



BlackMagic Davinci Resolve 16

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Working space and environment

- MAC OS X
- BM Davinci Resolve
- workflow
 - preparing working environment
 - organizing directories
 - materials

Preproduction and workflow

- Where to start? Basic approach?
- timeline
- content selection
- workflow optimisation
- co-operation with producer and director
- preview
- fine tuning

Storyboard

Example 1 – GOT

IBC 2018



HBO | GAME OF THRONES

SCRIPT TO SCREEN





THE WIND PICKS UP
A BEARING LINE...



THE DRAGON ROCK BITE
WITH A THUD...

AND SKATES ACROSS
THE SURFACE, WHICH
ISN'T ICE...



THE NIGHTS ARE
FRIGIDNESS, UNTIL...
ONE NIGHT STRIKES
TO BRING FEBRUARY.



THE LIGHT HEADS
WARD THEM. THE
ICE STILL DOES NOT
BREAK.



OFFLINE AND
TODAY'S REACTION,
THE OTHERS SEE
WHAT IS HAPPENING
AND STRIDE AS WELL.



ALL AROUND THEM THE ARMS
OF THE DEAD VENTURES
FORWARD, IN A MEASURE
METHODICAL ADVANCE,
EACH WIGHT MAINTAINING
HIS DISTANCE FROM THE
OTHERS.

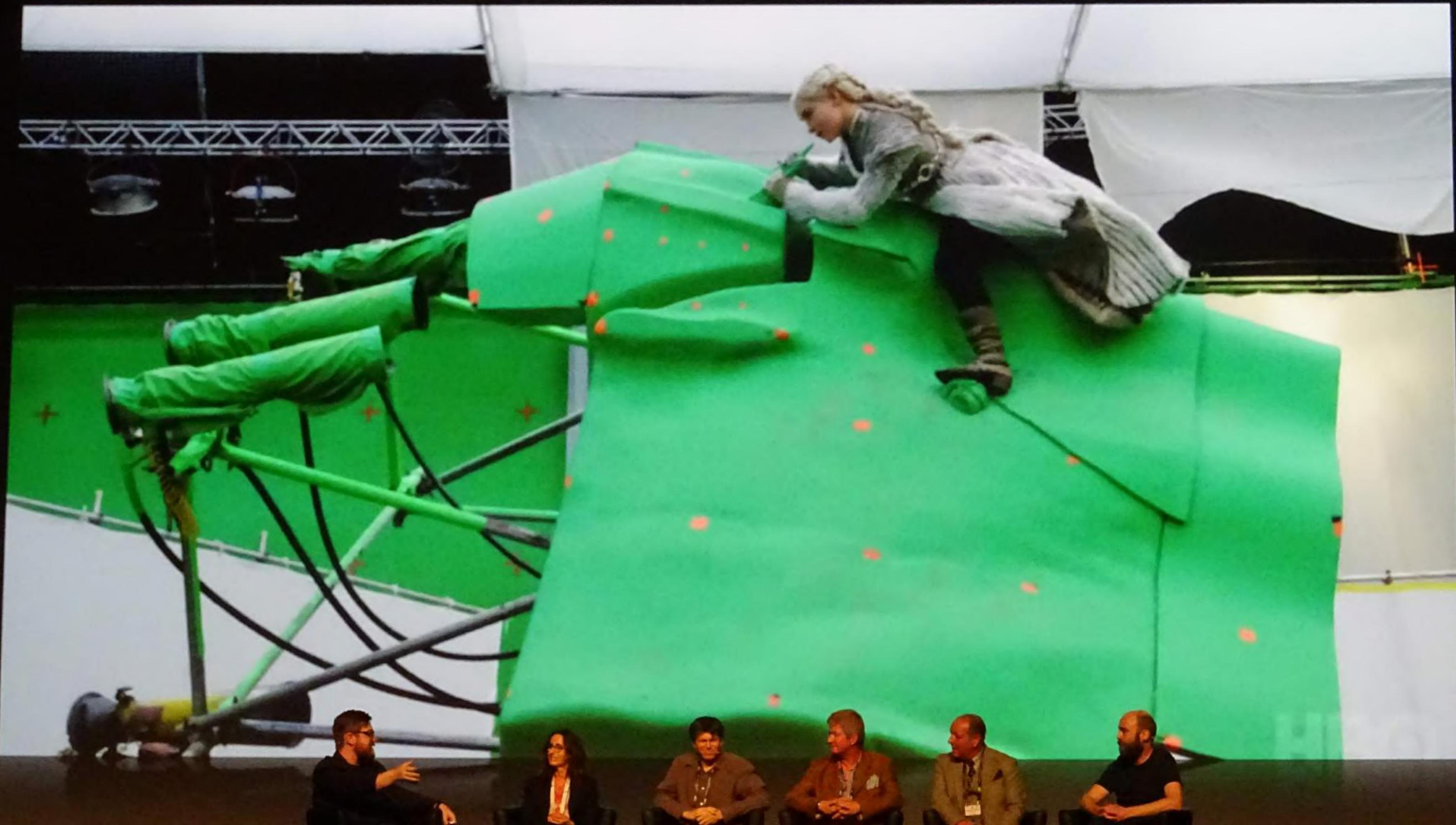
BENIC MUTTERS WORDS
OVER HIS SWORD,
AND IT BURSTS INTO
FLAMES.



THE OTHERS PREPARE
THEMSELVES AS WELL.







Example 2 - Harry Potter HW

by Žana Juvan

Harry Potter

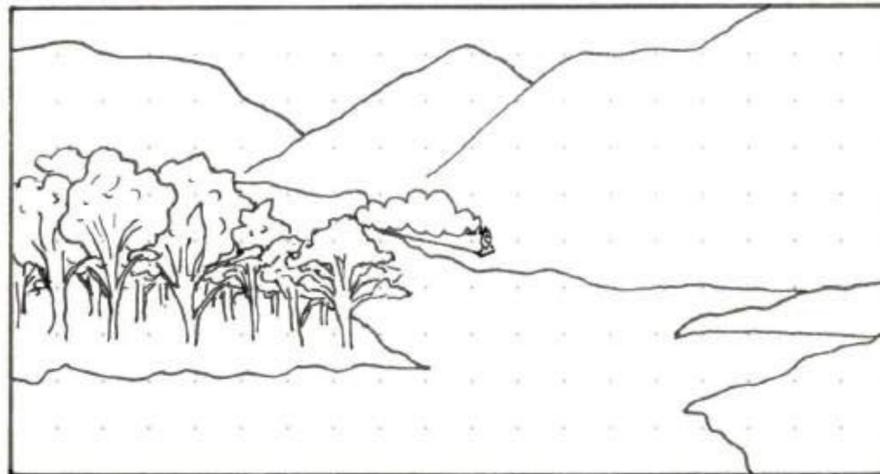
AND THE DOA

Storyboard

P0 14s

EXT

Train driving.
Zoom to one wagon.



