Editing with DaVinci Resolve

(If you would like a more in-depth explanation to certain features or have questions this manual does not answer, click **Help > Davinci Resolve Help**. This will bring up the software manual.)

If you're working on your computer, you will need to download Resolve - if you have a Mac you can download it at the App Store. If you have Windows, you can download it at the Black Magic Design website. http://www.blackmagicdesign.com/.

Resolve requires a fast computer with a video card. You can work with Resolve if you have a slower computer and no video card, but it will be a bit slow.

Sections:

Set up Resolve

If you're using a shared computer, you will need to set Resolve up to use the proper scratch disk each time someone else uses it. The scratch disk is the folder on your computer where all your video, cache and render files will be stored. If someone else has been using Resolve on a different account, Resolve will still have their folder in their account set as the scratch disk - which you will not have access to.

Set the scratch disk to your account:

1. Load DaVinci Resolve
2. Click "Untitled Project" to start a new project. If you've been working on a project, it will be listed here and you can select it and it will load up. You can also make folders (New Folder) to organize your projects.

   The Resolve project screen will load up. Click **DaVinci Resolve > Preferences > Media Storage**. The current scratch disk will be visible. If it's set to your profile, it will read **/Users/*YourName*/**. (Note: Resolve might be pointing to your Movies folder, **Users/*YourName*/Movies/DaVinci Resolve/**. You will want to change it to your home directory.) If you don't see this, change it by:

   A. Select the current folder, press the Remove button
   B. Click the Add button, and find your home folder - **Computer > Users > *YourName***.
   C. Click the Save button at the bottom of the window. It will give you a message that the changes will take place the next time you open Resolve. This isn't true - the new scratch folder will be working. You will know if it's working by looking at the Media Storage window in the Resolve project view. If it the folder listed there is **/Users/*YourName***, then everything is set right!

Change the colour depth

Resolve works in 10-bit video (10 bits of information per pixel per channel, RGB: 10,10,10). This is a lot of data at 24 frames per second, and can slow down your computer. Most computers can only display 8-bits of data, and most video formats only record 8 bits of data. So, unless you have a screen that can show 10 bits of colour information, or you're working on a film-quality project that needs that extra data for a professional colourist, you will want to switch to an 8-bit project. (If you keep it at 10-bit, that's fine, the only problem will be is it might run more slowly than you like for no visible improvement.)

1. Click **File > Project Settings**.
2. Under "Master Project Settings", look for "Video Monitoring". It will show a drop down menu for Video Bit Depth. Make sure it's 8 bit.
3. Click the "Save" button.
4. Now your project is displaying 8-bit colour.

Set Audio Playback to System Audio

Not necessary, but you might find the audio performance improves.

1. Click Resolve > Preferences
2. Go to Video I/O and GPU
3. Click the checkbox for “Use System Audio Output”
4. Click Save.

Set up your autosave!

Something you might want to do, is set up your auto-save to make backups of your project as you work. This is turned off by default! Not a good idea. To turn on autosave:

1. **File > Project Settings > Autosave**.
2. Click the “On” check circle.
3. If it asks you to save your project first, click cancel and then save your project: **File > Save Project**.
4. Click the “Save” button.

Start Working

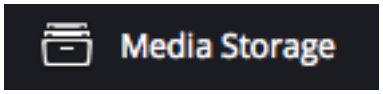
Resolve has four work windows: **Media**, **Editing**, **Color**, and **Deliver**

1. **Media**: where you import, gather, and organize your footage (video, images, audio)
2. **Editing**: where you edit your video together on tracks. It is also where you add certain effects, such as Transform effects, cross dissolve effects, and audio effects.
3. **Color**: where you colour grade your video and add some video effects, such as stabilization and sharpening.
4. **Deliver**: where you export your videos

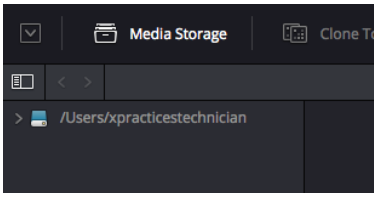
Step 1: Import Media

Select the "**Media**" button at the bottom if it isn't already selected. Now you are in Media Import mode.

At the top-left of your project window you will see a box that shows a drive with your folder directory in it. If you do not see this, click the **Media Storage button** and it will appear.



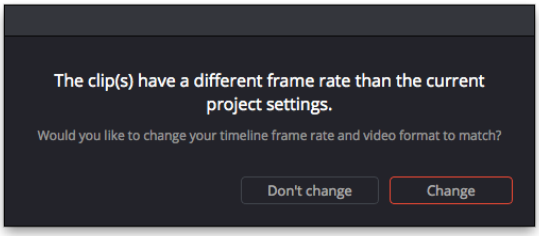
Select the folder listed in the media storage window. Click through the folders until you find the folder that contains your media (video, images, audio).



You can watch the footage by double-clicking it. The footage you've clicked will load into the viewer window, and you can play, stop, rewind, etc., to watch your footage.

Select the files you want to bring into your project and drag them to the "media pool". Once a file is in the media pool box, it is ready to be edited.

Project Settings and Footage Settings



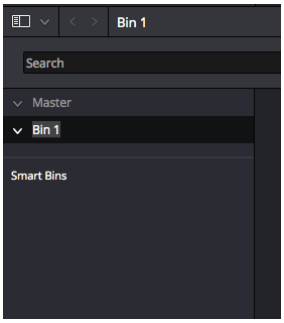
A window might pop up reading, ***"The clips have a different frame rate than the current project settings."*** This will appear if your footage has a different format than the settings of your project timeline, which is by default set to 1920x1080 at 24fps.

If you'd like to change the project timeline to match your footage, click "**Change**". If your footage were 720x480 at 30fps, your timeline will now become 720x480 at 30fps to match your footage.

If you **don't** want to change the project timeline, and keep it at its original 1920x1080 and 24fps, click "**Don't Change**". Your footage will be converted into 1920x1080 at 24fps to match the project timeline. *Note:* this will cause your computer to slow down, as it needs to convert your footage into the new format as it plays.

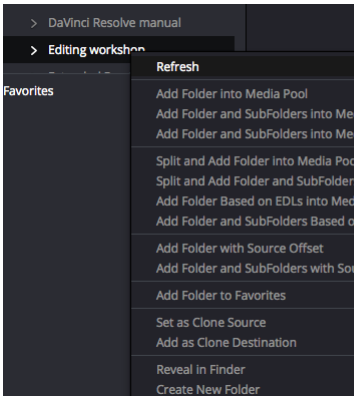
If you'd like to manually change the format of your project settings, click **File > Project Settings > Master Project Settings**. There you change change the size of your video (from 720x480 and up to 3840x2160) and the frame rate of your video (keep it at 24 fps unless you're doing something that really requires a different frame rate).

Bins



It's not necessary, but you can make "bins", little folders for organizing your footage, in the bottom-left window. To make a bin, click **File > New Bin**. A new bin will appear in the bin area, and you can name it to whatever you want it to be. This is a great way to organise your footage in a meaningful schemata, e.g. Scene 1 shots, or Outdoor shots, or Good shots, and so on. Grab the media you would like to appear in those bins, and drop them onto of the bin. Select the bin to see the footage you've put in it.

