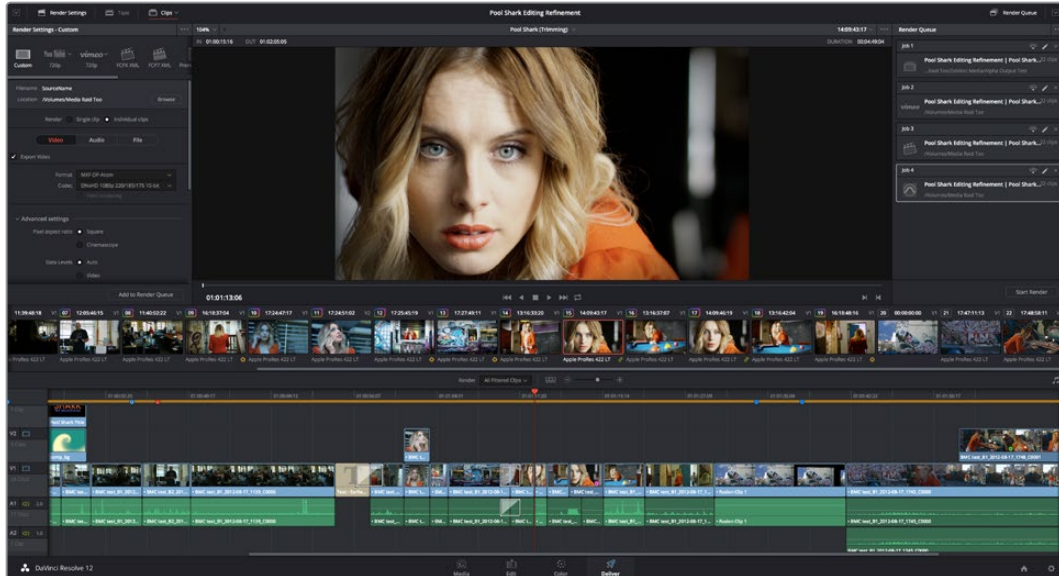Using the Deliver Page

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Using the Deliver Page

Once you've finished grading your project, you need to either render it, or output it to tape to deliver it to your client. This is where the Deliver page comes in. This chapter describes the overall interface of this page, as well as providing some general information about how effects are output from DaVinci Resolve in different situations.
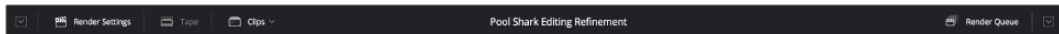
The Deliver Page

The Deliver page is divided into five areas of functionality, each of which lets you set up a different part of a render or output to tape.

Deliver page

The Interface Toolbar

At the very top of the Deliver 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:
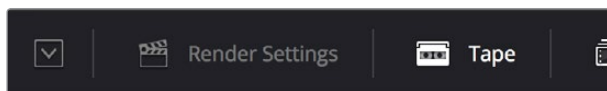

The Interface toolbar

- **Delivery full/half height button:** Lets you set the Render Settings panel to take up the full height of your display, if you need more area for browsing the various render settings, at the expense of a narrower Timeline.
- **Render Settings:** This panel lists all of the render settings that are available for configuring rendering jobs in Resolve. By default, you're presented with a short list, but more options are available by clicking the "more options" buttons.
- **Tape:** Puts the Deliver page into Tape Output mode.
- **Clips:** Hides or shows the Thumbnail timeline above the Deliver page timeline
- **Render Queue:** A list of all jobs that you've set up to render in the current project. Previously rendered jobs remain in the queue, for your reference or for you to reuse to re-render those jobs, unless you manually delete them from the queue.
- **Render Queue full/half height button:** Lets you set the Render Queue to take up the full height of your display, if you need more area for listing render jobs at the expense of a narrower Timeline.
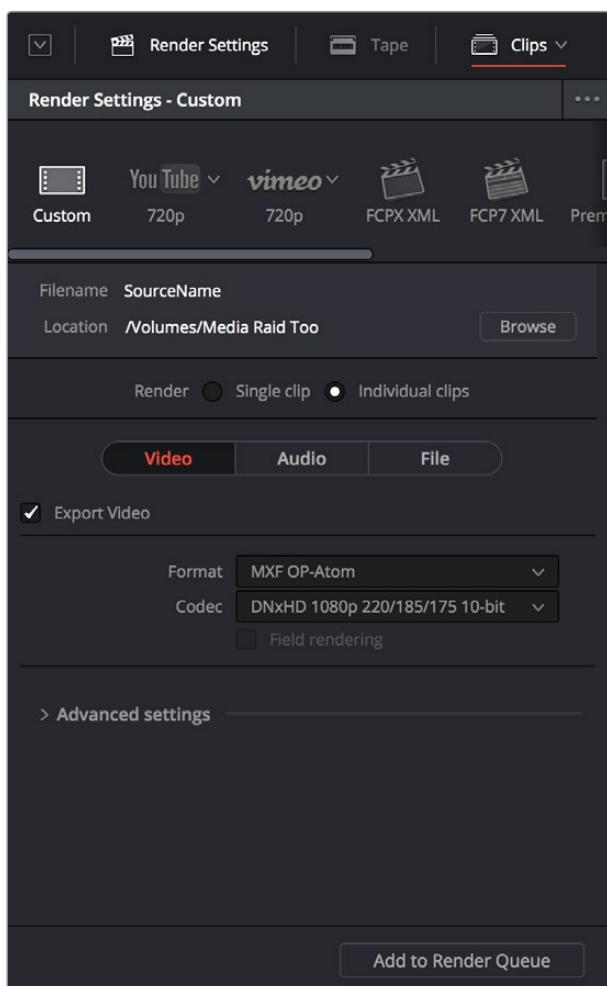
Rendering Files vs. Outputting to Tape

