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Steps Used In Video To Color Grade in the YouTube Video entitled "DaVinci Resolve: How To Edit Video for Beginners with Step by Step Workflow from Start To Finish" available at the URL below:

https://youtu.be/4SaVklzV1kM

1. While on the "Edit" tab, stop at the frame of a Clip you wish to color code.

2. Then, click on the "Color" tab.

3. There, on the right lower side of the screen you see the Red, Green and Blue Scopes, also known as RGB (for Red, Green and Blue). Using the Gain Wheel, adjust the Scopes. Up is brighter and Down is darker. Get your highlights as bright as possible without degrading your image; with the help of the Scope Levels and your visual determination of highlight level.

4. Using "Lift" Wheel, turn left to bring down the shadows. By raising the highlights with the "Gain" Wheel in the previous step, and now lowering the shadows with the "Lift" Wheel will increase the contrast.

5. Increase Saturation by raising the 0.50 number in the "Sat" box to about .60, more or less, depending on the desired saturation level you're looking for.

6. Raise contrast in the "Contrast" box from 1.0 to about 1.15, more or less, depending on desired contract level you're looking for.

7. Click on the "Blur" icon, to see "Radius", "H/V" and "Scaling" bars. To get a better view of the detail in the image, zoom the image to 100%. And, then lower (all three bars, red, green and blue) to about 47%, more or less, to get the desired contrast. After you get your desired contrast, zoom picture back to "Fit" to see full image again.

8. Optionally, then tweak by adding more saturation in the "Sat" box to perhaps 69, more or less, if needed.

9. As the video is playing, make sure the Scopes don't dip too low, which signifies a darker image. If the Scopes are too low, you can raise the "Gamma" wheel, when lower the "Lift" wheel as desired.

Shift/D turns your color grading changes on/off to allow you to see the difference your color grading as made. If you want to start over from the beginning, click on the icon next to Primary Wheels and Radius Scaling Bars to return settings to default, to remove all your color grading changes.