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WHAT DOES THE COLOURIST NEED?

Drive must be formatted ex-FAT, not NTFS or HFS/APFS.

GENERALLY:

1. Original Camera Files (preferred) or transcodes with same filename/timecode
2. Reference Playout per Timeline
3. Editing Translation List per Timeline (EDL, XML, AAF), depending on which software you use

Ideally footage would be supplied on a cleaned up hard drive with all the relevant files. Otherwise we can work remotely and files can be uploaded/download. In this instance a consolidation of a grade-version of the project featuring only the material the Colourist requires will be helpful and reduce up - and download times, which adds to the overall time required for the job.

An SSD is preferred as a regular slower hard drive will drastically slow down grading and increase the required turnaround time.

REFERENCE PLAYOUT VIDEO:

An H264 of the sequence so the Colourist can overlay it and check the new conform against the editor's timeline.

Clipname and Source Timecode burn-ins preferred

If you used a LUT while editing, please leave that on so I can see what you saw.

FROM PREMIERE, AVID OR FINAL CUT:

XML, EDL or AAF (XML is always preferred)

No nested Sequences (either unnest or render any nested sequences and provide the new source clip), no unnecessary Soundtracks

Remove any clips not being graded.

FROM RESOLVE:

DRT or DRP

Export DRP with Stills and LUTs

Information the Colourist requires:

Which Cameras were used? Please specify if multiple camera types were use and answer the following questions for each camera.

Which Colourspace was it shot in? (for example S.Gamut.Cine)

Which Gamma-Curve? (for example: Slog.3)

Did you shoot RAW?

ROUNDTRIP:

A roundtrip is the most flexible way to hand files back and forth when final online is done after the grading or time doesn't allow for a thorough conform. That way you'll get the timeline back as Single Clips in the original Source Resolution/FPS to reconstruct the timeline after with the graded files.

FINAL MASTER CLIP:

If the Colourist is required to provide a master playout then precise delivery requirements will be needed as well as any mixed audio, clock info etc.

GRAPHICS HANDOVER:

If there are graphics elements to incorporate the easiest way to hand over graphics is by providing a Prores/DNXHD playout of the graphics track(s). The playout needs to come with alpha channel for transparency.

CONSOLIDATION

Consolidating means to isolate and provide only those files that actually have been used in the editing process. It saves copying, up- and download times and drive space. A consolidation can be done in different programs. It is important is to copy, not to transcode files. Do not change filenames. Make sure to copy original files, don't copy proxies!

PREMIERE:

Can be done via Project Manager

RESOLVE:

Can be done via Media Management.