



REMOTE COLLABORATION GUIDE

DaVinci Resolve

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What You'll Find Inside

This guide is the result of the questions that creative.space's Product Manager, Nick T. Anderson, repeatedly answered from both customers and within online forums. If you've been searching far and wide for the "bullet-proof" workflow that ensures seamless collaboration wherever you are, then this is the guide for you. Even if you don't edit in DaVinci Resolve, following the steps in this guide is the key to preventing conform issues down the line. Every project is different, so this guide focuses on providing context that can be used to assist with adapting the features available to a wide variety of workflows.

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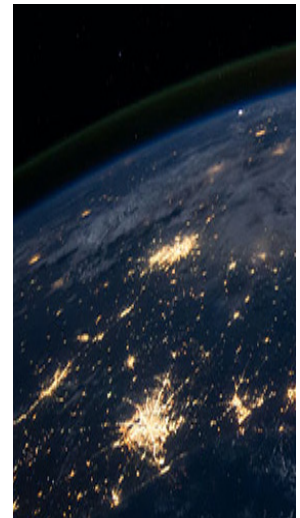
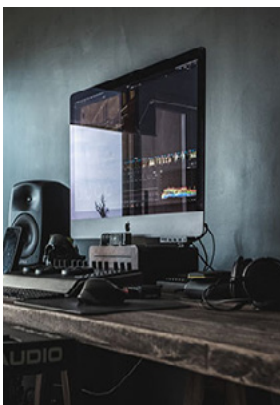
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Streamline remote workflows by leveraging Blackmagic Design's DaVinci Resolve

DaVinci Resolve is an essential tool for working across multiple applications like Avid Media Composer, Adobe Premiere Pro, and Apple Final Cut Pro X. Even if DaVinci Resolve isn't being used for creative work, it is a media processing powerhouse with a robust feature set not found in any other tool.

DaVinci Resolve can be used to:

- Manage all media assets for a production as a central database.
- Generate audio-synced and logged proxies with embedded metadata for bulletproof round tripping.
- Generate cache media that can be accessed and rendered from, even when users don't have access to the actual media.
- Import and export of timeline and clip metadata formats for every major Non-Linear Editor (NLE), making it the ultimate translation tool for working between applications.





The key to remote collaboration is to foster a collaborative experience that enables the free exchange of work between team members.

What seamless collaboration looks like:



Access to the Same (or Analogous) Files:

You know you've achieved this when the media you need isn't offline.



