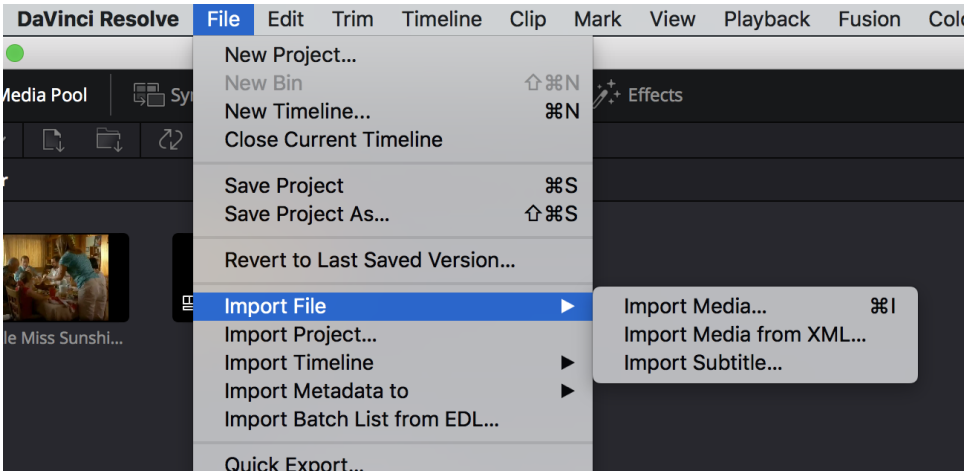
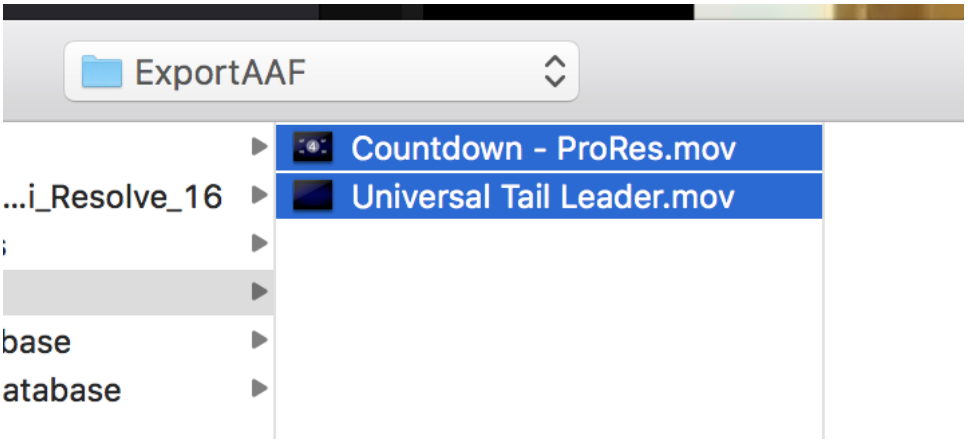
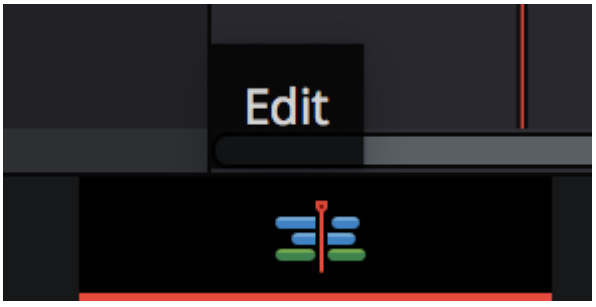
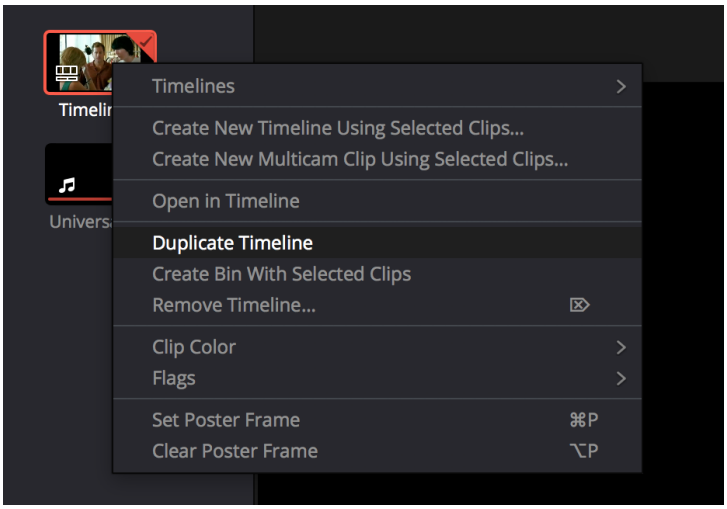
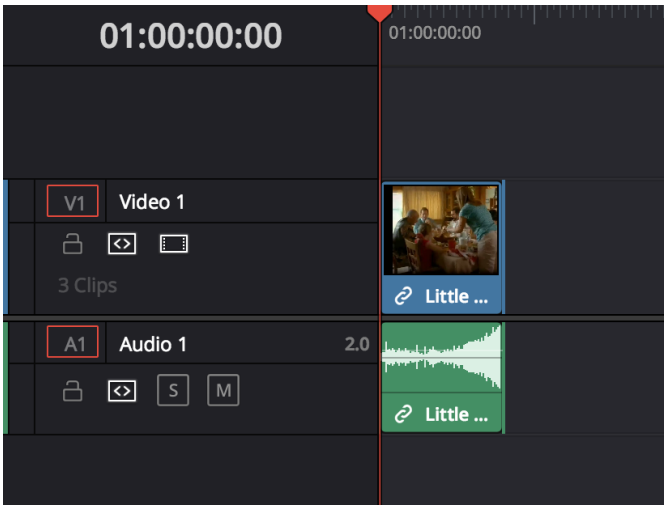
DaVinci Resolve - Prep and Export .AAF and QuickTime Movie to ProTools

