



File Delivery Guide

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File Delivery Specs:	
Preferred File Format Summary:	
Video:	.mov or .mp4
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:	.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 Elements for Audio

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 its clips. However, in some cases there are compatibility issues and an **.OMF** will be required.

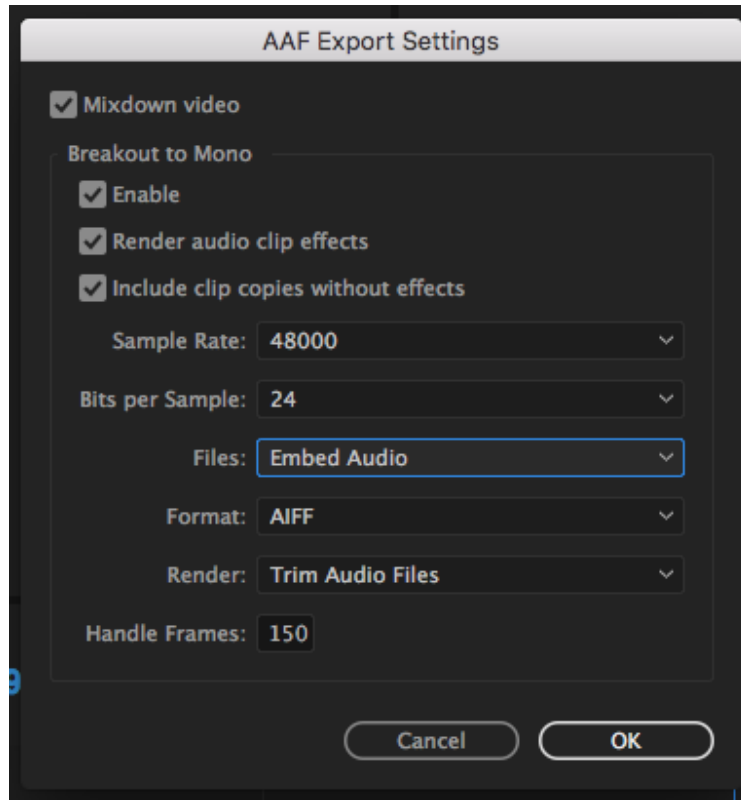
In both cases, in order for us to have access to all of the mics, you'll want to ensure you're editing with **all** of the channels/tracks provided by your location audio mixer. These will either be **individual polywave** (multi-channel) files, or **multiple mono** files, for each take.

When exporting **video**, we request that any burn-in (timecode/metadata/etc) be at the **top**, rather than bottom of the picture. Keeping the bottom of the screen unobscured is helpful for syncing any sounds happening in that area.

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

- File>Export>AAF
- Match the settings below:

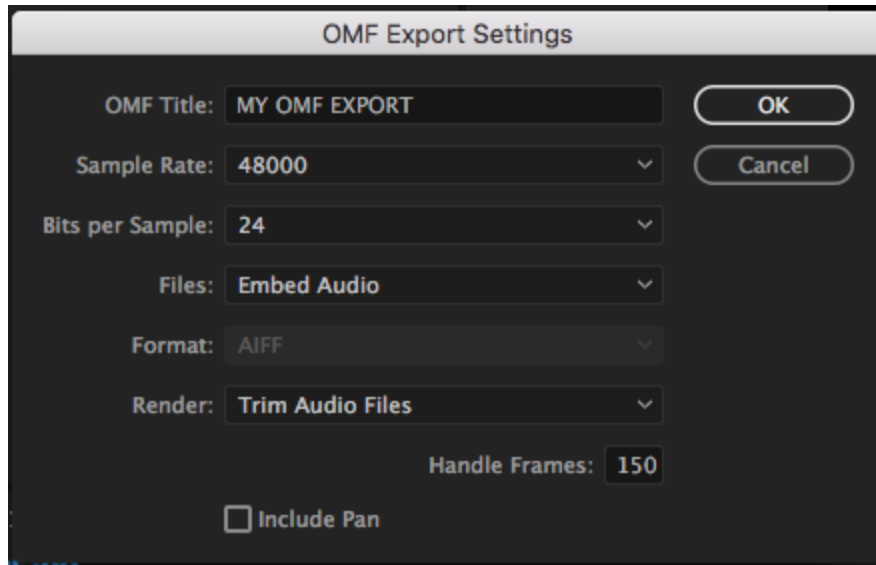


Notes:

