



## Using the Media Page

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# Using the Media Page

The Media page is the primary interface for media import and clip organization in DaVinci Resolve.

As of version 12.0, it's also where all timelines that you edit in Resolve or import from other applications are organized. Although timelines and clips are now saved in the same place, it's central to the way DaVinci Resolve works that the source media used by a project is managed separately from your timelines. In this way, you can manage and update the clips used by timelines with ease, importing and reorganizing clips, switching between offline and online media, and troubleshooting any problems that occur.

The Media page also contains much of the core functionality used for on-set workflows, as well as most of the functions that are used in the ingest, organization, and sound-synching procedures corresponding to digital dailies workflows.

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# Understanding the Media Page User Interface

By default, the Media page is divided into five different areas, designed to make it easy to find, select, and work with media in your project.

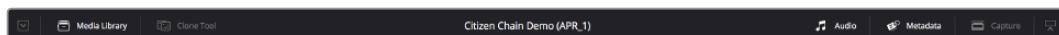


Media page

Much of the functionality and most of the commands are found within the contextual menus that appear when you right-click clips in the Media Storage browser or Media Pool.

## The Interface Toolbar

At the very top of the Media page is a toolbar with buttons that let you show and hide different parts of the user interface. These buttons are as follows, from left to right:

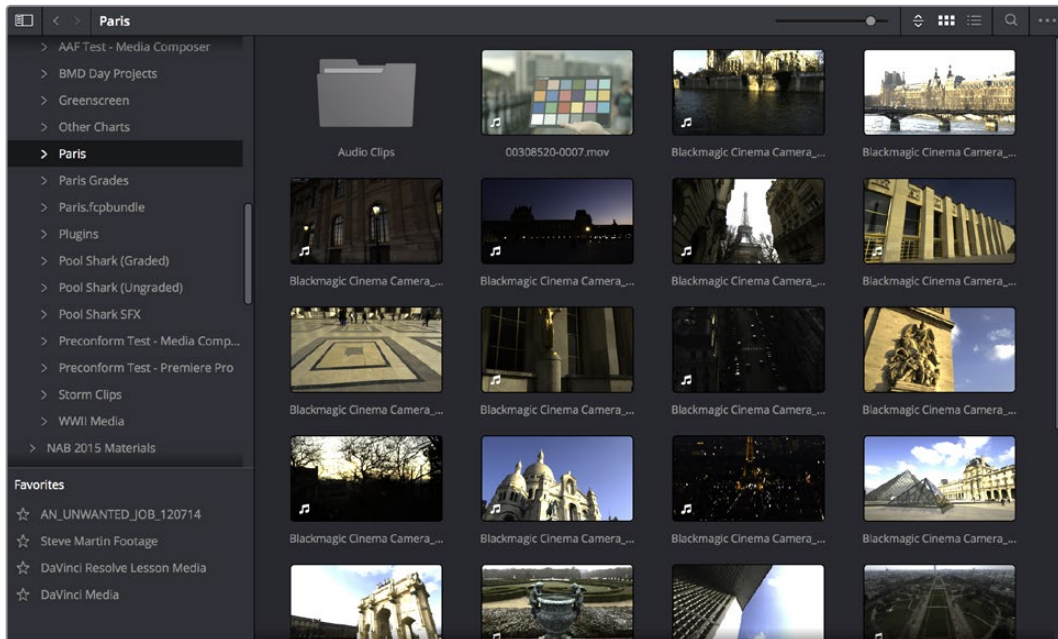


The interface toolbar

- **Media Storage full/half height button:** Lets you set the Media Storage browser to take up the full height of your display, if you need more area for browsing at the expense of a smaller Media Pool.
- **Media Storage:** Lets you hide or show the Media Storage browser. Hiding the Media Storage browser creates more room for the Viewer.
- **Clone Tool:** Shows or hides the Clone tool, used for cloning media from camera cards or hard drives.
- **Audio Panel:** Hides or shows the Audio Panel.
- **Metadata:** Hides or shows the Metadata Editor.
- **Capture:** Switches the Viewer and Audio Panel to Capture Mode, exposing the controls necessary for cuing up a device-controllable deck, and batch recording from tape.
- **Audio Panel/Metadata Editor full/half height button:** Lets you set the Audio Panel or Metadata Editor to take up the full height of your display, if you need more area for either of those functions.

