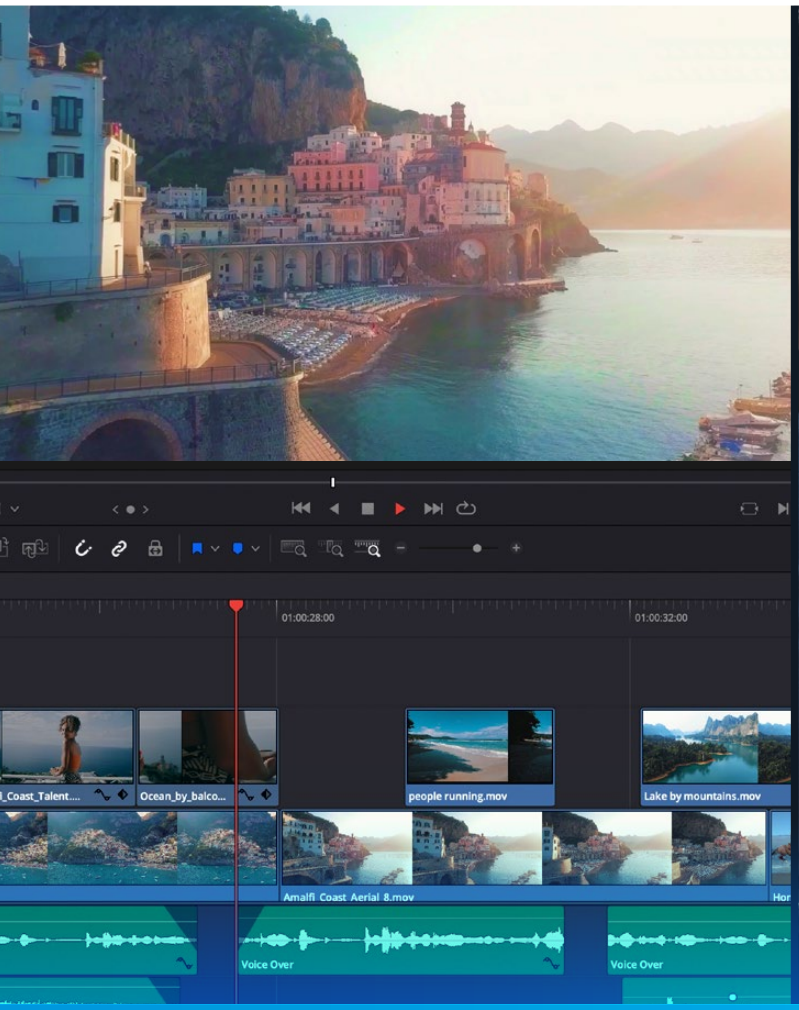
July 2022

Studio Features

Blackmagicdesign

DaVinci Resolve



Leading the Creative Video Revolution

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General

- Timeline and render resolution higher than UHD
- Timeline frame rates greater than 60fps
- Timeline audio sample rates of 96 KHz and higher
- Clean feed computer monitor output
- Workflow/Media Asset Management Integration
- Encode plugin including alpha channel support
- DaVinci CTL
- Deinterlacing workflows
- Lens distortion correction
- Stereoscopic 3D projects, tools and monitoring
- 10-bit viewers in Mac, Windows and Linux
- Camera LUT in a node
- Remote grading
- Remote rendering
- Remote monitoring of 444, RGB 10 bit video and audio streams
- Network connecting advanced and mini panels to remote grading systems
- HDR Finishing Toolset
- Support for HDR10, HDR10+, Vivid and Dolby Vision workflows and H.265 Dolby Vision encodes
- Support for HDR video scopes
- Support for HDR metadata over HDMI/SDI
- Motion Effects
- Spatial noise reduction
- Temporal noise reduction
- Motion blur
- Davinci Neural Engine
- SuperScale
- Magic Mask
- Object Mask
- Davinci Neural Engine based deinterlacing
- Smart Reframe
- Scene cut detection
- Power Mastering
- Frame.io support
- Fusion camera tracker
- Fusion VR Toolset [1]
- Control scripts from local or remote machines [1]
- Multiple Red Rockets [1]
- Multiple image processing GPUs [2]

[1] Not on Mac App Store builds

[2] Exception: Free version can use both GPUs in a 2013 Mac Pro

Resolve FX

- Analog Damage
- Aperture Diffraction
- Automatic Dirt Removal
- Beauty
- Chromatic Adaptation
- Chromatic Aberraton
- Color Stabilizer
- Contrast Pop
- DCTL
- Deflicker
- Dehaze
- Depth Map
- Detail Recovery
- Dust Buster
- Face Refinement
- False Color
- Film Grain
- Film Halation
- Frame Replace
- Lens Blur
- Lens Distortion
- Lens Flares
- Lens Reflections
- Motion Blur
- Motion Trails
- Noise Reduction
- Object Removal
- Patch Replacer
- Sharpen
- Sharpen Edges
- Smear
- Soften and Sharpen Skin
- Stylize and Pencil Sketch
- Surface Tracker 18
- Texture Pop
- Tilt Shift Blur
- Warper

Codecs / 3rd party licensing dependent items

Codec support for DaVinci Resolve and DaVinci Resolve Studio differs by version, operating system, hardware and driver versions. See Supported Format and Codec list for details.

- H.264 and H.265 hardware accelerated decoding and encoding, limited H.265 profiles in Windows.
- Decoding for 10-bit professional formats, platform and format dependent
- Decoding and encoding HEIF, J2K HT and Sony XAVC formats
- Encoding Kakadu JPEG2000 and IMF formats without resolution or data rate limits
- Dolby Atmos workflows
- Immersive audio formats (ADM, 22.2, SMPTE, MPEG-H, Auro 3D and others)
- B-Chain Support
- Advanced IMF packaging support