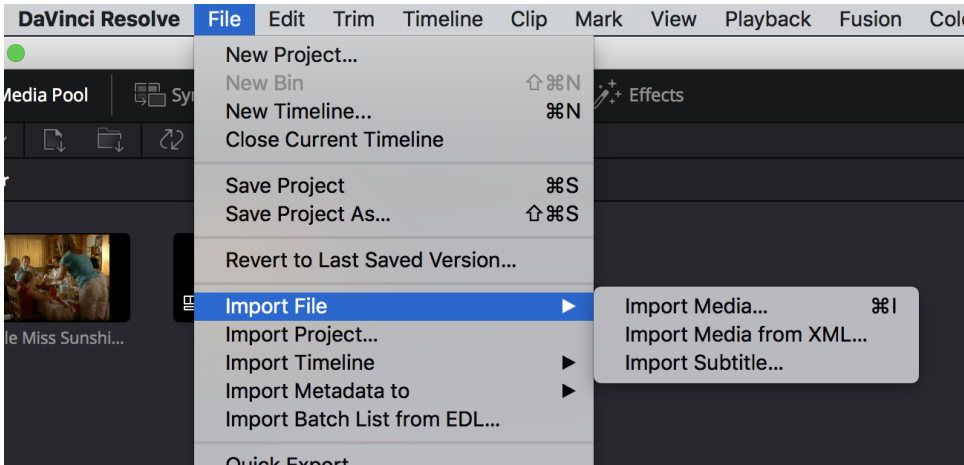
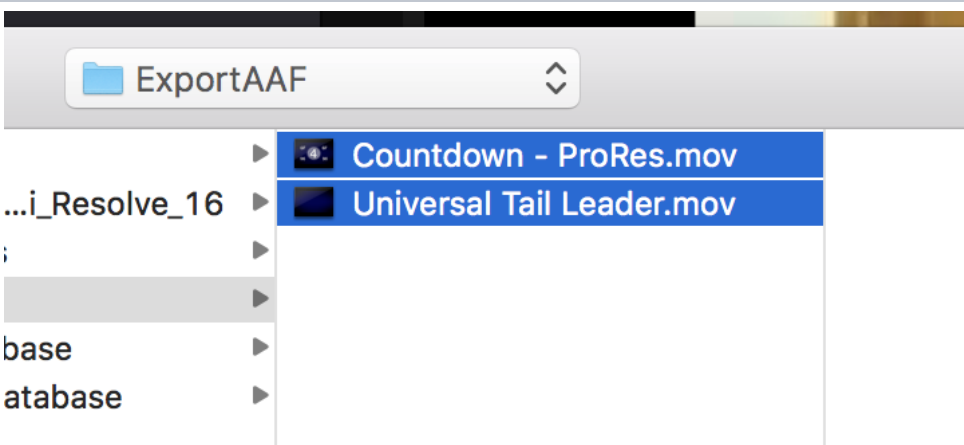
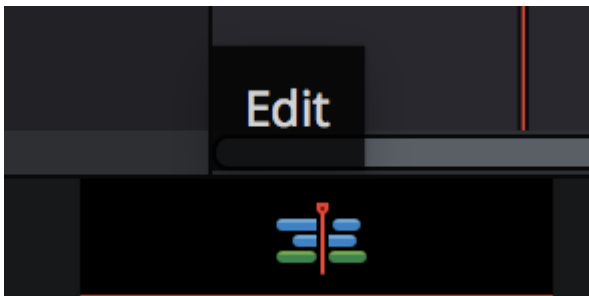
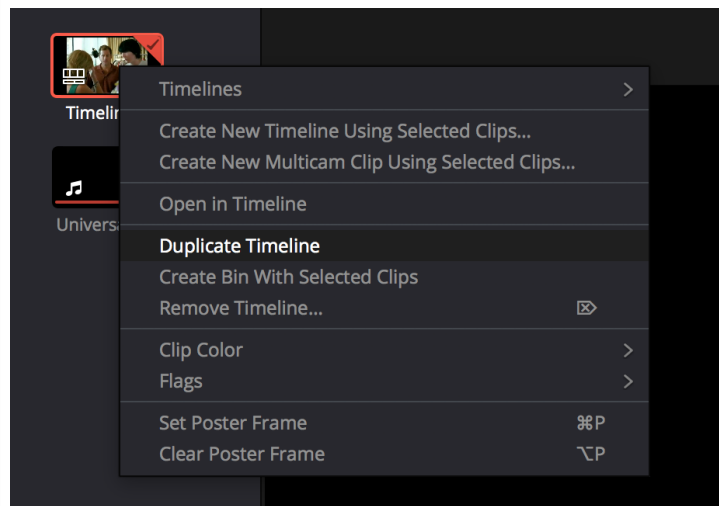


