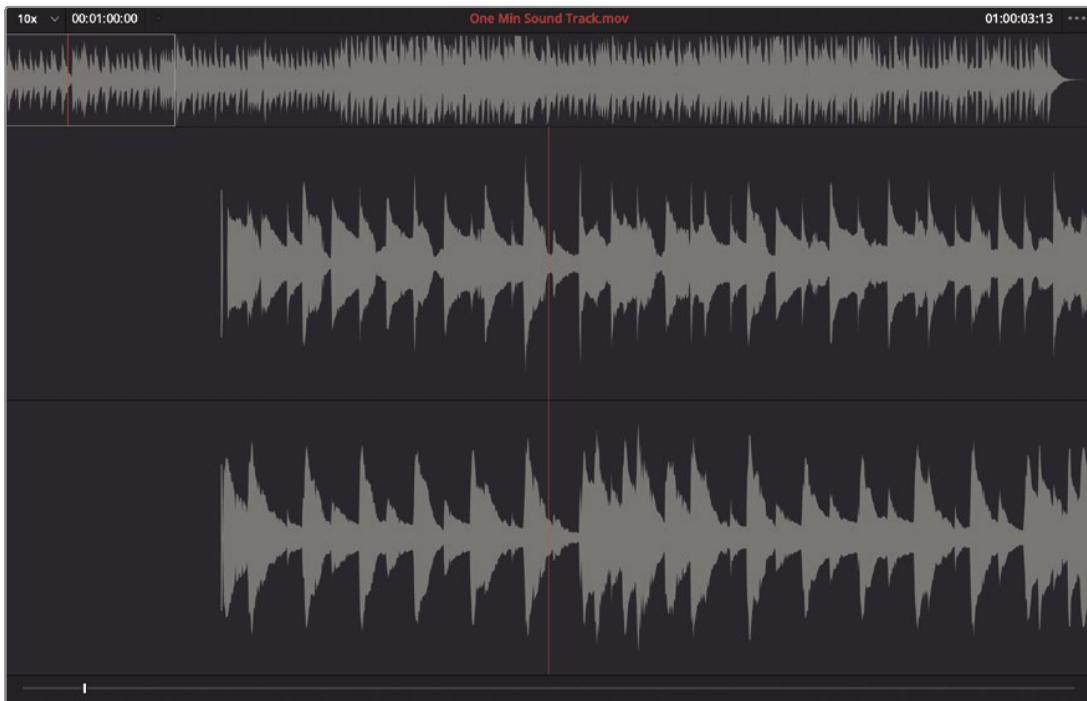
- 15 Drag the timeline playhead to the start of the timeline and press the Spacebar to play the entire timeline.

Considering that all you did was drop some clips into a timeline and add two pieces of narration, this movie is looking good. Let's continue to improve on what you have by adding music.

Adding a Soundtrack

Most productions will include multiple audio tracks. In your short film, you need only two: one for the narration and one for music. Let's first listen to the music before you add it to the timeline.

- 1 In the media pool, double-click the One Min Sound Track clip to load it into the source viewer.

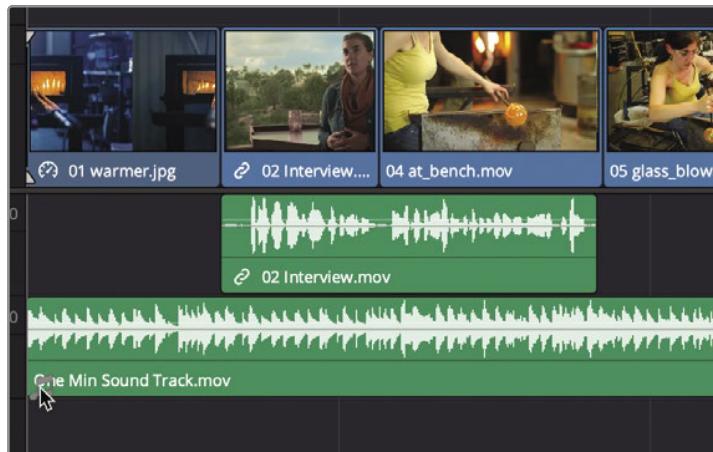


Clips that contain only audio and no video have a unique appearance in the viewer. The entire audio waveform is displayed at the top of the viewer, and a zoomed-in portion of the waveform is displayed below it.