## The Media Storage Browser

The Media Storage browser lets you see all of the volumes connected to your workstation, browsing them for media that you want to import into your DaVinci Resolve project in one way or another. Whereas other applications have some sort of import dialog, Resolve has the Media Page. To facilitate media import, the Media Storage browser is divided into two areas, the Volume List, and the Media Browser.



Media Storage browser with scrubbable clip view

## The Media Storage Browser's Volume List

At the left of the Media Storage browser is a list of all volumes that are currently available to your Resolve workstation. It's used to locate media that you want to import manually into your project. The list is divided into two vertical areas of volumes. At the top are the actual volumes on your workstation:

- **Scratch volumes:** Indicated by a usage statistic to the right of the volume name that lists how full that volume is, these are disks that you've added to the Media Storage Locations list of the Preferences window. The topmost of these scratch disks is used to store Gallery stills and cache files.
- **Available volumes:** Indicated by disk icons, this is a list of all fixed, removable, and network volumes that are currently available to your workstation. When the "Automatically display attached local and network storage locations" checkbox is turned on in the Media Storage panel of the DaVinci Resolve Preferences, new volumes that are attached to your workstation should automatically appear in this list.

This is a hierarchical list; clicking the disclosure triangle to the left of any volume opens up an additional list of that volume's subdirectories, with additional disclosure triangles next to each subdirectory. Using the Media Storage browser, you can drill down into as many subdirectories as you need to.

## Adding Volumes That Don't Appear in This List

If you need to access a storage volume that doesn't appear on this list, for example if you're using the version of Resolve that is available in the Apple App Store, then you can right-click anywhere in the background of the Volume list and choose "Add New Location" to open a dialog you can use to choose a volume you want to add.

If you're using the Apple App Store version of Resolve, auto-mounting of attached storage volumes is not enabled automatically. However, you can enable this in the Media Storage panel of the Resolve Preferences. For more information, see the DaVinci Resolve Preferences section of Chapter 3, "Project Settings and Preferences."

### Media Storage Browser Favorites

Underneath this is the Favorites area. If there are special directories that you find yourself frequently accessing, you can add them to the Favorites in order to avoid having to traverse complex hierarchies in order to access the media you need. The Favorites can be easily customized and used.

#### Methods of organizing favorite file system locations in the Media Storage Browser:

- **To add a favorite:** Right-click any folder in the Media Storage browser folder list, and choose "Add folder to favorites" from the contextual menu. The new favorite appears at the bottom of the Favorites area.
- **To open a favorite:** Click any favorite to expose the contents of the corresponding directory in the Media Storage browser.
- **To remove a favorite:** Right-click the favorite you want to remove, and choose "Remove folder from favorites" from the contextual menu.

## The Media Storage Browser Area

Once you've selected a volume or subdirectory in the Media Storage browser, you can view its contents in List view or Icon view to search through the media that's available to you as you try to find what you need.

### List View

- **File name:** The name of a file.
- **Reel name:** The reel name as it's currently derived according to the Conform Options that are currently chosen in the Master Project Settings.
- **Start TC:** The first timecode value in the source media.
- **Start:** The first frame number in the source media.
- **End:** The last frame number in the source media.
- **Frames:** The duration of each clip in frames.
- **Resolution:** The frame size of the source media.
- **Bit Depth:** The bit depth of the source media.
- **FPS:** The frame rate of the source media.
- **Audio Ch:** The number of audio channels within the source media.
- **Date Modified:** The date modified metadata from the source media file.
- **Shot:** Additional metadata from media formats that support it.
- **Scene:** Additional metadata from media formats that support it.
- **Angle:** Additional metadata from media formats that support it.
- **Take:** Additional metadata from media formats that support it.
- **Good Take:** Additional metadata from media formats that support it.

