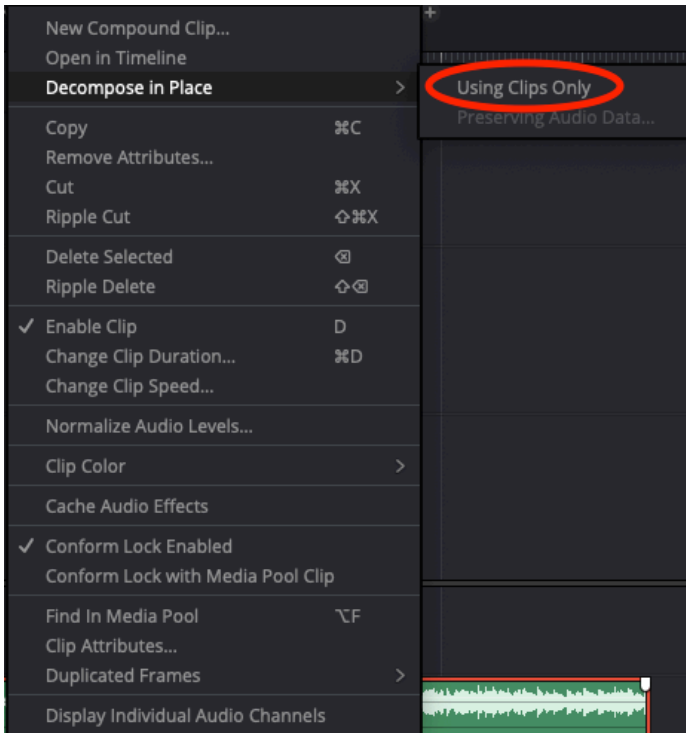
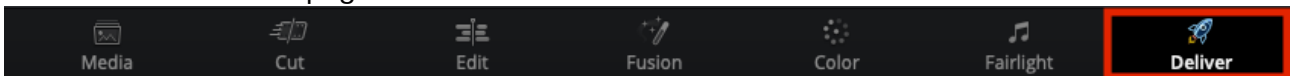


How to export an AAF for Pro Tools from DaVinci Resolve

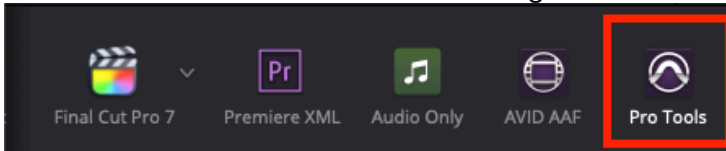
1. Decompose all Compound clips, if any present on the timeline, by selecting all audio clips, right click on any clip and select Decompose in place => Using Clips Only



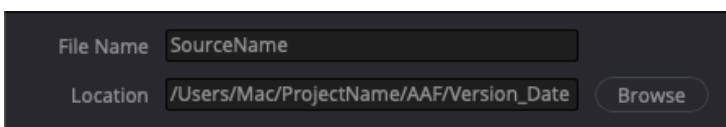
2. Go to the “Deliver” page



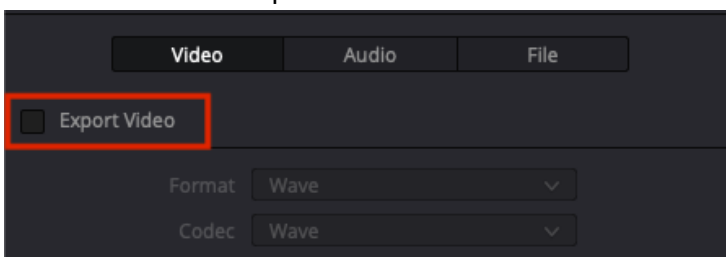
3. Select Pro Tools in the Render settings window



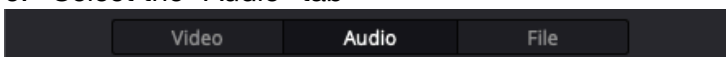
4. Choose a location to save the export. Preferably in a folder with a name including the current edit version and date. The video file must have the same version and date in the file name.



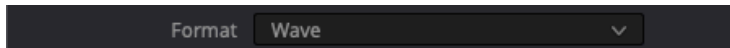
5. Uncheck the “Export video” checkbox in the Video tab