Because the Deliver page does double duty, you control whether you're rendering files or outputting to tape using the Tape button in the Interface toolbar. Doing so replaces the controls in the Viewer with tape controls.

Render or Edit to Tape modes

The Render Settings

The Render Settings contains the customizable settings that determine how media is rendered out of Resolve. If you're using the Tape option, these settings are disabled.

Render settings

The Render Settings are divided into four general sections:

- Render Presets: At the very top, a scrollable row of icons lets you choose one of a series of presets to quickly set up the type of render you want. The Custom option exposes all render settings so you can set up a render manually.
- Render Location: A Browse button opens a dialog that lets you choose a volume and directory to render to.
- Render Type: Two options let you either render the entire selected area of the Timeline as a single clip suitable for reviewing or mastering, or as a series of individual clips more suited to round-trip workflows. The option you choose here changes which render settings are available below.
- Video, Audio, and File Render Settings Panels: All other render settings are divided among three panels.

For more information on all of these settings, see Chapter 35, "Delivering Media."
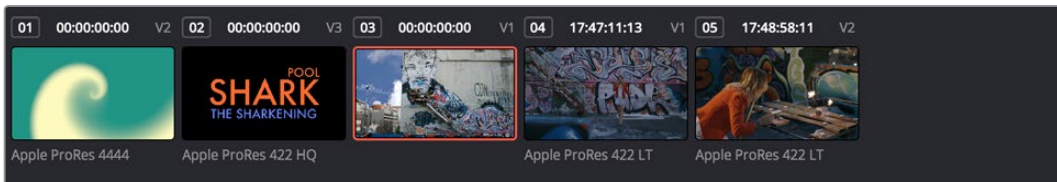
The Deliver Page Timeline

You'll use the Timeline in the Deliver page to define the range of clips you want to render or output to tape, and to choose which versions for each clip you want to output. The Deliver page Timeline consists of a Thumbnail timeline at top (that can be shown or hidden via the Clips button) that makes it easy to select individual clips for rendering, and a more ordinary timeline below with controls for enabling and disabling specific tracks. A Timeline toolbar lets you choose the range of the Timeline you want to render, and has controls for zooming in and out.

The Deliver page's Timeline and Thumbnail timeline

Filtering the Thumbnail Timeline

The Deliver page Thumbnail timeline also has the Timeline Filter pop-up, available to the right of the Clips button in the Interface toolbar.
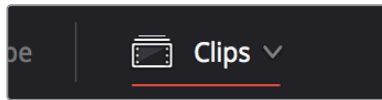

The Deliver page's Thumbnail timeline matches the Color page

Using this pop-up to filter the contents of the Timeline lets you restrict the range of media you want to output in different ways. For example, if you've already rendered a timeline, but you've since made some changes, you can use one of the "Modified Clips" options to display only the