If you work in List view, you gain additional organizational control by exposing columns that show the metadata that each clip contains, prior to media being added to your timeline. You can use these columns to help organize your media.

#### Methods of customizing metadata columns in List view:

- **To show or hide columns:** Right-click at the top of any column in the Media Storage Browser and select an item in the contextual menu list to check or uncheck a particular column. Unchecked columns cannot be seen.
- **To rearrange column order:** Drag any column header to the left or right to rearrange the column order.
- **To resize any column:** Drag the border between any two columns to the right or left to narrow or widen that column.
- **To sort by any column:** Click the column header you want to sort with. Each additional time you click, the same header toggles that column between ascending and descending sort order.

You can also customize column layouts in the Media Storage area. Once you've customized a column layout that works for your particular purpose, you can save it for future recall.

#### Methods of saving and using custom column layout:

- **To create a column layout:** Show, hide, resize, and rearrange the columns you need for a particular task, then right-click any column header in the Media Pool and choose Create Column Layout. Enter a name in the Create Column Layout dialog, and click OK.
- **To recall a column layout:** Right-click any column header in the Media Pool and choose the name of the column layout you want to use. All custom column layouts are at the top of the list.
- **To delete a column layout:** Right-click any column header in the Media Pool and choose the name of the column layout you want to delete from the Delete Column Layout submenu.

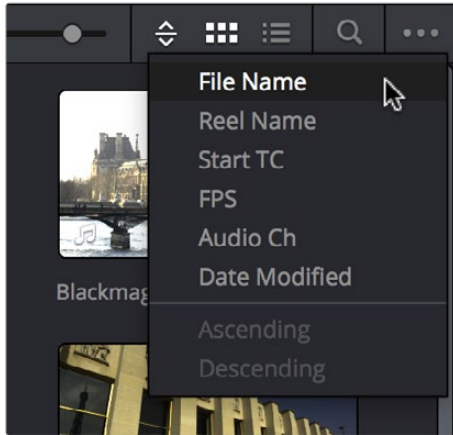
## Icon View

While in Icon view, you can scrub through a clip's icon to see its contents, and you can also click the Clip Info pop-up menu at the bottom right corner of any clip's thumbnail to see an instant summary of that clip's vital information, including:

- **File name:** The name of that file.
- **In timecode:** The first frame in the source media.
- **Out timecode:** The last frame in the source media.
- **Duration:** The total duration of the source media.
- **Resolution:** The frame size of the source media.
- **Frame Rate:** The frame rate, in fps, of the source media.
- **Pixel Aspect Ratio:** The aspect ratio of the source media.
- **Codec:** Which codec is used by the source media.
- **Date Created:** The date created metadata from the source media file.
- **Flags:** Flag metadata applied either by the camera that shot the media, in the Metadata Editor, or in the Color page Timeline.

Also while in Icon view, you can use the Thumbnail Sort pop-up menu (between the zoom slider and the Thumbnail view button) to choose a criteria by which to organize the thumbnails.