P2 13s

INT

TRAIN
Zoom out from Ron. Three friends are talking.



script: RON: "Let me get this straight..."



P2 2s

INT

When the train stops Harry suddenly looks to his right.

script: HARRY: "Thanks Ron."

P2 13s

INT

Prof. Lupin is sleeping under a blanket.



script: HERMIONE: "Why are we stopping?"

P2 2s

INT

Harry and the other kids look through the door down the hall.



P1 1s

↑ INT

Three friends are scared. Prof. Lupin covered with a blanket and sleeping.



script: RON: "What's going on?"

P3 2s

□ INT

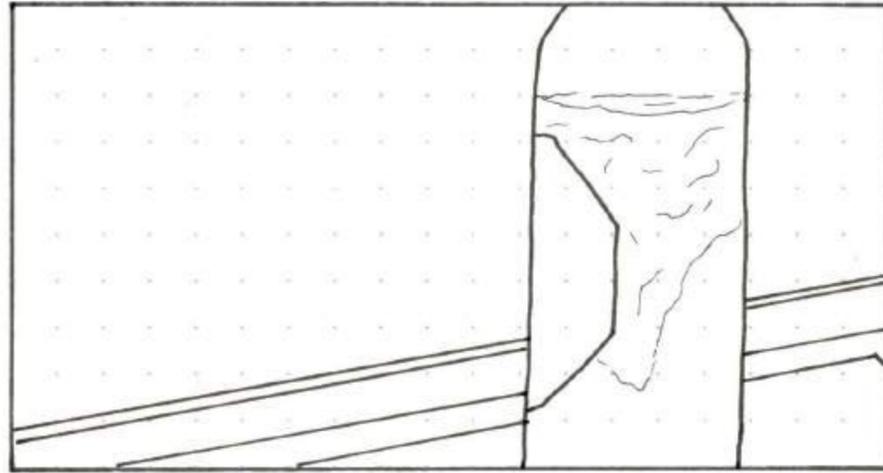
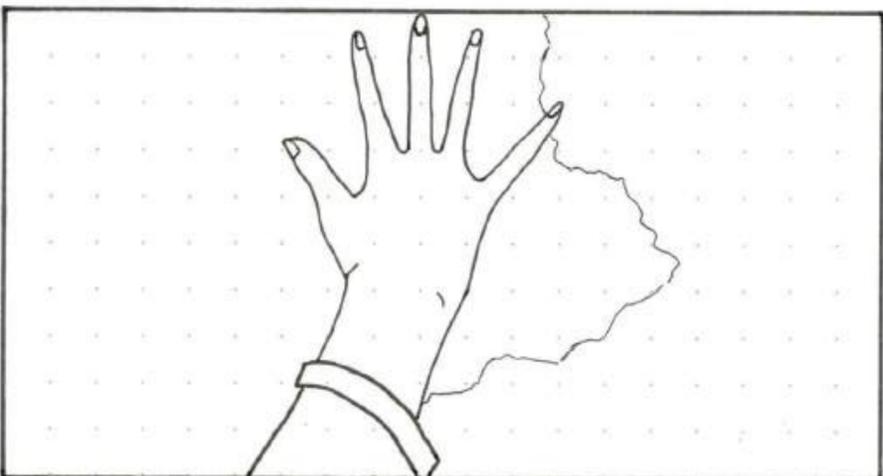
Hermione is breathing heavily. Breath is visible, indicating a low temperature.



P3 5s

↻ INT

Closing up to Ron's hand getting frozen to the window.



DET 5s

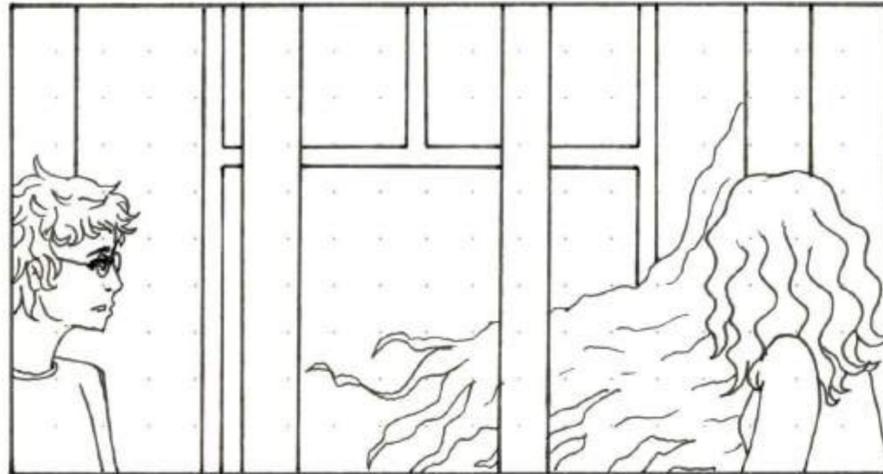
↻ INT

Freezing window and later a water bottle.

P1 8s

↘ INT

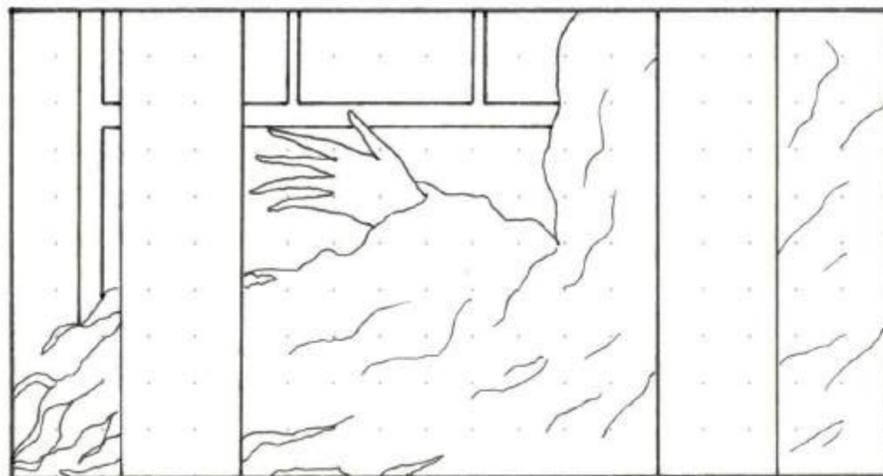
Dementor is slowly coming from the right towards the door.



