
**TBD POST**

EDIT | SOUND | COLOR | FINISHING

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## Creating DPX / EXR Plates in Premiere

*If you intend to composite in After Effects, the color management for any non-RGB footage items such as CMYK, Y'CbCr, and some camera raw images is disabled. In order to work in a linear space in AE, you'll need to convert your camera raw footage to EXR or DPX image sequences. If your camera shoots raw, please contact us to verify correct raw settings before creating plates. Below are guidelines for creating VFX plates in Premiere CC 2019.*

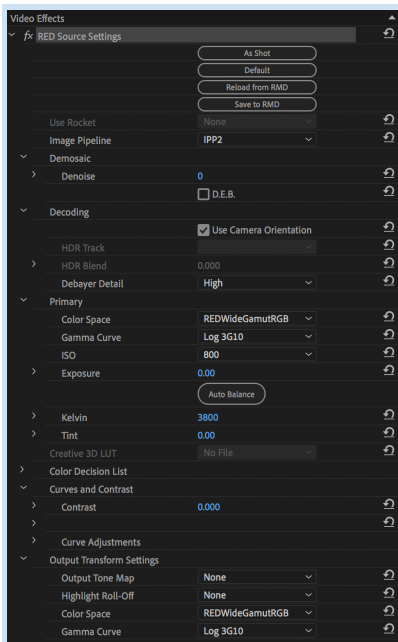
### DPX Conversion In Premiere

1. In Premiere, import and locate the clip in the project window.
2. Load the clip into the Source Window.
3. In the source window, make sure that the in and out points are set to the correct section of the clip. Please make sure to account for appropriate handles within your in-out marks.
4. If this is a non-R3D clip, please skip to Step 15.
5. For R3D clips, open the Effects Controls. You should see the RED Source Settings.
6. Click the 'Reload from RMD' button.
7. Set 'Image Pipeline' to 'IPP2'.
8. Ensure that 'Debayer Detail' is set to 'High'.
9. Ensure 'Color Space' is set to 'REDWideGamutRGB'.
10. Set 'Gamma Curve' to 'Log3G10'.
11. Under 'Output Transform Settings', set 'Output Tone Map' to 'None'.
12. Set 'Highlight Roll-Off' to 'None'.
13. Set 'Color Space' to 'REDWideGamut'.
14. Set 'Gamma Curve' to 'Log 3G10'.
15. With the Source Window active, select File > Export > Media...
16. Set Format to DPX.
17. For Preset, select 'DPX Sequence - Full Range (Match Source)'.
18. Set your Output Name and file path.
19. Ensure that your resolution is correct. All other settings can be left at their default.
20. For Source Range at the bottom of the Export window, set to Clip In/Out.
21. Click Export. The DPX image sequence is what you'll import into After Effects.
22. Please refer to the [After Effects - Log to Linear workflow guide](#) for proper setup within After Effects.

### EXR Conversion In Premiere

1. In Premiere, import and locate the clip in the project window.
2. Load the clip into the Source Window.
3. In the source window, make sure that the in and out points are set to the correct section of the clip. Please make sure to account for appropriate handles within your in-out marks.

4. If this is a non-R3D clip, please skip to Step 15.
5. For R3D clips, open the Effects Controls. You should see the RED Source Settings.
6. Click the 'Reload from RMD' button.
7. Set 'Image Pipeline' to 'IPP2'.
8. Ensure that 'Debayer Detail' is set to 'High'.
9. Ensure Color Space is set to 'REDWideGamutRGB'.
10. Set Gamma Curve to 'Log3G10'.
11. Under 'Output Transform Settings', set 'Output Tone Map' to 'None'.
12. Set 'Highlight Roll-Off' to 'None'.
13. Set 'Color Space' to 'REDWideGamut'.
14. Set 'Gamma Curve' to 'Log 3G10'.



15. With the Source Window active, select File > Export > Media...
16. Set Format to OpenEXR.
17. For Preset, select 'OpenEXR - Piz (Match Source)'.
18. Set your Output Name and file path.
19. Compression should be set to 'Piz'.
20. Make sure '32-bit float' is unchecked.
21. Make sure 'Bypass linear conversion' is checked.
22. Ensure that your resolution is correct.
23. All other settings can be left at their default.
24. For Source Range at the bottom of the Export window, set to Clip In/Out.
25. Click Export. The EXR image sequence is what you'll import into After Effects.
26. Please refer to the [After Effects - Log to Linear workflow guide](#) for proper setup within After Effects.

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

Thanks!