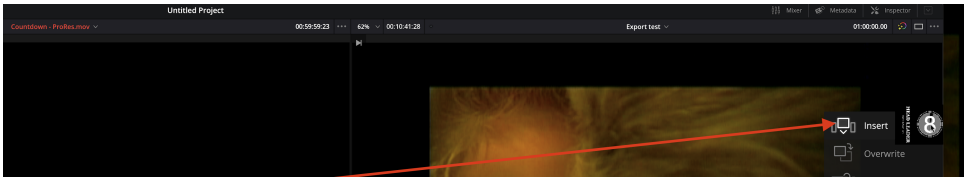
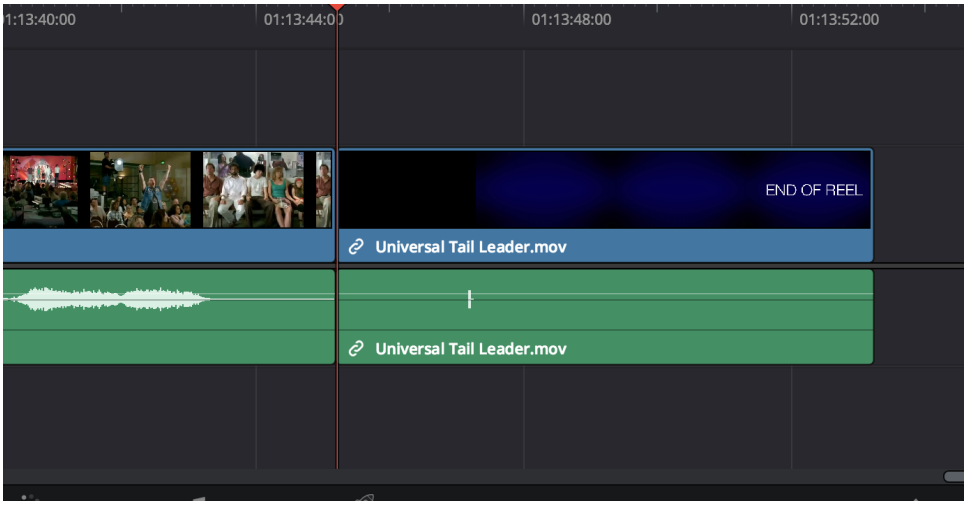
Step One - RESOLVE - Prep the sequence with a Countdown at beginning and End Of Picture tail pop at the end

