



File Delivery Guide

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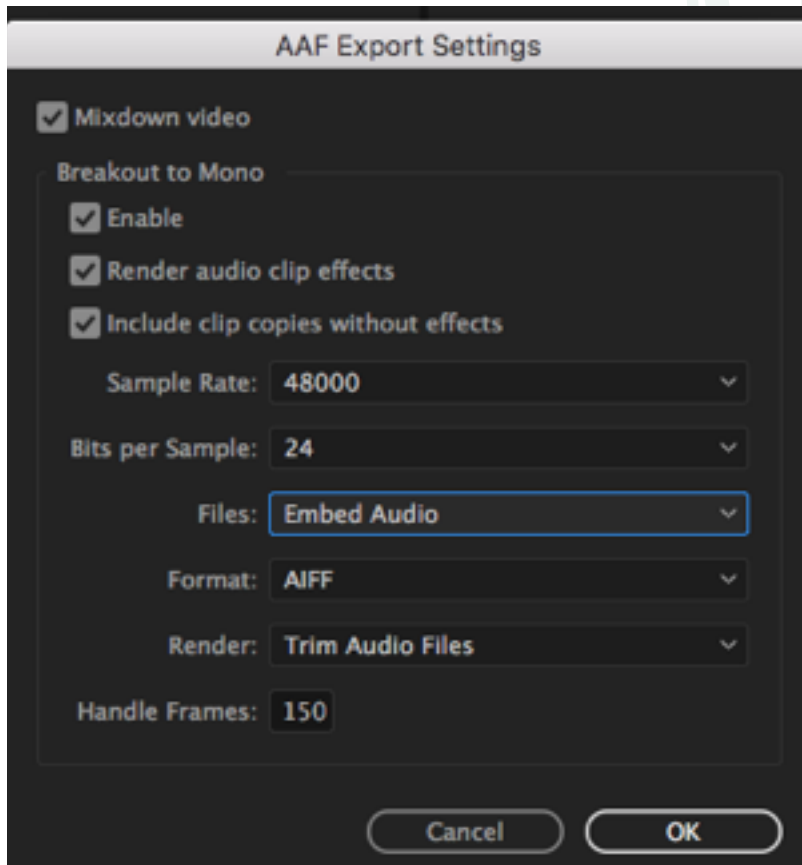
File Delivery Specs

File Delivery Specs:	
Preferred File Format Summary:	
Video:	.mov
Audio:	Embedded .omf (5 second handles)
	Embedded .aaf (5 second handles)
Preferred File Format Specifics	
Video Codecs:	h264
	Apple ProRes 422
Video Dimensions:	≤1920x1080
Audio Resolution:	48kHz/24bit
Accepted File Formats Summary	
Video:	.mp4
	.wmv
	.avi
	(most other video formats)
Audio:	Referenced .omf (Audio supplied in separate folder)
	Referenced .aaf (Audio supplied in separate folder)
	Pro Tools Session (Project folder/media)
	Rendered .wav files for each track

Exporting Audio Elements

- In order for us to make your project sound great, we'll need access to all of the individual audio clips in your edit session. The easiest way to do this is with a **.AAF** or **.OMF** export.
- In general, we prefer **.AAF**'s as there is no 2GB file size limit and it can hold more data about a project and it's clips. However, in some cases there are compatibility issues and an **.OMF** will be required.
- The following is a rough guide on exporting audio elements from various video editing software. Due to the constantly evolving nature of video editing software, some steps/ images may differ from your experience. Please use this information as a reference.

