Color Correction Essentials using DaVinci Resolve

This 2 day course is designed to provide essential color grading knowledge to confidently correct and style your own projects and also covers the basics of DaVinci Resolve V12. The color skills and theory learned on this course will likely be valuable no matter what software you use in the future.

More suitable for beginners or those with limited color grading experience. The course syllabus below outlines this intensive two day foundation course which will give you a solid understanding of color correction and the art of color grading.

DC-101 Course Content (Day 1)

Opening Session
Registration and Loading Media (09.30)
Class Begins (10.00)

Introduction and Overview (10.00 to 10.30)
– Grading Environment & Calibration Awareness

Full Software Demo and Overview of DaVinci Resolve V12 (10.30–11.30)

Student ‘Quick Start’ Exercise (11.30 to 13.00)
– Making Projects: Introduction to importing media & saving
– User configuration & Resolve preferences
– Media management in DaVinci Resolve V12
– Media formats and their impact on speed and workflow
– Creating optimised media (and when to use this option)
– Editing Overview: basic timeline editing using Resolve V12’s powerful editor
– Creating, copying and managing color corrections
– Gallery Stills, reference images and managing DRX grade files
– Grading a ‘Dailies’ timeline (and rendering corrected media)
– Colortracing previously graded/semi-graded timelines
– Basic Conforming: Making a timeline from imported XML, EDL or AAF (Round-Trips)
– Rendering a shot or a timeline

Lunch (13.00–14.00)

Primary and Raw Color Correction (14.00 to 15.00)
– The importance of good primary ‘base grading’ on your timeline
– 3 Way Color interface: Lift / Gamma / Gain / Offset / Printer Lights
– Achieving the best exposure and neutralising the ‘White Balance’ of your shots
– Understanding Shadow and Highlight detail controls
– Saturation, Color Boost, Hue and alternative Luminance controls.
– Uses for ‘Midtone Detail’ control
– Understanding the RGB Parade, WFM, Vectorscope and Histogram
– Maximising primary control: YRGB VS RGB & Luma Mix
– Correcting exposure and neutralising the ‘white balance’ of a shot
– Node Trees for primary color correction
– ‘Versions’ as a useful decision making tool

**Hands-On Exercises: Primary Corrections** (15.00 to 18.15) includes subjects below
– The importance of good ‘base grading’ and balanced primaries within a project
– What should I adjust first? (How to interpret what you see)
– Exposure, Color Balance & Quality Examples & Exercises
– Nodes: Building quality color corrections
– Serial & Parallel Nodes (How to build effective color corrections in the right order)

**Hands-On Exercise: Primary Color Correction Examples**

**Masks / Power Windows**
– Introduction to shaped masks (Power Windows)
– Creating localised high quality color corrections
– ‘Auto-Tracking’ Power Windows and Image Stabilisation
– Manually positioning shapes within the tracker timeline

**Basic Image Framing, Sizing Aspect Ratio and Blanking**
– Pan, Zoom, Tilt & Rotate (Sub-Pixel Processing)

**Basic Keyframing / Animation**
– Dynamic grading: changing color and sizing over time by using keyframes

**Log Grading**
– Overview of ‘Log Grading’ tools versus ‘Linear Grading’ tools

**Curve Grading**
– Introduction to YRGB Curves for color correction

**Delivering Graded Sequences** (17.45 to 18.15)
– Rendering, Rendering Types and Rendering Versions

**Closing Session** (18.15 to 18.30)
– Q&A: Student’s questions will be answered by the instructor.
– Class Ends (18.30)

DC-101 Course Content (Day 2)
Opening Session

Opening session
– Start (09.30)

**Keynote: Color correction using secondary techniques** (09.30 to 09.45)
– Creative ‘looks’ any how to achieve them with ‘secondaries’

**Understanding nodes for complex color corrections** (09.45 to 10.45)
– How to use Vector Presets for quickly isolating specific colors
– Serial, Append and Parallel Nodes Revised
– Layer Nodes (and when to use them)
– Key Mixer Nodes
– Splitter Combiner nodes
– Clip Nodes vs Track Nodes/Unmix
– Track Nodes for trying-out ‘Looks’
– Stills, Using Powergrades and understanding ‘Node Protection’

**Color Keying** (11.15 to 12.30)
– New for V12: Using the Resolve 3D-Keyer
– HSL Keying and how to isolate colors quickly and accurately
– Colour Curves: Saturation and Hue Curves and how to get the best results
– Using the RGB Keyer (and when it can be useful)

**Advanced Curves** (12.30 to 13.00)
– YRGB Curve Grading for color styling
– Advanced RGBYCM Color Curves for Saturation, Hue, Luminance etc.
– Highlight and Lowlight Hard and Soft Clipping
– Tools you should use carefully! (and why!)

**Lunch Break** [13.00 to 14.00]

**Advanced image framing, sizing aspect ratio and blanking** (14.00 to 14.30)
– Copying sizing or color attributes to other clips
– Input and Output Sizing
– Batch sizing and aspect ratio changes on different media types

**Grading Exercises 1:** [14.30 to 16.00]
– Grading with camera color charts
– Solving aspect ratio problems using input and output sizings
– Power Window Auto-Tracking, Interactive Tracking & Manual Tracking
– Keyframing changes over a long variable shots (steady cam etc.)
– Grading difficult shots with poor exposures (multi node approach)
– Overview of using the RGB Mixer to ‘restore’ colors on problem images

**Motion Effects** (16.00 to 16.30)
– Noise Reduction (Spatial, Temporal)
– Motion blur and examples of it’s uses
– Optical Flow and speed changes

**Grading Exercises 2**: (16.30 to 17.30)
– Grading example shots using Primary and Secondary techniques and reference stills.

**Useful grading tactics with secondary techniques** (17.30 to 17.45)
– Useful Information for color grading complex timelines
– Managing the timing of your grading sessions

**Delivering graded sequences** (rendering shots and Versions) (17.45 to 18.15)
– Naming and Organising Source Files and Folders
– Creating round-trip media for editors and colleagues
– Rendering and Output Quality
– Caching and it’s benefits
– Using the commercial style workflow feature

**Closing Session** (18.15 to 18.30)
– Q&A: Student’s questions will be answered by the instructor.
– **Certificates**: Students receive DC-101 Colorist Certificates for completion of the course
– 6.30pm Finish

*If you have taken previous courses with digitalcolorist.com the new DC-101 course is updated for Resolve V12 and combines former courses DC-1.0 & DC-1.1. The new courses adopt the commonly used american 101 & 201 naming scheme describing foundation, intermediate and advanced levels.*

**DC-101 Syllabus Updated: 07 Dec 2015**

**Please Note**: We reserve the right to improve and modify this syllabus at any time. The order and timing of some day 1 and day 2 topics may change slightly depending on the pace of the class.

**Questions about the course?**

If you have any questions about this course or wondering if it’s suitable then please contact us using the form below.