P2 7s

↘ INT

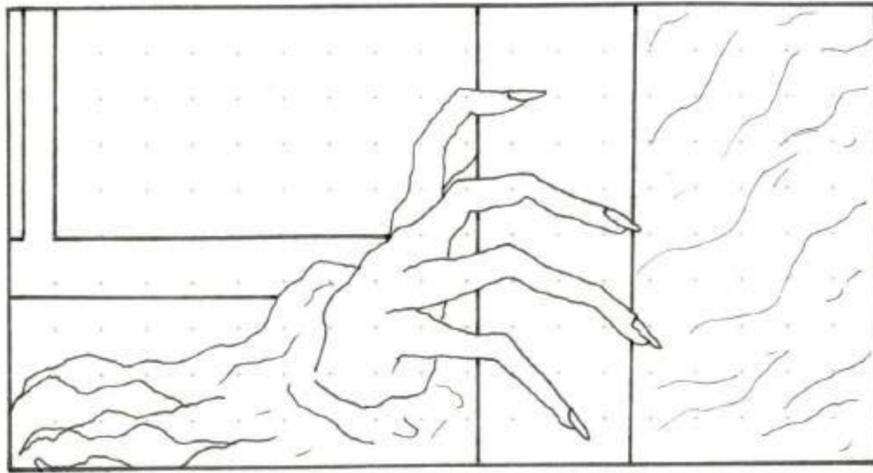
Dementor opens the door without touching the handle, its torn rope moving with the wind.



DET 2s

INT

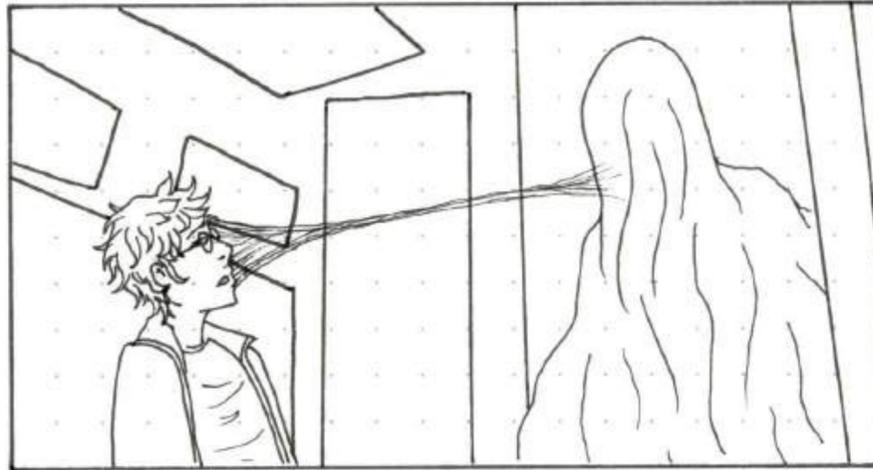
Dementor's skeleton-like hand placed on the door.



P2 3s

INT

Harry is being attacked by the dementor. He is struggling.



P4 2s

INT

Prof. Lupin wakes up, opens his eyes and is immediately alert.



P2 2s

INT

Prof. Lupin rapidly stands up, points his wand at the dementor; bright light comes out of it.



P3 2s

INT

Closing up to Harry's eye. He is still struggling.

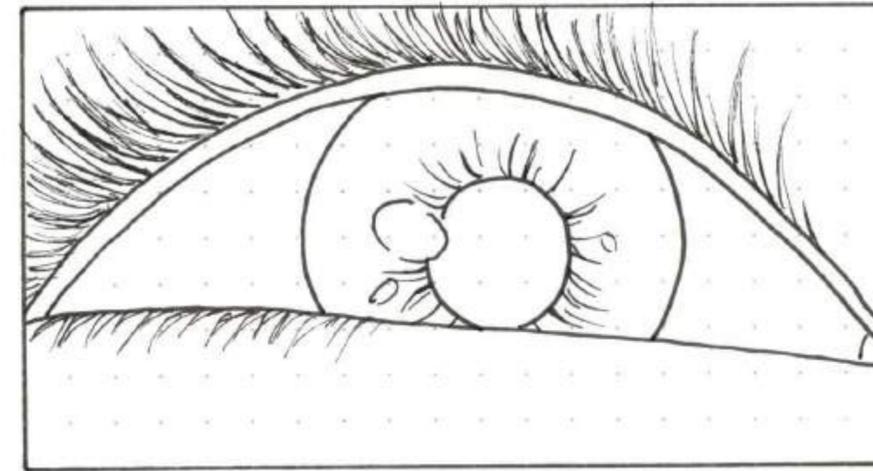


script: LILLY: "Harry!"

DET 1s

INT

Zooming in on Harry's eye so closely that darkness from the pupil covers the whole shot.



Postproduction

Organization of directories

Project directories structure

Our approach:

- **date**
 - in format: YYYY-MM-DD
- **name of project**
 - name and if necessary additional description
- *example: 2019-09-27 diMTV video editing workshop*

Directories

- 0_Documents
- 1_Video_source
- 2_Audio_source
- 3_Graphics_Pictures
- 4_Texts
- 5_Project
- 6_Exports
- 9_Final

0_Documents

documentation:

- synopsis
- script
- storyboard
- editor's log
- records (hours, timelines, finances, equipment, rentals, ...)
- all other documentation

1_Video_source

- video materials (all video source materials)
- subdirectories organized by camera type, angle, ...
 - LS300, HM700, A7S2, ...
 - Camera1, Camera2, ...
 - LeftCamera, RightCamera, TotalWS, RightCloseUp, ...
 - by shots - 1-A, 1-B, 1-C, 2-A, ...
- if source material are AVCHD intra frame, copy whole content of memory card

2_Audio_source

- all audio source materials
- subdirectories:
 - 0_Recorded Audio
 - 1_Music
 - 2_SFX (sound effects used in project)

3_Graphics_Pictures

- all picture and graphic sources
- subdirectories:
 - 0_Graphics (logo, overlays, ...)
 - 1_Pictures (e.g. Stock photos)
 - 2_Videos (animated titles)
 - 3_Other

4_Texts

- subtitles
- title texts
- background texts
- off texts

5_Project

- all project files (audio, video, animation, photoshop,...)
- examples:
 - 2019-09-26 UBT_visit.pproj
 - 2019-09-26 UBT_visit_AE.aaep
 - 2019-09-26 UBT_visit_Photo.psd

6_Exports

- preview exports
- unfinished videos before color correction or grading
- naming: DateOfExport_ProjectName_status
- *example: 2019-09-27_UBT_visit_Preview_01*

