

File Delivery Guide

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File Delivery Specs

File Delivery Specs:				
Preferred File Format Summary:				
Video: .mov				
Audio:	Audio:Embedded .omf (5 second handles)			
	Embedded .aaf (5 second handles)			
Preferred File Format Specifics				
Video Codecs:	Video Codecs: h264			
	Apple ProRes 422			
Video Dimensions: $\leq 1920 \times 1080$				
Audio Resolution: 48kHz/24bit				
	Accepted File Formats Summary			
Video: .mp4				
.wmv				
.avi				
(most other video formats)				
Audio:	D: 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

			_
	AAF Export Settings		
Mixdown video			
Breakout to Mono			
Render audio	clip effects		
Include clip co	pies without effects		
Sample Rate:	48000	~	
Bits per Sample:	24	~	
Files:	Embed Audio	~	
Format:	AIFF	~	
Render:	Trim Audio Files	~	 File>Export>AAF Match the settings shown:
Handle Frames:	150		
	Cancel	ок	

- "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:

-						
OMF Export Settings						
				_		_
OMF Title:	MY OMF EXPORT			(ОК)
Sample Rate:	48000		*	\subset	Cancel	\supset
Bits per Sample:	24		~			
Files:	Embed Audio		~			
Format:	AIFF					
Render:	Trim Audio Files		~			
		Handle Frames:	150			
	🗌 Include Pan					

- 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

Export Settings - Ex	port To Pro Tools
Evport As: AAE	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 Me	edia 👻
Handle Length: 60 F	Frames
Include Rendered Audio Effects	Render All Audio Effects
Flatten Audio Tracks that Contain Effect	ts
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 *
Undia Destinatione	
Moula Destriations.	
Data:	
Audio: Embedded in AAE	
Save As	Save Cancel

- 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:

- "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

Export Settings - Consolidate-Embed Audio Only
Export As: OMF 2.0
Include All Video / Data Tracks in Sequence
Include Audio Tracks in Sequence
Audio Detalis
Export Method: Consolidate Media *
Handle Lensth: 60 Frames
V Include Rendered Audio Effects V Render All Audio Effects
Flatten Audio Tracks that Contain Effects
Add Audio Mixdown to: Stereo *
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 Exhadded is ALE Y
Audic: Embedded in Own
Save As
Offic Asia

- 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:

- 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: <u>https://x2pro.net/</u>

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:

	X2Pro Preferences
	General Media Handling Roles Media Locations
	Discard transitions:
	In some instances, it is not necessary to translate transitions across into the audio finishing tool - some audio editors prefer to re-work all audio effects. Check this option to strip all transitions out of the AAF.
	Discard disabled clips 🗹
	Clips that are disabled in Final Cut Pro X can either be discarded or retained in a muted state. Check this option to remove disabled clips from the AAF.
	Convert non-PCM audio to: 24 bit
	Whenever non-PCM audio is encountered (for example AAC or MP3 files), it must be converted to PCM audio data for embeding into the AAF file.
	All PCM data will retain its original bit-depth.
	Close
_	



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

Render Settings - Protools ~ 2 ² / ₂ ~ Pr Image: Constraint of the set of the s	
Final Cut Pro 7 Premiere XML AVID AAF Protools Audio Only	
Location D:\Stosh\Desktop\temp Browse	
Render 🔘 Single clip 💿 Individual clips	
Video Audio File	
Filename uses 🕥 Custom name	 Navigate to "Deliver" tab
 Source runne Use unique filenames 	 Click the 'Protools' preset
Add a unique name as 💿 Prefix 💿 Suffix	 Match the settings shown:
File subfolder	
Use 8 🗘 digits in the filename	
Each clip starts at frame	
Place clips in separate folders	
Preserve source directory levels	
Render speed Maximum 🗸	
Add to Render Queue	

- 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 Protools **.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:

【 Archive		2 X
Project file:	C:\Users\Aladdin\Desktop\My AAF Export\My Project.aaf	Browse
✓ Include n	nedia	
Excl	lude unused media	
	ОК	Cancel

- 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.