- 2 Press the Spacebar to play a few seconds of the music clip, and then press the Spacebar again to stop playback.

You will add the entire music track because it is exactly 1 minute long, which is your short project's target length. Currently, you have only one audio track that contains the narration, but DaVinci Resolve can automatically add an audio track when you drag an audio clip below an existing audio track.

- 3** From the center of the source viewer, drag the One Min Sound Track clip below the narration track in the timeline. Make sure you position it all the way to the left edge of the timeline so that the music begins at the start of the timeline.



A second audio track is automatically added for the music track. Let's hear how it sounds with your pictures.

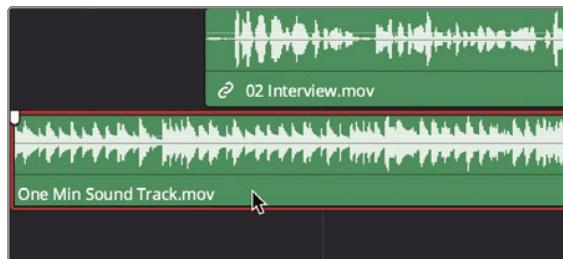
- 4** Drag the timeline playhead to the start of the timeline and then press the Spacebar to watch the entire timeline.

Adding the soundtrack exposes a few problems you will have to deal with before you finish this project. The first issue to fix is the volume of the music compared to the narration.

Adjusting Audio Levels

When you played the timeline, the narration could not clearly be heard over the music. You need to lower the music volume so that it enhances the movie without overpowering the narration.

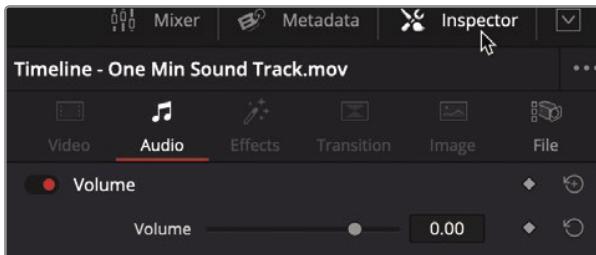
- 1** In the timeline, click the One Min Sound Track clip to select it.



With the music track selected, you can use the Inspector to make volume adjustments.

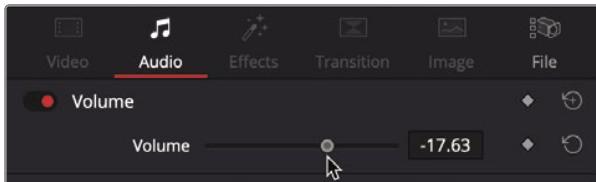


- 2 In the upper-right corner of the screen, click the Inspector button to open the Inspector panel.



The Inspector panel contains various audio and video controls. Depending on what is selected in the timeline, it displays contextual parameters that you can adjust. Because your music clip is selected, the Inspector displays audio controls, allowing you to play the timeline and adjust the music's volume simultaneously.

- 3 Drag the playhead to the start of the timeline.
- 4 Press the Spacebar to begin playback.
- 5 In the Inspector, drag the Volume slider to the left until it is somewhere between -15 and -20, or wherever it sounds appropriate to you compared to the narration.



- 6 When you're done setting the volume level, press the Spacebar to stop playing the timeline.
- 7 In the upper right of the screen, click the Inspector button to close the Inspector panel.

DaVinci Resolve offers multiple ways to adjust audio levels, but using the Inspector is one of the easiest ways.