DaVinci Resolve - Prep and Export .AAF and QuickTime Movie to ProTools

Step One - RESOLVE - Prep the sequence with a Countdown at beginning and End Of Picture tail pop at the end

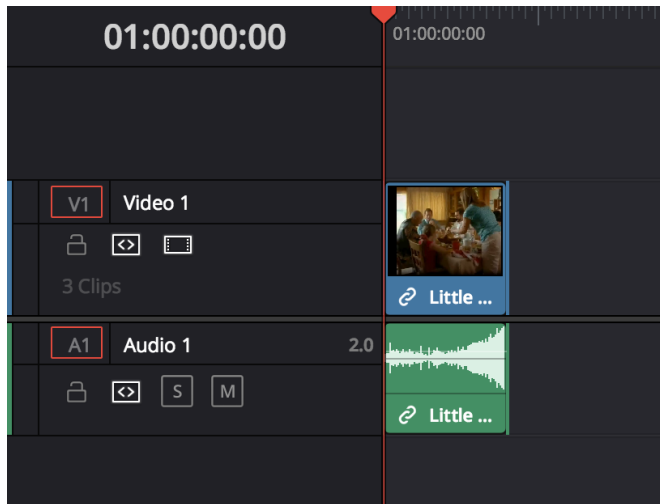
Download these two files Countdown and Universal Tail Leader	Countdown - ProRes.mov Universal Tail Leader.mov
Open your Resolve Project and Import the two quicktimes you just downloaded. Go to >File>Import File> Import Media	 A screenshot of the DaVinci Resolve software interface. The 'File' menu is open, showing options like 'New Project...', 'New Bin', 'New Timeline...', 'Close Current Timeline', 'Save Project', 'Save Project As...', 'Revert to Last Saved Version...', 'Import File', 'Import Project...', 'Import Timeline', 'Import Metadata to', 'Import Batch List from EDL...', and 'Quick Export...'. The 'Import File' option is highlighted in blue. A sub-menu is visible next to it, containing 'Import Media...' (⌘I), 'Import Media from XML...', and 'Import Subtitle...'.
Select the two files	 A screenshot of a file browser window. The 'ExportAAF' folder is selected. Below the folder name, there is a list of files. Two files are selected and highlighted in blue: 'Countdown - ProRes.mov' and 'Universal Tail Leader.mov'. Other files in the list include '...i_Resolve_16', 'base', and 'atabase'.
Click on the Edit tab at the bottom of the interface	 A screenshot of the DaVinci Resolve software interface. The 'Edit' tab is selected at the bottom of the interface. The 'Edit' tab is highlighted in white, and the 'Edit' icon is visible in the bottom center of the interface.

Select your picture locked timeline and duplicate it.