Refreshing the Media Storage

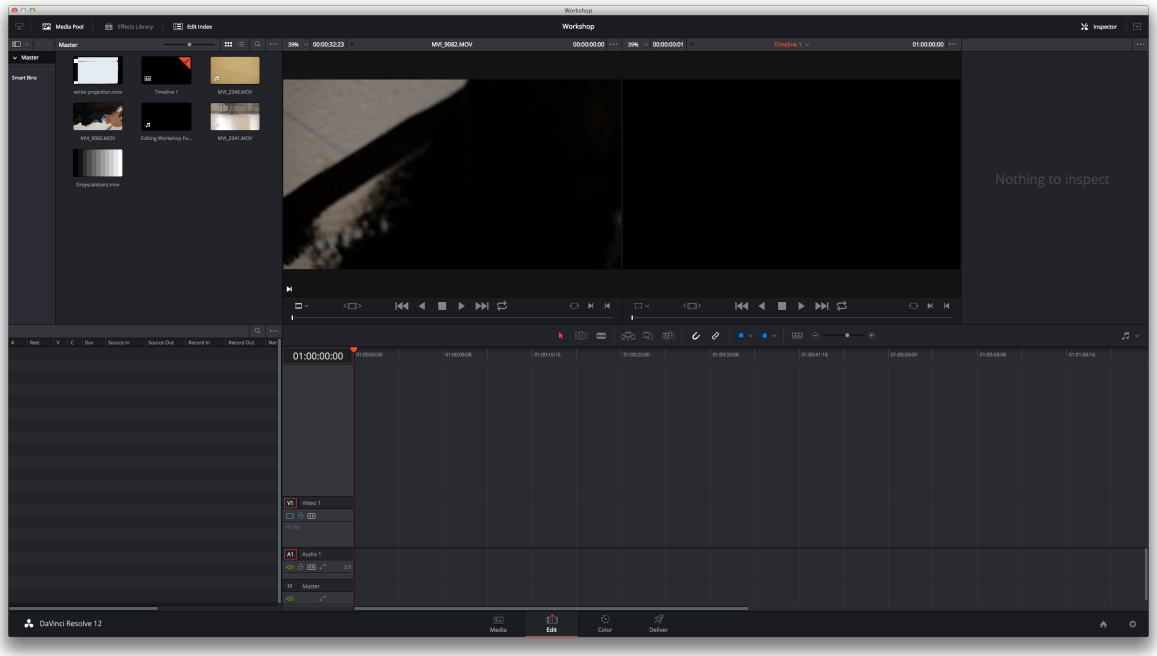


You might find some of your footage is missing in the media storage area. You go to the right folder, but only see four out 10 files, for example. Resolve does not show you up to date contents of your folders (which is a little silly if you ask me). If you add some files to the folder where you're keeping your footage, you will need to refresh Resolve's media storage. Right-click (or Control-Click) the folder that is missing footage, and your context window will appear. Click "Refresh" and the contents of that folder will be updated and you will see the missing files.

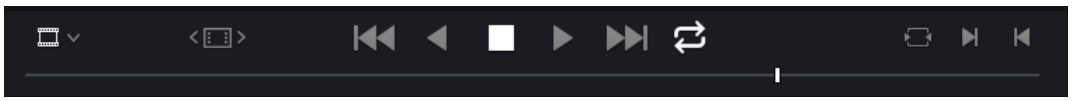
Step 2: Edit

Click the “**Edit**” button on the bottom to enter the editing work window. In this window, you will be grabbing footage from the media pool and stacking it onto a timeline for editing.

You will see a screen like this:



To view your footage before you edit it, double click a clip in the top left media pool window. It will load in a middle window, the **Viewer Window**. At the bottom of the Viewer window you will see a row of buttons:

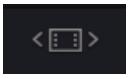


You can scroll through your clip by clicking and dragging in the white line at the bottom of the player window.

You can click the playback buttons to (in order):
jump to the beginning, play backwards, stop, play forwards and jump to the end.

The button that looks like two curled arrows circling each other is a Loop Playback button. Keep this on if you want the clip in your viewer to repeat.

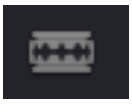
You can scroll through more carefully by clicking and dragging left/right on the small frame scrub box.



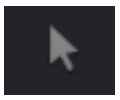
To add a clip to the timeline, click and drag the video from the **Viewer window** (or from the **Media Pool**) to the timeline. Make sure to drag it to the V1 track. The V1 track will appear as you drag down your first clip.

When you watch the video on your timeline, it will play on the right side window. You will know which window this is by the top centre title reading “Timeline 1”.

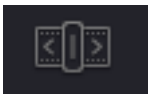
To cut parts of the footage, select the **Blade tool** and click it at places where you want to cut your clips situated on your timeline. It will make a cut that separates the footage into two video clips.



Use the **Select tool** to move clips around on your timeline. With the Select Tool you can drag the edges of your clips left or right to add or take away footage from the beginnings and endings of clips.



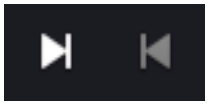
Use the **Trim tool** to add or take away frames from either side of the clip (ripple trimming), move cuts (non-ripple trimming), or move the video within the cuts (slipping).



You can also edit by setting **in** and **out** points in your viewer.

1. Cue a spot in your footage where you want the edit to begin
2. Click the **In point** button (or press the “**i**” on your keyboard).
3. Cue where you want the clip to end
4. Click the Out point button (or press the “**o**” on your keyboard”)
5. Drag and drop clip into timeline. Only the media specified between these two points will be added to the timeline.

The **In** and **Out** point buttons



Retiming your video clips

To slow down or speed up your footage, select your clip and click

Edit > Retime/Reset > Retime Clip

Or, **Command R.**

Your clip will have a bar appear on top of it with little blue triangles. Pull the video clip by the top right corner, left to make it faster and right to make it slower.

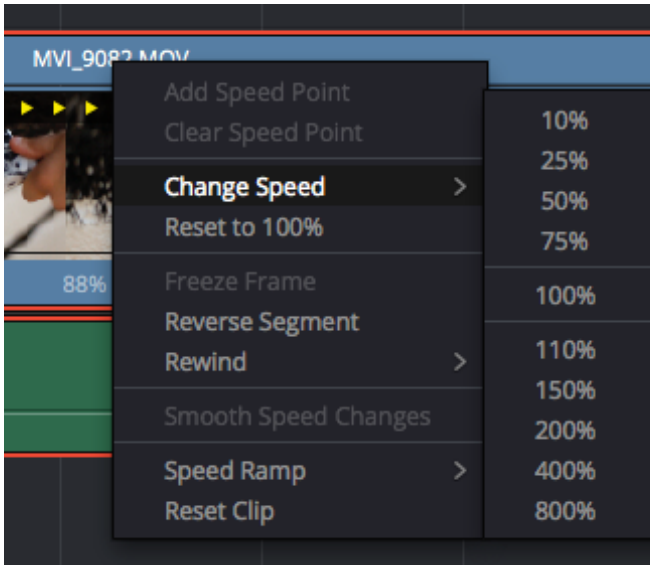
In the middle of your clip, a percentage will appear. It will be under 100% for slower, and above 100% for faster.

You can click that percentage to choose other options:

You can change the speed to a specific percentage

Reverse the clip playback by selecting Reverse Segment

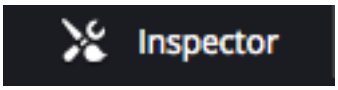
and Reset all the time changes by clicking Reset Clip.



Motions Effects

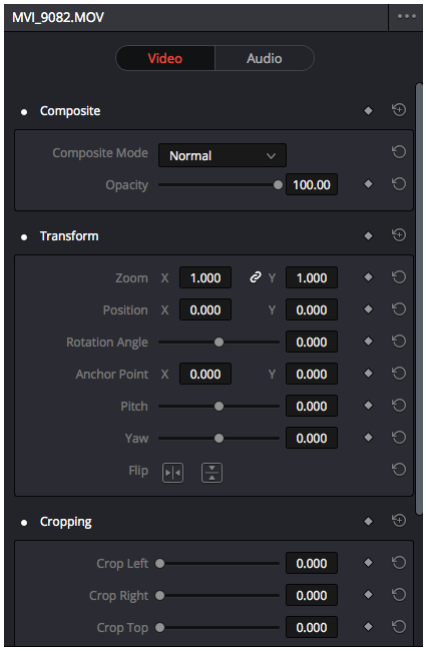
You might want to add motion effects to your video, such as a zoom, crop, or a split-screen. Here are the steps to do that.

While in Editing mode, click the Inspector Button, which is located on the top-right of your project window.



A window will appear that lists the properties of the clip you have selected in the timeline.

Select another clip and the Inspector will show you the properties of the new clip you've selected.



To change the transparency of the clip:

1. Select the clip
2. Find the Opacity slider. 100% is completely visible, 50% is half-visible, 0% is transparent.
3. Note, there are many different composite modes. These change the way the layer interacts with clips below it. Play with them to see what they do. A description of each composite mode is outside the scope of this manual, but hopefully I'll get one done sometime.

To change the zoom (or size) of a video:

1. Select the clip
2. Under Transform in the Inspector Window, find the Zoom boxes
3. Click and drag left or right to increase and decrease the size of the video clip

To change the crop of a video:

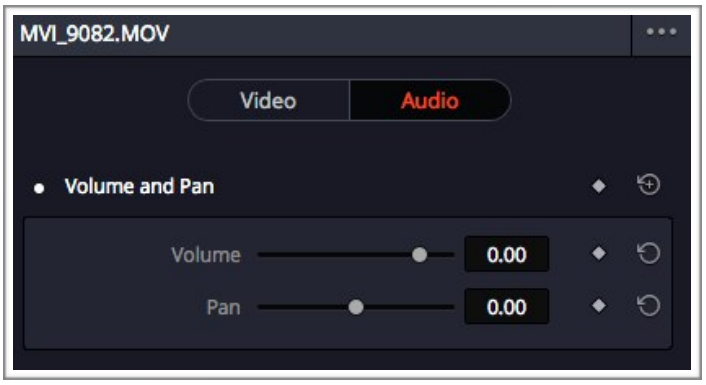
1. Select the clip
2. Under Cropping in the Inspector Window, find the Crop Left/Right/Top/Bottom boxes
3. Click and drag left or right to increase and decrease the crop of the video clip

And there are other motion effects you can use:

1. **Position**: move the video clip left/right (X) and up/down (Y)
2. **Rotation**: rotation the video clip around an anchor point.
3. **Anchor Point**: the center of the motion effect
4. **Pitch**: changing vertical perspective
5. **Yaw**: changing horizontal perspective
6. **Flip**: mirror the video clip horizontally
7. **Flop**: mirror the video clip vertically

Resetting the parameters

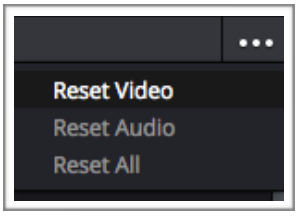
If for some reason you do not like the settings you've made, you can reset them easily. Look for the curling arrow to the right of the setting and click it. It will reset the parameter back to its original setting.



