

## Welcome Start Here First

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## Module 1

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- 16DR108B Color Page
- 16DR109 Fairlight
- 16DR110 Deliver Page
- 16DR111 Gallery Page
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- 16DR114 Conforming with an EDL
- Scene Cut Detection Exercise File

- 16DR116 Scene Cut Detection
- 16DR117 Fixing Scene Cut Detection Errors
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## **Module 2**

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Working with Serial Nodes - Exercise Files

16DR201 Working with serial nodes

- Working with Parallel Nodes - Exercise Files
- 16DR202 Working with Parallel Nodes
- Working with Layer Mixers - Exercise Files
- 16DR203 Working with Layer Mixers
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- 16DR205 Power Windows
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- 16DR206B Fine Tuning the Tracker
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- 16DR207 Advanced Cleanup with Power Windows
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- 16DR214 Grading White Limbo
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- 16DR215 HDR Grading Technique
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- DR216 Raccoon Eyes
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- Correcting Skin Tones - Exercise Files
- 16DR222 Correcting Skin Tones
- Correcting Darker Skin Tones - Exercise Files
- 16DR223 Correcting Darker Skin Tones
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- 16DR224 Correcting Lighter Skin Tones
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- 16DR225 Preserving Skin Tones with Parallel Nodes
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- 16DR226 Recovering Blown Out Skin Tones
- Questions and Comments about Module 2

## **Module 3**

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- 16DR301A Working with Remote Local Grades
- 16DR301B Working with Shared Nodes
- 16DR302 Working with Groups Part 1
- 16DR302B Working with Groups Part 2
- 16DR303 Using Gallery Stills
- DR304 Choosing a Hero Shot
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- 16DR305 Automated Grading Features
- 16DR306 Exploring Different Viewer Modes

- Using The Lightbox View - Exercise Files
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- Shot to Shot Matching Advanced - Exercise Files
- 16DR310 Shot to Shot Matching Advanced
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- 16DR311 Grading Multicam
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- 16DR313A Masterclass Basic Color Correction
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## **Module 4**

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- 16DR401 What is the Goal

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- 16DR402 Creating Mood
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- 16DR403 Suggesting Time of Day
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- 16DR404 Contextual looks
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- 16DR405 Dialing Looks to Taste
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- 16DR406 Creating Looks Around Skin Tones
- 16DR407 Contrasts of Color Introduction
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- 16DR408 Contrast of Light and Dark
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- 16DR409 Complementary Contrast
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- 16DR410 Contrast of Saturation
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- 16DR411 Contrast of Hue
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- 16DR413 Color Schemes and Harmonies
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- 16DR414 Creating Looks Based on Color Scheme
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