

Editing Videos Using Davinci Resolve

Introduction

Davinci Resolve is a very powerful FREE video editing program from Blackmagic. The company produces and markets a variety of video production hardware. The Blackmagic philosophy seems to be if people get used to using the free video editing software, they will be more likely to buy other Blackmagic products.

The following is designed to provide new users with the basics required for creating new video from previously recorded video files, and/or from other still images and sound files.

Editing Video

✓ Open *Davinci Resolve*.

As Davinci Resolve is starting, a display will show the loading progress.

Once Davinci Resolve is opened, the New **Project Display** screen, (or dialog box) will appear. The question now is how the projects should be organized. Projects can be placed in folders. Project Folder, can be selected by double clicking on a folder.

NOTE: *New* folders can be selected by right clicking and selecting **New Folder** from the context menu.

If a folder has not been selected, the project will be saved in the root directory.

- ✓ If desired, create a new folder for the new project and then double click on that folder.
- ✓ From the **New Project** dialog box, select the **New Project** button.
- ✓ Enter **Practice Editing-1** as the new project name.

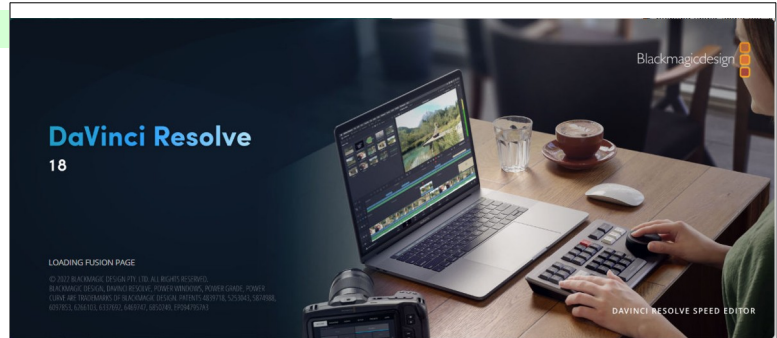


Figure 1: Opening Davinci Resolve.

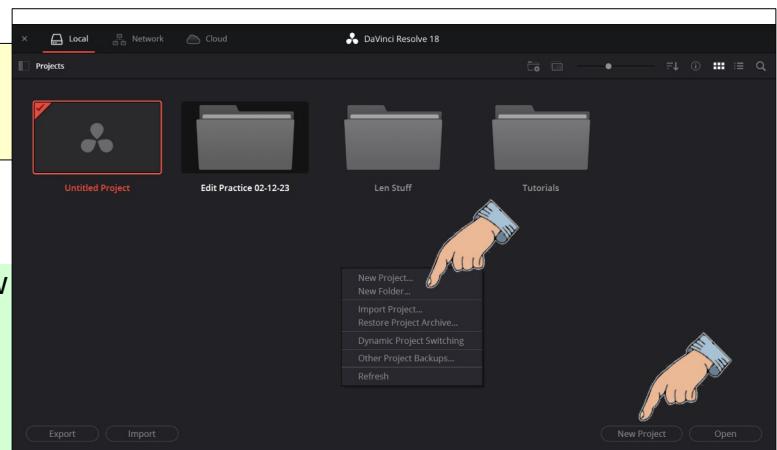


Figure 2: The New Project display.



When a Davinci Resolve project is opened, the bottom line on the display will show 7 different workspace page options along the bottom of the display. In this exercise the **Edit** page option will be used.

NOTE: Davinci Resolve remembers settings from the previous time it was used. Since the workspace can be changed, the display might look different from the screen captures shown in this document. (Davinci Resolve 18.1.3 was used for this document.) To return to the default workspace, do the following: From the **Menu Bar**, select **Workspace, Reset UI Layout**.

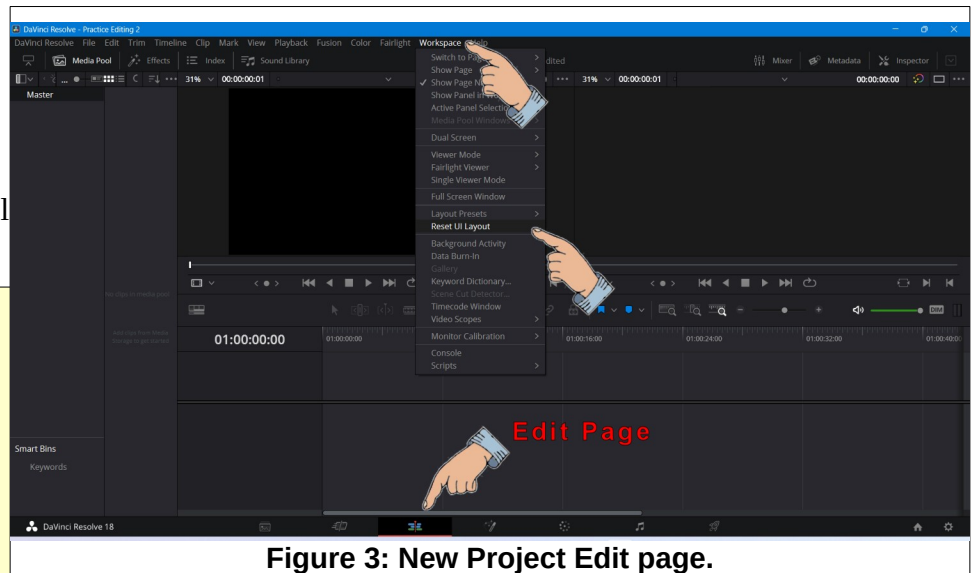


Figure 3: New Project Edit page.