To reset everything in a section, e.g. transform all the settings, click the curling arrow at the top of the category with the plus sign inside it.

To reset *everything* in the inspector window, look at the top of the inspector window for a button with three dots.

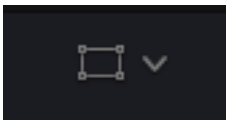
Click it and it will give you three options: Reset Video, Reset Audio, Reset All. Select one of these to put the video back to its original appearance.



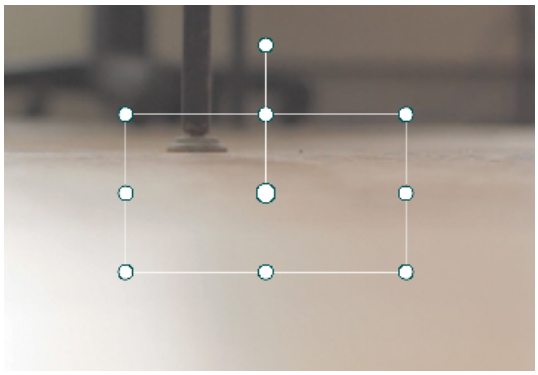
How to change Motion effects visually

Some of you might not like using the Inspector and would rather make your adjustments visually. You can do this with the screen adjustment controls.

Transform:
Find the transform adjustment button at the bottom left of your viewer:



Click it and it will turn white. When it's grey, it's off. A white box that looks like this will appear in your video window. These are your transform controls.



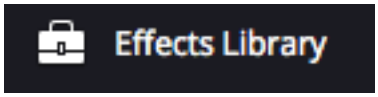
Grab and pull the four corners to resize your video clip.
Grab and pull the four size to stretch your video clip.
Grab and pull the center dot to move the video clip left, right, up and down.
Grab and pull the exterior dot at the end of that line to rotate your image.

The Inspector also shows you how to increase the volume and change the pan (Left/Right) of your audio channel.

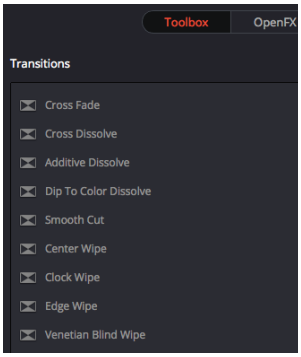
1. Click the Audio button at the top of the Inspector
2. Volume: Move left and right to adjust the volume of the clip
3. Pan: move left and right to adjust stereo position of the audio, left or right

Adding Transitions

At some point, you might want one of your clips to fade in into another clip. To add a transition, make sure the **Effects Library** is on:

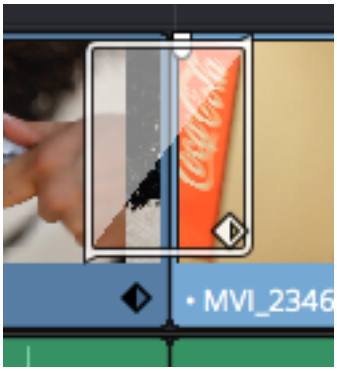


When you turn this on, you will see a list of different effects in the Toolbox. They are divided into Transitions, Titles, and Generators.



To add a dissolve, grab the Cross Dissolve effects and drag it to the centre of a cut between two clips.

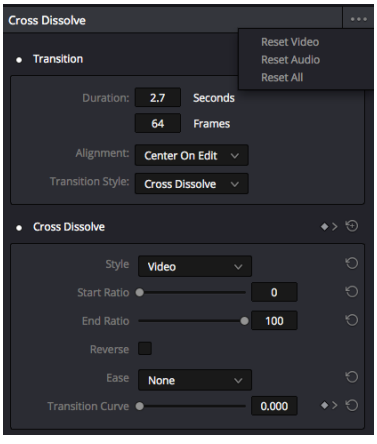
A transition on a cut will look like this.



o adjust the length of the transition, hover over the edge of the transition and drag the edge of the transition left and right.

When you select the transition you can access different parameters to adjust in the inspector window:

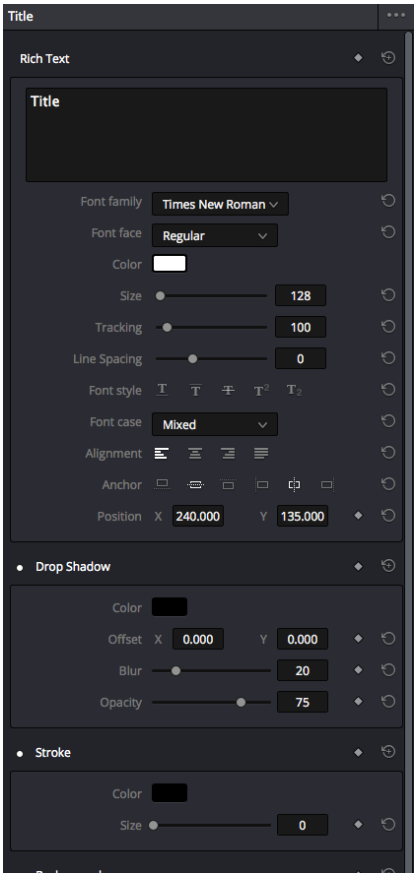
Don’t worry too much about figuring out what those all do. It will be enough to have the transition on there.



Adding Text

To add text to your video:

1. go to the **Effects Library**
2. Find the **Titles** section
3. Grab one of the titles and drag it to the timeline as if it were a clip
4. A box will appear on your timeline with a “T” inside it. Select the box and look at the Inspector.
5. In the top box, type the text you would like to see.
6. Add formatting, such as font, color, font size, alignment and so on.
7. Scroll down to find transform adjustments, such as zoom, rotate, position and so on.



Animating Effects on the Timeline

Sometimes you won't want to just add and effect, sometimes you'll want to change it over time. There is a way to animate any effect over time, it's called **Keyframing**. Keyframes look like little diamonds in the interface.

For example, to animate a zoom over time:

1. Scroll to the beginning of the clip (or wherever it is you want the effect animation to start).
2. Go to the Inspector and click the little grey diamond (the keyframe) to the right of the effect you'd like to animate (in this case, Zoom):

3. When you click it, the diamond will become orange. The orange colour means it's in "record mode". It will remember at this point on the timeline, the Zoom settings we make. Set the zoom to something like 2.5.

4. Scroll to the end of your video clip. Click the diamond again. Change the zoom to 1.0.
5. Watch your video clip. If everything is set right, you will see your video zoom out, from 2.5x to 1.0.
6. We only added two keyframes, but you can add as many as you like to make your videoclip move and change as much as you want.

For the advanced and brave editor:

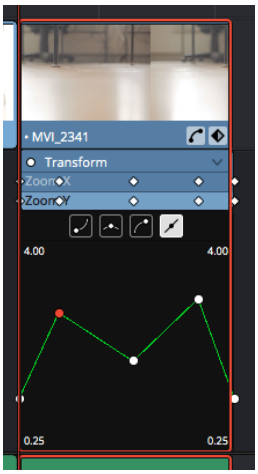
There are extra controls to adjust the motion effects in the timeline.

After you've added a keyframe, go to the bottom of your clip. You will see a little half-diamond like this:

Click it. You will see the bottom open up and another little button appear. Click this button and the bottom will open up to show you a graph that you can use to edit the keyframes of your animation:

Using this line, you can make all kinds of adjustments to your motion effects as you like. Ask Nathan how to use these controls in person.

In this example, the video starts at 0.25 zoom, jumps to 3.0 and then back to 0.25



Something Fun with Motion Effects

Say you want to animate something over time, but don't want to bother clicking and adding many keyframes. You can animate your motion effects over time too!

