

# DaVinci Resolve - Fusion



### Playback

**Beginning** **-1 Frame** **Revers** **Stop** **Play/Stop** **Play** **+1 Frame** **End**

**Shift** + **J** **K** **Space** **L** **Shift** +

### Standard

**Ctrl** + **Z** : Undo  
**Ctrl** + **Y** : Redo  
**Ctrl** + **C** : Copy  
**Ctrl** + **V** : Paste  
**Ctrl** + **X** : Cut

### Display Editor Dialg.

**F4** : Single/Multi Viewer  
**F5** : Flow View  
**F7** : Keyframes View  
**F8** : Spline View  
**F9** : Control View  
**F11** : Modifier View

### Display Viewer

**Toggle to a Specific Channel & Back to Color**  
**R** : Red **G** : Green **B** : Blue **A** : Alpha  
**Z** : Z-Dept **C** : Back To Color  
**A/B Comparison In The Viewer**    
**,** : Buffer A **.** : Buffer B  
**V** : Display Subview **Shift** + **V** : Swap Main/Subview  
**Ctrl** + **L** : Lock/Freeze Frame Current Image In Viewer  
**Shift** + **Q** : Quad View  
**Ctrl** + **K** : Tool Controls On The Viewer  
**Ctrl** + **G** : Display Guides On The Viewer  
**Tab** : Toogle On-Screen Tool Control In Viewer  
**Alt** + : Move The Control Of Selected Tool

### Keyframes - Render Range

**Last KeyF** **LAlt** + **Next KeyF** **LAlt** +

**Ctrl** + **Ctrl** +

**Goto Start Selection** **Goto End Selection**  
**Ctrl** + : To Selection **Ctrl** + : To Current Frame  
**Ctrl** + : To Ruler Range  
**Shift** + : Goto Global Start  
**Shift** + : Goto Global End

### Zoom and Pan

: Move Down/Up  
**Ctrl** + or **+** **-** : Zoom In/Out  
 : Move View  
**Ctrl** + **F** : Scale To Fit  
**Ctrl** + **R** : Scale To Rectangle

### Polylines

**Set the Mode of the Active Polyline to:**  
**Shift** + **C** : Click Append **Ctrl** + **A** : Select All Points  
**Shift** + **F** : Fit All  
**Shift** + **I** : Insert And Modify  
**Shift** + **M** : Modify Only  
**Shift** + **B** : Box For Spline Shaping  
**Shift** + **K** : Toggle Display Of Key Points  
**Shift** + **H** : Toggle Display Of Spline Handles

### Spline/Keyframes

**After Selection Points/KeyF In The Spline Editor Or KeyF Editor To:**  
**Shift** + **S** : Smothe Points **F** : Flatten KeyF/Spline Handles  
**Shift** + **L** : Linear Points **V** : Reverse Spline/KeyF  
**PageUp** : Move To Next Point **I** : Set Points to Step In Mode  
**PageDown** : Move To Prev Point **O** : Set Points to Step Out Mode  
**Ctrl** + : Copy Select Points **Ctrl** + **K** : Create A KeyF For Selected Tools/Active Splines At Current Timeline Position  
**Shift** + **G** : Display Guides List

### 3D Viewer

**Alt** + : Rotate With Middle Mouse Button  
**D** : Center View on Select Object  
**F** : Fit Selected Object  
**Shift** + **F** : Fit All Objects In The Scene

### Split Editor

**Ctrl** + **R** : Select All Points  
**Ctrl** + **A** : Select All Points  
**Shift** + **K** : Toggle Display Of Key Points  
**Shift** + **H** : Toggle Display Of Spline Handles  
**T** : Show Slider Controls To Adjust Ease In And Out Handles

### Nodes Editor

**1** : Left Viewer **Ctrl** + **F** : Find Nodes In Flow  
**2** : Right Viewer **Ctrl** + **A** : Select All Nodes In Flow  
**Ctrl** + **Shift** + **E** : Expose Tool Names **V** : Display Navigator  
**Shift** + **O** : Console On/Off **Ctrl** + **Shift** + **V** : Paste Instance Copy Of Copied Tool  
**Shift** : Restricts Movement In X Or Y Direction While Moving Control Points  
**Shift** + **Space** or **Ctrl** + **Space** : Select Tool Dialogue  
**Esc** : Abort **F2** : Rename Node  
**Ctrl** + **G** : Group  
**Ctrl** + **E** : Expand Group  
**Ctrl** + **T** : Swap FG/BG Input  
**Ctrl** + **L** : Lock/Unlock  
**Ctrl** + **U** : Toggle Update Mode  
**Ctrl** + **P** : Pass Through (Deactivate)  
**Ctrl** + **D** : Add Bookmark