- “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
- **Avoid using “Nested Sequences”** in your timeline. They will export as a single audio render, rather than separate clips/tracks. If you use nested sequences, there may be additional AAF exports needed.
- Multiply your project frame rate by five to get five seconds of handle frames. (Round to nearest whole number)
- Please make sure the audio on your timeline is **enabled** - If it isn’t we will not get those clips/tracks in the AAF

Adobe Premiere: .OMF

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

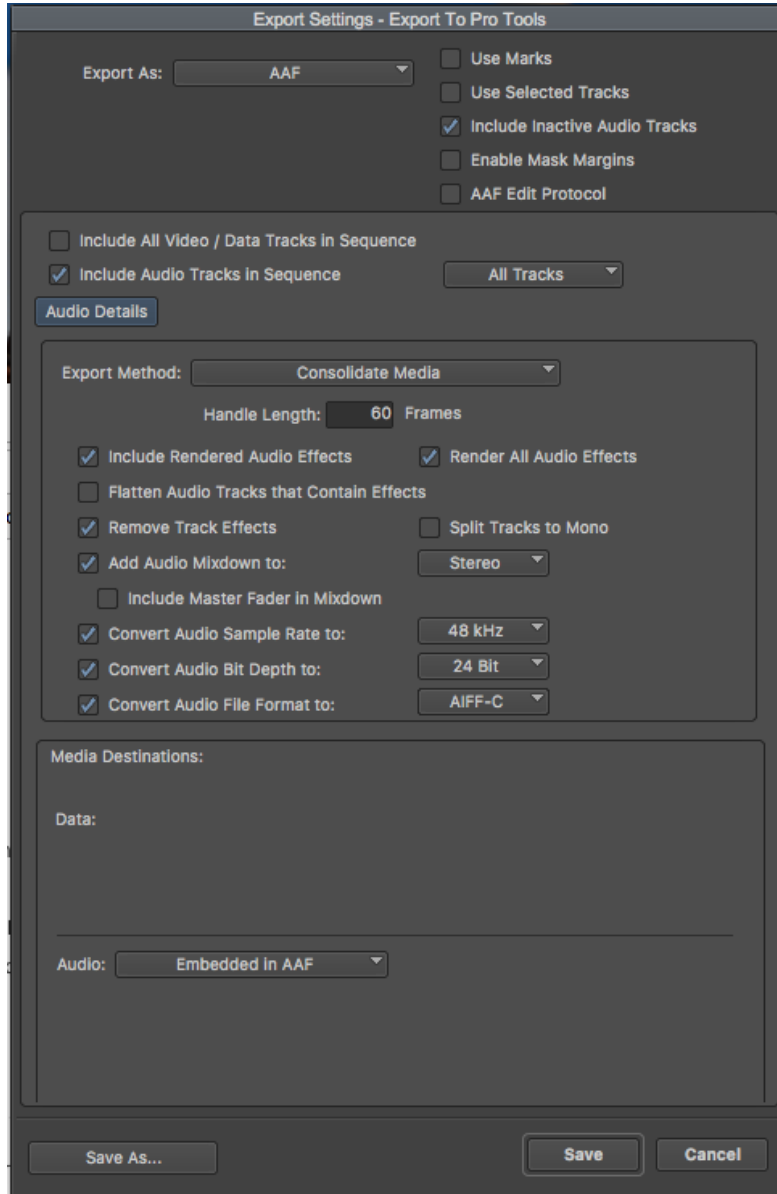


Notes:

- Multiply your project frame rate by five to get five seconds of handle frames. (Round to nearest whole number)
- >2GB .OMF? **See p.12**
- Please make sure the audio on your timeline is **enabled** - If it isn't we will not get those clips/tracks in the OMF

Avid Media Composer: .AAF

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



Export Settings - Export To Pro Tools

Export As: **AAF**

☐ Use Marks
☐ Use Selected Tracks
☒ Include Inactive Audio Tracks
☐ Enable Mask Margins
☐ AAF Edit Protocol

☐ Include All Video / Data Tracks In Sequence
☒ Include Audio Tracks In Sequence **All Tracks**