Adobe Premiere: .AAF Export



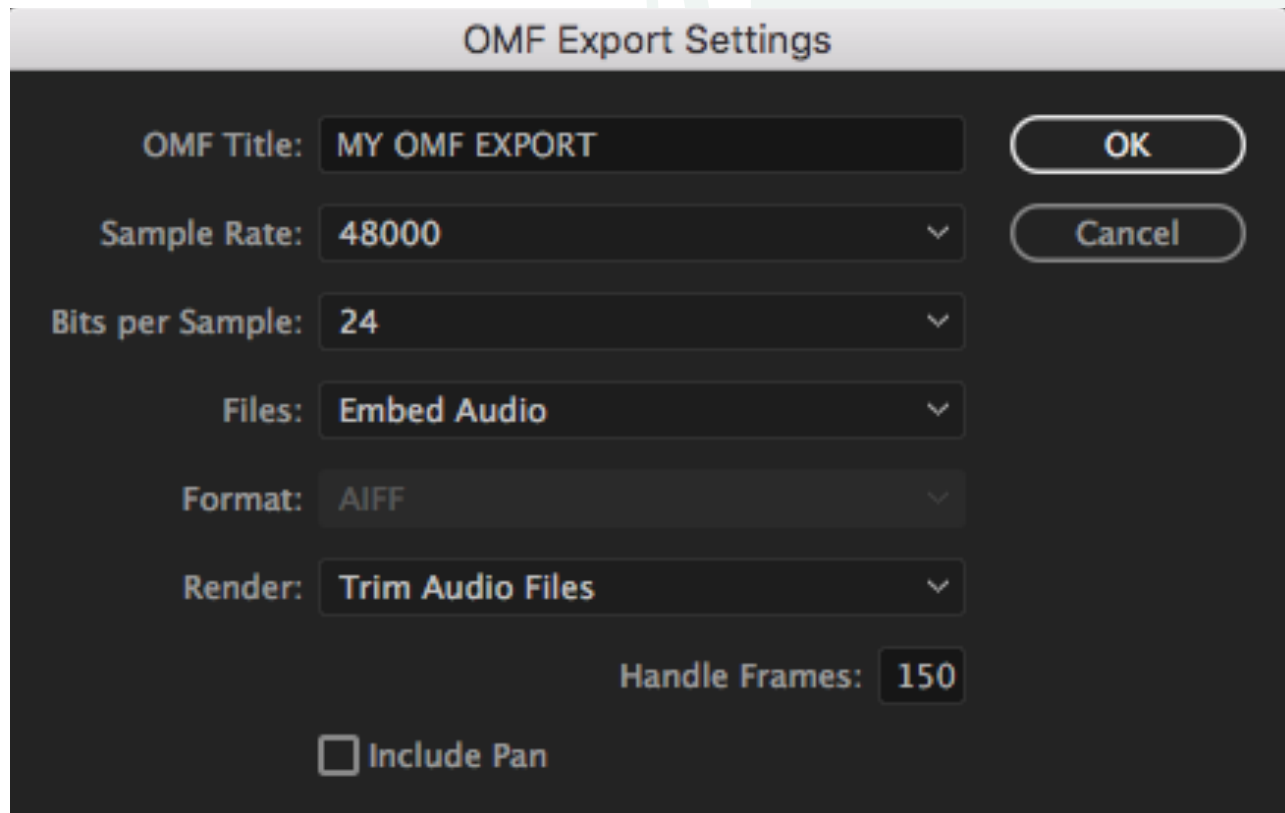
- **File>Export>AAF**
- **Match the settings shown:**

Notes:

- “Mixdown video” is not required, but suggested.
- If you’ve applied effects to your audio and want us to have them, checking **both** the “Render audio clip effects” and “Include clip copies without effects” is very important. If you’ve applied no effects, these two checkboxes are not necessary.
- Multiply your project frame rate by five to get five seconds of handle frames. You **must** round to the nearest whole number.

