







DaVinci Resolve

The world's greatest color correction solution now for Mac, Windows and Linux!

Compare the features of DaVinci Resolve 8!

DaVinci Resolve is the world's most advanced color correction solution. You get natural 32 bit float YRGB processing, power windows, tracking, primaries and secondary corrections, curve grading, RGB mixing, 3D object tracker, 3D stereoscopic eye matching, XML round tripping for NLE systems, noise reduction and much more!

| | DaVinci Resolve Linux | DaVinci Resolve | DaVinci Resolve Software | DaVinci Resolve Lite |
|---|---|---|---|---|
| | \$29,995 Inc. DaVinci Resolve | \$29,995 | \$995 | Free |
| |  |  |  |  |
| Real Time Performance | | | | |
| | Resolution independent real time in-context preview, playback and grading without disk cache. | Yes | Yes | Yes |
| New | Real time multi-track timeline grading and playback. | Yes | Yes | Yes |
| | Real time extremely high quality sub pixel image resizing. | Yes | Yes | Yes |
| | Real time On-The-Fly extremely high quality proxy generation without disk cache. | Yes | Yes | Yes |
| New | Real time noise reduction with window and grade qualification using CUDA GPUs. | Yes | Yes | No |
| | Real time concurrent left and right eye Stereoscopic 3D grading. | Yes | Yes | No |
| | Real time and interactive Stereoscopic 3D convergence adjustments. | Yes | Yes | No |
| Automatic Processes for Speed and Accuracy | | | | |
| | Automatic grade to color balance clip. | Yes | Yes | Yes |
| | Automatic 3D object multi point tracker. | Yes | Yes | Yes |
| New | Automatic clip stabilizer with camera pan smoothing. | Yes | Yes | Yes |
| New | Automatic Stereoscopic 3D image alignment. | Yes | Yes | No |
| | Automatic Stereoscopic 3D color matching. | Yes | Yes | No |
| | Automatic re-linking of color corrections between all sessions in one project. | Yes | Yes | Yes |
| | Automatic conforming of XML, AAF and EDL with source clips. | Yes | Yes | Yes |
| New | Automatic relinking of Red QT proxy with high res R3D clips. | Yes | Yes | Yes |
| | Automatic scene cut detection. | Yes | Yes | Yes |
| Unlimited Creative Grading | | | | |

| | | | | | |
|---|--|---------------|--------------|--------------|---------------|
| New | Unlimited video tracks. | Yes | Yes | Yes | Yes |
| | Unlimited nodes of color correction. | Yes | Yes | Yes | Up To 2 Nodes |
| | Unlimited primaries and secondaries. | Yes | Yes | Yes | Up To 2 Nodes |
| New | Unlimited noise reduction node position using CUDA GPUs. | Yes | Yes | Yes | No |
| | Unlimited image gaussian blur. | Yes | Yes | Yes | Yes |
| | Unlimited windows – Circle, quad, polygon and PowerCurve free form with bezier curves. | Yes | Yes | Yes | Yes |
| | Unlimited Object Tracking for precise window and grade control. | Yes | Yes | Yes | Yes |
| | Unlimited matte and key defocus. | Yes | Yes | Yes | Yes |
| Real Time HD-SDI Video Output to Grading Display | | | | | |
| New | Supports HD-SDI monitoring via UltraStudio 3D. | No | Yes | Yes | Yes |
| | 2K 1080 – 8 and 10 bit YUV or RGB video monitoring. | Yes | Yes | Yes | No |
| | HD 1080 – 8, 10 and 12 bit YUV or RGB video monitoring. | Yes | Yes | Yes | Yes |
| | HD 720 – 8 and 10 bit RGB or YUV video monitoring. | Yes | Yes | Yes | Yes |
| | Standard Definition (NTSC/PAL) 8 and 10 bit RGB or YUV video monitoring. | Yes | Yes | Yes | Yes |
| | Legal scaled or full range output levels. | Yes | Yes | Yes | Yes |
| | Selectable application of 3:2 pulldown. | Yes | Yes | Yes | Yes |
| | Selectable XYZ color space for DCI compliant grading. | Yes | No | No | No |
| System Scalability | | | | | |
| | Scalable clustered GPU image processing for super computer performance. | Up to 16 GPUs | Up to 3 GPUs | Up to 3 GPUs | 1 GPU |
| | Supports NVidia CUDA GPUs for performance grading. | Yes | Yes | Yes | Yes |
| New | Supports on Mac OS X the ATI Radion GPUs using OpenCL for HD resolution grading. | No | Yes | Yes | Yes |
| | Single and Dual RED Rocket support. | Yes | Yes | Yes | 1 Red Rocket |
| | Modular hardware configuration, upgradable as project demand requires. | Yes | Yes | Yes | Yes |
| | Scalable PCIe slots via Expander chassis. | Yes | Yes | Yes | Yes |
| | Scalable Linux computer systems using Infiniband. | Yes | No | No | No |
| New | Supports Cubix and Cyclone Expanders for Mac and Linux. | Yes | Yes | Yes | Yes |
| | Scaleable hardware configurations for faster than real time renders. | Yes | Yes | Yes | Yes |
| | Second user interface monitor support for Waveforms. | Yes | Yes | Yes | Yes |
| | User interface screen resolution support from 1920 x 1080 up to 2560 x 1440. | Yes | Yes | Yes | Yes |
| Multiple Panel Support | | | | | |
| | Fully supports DaVinci Resolve Control Surface. | Yes | Yes | Yes | No |
| | Supports Tangent Devices 'Wave', JL Cooper 'Eclipse' and Avid 'Artist Color' control panels. | No | Yes | Yes | Yes |
| | Supports mouse or tablet and pen operation. | Yes | Yes | Yes | Yes |
| Colorist Inspired User Interface | | | | | |
| | User interface is clean, pictorial, logical and easy to navigate. | Yes | Yes | Yes | Yes |
| | Graphical representations of every project, session, clip, grade, node and still are updated as you grade. | Yes | Yes | Yes | Yes |
| | All grading controls are on one screen so you can see at a glance the grade for every shot. | Yes | Yes | Yes | Yes |
| | Real time viewer display including cursors. | Yes | Yes | Yes | Yes |
| | Playback speed and real time playback indication. | Yes | Yes | Yes | Yes |
| | Node graph pictorial view of signal processing workflow. | Yes | Yes | Yes | Yes |
| | Stills, memories and PowerGrades shown visually and selectable with a mouse click. | Yes | Yes | Yes | Yes |
| | Stereoscopic side-by-side, checkerboard and anaglyph difference display. | Yes | Yes | Yes | No |
| | Dynamics, keyframes and transitions visually represented and independently adjustable. | Yes | Yes | Yes | Yes |
| | User selectable viewer, stills and node graph window sizing. | Yes | Yes | Yes | Yes |
| | User selectable multiple timecode, frame number and keycode displays. | Yes | Yes | Yes | Yes |
| | Status display on color screen for instant review. | Yes | Yes | Yes | Yes |
| Color Screen Multitrack Session Timeline | | | | | |
| New | Multitrack session timeline displayed including transition effects. | Yes | Yes | Yes | Yes |
| | Support for cuts, dissolves, wipes, speed changes and composite mix of tracks. | Yes | Yes | Yes | Yes |