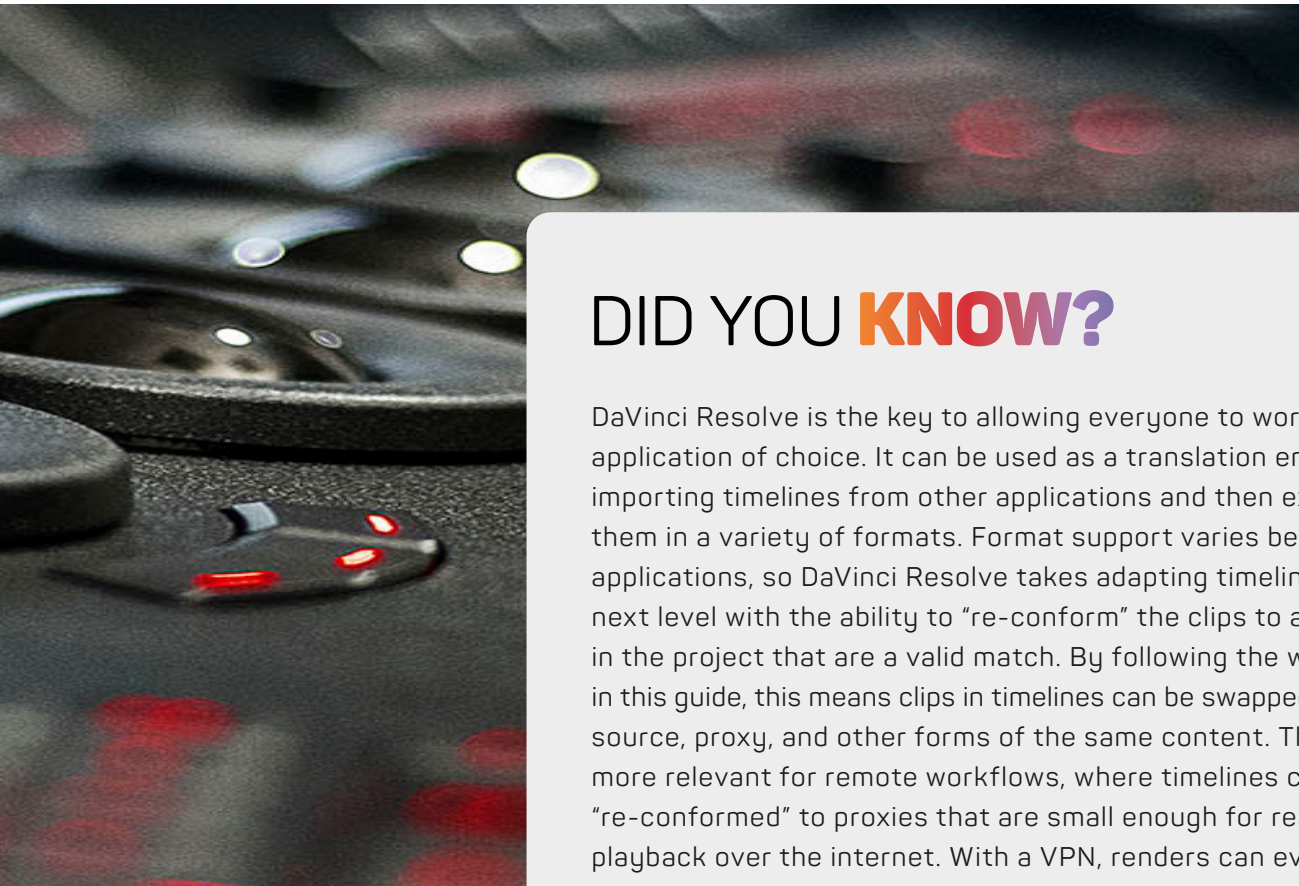
Easy Exchange of Creative Work:

For NLEs, you know you've achieved this when you are able to exchange timelines without relinking or unexpected conform issues. Some specific translations will still occur between applications ([read more](#)).



Real-time Feedback in Context:

You know you've achieved this when you can have back and forth discussions that result in less wasted time and more clarity on what needs to be done in the next iteration.



DID YOU **KNOW?**

DaVinci Resolve is the key to allowing everyone to work in their application of choice. It can be used as a translation engine by importing timelines from other applications and then exporting them in a variety of formats. Format support varies between applications, so DaVinci Resolve takes adapting timelines to the next level with the ability to "re-conform" the clips to any assets in the project that are a valid match. By following the workflow in this guide, this means clips in timelines can be swapped between source, proxy, and other forms of the same content. This is even more relevant for remote workflows, where timelines can be "re-conformed" to proxies that are small enough for real-time playback over the internet. With a VPN, renders can even be sent to other workstations that have faster access to the higher quality versions of content.