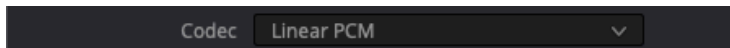
6. Select the “Audio” tab



7. Select “Wave” as Format



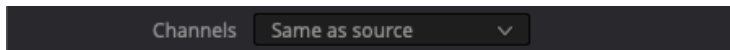
8. Select “Linear PCM” as Codec



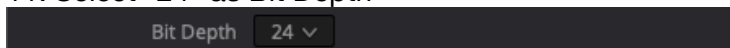
9. Insert “250” as frame handles



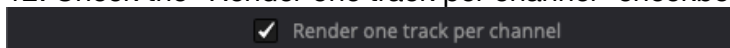
10. Select “Same as source” as Channels



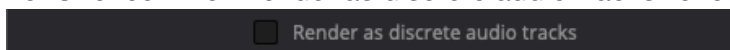
11. Select “24” as Bit Depth



12. Check the “Render one track per channel” checkbox



13. Uncheck the “Render as discrete audio tracks” checkbox

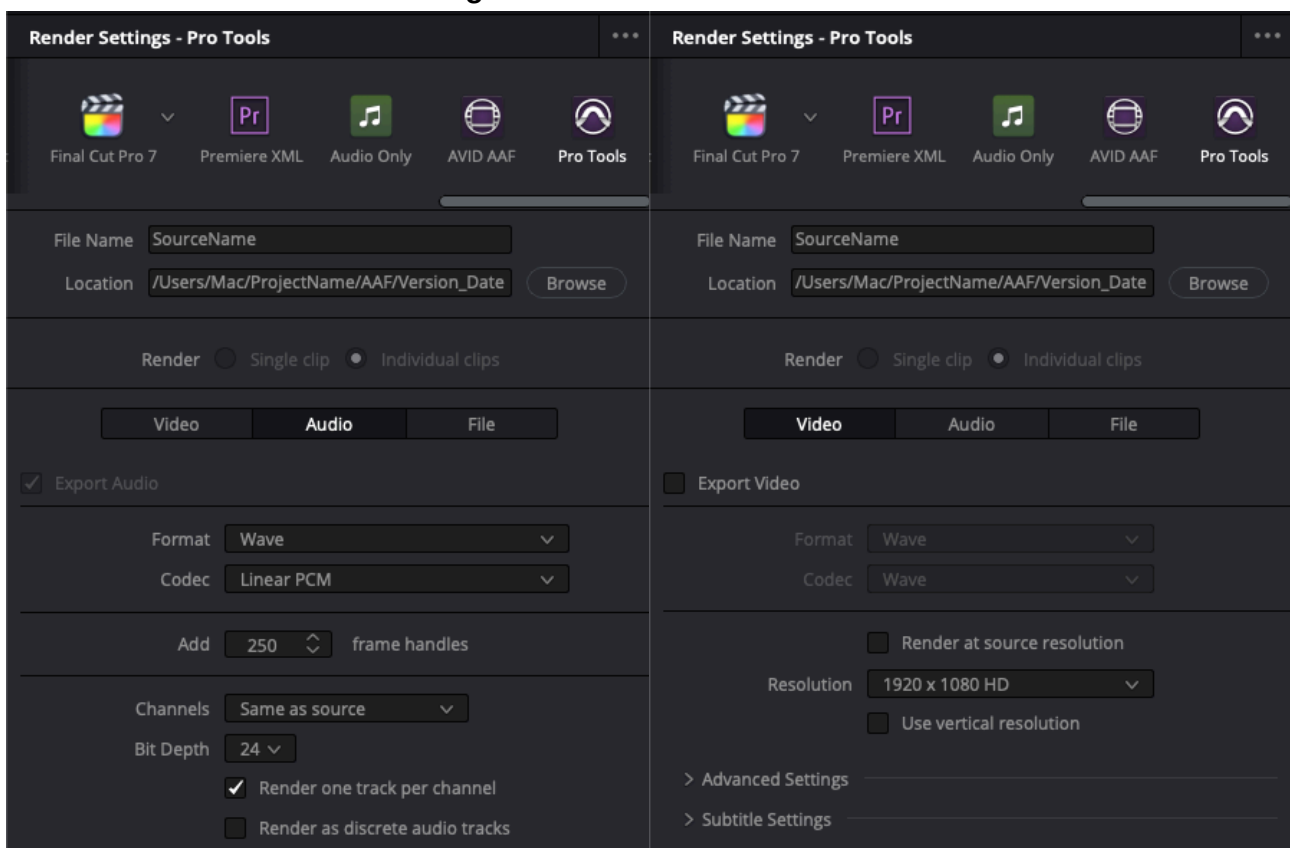


14. Select “Add to render Queue” and render

15. If not already done, render a new video file with the same version number and date in the file name. Preferably a ProRes file but if the file becomes too large, h264 is also fine.

16. Send the video and the AAF export folder including AAF file and all audio files (.wav files) to the sound editor.

Screenshots of the correct setting



How to export an AAF for Pro Tools from DaVinci Resolve

1. Decompose all Compound clips, if any present on the timeline, by selecting all audio clips, right click on any clip and select Decompose in place => Using Clips Only
2. Go to the “Deliver” page
3. Select Pro Tools in the Render settings window
4. Choose a location to save the export. Preferably in a folder with a name including the current edit version and date. The video file must have the same version and date in the file name.
5. Uncheck the “Export video” checkbox in the Video tab
6. Select the “Audio” tab
7. Select “Wave” as Format
8. Select “Linear PCM” as Codec
9. Insert “250” as frame handles
10. Select “Same as source” as Channels
11. Select “24” as Bit Depth
12. Check the “Render one track per channel” checkbox
13. Uncheck the “Render as discrete audio tracks” checkbox
14. Select “Add to render Queue” and render
15. If not already done, render a new video file with the same version number and date in the file name. Preferably a ProRes file but if the file becomes to large, h264 is also fine.
16. Send the video and the AAF export folder including AAF file and all audio files (.wav files) to the sound editor.

