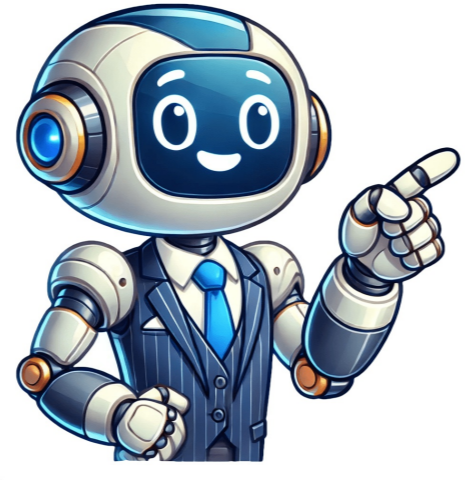


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Video editing application by Blackmagic DesignDaVinci ResolveLogo for version 18DaVinci Resolve version 15Developer(s)Blackmagic Design (2009Present)da Vinci Systems (20042009)Initial release2004; 21years ago(2004)Stable release19 / 12April 2024; 13 months ago(2024-04-12)[1]Operating systemmacOSWindowsLinuxiPadOSAvailable in10 languagesList of languagesEnglishSpanishJapaneseSimplified ChineseFrenchPortugueseRussianKoreanThaiVietnameseTypeVideo editing softwareCore grading softwareLicenseProprietary commercial software and freewareWebsiteblackmagicdesign.com/products/davinciresolve/daVinci Resolve is a proprietary color grading, color correction, visual effects, and audio post-production video editing application for macOS, Windows, and Linux, developed by Australian company Blackmagic Design. It was originally developed by American company da Vinci Systems under the name da Vinci Resolve until 2009, when Blackmagic Design acquired the company.[2][3] In addition to the commercial version of the software (known as DaVinci Resolve Studio), Blackmagic Design also distributes a free edition with reduced functionality, simply named DaVinci Resolve (formerly DaVinci Resolve Lite).[2][4]The initial versions of DaVinci Resolve (known then as da Vinci Resolve) were resolution-independent software tools developed by da Vinci Systems (based in Coral Springs, Florida), who had previously produced other color correction systems such as da Vinci Classic (1985), da Vinci Renaissance (1990), and da Vinci 2K (1998).[5] The system was first announced in 2003 and released in 2004.[6][7] It began with three possible configurations: the Resolve DI digital intermediate color correction tool, the Resolve FX visual effects tool, and the Resolve RT 2K resolution processing tool.[5] These initial versions were integrated exclusively into dedicated hardware controllers.[8][5]The systems leveraged parallel processing in an InfiniBand topology to support performance during color grading.[9][5] This was initially implemented using proprietary hardware cards, however, the 4K resolution Resolve B series, such as the R-100, introduced in 2008, replaced the R-100, introduced in 2009, replaced the proprietary hardware with CUDA-based Nvidia GPUs.[10][11] In 2009, Australian video processing technology company Blackmagic Design bought da Vinci Systems, retaining and expanding the engineering team for Resolve[12][13] but eliminating support-based contracts for the tool.[9] In October 2009, Blackmagic Design CEO Grant Petty speculated in an interview that the price of Resolve could likely be reduced to below \$100,000.[14]AI NAB 2010 in Las Vegas, in April 2010, Blackmagic Design announced three new pricing models for Resolve, with a new software-only macOS version retailing for \$995, the macOS version with the Advanced Control Surface (previously branded as Impresario by da Vinci Systems)[4][15] retailing for \$29,995, and licenses for the Linux version (supporting multiple-GPUs for increased performance) retailing at \$19,995 (with the most advanced configuration available retailing for under \$150,000).[16] Before this change, the pre-built versions of Resolve were the only available options, selling for between \$200,000 and \$800,000, which was common industry practice at the time.[16]In September 2010, version 7 (restyled as DaVinci Resolve) was the first to be released by Blackmagic Design under the new pricing model, and the first release for macOS. It included a redesigned user interface, Apple ProRes support, and support for the RED Rocket digital video decoder boards manufactured by Red Digital Cinema.[17]The pricing model changes continued in June 2011 with the release of version 8: As part of this new version, Blackmagic Design announced a free, reduced-functionality edition of the software (known as DaVinci Resolve 8 Lite), alongside the continuing commercial options.[18] Version 8 also introduced OpenCL acceleration support and XML integration with non-linear editor (NLE) applications.[19] Subsequently, version 8.2 (December 2011) further expanded the software's scope (which was previously aimed at Mac) to include Windows release, beginning with a public beta.[20][21] Version 9 (2012) included redesigned user interface elements, added metadata management features, expanded supported cameras and file types.[22][23] The following year, version 9.5 was released, increasing the amount of information imported from XML, AAF and EDL files, and adding OpenFX (bugfix, JPEG 2000 and support.[24][25] Version 10 was also the first to include basic video editing features alongside the color correction functionality, such as the trimming of clips.[26][25]Released in August 2014, version 11 added audio mixing, media organization features, and further video editing features, enabling the software to function as a standalone non-linear editor (NLE) for the first time, in addition to integrating with other NLEs.[27][28][29]Subsequently, version 12 (announced at NAB 2015) added a new audio engine (supporting VST/AU plug-ins),[30][31] and version 14 (2017) added an integrated version of audio editing software previously developed by Fairlight (following Blackmagic Design's acquisition of the company during the same year).