✓ From the workspace page options at the bottom of the display, select the **Edit** option.

Setting the Davinci Resolve preferences

There are a number of preferences in Davinci Resolve that can be changed by the user. If you want to verify that the preferences in your system are the same as those used in this document, do the following:

✓ From the **upper left** corner of the display, select **Davinci Resolve, Preferences**.

✓ In the dialog box select **User**.

✓ In **User, Editing** dialog box, verify or set the following values.

- Standard generator duration **8**.
- Standard transition duration **3**.
- Standard still duration **10**.

✓ Select **Save**.

These values can be changed during editing, but the above values provide a starting point.

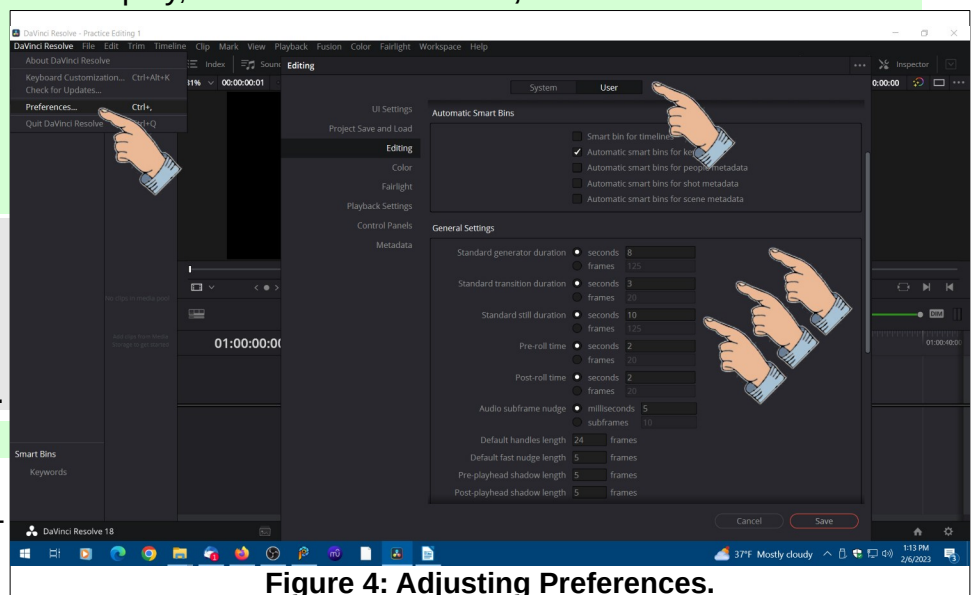


Figure 4: Adjusting Preferences.



Importing Media

NOTE: Before importing media into a Davinci Resolve project, it is a good idea to gather the required media files into a folder designated for the project. Use **File Explorer** to create a special folder for the files to be used in a project.

Observe the **Media Pool** area in the upper left portion of the display (See Figure 5). The Media Pool contains all of the files (including video, audio, and image files) available for use in the current project. The Media Pool can be populated several ways.

- **Right clicking** in the Media Pool opens a context menu that includes an **Import Media** option.
- Media files can also be copied from a File Explorer window (**Ctrl+C**) and pasted (**Ctrl+V**) into the Media Pool.
- Media files can also be dragged and dropped into the Media Pool.

Figure 5 shows files imported from a File Explorer window into the Media Pool.

- ✓ **Right Click** in the media pool area and then select **Import Media** from the context menu.
- ✓ Select the desired file from the Import Media dialog box and select **OK**.

NOTE: You can select multiple files by holding the **Ctrl** key down as you select files.

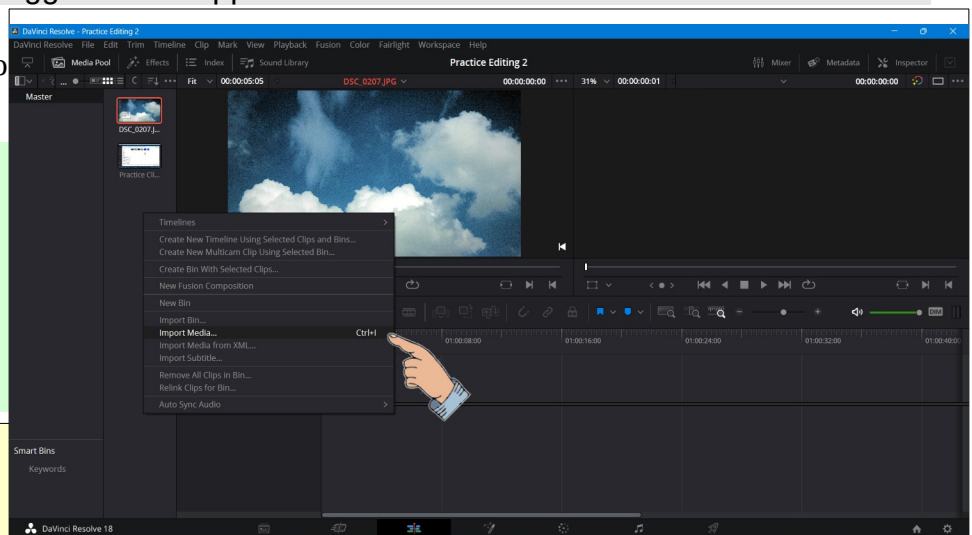


Figure 5: Adding files to the media pool.