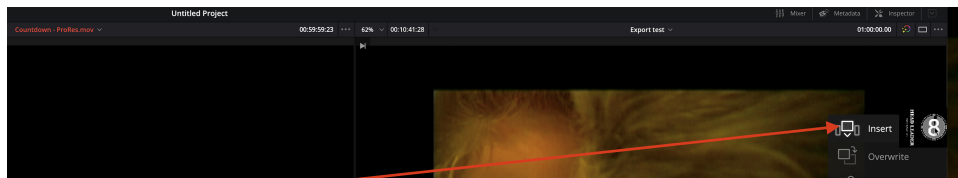
- Load the COPY of the final sequence in the timeline
- Delete anything that is before first picture such as slug or extraneous media. First PICTURE IS EXACTLY WHAT IT MEANS THE FIRST IMAGE OR SOUND OF YOUR MOVIE!!!

Place the timeline indicator at the head of the timeline. Mark an "In Point" on the timeline and make sure that there is not an output set. Clear the "Out Point" if you have one set

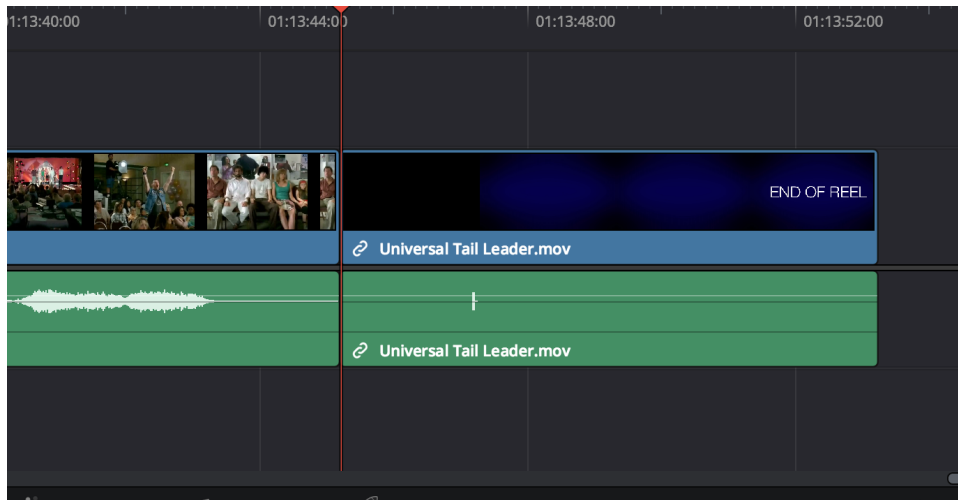


On the source side load the countdown clip and mark the entire clip in to out

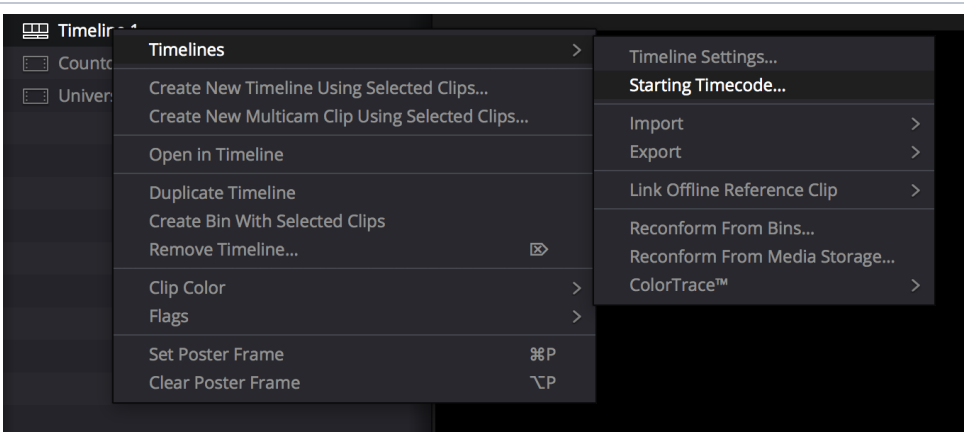
Then drag over to the "Insert" option on the record side