Adobe Premiere: .OMF Export

- **File>Export>OMF**
- **Match the settings shown:**



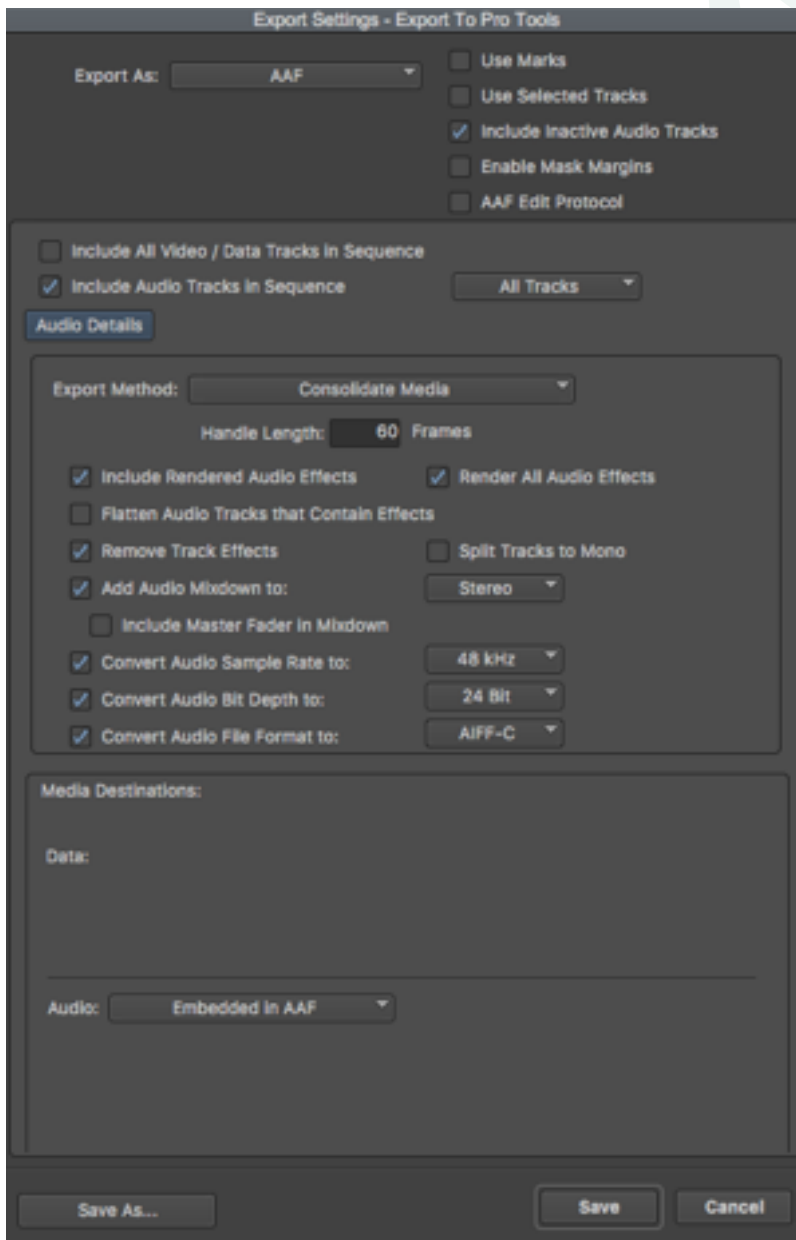
The screenshot shows the 'OMF Export Settings' dialog box. It has a title bar 'OMF Export Settings'. Inside, there are several settings: 'OMF Title' is 'MY OMF EXPORT', 'Sample Rate' is '48000', 'Bits per Sample' is '24', 'Files' is 'Embed Audio', 'Format' is 'AIFF', and 'Render' is 'Trim Audio Files'. There are 'OK' and 'Cancel' buttons on the right. At the bottom, there is a 'Handle Frames' field set to '150' and an unchecked checkbox labeled 'Include Pan'.