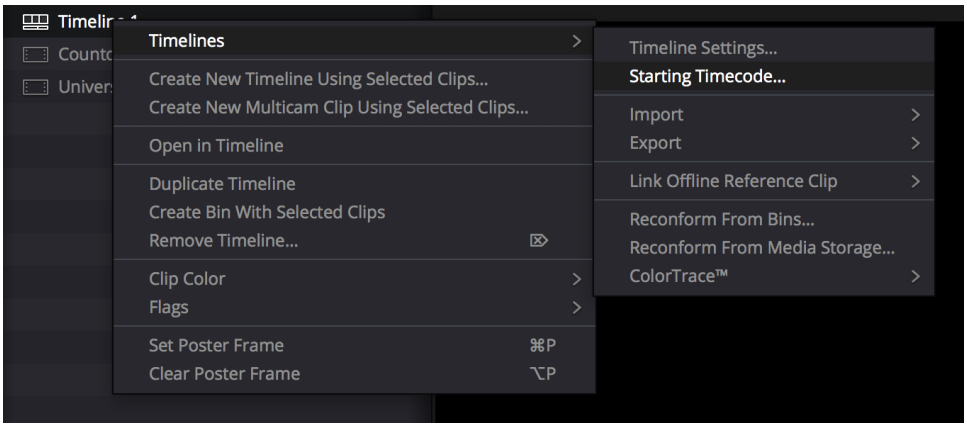
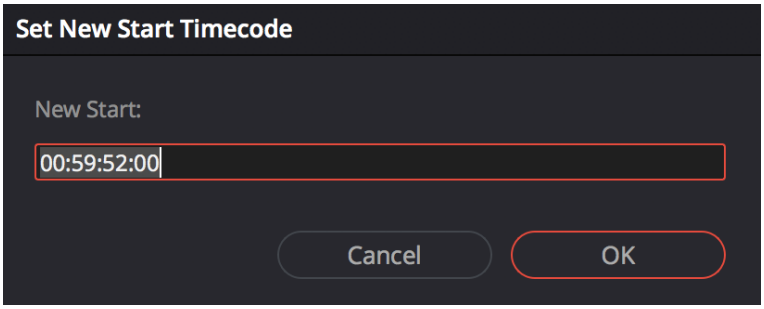
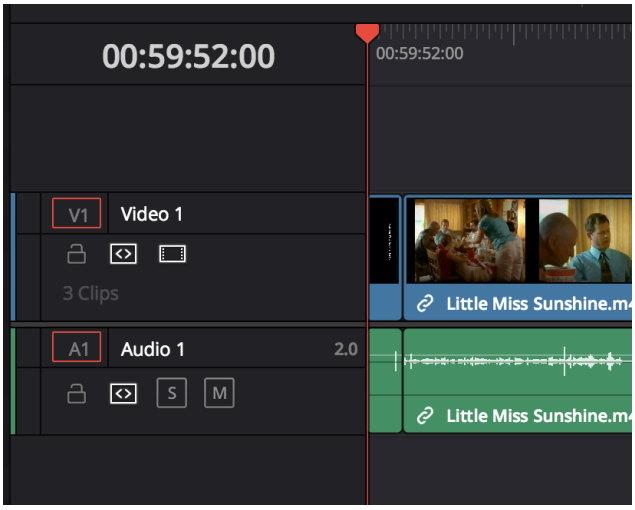
Download these two files Countdown and Universal Tail Leader	Countdown - ProRes.mov Universal Tail Leader.mov
Open your Resolve Project and Import the two quicktimes you just downloaded. Go to >File>Import File> Import Media	
Select the two files	
Click on the Edit tab at the bottom of the interface	

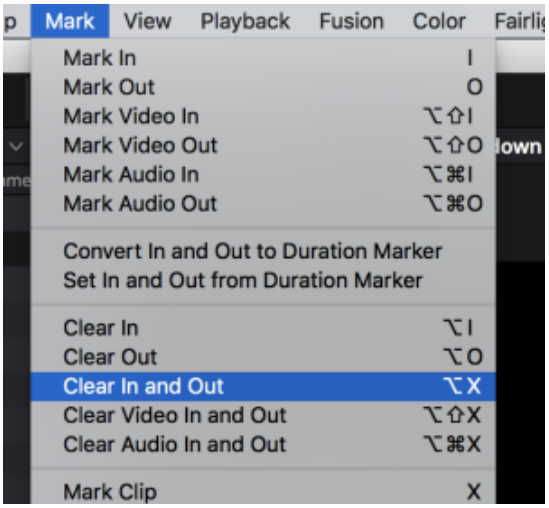
Select your picture locked timeline and duplicate it.	