Deleting Clips from a Timeline

Now that you have added music, you can see that the video continued to play even after the music stopped. Because the music has a perfect audio duration for your 1-minute movie, you want to figure out how to remove at least one clip to shorten the video duration.

- 1 Drag the playhead to the start of the third clip from the end of the timeline.



Let's look at the end of your project because one of these shots didn't seem to be necessary on previous viewings.

- 2 Press the Spacebar to play until the end of the timeline.

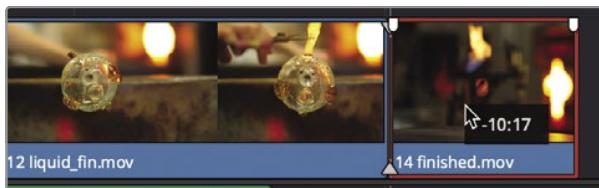
The wide shot of the tools doesn't add anything at this point. You can easily take it out without impacting the story.

- 3 In the timeline, click the "13_tools" clip and press the Delete or Backspace key to remove it.

Pressing the Delete or Backspace key removed the tools clip but left a gap in its place. To close up the gap, you'll need to move the last clip into that space.

Moving clips in the timeline is very simple. Just drag a clip.

- 4 Drag the "14_finished" clip to the left until it snaps up against the end of the "12_liquid_fin" clip.



That places the last clip near the end of the music, but it is still not perfect.

Looking at the end of the timeline, you now are so much closer to aligning the last clip to end with the music, but you are still not quite there.

Trimming Clips

More often than not, removing an entire clip is not the solution you will want to use. Most often, you'll want to shorten or lengthen clips in the timeline. Resolve provides several ways to do that, but one of the easiest is to drag the clip's start or end to add or remove frames.

- 1 Position the playhead at the start of the “12_liquid_fin” clip and press the Spacebar to play the clip.

This clip is very visual with the liquid glass, but it's also a bit too long. Let's position the playhead where you would like to place a new starting point.

- 2 Drag the playhead over the “12_liquid_fin” clip until the hand begins to enter the frame from the top. Then, back up a few frames so that the hand is no longer in the frame.



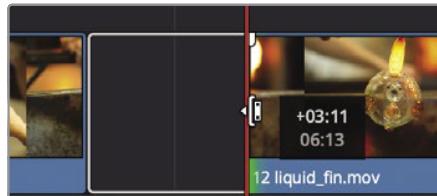
This is where you will start the clip, so you need to remove all the frames before this point.

- 3 In the timeline, locate the mouse pointer just before the start of the “12_liquid_fin” clip.



When you hover the pointer over the beginning of a clip, it changes to a trim start cursor to indicate that you can drag the clip's start point to add or remove frames.

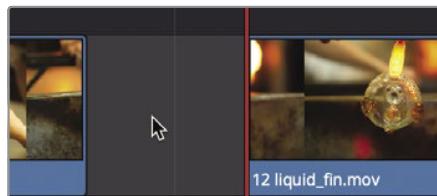
- 4 Drag the start of the clip to the right until you see it snap to the playhead position.



Dragging to the right removes frames from the beginning of the clip and opens a timeline gap.

The new start point looks good, but you need to remove the gap. You could drag the clips as you did previously, but there is a quicker solution.

- 5 Click the gap in the timeline to select it.



- 6 Right-click the selected gap and choose Ripple Delete.



The ripple delete pulls the two remaining clips in the timeline to the right to close the gap. Trimming is one of the most fundamental editing functions you'll learn, and this is just one way to trim in Resolve.

Panning and Zooming Photos

Now that you have your basic movie in place, it's time to improve the visuals in other ways. The first clip in this timeline is a photo, so you might want to add some interest right from the start. Although you could just resize and reposition the photo, DaVinci Resolve provides a unique automatic panning effect that automatically pans and zooms photos.

- 1 Position the playhead at the start of the timeline and click the “01_warmer” clip to select it.



