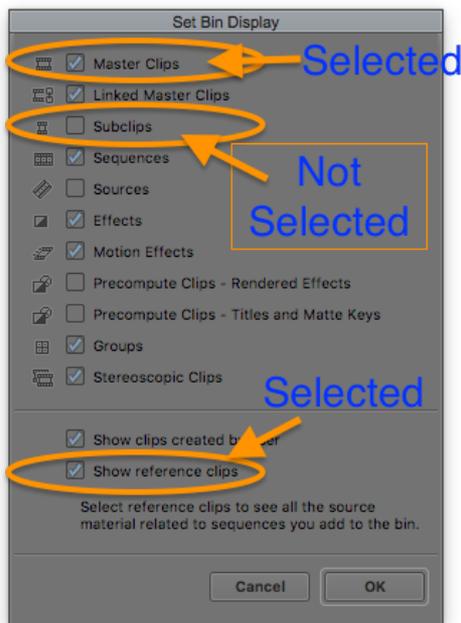


To Export an AAF for Colour Correction in Resolve.

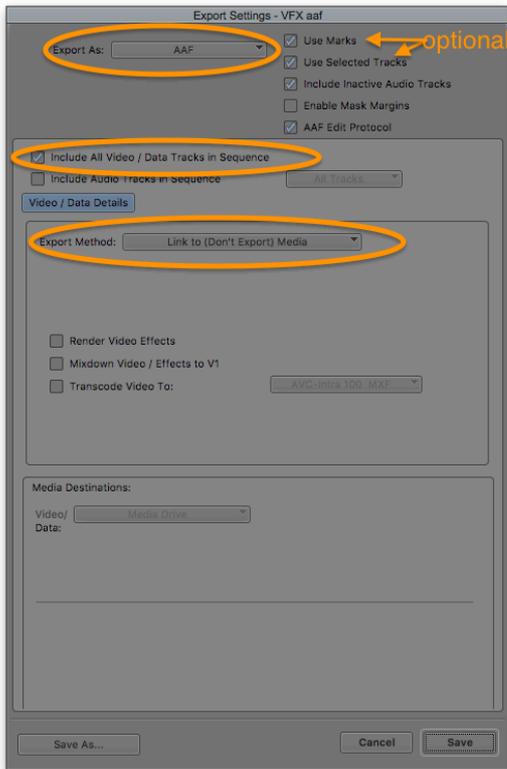
- First identify the source files you'll need. This will usually be the original Camera files.

In the case of the Hidden/Craith Footage that we use in the workshops the easiest way to do this is to;

- Make sure your sequence is in a bin by itself
- From the fast menu (hamburger) at the bottom left of the bin choose "Set Bin Display"
- From the ensuing pop-up select "Show Reference Clips" (at the bottom of the window) and "Master Clips" and deselect "Subclips". Then click 'OK'