Figure 5 shows that 1 image file and one Video Clip have been added to the Media Pool.

When the **Edit** page has been selected, editing takes place on the timeline (5 in Figure 6).

Adding a Generator clip

- ✓ 1. Select the **Effects** option (1).
- ✓ 2. Select the **Toolbox** option (2).
- ✓ 3. Select the **Generators** option (3).

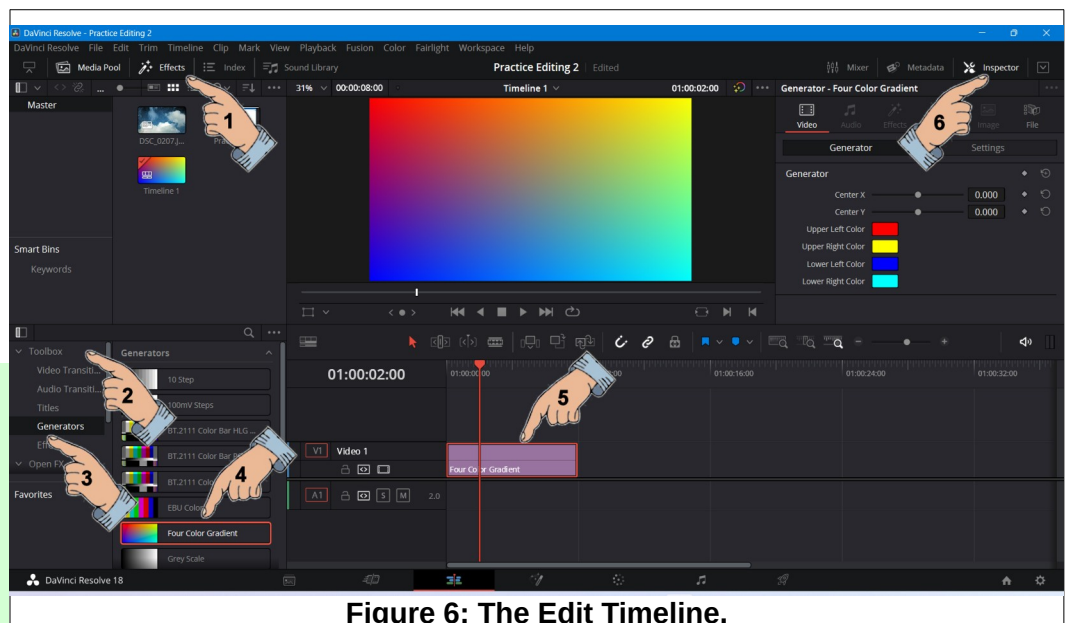


Figure 6: The Edit Timeline.



- ✓ 4. Select the **Four Color Gradient** generator option (4).
- ✓ 5. Drag and Drop a Four Color Gradient to the timeline (5).

If you drop a clip in the timeline and the left edge of the clip is not at time 0, there are ways to fix the problem. When a clip is selected, it will have a red border and a selected clip can be dragged to a new location. It is also possible to select an empty clip (see Figure 7). Selected empty clips will have a different shading.

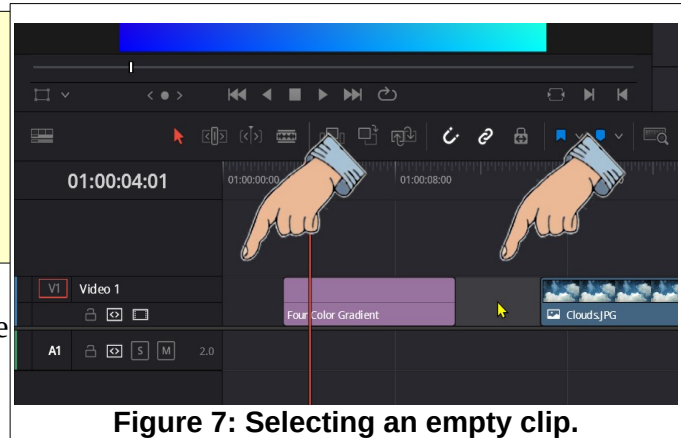


Figure 7 has a Four Color Gradient clip and a Clouds.jpg still frame clip. There are also 2 empty clips... one between the two image clips, and one to the left of the Four Color Gradient clip.

Figure 7: Selecting an empty clip.

When a clip is selected, even an empty clip, pressing the **Del** key will remove the clip and do something called **auto-ripple**. Auto ripple means that when a clip is deleted, the left edge of the clip will snap to the edge of the clip to its left. For example if the empty clip between the Four Color Gradient and Clouds clip is deleted, the Cloud clip will snap to the right edge of the Four Color Gradient clip.

- ✓ Select a clip and practice dragging it to a new location.
- ✓ Make sure the left edge of the Four Color Gradient clip is at time 0.
- ✓ 6. Open the **Inspector** (6 in Figure 6).

The **Inspector** provides options for adjusting the currently selected object. Back in Figure 6 it can be seen that the four color areas of the gradient fill object are available for editing.

The vertical red line to the left of (5) in Figure 8 is the edit cursor. The number to the left of the cursor shows that the edit cursor has been placed 2.00 seconds into the video.

Next, some basic text will be added that will be superimposed over the Four Color Gradient image.

Figure 8 shows the text options.