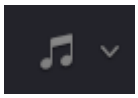
1. Add 1 keyframe to you video clip.
2. Press Play
3. As the video is playing, adjust the controls of whichever motion effect you're changing.
4. Watch - all those changes were recorded!

This might not be the best way to add keyframes, as playback will be lagging and you won't have a clear idea of what your animation is doing.

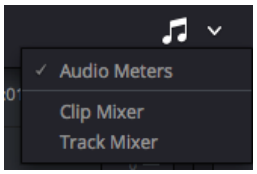
Editing Audio

First, when you edit audio you must always have the VU (volume unit) meter visible.

To make it appear, click the musical note button on the right side of your timeline:



If you click the drop down arrow it will give you three options: Audio Meter, Clip Mixer and Track Mixer. Select Audio Meters.



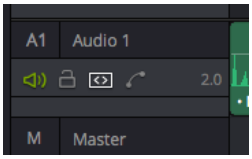
An audio meter like this will appear:

The audio meter shows your audio volume levels. Your goal is to mix your audio so it's not too quiet and not too loud.

Editing Track Audio Volume and Pan in your Timelines

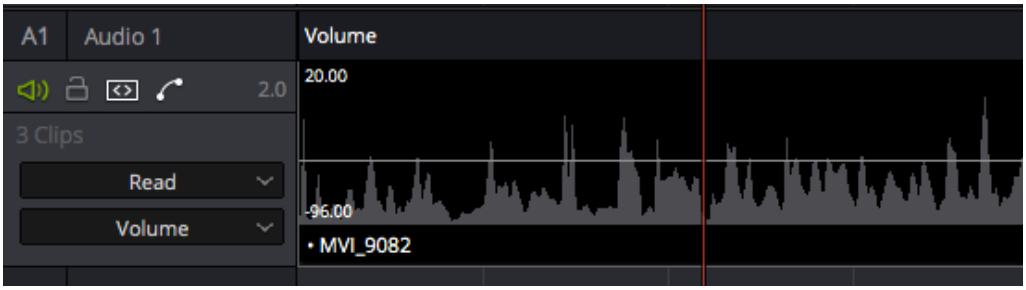
You can change the volume and pan of your audio in the timeline too.

Go to the audio track and look to the left. There will be a track information panel that looks like this:



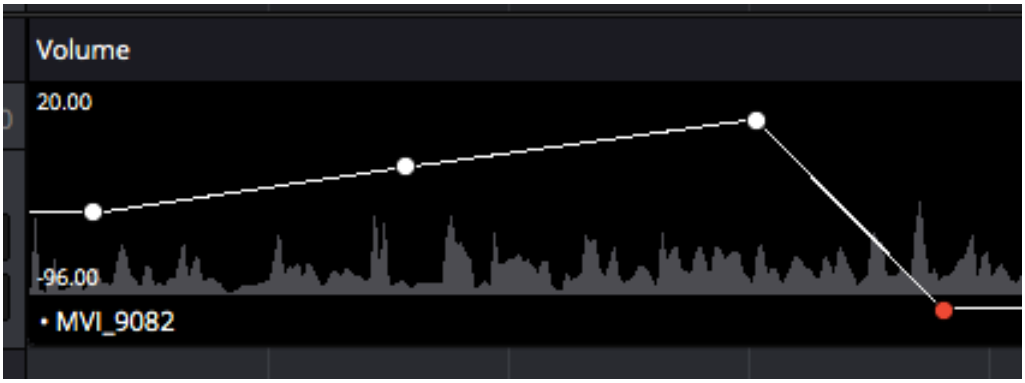
Press the button that looks like a curve:

It turns white when it turns on. Then you will see a new bottom appear under your audio:



The white line in the middle of your audio represents the audio volume. Pull it up and down and it will raise and lower the volume of the track. This means ALL your clips on that track will be affected.

If you hold the **Option key and click** on that line, a ball will appear, it is an audio keyframe. Lift it up and down and it will raise and lower the volume at that point in time. You can add multiple audio keyframe and adjust them to make the volume on the track change over time however you would like.



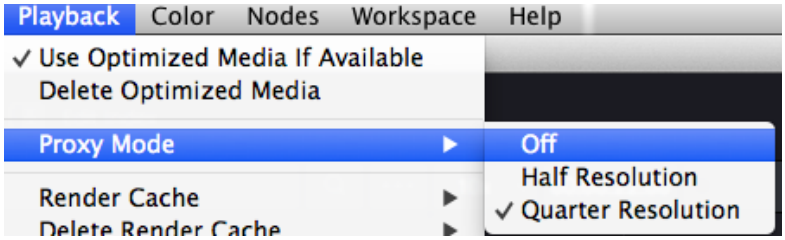
What to do if your video playback is slow and choppy

Because Resolve is a high quality editor, you might find your computer not able to keep up with the video and effects you're adding. You have a few options to speed up your playback.

Step 1: Change the Proxy Mode

Click **Playback > Proxy Mode > Half Resolution**. That will decrease the playback resolution of your video by half, and the computer will need to do half the processing. If you zoom into your image you might see it look a little blocky, but not to worry, when you export it, the video will look fine.

If playback is still choppy, click **Playback > Proxy Mode > Quarter Resolution**. This will decrease your playback resolution to 25%. It will look blocky if viewing at normal zoom, but when you export your video, it will look fine.



If changing the proxy mode doesn't help, go to Step 2

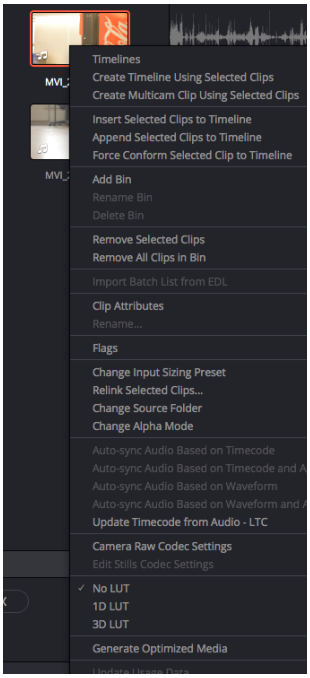
Step 2: Generate Optimized Media

Sometimes the files you bring into Resolve aren't the best for playback, and will slow your computer down. This is definitely true of the video files recorded on DSLR cameras, which use the MPEG codec, h.264.

Resolve has a media optimisation function that converts your slow footage into a format that's better for editing. To convert your footage into a better format, go to the Media Pool and Control click (or right-click) the footage.

A list will appear. Select, Generate Optimized Media. The computer will process the footage and re-save the footage in a format that is easy to edit.

If you want to convert multiple files, select all the files you want, and control click any of the files.



Click Generate Optimized Media. It might take some time, but it will process all your video clips and convert them to a format that is good for editing.

To use that new converted footage, make sure to click **Playback > Use Optimized Media if Available**. If this isn't checked, it will still use your old files.

Note: generating optimised media will take up harddrive space on your computer. If you generate a lot of media, keep an eye on your harddrive to make sure it's not getting full.

If generative optimized media doesn't help, go to Step 3.

Step 3: Using the Render Cache

If lowering the playback quality and generating optimized media isn't helping, your can try rendering. Rendering writes the current effects as you've last left them and makes a temporary video file to read. If you make any changes, it will have to re-render the video clip to update the new effects. This is the slowest way of working, which is why this is Step 3.

To use Rendering:

1. Click **Playback > Render Cache > Smart**. A red line will appear at the top of your video wherever rendering is needed.
2. Wait. Watch as the red line becomes blue. The blue line signifies where the video has been rendered and is ready to play.
3. **OR** - Scroll to your video where you want to render and press Play. As the video plays, it will process the effects and render them. The red line will become blue. If it skips any part, play it again and it will render as it plays.

It is recommended to use the Smart Cache. The other option is to click **Playback > Render Cache > User**. This will only render clips that you want it to render. To add a clip for rendering, Control-click (or right-click) it on the timeline and select **Render Cache Clip Output**. This will add that clip to the render list, and when it has a free moment, it will render the clip for you.

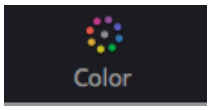
Once you've rendered your timeline, it should playback perfectly.

Some editing commands:

Command + : Zoom in
Command - : Zoom out
Shit Z : fit clips to timeline
Space : Play / Stop
J/K/L : Reverse / Pause / Play
← : move back one frame
↑ : move to beginning of clip
→ : move forward one frame
↓ : move to end of clip
Shift ← : move back 10 frames
Shift → : move forward 10 frames

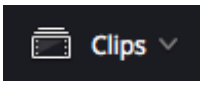
Step 3: Colour grade your Video

Click the **Color button** on the bottom of your project window.