Audio Details

Export Method: **Consolidate Media**

Handle Length: **60** Frames

☒ Include Rendered Audio Effects ☒ Render All Audio Effects
☐ Flatten Audio Tracks that Contain Effects
☒ Remove Track Effects ☐ Split Tracks to Mono
☒ Add Audio Mixdown to: **Stereo**
☐ Include Master Fader In Mixdown
☒ Convert Audio Sample Rate to: **48 kHz**
☒ Convert Audio Bit Depth to: **24 Bit**
☒ Convert Audio File Format to: **AIFF-C**

Media Destinations:

Data:

Audio: **Embedded In AAF**

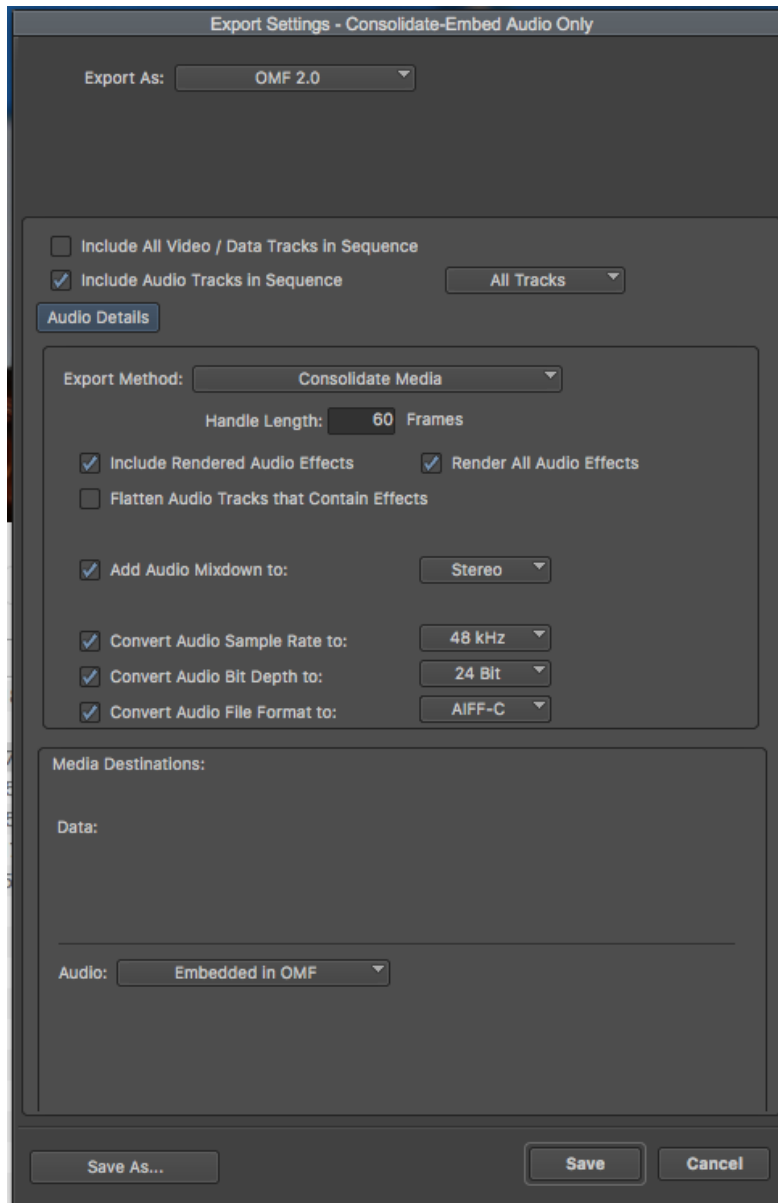
Save As... **Save** **Cancel**

Notes:

- “Add Audio Mixdown to:” is not required, but suggested.
- Multiply your project frame rate by five to get five seconds of handle frames. (Round to 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 below:



Notes:

- Depending on your version, OMF export option may only be available for standard definition projects
- “Add Audio Mixdown to:” is not required, but suggested.
- Multiply your project frame rate by five to get five seconds of handle frames. (Round to 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 an .FCPXML file to an .AAF.