Setting	Value
OMF Title	MY OMF EXPORT
Sample Rate	48000
Bits per Sample	24
Files	Embed Audio
Format	AIFF
Render	Trim Audio Files
Handle Frames	150
Include Pan	<input type="checkbox"/>

Notes:

- Multiply your project frame rate by five to get to five seconds of handle frames. You **must** round to the nearest whole number.
- >2GB .OMF? See p. 14

Avid Media Composer: .AAF

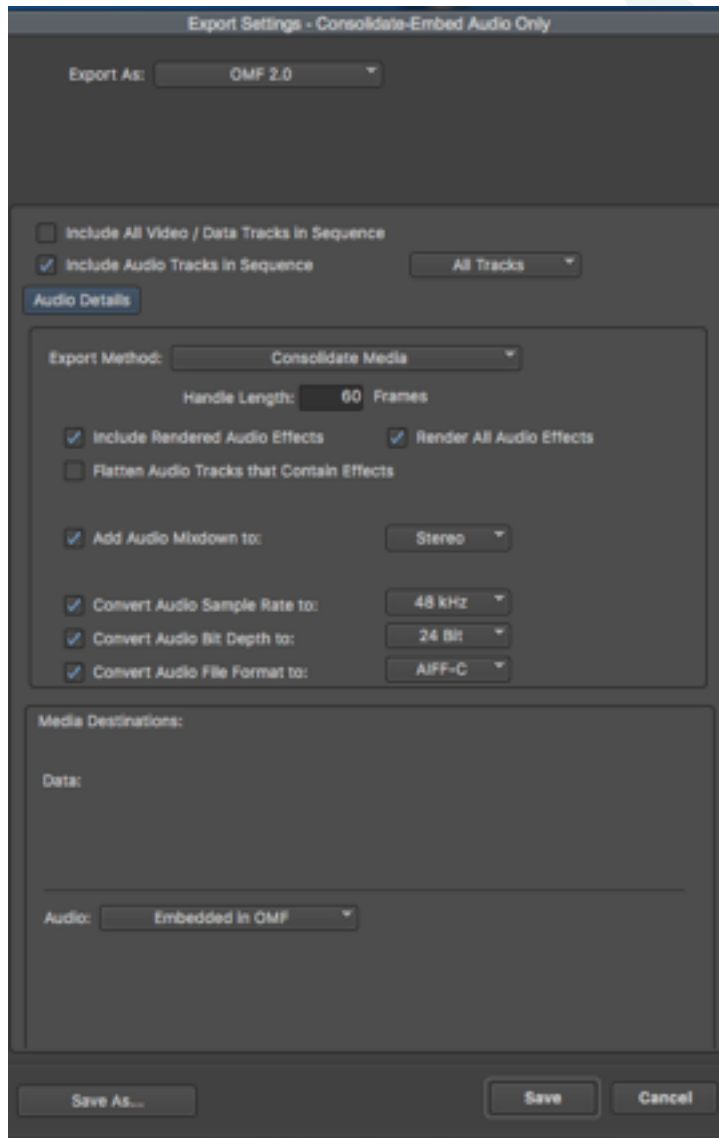


- **Right Click the desired Sequence or Master Clip in the Bon window**
- **Output>Export to File**
- **Select “Export To Pro Tools” Export setting (if available)**
- **Click ‘Options’**
- **Match the settings shown:**

Notes:

- “Add Audio Mixdown to:” is not required but suggested.
- Multiply your project frame rate by five to get five seconds of handle frames. You **must** round to the nearest whole number.

Avid Media Composer: .OMF



- **Right Click the desired Sequence or Master Clip in the Bin window**
- **Output>Export to File**
- **Select “Consolidate-Embed Audio Only” Export setting (if available)**
- **Click “Options”**
- **Match the settings shown:**

Notes:

- Depending on your version, **OMF**. export option may only available for standard definition projects.
- “Add Audio Mixdown:” is not required but suggested
- Multiply your project frame rate by five seconds of handle frames. You **must** round to the nearest whole number.

Final Cut Pro X: .AAF

In order to create an **.AAF** for a Final Cut Pro X session, you will need additional software to convert a **.FCPXML** file to an **.AAF**.

