



Using Variables and Keywords



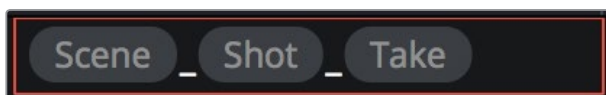
Using Variables and Keywords

This chapter describes how to use metadata variables and keywords to help you manage your clips.

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Using Metadata Variables

If you're an enthusiastic user of clip metadata (and you should be), you can use "metadata variables" that you can add into supported text fields that let you reference other metadata for that clip. For example, you could add the combination of variables and text seen in the following screenshot. Variables, once they've been entered, are represented as graphical tags shown with a background, while regular text characters that you enter appear before and after these tags.



Variables and text characters entered to create a display name based on a clip's metadata

As a result, that clip would display "12_A_3" as its name if scene "12," shot "A," and take "3" were its metadata. When you do this, you can freely mix metadata variables with other characters (the underscore, as in the example above) to help format the metadata to make it even more readable.

Be aware that, for clips where a referenced metadata field is empty, no characters appear for that corresponding metadata variable's tag wherever it happens to be used.

Where Variables Can Be Used

Metadata variables are extremely flexible, and can be used to procedurally add metadata to several functions in DaVinci Resolve. Here's a partial list of where you can use variables.

- **Display names:** You can use variables in the Display Name column of the Media Pool in List view, or in the Display Name field of the Clip Attributes window's Clip Name panel, to use each clip's metadata to generate a more readable and useful display name.
- **Custom Text in the Data Burn palette:** You can use variables to automatically populate metadata in different combinations as a window burn.
- **The Filename field of the Render Settings in the Deliver page:** Using variables, you can automatically set the name of rendered clips to follow any metadata that's associated with a timeline or individual clip. This is especially useful when you want to generate specific file names when rendering individual source clips.

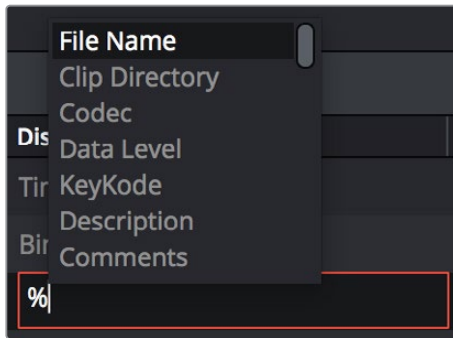
How to Edit Metadata Variables

Every single item of metadata that's available in the Metadata Editor can be used as a variable, and several other clip and timeline properties such as the version name of a clip's grade, a clip's EDL event number, and that clip's timeline index number can be also referenced via variables.

To add a variable to a text field that supports the use of variables:

- 1 Type the percentage sign (%) and a scrolling list appears showing all variables that are available.
- 2 To find a specific variable quickly, start typing that variable's name and this list automatically filters itself to show only variables that contain the characters you've just typed.

- 3 Choose which variable you want to use using the Up and Down Arrow keys, and press Return to choose that variable to add.



The variable list that appears when you type the % character

As soon as you add one or more metadata variables to a field and press return, the string is replaced by its corresponding text. To re-edit the metadata string, simply click within that field to edit it, and the metadata variables will re-appear as the graphical tags that they are.

To remove a metadata variable:

- Click within a field using variables to begin editing it, click a variable to select it, and press Delete.

Available Variables in DaVinci Resolve

The following list describes what metadata variables are available to add.

Clip Metadata

- File Name
- Directory
- Codec
- Data Level
- Key Kode

Metadata Editor Metadata

- All Shot Scene metadata
- All Clip Details metadata (see Metadata Editor for more information)
- All Camera metadata (see Metadata Editor for more information)
- All Tech Details metadata (see Metadata Editor for more information)
- All Stereo 3D VFX metadata (see Metadata Editor for more information)
- All Audio metadata (see Metadata Editor for more information)
- All Audio Tracks metadata (see Metadata Editor for more information)
- All Production metadata (see Metadata Editor for more information)
- All Production Crew metadata (see Metadata Editor for more information)
- All Reviewed By metadata (see Metadata Editor for more information)

Media Pool Metadata

File name
Reel name
File path
Codec
IDT
Input LUT
PAR
Data Level
Description
Comments
Keyword
Shot
Scene
Take
Roll/Card
Input Color Space
Input Sizing Preset
Start Keycode
Optimized Media

Timeline Metadata

Group

Legacy Metadata

- **EDL Tape Number:** Tape number extracted from imported EDL
- **Render Resolution:** Resolution of the rendered file
- **EDL Event Number:** Resolve-generated index number of the clip in the timeline
- **Version:** Version Name of the rendered file
- **Eye:** Stereo session, “Left” or “Right”
- **Reel Number:** Reel Name extracted by Resolve from source filename or clip name
- **Timeline Index:** Event number from imported EDL

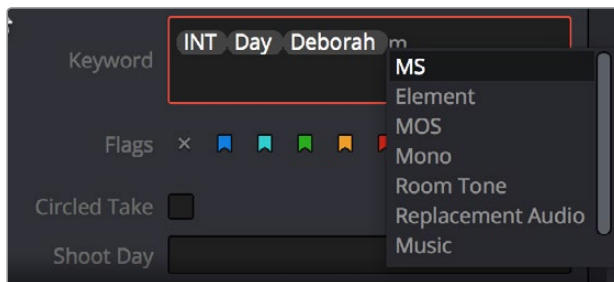
Using Keywords

While most metadata in the Metadata Editor is edited via text fields, checkboxes, or multiple button selections (such as Flags and Clip Color), the Keyword field is unique in that it uses a graphical “tag” based method of data entry. The purpose of this is to facilitate consistency with keyword spelling by making it easy to reference both a built-in list of standardized keywords, as well as other keywords that you’ve already entered to other clips.

Once added, keywords are incredibly useful for facilitating searching and sorting in the Media Pool, for creating Smart Bins in the Media and Edit pages, and for use in Smart Filters on the Color page. Reaping these benefits by adding and editing keywords is simple and works similarly to the method of entering metadata variables that’s described above.

To add a keyword:

- 1 Select one or more clips, then click in the Keyword field of the Metadata Editor, and begin typing the keyword you want to use. As you begin typing, a scrolling list appears showing all keywords that are available using the string of characters you’ve just typed.
- 2 To find a specific keyword in the list, start typing that keyword’s name and this list automatically filters itself to show only keywords that contain the characters you’ve just typed. Choose which keyword you want to use in the list using the Up and Down Arrow keys, and press Return to choose that keyword to add.
- 3 If you selected multiple clips, don’t forget to click Save or you’ll lose your changes. If you only selected a single clip, your changes will be saved automatically.



The keyword list that appears when you type within the Keyword field

As soon as you add one or more keywords, they appear as a graphical tag. To re-edit any keyword, simply click anywhere within the Keyword field to edit it.

To edit a keyword:

- Double-click any keyword to make it editable, then edit it as you would any other piece of text, and press Return to make it a graphical keyword tag again.

To remove a keyword:

- Click any keyword to select it, and press Delete.