| | | | | | |
|--------------------------------------|---|-----|-----|-----|-----|
| | Grades for all sessions automatically link to the Master Timeline. | Yes | Yes | Yes | Yes |
| | Switch sessions and timeline updates instantly. | Yes | Yes | Yes | Yes |
| | Real time timeline synchronized frame indication during playback. | Yes | Yes | Yes | Yes |
| | Audio playback in color screen with display of audio waveform. | Yes | Yes | Yes | Yes |
| | Customisable loop mode for clips or marked timeline. | Yes | Yes | Yes | Yes |
| | User configurable cue offsets. | Yes | Yes | Yes | Yes |
| Color Screen Clip Thumbnails | | | | | |
| | Timeline thumbnails for every clip in the session. | Yes | Yes | Yes | Yes |
| | Thumbnails update with grade and playback. | Yes | Yes | Yes | Yes |
| | Select the thumbnail to select the clip regardless of track. | Yes | Yes | Yes | Yes |
| | Thumbnails displays clip timecode, number and track. | Yes | Yes | Yes | Yes |
| | Thumbnails also display object tracking, cache and stereo status. | Yes | Yes | Yes | Yes |
| | Switch between record and source mode with instant thumbnail update. | Yes | Yes | Yes | Yes |
| | Scrub thumbnails and monitor clip timecode. | Yes | Yes | Yes | Yes |
| Quality Image Processing | | | | | |
| | Full 32 bit floating point image Processing. | Yes | Yes | Yes | Yes |
| | DaVinci YRGB Color Science. | Yes | Yes | Yes | Yes |
| | Sub pixel optical quality image resizing. | Yes | Yes | Yes | Yes |
| | Grade flat gamma, linear and log images with equal precision. | Yes | Yes | Yes | Yes |
| Real Time Noise Reduction | | | | | |
| New | Real time playback and grading with noise reduction using CUDA GPUs. | Yes | Yes | Yes | No |
| New | Noise reduction can be used in any node in any position on the node graph. | Yes | Yes | Yes | No |
| New | Noise reduction area can be qualified by HSL, windows and mattes. | Yes | Yes | Yes | No |
| New | User definable noise reduction threshold. | Yes | Yes | Yes | No |
| New | User definable noise reduction influence radius. | Yes | Yes | Yes | No |
| New | User definable noise reduction blend of original and noise reduced image. | Yes | Yes | Yes | No |
| New | Live display of noise reduction influence while adjusting. | Yes | Yes | Yes | No |
| New | Noise reduction controls on panel and color user interface screen. | Yes | Yes | Yes | No |
| Automatic Object Tracking | | | | | |
| | Unlimited object tracking per clip. | Yes | Yes | Yes | Yes |
| | One click tracking for precise window and grade control. | Yes | Yes | Yes | Yes |
| | Track forward or reverse from any point in the clip. | Yes | Yes | Yes | Yes |
| | Re-track any portion of the clip. | Yes | Yes | Yes | Yes |
| | Show track and interactively edit track position. | Yes | Yes | Yes | Yes |
| | Global and keyframe manual track editing. | Yes | Yes | Yes | Yes |
| | Manual insertion and removal of track points. | Yes | Yes | Yes | Yes |
| | Interpolation between track marks to close two tracks. | Yes | Yes | Yes | Yes |
| | Individual pan, tilt, zoom and rotation selections for track. | Yes | Yes | Yes | Yes |
| | Quick queue to start, end and limits of tracks. | Yes | Yes | Yes | Yes |
| Automatic Image Stabilization | | | | | |
| New | One click stabilisation analysis of images. | Yes | Yes | Yes | Yes |
| New | Analyse clips either forward or reverse. | Yes | Yes | Yes | Yes |
| New | Real time playback after image analysis. | Yes | Yes | Yes | Yes |
| New | User variable frame smoothing for camera pans. | Yes | Yes | Yes | Yes |
| New | Selectable automatic image zoom to full screen. | Yes | Yes | Yes | Yes |
| High Dynamic Range Grading | | | | | |
| New | Use HDR source images for real time display, blending and grade. | Yes | Yes | Yes | Yes |
| New | 32 bit floating point image processing maintains all the quality and dynamic range. | Yes | Yes | Yes | Yes |
| New | Normal exposure image can be blended and mixed with the short exposure image. | Yes | Yes | Yes | Yes |
| New | Dynamic control of blend between HDRs two source images. | Yes | Yes | Yes | Yes |
| New | Keyframe control of dynamics for smooth transition. | Yes | Yes | Yes | Yes |
| New | Windows and qualification can also used to control blend. | Yes | Yes | Yes | Yes |

| Primary Grading | | | | | |
|-----------------------|---|-----|-----|-----|---------------------|
| | Unlimited primary and printer light grading. | Yes | Yes | Yes | Up To 2 Nodes |
| | AutoGrade and auto white and black balance. | Yes | Yes | Yes | Yes |
| | Lift, gamma and gain adjustments with offset. | Yes | Yes | Yes | Yes |
| | Independent saturation and hue controls. | Yes | Yes | Yes | Yes |
| | Unique luminance mix control. | Yes | Yes | Yes | Yes |
| | Real time full Gaussian blur on unlimited nodes. | Yes | Yes | Yes | Up To 2 Nodes |
| | Printer light incremental offset controls for log grading steps. | Yes | Yes | Yes | Yes |
| | Calibration control of printer lights to match film lab aim densities. | Yes | Yes | Yes | Yes |
| RGB Mixer Grading | | | | | |
| New | RGB mixer grading with monochrome effects. | Yes | Yes | Yes | Yes |
| New | Individual red, green and blue gain for each color channel. | Yes | Yes | Yes | Yes |
| New | Separate red, green and blue control for monochrome mix. | Yes | Yes | Yes | Yes |
| New | User selectable preserve luminance option to normalize lum output. | Yes | Yes | Yes | Yes |
| New | User selectable swap input selection for extreme effects. | Yes | Yes | Yes | Yes |
| Custom Curves Grading | | | | | |
| | Custom Curves, with user definable gamma curve. | Yes | Yes | Yes | Yes |
| | Ganged and individual channel control. | Yes | Yes | Yes | Yes |
| | Ganged and individual gain control. | Yes | Yes | Yes | Yes |
| | Ganged and individual influence control. | Yes | Yes | Yes | Yes |
| | YSFX luminance and saturation effects. | Yes | Yes | Yes | Yes |
| Curves Clip Grading | | | | | |
| | High and low clip control on a per node basis. | Yes | Yes | Yes | Yes |
| | Ganged and individual channel control. | Yes | Yes | Yes | Yes |
| | Independent and ganged high clip softness. | Yes | Yes | Yes | Yes |
| | Independent and ganged low clip softness. | Yes | Yes | Yes | Yes |
| Secondary Grading | | | | | |
| | Unlimited secondaries grading. | Yes | Yes | Yes | Up To 2 Nodes |
| | User definable hue, saturation, luminance (HSL), RGB and LUM only qualifiers. | Yes | Yes | Yes | Yes |
| | Qualifier softness, slope, width and symmetry control form every secondary. | Yes | Yes | Yes | Yes |
| | Sat high and low qualifier with low and high softness. | Yes | Yes | Yes | Yes |
| | Lum high and low qualifier with low and high softness. | Yes | Yes | Yes | Yes |
| | Grey or black and white highlight control to quickly see qualification. | Yes | Yes | Yes | Yes |
| | Grading screen or user interface color picker with automatic range control. | Yes | Yes | Yes | Yes |
| | Add or subtract selected points with variable softness. | Yes | Yes | Yes | Yes |
| | Shrink and grow qualifiers for super clean keys. | Yes | Yes | Yes | Yes |
| Curves Grading | | | | | |
| New | Unlimited Curves grading with HSL curves and qualification control. | Yes | Yes | Yes | Up To 2 Nodes |
| New | Select from; Hue vs. Hue; Hue vs. Sat; Hue vs. Lum and Lum vs. Sat curves. | Yes | Yes | Yes | Yes |
| New | Parallel mixing of separate curves grades permits concurrent use. | Yes | Yes | Yes | Yes |
| New | Select manually or use the six vector selection with a mouse click. | Yes | Yes | Yes | Yes |
| New | Hue and lum selection also available with screen color picker. | Yes | Yes | Yes | Yes |
| New | Bezier control of all curves grades. | Yes | Yes | Yes | Yes |
| New | Curves grade controls from user interface or DaVinci Resolve Control Surface. | Yes | Yes | Yes | User Interface Only |
| New | Addition or deletion of control points added by panel and mouse. | Yes | Yes | Yes | Yes |
| Power Windows | | | | | |
| | Unlimited circle, linear, polygon and PowerCurve windows. | Yes | Yes | Yes | Up To 2 Nodes |
| | All windows provide matte or mask control. | Yes | Yes | Yes | Yes |
| | All windows provide inside or outside grading control. | Yes | Yes | Yes | Yes |
| | Circular windows with variable softness and aspect. | Yes | Yes | Yes | Yes |