- 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!!!

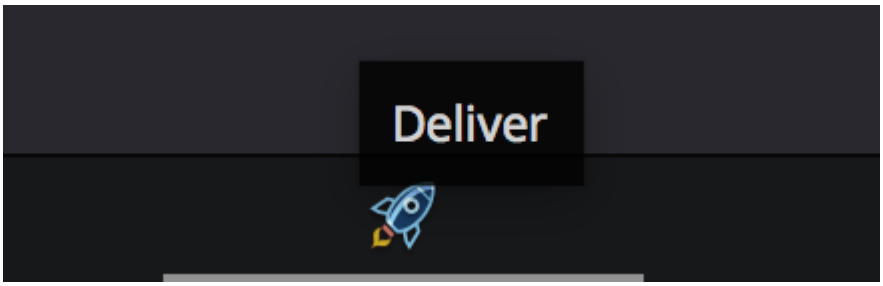
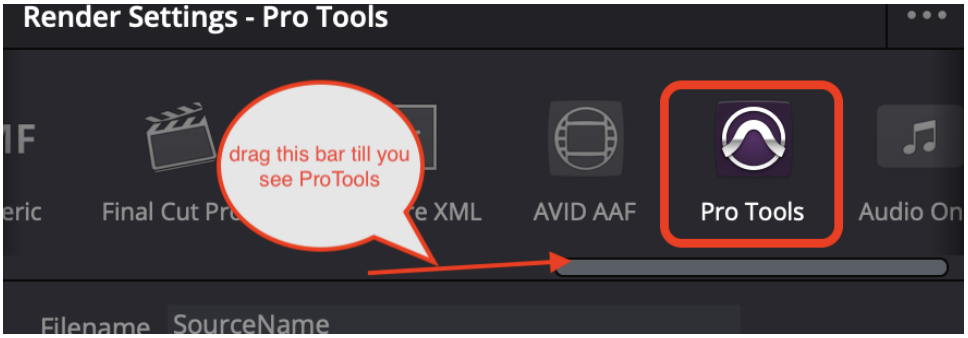
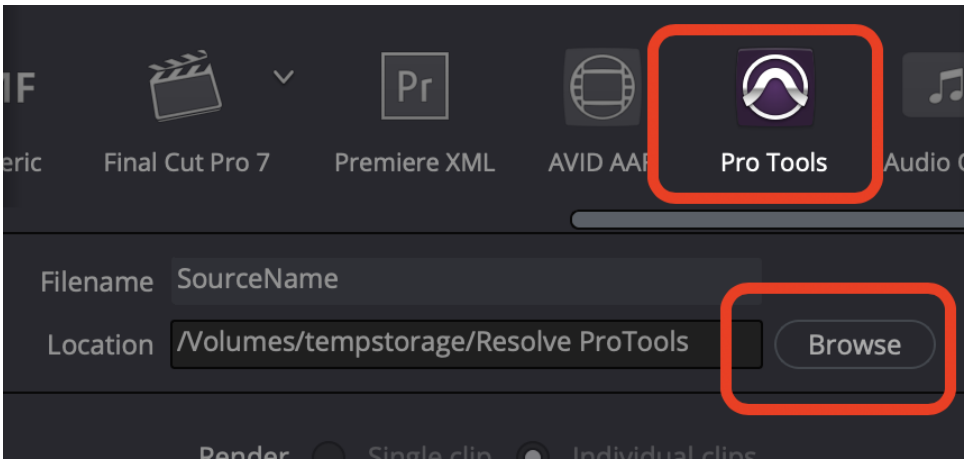
Place the timeline indicator at the head of the timeline. Mark an "In Point" on the timeline and make sure that there is not an outpoint set. Clear the "Out Point" if you have one set	