- ✓ 1. Toggle the **Effects Library** on (1).
- ✓ Select the **Toolbox** option (2).
- ✓ 3. Select the **Titles** option (3).
- ✓ 4. In the Titles area, select the **Basic Title** option (4).

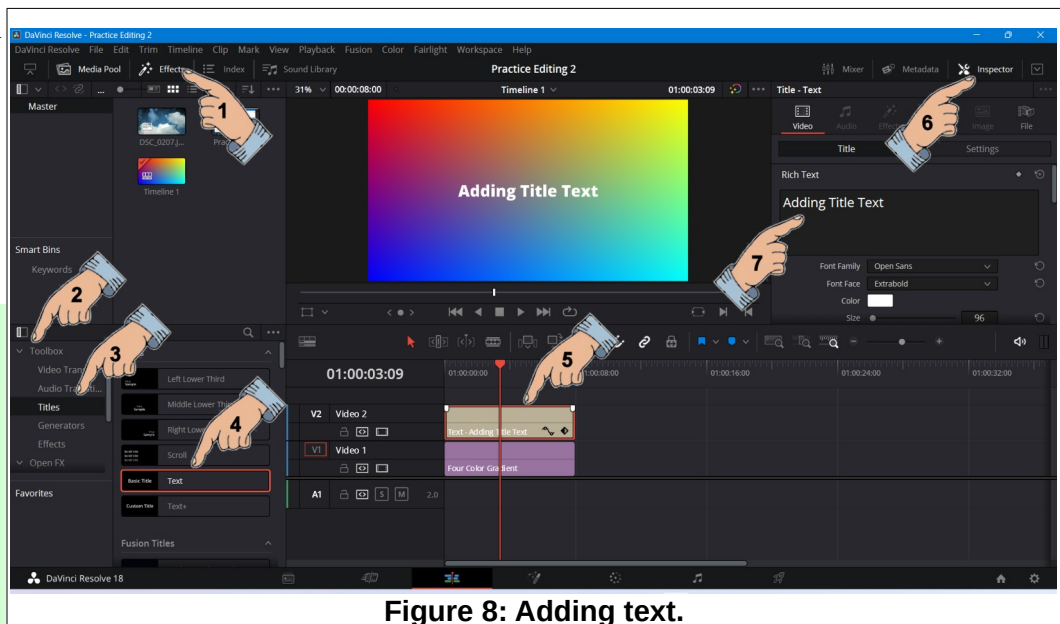


Figure 8: Adding text.



- ✓ 5. Drag a **text object** to the timeline and drop it just above the Video 2 track (5).
- ✓ 6. Select the **Inspector** (6).
- ✓ 7. Edit the text (7).

When the text object is selected, the **Inspector** window #6 in Figure 7 provides a number of options for setting text parameters. Observe the scroll bar on the right side of the Inspector area.

NOTE: There is a tool in the upper right corner of the Inspector that will expand or reduce the height of the Inspector tools panel. There is also a scroll bar on the right side of the Inspector that can be dragged to reveal more options.

In Figure 8 the **Text** properties have been set as follows: (You will have to scroll the inspector down to see all of the options.)

- Font Family: Open Sans.
- Font Face: Extra Bold
- Color: Gold
- Size: 123
- Stroke Color black, size 6.
- Drop Shadow: Black, Offset X and Y 8, Blur 8, Opacity 95

- ✓ Experiment with the different text properties.
- ✓ Press **Ctrl+S** to save your project.

Adding a video to the timeline

- ✓ **Drag and drop** a video clip from the **Media Pool** to the timeline.

Figure 10 shows the timeline after adding a video clip. The two small pointers show that the **Snapping** and **Linking** tools have been toggled on.

If the **Snap** tool is toggled on it will be easy to place the video clip file next to the clip on the timeline Video 1 track with no gap between the two.

Hold the mouse cursor over each of the **playback tools** (1 in Figure 10) until a tool tip appears and make note of the tool

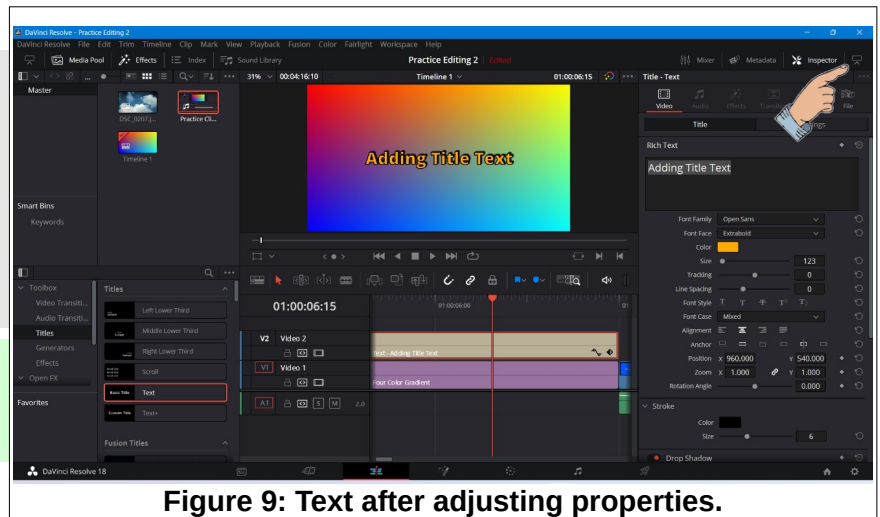


Figure 9: Text after adjusting properties.