| | | | | |
|---|-----|-----|-----|-----------------------|
| Linear windows with independent edge softness. | Yes | Yes | Yes | Yes |
| Polygon windows with variable inside and outside softness. | Yes | Yes | Yes | Yes |
| PowerCurve free form windows with bezier curves. | Yes | Yes | Yes | Yes |
| PowerCurve windows include independent inside and outside per point softness. | Yes | Yes | Yes | Yes |
| All window have position and rotation controls. | Yes | Yes | Yes | Yes |
| Every node can include one of each window type. | Yes | Yes | Yes | Yes |
| Use matte and mask to combine multiple windows in one node. | Yes | Yes | Yes | Yes |
| Power Window size and position tracks image sizing changes. | Yes | Yes | Yes | Yes |
| Blur, Sharpen and Mist | | | | |
| Unlimited image gaussian blur. | Yes | Yes | Yes | Up To 2 Nodes |
| Image sharpening. | Yes | Yes | Yes | Yes |
| Mist and Coring for professional mist effect. | Yes | Yes | Yes | Yes |
| Ganged or individual control of radius. | Yes | Yes | Yes | Yes |
| Ganged or individual control of H/V ratio. | Yes | Yes | Yes | Yes |
| Ganged or individual control of scaling for sharpening and mist. | Yes | Yes | Yes | Yes |
| Internal and External Key/Matte | | | | |
| Input, output and external key gain and offset control. | Yes | Yes | Yes | Input and Output Only |
| Post mix gain and offset control for blending images. | Yes | Yes | Yes | Yes |
| Use key mixers to combine multiple qualifiers in one grading node. | Yes | Yes | Yes | Yes |
| User re-linkable image and key path for each node. | Yes | Yes | Yes | Yes |
| Selectable invert, matte and mask modes. | Yes | Yes | Yes | Yes |
| External key radius blur and offset. | Yes | Yes | Yes | No |
| Composite of chroma key live foreground over reference image. | Yes | Yes | Yes | Yes |
| Fully Nodal Processing Architecture | | | | |
| Full node based control for all image processing. | Yes | Yes | Yes | Up To 2 Nodes |
| Unlimited corrector nodes per clip. | Yes | Yes | Yes | Up To 2 Nodes |
| Serial and parallel image path with complete user control. | Yes | Yes | Yes | No |
| Unlimited parallel mixer, layer mixer, key mixer and matte nodes. | Yes | Yes | Yes | No |
| Drag and drop corrections from one node to another. | Yes | Yes | Yes | Yes |
| Drag and drop corrections from one still or clip to another. | Yes | Yes | Yes | Yes |
| Drag and drop to append nodes. | Yes | Yes | Yes | Yes |
| Unlimited undo and redo. | Yes | Yes | Yes | Yes |
| Append grades, stills and memories to existing node graph. | Yes | Yes | Yes | Yes |
| Insert new node prior to current on existing node graph. | Yes | Yes | Yes | Yes |
| Append node and automatically ripple grade. | Yes | Yes | Yes | Yes |
| Enable and disable all or current node. | Yes | Yes | Yes | Yes |
| Drag stills and memories grades to any position within the node graph. | Yes | Yes | Yes | Up To 2 Nodes |
| User selectable first and second node copy and paste protection. | Yes | Yes | Yes | Yes |
| User selectable PTZR, Arri and RED decoder copy and paste protection. | Yes | Yes | Yes | Yes |
| Clip Version Grading | | | | |
| Unlimited graded versions per clip. | Yes | Yes | Yes | Yes |
| Name versions and copy grades to other clips. | Yes | Yes | Yes | Yes |
| Select version control for render. | Yes | Yes | Yes | Yes |
| Automatic multiple version management during render. | Yes | Yes | Yes | Yes |
| Clip Group Grading | | | | |
| Unlimited grouping of clips for grading. | Yes | Yes | Yes | Yes |
| Grade all shots in any group. | Yes | Yes | Yes | Yes |
| Add and remove single shots from group. | Yes | Yes | Yes | Yes |
| User defined naming of groups. | Yes | Yes | Yes | Yes |
| Dynamic Timeline | | | | |
| Color corrections, PTZR and transitions displayed on separate dynamic | Yes | Yes | Yes | Yes |