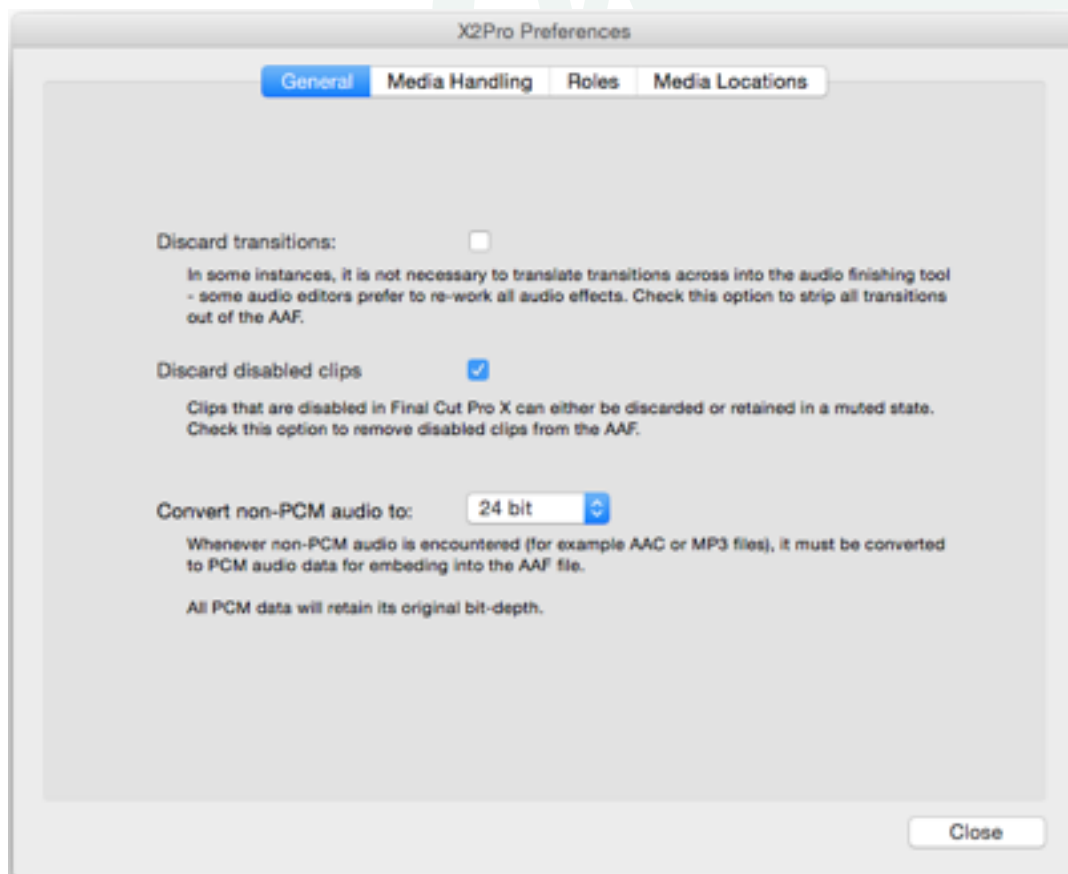
“X2Pro” will do this and is available at: <https://x2pro.net/>

First, in your Final Cut Pro X Project:

- **Select you project**
- **File>Export XML**

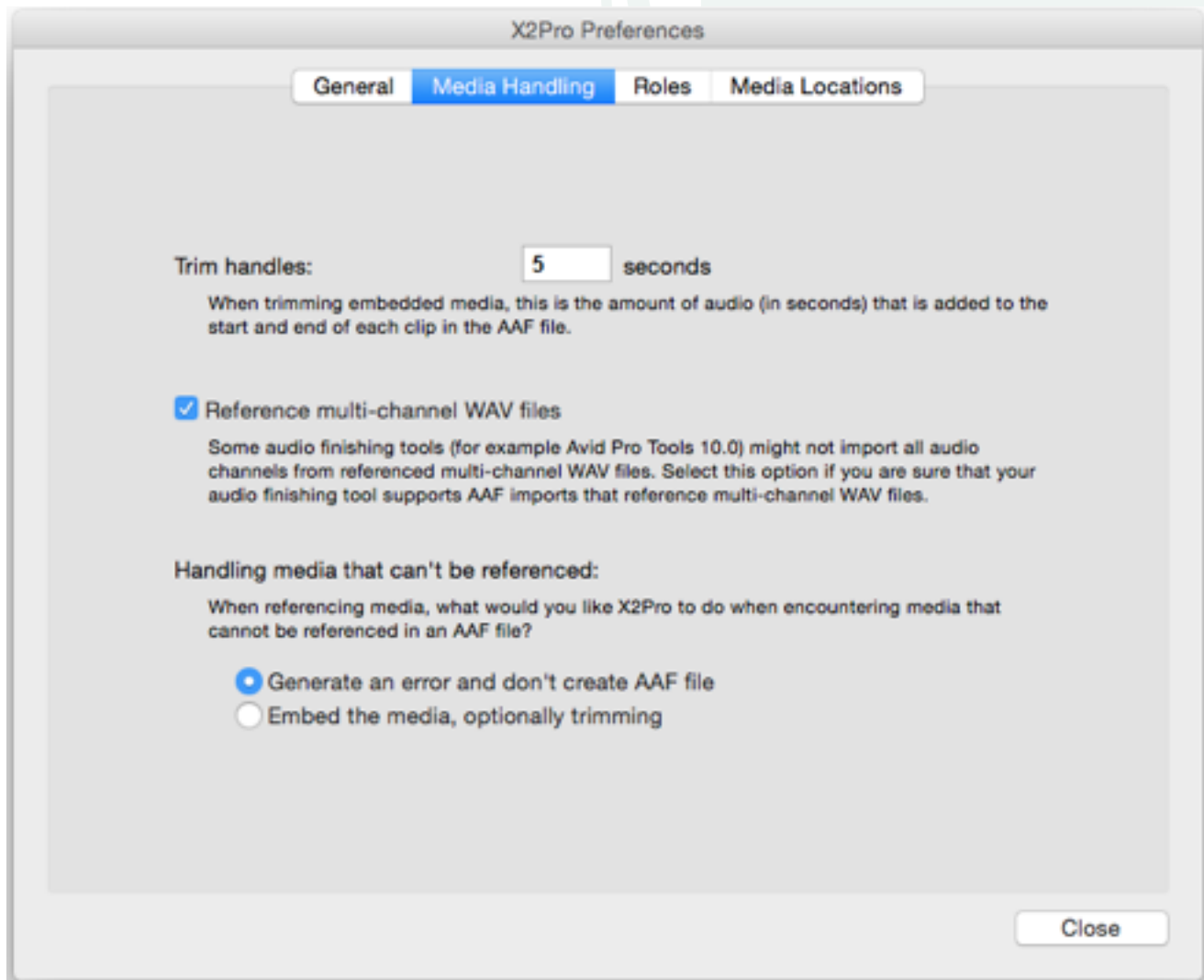
Then, in X2Pro:

- **Click ‘Preferences’ in Menu Bar**
- **Match the settings shown:**



Final Cut Pro X: .AAF (Continued)

