Fusion Keyboard Shortcuts in DaVinci Resolve

Playback

	Beg	-1 f	Rew	Stop	Play	+1 f	End
	⏮	◀◀	◀	■	▶	▶▶	⏭
	ctrl + [	[	J	K	L	]	ctrl +]

or

	ctrl + ←	←	space	→	ctrl + →

Keyframes & Render Range

`0  1  2  3  4  5  6  7  8  9`

Last Keyframe
alt + [
alt + ←

‹ ◆ ›

Next Keyframe
alt +]
alt + →

Set Render Range
ctrl + 🖱 drag : to selection
ctrl + 🖱 : to current frame
ctrl + 🖱 dbl. : to ruler range

Standard

↶ ctrl + Z : Undo
↷ ctrl + Y : Redo
✂ ctrl + X : Cut
⧉ ctrl + C : Copy
📋 ctrl + V : Paste

Viewer

Toggle to a specific channel & back to color:

R : Red G : Green B : Blue A : Alpha

Z : Z-Depth C : Back to color

A/B comparison in the viewer. Switch to:

, : A-image . : B-image / : A/B splitwipe

V : Display subview

shift + V : Swap main & subview

ctrl + L : Lock/freeze frame current image in viewer

shift + Q : Quad View

ctrl + K : Turn on screen tool controls on/off

ctrl + G : Display Guides

tab : Toggle on-screen tool controls in viewer

alt + 🖱 drag : Move the center control of selected tool. Useful when zoomed in and the center is off screen. Also works with other selected on-screen controls.

Zoom and Pan

For scalable areas like in Viewer, Nodes, Spline, and Keyframe Editor:

+ : Zoom in - : Zoom out

ctrl + 🖱 : Zoom in/out with mouse wheel

ctrl + F : Zoom to fit (not in Nodes)

ctrl + 1 : Zoom to 100%

🖱 : Pan with middle mouse button

ctrl + shift + 🖱 : Simulate middle button on 2-button mouse

Display Dialogue/Editor

ctrl + space : Select Tool Dialogue

F4 : Toggle single/multiple viewer in area

F5 : Nodes Editor

F7 : Keyframes Editor

F8 : Spline Editor

F9 : Inspector - Tools

F11 : Inspector - Modifiers

Polylines

Set the mode of the active polyline to:

shift + C : Click append

shift + D : Draw append

shift + I : Insert & Modify

shift + M : Modify only

shift + N : Done

shift + A : Select all points

shift + O : Close active polyline

shift + P : Publishes the selected points

shift + F : Set selected points to follow existing published points

shift + R : toggle rendering of polylines during manipulation

shift + B : Box for Spline Shaping

shift + K : Toggle display of key points

shift + H : Toggle display of spline handles

shift + T : Display numbers for each point (ids)

W + 🖱 drag : Only for B-Splines: Adjust smoothing tension at a point

E : Display the point editor dialogue

ctrl + alt + O : Toggle onion skinning on/off

Hold the following keys to perform an action around the mouse pointer:

S : Scale X : Scale in X Y : Scale in Y

T : Twist (Rotate)

shift : Restricts movement in x or y direction while moving control points

Spline/Keyframes Common Controls

After selecting points/keyframes in the Spline Editor or Keyframes Editor do:

shift + S : Smoothe points
shift + L : Linearize points
page ↑ : Move to next point
page ↓ : Move to prev point

Works also on polylines (Polygon, B-Spline)

F : Flatten keyframes/spline handles

V : Reverse spline/keyframes

I : set points to step in mode

O : set points to step out mode

ctrl + 🖱 drag : copy selected points

shift + G : Display guides list

ctrl + K : Create a keyframe for selected tools/active splines at current timeline position.

Nodes Editor

View selected node on:

1 : Left viewer 2 : Right viewer

3 , 4 ,... : Additional viewers if available (e.g. I/O card)

~ : Clear all viewers

ctrl + F : Find nodes in flow

ctrl + A : Select all nodes in fow

V : Display Navigator

ctrl + shift + V : Paste instance copy of copied tool

For all selected nodes do:

F2 : Rename

ctrl + G : Group

ctrl + T : Swap FG/BG input

ctrl + L : Lock/unlock

ctrl + U : Toggle update mode

ctrl + P : Pass Through (deactivate)

3D Viewer

- Zoom/Pan controls work like in 2D
- Quad View displays 4 viewing angles

alt + 🖱 : Rotate with middle mouse button

D : Center view on selected object

F : Fit selected object

shift + F : Fit all objects in the scene

Spline Editor

ctrl + R : Allows to draw a rectangle to zoom into an area (region zoom)

ctrl + A : Select all points of active splines

shift + K : Toggle display of key points

shift + H : Toggle display of spline handles

T : Show slider controls to adjust ease in and hout handles

- The relevant tools from the Polyline section work also in the Spline Editor
- The spline editor in the Inspector (e.g. curves tool) also uses these shortcuts but shortcuts using ctrl do not work. Furthermore, pan requires holding the ctrl key.