| | | | | | |
|---|---|-----|-----|-----|-----|
| | timeline. | | | | |
| | Dedicated Track layer for downstream grading of complete timeline. | Yes | Yes | Yes | No |
| | Every grading parameter is key-framable with adjustable dynamics. | Yes | Yes | Yes | Yes |
| New | Unmix multiple track composite viewer to see individual clips. | Yes | Yes | Yes | Yes |
| | Unmix pre-conformed dissolves to grade either side of the effect. | Yes | Yes | Yes | Yes |
| | Display of all dynamics on clip, track or unmix timeline. | Yes | Yes | Yes | Yes |
| | User configurable dynamic profile for non-linear interpolation between keyframes. | Yes | Yes | Yes | Yes |
| | Panel and mouse control to add, trim and delete dynamics on clip, track or unmix timeline. | Yes | Yes | Yes | Yes |
| | Auto keyframe, parameter lock and channel activation for selective control. | Yes | Yes | Yes | Yes |
| Arri Alexa Grading | | | | | |
| | Real time high quality GPU debayering. | Yes | Yes | Yes | Yes |
| | Real time decoding and playback of Alexa RAW clips. | Yes | Yes | Yes | Yes |
| New | Supports Alexa v3 color science. | Yes | Yes | Yes | Yes |
| | Automatic application of Arri LUTs. | Yes | Yes | Yes | Yes |
| | User selectable ISO and color temperature. | Yes | Yes | Yes | Yes |
| Red R3D Grading | | | | | |
| | Real time decoding and playback of R3D clips. | Yes | Yes | Yes | Yes |
| | User selectable decode controls per project and per clip. | Yes | Yes | Yes | Yes |
| | Use R3D camera metadata or individual clip decoder controls. | Yes | Yes | Yes | Yes |
| New | Supports HDRx, REDcolor2, REDGamma2 and v2 color science. | Yes | Yes | Yes | Yes |
| | Individual DaVinci Resolve Control Surface controls for all parameters. | Yes | Yes | No | No |
| | Gang, adjust and apply one or multiple decode parameters. | Yes | Yes | Yes | Yes |
| | Copy one or multiple decode parameters to other clips. | Yes | Yes | Yes | Yes |
| | Grade with lower resolution for real time and render at full res. | Yes | Yes | Yes | Yes |
| | R3D metadata saved with stills. | Yes | Yes | Yes | Yes |
| Playhead Grading | | | | | |
| | User selectable playback and grading of multiple clips. | Yes | Yes | Yes | Yes |
| | Grade one clip and automatically apply grade to other playheads. | Yes | Yes | Yes | Yes |
| | Simultaneous control of up to four playheads. | Yes | Yes | Yes | Yes |
| Optical Quality Image Formating and Resizing | | | | | |
| | Real time and live resizing including pan, tilt, zoom and rotate all at optical quality. | Yes | Yes | Yes | Yes |
| | Real time and live width and height trimming. | Yes | Yes | Yes | Yes |
| | Real time pixel aspect ratio resizing. | Yes | Yes | Yes | Yes |
| | Real time and live pitch and yaw for keystone adjustments. | Yes | Yes | Yes | Yes |
| | User selectable filter type for resizing. | Yes | Yes | Yes | Yes |
| | Interlaced video support. | Yes | Yes | Yes | Yes |
| | Automatic input image reformatting to timeline resolution and image size. | Yes | Yes | Yes | Yes |
| | User programmable input and output image transform presets. | Yes | Yes | Yes | Yes |
| Real Time Mixed Image and File Support | | | | | |
| | Supports mix of image formats and resolutions on the same timeline at the same time. | Yes | Yes | Yes | Yes |
| | Automatic optical quality input image reformatting to timeline resolution and image size in real time. | Yes | Yes | Yes | Yes |
| | Supports mixed pixel aspect ratio on the same timeline at the same time. | Yes | Yes | Yes | Yes |
| | Change pixel aspect ratio for multiple clips. | Yes | Yes | Yes | Yes |
| | Supports real time Cinemascope conversion/monitoring/grading. | Yes | Yes | Yes | Yes |
| Real Time Project Power Mastering | | | | | |
| | Direct master to deck in HD or SD from timeline without rendering. | Yes | Yes | Yes | No |
| | 4k or 2k to HD or SD and HD to SD output to VTR in real time without rendering. (subject to hardware configuration) | Yes | Yes | Yes | No |
| | Power Master source or record timelines with user defined handles. | Yes | Yes | Yes | No |
| | Power Master Stereoscopic 3D projects to tape without rendering. | Yes | Yes | Yes | No |
| | Power Master with programmable clip pan and scan. | Yes | Yes | Yes | No |
| | Power Master with definable output formatting inc masks/blanking. | Yes | Yes | Yes | No |

| | | | | | |
|---------------------------------|--|-----|-----|-----|-----|
| | Includes user-definable slate key over image inc file name, timecodes, image path etc. | Yes | Yes | Yes | No |
| Multitrack XML Support | | | | | |
| New | Multiple track Final Cut Pro™ 7 XML timeline support. | Yes | Yes | Yes | Yes |
| New | Supports Final Cut Pro™ 7 XML v5 import and export. | Yes | Yes | Yes | Yes |
| New | Includes the automatic setting of Resolves timeline resolution and frame rate. | Yes | Yes | Yes | Yes |
| New | Also allows one click importing and linking of source clips. | Yes | Yes | Yes | Yes |
| New | Supports relinking events and clips when reimporting a changed Final Cut Pro™ 7 edit via XML. | Yes | Yes | Yes | Yes |
| New | Supports cuts, cross dissolves and opacity. | Yes | Yes | Yes | Yes |
| New | Supports the following FCP7 effects: cross, diamond and oval iris; centre, clock, edge and venetian blind wipe. | Yes | Yes | Yes | Yes |
| New | Supports wipe borders with softness. | Yes | Yes | Yes | Yes |
| New | Supports the following FCP7 composite modes: Add, subtract, difference, multiply, screen, overlay, darken and lighten. | Yes | Yes | Yes | Yes |
| New | Supports Final Cut Proâ„¸ XML export including file location metadata. | Yes | Yes | Yes | Yes |
| Editing | | | | | |
| New | Pictorial based multi track editing. | Yes | Yes | Yes | Yes |
| New | Preview composite of all tracks in real time. | Yes | Yes | Yes | Yes |
| New | Supports drag and drop editing on and between tracks. | Yes | Yes | Yes | Yes |
| | Mark in and mark out of source clip. | Yes | Yes | Yes | Yes |
| New | Insert source clip to any track. | Yes | Yes | Yes | Yes |
| | Add or delete; clips, cuts, dissolves or speed changes. | Yes | Yes | Yes | Yes |
| | Supports slip, slide, roll and ripple. | Yes | Yes | Yes | Yes |
| | Supports two and three point editing. | Yes | Yes | Yes | Yes |
| New | Add and delete tracks. | Yes | Yes | Yes | Yes |
| New | User selectable lock for tracks and clips. | Yes | Yes | Yes | Yes |
| | Undo and redo edits with history display. | Yes | Yes | Yes | Yes |
| Timeline Conform Toolset | | | | | |
| | Conform clips using multiple layer XML, AAF or EDL metadata. | Yes | Yes | Yes | Yes |
| | Use timecode embedded in the source clip or clip frame count. | Yes | Yes | Yes | Yes |
| | Conform partial clips with black gaps. | Yes | Yes | Yes | Yes |
| | Assist conform with reel numbers from user defined clip file path. | Yes | Yes | Yes | Yes |
| | Assist conform with underscore reel numbers from r3d files. | Yes | Yes | Yes | Yes |
| | Assist conform with reel numbers from the media pool folder or source embedding. | Yes | Yes | Yes | Yes |
| New | Manual and automatic force conform to specific clip. | Yes | Yes | Yes | Yes |
| New | Conform with user defined reel names in media pool. | Yes | Yes | Yes | Yes |
| | Re-conform from folders to add or remove clips. | Yes | Yes | Yes | Yes |
| | Generate new session with or without user defined handles. | Yes | Yes | Yes | Yes |
| | Automatic frame syncing between switched sessions. | Yes | Yes | Yes | Yes |
| | Supports drop frame timecode. | Yes | Yes | Yes | Yes |
| Conform Verification | | | | | |
| | Automatic XML, AAF and EDL conforming of online clips. | Yes | Yes | Yes | Yes |
| | Synchronized playback of online and offline images to check conform. | Yes | Yes | Yes | Yes |
| | Conform EDL highlights current clip on current track. | Yes | Yes | Yes | Yes |
| | Automatic media pool clip sync. | Yes | Yes | Yes | Yes |
| | Supports multiple offline clips with individual timecode offset. | Yes | Yes | Yes | Yes |
| | User selectable offline image shine through for missing conform clips. | Yes | Yes | Yes | Yes |
| | User selectable automatic EDL hole replacement with black clip. | Yes | Yes | Yes | Yes |
| | Offline and online image sync on color and conform screen. | Yes | Yes | Yes | Yes |
| | Auto location of clips in the Media Pool to find missing clips. | Yes | Yes | Yes | Yes |
| EDL Support | | | | | |
| | Supports industry standard CMX3600 EDLs with cuts, cross dissolves and speed changes. | Yes | Yes | Yes | Yes |
| | Load multiple EDLs and offline video to conform, edit, and display in sync with online image. | Yes | Yes | Yes | Yes |
| | Automatically conforms source images to EDL. | Yes | Yes | Yes | Yes |