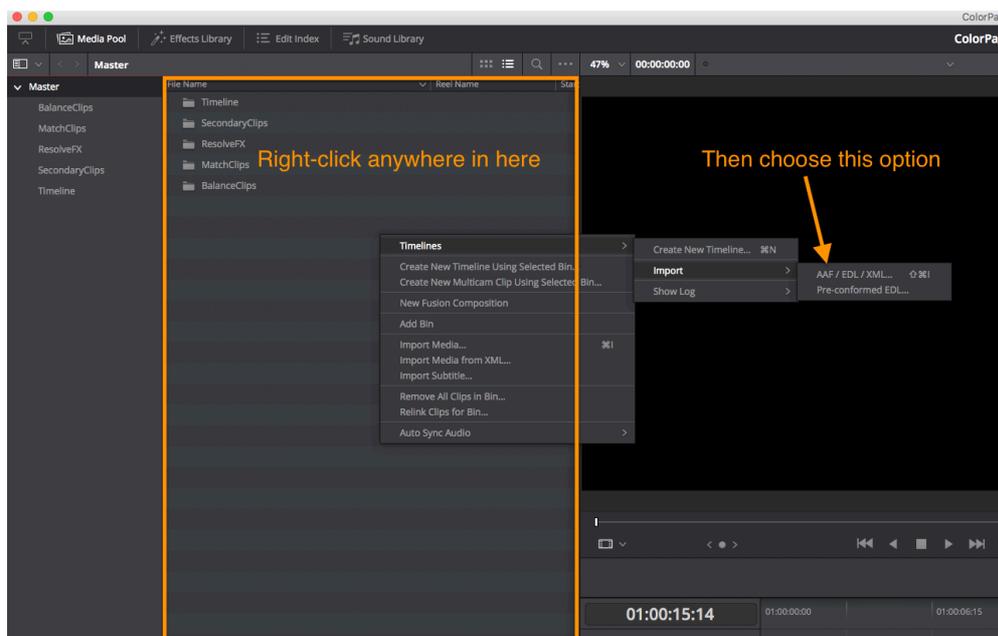


- This will populate your bin with the clips used in the sequence. These will be the Master Clips which have the original camera file names not the scene/take names.
 - Sort the bin by name so that the clips are in chronological order by camera.
 - Right click on the first clip and select 'Reveal File'.
 - Take note of the folder that the file is in. It will be in a 3 digit format where the first digit is the Shooting Block number and the last two the shoot day. eg 302 is block 3 day 2.
 - Repeat the process for the last clip in the bin just in case the scene spanned multiple days.
 - Beware of B cam clips as they will affect the sort order in the bin. ie the clips will be listed chronologically on A cam first and then B cam so the last A cam clip won't be at the bottom of the bin but somewhere in the middle.
- Once you've identified and located the original files you can export your AAF. To do this right-click in the Record/Timeline monitor and choose 'Export...'
 - In the 'Export As...' window select an AAF option from the 'Export Setting' pop-up menu if one exists, otherwise select 'Untitled' and then click the 'Options...' button.

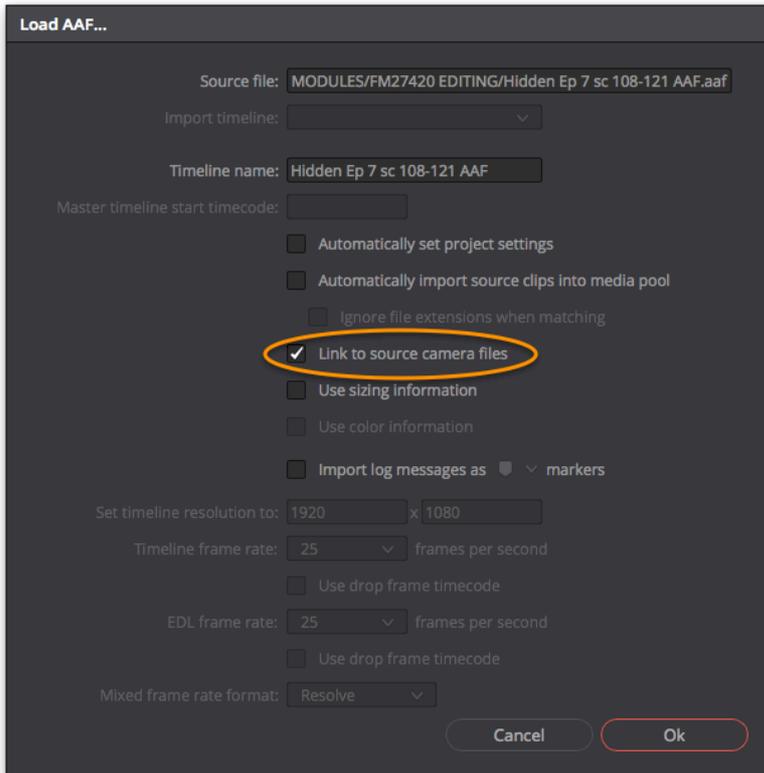


- In the Export Settings window choose 'AAF' as file type, 'Include All Video/Data Tracks in Sequence', and 'Link to (Don't Export) Media' as the 'Export Method'. If required you can check the 'Use Marks' and 'Use Selected Tracks' buttons. eg if you want to disregard any title or effect layers you have above the video tracks.
- Click Save.
- Back in the 'Export As...' window choose your save destination and name your export.
- Click Save.