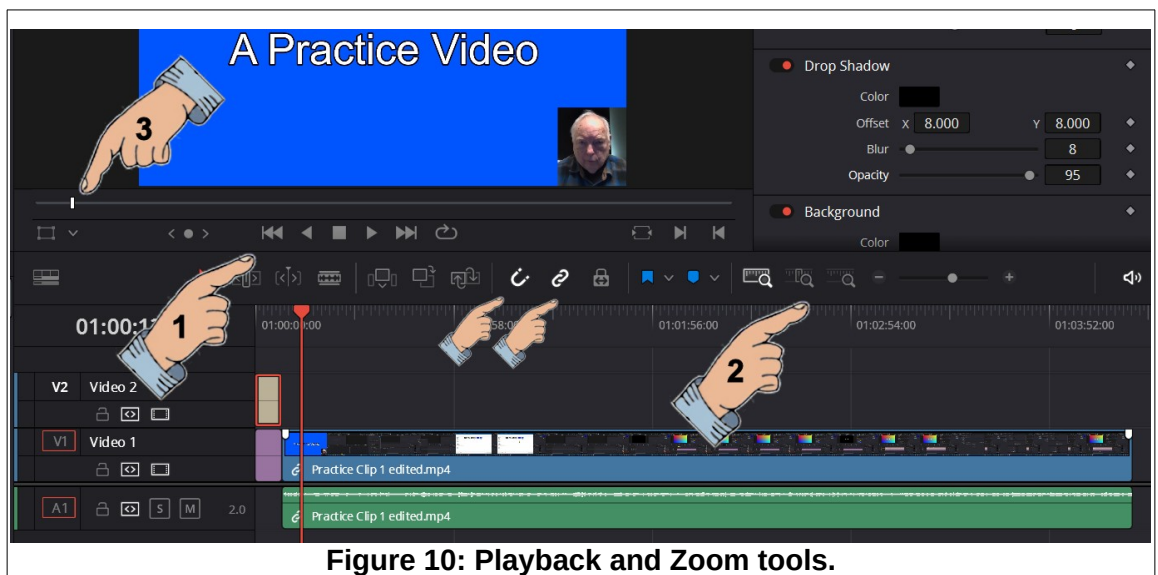


Figure 10: Playback and Zoom tools.



function. Experiment with each of the playback tools. Dragging the horizontal slider (3) will move the timeline cursor.

Hold the mouse cursor over each of the **zoom tools** (2 in Figure 10) until a tool tip appears and make note of the tool function. Observe that there is a drag tool on the horizontal line just above the play tools.

✓ Use the zoom controls to adjust the timeline view.

NOTE: Zooming in and out on the timeline position can help place the timeline cursor in the desired location. Also, the **left** and **right** cursor control **arrows** on the keyboard can help fine tune the timeline cursor location.

Pressing the **space bar** will **start** and **pause** playing the video clip.

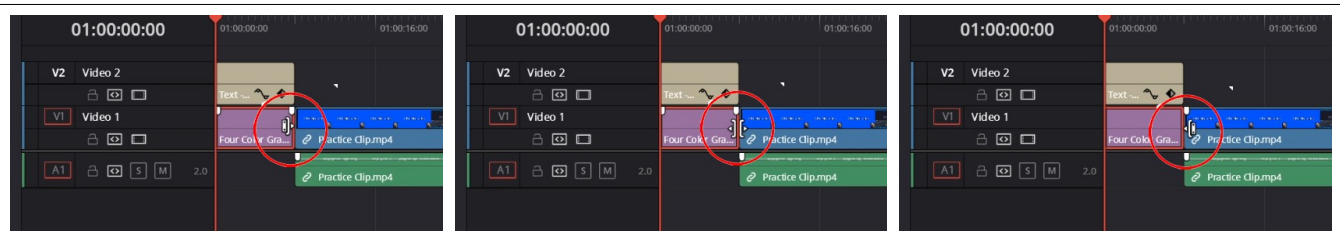


Figure 11: Clip cursors.

When the mouse pointer is held over the edge of clips there are three possible clip cursors that will appear.

NOTE: If you want to undo a procedure, press **Ctrl+Z**.

Figure 12 shows that the left clip cursor from Figure 11 has been used to drag the edge of the Four Color Gradient clip to the right. When the video clip is played in the example shown, the audio will start while the video portion of the video clip will be covered by the Four Color Gradient clip.