BUILDING BLOCKS FOR A **REMOTE WORKFLOW**

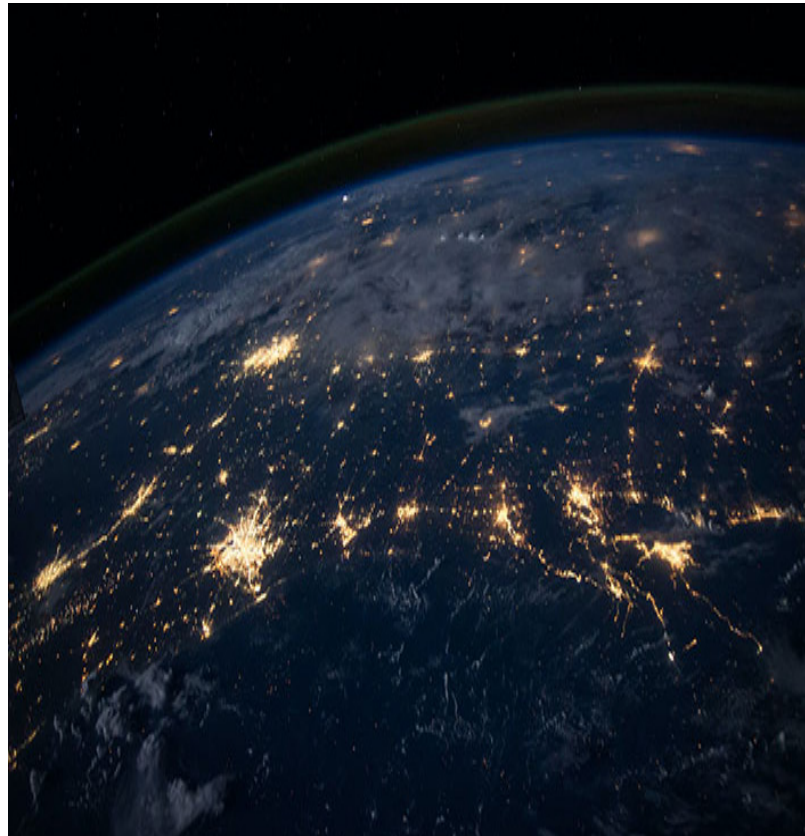
Today, there are many possible combinations of cameras, formats, apps, and services to choose from. What is important is how you take these building blocks and bring them together into a single workflow. For remote collaboration, everyone needs a way to access the files, a way to exchange their creative work, and a way to communicate and provide feedback.

Access to the Same (or Analogous) Files

It doesn't really matter how you get the files. You can sneakernet a physical drive or use one of the many file sharing P2P or cloud options on the market today. An end-user can also set up a hardware or software VPN with a FTP server, like we include with our creative.space NAS appliances. It all comes down to speed and cost.

Easy Exchange of Creative Work

Each Non-Linear Editing application (NLE) provides its own file-based timeline metadata containers, such as XML, FCPXML, AAF, or EDL. Each application has its own nuances, which result in translation issues that end-users have to manually fix in the "Conform" process.



Real-time Feedback in Context

This is where most of the cloud services you are seeing promoted right now are focused. Screen sharing services provide varying levels of latency and visual quality based on pricing and allow multiple people to see what you are doing and provide feedback in real-time as if they were in the room with you. Cloud-based Review and Approval services let you upload renders of your timelines for people to add timecode comments and annotations to, so you can incorporate the notes back into your edit.

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Not everyone has the workload to justify creative.space, so our guide will focus on an approach that requires nothing more than individual collaborators storing their files locally, using any means to transfer those files back and forth. The workflow outlined in this guide lets you prep the big files and get them to everyone all at once and then reduces the amount of data that needs to be sent over the internet to the size of an email.

OUR **GUIDE**

DaVinci Resolve has a “Collaboration Mode” that allows multiple users to work on the same project at the same time, but this only works if all of the workstations are in the same local network. As of the time of this writing, there is no word from Blackmagic Design as to when or if this might change. As a result, this guide focuses on an entirely different collaboration workflow with DaVinci Resolve. What does this look like?

Individual Projects

Each user has their own project that they are working on, that acts as a “Sandbox”. For DaVinci Resolve, this may also mean different databases.

Media Assets

Each user has the access they need to source files (Online), proxy files (Offline), and/or DaVinci Resolve cache files (Online/Offline) via local or remote storage.

Timeline Data

Users exchange DaVinci Resolve Project (DRP) files and/or Timeline Metadata (XML, FCPXML, AAF, or EDL) files, bringing new timelines into their DaVinci Resolve project.

Future editions of this guide may cover the collaboration features in Adobe Premiere Pro (Productions), Avid Media Composer (Bin Locking), and Final Cut Pro X (Library Syncing). This guide focuses on providing essential information on how to leverage DaVinci Resolve to make multi-app workflows smoother. For now, this guide assumes that readers have a basic understanding of their application of choice and how to edit with the files generated by DaVinci Resolve.



Not every project requires the level of complexity this guide covers. For short-form projects, there is a quick and easy workflow that uses Scene Cut Detection and a Flattened Video. The next section breaks down this workflow. If this isn't relevant to your project, [you can jump ahead.](#)