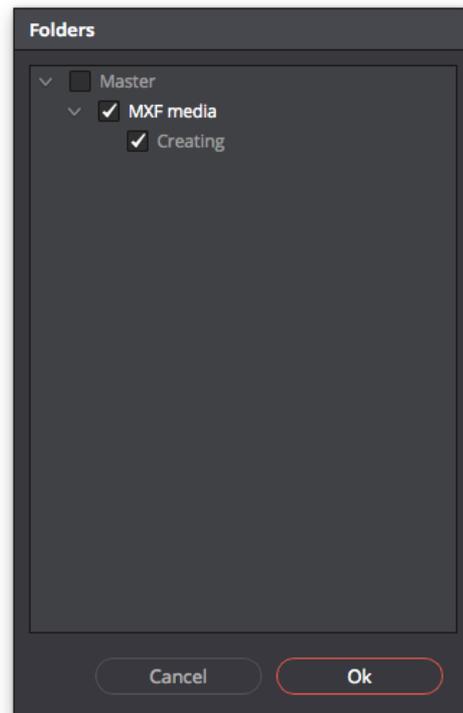
- Now close Avid and open Resolve.
- Make a new Resolve project if necessary and name it appropriately.
- On the Media page locate the necessary camera/shoot day folders and drag them to the Media Pool. In the case of the Hidden/Craith footage they will be in /Workshop Material/Craith Arri Rushes.
- Resolve will ask if you want to set the project up to match the files' format, which you do.
- Then go to the Edit page and in the media browser right-click and choose Timelines>Import>AAF/XML/EDL.



- In the 'Load AAF...' window check 'Link To Source Camera Files' and deselect the other options.

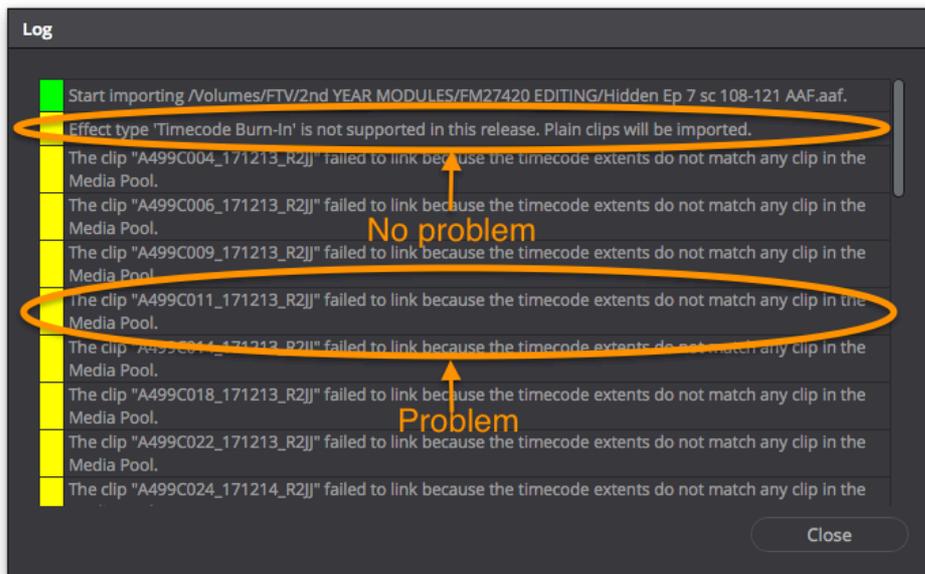


- In the 'Folders' window select the folders containing your media. If you've only brought the necessary files into the project then you can just leave 'Master' selected.
- Click 'Ok'.

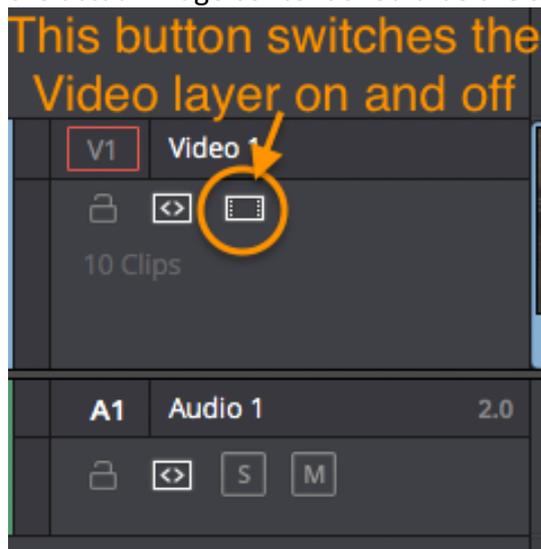


- Resolve may take a few seconds to load the sequence, and may throw up a dialogue window saying that it was unable to link to certain files. This is normal as Resolve can't link to titles and effects.
- If however it says that it couldn't link to camera clips then you have probably missed some necessary camera folders when adding into the media pool. If this is the case then delete the imported timeline, add the necessary folder/s to the Media Pool and then reimport the

AAF.