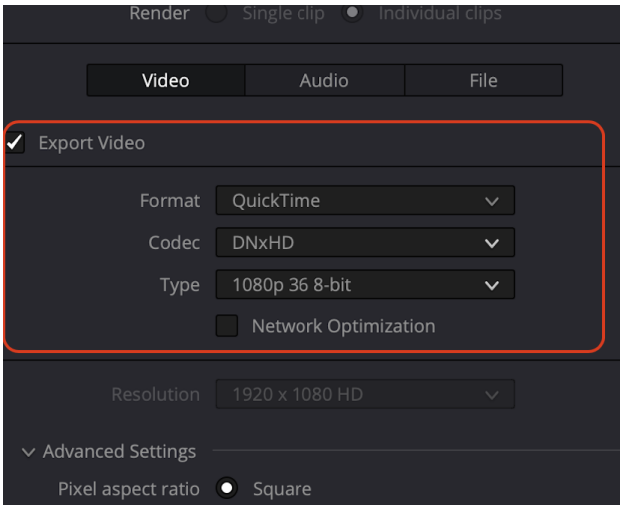
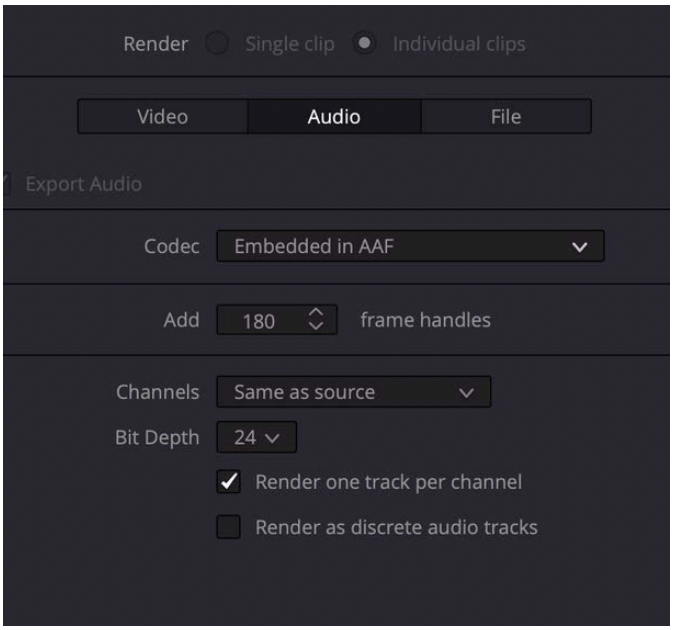
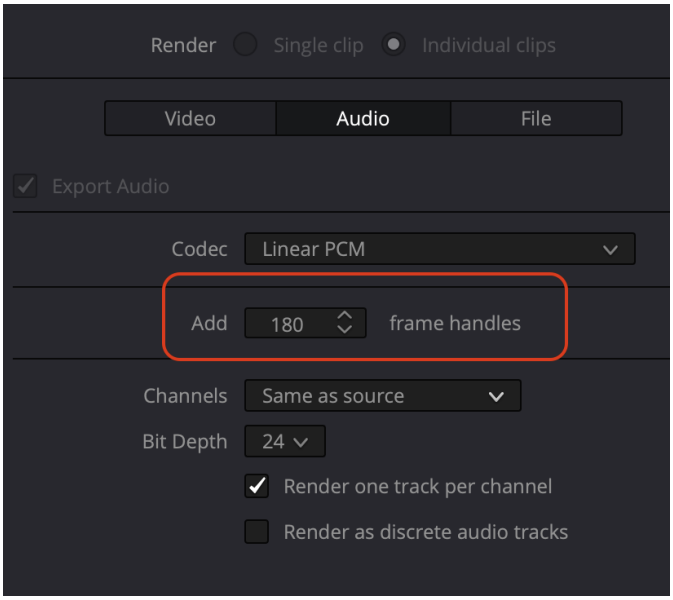
On the source side load the countdown clip and mark the entire clip in to out Then drag over to the "Insert" option on the record side	
Place the timeline indicator at the end of your timeline and drag the "Universal Tail Leader.mov" clip to the end.	