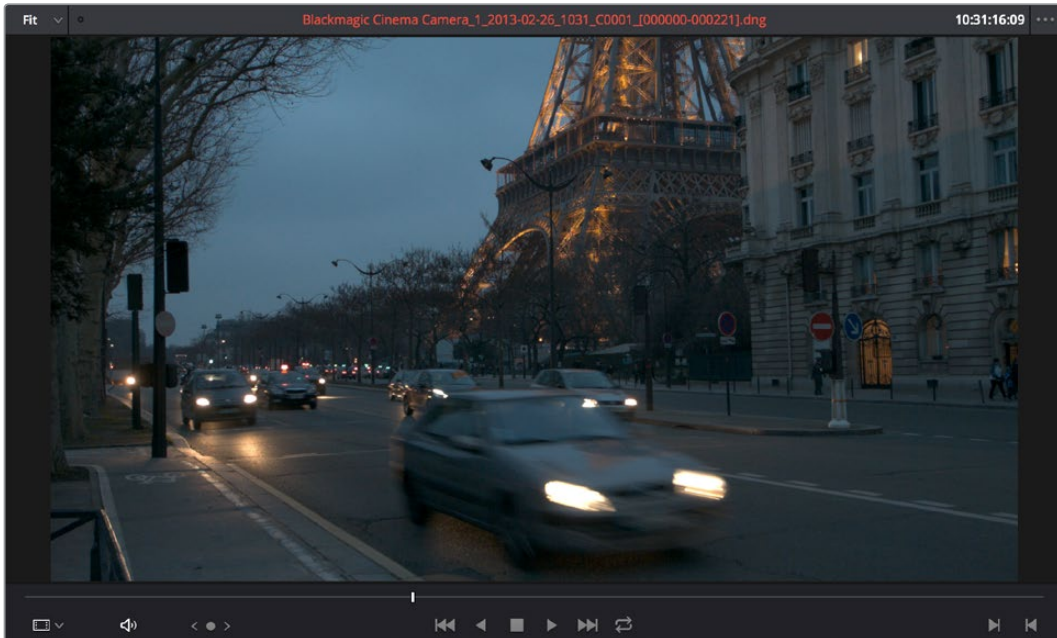
Options include File Name, Reel Name, Start TC, FPS, Audio Ch, and Date Modified.



The Thumbnail Sort pop-up in the Media Storage browser

## Viewer

Clips that you select in any area of the Media page show their contents in the Viewer. The current position of the playhead is shown in the timecode field at the upper right-hand corner of the Viewer.



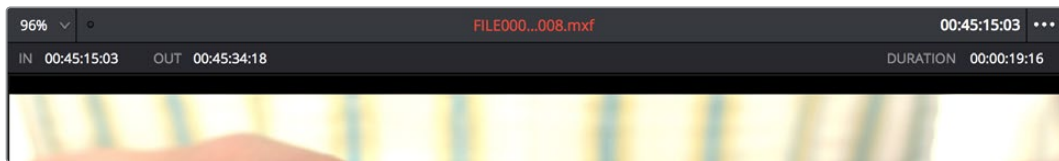
Viewer

Simple transport controls appear underneath the jog bar, letting you Jump to First Frame, Play Backwards, Stop, Play Forward, and Jump to Last Frame. A jog control to the left of these buttons lets you move through a long clip more slowly; click it and drag to the left or right to move through a clip a frame at a time.

To the right of the transport controls, In and Out buttons let you set In and Out points for the current clip. The current In and Out points are indicated in the jog bar, and their timecode values, along with the resulting clip duration, are shown in the In, Out, and Duration timecode fields below. The Cue buttons move the playhead to these In and Out cue points. The clip's timecode is also displayed at the top right.

A jog or scrubber bar appears directly underneath the image, letting you drag the playhead directly with the pointer. The full width of the jog bar represents the full duration of the clip in the Viewer.

There's an additional option for the Media Page Viewer that you can expose by choosing Mark In/Mark Out Timecode from the Viewer option menu. This reveals an info bar at the top of the Viewer that displays the In and Out timecode, as well as the duration of the currently marked section of media.

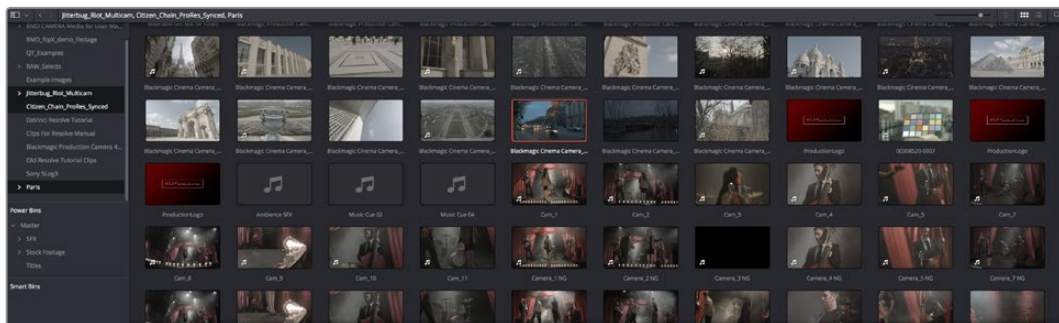


An optional info bar for showing the timecode and duration of a marked section of media

You can also put the Viewer into Cinema Viewer mode by choosing Workspace > Viewer Mode > Cinema Viewer (Command-F), so that it fills the entire screen. This command toggles Cinema Viewer mode on and off.

