



BLACKMAGIC DESIGN DAVINCI RESOLVE 10 CHEAT SHEET



APPLICATION

- ⌘, Preferences
- ⌘H Hide DaVinci Resolve
- ⇧⌘H Hide Others

FILE

- ⇧⌘N New Bin
- ⌘N New Timeline
- ⌘S Save Project
- ⇧⌘S Save Project As...
- ⌘I Import Project
- ⇧⌘I Import AAF, EDL, XML...
- ⌘E Export Project...
- ⇧⌘O Export AAF, XML...

EDIT

- ⌘Z Undo
- ⇧⌘N Redo
- ⌘X Cut
- ⌘C Copy
- ⌘V Paste
- ⌘A Select All
- ⌘ Delete Selected
- ⇧⌘ Delete With Ripple
- A Pointer
- T Trim
- B Blade
- ⌘B Razor
- 8 Insert
- F10 Overwrite
- F11 Replace
- F12 Place On Top
- ⇧F11 Fit To Fill
- ⇧F12 Append At End
- Y Select Clips Forward On This Track
- ⇧Y Select Clips Forward On All Track
- ⇧V Select Nearest Clip/Gap
- ⇧⌘L Clip Link
- . Nudge Edit One Frame Left
- , Nudge Edit One Frame Right

- D Clip Enable
- ⇧. Trim/Step Multiframe Left
- ⇧, Trim/Step Multiframe Right
- ⇧. Slip Opposite Eye One Frame Left
- ⇧, Slip Opposite Eye One Frame Right
- ⇧1-8 Video Destination V1-8
- ⇧⌘1-8 Audio Destination A1-8
- ⇧⇧1-8 Lock/Unlock V1-8
- ⇧⇧9 Lock/Unlock All Video
- ⇧⇧F1-F8 Lock/Unlock A1-8
- ⇧⇧F9 Lock/Unlock All Audio
- ⇧F1-F8 Auto Select/Deselect V1-8
- ⇧⇧8 Clear Video Track Selection
- ⇧⌘F1-F8 Auto Select/Deselect A1-8
- ⇧⌘8 Clear Audio Track Selection
- ⇧⌘J Split Clip
- ⇧⌘J Join Clip
- ⌘R Retime Clip
- ⇧⌘R Reset Clip
- V Select Edit Point
- U Toggle Edit Point Type
- ⌘Y Add Video Transition
- ⇧⌘Z Revival Undo
- ⇧⌘SPC Special Characters

VIEW

- ⇧⌘G Grab Still
- ⇧⌘F Play Still
- ⇧⌘N Next Still
- ⇧⌘B Previous Still
- ⇧H Highlight
- ⇧⇧H Highlight B/W
- ⇧⌘H Highlight Difference
- ⇧D Bypass All Grades
- ⌘W Show Reference Wipe
- ⇧W Invert Wipe
- ⇧⇧R Reference Reposition
- Q Source/Timeline Viewer
- ⌘1 Source Viewer
- ⌘2 Timeline Viewer
- ⌘3 Timeline
- ⌘4 Media Pool
- ⌘5 Effects
- ⌘9 Inspector
- ⇧⇧Z Viewer Actual Size
- ⇧Z Zoom To Fit
- ⌘= Zoom In
- ⌘- Zoom Out
- ⇧⇧, Switch Eye To Left Eye
- ⇧⇧. Switch Eye To Right Eye
- ⇧⌘W Split Screen On/Off
- ⇧⌘W Video Scopes On/Off
- ⌘P Proxy On The Fly



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CHEAT SHEET



MARK	PLAYBACK	COLOR	NODES
I Mark In	L Play Forward	⇧↵ Reset Selected Node Grade	⇧⇧ Add Serial Node
O Mark Out	J Play Reverse	⇧⌘↵ Reset Grades and Keep Nodes	⇧⇧ Add Serial Before Current
⇧I Clear In	K Stop	⌘↵ Reset All Grades and Nodes	⇧⇧ Add Parallel Node
⇧O Clear Out	⇧L Fast Forward	⌘Y Add Version	⇧⇧ Add Layer Node
⇧X Clear In And Out	⇧J Fast Reverse	⌘U Default Version	⇧⇧ Append a Node
X Mark Clip	SPACE Pause/Start Playback	⌘B Previous Version	⇧O Add Outside Node
⇧A Mark Selection	⌘/ Loop/Unloop	⌘N Next Version	⇧Y Add Splitter/Combiner Node
⌘[Add Keyframe	/ Play Around Current Frame	⇧⇧P Preview Memory	⇧C Add Serial Node + CPW
⌘] Add Static Keyframe	→ Step One Frame Forward	⇧⇧O Original Memory	⇧Q Add Serial Node + LPW
⇧[Delete Keyframe	← Step One Frame Reverse	= Apply Grade From One Clip Prior	⇧G Add Serial Node + PPW
M Add Marker	⇧→ Step One Second Forward	- Apply Grade From Two Clips Prior	⇧B Add Serial Node + PCW
⇧M Delete Marker	⇧← Step One Second Reverse	⇧A Auto Color	⌘D Enable/Disable Current Node
⇧M Add Flag	↑ Previous Clip/Edit	⌘1-8 Load Memory A-H	⇧D Enable/Disable All Nodes
F Match Frame	↓ Next Clip/Edit	⇧1-8 Save Memory A-H	
	; First Frame	⌘T Track Forward	
	' Last Frame	⇧T Track Reverse	
	[Previous Keyframe	⇧⌘T Stop Tracking	
] Next Keyframe	⌘R Resolve Live On/Off	
	↵ Timeline Start	⇧⌘R Resolve Live Freeze	
	⇧ Timeline End	⇧⌘R Resolve Live Snapshot	
	⇧I Go to In	⇧⌘' Printer Light Hotkeys	
	⇧O Go to Out		