



## Collaborative Workflow

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Multi-user collaborative workflow allows simultaneous editing, grading and metadata entry within a collaborative project. Multiple users can simultaneously access the same Timeline within the same project. For example an Editor, a Colorist, and an assistant doing metadata entry on the Media Page can all work simultaneously on the same Timeline. This chapter describes how to set up multiple DaVinci Resolve workstations for collaboration in this way, and how to work within a collaborative workflow.

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# Setting Up to Collaborate

Multi-user collaborative workflow allows simultaneous editing, grading and metadata entry within a collaborative project. Multiple users can simultaneously access the same Timeline within the same project. For example an Editor, a Colorist, and an assistant doing metadata entry on the Media Page can all work simultaneously on the same Timeline. To accommodate this, Timelines in a collaborate workflow must be set to use Remote grades.

## All participants in a Collaborative Workflow must have:

- The Studio version of DaVinci Resolve
- A properly configured Database Server

The Database Server can be one of the actively used Resolve workstations, or it can be another computer on your network with DaVinci Resolve installed that simply hosts your projects. A dongle or video card is not required to use the database, although it's easier if you have a dongle on hand to set it up initially. Most importantly, all machines participating in a collaborative workflow must be on the same network.

For more information on setting up a Database Server, see Chapter 41, "Managing Databases and Database Servers."

# Opening Projects to Collaborate Upon

In a collaborative workflow, one person is the Owner of the Timeline, and this is typically the editor of the program. The first person who opens a project is the owner. The owner is the only one who's allowed to add media or create bins in the Media Pool, or alter the edit of the Timeline in the Edit page.

Once a project has been opened by the owner, the same project can also be opened by Collaborators on other workstations. In this way, grading done by a colorist in the Color page or metadata edited by an assistant working in the Media page can be published for use by the owner. Those published changes can be reviewed by the owner, and then accepted or rejected a clip at a time, or all at once. If the owner so chooses, published changes can also be automatically accepted.

It should be reiterated that, in collaborative workflows, shared projects should use media on a storage area network (SAN), and each owner and collaborator should be connected to that SAN so that the opened project they collaborate on is properly linked to the same media.

## To open a timeline as the owner in a collaborative workflow:

- 1 Open DaVinci Resolve on a computer with a database that's connected to a Database Server, and log in as a user.
- 2 To be the owner of a collaborative project, right-click that project and make sure that the Collaboration option in the contextual menu is checked, and turn it on if necessary.
- 3 Finally, make sure you're the first person on the network to open that project.

So long as you're the first person on the network to open up a project that's with Collaborate turned on, you'll be the owner of that project until you close it. As the owner, you are the only person allowed to add media and bins to the Media Pool, and edit the timelines within.

### To collaborate on a project that's currently opened by the owner:

- 1 Open DaVinci Resolve on a computer with a database that's connected to a Database Server, and log in as the same user the owner logged in with.
- 2 Right-click the project you want to collaborate on, and choose Open in Collaboration Mode.
- 3 Collaborators can make the following changes:
  - Edit metadata in the Media page.
  - Create and modify either Local or Remote grades in the Color page, and create and manage multiple versions.

## Using Collaborative Workflow

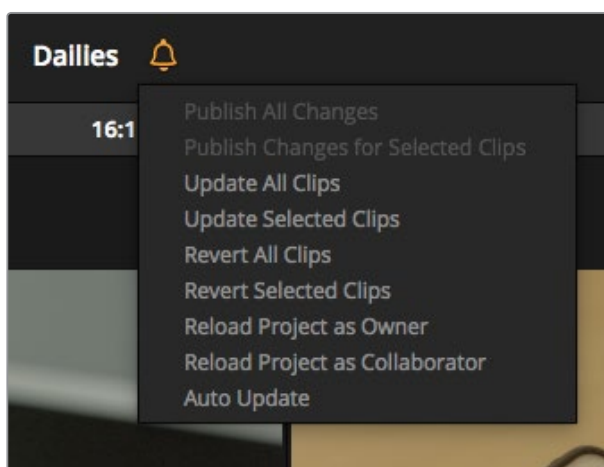
Once an owner and one or more collaborators are set up to work on the same project, the actual process of the owner and collaborators working together is fairly simple. The basic rule is as follows:

- **Changes made by collaborators:** Must be checked in by each collaborator using one of the Publish commands; the owner can then use one of the Update commands to update the Timeline with those changes.
- **Changes made by the owner:** When the owner changes the Timeline, the project must be saved by the owner; collaborators will only see those changes when they use the Reload Project command.

While in collaborative mode, all commands for publishing changes, and for updating, reverting, or reloading projects are found within the button with the bell icon that's at the bottom of the screen between the gear button (Project Settings) and the name of the project. This button only appears when you're in collaboration mode.

### Collaborative Workflow Commands

The Bell indicator, at the top of the DaVinci Resolve UI, to the right of the project name, lets you know when you're in Collaborative mode. It's also a pop-up menu that gives access to all of the commands that are useful for collaborative workflow.



The Bell menu with Collaborative Workflow commands

These same commands are also available in the File > Collaboration submenu. Be aware that some of these commands are for use by the owner of a project, while others are for use by the Collaborators on that project.