## Media Pool

The Media Pool contains all of the media that you import into the current project. It also contains any media that's automatically imported along with Projects or Timelines that have been imported into Resolve.



Media Pool with the Bin list open

## The Bin List

Ordinarily, all media imported into a project goes into the Master bin, however the Media Pool can be organized into as many user-definable bins as you like, depending on your needs. Media can be freely moved from one bin to another from within the Media Pool. When working in projects with multiple bins, you can choose to expose the bin structure in one of two ways:

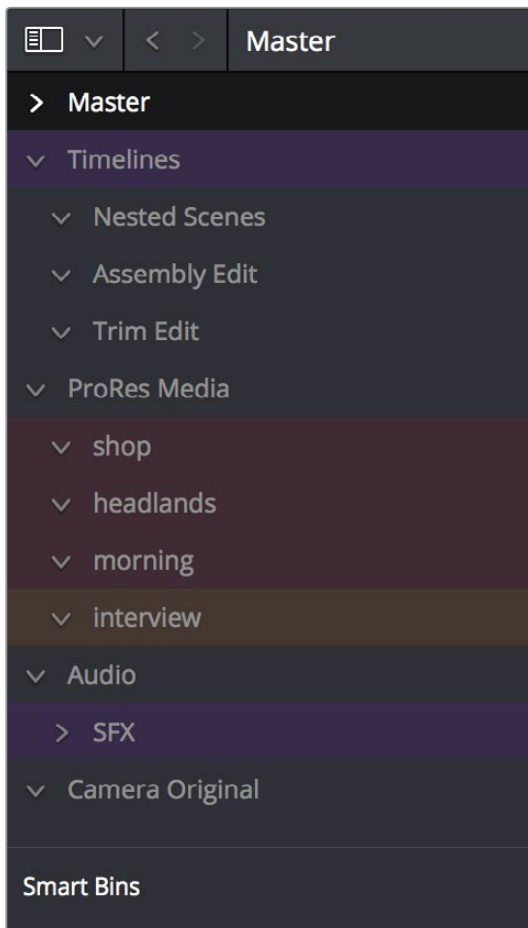


- **Bin list open:** The Bin List button at the upper left-hand corner of the Media Pool lets you open a separate List view showing all bins in your project, hierarchically. Bins that contain other bins appear with a disclosure button to their left, that you can use to show or hide the contents. With the Bin list exposed, it's easy to organize clips among a large collection of bins.
- **Bin list closed:** When the Bin list is closed, all bins are hidden, and contents of whichever bin is currently selected populate the Media Pool browser.

## Filtering Bins Using Color Tags

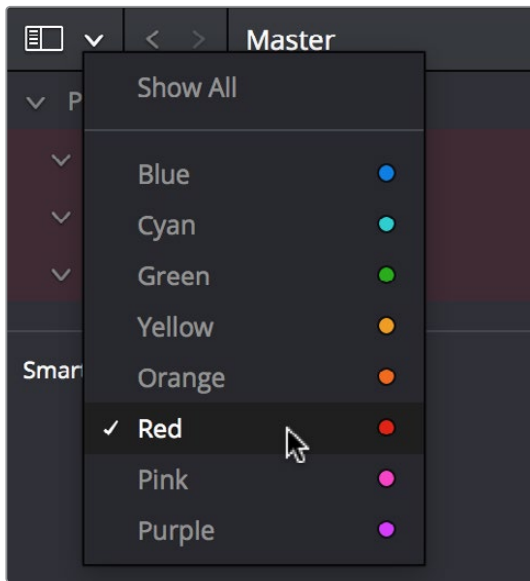
If you're working on a project that has a lot of bins, you can apply "color tags" to identify particular bins with one of eight colors. Tagging bins is as easy as right-clicking any bin and choosing the color you want from the Color Tag submenu.