9_Final

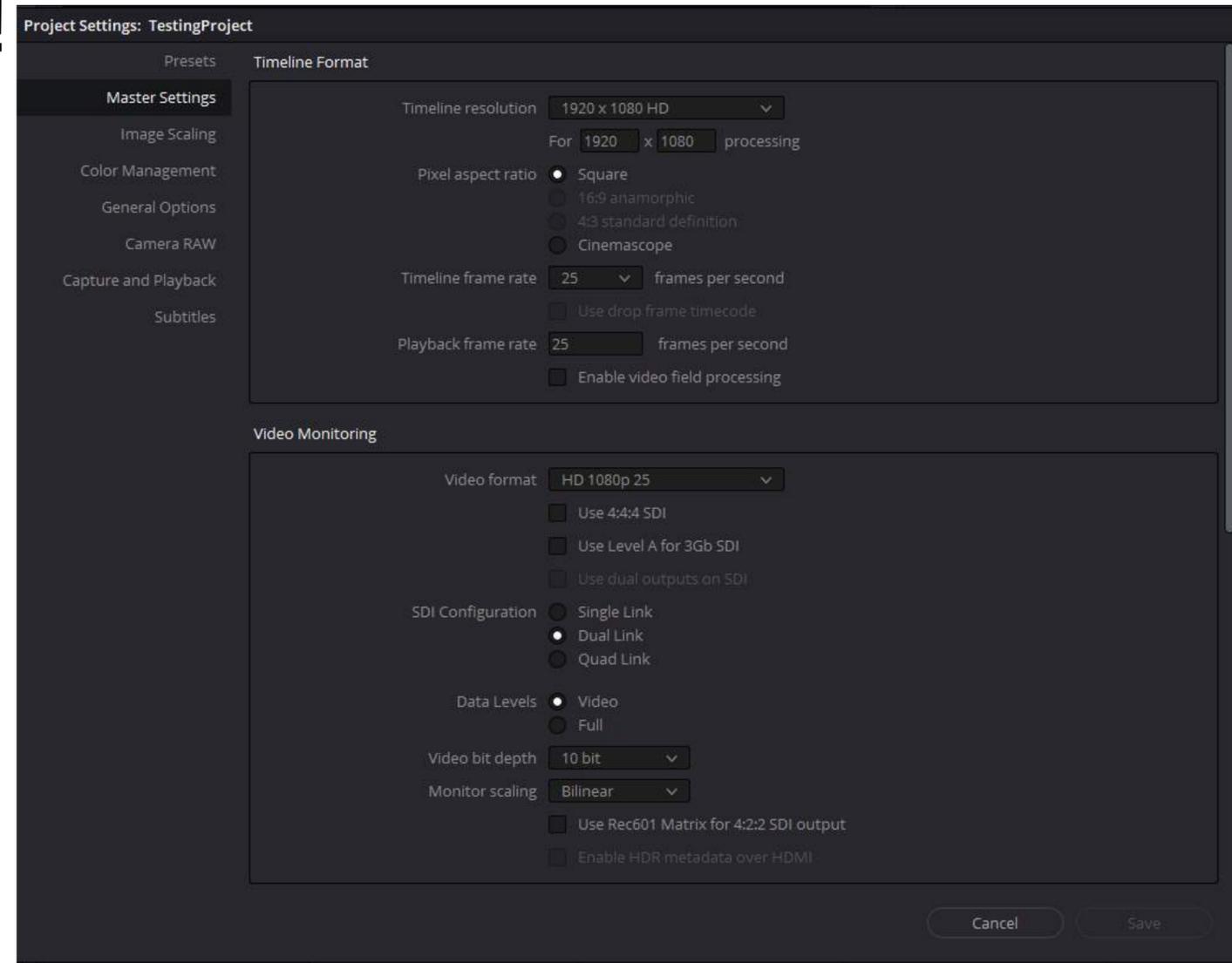
- final version of video (confirmed)
- there is only one final version (various formats but content is the same)
- if more than one - differences in coding or container
- naming: Project_name_format

Workflow

- adjustment of working environment
- materials import
- materials overview and sorting
- rough cut
- preview and feedback
- editing
 - detailed adjustments
 - synchronisation
 - alignment of audio and video transitions and cuts
- color correction
- forming audio image
- graphics, titles, subtitles...
- export (delivery)

Opening new project

- Resolve stores projects in its database
- Don't forget to set up your project settings!
 - Master Settings (right-bottom corner)
 - Timeline resolution
 - Pixel aspect ratio
 - Timeline frame rate
 - Playback frame rate
 - Video monitoring settings



Media page

- Library
- File browser
- Media Pool
- Media Storage Browser
- Viewer
- Metadata Editor
- Audio panel

Cut page

- Fast editing
- Media Pool
- Viewer
- Metadata Editor
- Audio panel

Edit page

- Fine editing
- Media Pool
- Effect Library
- Edit index
- Toolbar
- Audio panel
- Source and Timeline viewer
- Inspector
- Timeline

Fusion page

- 2D and 3D effects
- node based
- work area
- viewers
- Toolbar
- effects Library
- node editor
- inspector
- thumbnail timeline
- media pool
- status bar
- console

Color page

- Color and motion magic 😊
- viewer
- gallery
- timeline
- left pallets
- node editor
- center pallets
- keyframe editor