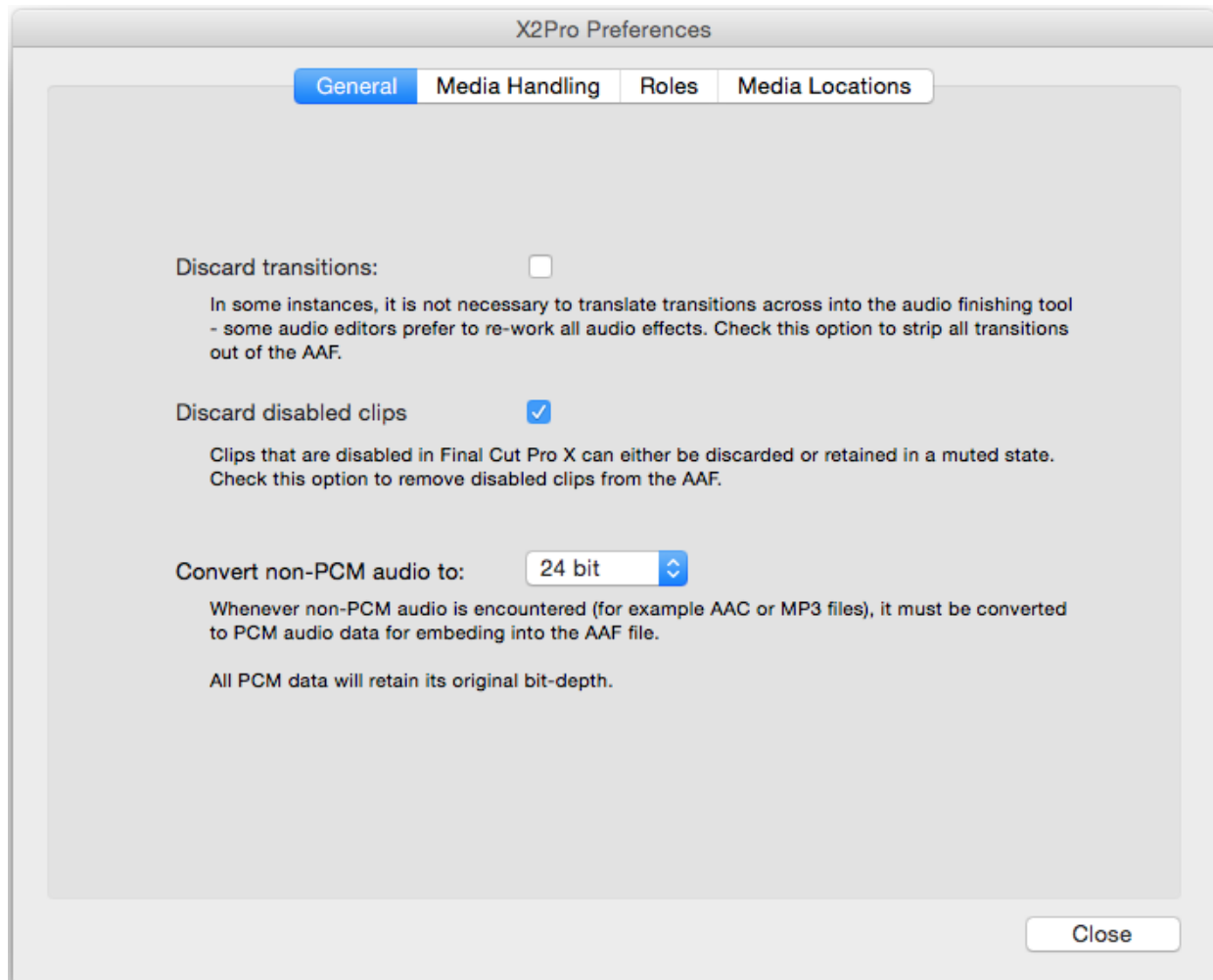
“X2Pro” will do this and is available at: <https://x2pro.net/>

First, in your Final Cut Pro X Project:

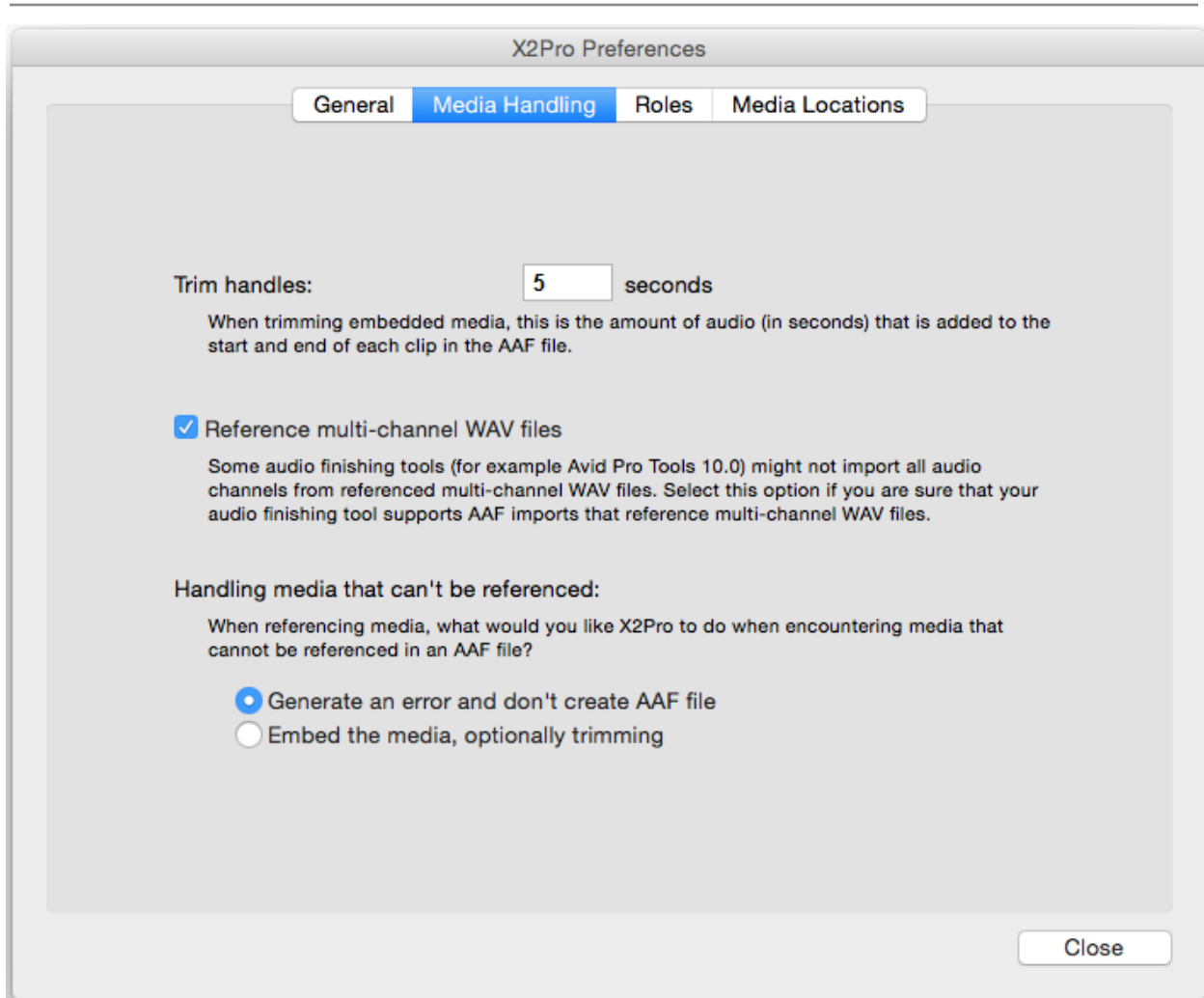
- Select your project
- File>Export XML

Then, in X2Pro:

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



Final Cut Pro X: .AAF (Continued)