| | | | | | |
|--------------------------------------|---|-----|-----|-----|-----|
| | Conform from timecode in header, reel number and file path. | Yes | Yes | Yes | Yes |
| | Conform partial clips. | Yes | Yes | Yes | Yes |
| | Supports FCP, Avid and Discreet EDLs with long reel names for conforming and selects grade. | Yes | Yes | Yes | Yes |
| | Conform native RED R3D files using absolute or time of day code. | Yes | Yes | Yes | Yes |
| | Conform and auto load source clips to Media Pool. | Yes | Yes | Yes | Yes |
| | Import pre-conformed clips and auto match grades. | Yes | Yes | Yes | Yes |
| | Source and record mode for pre-conformed projects. | Yes | Yes | Yes | Yes |
| New | Single and multiple clip reel name editing. | Yes | Yes | Yes | Yes |
| | Import and Export SMPTE standard EDLs. | Yes | Yes | Yes | Yes |
| CDL Support | | | | | |
| | Import and export of ASC color decision list. | Yes | Yes | Yes | Yes |
| | Supports full slope, offset and power specifications. | Yes | Yes | Yes | Yes |
| | Supports additional saturation metadata. | Yes | Yes | Yes | Yes |
| | CDL events synchronised with EDL events. | Yes | Yes | Yes | Yes |
| | Also supports stereoscopic 3D sizing metadata. | Yes | Yes | Yes | No |
| Automatic Scene Cut Detection | | | | | |
| | Automatically detects scene cuts 5X faster than real time. | Yes | Yes | Yes | Yes |
| | Visual display of the last frame of scene next to first and second frame of the next scene. | Yes | Yes | Yes | Yes |
| | Autocue display of all cuts as detected in real time. | Yes | Yes | Yes | Yes |
| | Includes user variable pre, during and post detection threshold. | Yes | Yes | Yes | Yes |
| | Automatically split a single clip into subclips within the media pool. | Yes | Yes | Yes | Yes |
| | Includes scene cut add and delete. | Yes | Yes | Yes | Yes |
| | Includes prune within marked in and out range. | Yes | Yes | Yes | Yes |
| | Generate an EDL or pull list from the scene detector. | Yes | Yes | Yes | Yes |
| | Load a previously generated EDL or pull list. | Yes | Yes | Yes | Yes |
| Audio Playback Support | | | | | |
| | Playback AIFF or WAV audio files with timeline. | Yes | Yes | Yes | Yes |
| | Import, play and export up to 16 channels of audio. | Yes | Yes | Yes | Yes |
| | Supports 48Khz audio sampling precision. | Yes | Yes | Yes | Yes |
| | Click and slip sync mouse control with visual display of audio waveform. | Yes | Yes | Yes | Yes |
| | Supports sub sample audio sync control. | Yes | Yes | Yes | Yes |
| | Supports LTC timecode chase for external audio decks. | Yes | Yes | Yes | Yes |
| External Matte Support | | | | | |
| | Support for external RGB and single channel mattes. | Yes | Yes | Yes | No |
| | Multiple matte support for every node graph. | Yes | Yes | Yes | No |
| | User controllable matte mixing and blur. | Yes | Yes | Yes | No |
| | Spatial and temporal alignment control of external mattes. | Yes | Yes | Yes | No |
| | External matte support for track grade. | Yes | Yes | Yes | No |
| | External matte sizing lock to source image. | Yes | Yes | Yes | No |
| 1D and 3D LUT Support | | | | | |
| | Open standard .cube LUT support. | Yes | Yes | Yes | Yes |
| | Real time 3D or 1D LUT application to images. | Yes | Yes | Yes | Yes |
| | 3D or 1D LUTs at input, output and display. | Yes | Yes | Yes | Yes |
| | 3D or 1D LUTs for every node. | Yes | Yes | Yes | Yes |
| | Capture external 3D LUTs. | Yes | Yes | Yes | Yes |
| | Generate 3D LUT from current grade. | Yes | Yes | Yes | Yes |
| | LUT soft clip controls and video level soft clippers. | Yes | Yes | Yes | Yes |
| | User selectable LUT on or not on waveform. | Yes | Yes | Yes | Yes |
| Copy Grades Between Clips | | | | | |
| | Middle mouse click copy of grade to current clip. | Yes | Yes | Yes | Yes |
| | Copy grades to any clip number. | Yes | Yes | Yes | Yes |
| | Copy grades to any range of clips. | Yes | Yes | Yes | Yes |
| | Drag and drop nodes from stills to node graph. | Yes | Yes | Yes | Yes |

| | | | | | |
|--|---|-----|-----|-----|-----|
| New | Apply or append still or memory node graph to new clip. | Yes | Yes | Yes | Yes |
| Ripple Grades Between Clips | | | | | |
| | Ripple exact grade change to new clips. | Yes | Yes | Yes | Yes |
| | Ripple percentage value change to new clips. | Yes | Yes | Yes | Yes |
| | Ripple unit value change to new clips. | Yes | Yes | Yes | Yes |
| | Ripple all values to new clips. | Yes | Yes | Yes | Yes |
| Copy Grades Between Sessions | | | | | |
| | Automatic color correction linking with new EDL changes using source timecode. | Yes | Yes | Yes | Yes |
| | Automatic color correction linking for new versions. | Yes | Yes | Yes | Yes |
| | Corrections are automatically applied to replacement source clips. | Yes | Yes | Yes | Yes |
| Colortrace Grades | | | | | |
| | Automatic colortrace corrections from one session to another session based on source clip timecode. | Yes | Yes | Yes | Yes |
| | Manual colortrace corrections for clips with different timecode. | Yes | Yes | Yes | Yes |
| | Automatic multi-project Colortrace to transfer digital dailies grades. | Yes | Yes | Yes | Yes |
| Batch Link Grades | | | | | |
| | User selectable link or batch unlink clips for grading. | Yes | Yes | Yes | Yes |
| | Batch copy linked grades. | Yes | Yes | Yes | Yes |
| | Batch unlink from default grades. | Yes | Yes | Yes | Yes |
| Scroll Timeline | | | | | |
| | Scroll along timeline to view and copy grades. | Yes | Yes | Yes | Yes |
| | Instant review of new grade on current clip. | Yes | Yes | Yes | Yes |
| | One click selection of new grade or exit without copy and paste. | Yes | Yes | Yes | Yes |
| Render Cache Clips | | | | | |
| | User selectable manual or automatic render cache of clips. | Yes | Yes | Yes | Yes |
| | Individual clips can be marked ready to start cache. | Yes | Yes | Yes | Yes |
| | Selectable automatic cache of dissolves. | Yes | Yes | Yes | Yes |
| | Selectable automatic cache of all clips. | Yes | Yes | Yes | Yes |
| | Render cache starts from current frame on current clip. | Yes | Yes | Yes | Yes |
| | All Render cache operations are in the background. | Yes | Yes | Yes | Yes |
| Dirt and Dust Correction | | | | | |
| | Click and drag dirt and dust correction for DPX images. | Yes | Yes | Yes | Yes |
| | User selectable temporal or spacial correction. | Yes | Yes | Yes | Yes |
| | User selectable correction aggression and blend. | Yes | Yes | Yes | Yes |
| | User selectable region of interest and clean size. | Yes | Yes | Yes | Yes |
| Stereoscopic 3D Grading | | | | | |
| | Real time grading of Stereoscopic 3D timelines with concurrent left and right eye grading. | Yes | Yes | Yes | No |
| | Auto color match grade between eyes using primary or curves match. | Yes | Yes | Yes | No |
| | Copy left to right eye, or right to left or grade both simultaneously in real time. | Yes | Yes | Yes | No |
| | Delta between eyes can be preserved or graded out per clip, reel or camera. | Yes | Yes | Yes | No |
| | Apply grade ripple to both eyes. | Yes | Yes | Yes | No |
| New | Optional preservation of convergence data when copying grades. | Yes | Yes | Yes | No |
| New | Stereo still wipe with invert option. | Yes | Yes | Yes | No |
| | Apply ColorTrace to copy grades from other projects to both eyes. | Yes | Yes | Yes | No |
| | Save stereoscopic 3D stills with grades for each eye. | Yes | Yes | Yes | No |
| | Timeline thumbnails display current eye with source image status. | Yes | Yes | Yes | No |
| Stereoscopic 3D Image Alignment | | | | | |
| New | Automatic multipoint Stereoscopic 3D image alignment to correct camera rig errors. | Yes | Yes | Yes | No |
| New | Analyse one, all, or a selection of clips for auto alignment. | Yes | Yes | Yes | No |
| | Real time and interactive Stereoscopic 3D convergence adjustments. | Yes | Yes | Yes | No |