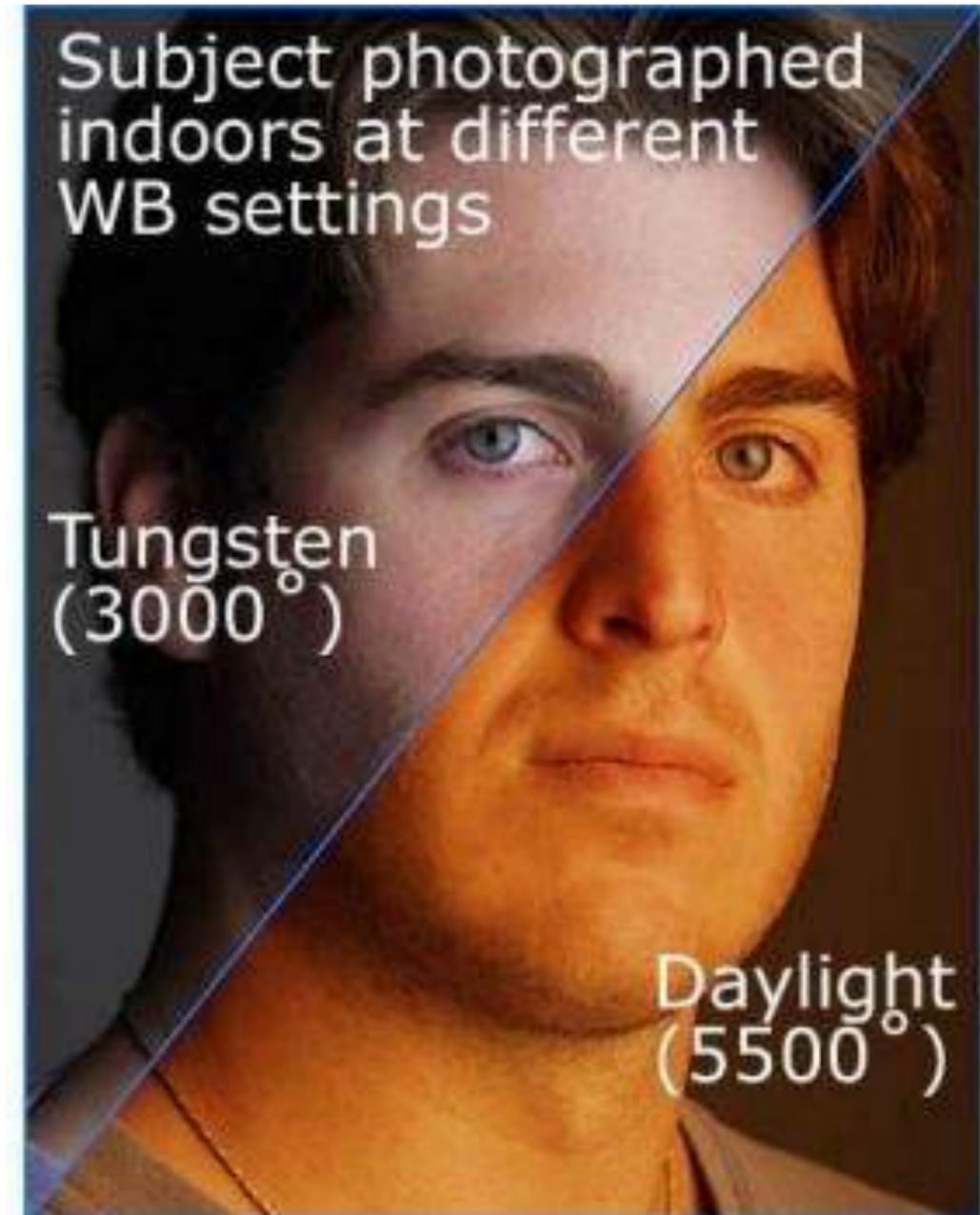
Fairlight page

- audio magic 😊
- viewer
- audio timeline
- toolbar
- mixer
- dedicated channel strip controls
- monitoring panel
- floating timeline window

Deliver page

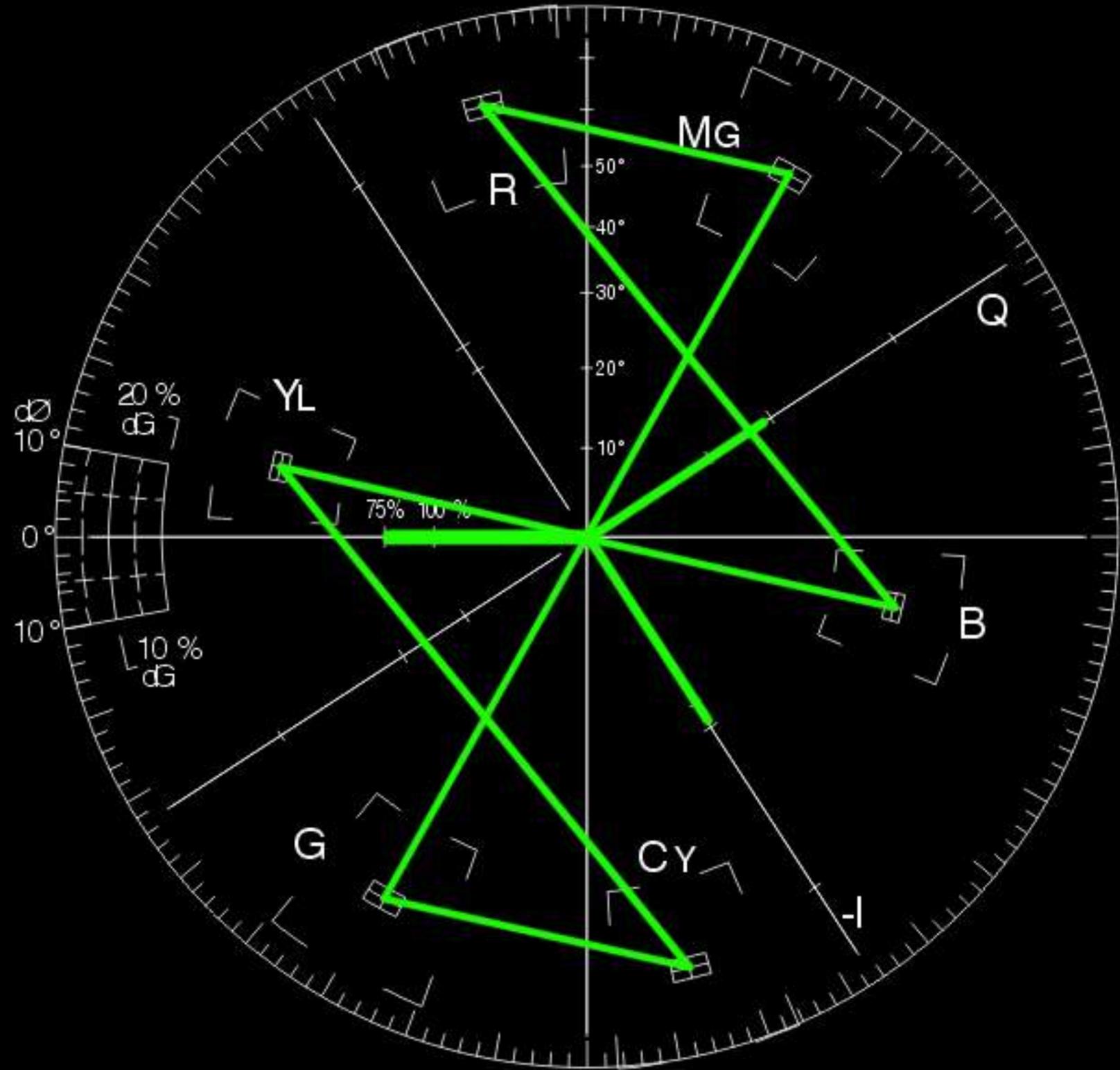
- export
- render settings list
- deliver page timeline
- viewer
- render queue