- If you made a Quicktime/mp4 reference file import that into the Media Pool and in the Edit page lay it above your imported AAF sequence. You can then toggle the top layer off and on (the QT/mp4) to check that it matches the relinked AAF clips below. There will be a colour/exposure shift between the two layers but the actual image content should be the same.



Check a few shots to confirm that the sequence has relinked correctly and then leave the QT/mp4 video layer switched off. Leave the audio active though so that you have it for reference when grading.

To Export your Graded Sequence.

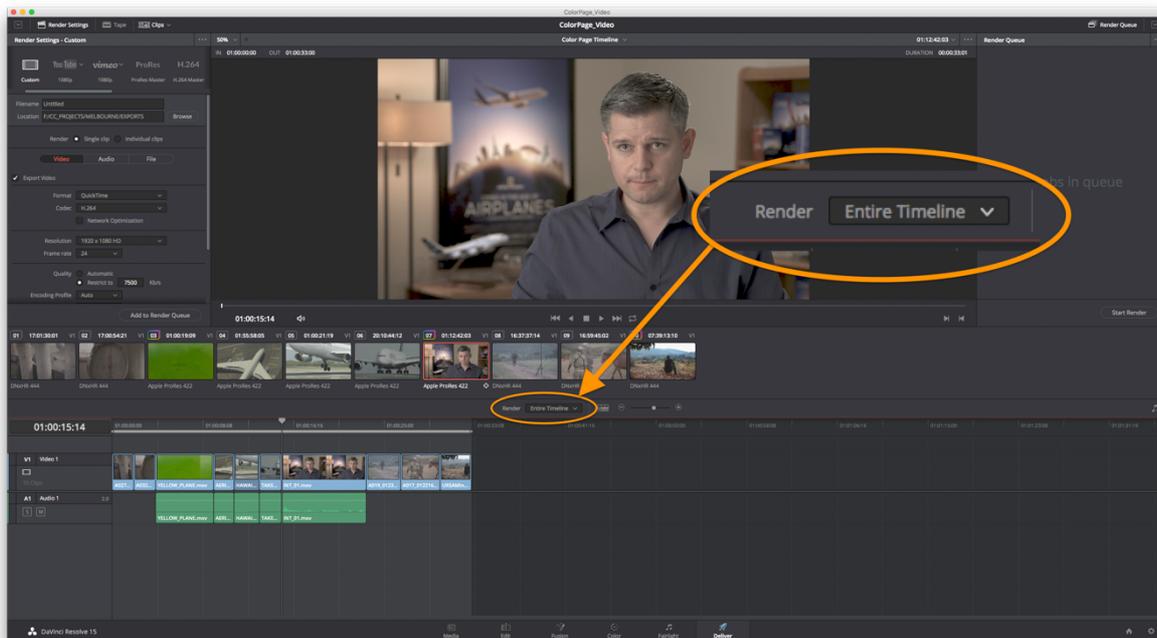
There are two ways you can export from Resolve;

- A)** as a single video file – this is simplest if you don't plan on doing any more editing or if you only need to add titles over the graded pictures and to make audio changes.
- B)** as individual clips along with a new aaf/xml – this gives you the option of adding 'handles' to the exported clips which means that you can tweak edits and add transitions if desired. This

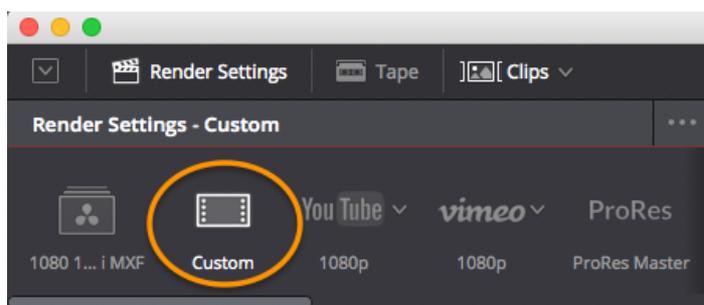
method is necessary if you have effects that Resolve can't recreate, you grade each element in Resolve and then recreate the effect in your NLE with the new graded clips.

To export, go to the 'Deliver' page in Resolve and ensure that your sequence is loaded.