For example, you can identify the bins that have clips you're using most frequently with a red tag. A bin's color tag then appears as a colored background behind that bin's name.



Using Color Tags to identify bins

Once you've tagged one or more Media Pool bins, you can use the Color Tag Filter pop-up menu (the pop-up control to the right of the Bin List button) to filter out all but a single color of bin.



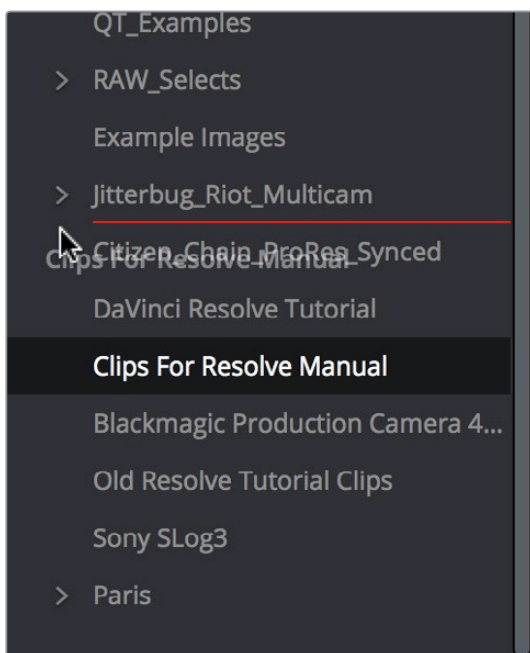
Using Color Tag filtering to isolate the blue bins

To go back to seeing all available bins, choose Show All from the Color Tag Filter pop-up.

## Sorting the Bin List

The Bin list (and Smart Bin list) of the Media Pool can be sorted by bin Name, Date Created, or Date Modified, in either ascending or descending order. Simply right-click anywhere within the Bin list and choose the options you want from the Sort by submenu of the contextual menu.

You can also choose User Sort from the same contextual menu, which lets you manually drag all bins in the Bin list to be in whatever order you like. As you drag bins in this mode, an orange line indicates the new position that bin will occupy when dropped.



Dragging a bin to a new position in the Bin list in User Sort mode

If you use User Sort in the Bin list to rearrange your bins manually, you can switch back and forth between any of the other sorting methods (Name, Date Created, Date Modified) and User Sort and your manual User Sort order will be remembered, making it easy to use whatever method of bin sorting is most useful at the time, without losing your customized bin organization.

## Icon View and List View in the Media Pool

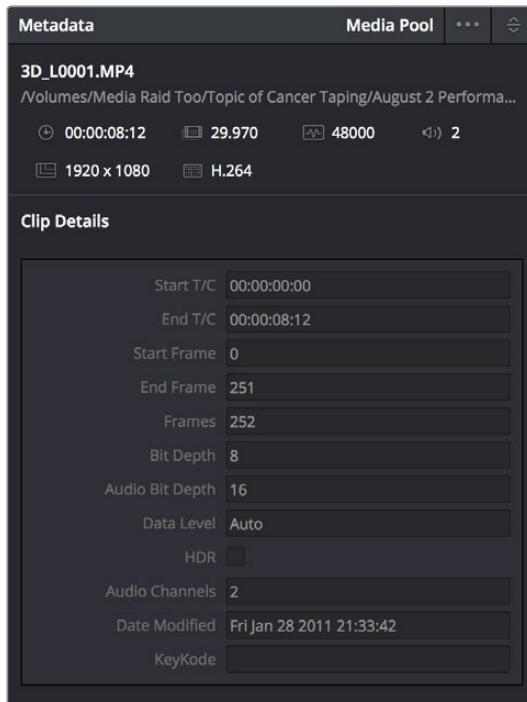
The contents of the Media Pool can be browsed one of two ways:

