

Editing Basics

Importing & Organizing Media

Import Media: <ul style="list-style-type: none">Ctrl+I (Windows) / Cmd+I (Mac) - Import files.Drag and drop media into the Media Pool.
Organizing Media: <ul style="list-style-type: none">Create Bins: Ctrl+Shift+N (Windows) / Cmd+Shift+N (Mac) - Organize clips into folders.
Media Pool Basics: <ul style="list-style-type: none">View clip metadata (duration, frame rate, etc.).Add keywords and notes for easy searching.

Timeline Navigation & Editing

I / O	Mark In / Mark Out points for clip selection.
X	Mark Clip - Select the entire clip under the playhead.
B	Blade Tool - Cut clips in the timeline.
V	Selection Tool - Default tool for selecting and moving clips.
Delete	Remove selected clip(s) from the timeline.
Ctrl+Z / Cmd+Z	Undo the last action.

Basic Editing Functions

Insert Edit: Place clip at playhead position, shifting existing clips to the right.
Overwrite Edit: Replace clips in the timeline with the new clip.
Ripple Delete: Remove a clip and close the gap by shifting subsequent clips.
Slip and Slide: Adjust in and out points of the clips.

Color Grading Essentials

Color Wheels & Primary Adjustments

Lift:	Adjusts the black levels and shadow tones.
Gamma:	Adjusts the midtones.
Gain:	Adjusts the highlights and white levels.
Offset:	Globally adjusts the overall brightness and color balance.

Secondary Color Correction

Qualifiers: Select specific color ranges to isolate for grading. Use the eyedropper tool to pick colors directly from the image.
Curves: Precisely adjust hue vs. hue, hue vs. sat, lum vs. sat, etc. Use curves to fine-tune color relationships.
Power Windows: Create shapes to isolate areas of the image. Feather edges for smooth transitions.
Track Windows: Track the movement of Power Windows to follow subjects or objects within the frame.

Scopes & Analysis Tools

Waveform:	Displays the luminance (brightness) levels in your video.
Parade:	Shows the red, green, and blue color channels separately, useful for identifying color casts.
Vectorscope:	Displays the color information, showing hue and saturation.
Histogram:	Displays the distribution of brightness values in the image.

Fusion VFX

Nodes & Basic Compositing

MediaIn: Imports media into the Fusion composition.
Merge: Combines two or more elements together.
Transform: Adjusts the position, scale, rotation, and skew of elements.
MediaOut: Outputs the final composition.

Keying & Masking

Delta Keyer:	Removes a specific color (e.g., green screen) from a clip.
Ultra Keyer:	Advanced keying tool for challenging green screen shots.
Masks (Rectangle, Ellipse, Polygon, B-Spline):	Isolate areas for compositing or effects.
Rotoscoping:	Manually create animated masks to isolate moving objects.

Tracking

Tracker Node: Tracks the motion of an object in the scene. Use this to stabilize footage, attach elements to moving objects, or create dynamic masks.
Planar Tracker: Tracks flat surfaces, useful for replacing screens or adding elements onto surfaces that change perspective.

Fairlight Audio

Mixing & Routing

Patching:	Connect inputs and outputs to specific tracks.
Buses:	Route multiple tracks to a single bus for grouped processing (e.g., dialogue bus, music bus).
Mixer:	Adjust levels, pan, and add effects to individual tracks and buses.

EQ & Dynamics

Equalization (EQ):	Adjust the frequency content of audio to shape the sound and remove unwanted frequencies.
Compression:	Reduce the dynamic range of audio, making it sound louder and more consistent.
Noise Reduction:	Remove unwanted noise from audio recordings (e.g., hum, hiss).

Recording & Automation

Record Audio:	Record voice-overs or sound effects directly into Resolve.
Automation:	Record changes to audio parameters (volume, pan, effects) over time.