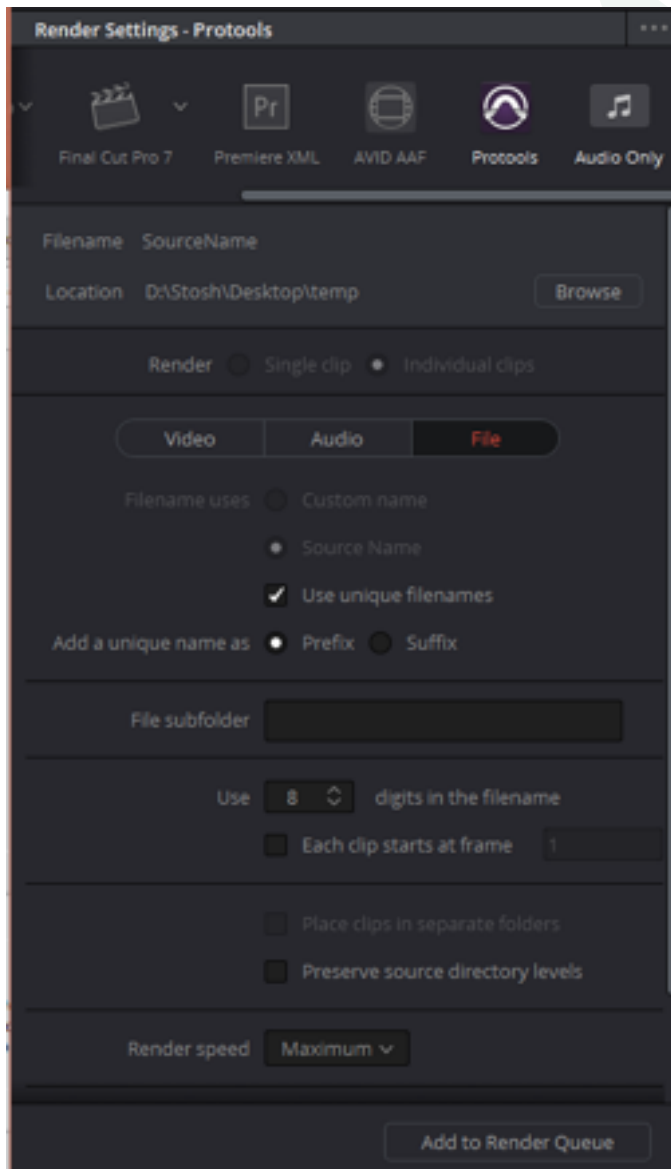
- **Close preferences**
- **Under 'Source', Browse to the .FCPXML file**
- **Check the "Trim embedded audio" box**
- **Click 'Start'**



Notes:

- While there are various workarounds, there is no easy way to create an .OMF for a Final Cut Pro X session.

Davinci Resolve: .AAF Export



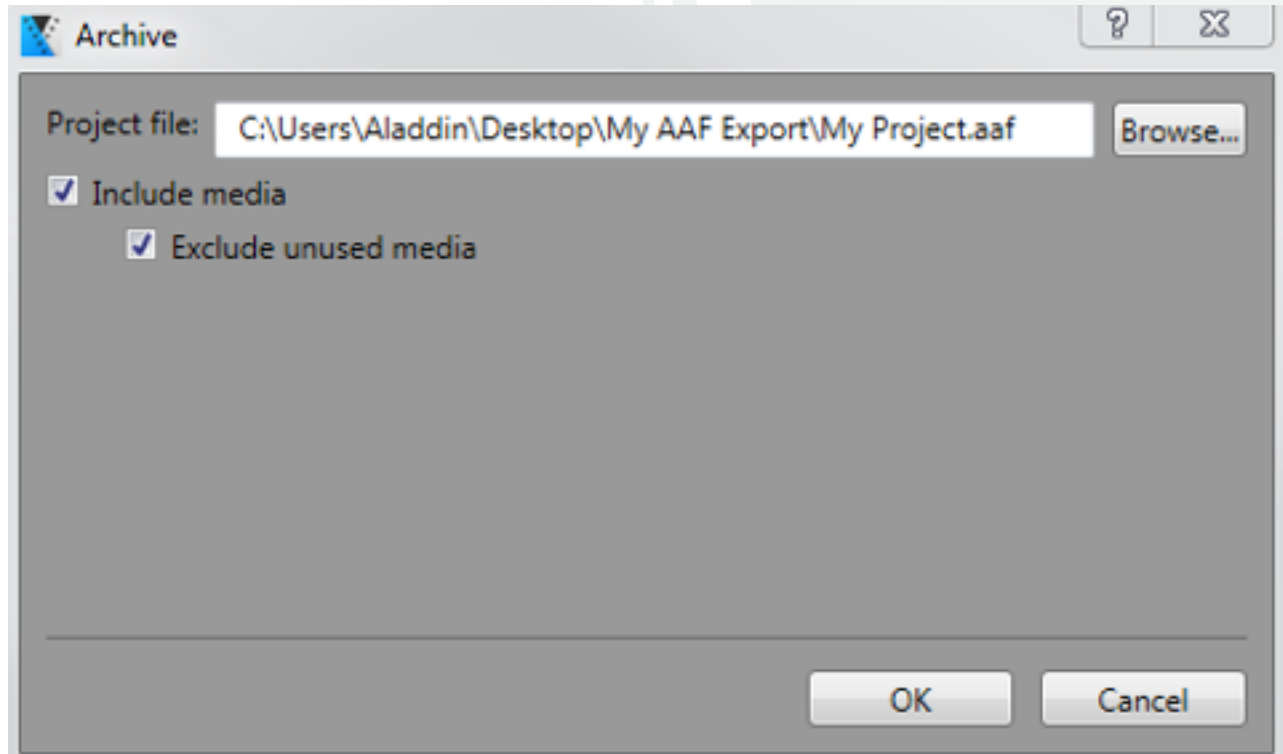
- **Navigate to “Deliver” tab**
- **Click the ‘Protocols’ preset**
- **Match the settings shown:**