- **Icon view:** Each clip is represented by an icon, with its file name appearing underneath. When you move the pointer over a clip's icon, Resolve automatically scrubs through that clip, showing you its contents. Also, a Clip Info pop-up menu appears in the lower right-hand corner. Click the Clip Info pop-up to see an overlay appear showing essential information about that clip. In Icon view, you can use the Sort Order pop-up to choose how clips are sorted.
- **List view:** Each clip is represented by an item on a text list. Additionally, multiple columns of information appear, organized by headers. Clicking any header lets you sort the list by that column, in either ascending or descending order.

For more information about browsing the contents of the Media Pool, see Chapter 8, "Adding and Organizing Media."

## Metadata Editor

Both the Media and Edit pages have a Metadata Editor. When you select a clip in any area of the Media page, its metadata is displayed within the Metadata Editor. If you select multiple clips, only the last clip's information appears. The Metadata Editor's header contains uneditable information about the selected clip, including the file name, directory, duration, frame rate, resolution, and codec.



Clip Metadata Editor showing the Clip Details panel

Because there are so very many metadata fields available, two pop-up menus at the top let you change which set of metadata is displayed in the Metadata Editor.

- **Metadata Presets (to the left):** If you've used the Metadata panel of the Project Settings to create your own custom sets of metadata, you can use this pop-up to choose which one to expose. Surprisingly enough, this is set to "Default" by default.
- **Metadata Groups (to the right):** This pop-up menu lets you switch among the various groups of metadata that are available, grouped for specific tasks or workflows.

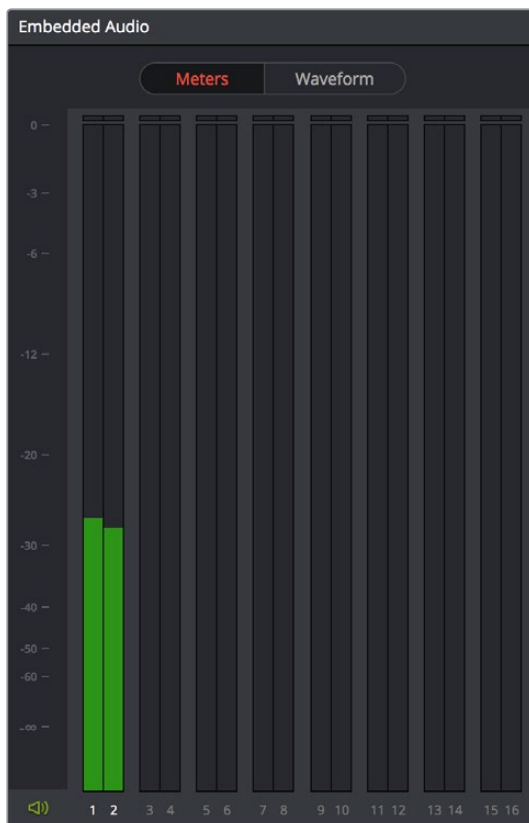
For more information on creating custom metadata presets, see the "Metadata" section of Chapter 3, "Project Settings and Preferences."

The heart of the Metadata Editor is a series of editable fields underneath the header that let you review and edit the different metadata criteria that are available. For more information on editing clip metadata, see Chapter 9, "Working With Media."

## Audio Panel

The Audio Panel can be put into one of two modes via buttons at the top. In the default Meters mode, Audio Meters are displayed that show the levels of audio in clips you're playing. In Waveform mode, you can open audio clips side by side with video clips in the Viewer in order to sync them together manually.

When set to Levels mode, you can check audio embedded within clips you've imported into the Media Pool. DaVinci Resolve recognizes up to 16 tracks of audio within supported media formats. If you have a high-resolution display, you can see all 16 corresponding audio meters, but on lower resolution displays only 8 audio meters appear in the Media page at a time. As you play a clip, each audio meter shows the levels for whichever of these tracks contain audio. You can toggle individual tracks on and off by clicking the track number underneath. A Mute button, at the bottom-left of the meters, lets you disable and enable audio playback.