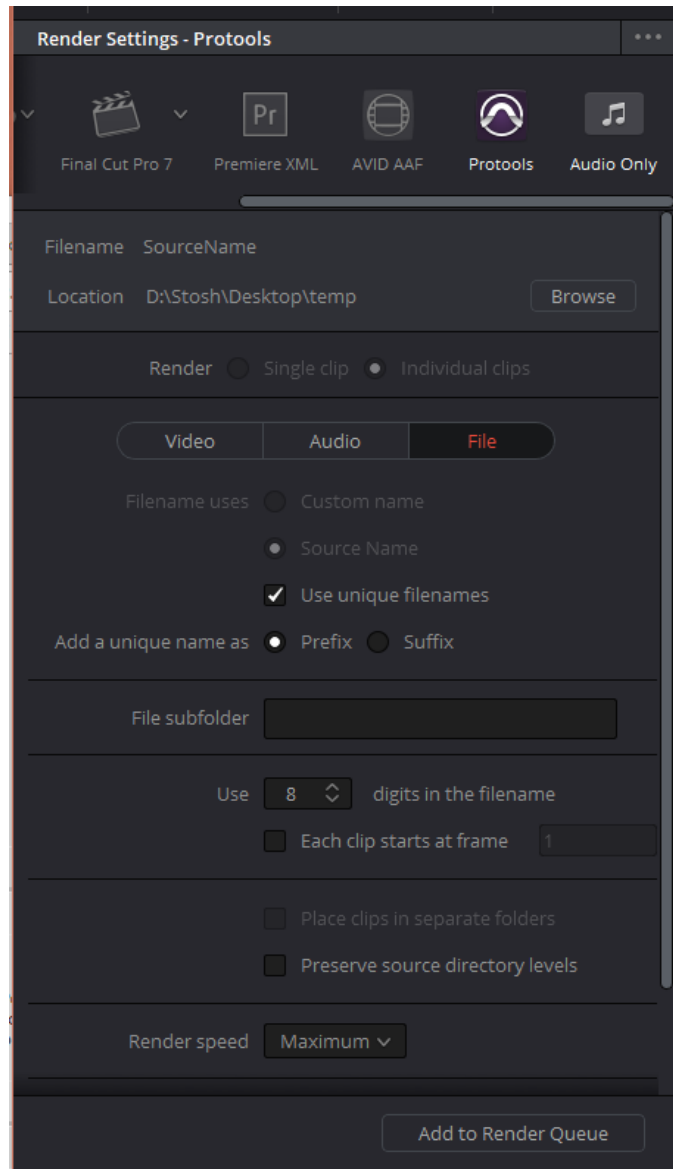
- Close preferences
- Under 'Source', Browse to the .FCPXML file
- Check the "Trim embedded audio" box
- Click Start

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

- Navigate to “Deliver” tab
- Click the “Protocols” preset
- Match the settings below:

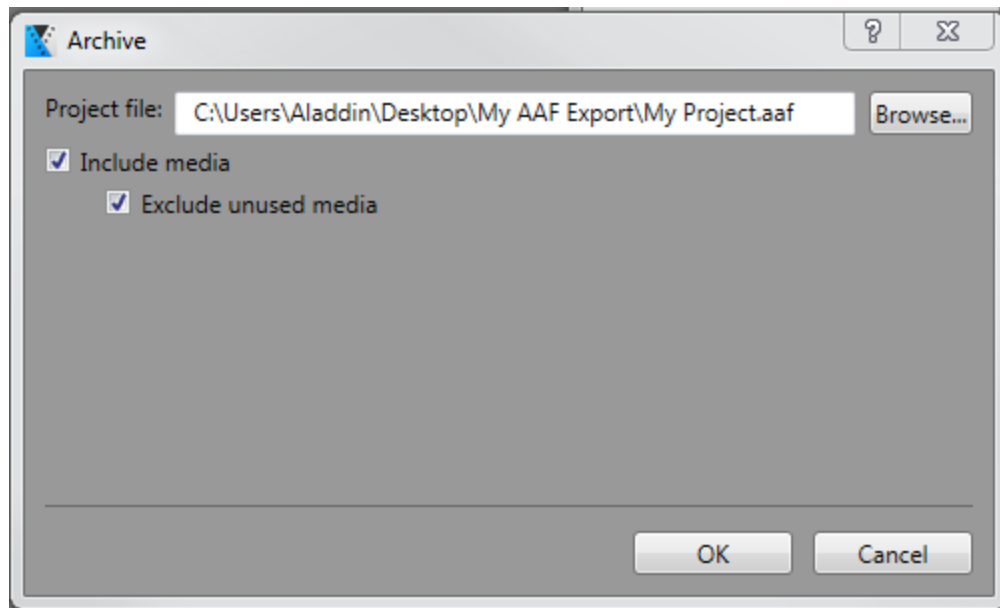


Notes:

- Depending on your version, Davinci Resolve may only export **referenced** .AAF's. If so, please send us **all files** the program exports to your selected folder, not just the .AAF file.
- Depending on your version, There might not be a way to set specific handles for a Protocols AAF in Davinci Resolve. If needed, we may ask for additional raw audio files or all location sound.
- Davinci Resolve has a history of AAF issues. We may contact you if we encounter any.

Vegas Pro: .AAF

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



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 or handles to work with. We may reach out 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.