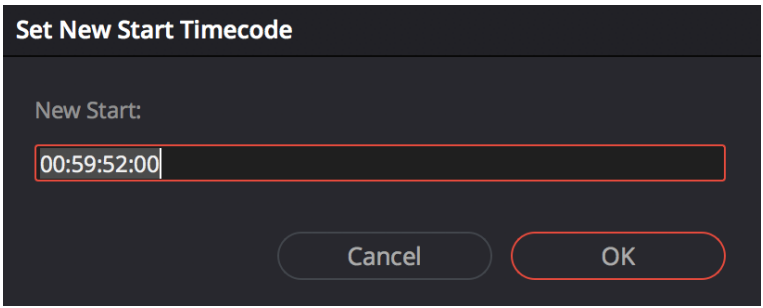
Place the timeline indicator at the end of your timeline and drag the "Universal Tail Leader.mov" clip to the end.



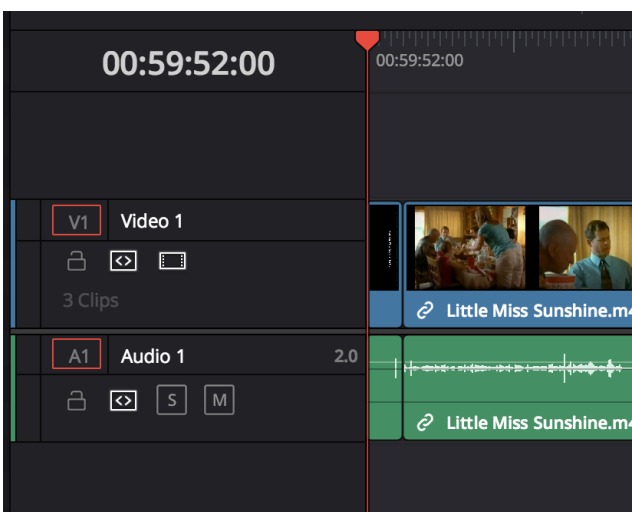
Right click the Timeline in the clips window > Timelines > Starting Timecode.



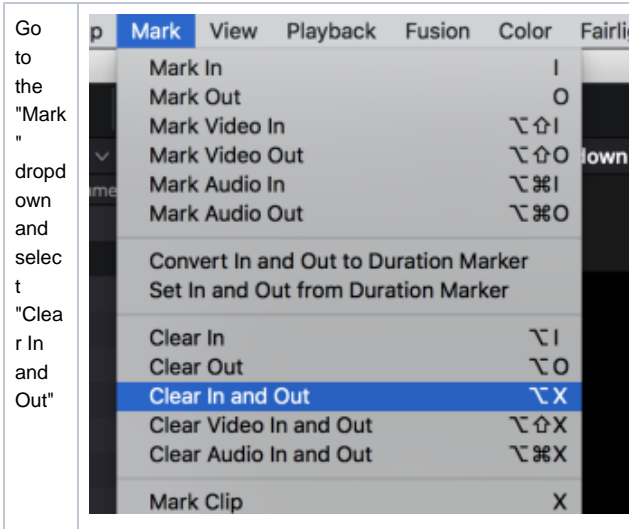
Change the timecode to 00:59:52:00. Click Ok



Check the timeline and make sure that the 2 Pop is at 59:58:00 timecode, as shown here.