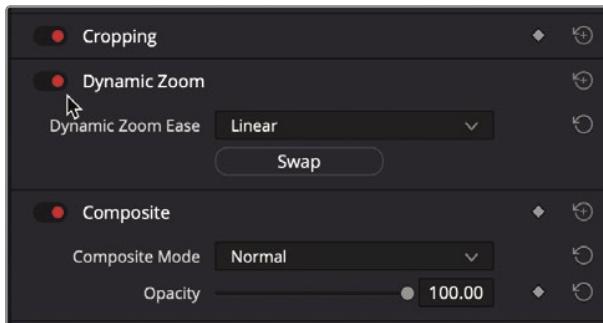
The Dynamic Zoom controls in the Inspector are designed to pan and zoom photos automatically.

- 2 In the upper-right corner of the screen, click the Inspector button and click the Dynamic Zoom header to reveal the controls.



The Dynamic Zoom controls are disabled by default, so you first need to enable them.

- 3 Click the round gray switch to the left of the Dynamic Zoom name to enable the controls.



The Dynamic Zoom switch turns red, and the effect is applied, so you can now play the clip to see the results.

Position the playhead at the start of the timeline.

- 4 Press the Spacebar to play the clip and see the results. Dynamic Zoom adds a nice, smooth zoom-out to this clip.

But instead of pulling out of the photo, let's draw the audience in by reversing the direction.

- 5 In the Inspector, in the Dynamic Zoom controls group, click the Swap button.

Clicking the Swap button changes the direction of the animation. Instead of animating out to show more of the photo, the selected photo now animates in, zooming into an area of the photo.

- 6 In the upper-right corner of the screen, click the Inspector button to close the Inspector panel.
- 7 In the timeline, position the playhead at the start of the timeline.
- 8 Press the Spacebar to review your animation change.

TIP The dynamic zoom effect works on video clips as well as photos.

You've added some movement to hold attention without detracting from the photo. However, the animations may need some refinement to focus on the most important part of the photo as it zooms in.

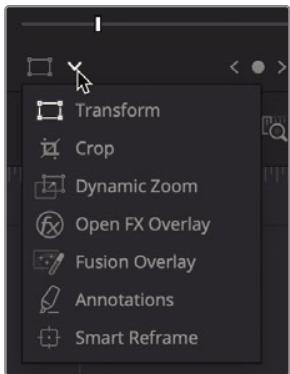
Modifying Dynamic Zoom

The dynamic zoom animation is so simple that you may be tempted to think that you can't refine it in any way, but you can! You can completely modify the animation's speed and precisely choose which portion of the frame is used when zoomed in on the photo.

- 1 Make sure the "01_warmer" clip is still selected and position the playhead at the start of the timeline.

The animation on this photo can be adjusted to zoom in on the furnace rather than the default center of the frame. To modify the animation, you must show the Dynamic Zoom controls in the viewer.

- 2 In the lower-left corner of the timeline viewer, click the drop-down menu icon to display a menu of onscreen controls.

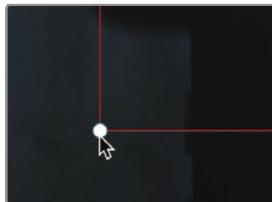


- 3 In the list of onscreen controls, choose Dynamic Zoom.



The Dynamic Zoom onscreen controls appear over the image in the timeline viewer. The green bounding box represents the framing at the start of the animation, whereas the red bounding box represents the framing at the end of the animation. The increased thickness of the green line around the starting bounding box indicates that it is currently selected. To reposition the ending red bounding box, you'll first select it.

- 4 Click a white control handle in any corner of the red bounding box to select it.



TIP The upper-left corner of the timeline viewer includes a scale pop-up menu in which you can rescale the image in the viewer to see the onscreen controls better.

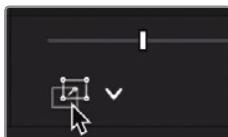
With the bounding box selected, you can drag anywhere within it to reposition it.

- 5 Drag within the red bounding box and reposition it, so it is more fully centered over the warmer.