- **Publish All Changes:** (Collaborators) Checks in all changes you've made to the grades of a timeline or to the metadata of clips in the Media Pool since the last time you published. When you Publish changes, the owner is alerted by a red highlight on the bell button, and the checked-in clips are highlighted red in the owner's timeline in the Edit page (clip thumbnails are highlighted red in the Color page).
- **Publish Changes for Selected Clips:** (Collaborators) Checks in only the changes made to one or more clips you've selected, allowing you to do partial check-ins.
- **Update All Clips:** (Owners) Updates every single checked in change to a clip that's highlighted red, so that the owner's timeline now reflects all changes checked in by the collaborators.
- **Update Selected Clips:** (Owners) Updates only those clips you've selected.
- **Revert All Clips:** (Owners) Lets the owner revert all updated clips back to their original state prior to the update. This is useful if the owner has reviewed the changes and decided to reject them.
- **Revert Selected Clips:** (Owners) Lets the owner revert only those clips that are selected, which is useful if you only want to reject a subset of changes.
- **Reload Project as Owner:** (Owners or Collaborators) Lets an Owner revert the project to the last saved version. Alternately, this command also lets a Collaborator reload a project in order to become its owner. If there's already an owner who has the project open, a dialog appears letting you know.
- **Reload Project as Collaborator:** (Collaborators or Owners) If the owner has re-edited the Timeline, or made any grading changes, then the owner must save the project. Collaborators then use the Reload Project as Collaborator command to update the Timeline to the newly saved state. If a collaborator has made any changes that haven't been checked in, a dialog will appear offering the options to either check in these changes, or discard them, prior to reloading the project. If an Owner uses this command, they'll become a collaborator.
- **Automatic Update:** (Owners) In order to automatically receive all published changes made by collaborators, without having to use the Update commands, the owner can turn on Automatic Update so that a check appears next to this menu command.

## An Example of Collaborative Example

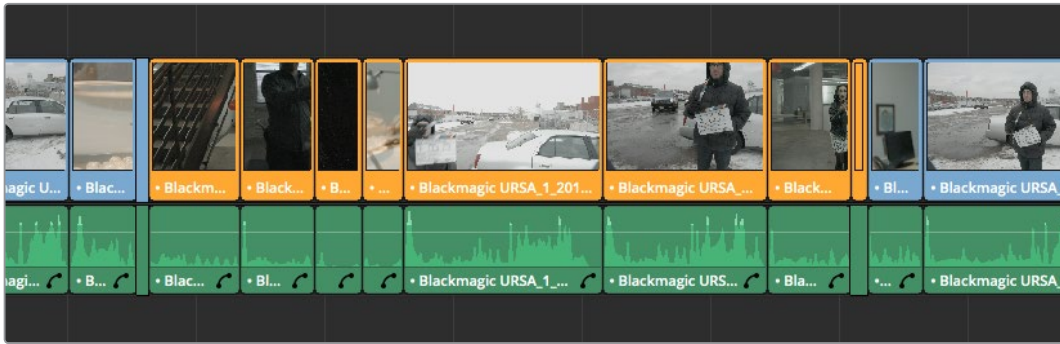
Here's a brief description of how a typical collaborative workflow might work once a project has been set up.

### The Owner and Collaborator Open the Project

After the owner and a collaborator have opened the same project and selected the same Timeline on which to work, the collaborator begins grading and the owner continues to edit the Timeline.

### Collaborators Check In Changes

Once the collaborator has finished grading a series of clips, for example grading every clip in a scene, the collaborator clicks the Collaboration pop-up (the bell button) and chooses Publish All Changes. The bell button on the owner's workstation immediately lights up, and the graded clips are highlighted as well to indicate what changes are available.



Orange highlighted clips indicates changes are available

## The Owner Updates Clips

Taking a break from editing, the owner clicks the Collaboration pop-up and chooses Update All Clips, so the grades appear in the owned Timeline. After reviewing each changed clips, the owner decides one of them isn't suitable, so the owner selects it and chooses Revert Selected Clips from the Collaboration pop-up to return that clip to its previous state. The owner then places a purple marker on that clip with a note containing further instructions.

**TIP:** You can filter the Timeline using the "Clips with collaborative update available" option in the color page to help you focus on reviewing just the updated clips.

## Multiple Collaborators Working Together

If other collaborators are working together, for example an assistant colorist who's drawing custom windows for the lead colorist, then each collaborator can select whatever clip they've finished and choose Update Selected Clips to check in their change. When this happens, all the other collaborators and the owner will see the bell button light up in red, and the altered clip highlighted red. Collaborators can then select the checked-in clip and choose Update Selected Clips.

If the lead collaborator doesn't like the change, the Revert Selected Clips command can be used to return that clip to its previous state. This doesn't affect the assistant collaborator's work, and the two collaborators can confer as to what new changes need to be made prior to the assistant's next check-in.

## Collaborators Reload the Project

To make sure these changes get back to the collaborator(s), the owner then saves the project, and contacts the collaborator via email, Skype, or hollering down the hall, to let them know the Timeline has changed. The collaborator then chooses Reload Project as Collaborator from the Collaboration pop-up, clicks Publish when prompted to publish any changes that have been made since the last check-in, and clicks Yes when asked to open the current project.

At this point, the collaborator's timeline is updated to reflect the state of the owner's timeline, complete with all editing changes, clips with check-ins that were reverted, and markers with notes that were added. The collaborator can now proceed with their work.

If multiple collaborators are working on a project, then each collaborator must use the Reload Project command.