Audio Meters Exposed

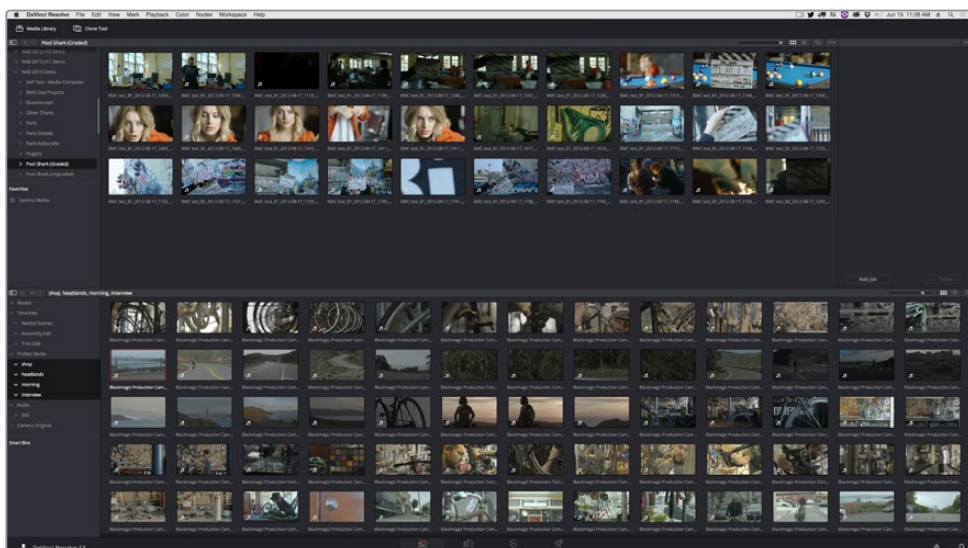
**TIP:** A setting in the Audio Panel of the Project Settings window, “Audio Meter Alignment Level,” lets you redraw the dBU scale shown in all audio meters in Resolve to better reflect the reference alignment standard in your region of the world. This setting defaults to  $-20$  dBFS, but can be adjusted from  $-24$  to  $-15$  dBFS.

## Dual Monitor Layout

The Edit page has a dual monitor layout that provides maximum space for the Media Storage browser and Media Pool on the primary monitor, and an enlarged Viewer, Audio Panel, and Metadata Editor on the secondary monitor, along with a complete set of video scopes for helping you to evaluate media as you organize it.

To enter dual screen mode:

- Choose Workspace > Layout > Dual Screen > On.



The Media page in dual-screen mode

**To switch which UI elements appear on which monitors:**

- Choose Workspace > Layout > Primary Display > Display 1 or Display 2, which reverses the contents of both monitors in dual screen mode.

## Customizing the Media Page

The Media Page can be customized to create more room in different areas to accommodate specific tasks.

**To resize any area of the Media page:**

- Drag the vertical or horizontal border between any two panels to enlarge one and shrink the other.

**Methods of hiding different parts of the Media Page:**

- **To toggle the Clone Tool on and off:** Click the Clone Tool button in the UI toolbar at the top.
- **To toggle the Audio Panel on and off:** Click the Audio button in the UI toolbar at the top.
- **To toggle the Metadata Editor on and off:** Click the Metadata button in the UI toolbar at the top.
- **To toggle the Media Storage browser folder list on and off:** Click the button at the top-left corner of the Media Browser.
- **To toggle the Media Pool Bin list on and off:** Click the button at the top-left corner of the Media Pool.

**Methods of organizing favorite file system locations in the Media Storage browser:**

- **To add a favorite:** Right-click any folder in the Media Storage browser folder list, and choose “Add folder to favorites” from the contextual menu.
- **To remove a favorite:** Right-click the favorite you want to remove, and choose “Remove folder from favorites” from the contextual menu.

**To return all pages to their default layout:**

- Choose Workspace > Layout > Reset UI Layout.