[32][33]The first version of Resolve for standard editions of Linux (version 12.5.5) was made available in 2017. It was also the first version in which a free Resolve version for Linux became available. Previous versions required a custom build of Linux, use of the DaVinci Resolve Advanced hardware control panel, and a license dongle.[34]Released in 2018, version 15 added an integrated version of the Fusion compositing and visual effects application, which was first developed in 1987 and was acquired by Blackmagic Design in 2014.[35][12]Blackmagic Design officially announced DaVinci Resolve version 16 at NAB 2019, in April 2019. New features included a dedicated 'Cut' page (a streamlined alternative to the 'Edit' page), machine learning functionality (Studio edition only) to handle repetitive tasks (e.g. facial recognition to sort clips by person), 3D audio within Fairlight, and new collaboration features (including Frame.io integration).[36][37][38] Version 16.0 was made available on 8 August 2019.[39]The first details for DaVinci Resolve version 17 were announced on November 9, 2020, including improved Fairlight audio and HDR color correction tools.[40] Version 17 film was officially released on February 25, 2021.[41] Version 17.1 was released on March 25, 2021 and was the first Mac release to run natively on an Apple silicon.[42] Version 17.2 was released on May 17, 2021, and added on-chip hardware decoding support.[43] Version 17.4 was released on October 27, 2021.[44] Version 17.6 added AV1 nodes for hardware encoding support.[45]DaVinci Resolve 18 was officially announced on April 18, 2022, with introduction of real-time collaborative video editing, using Blackmagic Cloud devices host servers.[46] It was officially released on July 21, 2022.[47] DaVinci Resolve 18.1, improved on November 11, 2022, added Nvidia NVENC AV1 hardware encoding support.[48]On October 20, 2022, Blackmagic Design announced that DaVinci Resolve was also coming to iPadOS for the first time, stated that DaVinci Resolve for iPad would take advantage of 12.9-inch screen of the iPad Pro, and would be "a true professional editor that focused on introducing new innovations in speed". Unlike the desktop application, the iPad application provides only editing and color-related functionalities, while maintaining compatibility with DaVinci Resolve 18 project files and real-time collaboration via Blackmagic Cloud. DaVinci Resolve for iPad was released as a free app on Apple's App Store in December 2022, with the option to upgrade to DaVinci Resolve Studio via a \$95 in-app purchase.[49][50]DaVinci Resolve 19 was officially announced on April 12, 2024.[1] It added new AI tools, over 100 feature upgrades such as IntelliTrack AI, Ultra NR noise reduction, ColorSlice six vector grading, film look creator FX, multi source editing, new multipoly roscoping tools, new Fairlight AI audio panning to video, ducky track FX and ambitious surround sound plus new features in Blackmagic Cloud for large customers.DaVinci Resolve 20 was announced on April 4, 2025[51] with over 100 new features and AI tools such as AI IntelliScript, AI Animated Subtitles, AI Multicam SmartSwitch and AI Audio Assistant, as well as keyframe editing, voice over palettes, multi layer compositing tools, new optical flow vector tools and major updates to Magic Mask and depth map. It was released on May 28, 2025.[52]The software includes modules for video editing, color correction,[53][54] audio mixing/effects (including Fairlight), and visual effects (including Fusion).[28] It can either be used as an alternative to Resolve or as a standalone Cinema Package (one-day format) for macOS.[55][56][57] or as a standalone public beta.[58][59]

Blackmagic FusionSince version 15 (2018), DaVinci Resolve also includes an integrated version of the Fusion application for compositing and visual effects, also developed by Blackmagic Design. Fusion's core functionality is based on a modular, node-based interface, with a modular, node-based interface, with one specific aspect of the effects being implemented are particularly helpful for visualizing the connection each layer has within a Fusion Composition. The same interface style is used in the Resolve-integrated version.[82]Fusion is often used as a primary choice in a majority of Motion Graphics/VFX work for large scale productions as well.Prior to its integration with Resolve, the standalone Fusion version was used to create effects for over 1,000 feature films and TV shows,[83] including The Martian,[84] Kingsman: The Secret Service,[85] and The Hunger Games: Mockingjay Part 2.[86]The free version of DaVinci Resolve and DaVinci Resolve Studio are available from the macOS App Store. However, some functionality, such as CUDA support is not available and VST or OpenFX plugins may have limited compatibility.[87] This is due to restrictions imposed by Apple.[88]In December 2022, DaVinci Resolve for iPad was released. It is supported on iPads with an Apple A12 Bionic chip or newer running iPadOS 16 or later.