| | | | | | |
|--|---|-----|-----|-----|-----|
| | User selectable auto zoom with convergence. | Yes | Yes | Yes | No |
| New | Protected convergence settings when coping grades. | Yes | Yes | Yes | No |
| | Pitch and Yaw controls for keystone correction. | Yes | Yes | Yes | No |
| Stereoscopic 3D Monitoring | | | | | |
| | Real time concurrent display of Stereoscopic 3D timelines. | Yes | Yes | Yes | No |
| | Display either eye or stereoscopic with a mouse click. | Yes | Yes | Yes | No |
| | User interface display of side-by-side, line-by-line, checkerboard, Anaglyph B&W or color difference. | Yes | Yes | Yes | No |
| | User selectable checkerboard size. | Yes | Yes | Yes | No |
| | Swap monitoring eye image control. | Yes | Yes | Yes | No |
| New | Optional stereo wipe for waveform and DVI monitor output. | Yes | Yes | Yes | No |
| | Real time and separate HD-SDI RGB 10 bit output of each eye. | Yes | No | No | No |
| | Meshed HD-SDI output of stereoscopic images. | Yes | Yes | Yes | No |
| New | Composite - Framelock sync option for Nvidia SDI. | Yes | No | No | No |
| New | Full YUV 10 bit HD resolution left and right eye playback on DeckLink HD Extreme 3D. | Yes | Yes | Yes | No |
| Stereoscopic 3D Workflow | | | | | |
| New | Real time dual eye ingest and playout to tape. | Yes | Yes | Yes | No |
| | Slip one eye timecode sync in reference to the other. | Yes | Yes | Yes | No |
| | Automatic image H Flip and V Flip from camera metadata. | Yes | Yes | Yes | No |
| | One click generation of Stereoscopic 3D EDL. | Yes | Yes | Yes | No |
| | Stereoscopic 3D side-by-side and line-by-line render option. | Yes | Yes | Yes | No |
| | Swap source eye image control. | Yes | Yes | Yes | No |
| | Stereoscopic 3D Editing for both eyes. | Yes | Yes | Yes | No |
| | Start with a 2D project and convert to 3D by Color-tracing grades to the other eye. | Yes | Yes | Yes | No |
| | Start with a 3D project and render 2D version from either eye. | Yes | Yes | Yes | No |
| Gallery to Save and Manage Stills | | | | | |
| | Resolution independent still store image gallery. | Yes | Yes | Yes | Yes |
| | PowerGrade stills library for each user to share stills between projects. | Yes | Yes | Yes | Yes |
| | One click to capture still. | Yes | Yes | Yes | Yes |
| | All stills store the grade node map for simplified re-grades. | Yes | Yes | Yes | Yes |
| | Display node map for one click, drag and drop grading. | Yes | Yes | Yes | Yes |
| | Name and search stills. | Yes | Yes | Yes | Yes |
| | Stills display filter for current or all sessions. | Yes | Yes | Yes | Yes |
| | Force just one still for each scene. | Yes | Yes | Yes | Yes |
| | Auto capture of still from all clips. | Yes | Yes | Yes | Yes |
| | Grab all stills from first or middle frame. | Yes | Yes | Yes | Yes |
| | Drag and drop stills between pages, memories and PowerGrades. | Yes | Yes | Yes | Yes |
| | Sort stills by record and source timecode, or grab and also clip and creation time. | Yes | Yes | Yes | Yes |
| | User selectable automatic still and timeline trace. | Yes | Yes | Yes | Yes |
| | Import stills from other project databases. | Yes | Yes | Yes | Yes |
| | Import and convert stills from other devices across the network. | Yes | Yes | Yes | Yes |
| | Export stills in different formats for use offline. | Yes | Yes | Yes | Yes |
| | Add pages to build your own library, storyboard or special effects store. | Yes | Yes | Yes | Yes |
| New | Export and import stills with DaVinci Resolve eXchange, DRX, color correction metadata. | Yes | Yes | Yes | Yes |
| Playback of Stills and Memories for Color Grade Reference | | | | | |
| | One click to compare to online clip. | Yes | Yes | Yes | Yes |
| | One click to wipe to online or offline clip. | Yes | Yes | Yes | Yes |
| | One click to compare with wipe to any other clip on timeline. | Yes | Yes | Yes | Yes |
| | View still with image with horizontal or vertical wipe. | Yes | Yes | Yes | Yes |
| | Flip, pan and zoom still images for image comparison. | Yes | Yes | Yes | Yes |
| Native File Formats Supported | | | | | |
| | Native ProRes read and write support on Mac OS X platform. | No | Yes | Yes | Yes |
| | H.264, Uncompressed RGB and YUV QuickTime. | Yes | Yes | Yes | Yes |