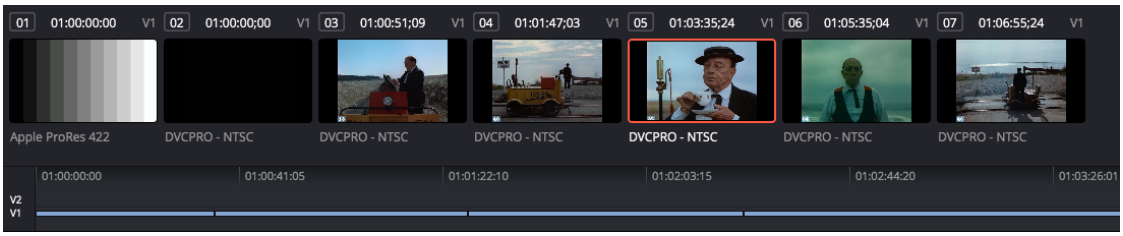


A new window will appear with all sorts of adjustments.

You can navigate through your clips with the Clips bar by clicking the Clips button at the top:



Each clip on your timeline will appear as a frame in order. The frame image will be the first image of that shot:



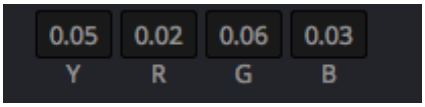
Each clip in this list will have its own colour grade. Select the shot to choose for colour grading. It will appear in the viewer window.

To colour grade the video clip, you will need to use the Color Wheels:

The circle represent a colour wheel. Pull the small center ball towards a colour and it will colour your video proportionately to how much you pull it away from the centre to the ring.

The dial below the ring controls the brightness of the clip. Pull it left to darken, right to brighten.

Underneath the dial is a readout of the changes being made in YRGB (Brightness, Red Channel, Green Channel, Blue Channel). When you drag the colour wheel or brighten the image, these values will change. If there has been no change, the numbers will be read as 0.00.



In this image, the Brightness (Y) has been increased by 5%. The Reds have been increased by 2%, the greens 6% and the blue channel, 3%.

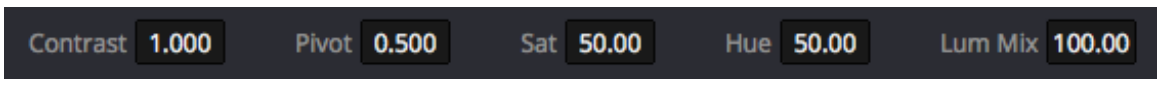
To reset a colour wheel, click the curling arrow.

The wheels are listed as 4 separate tonal ranges: **Lift**, **Gamma**, **Gain** and **Offset**.

> **Lift** represents the dark tones of your video, the parts of your video that are in the darkest zone of you video.
>
> **Gamma** represents the mid tones of your video clip.
>
> **Gain** represents the bright tones of your video clip.
>
> **Offset** represents all three, Lift, Gamma and Gain, combined.

Making a change to the colour wheel or the brightness ring under one of these will limit the adjustments to the tonal. So, adding red to the Lift wheel will add red to the dark tones of your image. Using the dial to brightening the gain will make your highlights seem even brighter.

Underneath the colour wheels window, you will see some settings:



Contrast - pull to the right to increase contrast. Pull left to decrease contrast.

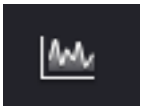
Pivot - pull left and right to change the contrast centre point

Sat - Saturation, pull left and right to decrease and increase the saturation

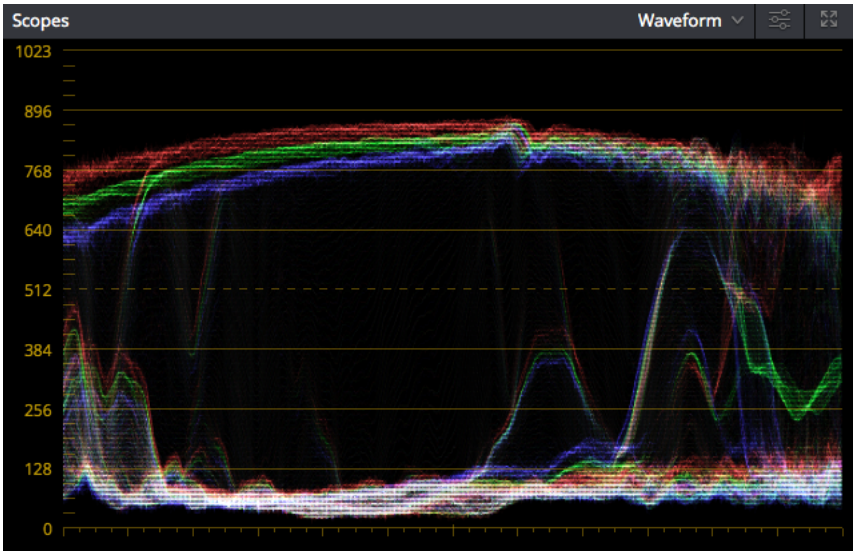
Hue - Pull left and right to shift your colours on the colour wheel

Lum Mix - Luminance Mix. Set this to change how colouring will alter the RGB channels together or separately.

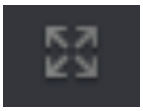
When you're making changes to the colour of your video clip it's important to watch what is happening on your video scopes. You can access them by clicking the little icon that looks like this:



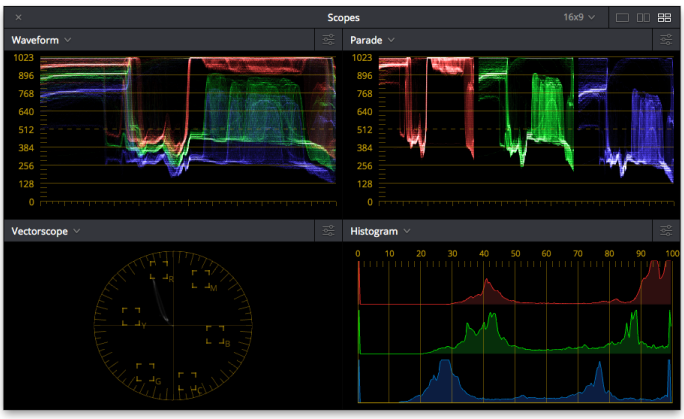
A window will appear that looks like this:



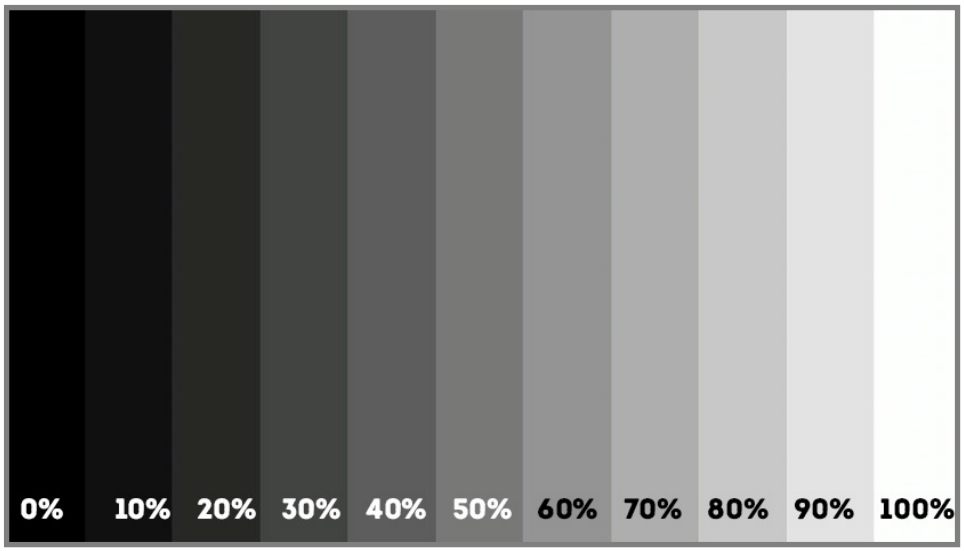
The default scope is the Waveform. There are four scope in total: Waveform, Parade, Vectorscope and Histogram. You can see them all at once if you click this button:



A window looking something like this will appear on your screen:

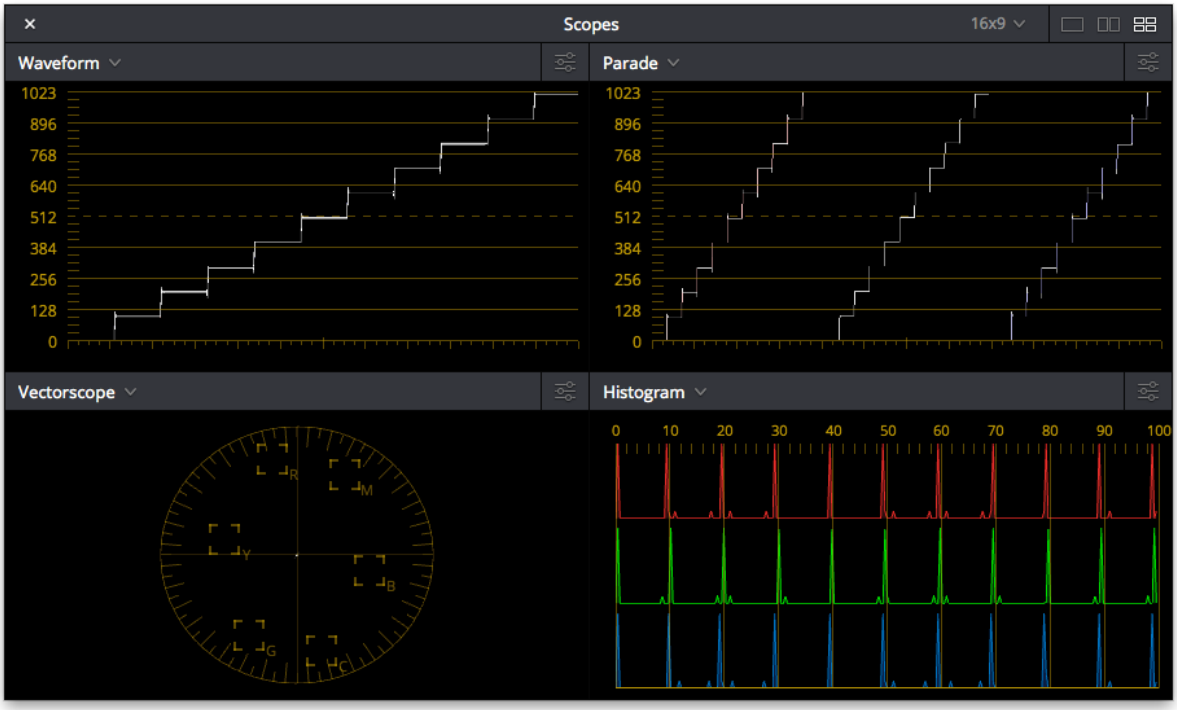


Let’s look at a 0-100% brightness 10-step scale image and how it appears in these scopes.

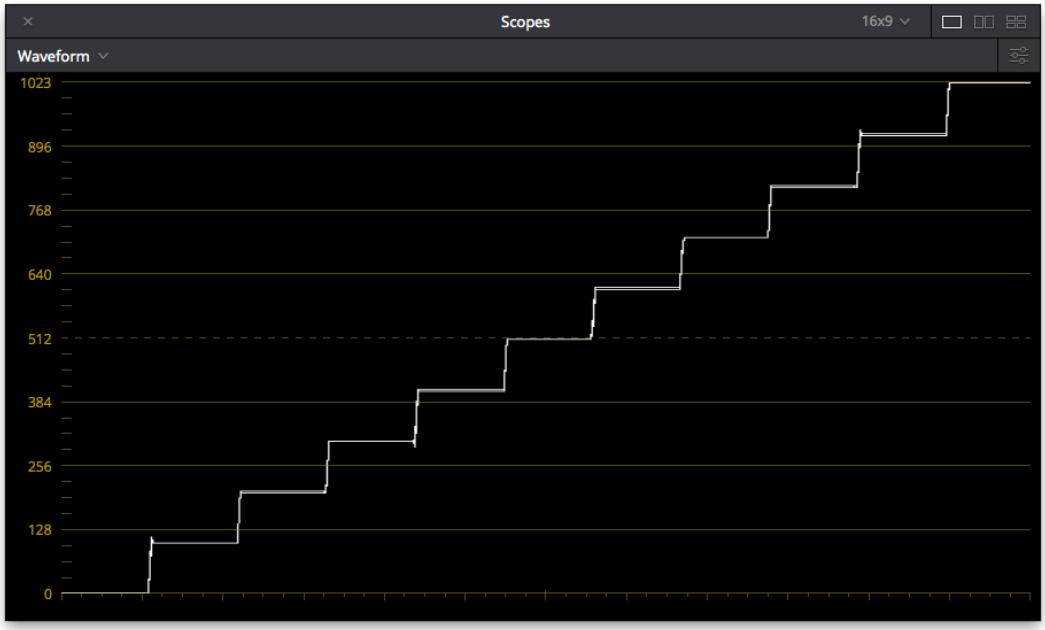


There are 10 steps of brightness in the image, from left to right in increasing brightness.

You will see this pattern appear in the scopes:

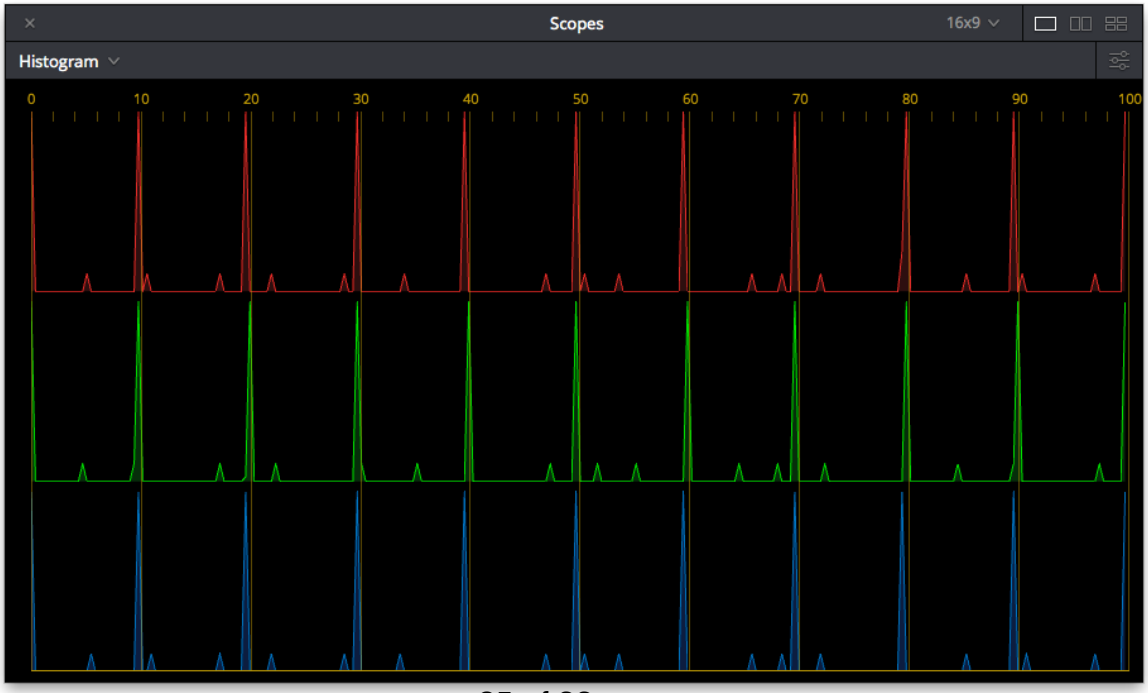


In the waveform, it would appear like this:



As you can see, the waveform monitor shows the brightness level from left to right on your screen. Each bar is a 10% step in brightness and you will see on the waveform monitor 10 steps equally spread out. So, the darker the area, the lower the dots will appear in the waveform monitor. The brighter the area, the higher the dots will appear on the waveform monitor.

In the Histogram, you will see this:



There are peaks at each 10th percentile, to show the accumulation of pixels at those brightness points.

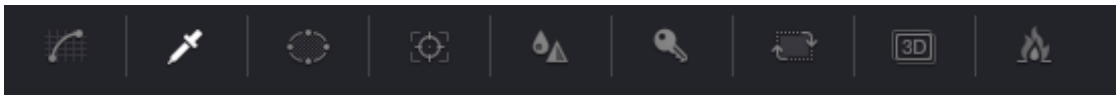
[This section is unfinished because of time limits. Sorry. I will have to complete it later.]

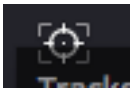
In general, you want to read your scopes as you colour grade because they will give you an accurate reading of what it happening to the brightness and colour of your image. Your computer is not a reliable display of the colours in your video. Using these scopes are what will give you an accurate sense of what your colours are doing.