Choose to Render 'Entire Timeline' or 'In/Out Range' from the drop down menu above the timeline. 'In/Out Range' can be handy if you're redoing a section or if you have one section with effects that need to be done as individual clips while the rest can be a single file. To use 'In/Out Range' click on the first clip you want in the clip thumbnail timeline and press 'I' and then click on the last clip you want and press 'O'.

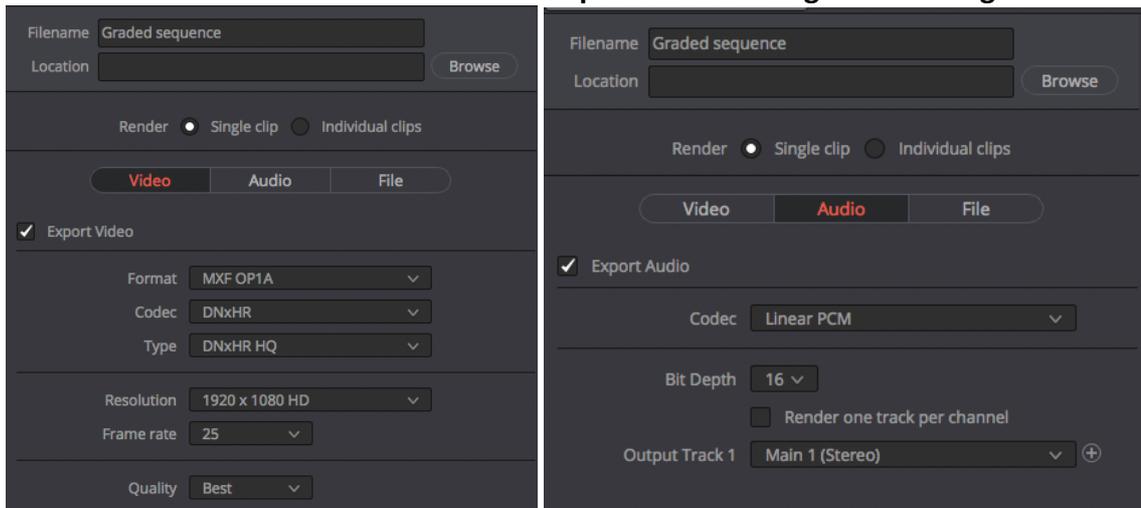


A) - To export as a single file choose 'Custom' from the 'Render Settings' presets.

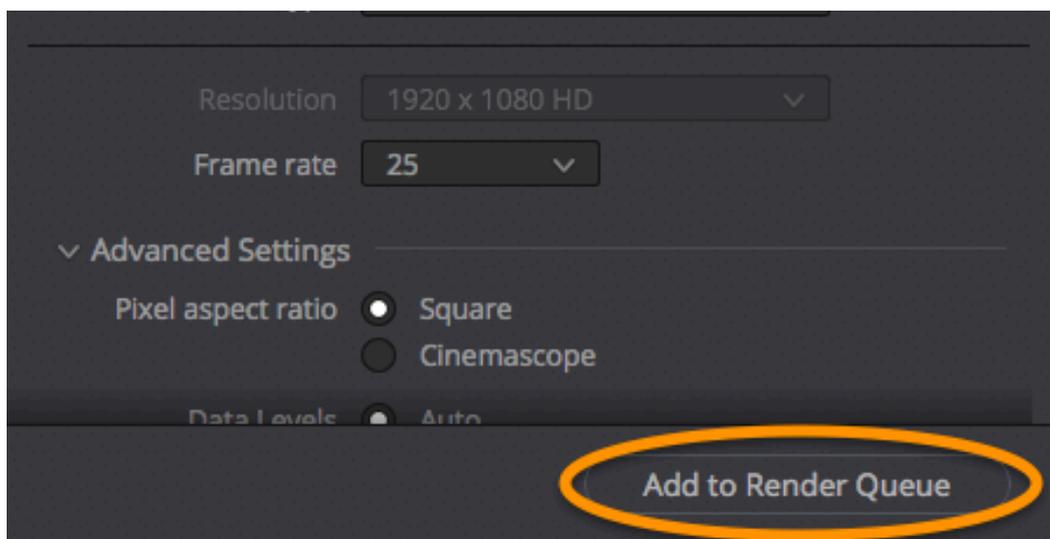


Then choose the following settings, making sure to select 'Single Clip' at the top of the settings window.

