**TBD POST**

EDIT | SOUND | COLOR | FINISHING

Creating DPX / EXR Plates in DaVinci Resolve

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 Resolve 15. 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 Resolve, select the Project Settings button (cog wheel in lower right of UI).
2. In Master Settings, select 'Timeline Resolution' and set it to the desired resolution of your plates.
3. In Image Scaling, check the box for 'Match timeline settings'.
4. For Mismatched resolution files, select 'Scale full frame with crop'.
5. Import the camera sources into the Media Pool.
6. 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.
7.
    a. Open your project settings (cog wheel in lower right of UI).
    b. Select 'Camera Raw' in the sidebar of the Project Settings window.
    c. Select 'RED' for the 'RAW Profile'. This will load your RED project settings.
    d. 'Decode Quality' - 'Full Res. Premium'
    e. 'Decode Using' to 'Project'.
    f. 'Color Science' - 'IPP2'
    g. 'Color Space' - ' REDWideGamutRGB'
    h. 'Gamma Curve' - 'Log3G10'
    i. Under 'Use Camera Metadata', check the boxes for 'ISO' and 'Color Temp'.
    j. Click Save.
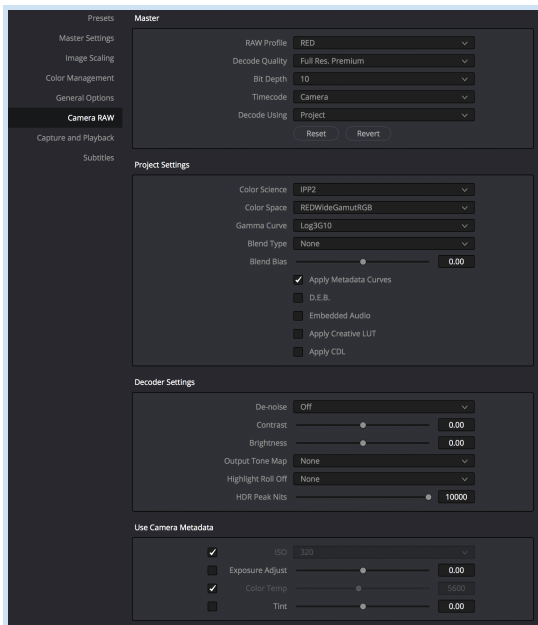
8.   Create a timeline stringout of the clips.
9.   In the 'Deliver' page, select 'Individual Clips' in the Render Settings section.
10. Click 'Browse' next to location to specify the file path for your rendered files.
11. Under the 'Video' section, select ' DPX' as your 'Format'.
12. For 'Codec', select 'RGB 10 bits'.
13. Select your desired working resolution, or check box for 'Render at source resolution' if you want to work at full rez.
14. Expand the 'Advanced Settings' section and make sure that you've got the appropriate amount of handles.
15. Check the box for 'Disable edit and input sizing'.
16. Check the box for 'Force sizing to highest quality'.
17. Check the box for 'Force debayer to highest quality'.
18. Under the 'File' section, check the box for 'Place clips in separate folders'.
19. Set any file naming parameters you wish to use in this section then click 'Add to Render Queue'.
20. Click 'Start Render' on the right side of the UI.
21. Please refer to the After Effects - Log to Linear workflow guide for setting up linear color space within After Effects.

EXR Conversion

1.   In Resolve, import the camera sources into the Media Pool.
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.   Open your project settings (cog wheel in lower right of UI).
   b.   Select 'Camera Raw' in the sidebar of the Project Settings window.
   c.   Select 'RED' for the 'RAW Profile'. This will load your RED project settings.
   d.   'Decode Quality' - 'Full Res. Premium'
   e.   'Color Science' - 'IPP2'
   f.   'Color Space' - ' REDWideGamutRGB'
   g.   'Gamma Curve' - 'Log3G10'
   h.   Under 'Use Camera Metadata', check the boxes for 'ISO' and 'Color Temp'.
   i.   Click Save.
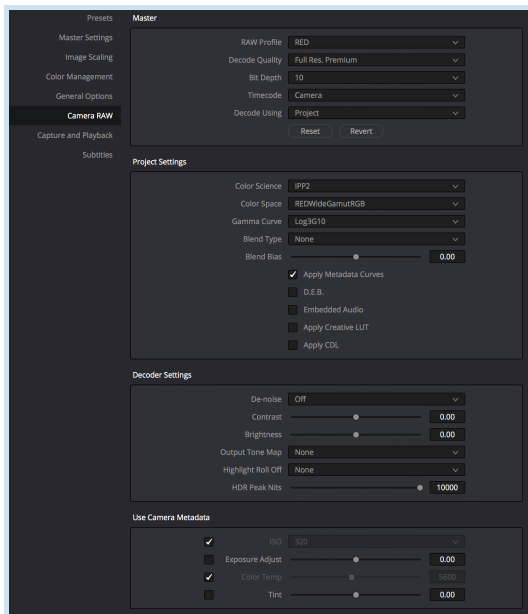
3. Create a timeline stringout of the clips.
4. In the 'Deliver' page, select 'Individual Clips' in the Render Settings section.
5. Click 'Browse' next to location to specify the file path for your rendered files.
6. Under the 'Video' section, select 'EXR' as your 'Format'.
7. For 'Codec', select 'RGB half (ZIP Compression)'.
8. Select your desired working resolution, or check box for 'Render at source resolution' if you want to work at full rez.
9. Expand the 'Advanced Settings' section and make sure that you've got the appropriate amount of handles.
10. Check the box for 'Disable edit and input sizing'.
11. Check the box for 'Force sizing to highest quality'.
12. Check the box for 'Force debayer to highest quality'.
13. Under the 'File' section, check the box for 'Place clips in separate folders'.
14. Set any file naming parameters you wish to use in this section then click 'Add to Render Queue'.
15. Click 'Start Render' on the right side of the UI.
16. Please refer to the After Effects - Log to Linear workflow guide for setting up linear color space within After Effects.

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Thanks!