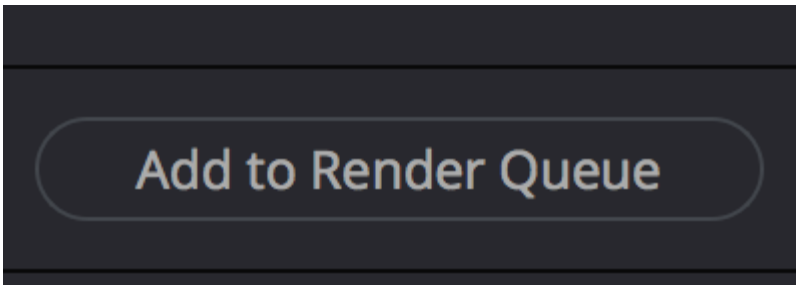
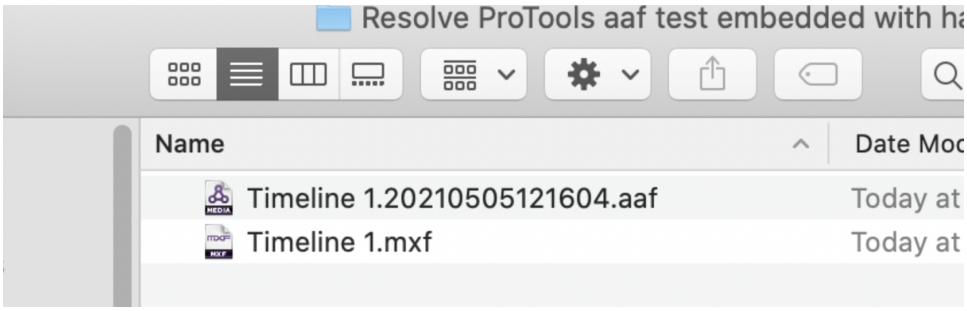
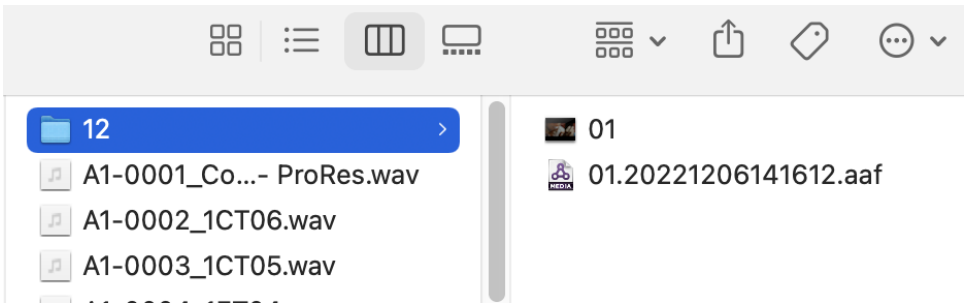
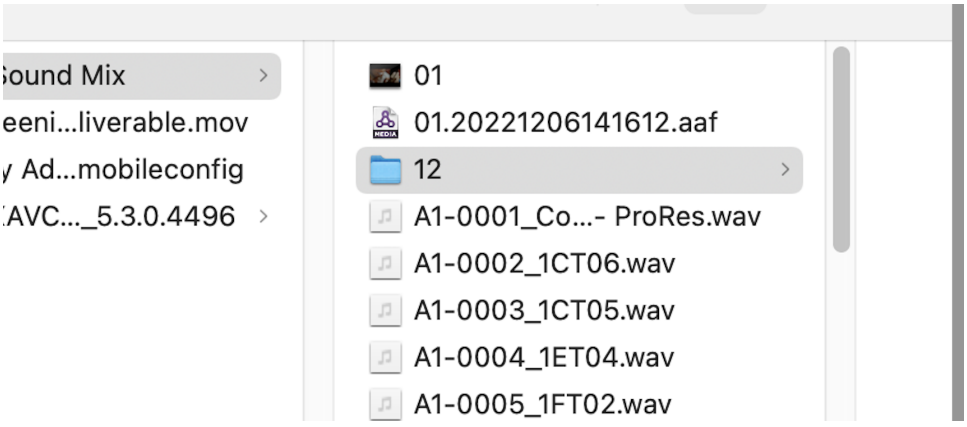
Right click the Timeline in the clips window > Timelines > Starting Timecode.	
Change the timecode to 00:59:52:00. Click Ok	
Check the timeline and make sure that the 2 Pop is at 59:58:00 timecode, as shown here. First Picture should be at the 1:00:00:00 timecode.	

Go to the "Mark" dropdown and select "Clear In and Out"	

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

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

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

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