

DaVinci Resolve 17

Getting Started

When you install DaVinci Resolve and then open it for the first time, there are a few things you're going to want to know before you begin learning how to work.

Automatic DaVinci Resolve Updates

To make it easier to ensure you're using the latest version of DaVinci Resolve, you can now choose DaVinci Resolve > Check For Updates to notify you of new versions and download them when available.



Why Is This Manual So Big?

Over the years, DaVinci Resolve has evolved to encompass professional editing, compositing, and audio mixing tools and workflows in addition to the grading tools that were the original core of DaVinci Resolve. Each one of these domains of functionality is incredibly deep. Consequently, the documentation has grown with each new page, tool, and parameter that's been added, to make life easier and to solve the countless problems that can emerge during the postproduction process.

While it is regretted that this user manual contains such a staggeringly overwhelming amount of information, our emphasis has always been to ensure that (hopefully) every control and workflow you encounter in DaVinci Resolve is explained somewhere within the contents of these pages. Consequently, we hope that you find the hyperlinked table of contents (TOC) and search functionality of your preferred PDF browser helpful in finding the information you need, along with context and tips to help you get the most out of the tools provided.

Navigation Guide

Chapter 3

Managing Projects and Databases

This chapter covers how to use the Project Manager to organize the projects you're working on in DaVinci Resolve, as well as how to deal with managing the databases that serve as the organizational foundation of the Project Manager. You'll also see how to export and import projects, and how to archive a project and its media for long-term storage.

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By clicking each title or the page number, you will be taken to the appropriate page.

By clicking the footer on each page, you will be taken to the Contents page of that particular Chapter.

Edit

Undo – Page 65 Undos the previous change.	Delete Selected Performs a delete function on all selected items.
Redo – Page 65 Redo the previous change.	Ripple Delete – Page 603 Performs a ripple delete on the selected clip.
History – Page 65 Opens the Undo History submenu.	Delete Gaps – Page 605 Deletes gaps in the active timeline.
Cut – Page 635 Performs a cut operation on the current selection.	Select All Performs a Select All function on the active panel.
Ripple Cut – Page 635 Performs a ripple cut operation on the current selection.	Deselect All Clears any selections in the active panel.
Cut Head – Page 3229 Cuts the clip from the playhead backwards in the Fairlight page.	Select – Page 585 Opens up a submenu for selecting adjacent clips in a timeline.
Cut Tail – Page 3229 Cuts the clip from the playhead forwards in the Fairlight page.	Insert – Page 657 Performs an Insert Edit using the selected clip.
Copy – Page 635 Performs a copy operation on the current selection.	Overwrite – Page 656 Performs an Overwrite Edit using the selected clip.
Copy Head – Page 3229 Copies the clip from the playhead backwards in the Fairlight page.	Replace – Page 658 Performs a Replace Edit using the selected clip.
Copy Tail – Page 3229 Copies the clip from the playhead forwards in the Fairlight page.	Place on Top – Page 463 Performs a Place on Top Edit using the selected clip.
Paste – Page 635 Pastes the previously copied/cut selection.	Ripple Overwrite – Page 462 Performs a Ripple Overwrite Edit using the selected clip.
Paste Insert – Page 635 Pastes a clip as an insert edit.	Fit to Fill – Page 661 Performs a Fit to Fill Edit using the selected clip.
Paste Attributes – Page 792 Pastes video and audio attributes.	Append at End of Timeline – Page 665 Adds the selected clip to the end of the timeline.
Paste Value – Page 2753 Pastes a the value of a specific parameter between Color nodes.	Multicam – Page 694 Exposes the Multicam editing controls.
Remove Attributes – Page 793 Removes audio and video attributes.	Swap Clips Towards Left – Page 631 Swaps the selected clips with the clip to the left of the selection.
Dolby Vision – Page 219 Copy and Paste Trim metadata for Dolby Vision.	Swap Clips Towards Right – Page 631 Swaps the selected clips with the clip to the right of the selection.
Duplicate Clip or Current Timeline – Page 335 Makes a copy of the current clip or timeline.	Switch to Timeline After Edit Automatically switches focus to the timeline after an edit, rather than the Source Viewer.
Duplicate Selection – Page 3225 Duplicates one or more selected clips in Fairlight.	Decompose Compound Clips on Edit – Page 710 Automatically decomposes nested clips on timelines for easier editing.

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By clicking the name of the menu function, you will be taken to the appropriate part of the manual that describes that function.

By clicking the footer, you will be taken to the beginning of that section.