Stabilising footage

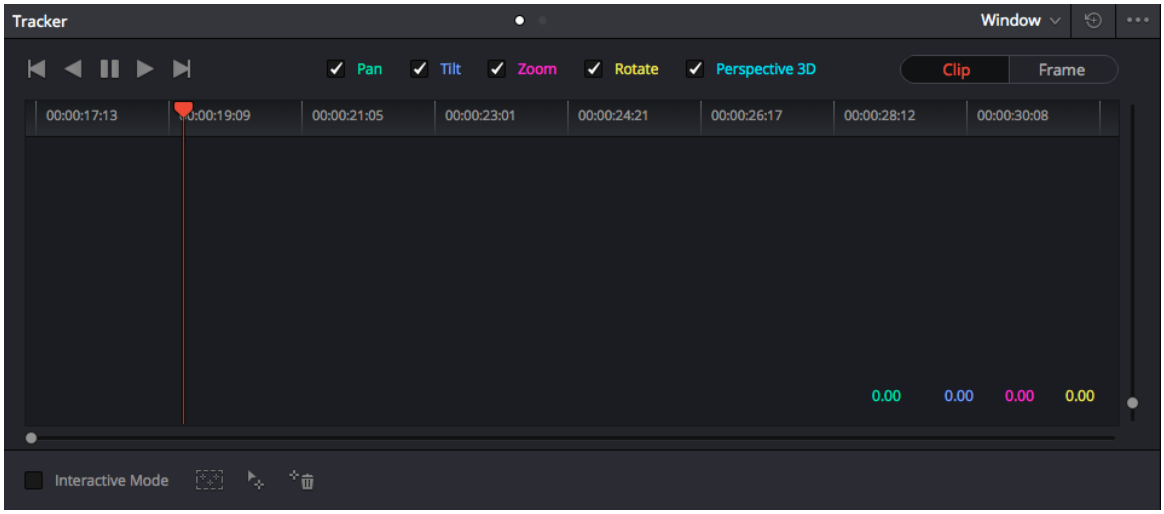
Some of your footage might be shakey. Resolve has an excellent video stabilizer built into it. This is usually found only in high end video programs.

To stabilise your footage, look on the functions bar in the Color page:

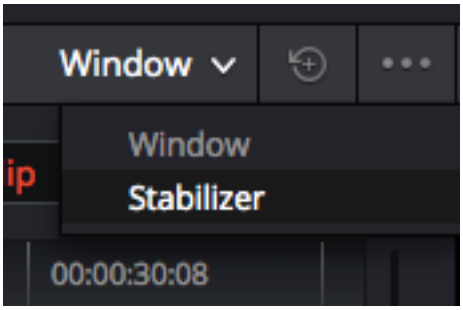


The stabilisation section is located in the icon that looks like this: 

Click it and you will see a new window appear.

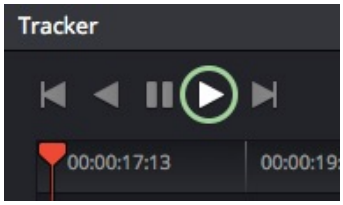


By default it will be set to Window. Click the Window and choose Stabilizer instead.

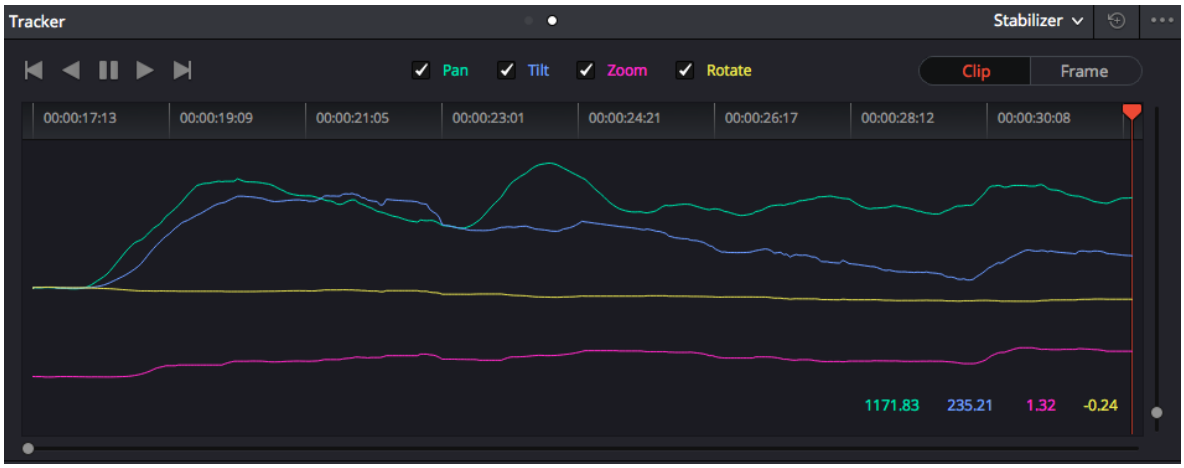


Make sure you do this. If you don't, the stabilisation won't work.

Cue up to the beginning of your clip and then press the play button located under “Tracker”:

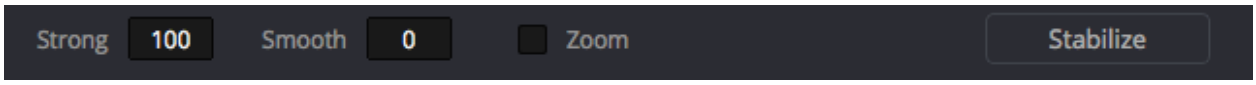


Resolve will play through your footage and use points to analyze how the camera is shaking. Once it’s done, you will see a window that looks like this:



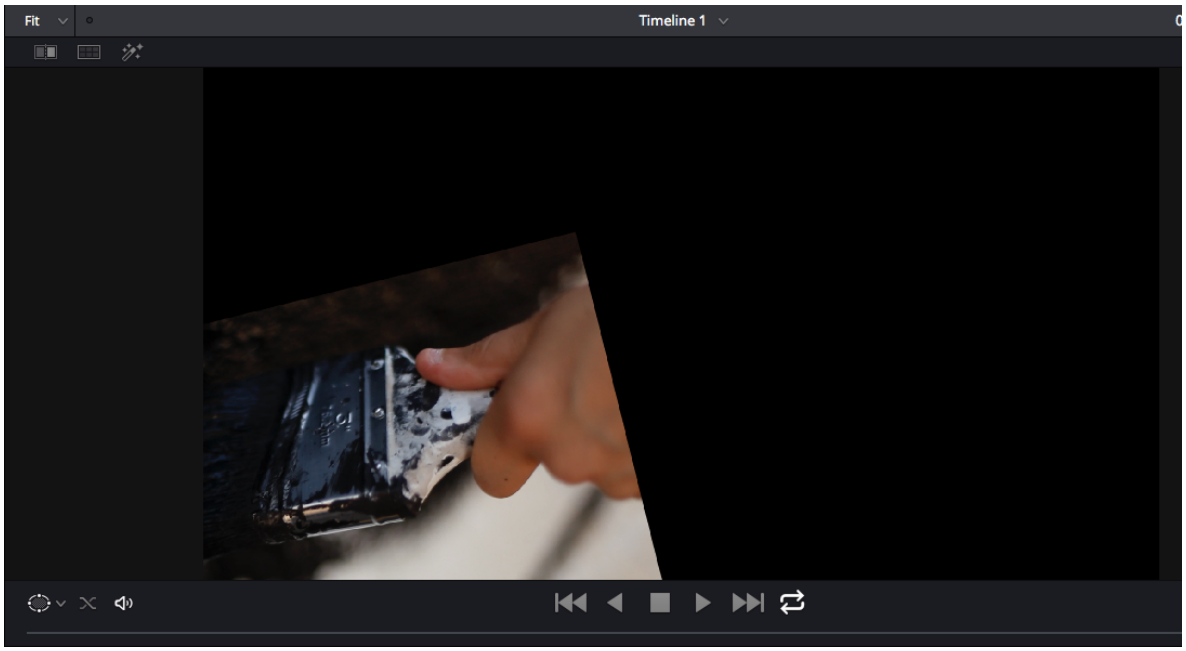
Those lines that appear show how the video camera was moving up, down, left, right, forwards, backwards, and so on.

Choose a setting under Strong and Smooth.



A Strong set to 100 will make the camera appear still. This will look a bit odd if you have a lot of shake in your video.

Then click **Stabilize**. Watch your video. It will likely have a black border and the frame will move about. This is Resolve compensating for the shake in your camera. As the camera moves down, it will try to move the frame up. Same for left right rotation and zoom.



If you don’t want to see the black border, check the Zoom box. It will crop your video to a point where the black borders will not be seen.

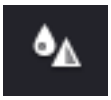
Try a combination of strong and smooth to see what looks best. Press Stabilize every time you make a change.
If Resolve did a good job, you should see your video a bit cropped but the motion looks much smoother.

