



Color Grading Course Syllabus

This color grading course provides comprehensive, hands-on training that takes you from foundational concepts through advanced professional techniques in modern post-production color grading workflows. The course begins with fundamentals of primary grading, then moves into color continuity, node-based grading, and selective corrections. Learn how to refine skin tones, match shots, manage timeline-wide color grades, and use groups to unify entire projects. This course uses Davinci Resolve, a professional editing tool which can be integrated into workflows with other tools such as Premiere Pro.

Skills learned in this Color Grading Course using DaVinci Resolve

- Professional color balancing and primary correction
- Precision grading using curves, color wheels, and advanced tools
- Shot matching and scene continuity techniques
- Skin tone refinement and selective color adjustments
- Node tree design, layering, and compositing
- Working with external mattes and advanced isolations
- Managing versions, grade migration, and project-wide style consistency
- Noise reduction, keyframing, and animated grades
- RAW color management and HDR grading
- Rendering workflows, presets, and digital cinema delivery

Color Grading Course Topics

Foundations of Color Grading

- Overview of Color Grading
- Interface Review
- Color Page Layout
- Viewer
- Primaries Color Wheels
- Palette Panel
- Introducing Blackmagic Cloud
- Color Correcting a DaVinci Resolve Timeline

- Balancing Footage
- Opening a DaVinci Resolve Archive
- Setting Up Project Backups
- Understanding the Grading Workflow
- Primary Grading with Color Wheels
- Precision Grading with Curves
- Comparing Color and Log Wheels

Creating Color Continuity

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- Building a Shot-Matching Strategy
- Organizing Shots Using Flags and Filters
- Applying Shot Match
- Matching Shots Using Stills
- Comparing and Matching Shots Manually

Correcting and Enhancing Color in Isolated Areas

- Correcting and Enhancing Isolated Areas
- Controlling the Viewer's Eye
- Sharpening Key Elements
- Fixing Overcast Skies
- Warping Color Ranges
- Enhancing Skin Tones with Face Refinement
- Adjusting Skin Tones Manually
- Managing Nodes and Grades

Conforming an XML Timeline for Color Grading

- Conforming an XML Timeline
- Importing an XML Timeline
- Syncing an Offline Reference
- Conforming a Timeline
- Maximizing the Dynamic Range

Mastering Node Trees when Color Grading

- Mastering Node Trees
- Understanding Node-Based Grade Compositing
- The Importance of Node Order
- Creating Separate Processing Branches with a Parallel Mixer Node

- Compositing Color Effects with the Layer Mixer Node
- Using External Mattes

Managing Color Grades Across Clips and Timelines

- Managing Grades Across Clips and Timelines
- Working with Versions
- Appending Grades and Nodes
- Saving Node Tree Templates
- Saving Stills for Other Projects
- Migrating Timeline Grades Using ColorTrace
- Copying Grades Using the Timelines Album
- Optimizing the Grading Workflow

Using Groups for Color Grading

- Using Groups
- Preparing Media Using Scene Cut Detection
- Creating a Group
- Applying Base Grades at the Pre-Clip Group Level
- Making Clip-Specific Adjustments at the Clip Group Level
- Automatically Tracking People and Objects
- Creating a Unifying Look Using the Post-Clip Group Level
- Working with Lookup Tables
- Using the Timeline Level

Adjusting Image Properties

- Adjusting Image Properties

- Understanding Timeline Resolutions and Sizing Palette Modes
- Using Keyframes to Animate Grades
- Applying Noise Reduction
- Optimizing Performance with Render Cache

Setting Up RAW Projects

- Setting Up RAW Projects
- Adjusting RAW Settings at the Project Level
- Adjusting RAW Settings at the Clip Level
- Grading High Dynamic Range (HDR) Media

- Setting Up a Render Cache for RAW Media Projects
- Delivering Projects
- Using Lightbox to Check Timelines Before Delivery
- Reviewing Projects with Clients
- Understanding the Render Workflow and Presets
- Creating Custom Renders
- Configuring a Timeline for Digital Cinema
- Exploring Advanced Render Settings