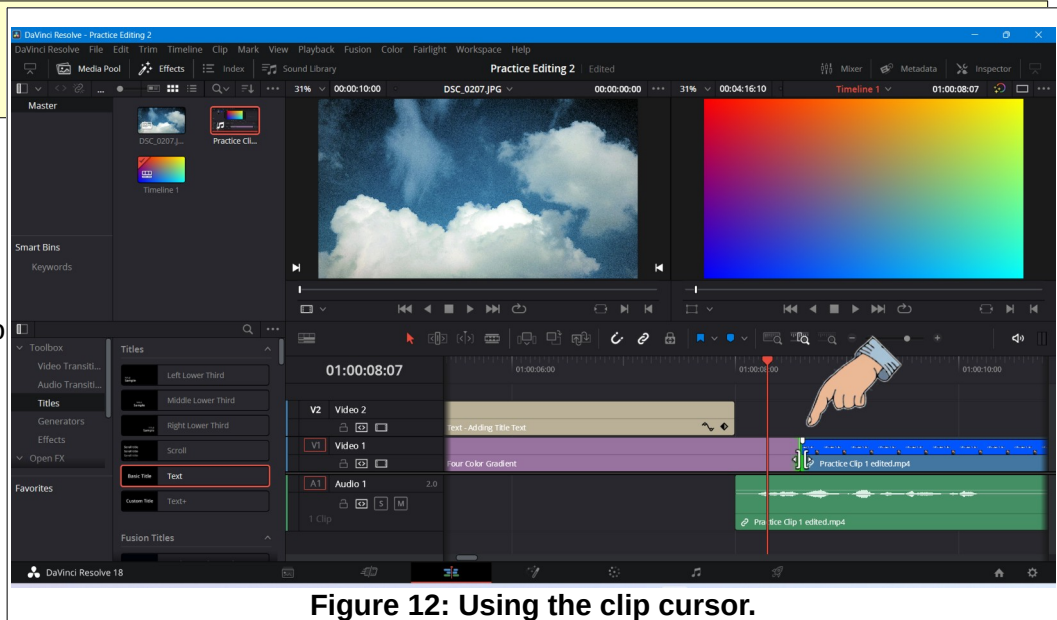


Figure 12: Using the clip cursor.

NOTE: If you want to split a video clip. Position the timeline cursor at the desired location and press **Ctrl+I**.



Figure 13 shows another variation. In this example the right end of Text clip has been dragged so that it will appear superimposed over the beginning of the video clip.

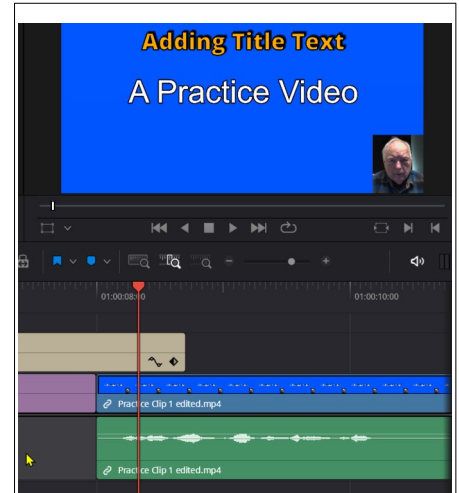


Figure 13: Text over video.

The properties for each clip object on the timeline can be adjusted.

- ✓ **Right click** on the text image clip.
- ✓ Observe the options in the popup dialog box as shown in Figure 14.

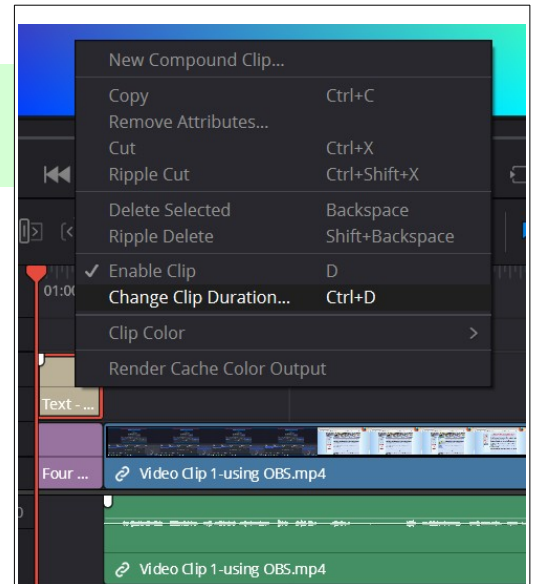


Figure 14: Clip properties dialog box.

One of the options is to change the **clip duration**. Let's see how this works.

- ✓ In the image clip properties dialog box, select **Change Clip Duration**.
- ✓ In the **Change Clip Duration** dialog box, change the clip duration to **15**.

This extends the text clip so that the text will overlay the beginning of the video clip.

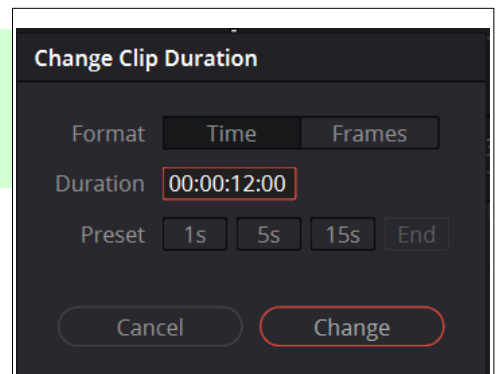


Figure 15: Changing clip duration.



Fading Clips

When a clip is selected, there will be small tools at the upper left and right corners of the clip. Dragging these tools will cause the clip to fade in or fade out.

Figure 16 shows that the text clip will fade out for a little over 2 seconds.

Fading clips in and out can enhance the production. In addition to fading in and out of clips, Davinci Resolve has a large variety of ways to transition between clips.

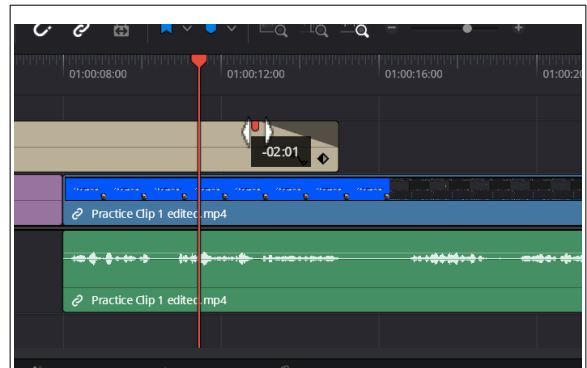


Figure 16: Fading the text clip out.