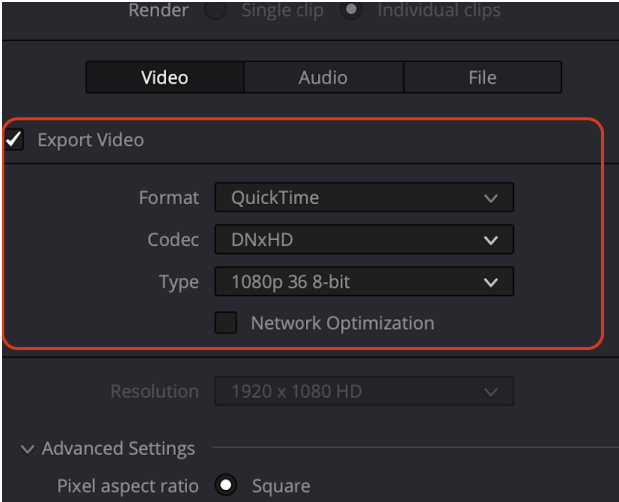
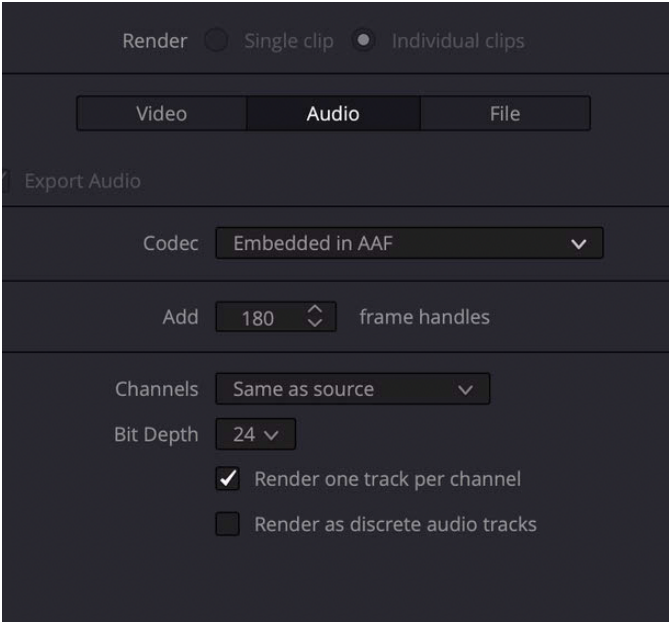
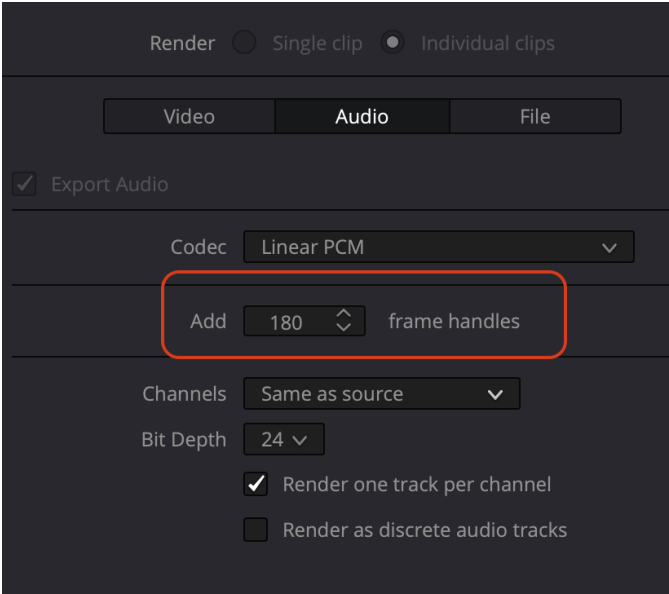


First Picture should be at the 1:00:00:00 timecode.

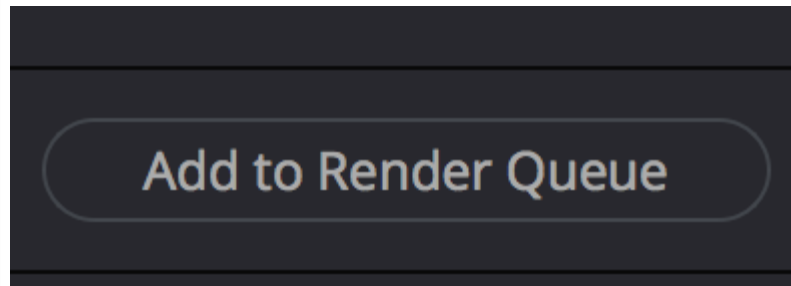


Step Two – Export an .AAF of the audio to import into ProTools

<p>Go to "Deliver" tab at the bottom of the interface</p>	
<p>Scroll through Render Setting Options and select "ProTools"</p>	
<p>> Click "Browse" to choose a location where your files will be saved.</p>	

