

# Level 1 Node Recipes

The serial node tree: one job per node, labeled, left to right — the habit that keeps every grade organized and reversible.

The palettes don't grade the clip directly — they grade the **selected node**. A node is one layer of grading you can switch on and off by clicking its number.

## Node basics

### What a node is

One layer of grading — it carries whatever adjustments you made while it was selected. Toggle its number off/on to switch that layer off/on, independent of every other node.

### Serial nodes run in a chain

A serial node lands *after* the current one (right-click → *Add Node* → *Add Serial*, or *Alt/Option-S*). The image flows through in order — this is **node order**, and it changes the result, not just the look of the tree.

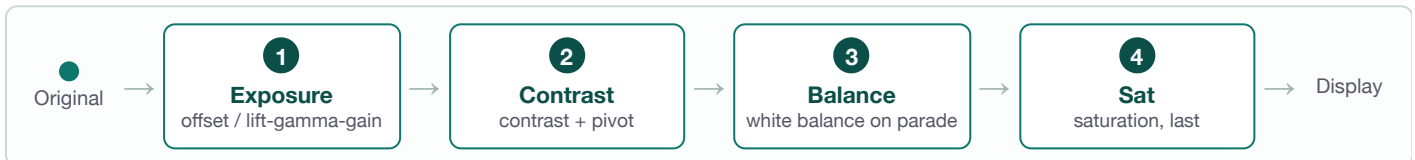
### Why split jobs onto separate nodes

Each becomes an independent switch: compare with it off, undo just one thing, or explain the tree to someone else. An empty node does nothing until you adjust it.

### Labeling convention

Double-click a node's name and call it what it does: *Exposure*, *Contrast*, *Balance*, *Sat*. A tree of 01 02 03 04 tells you nothing in a week.

## The Level 1 four-node tree



**Note on order:** Lesson 1.4 introduces the one-job-per-node mechanic with the example order *Exposure* → *Balance* → *Contrast* → *Sat*. The workflow you actually run for a full balance, finalized in Lesson 1.6, is *Exposure* → *Contrast* → *Balance* → *Sat* (above) — contrast is set before the color cast is neutralized. Same rule either way: one job per node, in your correction order, left to right.

## Housekeeping

- Reposition nodes by **middle-click-drag** if the layout gets messy — this does **not** change the order; the connecting wires do.
- Reset a single node: right-click → **Reset Node**. The others stay untouched.
- Toggle a node off/on by clicking its number to isolate exactly what it changed.
- This is Nodes 101 on purpose — no parallels, no layers, no keys yet. A short, clean, labeled serial chain is the whole Level 1 skill; Level 2 bolts onto this habit.