

No.	Acad. h	Topic	Description of activity
		Introduction to DaVinci Resolve	
1	1	Software and working environment, user interface, project management	Setting up the DaVinci Resolve working environment and creating a logically structured and recoverable project.
2	1	Importing files, organising media and metadata	Professional media-management logic: folders, keywords, metadata, and managing material from multiple sources and in large volumes. Introduction to the possibilities of Frame.io and Milanote.
3	2	Using the timeline, cutting and arranging clips	Applying precision-cutting and timeline tools to create a logical and narrative video structure.
4	1	Classroom practice	Editing practice with the basic editing tools under the guidance of the instructor.
		Creative editing	
5	1	Editing styles	Introduction to editing styles and analysis of different genres.
6	4	Main editing principles	Explanation of the main editing principles.
7	1	Visual storytelling – rhythm and pace	Analysis of editing rhythm and pace in order to guide the viewer's attention and emotional experience.
8	3	Hollywood editing principles	The 180-degree rule, invisible editing and time-compressed narrative.
9	1	J-cuts and L-cuts	Timing of audio and picture edits.
10	1	Classroom practice	Completing an exercise based on the principles of J-cuts and L-cuts.
11	1	Transitions and visual effects in an edited work	Purposeful use of transitions and effects, based on editing language and story rhythm. Examples of additional DaVinci Resolve solutions.
12	1	Instructor demonstration: editing	Observing a professional editing process with explanations and the opportunity to ask questions.
		Audio editing	
13	1	Audio synchronisation	Professional synchronisation of audio and picture.
14	3	Audio processing on the Edit and Fairlight pages, AI tools	Cleaning audio, balancing levels and integrating sound with the edit.
15	2	Sound design: SFX, music and speech clarity	Creating a soundscape that supports the narrative, ensuring clear speech and balanced music. Introduction to text-to-speech solutions.
16	1	Copyright, Creative Commons and ethics	Applying the principles of copyright, licensing, personal data protection, privacy and responsible media production.
17	1	Classroom practice	Audio-editing practice under the guidance of the instructor.
		Colour grading	
18	2	Colour correction and colour design	Introduction to the fundamentals of colour grading.
19	4	Using Color Page tools, LUTs	Creating a technically correct and stylistically consistent image using colour correction, colour grading and LUTs; using visual references.
20	1	Classroom practice	Colour-grading practice under the guidance of the instructor.
		Animating graphics and effects	
21	2	Animating text, graphics and subtitles	Animating text and graphic elements that support information delivery and visual identity.
22	2	Chroma key and green screen technique	Removing the background in a chroma key workflow and integrating the filmed subject into a new visual environment.
23	1	Exporting files, encoding and quality standards	Selecting appropriate export settings and codecs to preserve the highest possible quality across different distribution channels.

24	1	Classroom practice	Colour-grading practice under the guidance of the instructor.
25	1	Group feedback and reflection	Analysing the results and relating the acquired skills to the labour market and further learning opportunities.