Sharpening

When you use good video cameras, they won't over-sharpen your video. Low quality cameras are the ones that make your footage look sharp and clean, because they expect you don't know how to sharpen your video with applications like Resolve.

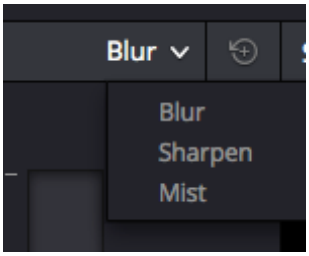
You want to shoot soft and sharpen in editing. This gives you the best control over how sharp your image is. It's a lot easier to add sharpening than it is to remove sharpening.

You can make your video look cleaner by adding a bit of sharpening.

To do this, go to the icon that looks like this: 

There are three main blurring effects: **Blur**, **Sharpen**, and **Mist**. You can increase or decrease blur/sharpening in different ways with them.

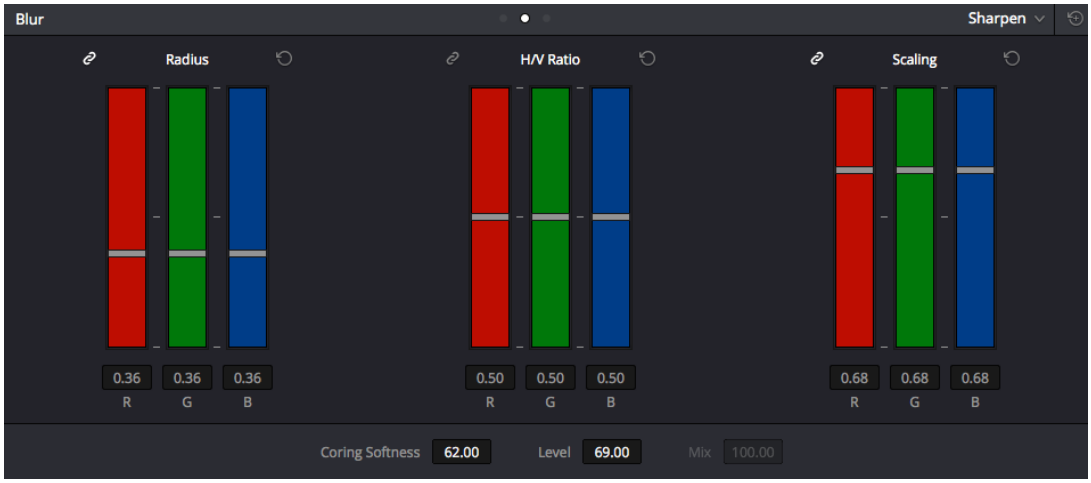
To switch between the different modes, find the drop down menu to the right of the Blur window:



They each do the same functions, but just a little differently.

I won't tell you what each does, and if you're interested you can read the manual. For your purposes, you will probably want to use the **Sharpen** window.

In the Sharpen window, you will see a window that gives you three control sections: Radius, H/V Ratio, and Scaling.



Radius is the amount of sharpening, or spread of sharpening filter on pixels. Lift up to blur, move down to sharpen.

H/V Ratio is the horizontal / vertical ratio of the sharpening. With this you can blur/ sharpen left/right or up/down in different strengths.

Scaling is the magnitude of the sharpening radius. Up to increase, down to decrease.

Make sure you full screen your video to check what is happening. Sharpening with a tiny zoomed out window will not give you a good idea of what the sharpening is doing.

To fullscreen your video:

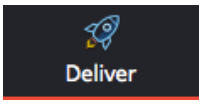
Press Command F

or

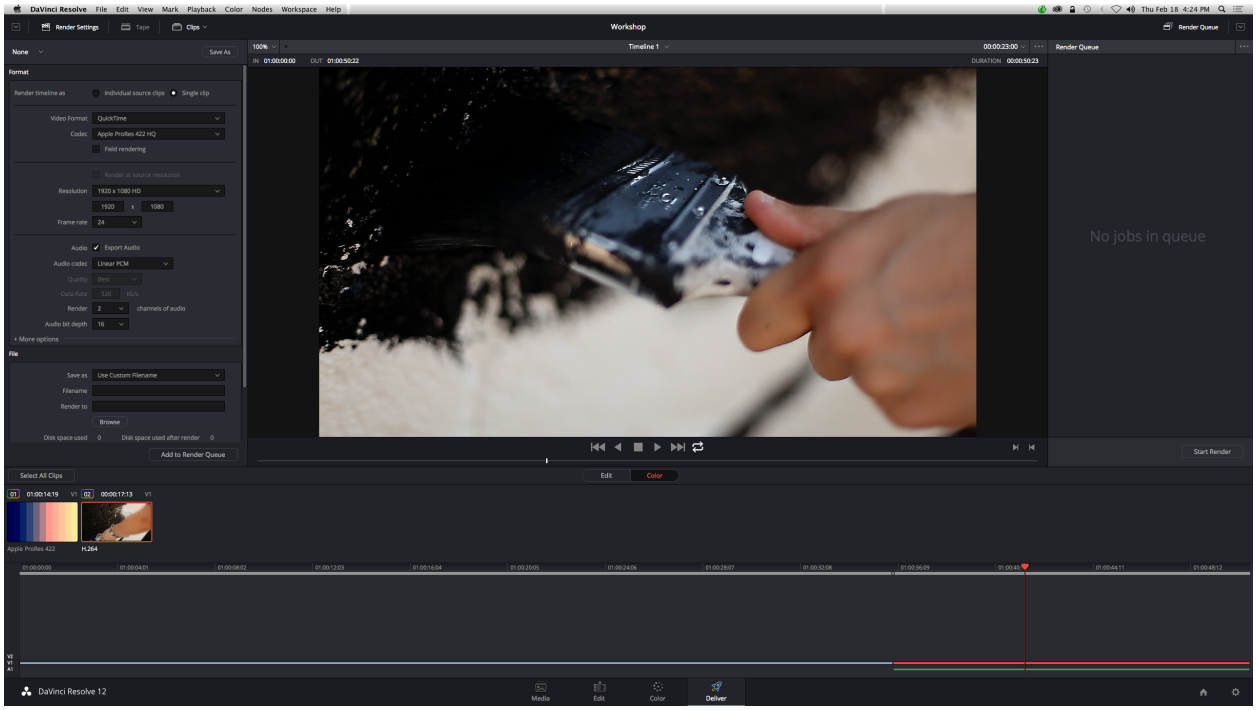
Select Workspace > Viewer Mode > Cinema Viewer

Step 4: Exporting

To export your video, go to the **Deliver** part of Resolve.



You will see a large window that looks like this:



On the left you will see a window with the settings for your export. In the centre you will see your video in a window. Down below you will see timeline to watch your video. On the right is the Render Queue.

Step 1: Choose your settings

First, you must decide how you want to export it. If you want to export it as a full quality HD video, choose:

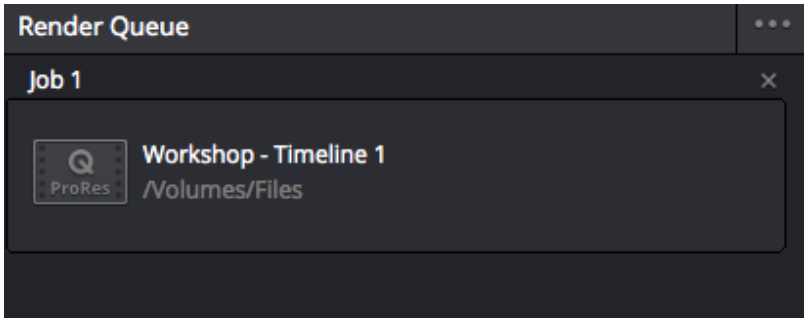
Video Format: Quicktime
Codec: ProRes 422 HQ
Resolution: 1920x1080 HD
Frame rate: 24 (assuming your video is in 24fps)
Check the box for **Export Audio**
Audio Codec: Linear PCM

Then, under **File**

Save As: Custom Filename
Filename: Add whatever you want the name of the file to be
Render To: Click “Browse” and find the directory you want to save to. I would recommend using the Desktop folder.

Click “**Add to Render Queue**”

In the right hand window, a video file will appear in the Render Queue with a name, like this:



If you want to delete this, press the X to the right of the file.

If you’re ready to export, click the **Start Render** button on the bottom of the Render Queue.

The video will start exporting and you can watch it as it does. If you notice a problem, click the **Stop** button at the bottom of the window. A “Job Cancelled” will appear at the top right of your file in the render queue. You will have to press the X to delete this render output, otherwise it will try and export the next time you click **Start Render**.

Look at your desktop and make sure your video is there and plays.