Color temperature



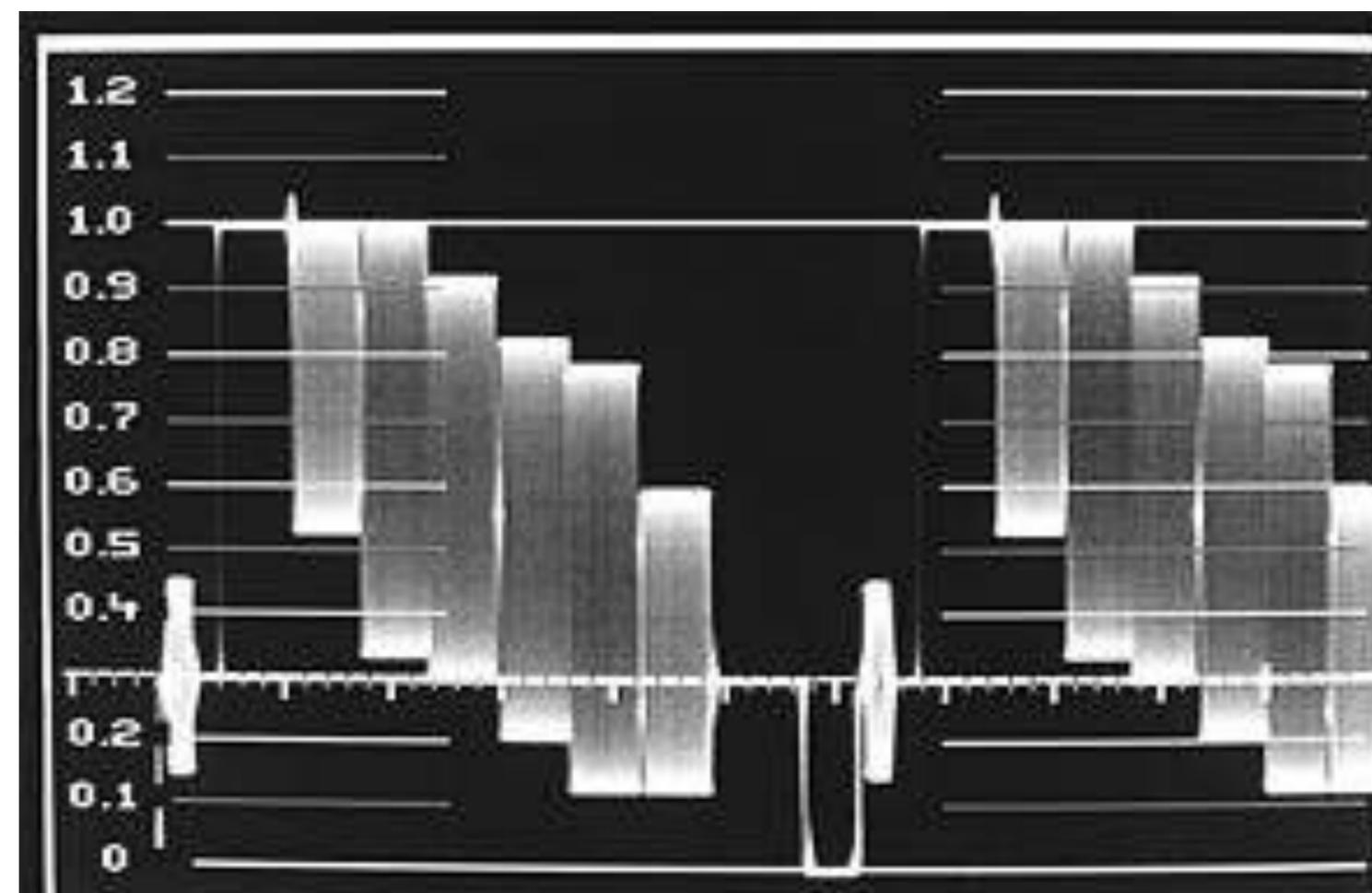
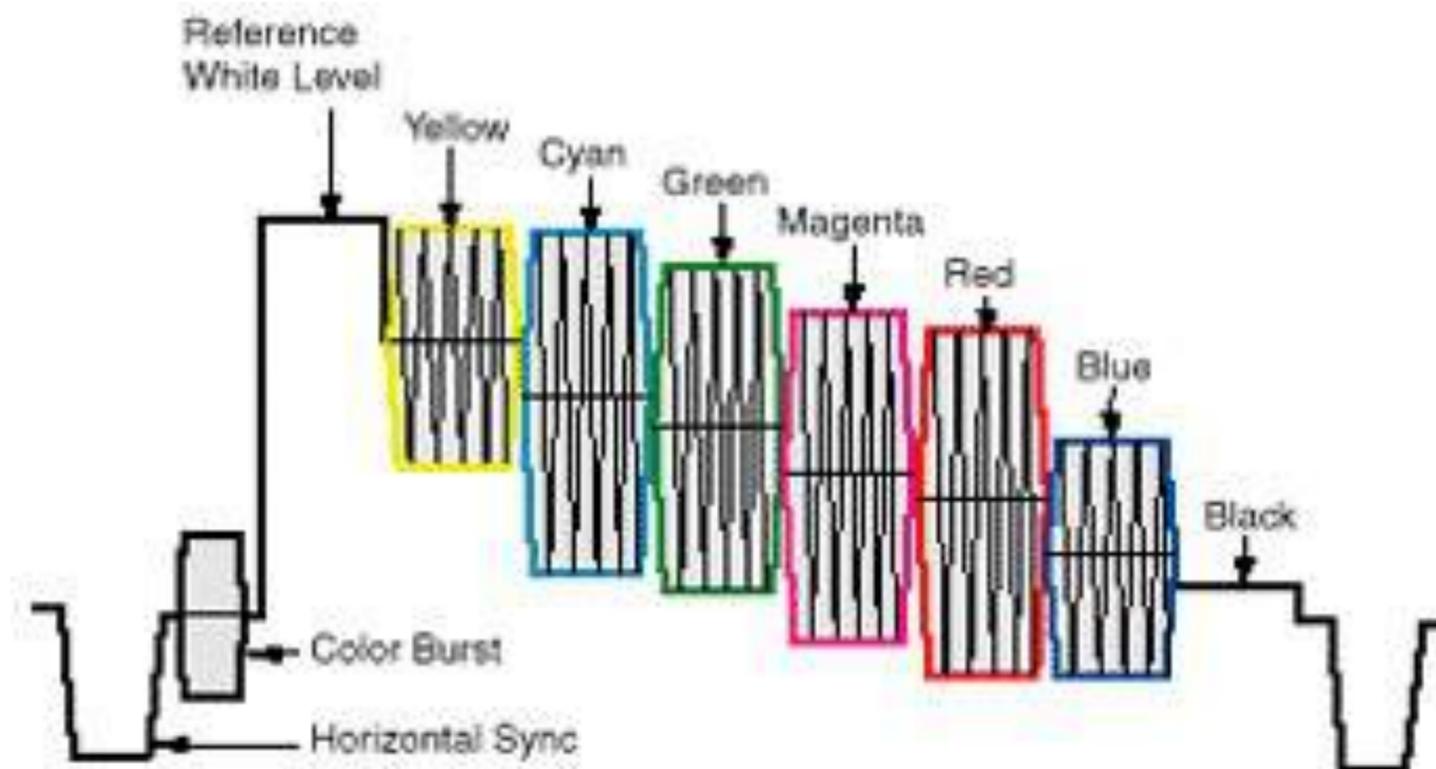
Vectorscope