clips that have changed within a particular timeframe. Another commonly used option is to choose "Show Unrendered Clips" to isolate all clips that have not yet been rendered in workflows where you're only rendering a part of the Timeline at a time.
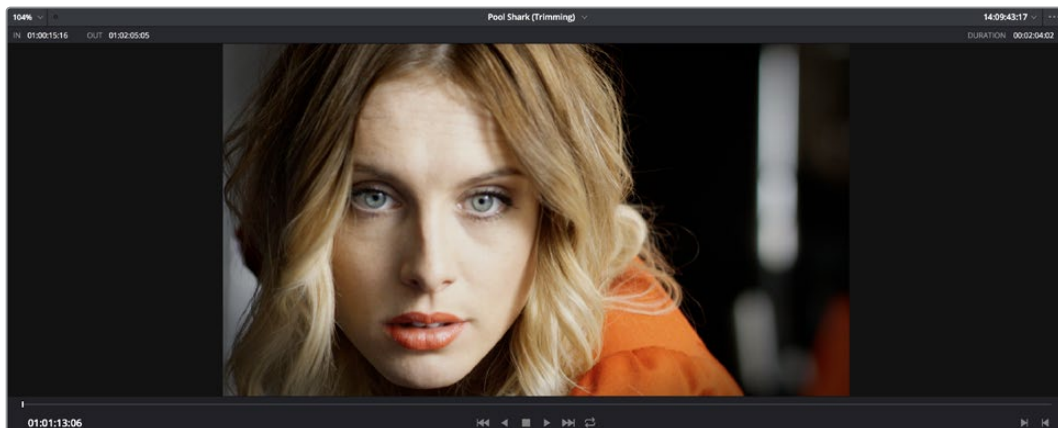
When you filter the Thumbnail timeline, you can only set up jobs to render in Individual Clips mode. You can tell if Thumbnail filtering is enabled by an orange underline under the Clips button in the UI toolbar.

An orange line under the Clips button shows that filtering is enabled

The Viewer

When rendering file-based media, the Viewer shows you exactly how the media being output will look using the current settings, and the Transport controls move the playhead throughout the current Timeline.
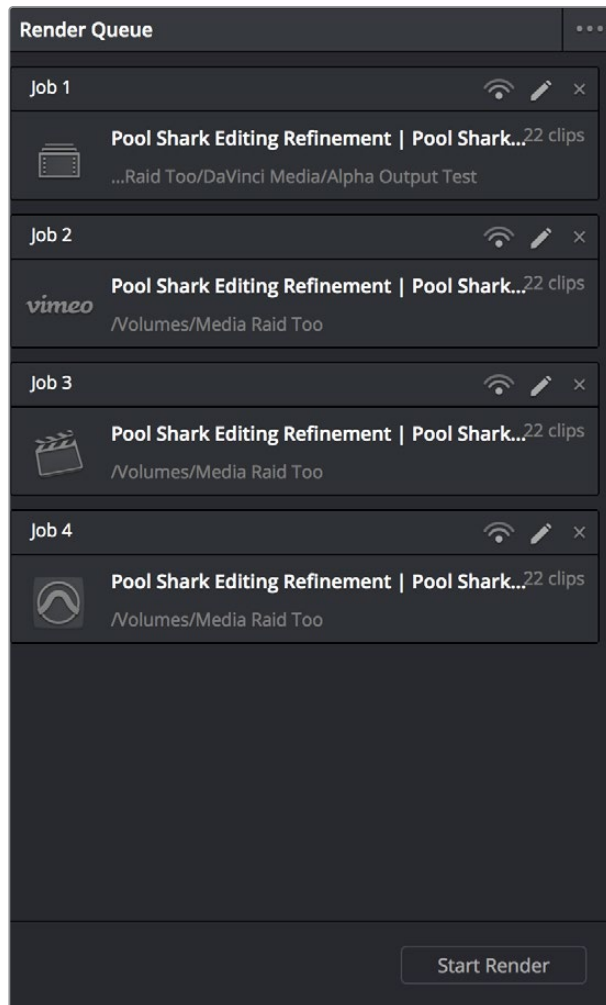

Deliver Viewer

When outputting to tape, the Viewer shows you the tape output so you can set up insert or assembly edit points, and the Transport controls move the tape in the deck if device control is enabled. 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.

The Render Queue

The Render Queue is a list of all the jobs you've queued up for delivery. Each job can have an individualized range of clips and render settings, which you can use to render multiple sections or clips of a timeline, the same timeline output to multiple formats, or multiple timelines.

The Render Queue displays all jobs

The Render Queue also has the option to show either just the jobs within the current project, or jobs queued up and saved within all projects in the currently open SQL database (for the current user) or disk database (at the currently selected disk location). This can be exceptionally useful in situations where you've broken a program into multiple reels, with each reel being a different project. This can be turned on and off via the "Show All Projects" option of the Render Queue Option menu.

Jobs in the Render Queue can be edited (by clicking the pencil button), they can be assigned to remote rendering workstations, and they can be deleted. Jobs that have already been rendered can be kept in the Render Queue and re-rendered at a later time.