<p>Selecting "Export Video,"</p> <p>Set Format to Quicktime</p> <p>Codec DNxHD</p> <p>Type 1080p 36 8-bit</p>	
<p>>Choose the Audio Tab</p> <p>Choose Embedded in AAF</p> <p>Add 180 frames of handels</p> <p>Channels Same as source</p> <p>Bit depth 24</p>	
<p>>Option #2 if .aaf embedded did not work</p> <p>Choose the Audio Tab</p> <p>Codec Linear PCM</p> <p>180 frames of handles</p> <p>Channels Same as source</p> <p>Bit depth 24</p>	

Click "Add to Render Queue"

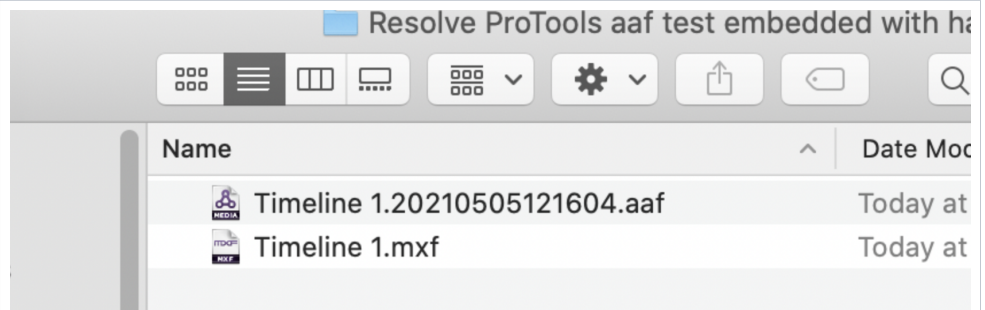


Go to the folder where you saved your exported files

Using Option #1 Embedded .aaf you will have exported a .mxf = video and a .aaf = audio

These files should import into ProTools check using this wiki before you go to sound mix.

[Pro Tools - Open a .aaf or .omf and Quicktime in ProTools](#)



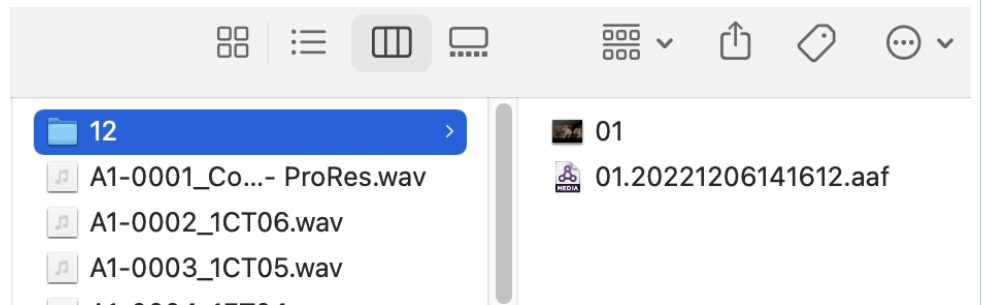
Go to the folder where you saved your exported files and Using Option #2

make sure there is a .aaf and video file this will be (as in our case in a folder maybe labeled 12?

That is what the mixer will need for the ProTools mix

BUT MOVE THESE TWO FILES INTO THE FOLDER WHERE THE AUDIO FILES ARE STORED

EX: there two files move them



EX: these are now moved into the exported sound mix folder and out of the 12 folder

These files should import into ProTools check using this wiki before you go to sound mix.

[Pro Tools - Open a .aaf or .omf and Quicktime in ProTools](#)