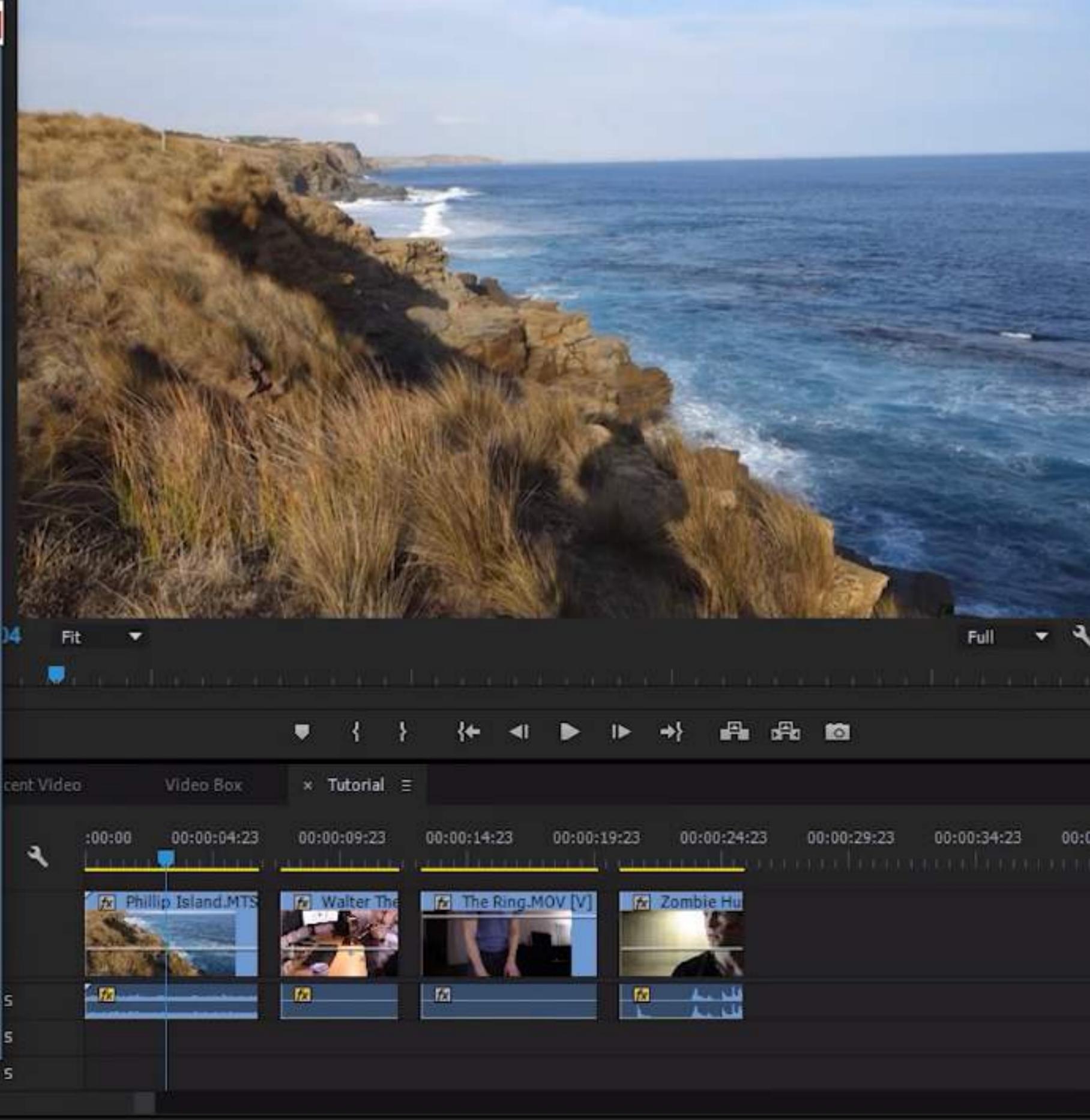
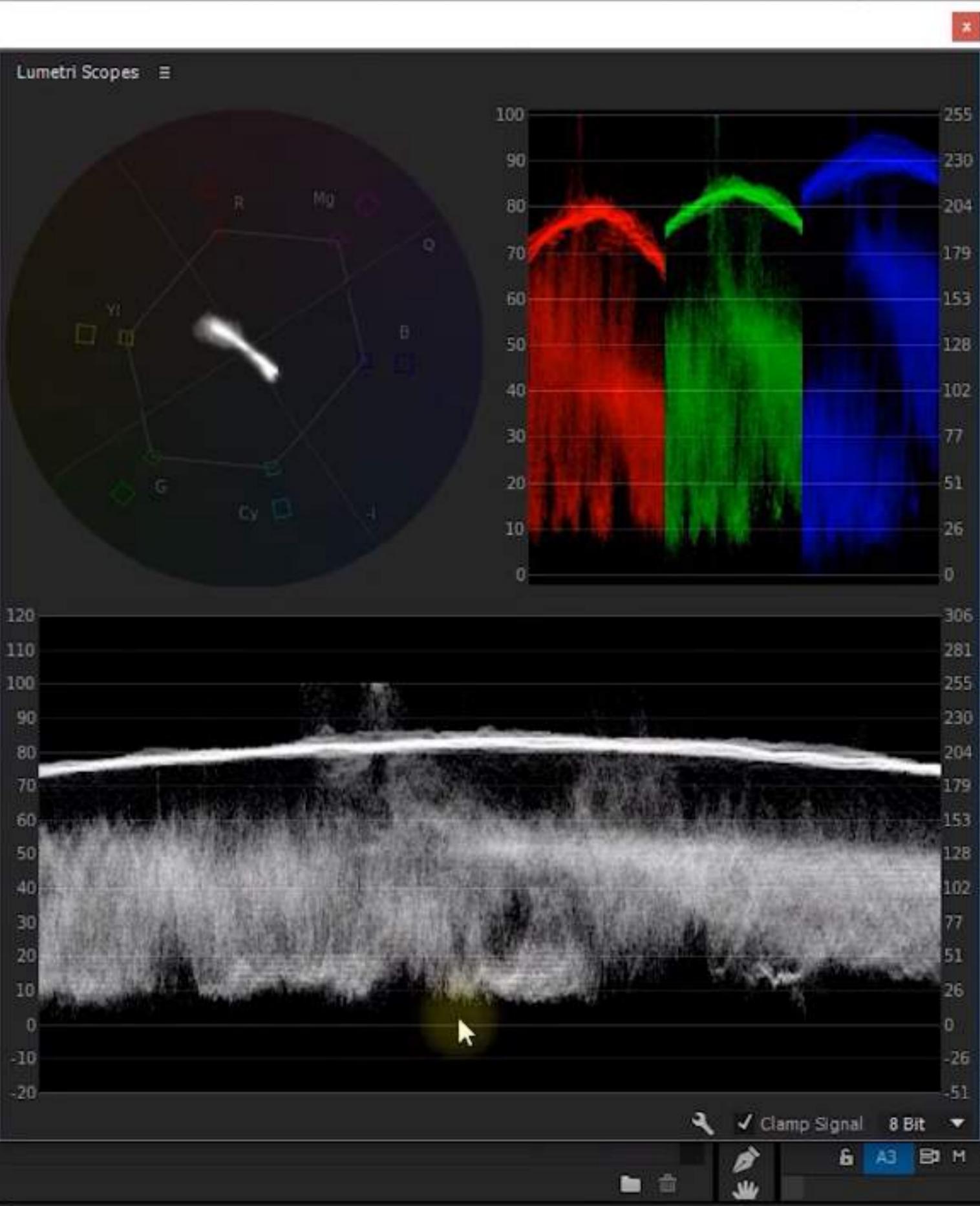
- Color representation
 - saturation = amplitude
 - phase = color
- calibrations with patterns