Notes:

- Davinci Resolve only exports **referenced .AAF**'s. Please send us **all files** the program exports to your selected folder, not just the .AAF file.
- There is no way to set handles for Protocols .AAF in Davinci Resolve. If needed, we may ask for additional raw audio files or all location sound.
- Davinci Resolve does not export .OMF files.

Vegas Pro: .AAF

- **File>Export>Pro Tools AAF File**
- **Match the settings shown:**



Notes:

- Vegas Pro only exports referenced **.AAF**'s. Please send us all files the program exports to your selected folder, not just the **.AAF** file.
- There is no way to set handles for a Protools AAF in Vegas Pro. If needed, we may ask for additional raw audio files or all location sound.
- Vegas Pro does not export **.OMF** files

Other Video Editing Software

- If you're using a different video editor that has the capability to export **.AAF**'s or **.OMF**'s please match what you can from our "Preferred File Format" guide at the beginning of this document.
- If your video editor has no **.AAF** or **.OMF** export options, the only way to give us workable audio is to render each track in your project separately to an audio file. This process varies, but is usually done by soloing an audio track, and clicking a "Render Audio" option (or similar). You can then solo the next audio track and repeat. This is the last resort for getting us files, as (among other things) it gives us no individual clips and no handles to work with. We may reach out if for additional raw audio files or all of the location sound.

.OMF File Size Limitations

If you're exporting a big project, like a feature film, there's a good chance your **.OMF** export will be larger than 2GB. In this case there is almost always an issue importing the **.OMF**.

We would usually recommend exporting an **.AAF** instead, but if that isn't possible, you'll need to split up your export to an appropriate number of <2GB **.OMF**'s. There are two general ways to do this:

Split By Tracks

- If you have, say, 10 audio tracks in your project, you can try exporting 5 tracks at a time. This process differs in various editors, but is usually achieved by disabling the unwanted tracks and exporting the **.OMF** as normal.
- If disabling tracks doesn't work, you'll need to delete the unwanted tracks (save first!) and export the **.OMF**. After the export you can "Undo" to recover the deleted tracks and move on to the remaining tracks.

Split by Time

- Many video editors give you the option to export a selected timeline range for your **.OMF**. If it isn't explicitly stated in the **.OMF** export options, it usually follows the "In" and "Out" points on your project timeline.
- For instance, if your project is 2 hours long, you can export it in perhaps 30 minute chunks. Set your "In" and "Out" points on your timeline or **.OMF** export options accordingly.
- If no options for this exist in the **.OMF** export options and your "In" and "Out" points have no effect on file size, you'll have to delete unwanted sections of your project for each export, similar to the "Split By Tracks" method.