

TBD POST

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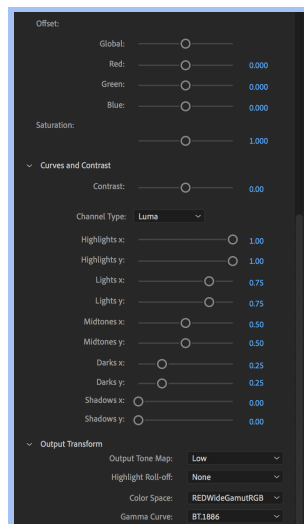
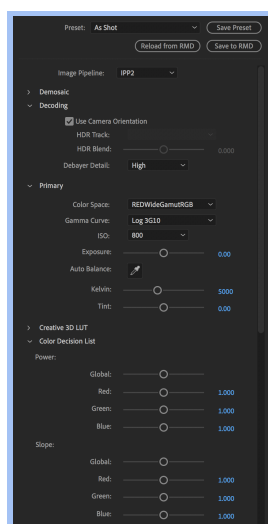
Creating DPX / EXR Plates in Adobe After Effects

Working on VFX shots with camera sources can slow speeds since it will need to decode/debayer each time that asset is accessed. A common VFX workflow is to create EXR or DPX plates at the desired working resolution of your camera sources. Below are guidelines to create VFX plates in After Effects CC 2019. If your camera shoots raw, please contact us to verify correct raw settings before creating plates.

Please contact the post supervisor for any questions, clarifications, or special circumstances regarding your project.

DPX Conversion

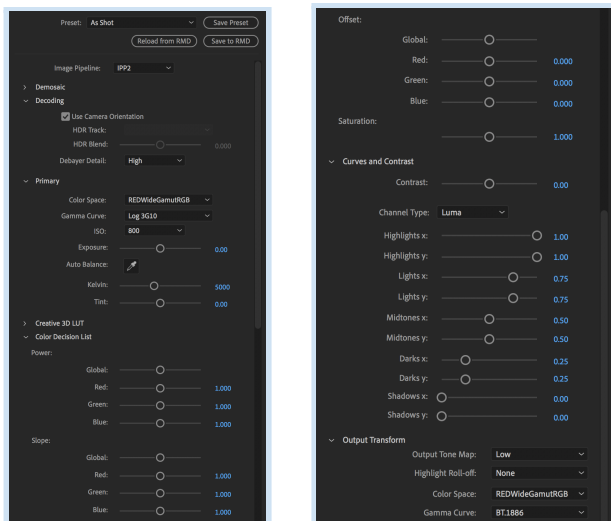
1. In After Effects, setup a new comp with the shot trimmed to the section needed. Be sure to include the desired amount of handles. Please ensure the comp timecode matches the source clip's timecode.
2. For R3D clips, you will need to ensure that the proper R3D settings are set before rendering. For non-R3D footage, skip to Step 3.
 - a. Right-click the R3D clip in the project window and select 'Interpret Footage > Main'.
 - b. Click 'More Options'.
 - c. Click the 'Reload from RMD' button.
 - d. Select 'IPP2' in the 'Image Pipeline' dropdown.
 - e. Set 'Color Space' to 'REDWideGamutRGB'.
 - f. Set Gamma Curve to 'LOG3G10'.
 - g. Check that 'Saturation' is set to '1'.
 - h. Check that 'Contrast' is set to '0'.
 - i. Set Output Transform 'Color Space' to 'REDWideGamutRGB'.
 - j. Set Output Transform 'Gamma Curve' to 'LOG3G10'.



- k. Click OK.
 - l. Select the 'Color Management' tab and uncheck 'Preserve RGB'.
 - m. Set 'Output profile' to 'Working Space - sRGB IEC61966-2.1 (linear)'.
 - n. Set 'Interpret As Linear Light' is set to 'On'.
 - o. Click OK to save your settings.
3. Add comp to Render Queue.
 4. Ensure that in Render Settings, your 'Color Depth' is set to '32bit'.
 5. In Output Module, set the 'Format' to 'DPX/Cineon Sequence'.
 6. Under Video Output, ensure that 'Depth' is set to 'Trillion of Colors'.
 7. Click Format Options.
 8. Click Cineon Settings.
 9. Set the 'Preset' to 'Full Range'.
 10. Ensure that 'Units' is set to 'Decimal'.
 11. Ensure that 'Bit Depth' is set to '10 bit'.
 12. Click OK.
 13. Under the 'Color Management' tab, make sure 'Preserve RGB' is unchecked.
 14. Set 'Output profile' to 'Working Space - sRGB IEC61966-2.1 (linear)'.
 15. Click OK.
 16. Hit Render from the Render Queue.
 17. Once your image sequence is rendered, re-import into After Effects.
 18. You will use this image sequence to do your composites.
 19. Please refer to the [After Effects - Log to Linear workflow guide](#) for setting up linear color space within After Effects.

EXR Conversion

1. In After Effects, setup a new comp with the shot trimmed to section needed. Be sure to include the desired amount of handles. Please ensure the comp timecode matches the source clip's timecode.
2. For R3D clips, you will need to ensure that the proper R3D settings are set before rendering. For non-R3D footage, skip to Step 3.
 - a. Right-click the R3D clip in the project window and select 'Interpret Footage > Main'.
 - b. Click 'More Options'.
 - c. Click the 'Reload from RMD' button.
 - d. Select 'IPP2' in the 'Image Pipeline' dropdown.
 - e. Set 'Color Space' to 'REDWideGamutRGB'.
 - f. Set Gamma Curve to 'LOG3G10'.
 - g. Check that 'Saturation' is set to '1'.
 - h. Check that 'Contrast' is set to '0'.
 - i. Set Output Transform 'Color Space' to 'REDWideGamutRGB'.
 - j. Set Output Transform 'Gamma Curve' to 'LOG3G10'.



- k. Click OK.
 - l. Select the 'Color Management' tab and uncheck 'Preserve RGB'.
 - m. Set 'Output profile' to 'Working Space - sRGB IEC61966-2.1 (linear)'.
 - n. Set 'Interpret As Linear Light' is set to 'On'.
 - o. Click OK to save your settings.
3. Add comp to Render Queue.
 4. Ensure that in Render Settings, your 'Color Depth' is set to '32bpc'.
 5. In Output Module, set the 'Format' to 'Open EXR Sequence'.
 6. Under Video Output, ensure that 'Depth' is set to 'Floating Point+'.
 7. Click 'Format Options'.
 8. Set 'Compression' to 'Zip'.
 9. Click OK.
 10. Select the 'Color Management' tab and check 'Preserve RGB'.
 11. Click OK.
 12. Hit Render from the Render Queue.
 13. Once your image sequence is rendered, re-import into After Effects.
 14. You will use this image sequence to do your composites.
 15. Please refer to the [After Effects - Log to Linear workflow guide](#) for setting up linear color space within After Effects.

Please contact the post supervisor for any questions, clarifications, or special circumstances regarding your project.

Thanks!