| | | | | | |
|--|---|---------|---------|---------|---------------|
| | Uncompressed YUV MXF 8 and 10 bit. | Yes | Yes | Yes | Yes |
| | DPX, Cineon and TIFF. | Yes | Yes | Yes | Yes |
| | Compressed and uncompressed OpenEXR. | Yes | Yes | Yes | Yes |
| | MPEG4 Video, Sony SStP MPEG4 and Sony XDCAM (QT). | Yes | Yes | Yes | Yes |
| | JPEG, HDV, DVCPRO, DVCPROHD and DV. | Yes | Yes | Yes | Yes |
| | Avid DNxHD file format supported when DaVinci Resolve DNxHD Upgrade purchased. | Upgrade | Upgrade | Upgrade | Upgrade |
| | Format conversion for non native files to DPX from: JPEG, XPM, PPM and BMP. | Yes | Yes | Yes | Yes |
| Camera Codec Support | | | | | |
| | Alexa ARRI RAW and D21 ARRI RAW; .ari files including v3 color science. | Yes | Yes | Yes | Yes |
| | Vision Research, Phantom; .cine files. | Yes | Yes | Yes | Yes |
| | SI-2K; Cineform QT files. | Yes | Yes | Yes | Yes |
| | Cineform; QT files. | Yes | Yes | Yes | Yes |
| | Cineform stereo; QT files. | Yes | Yes | Yes | No |
| | RED One; R3D files including RED color2 and REDgamma2 with real time full premium de-bayer. | Yes | Yes | Yes | Yes |
| New | RED EPIC; R3D files including 5K and HDRx. | Yes | Yes | Yes | Yes |
| New | Ikonoskope; CinemaDNG files. | Yes | Yes | Yes | Yes |
| | Canon 5D and 7D; H.264 files. | Yes | Yes | Yes | Yes |
| | Image decoder settings use camera files metadata. | Yes | Yes | Yes | Yes |
| Project Grading Flexibility and Relinking | | | | | |
| | All grading metadata is linked to source clips so you can grade multiple EDLs at the same time. | Yes | Yes | Yes | Yes |
| | Grade the same project on multiple systems from the same source material and metadata. | Yes | Yes | Yes | Yes |
| | Project data can be moved from MacBook Pro, to MacPro to Linux and back for session flexibility. | Yes | Yes | Yes | Up To 2 Nodes |
| | Start on-set with dailies or preview grades, move them to the studio for finishing. | Yes | Yes | Yes | Yes |
| | Grade clips in timeline even with missing clips, insert them anytime without loss of work. | Yes | Yes | Yes | Yes |
| | Grade in real time on the clustered GPU systems then save project to render on low cost system. | Yes | Yes | Yes | 1 GPU |
| Remote Grading | | | | | |
| | Remote grading of projects between systems with a low bandwidth internet connection. | Yes | Yes | Yes | No |
| | Connect Mac to Mac or Mac to Linux with the same software version. | Yes | Yes | Yes | No |
| | Use high resolution images at the master and proxy at the slave. | Yes | Yes | Yes | No |
| | Full remote grading control including grab/select/delete stills and hide/show window cursors. | Yes | Yes | Yes | No |
| Media Storage Flexibility | | | | | |
| | Supports Mac OS Extended file system. | Yes | Yes | Yes | Yes |
| | Supports Quantum StorNext file system. | Yes | Yes | Yes | Yes |
| | Supports SGI CXFS file system. | Yes | Yes | Yes | Yes |
| | Supports BrightClip. | Yes | Yes | Yes | Yes |
| | Direct access to storage area network (SAN) - no need to copy images to local storage. | Yes | Yes | Yes | Yes |
| | Direct external drive mount to system, play, grade and render without copying to the local storage. | Yes | Yes | Yes | Yes |
| | Multiple suites can share the same images, EDLs and projects without compromising speed. | Yes | Yes | Yes | Yes |
| | Browse clips directly from the SAN in real time. | Yes | Yes | Yes | Yes |
| | Includes a file system speed benchmark tool. | Yes | Yes | Yes | Yes |
| | Includes a clip based speed benchmark tool. | Yes | Yes | Yes | Yes |
| | User customisable path for proxy, cache and gallery stills. | Yes | Yes | Yes | Yes |
| Media File Flexibility | | | | | |
| | Clip details window for instant view of source clip format and image type. | Yes | Yes | Yes | Yes |
| | Search for clips and add to Media Pool based on EDL. | Yes | Yes | Yes | Yes |
| | Search for sub clips and add to Media Pool based on EDL. | Yes | Yes | Yes | Yes |
| | Integrated clip task manager for clip conversion and copies. | Yes | Yes | Yes | Yes |
| | Convert non real time file formats to DPX for grading. | Yes | Yes | Yes | Yes |

| | | | | | |
|---|---|-----|-----|-----|--------------|
| New | Copy and manage both DPX sequences and clips. | Yes | Yes | Yes | Yes |
| | Copy and manage image files from near-line to online SAN storage. | Yes | Yes | Yes | Yes |
| | Create and delete files and folders. | Yes | Yes | Yes | Yes |
| | Re-name files and folders. | Yes | Yes | Yes | Yes |
| | Sort files in virtual folders. | Yes | Yes | Yes | Yes |
| | Search and re-link replacement clips to new parent directories. | Yes | Yes | Yes | Yes |
| | Change timecode and rewrite header. | Yes | Yes | Yes | Yes |
| | Soft offset of source timecode. | Yes | Yes | Yes | Yes |
| | Select clips for automatic replacement. | Yes | Yes | Yes | Yes |
| | Clip task manager status display to manage SAN I/O. | Yes | Yes | Yes | Yes |
| Proxy Generation | | | | | |
| | Integrated high quality proxy generator. | Yes | Yes | Yes | Yes |
| | Real time on-the-fly high quality proxy generation without disk cache. | Yes | Yes | Yes | Yes |
| | Pre generate proxies for grading render and output. | Yes | Yes | Yes | Yes |
| | All grades applied to proxy are automatically linked to the high res image. | Yes | Yes | Yes | 1080HD Limit |
| | Proxy windows and mattes are automatically resized to the high res image. | Yes | Yes | Yes | Yes |
| | Proxy generation status display to manage SAN I/O. | Yes | Yes | Yes | Yes |
| Render Toolset | | | | | |
| | Render 2K dpx, HD, QT or DNxHD in real time to disk. (subject to hardware configuration) | Yes | Yes | Yes | 1080HD Limit |
| | Render 16 bit DCI compliant TIFF files | Yes | Yes | Yes | Yes |
| | Preset render resolutions and file formats. | Yes | Yes | Yes | 1080HD Limit |
| | User configurable render resolutions and frame rate. | Yes | Yes | Yes | 1080HD Limit |
| | Render the timeline, a selected range or individual clip. | Yes | Yes | Yes | Yes |
| | Render the current or all graded versions. | Yes | Yes | Yes | Yes |
| | Render files to any folder and any volume on SAN. | Yes | Yes | Yes | Yes |
| | Render clips with source or record timecode. | Yes | Yes | Yes | Yes |
| | Render clips with unique file name. | Yes | Yes | Yes | Yes |
| | Render clips with or without sizing. | Yes | Yes | Yes | Yes |
| | Render clips rendered with or without color correction. | Yes | Yes | Yes | Yes |
| New | Render source clip with speed changes including negative speed changes. | Yes | Yes | Yes | Yes |
| New | Render source clip with user defined handles. | Yes | Yes | Yes | Yes |
| New | Render Cineform.mov with Cineform encoding license. | No | Yes | Yes | Yes |
| | Monitor the render process, speed and available storage. | Yes | Yes | Yes | Yes |
| Commercial Workflow Render Toolset | | | | | |
| | Render graded clips with commercial workflow to export to other systems. | Yes | Yes | Yes | Yes |
| | Render clips to different directories with source timecode. | Yes | Yes | Yes | Yes |
| | Render versions with logical timecode offsets. | Yes | Yes | Yes | Yes |
| | Render reels and clips with automatic folder management. | Yes | Yes | Yes | Yes |
| | Render folder path with version name. | Yes | Yes | Yes | Yes |
| Advanced Render Toolset | | | | | |
| | Rendered clip prefix and suffix render tags. | Yes | Yes | Yes | Yes |
| | Rendered file path with prefix and suffix tags. | Yes | Yes | Yes | Yes |
| | Render tags include: event, version, clip index, Media Pool Folder, stereo session and reel number. | Yes | Yes | Yes | Yes |
| | Preserve source directory level control when rendering clips. | Yes | Yes | Yes | Yes |
| | Batch render for multiple job processing, queue in one suite - render in another. | Yes | Yes | Yes | Yes |
| | Stereo mesh or each eye render selections. | Yes | Yes | Yes | No |
| | Selectable number of digits in the clip name. | Yes | Yes | Yes | Yes |
| | Selectable clip name prefix and suffix. | Yes | Yes | Yes | Yes |
| | Manage render speed for slow storage systems. | Yes | Yes | Yes | Yes |
| Deck Ingest and Payout | | | | | |
| | Full deck control and image monitoring. | Yes | Yes | Yes | Yes |
| | Real time capture and payout. | Yes | Yes | Yes | Yes |
| New | Stereoscopic 3D image capture and payout. | Yes | Yes | Yes | No |