Adding Transitions

- ✓ Place the timeline cursor between the Four Color Gradient and video clips.
- ✓ Toggle the **Media Pool** off and then select **Effects**.
- ✓ Select **Video Transitions**.
- ✓ Place the mouse cursor on a transition and move the mouse left and right over the transition to see how it looks.
- ✓ When you find a transition you like, drag it to the timeline.

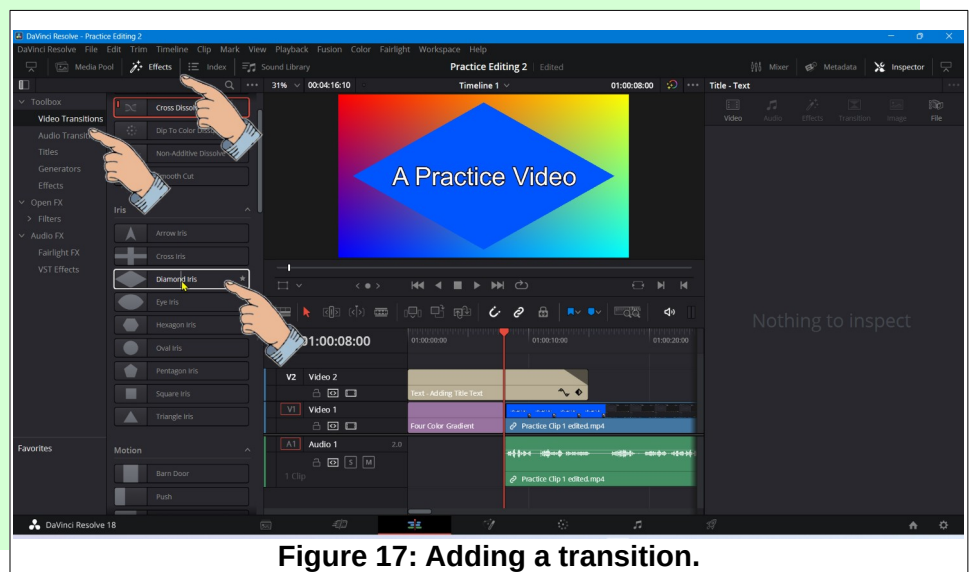


Figure 17: Adding a transition.

Once you have placed and selected a transition, the inspector will provide ways to modify the transition.

Adding Clip Parts

Sometimes you might have a clip where you want to use only small parts of the clip. Using **Mark In** and **Mark Out** makes this easy.

- ✓ Drag a video clip to the **Source Window**.
- ✓ In the Source window, play the clip to the starting point and select the **Mark In** tool (1).
- ✓ Play the clip to the desired ending point and select the **Mark Out** tool (2).

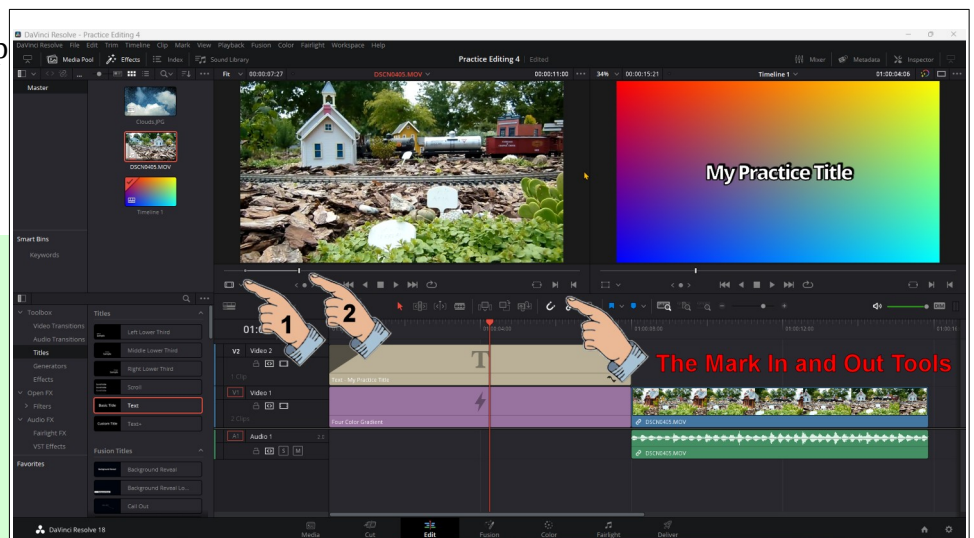


Figure 18: The Mark In and Mark Out tools.



Now when you drag the clip from the Source window to the Timeline, only the marked part of the clip will be added to the timeline.

Adding a still frame image and scroll title

To finish the video, a jpg image clip and a scrolling title will be added to the end of the timeline. In this example, the clouds.jpg image has been added to the media pool. Then, some scrolling text will be superimposed over the clouds clip.

- Place the timeline cursor at the end of the last clip.
- Drag and drop the clouds image onto the timeline.

The default preferences for still frames was set to 10 seconds. In this example, the length of the cloud clip will be extended so that the clip will last for 30 seconds.