Waveform

- illumination measurement
- iris
- simple usage
- white and black knee settings
- contrast adjustments





TV CG

- visual image
- informational graphics
 - understandable
 - short
- clear
- oblikovanje v skladu s CGP

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JAN-PIERRE BIENAIME

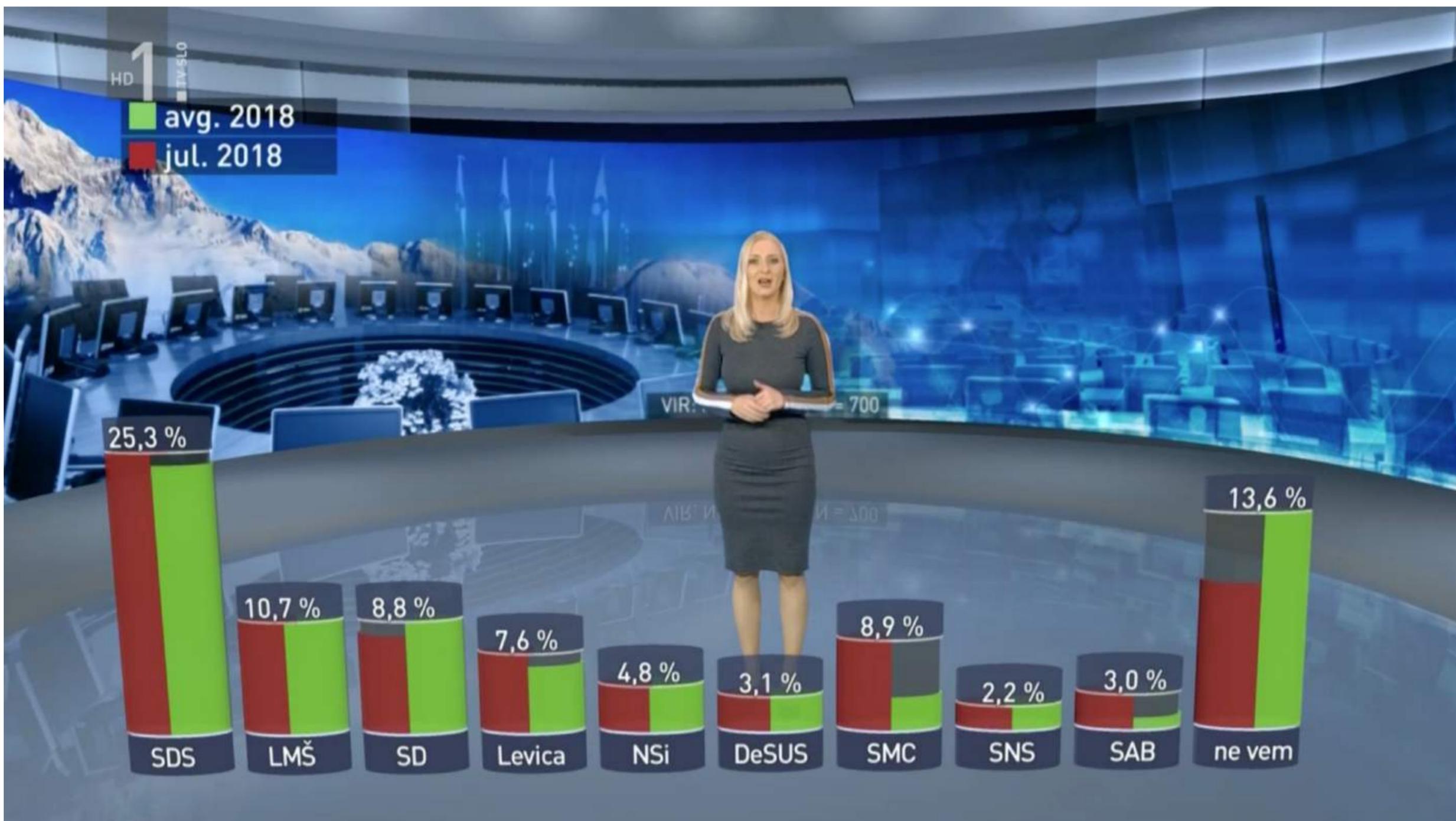
Secretary General, 5GIA

NATIONAL INSTRUMENTS

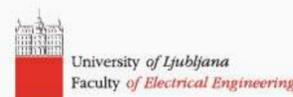
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Different graphics







EUCCNC 2018

June 18-21
Ljubljana, Slovenia



NOKIA



ISKRATEL



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