NB – you may not need to include audio eg if the audio in the Resolve sequence came from a low res reference file or if there is still work to be done on the audio, however it can be useful to have in order to compare and check against the original avid sequence.

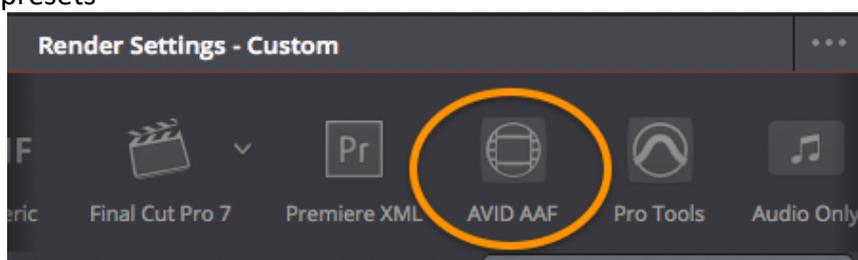


Click the 'Browse' button to choose a destination and then click 'Add to render queue' at the bottom of the settings window.



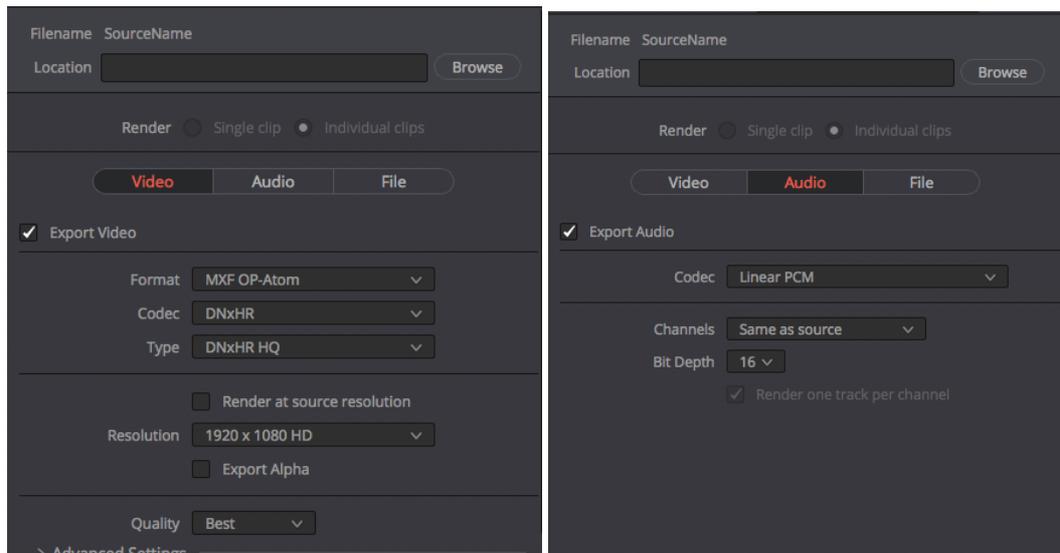
Once the file is finished you can then link it back into your Avid project to add titles and finish your audio before exporting the finished piece. If necessary, you can transcode after linking but it shouldn't be necessary **AS LONG AS YOU HAVE RENDERED THE FILE TO THE SERVER – IF YOU RENDERED TO THE LOCAL DRIVE THEN YOUR FILE WON'T BE AVAILABLE ON OTHER MACHINES UNLESS YOU COPY/MOVE IT TO THE SERVER OR TRANSCODE TO THE SERVER.**

B) - To export as separate clips with an AAF choose 'Avid AAF' from the 'Render Settings' presets