[89]The DaVinci Resolve Advanced Panel (previously known as Impresario)Since introducing software-only options for Resolve, Blackmagic Design have also released hardware control panels that integrate with the software and provide users with a tactile interface and access to additional shortcuts. They include the DaVinci Resolve Micro Panel, the DaVinci Resolve Mini Panel (both released in 2017), and the DaVinci Resolve Advanced Panel (previously known as Impresario when manufactured by da Vinci Systems).[15][90]In addition to the full control panels, Blackmagic Design also announced the Editor Keyboard for Resolve in April 2019. It includes a standard computer keyboard and specialized components (such as a transport control for altering timeline position) to support two-handed editing.[91] Before the release of the Editor Keyboard, the DaVinci Resolve Speed Editor, which integrates the advanced functionalities of the relatively new Cut page, was introduced.Resolve also integrates with other hardware produced by Blackmagic Design, such as their Cinelife film scanner.[92]In July 2018, Blackmagic Design released an external, portable graphics processing unit, the eGPU, developed in association with Apple to leverage the Metal API for professional video and graphics, such as those used by DaVinci Resolve.[93]DaVinci Resolve only had 100 users in 2009; however, since being acquired by Blackmagic Design, the software has a user base of more than 2 million using the free version alone as of January 2019.[94] This is a comparable user base to Apple's Final Cut Pro X, which also had 2 million users as of April 2017.[95]In 2011, DaVinci Resolve received a Red Dot award for highest rated 'Motion Picture Colour Grading System'.[96] The software continues to play an industry-leading role in colour representation within Film. Version 14 received an additional Red Dot award in 2017 for 'User Interface Design, Post-Production Software'.[97] and in the same year, the software's newly released control panels, the Micro Panel and Mini Panel, also received Red Dot awards for 'Motion Picture Colour Grading System'.[98][99]Version 14 also received a 2018 Good Design Australia Award,[100] as did the DaVinci Resolve Mini Panel.[101]In 2018, the Hollywood Professional Association (HPA) named DaVinci Resolve (version 15) as a recipient of their 2018 Engineering Excellence Awards.[102]DaVinci Resolve has been used for the color grading and/or editing of feature films such as Alien: Covenant,[103] Avatar,[104] Best of Enemies,[105] Deadpool 2,[106] Jason Bourne,[107] Kingsman: The Golden Circle,[108] La La Land,[109] Love & Mercy,[110] The Pirates of the Caribbean series,[109] Prometheus,[111] Anora , Robin Hood,[112] Spectre,[113] Star Wars: The Last Jedi,[114] and X-Men: Apocalypse.[115]At the 2019 Academy Awards, DaVinci Resolve and Blackmagic Design were used to create five of the eight films nominated for Best Picture: Green Book (which won the most awards), Bohemian Rhapsody (which won the most awards), The Favourite (which earned the most nominations), Roma (which also earned the most nominations), and Vice. [94] Additionally, the two programs were used to create 13 of the films nominated for awards at the 2018 Academy Awards,[116] nine at the 2017 Academy Awards,[117] seven at the 2016 Academy Awards,[118] four at the 2010 Academy Awards,[119] and four at the 2010 Academy Awards (including two for Best Picture).[120]20 films nominated for awards at the 2015 Sundance Film Festival used DaVinci Resolve.[121] followed by 35 in 2016.[122] over 45 in 2017.[123] over 55 in 2018.[124] and over 35 in 2019.[125] The programs have also been used on films at other festivals, including over 25 films at the 2018 Austin Film Festival.[126] three at the 2014 Cannes Film Festival.[127]1,281 21 at the 2015 Cannes Film Festival.[129] the 2019 Tribeca Film Festival.[130] and the 2016 and 2017 South by Southwest festivals.[131][132]DaVinci Resolve has also been used in the restoration of classic films such as Les Misérables,[133] Spartacus,[134] Black Like Me,[135] Jamaica Inn,[136] and The Perfect Woman.[137]DaVinci Resolve software has been used in television shows including 2 Broke Girls,[138] American Horror Story.[139] Arrow,[140] Ash vs Evil Dead,[141] The Big Bang Theory,[141] Criminal Minds,[141] Daredevil,[142] The Flash,[138] Gotham,[143] How to Get Away with Murder,[141] The Last Man on Earth,[138] Lethal Weapon,[138] The Man in the High Castle,[141] The Mentalist,[139] The Muppets,[143] NCIS: Los Angeles,[139] Orphan Black,[143] Portlandia,[143] Sons of Anarchy.[139] Supernatural.[141] The Walking Dead,[138] What We Do in the Shadows, and Westworld.[144]The software has also been used in the creation of Emmy Award-winning shows such as Game of Thrones and Modern Family.[145] [146]In the fall of 2018, over 55 of the television and streaming series relied on Blackmagic Design software and hardware such as DaVinci Resolve.[147]DaVinci Resolve has also been used during the creation of other media, such as music videos,[148][149] advertisements,[150][151] concert productions,[152] and online media.[153]Comparison of video editing softwareList of video editing software" a Blackmagic Design Announces DaVinci Resolve 19" (Press release). 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