| | | | | |
|--|-----|-----|-----|--------------|
| Batch capture and playout with user configurable handles. | Yes | Yes | Yes | Yes |
| Capture directly to storage to any folder or volume as .dpx files in real time. | Yes | Yes | Yes | Yes |
| Insert and Assemble edit control. | Yes | Yes | Yes | Yes |
| Ingest or playout audio from separate file. | Yes | Yes | Yes | Yes |
| Record to tape with source or record timecode. | Yes | Yes | Yes | Yes |
| Auto jam sync timecodes for continuous recording. | Yes | Yes | Yes | Yes |
| Deck Workflow | | | | |
| Multi-version deliverables from a single master as each render uses source images for resize. | Yes | Yes | Yes | Yes |
| Layoff deliverables to tape in source mode with user defined handles and source timecode. | Yes | Yes | Yes | Yes |
| Automatically replace a single re-graded shot on tape. | Yes | Yes | Yes | Yes |
| Versions of grades laid on tape in timecode order. | Yes | Yes | Yes | Yes |
| Re-stripe timecode header as required. | Yes | Yes | Yes | Yes |
| Auto black filler for short source clips. | Yes | Yes | Yes | Yes |
| Logical offsets for easy version management. | Yes | Yes | Yes | Yes |
| User selectable color space conversions from video range to data and back. | Yes | Yes | Yes | Yes |
| Use crash record or managed ingest. | Yes | Yes | Yes | Yes |
| Capture with or without audio and VITC. | Yes | Yes | Yes | Yes |
| Supports 3:2 pull-down and pull-up. | Yes | Yes | Yes | Yes |
| Supported Video Formats | | | | |
| 2K 1080psF 23.98 and 1080psF 24. | Yes | Yes | Yes | 1080HD Limit |
| 2K 1556psF 23.98, 1556psF 24 and 1556psF 25. | Yes | Yes | Yes | 1080HD Limit |
| HD 1080psF 23.94, 1080psF 24 and 1080psF 25. | Yes | Yes | Yes | 1080HD Limit |
| HD 1080p 23.94, 1080p 24, 1080p 25, 1080p 29.97, 1080p 30, 1080p 50, 1080p 59.94 and 1080p 60. | Yes | Yes | Yes | Yes |
| HD 1080i 50, 1080i 59.94 and 1080i 60. | Yes | Yes | Yes | Yes |
| HD 720p50, 720p 59.94 and 720p 60. | Yes | Yes | Yes | Yes |
| PAL 625/25. | Yes | Yes | Yes | Yes |
| NTSC 525/29.97. | Yes | Yes | Yes | Yes |
| All video I/O formats support 4:2:2 YUV and 4:4:4 RGB color space. | Yes | Yes | Yes | Yes |
| All video RGB formats support single link 3Gb/s or dual link HD-SDI. | Yes | Yes | Yes | Yes |
| Selectable application of 3:2 pulldown for 30/60Hz formats. | Yes | Yes | Yes | Yes |
| Scanner Ingest | | | | |
| Export capture list to scanner. (Arri format) | Yes | Yes | Yes | Yes |
| Batch capture from scanner. | Yes | Yes | Yes | Yes |
| Automatically name scanned images. | Yes | Yes | Yes | Yes |
| Automatically sort scanned images to destination folders. | Yes | Yes | Yes | Yes |
| Slate Generation | | | | |
| User configurable slate generation. | Yes | Yes | Yes | Yes |
| Set text, or timecodes, file names, clip names etc. | Yes | Yes | Yes | Yes |
| User settings for font, size and location of burn-in. | Yes | Yes | Yes | Yes |
| Safe Area and Blanking Markers | | | | |
| Full safe area markers including extents, action, title and centre. | Yes | Yes | Yes | Yes |
| Preset image aspect ratio markers. | Yes | Yes | Yes | Yes |
| User adjustable markers. | Yes | Yes | Yes | Yes |
| Save and recall multiple marker presets. | Yes | Yes | Yes | Yes |
| Output Blanking Presets | | | | |
| Full set of output blanking presets. | Yes | Yes | Yes | Yes |
| User selectable 1.33, 1.66, 1.77, 1.85 and 2.35 aspect ratio blanking presets. | Yes | Yes | Yes | Yes |
| Separate output resolution and pixel aspect ratio. | Yes | Yes | Yes | Yes |
| User/Project/Session and System Control | | | | |
| Individual colorist password protected login. | Yes | Yes | Yes | Yes |
| Individual colorist login icons. | Yes | Yes | Yes | Yes |

| | | | | |
|---|-----|-----|-----|-----|
| User configuration parameters saved per project. | Yes | Yes | Yes | Yes |
| Instantly switch between multiple preset configuration. | Yes | Yes | Yes | Yes |
| Automatic backup of projects with user selectable duration between saves. | Yes | Yes | Yes | Yes |
| Configure project templates including resolution, aspect ratio, bit depth and playback speed. | Yes | Yes | Yes | Yes |
| Control deck I/O parameters including pre-roll and timing synchronization. | Yes | Yes | Yes | Yes |
| Configure monitoring color space, format, matrix and synchronisation. | Yes | Yes | Yes | Yes |
| Import projects from archive with or without stills, EDLs, LUTs and audio. | Yes | Yes | Yes | Yes |
| Export projects to archive with or without stills, EDLs, LUTs and audio. | Yes | Yes | Yes | Yes |
| Database Project Management | | | | |
| Supports open PostgreSQL database to share users and projects. | Yes | Yes | Yes | Yes |
| User add, delete and connect to new database. | Yes | Yes | Yes | Yes |
| Import projects from other databases and users. | Yes | Yes | Yes | Yes |
| Database Server Option to share database with multiple Resolves. | Yes | Yes | Yes | No |
| Read and write project files to the external database server for concurrent project use. | Yes | Yes | Yes | No |
| Use standard IT industry practice for daily backups. | Yes | Yes | Yes | Yes |
| DaVinci Resolve Control Surface | | | | |
| High quality control panel look and finish. | Yes | Yes | No | No |
| 100+ hot keys for immediate and responsive feature selection. | Yes | Yes | No | No |
| Provides creative grading control with instant user feedback. | Yes | Yes | No | No |
| Optical precision super smooth Lift, Gamma and Gain trackballs. | Yes | Yes | No | No |
| Optical precision master rings. | Yes | Yes | No | No |
| Five high resolution LCD screens with soft menus. | Yes | Yes | No | No |
| 30 soft keys for fast and seamless menu control. | Yes | Yes | No | No |
| 38 soft knobs with display for concurrent multiple trims of grades. | Yes | Yes | No | No |
| Direct control of ARRI and RED camera decoder settings. | Yes | Yes | No | No |
| Direct six vector curve and RGB mixer controls. | Yes | Yes | No | No |
| Direct Noise Reduction controls. | Yes | Yes | No | No |
| Integrated pull-out Qwerty keyboard. | Yes | Yes | No | No |
| Full transport controls including Jog and Shuttle knob. | Yes | Yes | No | No |
| Direct VTR transport controls. | Yes | Yes | No | No |
| T-Bar for wipe control for still to grade comparison. | Yes | Yes | No | No |
| Customizable panel display and key brightness settings saved per project. | Yes | Yes | No | No |
| Customizable panel key color settings saved per project. | Yes | Yes | No | No |
| Trackball and knob sensitivity settings saved per project. | Yes | Yes | No | No |
| Fourth trackball for cursor and window positioning. | Yes | Yes | No | No |
| Direct key selection of memories. | Yes | Yes | No | No |
| One key to grab stills. | Yes | Yes | No | No |
| One key to play stills. | Yes | Yes | No | No |
| Powerful shift up and shift down qualifier keys. | Yes | Yes | No | No |
| Separate left and right panel allow user configuration. | Yes | Yes | No | No |
| DaVinci Resolve Control Surface connects by simple USB 2 cable. Supports USB extenders. | Yes | Yes | No | No |