Now you can play your change to see the results.

- 6 Click the Transform/Crop/Dynamic Zoom button to turn off the onscreen controls.



The button turns gray to indicate that it is disabled, and the onscreen controls disappear from the viewer.

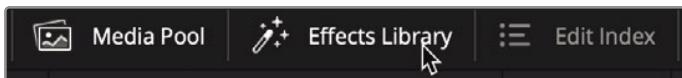
- 7 In the timeline, position the playhead at the start of the timeline.
- 8 Press the Spacebar to review the animation on this clip.

The subtle animation that you added to this photo draws you into the movie.

Adding a Title

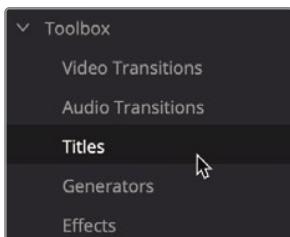
Your program needs a title. Producing a good main title sequence is an art form that uses typography, color, and animation in creative ways, drawing from graphic design principles that date back centuries. Audience expectations for this 1-minute movie are not so lofty, so let's just aim for a simple title with correct spelling.

- 1 In the upper-left area of the screen, click the Effects Library button.



The Effects Library opens below the media pool. On the left side of the Effects Library is a list of effect categories. All the title templates are located in the Titles category.

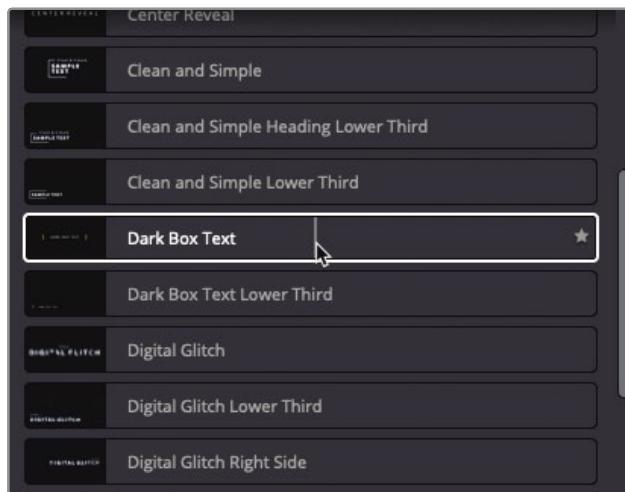
- 2 In the Effects Library list, click the Titles category.



The Titles category includes six basic title templates at the top of the Effects Library and more advanced animated Fusion title templates in the panel's lower-half.

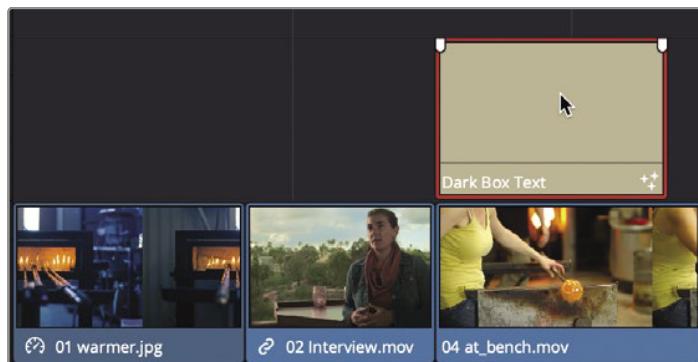
You can preview any animated template in the timeline viewer just by moving your mouse pointer over the template's title.

- 3** Move your mouse pointer back and forth over the Dark Box Text template.



Once you find a template you like, you can drag it to the timeline and then modify it to suit your needs.

- 4** Click the Full Extent Zoom button in the toolbar or press Shift-Z to see the entire timeline in the timeline window.
5 Drag the Dark Box Text template above the third clip in the timeline.