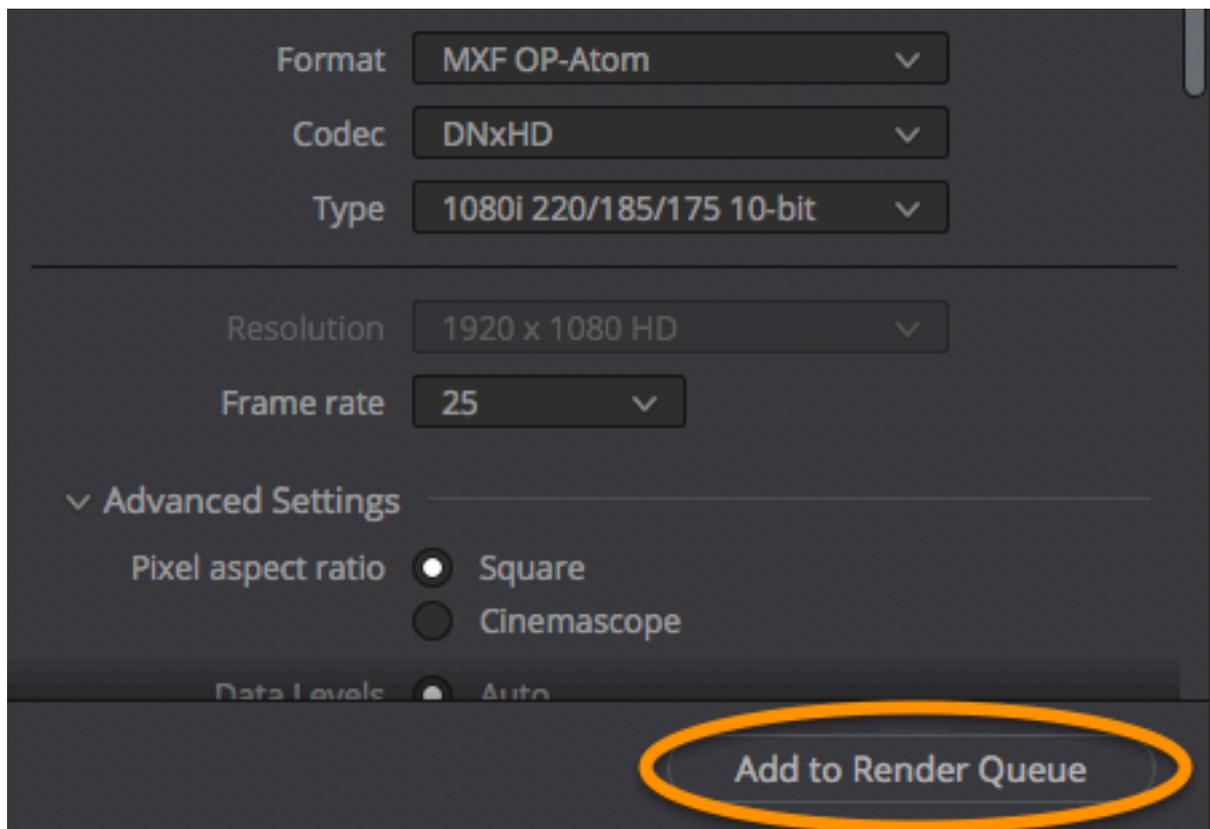
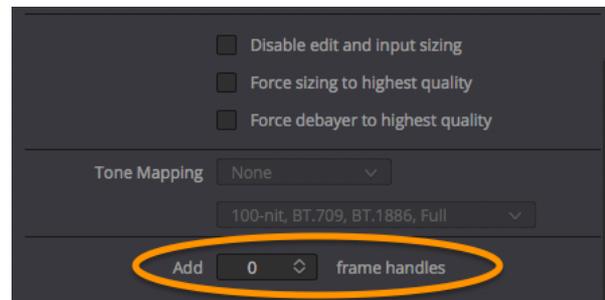
and then choose the following settings;

NB – you may not need to include audio eg if the audio in the Resolve sequence came from a low res reference file or if there is still work to be done on the audio, however it can be useful to have in order to compare and check against the original avid sequence.



At the bottom of the window you can open up the 'Advanced Settings' section and if you scroll down there is an option to add 'handles'. This adds the specified number of frames at the top and tail of each clip so that you can choose later to move edit points or add transitions.

Click the 'Browse' button to choose a destination and then click 'Add to render queue'.



Once the render is complete you need to copy/move the mxf files to a media folder on the computer/server. **If copying to the server make sure you're adding to the media folder belonging to the machine you're working on or Avid won't rescan the media.** Once the files have copied over if you open Avid it will scan the media folders and add the new files into the database. You can then import the AAF that Resolve created (which will have been in the same location as the mxf files) and Avid will rebuild your sequence using the new graded clips. Double-check that any effects have rebuilt correctly and if necessary recreate them using the original sequence as the source to copy and paste the effects over.

Once you're happy that the sequence is all correct and you've added any titles and finished your audio you can export from Avid as per the instructions at the start of this document.