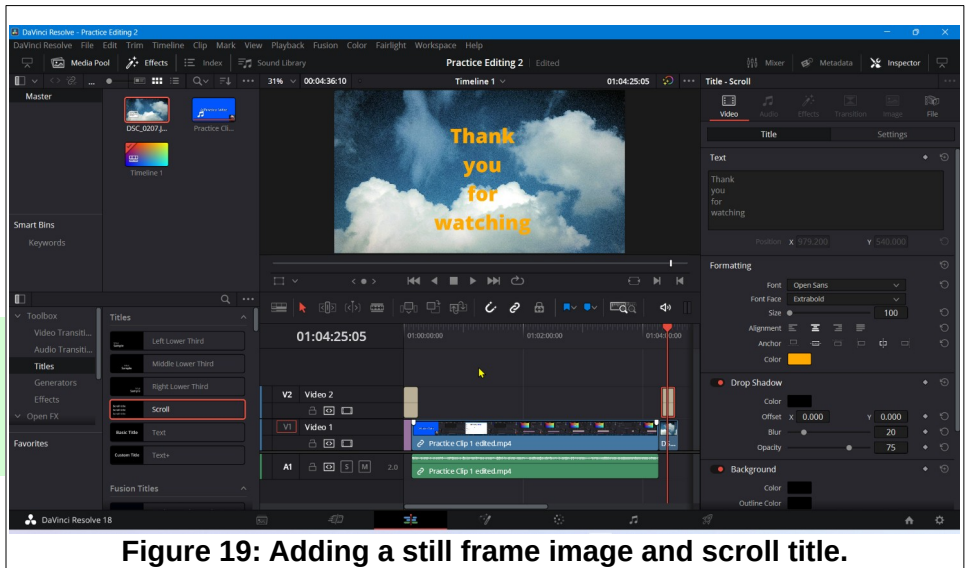


Figure 19: Adding a still frame image and scroll title.

- Right click on the clouds clip and change the **Clip Duration** to 20 seconds.
- From the **effects, toolbox, titles**, drag a **scroll titles** clip and drop it just above the clouds clip.
- Right click on the scroll title clip and change the **Clip Duration** to 15 seconds.
- In the **Inspector**, add the text **Thank you for watching**, placing each word on a different line of text.
- In the Inspector set the **font, color** and **size** as desired. Also set **Alignment** to center.
- Play through the ending section of the video to see the result.
- Press **Ctrl+S** to save the video project.

By now you should know how to add transitions and fade out to the clips.

Creating an mp4 video file

After editing the video has been completed, the final version must be rendered to a file.

- Select the **Deliver** workspace (1).
- Select the **YouTube** option (2).

Selecting the YouTube option will adjust the settings for an HD resolution (1080) video file.

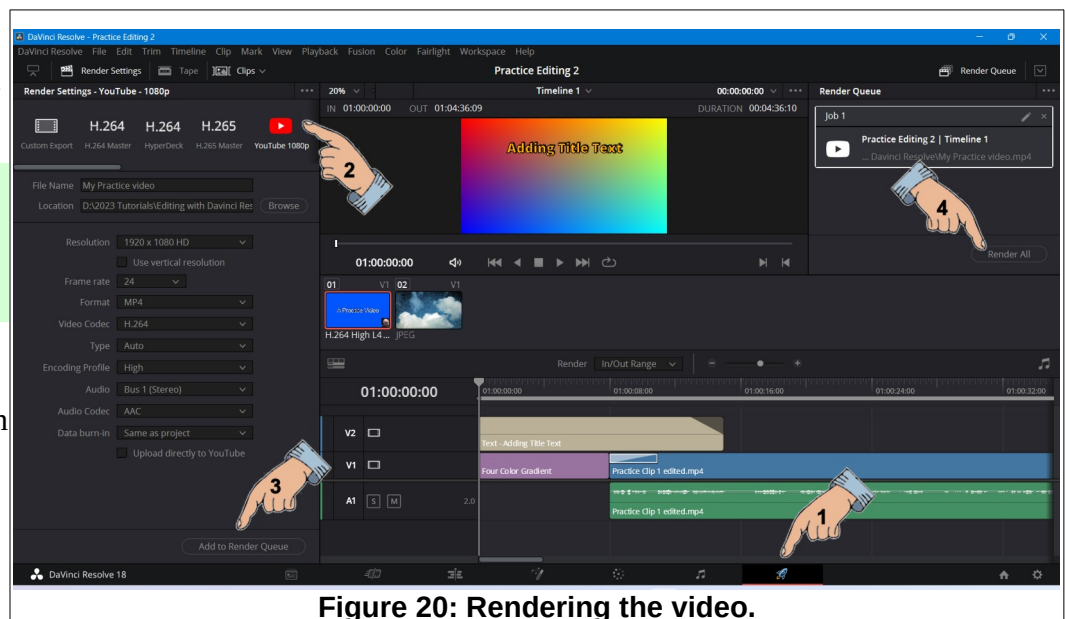


Figure 20: Rendering the video.



- ✓ Check to make sure the **Format** has been set to **mp4**.
- ✓ Enter a **file name** and **location** for the file.
- ✓ Select **Add to Render Queue** (3).
- ✓ Select **Render All** (4).

The time it takes to render the file will take depend on the computer power and the complexity of the edits.

- ✓ Once the rendering is complete, go to the location set for the file and double click on the mp4 file to test it with the default media player on your computer.

This version was edited March 13, 2023.