

Fusion Keyboard Shortcuts in DaVinci Resolve

Playback

Beg -1f Rew Stop Play +1f End
 ⏪ ⏩ ⏴ ⏵ ⏸ ⏴ ⏵ ⏹
 ctrl+[⏴ J K L ⏵ ctrl+]
 or
 ctrl+← ← space → ctrl+→

Keyframes & Render Range

0 1 2 3 4 5 6 7 8 9
 Last Keyframe Next Keyframe Set Render Range
 alt+[< > alt+] ctrl+drag : to selection
 alt+← alt+→ ctrl+drag : to current frame
 ctrl+dbl. : to ruler range

Standard

↶ ctrl+Z : Undo
 ↷ ctrl+Y : Redo
 ✂ ctrl+X : Cut
 📄 ctrl+C : Copy
 📄 ctrl+V : Paste

Viewer

Toggle to a specific channel & back to color:

R : Red G : Green B : Blue A : Alpha
 Z : Z-Depth C : Back to color

A/B comparison in the viewer. Switch to:

, : A-image . : B-image / : A/B splitwipe

V : Display subview
 shift+V : Swap main & subview
 ctrl+L : Lock/freeze frame current image in viewer
 shift+Q : Quad View
 ctrl+K : Turn on screen tool controls on/off
 ctrl+G : Display Guides
 tab : Toggle on-screen tool controls in viewer
 alt+drag : Move the center control of selected tool. Useful when zoomed in and the center is off screen. Also works with other selected on-screen controls.

Zoom and Pan

For scalable areas like in Viewer, Nodes, Spline, and Keyframe Editor:

+ : Zoom in - : Zoom out
 ctrl+mouse wheel : Zoom in/out with mouse wheel
 ctrl+F : Zoom to fit (not in Nodes)
 ctrl+1 : Zoom to 100%
 mouse wheel : Pan with middle mouse button
 ctrl+shift+mouse wheel : Simulate middle button on 2-button mouse

Display Dialogue/Editor

ctrl+space : Select Tool Dialogue
 F4 : Toggle single/multiple viewer in area
 F5 : Nodes Editor
 F7 : Keyframes Editor
 F8 : Spline Editor
 F9 : Inspector - Tools
 F11 : Inspector - Modifiers

Nodes Editor

View selected node on:
 1 : Left viewer 2 : Right viewer
 3, 4, ... : Additional viewers if available (e.g. I/O card)
 ~ : Clear all viewers

ctrl+F : Find nodes in flow
 ctrl+A : Select all nodes in flow
 V : Display Navigator
 ctrl+shift+V : Paste instance copy of copied tool

For all selected nodes do:

F2 : Rename
 ctrl+G : Group
 ctrl+T : Swap FG/BG input
 ctrl+L : Lock/unlock
 ctrl+U : Toggle update mode
 ctrl+P : Pass Through (deactivate)

Polylines

Set the mode of the active polyline to:

shift+C : Click append
 shift+D : Draw append
 shift+I : Insert & Modify
 shift+M : Modify only
 shift+N : Done
 shift+A : Select all points
 shift+O : Close active polyline
 shift+P : Publishes the selected points
 shift+F : Set selected points to follow existing published points
 shift+R : toggle rendering of polylines during manipulation
 shift+B : Box for Spline Shaping
 shift+K : Toggle display of key points
 shift+H : Toggle display of spline handles
 shift+T : Display numbers for each point (ids)
 W+mouse wheel : Only for B-Splines: Adjust smoothing tension at a point
 E : Display the point editor dialogue
 ctrl+alt+O : Toggle onion skinning on/off

Hold the following keys to perform an action around the mouse pointer:

S : Scale X : Scale in X Y : Scale in Y
 T : Twist (Rotate)

shift : Restricts movement in x or y direction while moving control points

Spline/Keyframes Common Controls

After selecting points/keyframes in the Spline Editor or Keyframes Editor do:

shift+S : Smooth points
 shift+L : Linearize points
 page up : Move to next point
 page down : Move to prev point
 F : Flatten keyframes/spline handles
 V : Reverse spline/keyframes
 I : set points to step in mode
 O : set points to step out mode
 ctrl+drag : copy selected points
 shift+G : Display guides list
 ctrl+K : Create a keyframe for selected tools/active splines at current timeline position.

Works also on polylines (Polygon, B-Spline)

3D Viewer

- Zoom/Pan controls work like in 2D
- Quad View displays 4 viewing angles

alt+mouse wheel : Rotate with middle mouse button
 D : Center view on selected object
 F : Fit selected object
 shift+F : Fit all objects in the scene

Spline Editor

ctrl+R : Allows to draw a rectangle to zoom into an area (region zoom)
 ctrl+A : Select all points of active splines
 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

- The relevant tools from the Polyline section work also in the Spline Editor
- The spline editor in the Inspector (e.g. curves tool) also uses these shortcuts but shortcuts using ctrl do not work. Furthermore, pan requires holding the ctrl key.