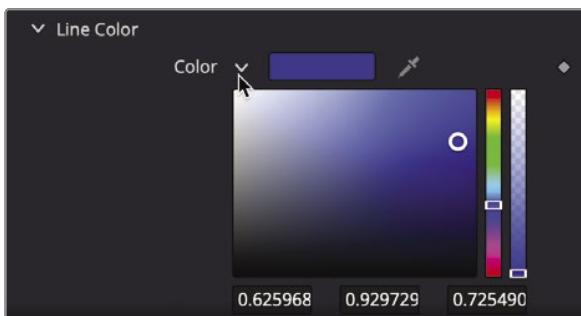
Titles placed over a video clip have a transparent background, so both clips are visible in the viewer.

- 6** In the timeline, move the playhead over the title clip to see the title animation in the viewer.



Title templates include default text that you can replace within the Inspector.

- 7** Click the Inspector button (in the upper-right corner) to display the Inspector panel for the title controls.
- 8** In the Text field, type **Taryn Jayne Glass** as the title of your 1-minute movie.
Since this is our main title, you may want to increase the size of the text.
- 9** In the Inspector, drag the Size slider to the right to increase the text size.
Lastly, you'll modify the color of the blue bars.
- 10** Click the Color disclosure arrow under the Line Color to reveal the color swatch.



- 11** Change the color from blue to teal and drag within the color swatch to get a teal shade that suits your taste.



- 12** Click the Inspector button to close the Inspector.
13 Move the playhead before the title clip and press Spacebar to view the modified title animation.

The Fusion templates enable you to add well-designed title animations without much effort.

For now, with your video and audio editing complete, you can play your movie and review your edits.

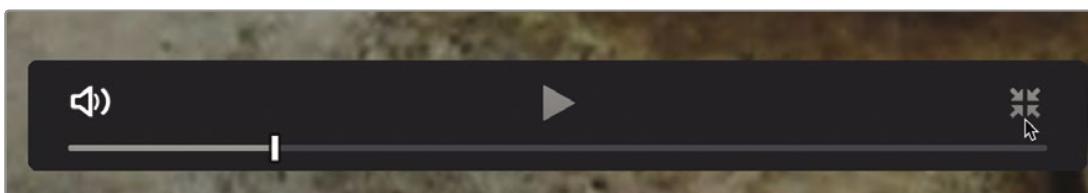
Playing Full-Screen

Now it's time for the premiere of your project. If you're working on a single computer display or a laptop and don't have a way to view your program on a dedicated video monitor, you can preview it on the same screen as the DaVinci Resolve interface.

- 1 Move the playhead to the start of the timeline.
- 2 Choose Workspace > Viewer Mode > Cinema Viewer or press Command-F (macOS) or Ctrl-F (Windows).

The viewer now takes up the entirety of your computer screen. Moving the mouse in any way will display an overlay with a Play button and a jog bar with which you can fast forward and rewind over the timeline.

- 3** Press the Spacebar to play the timeline and watch your movie.
- 4** Move your mouse down over the jog bar overlay and click the Expand button to return to the DaVinci Resolve interface.



The last detail is to save the work you just completed.

- 5** Choose File > Save Project.

NOTE If you want to see a finished version of the timeline, select the media pool, choose File > Import > Timeline and navigate to R17 Beginner Guide lessons > Lesson 02 > Taryn Jayne Glass Blowing Finished.drt and click Open.

Well done! This QuickStart was designed to give you a basic overview of the DaVinci Resolve edit page interface. The following lessons provide more in-depth training.

Lesson Review

- 1** Where do you create a new project?
- 2** In which panel would you find title templates to add to your project?
- 3** In which panel can you adjust the audio levels?
- 4** When a clip is selected in the timeline, pressing Delete or Backspace does what?
- 5** Where do you enable a feature to automatically pan and zoom photos?

Answers

- 1 New projects are created in the Project Manager.
- 2 Title templates are located in the Effects Library.
- 3 Audio Clip Volume is adjusted in the Inspector.
- 4 Deletes the clip from the timeline and leaves a gap.
- 5 Dynamic Zoom is located in the Inspector.