EDIUS 7 & DaVinci Resolve AAF Workflow

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With the number of cameras that record in RAW or LOG formats increasing, the need for integration between color grading and editing tools rises proportionately. With the introduction of EDIUS 7.3, the AAF interchange with DaVinci Resolve has been enhanced significantly. In addition, Resolve version 11 supports Grass Valley HQ/HQX. These two enhancements substantially improve the workflow between EDIUS and Resolve. This Application Note explains how.

**Required Tools**
- EDIUS 7 (v7.40 with updated Codec Pack)
- DaVinci Resolve Lite (public beta, release 11.0)

**Assets Color-corrected in Resolve Prior to Editing in EDIUS**

First, some points to be aware of:
- Any titles generated in DaVinci Resolve will NOT be imported into EDIUS.
- Any transitions between clips in DaVinci Resolve will appear as dummy transitions in EDIUS.
- You will need to set the same frame rate for the EDIUS project as for the DaVinci Resolve project which is being exported.
- Please ensure that you install the latest Grass Valley HQ/HQX codecs – GV Codec Pack v7.31 for Win or GV Codec Pack v1.05 for Mac. These codecs can be found on our website (requires registration).
- If you installed an older version of the GV Codec Pack for Mac, you will need to remove it before installing the new one.

**Workflow**

1) Import your source files to the DaVinci Resolve [MEDIA] page
2) If your source files have stereo (or more) audio channels and you’d like to move them to EDIUS, you must change the setting to mono in the [EDIT] page before placing clips on the timeline.

Set [Audio] in Clip Attributes by right-clicking on source clip in Media Pool and selecting [Clip Attributes]:
- [Number of Audio Tracks]: Same as the audio channels of the source clips
- [Channel Format]: Mono
- [Source Channel][Track][Channel in Track]: Set Each Track

To change the Pan settings in the Audio Mixer select [Audio Mixer] in the [View] menu:
Adjust Pan in each channel – Left/A1 to 100% and Right/A2 to 100%:

3) Place clips on the timeline and begin color grading.
4) Set Export settings in the [DELIVER] page to render the color grading as follows:
Select [Intermediate] or [Advanced]:

**Presets**
- Easy setup: None

**Video**
- Render timeline as: Individual source clips
- Video Format: QuickTime
- Codec: Grass Valley HQX
- Data burn in preset: Same as project

**Audio**
- Export audio: Checked
5) Export the timeline from the [DELIVER] page. Click [Add Job to Render Queue] and then [Start Render].

Set [File name] and [Type] = AAF File

After exporting, this dialog is displayed:

7) Open the project in EDIUS, using the same frame rate as the DaVinci Resolve AAF file.
8) Select [File] > [Import Project] > [AAF] and import the AAF file.
9) The color graded clips appear in EDIUS for editing.
EDIUS “Roundtrip” to DaVinci Resolve

Some points to be aware of:

• If you using clips with alpha channel you will need to select alpha mode in Clip Attributes on [EDIT] page.
• Video filters and transitions in EDIUS will NOT be imported into DaVinci Resolve.
• Any effects applied to a clip using layouter, speed control or opacity will NOT be imported into DaVinci Resolve.
• The EDIUS title track will NOT be imported into DaVinci Resolve.
• Any titles on the EDIUS video track will NOT be imported into DaVinci Resolve.
• The titles in EDIUS are imported as a video clip.
• An audio track which has no assigned output on the channel map will be ignored by DaVinci Resolve.
• Pan and gain on any audio clip will NOT be imported into DaVinci Resolve.

1) Export the timeline sequence as Grass Valley HQX.
Select [Edit] menu > [Export Project] > [AAF...]

www.grassvalley.com
Enter the file name and select Preset. Click [Save]. Export AAF file and render clips as a QuickTime Grass Valley HQX file.

- **Preset:** Type: 4
- **Export between In and Out:**
  - Checked: exports clips between the In point and Out points in the sequence
  - Unchecked: exports ALL clips in the sequence

2) Import AAF and the clips which are exported from EDIUS into DaVinci Resolve

Import the clips into the Media Pool on the [MEDIA] page.
Import the AAF file into the [EDIT] page. Select [File] > [Import AAF, EDL, XML...].

Select the AAF file.
Confirm to import project setting and click [OK].

3) Your timeline now appears in DaVinci Resolve and you can apply color grading.

4) After color grading, export to EDIUS following the same steps in the “Assets are Color-corrected in Da Vinci Resolve Prior to Editing in EDIUS” workflow on page 2.

5) Set Export settings in the [DELIVER] page to render the color grading.

6) Export the timeline from the [DELIVER] page. Click [Add Job to Render Queue] and then [Start Render].

Set [File name] and [Type] = AAF File
8) After exporting, this dialog is displayed:

9) Open the project in EDIUS, using the same frame rate as the DaVinci Resolve AAF file.

10) Select [File] > [Import Project] > [AAF] and import the AAF file.

11) The color graded clips appear in EDIUS for editing.