

INSPIRE 3: ProRes RAW - DNG

How to import in Premiere Pro and Davinci Resolve ProRes RAW and DNG files.

Come importare in Premiere Pro e Davinci Resolve i due formati ProRes RAW e DNG.



INSPIRE 3

DNG-Prores RAW

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N.B. we do not recommend to shoot in Prores Raw if you do color correction in Davinci Resolve

The best solution is:

- Color in Premiere $\text{Pro} \rightarrow \text{Shoot}$ in Prores Raw
- Color in Davinci Resolve \rightarrow Shoot in DNG

N.B. Sconsigliamo di girare in ProRes RAW se la color correction viene fatta di Davinci Resolve

La soluzione migliore è:

- Color in Premiere $\text{Pro} \rightarrow \text{Girare}$ in formato Prores Raw
- Color in Davinci Resolve \rightarrow Girare in formato DNG

English

1. Windows

1.1 How to import ProRes RAW/DNG in Davinci Resolve

- To import Prores Raw file in Davinci Resolve you have to convert it to DNG. To convert it download Raw Convertor app https://www.rawconvertor.com/, a conversion app recommended by Apple . There is a free version and a Pro version with license (90 euros). With the free version you can convert only the first 300 frames;
- 2. Import, also in batch mode, all the file and convert it;

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- Import your DNG file in Davinci Resolve: Import < Media < Select all the DNG file;
- 4. Create a new timeline from the imported sequence;
- 5. If Davinci doesn't import the file as a sequence follow this step: Media storage < three dots on the upper right corner < Frame Display Mode < Sequence
- 6. Select the "Color" window;
- 7. In the "camera raw" window select this parameters for every clip;

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Camera Raw								CinemaDNG	
			Color Temp	•	5540		•	0.00	
	Clip			•	-0.54	Color Boost	•	0.00	
	As shot			•	1.40		•	0.00	
	P3 D60			•	10.00		•	0.00	
	Linear			•	0.00		•	0.00	
							•	0.00	
	Highlight Recov					Contrast	•	0.00	

 Click Effects on the upper right corner. Select Color Space Transform, click and hold, andthen drag it out to create a node. Select P3 D60 in Input Color Space. Select Linear in Input Gamma. Select DJI D-Gamut in Output Color Space. Select DJI D-Log in Output Gamma. Select None in Tone Mapping Method.



 If you want upload and use the original rec.709 from DJI, you can find it here: <u>https://www.dji.com/it/downloads/softwares/dji-zenmuse-x9-dlog2rec709-lut</u> Copy and Paste the Lut in library < Application support < Blackmagic Design < Davinci Resolve < Lut < DJI

After that you can find this Lut in: LUT < DJI

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Astrodesign	IF DJI_Phantom4_DLOG2sRGB_Im	CUBE	Dji	/Library/Application Support/Blackmagic D
Blackmagic Design	DJI_X5_DLOG2sRGB_Improv	CUBE	DJI	/Library/Application Support/Blackmagic D
DCI	DJI_X7_DLOG2Rec709	CUBE	Dji	/Library/Application Support/Blackmagic D
Dji	DJI_X7_Linear2DLOG	CUBE	Dji	/Library/Application Support/Blackmagic D
Film Looks HDR Hybrid Log-G	DJI_ZENMUSE_X9_DLog_To_Re	CUBE	DJI	/Library/Application Support/Blackmagic D

1.2 How to import ProRes RAW in Premiere Pro

- 1. DOWNLOAD: <u>https://support.apple.com/kb/DL2033?locale=it_IT</u>
- 2. Import you clip from the import panel;
- 3. Create a sequence with the clip;
- 4. In "control effects" select D-Gamut/D-Log as **space color** in the source video panel;



- 5. If you want upload and use the original rec.709 from DJI, you can find it here: <u>https://www.dji.com/it/downloads/softwares/dji-zenmuse-x9-dlog2rec709-lut</u>
- 6. Once you have downloaded it, upload it in the Lut section.



1.3 How to convert ProRes RAW in ProRes 4444 XQ with Premiere Pro

- 1. Import clip in premiere pro;
- 2. Create a new **timeline** with your clip;
- 3. In "control effects" select D-Gamut/D-Log as **space color** in the source video panel;
- 4. Export your clip in Prores 4444 XQ from Premiere Pro;
- 5. After that you can import the file in Davinci resolve but without all the camera raw settings.

In Adobe Media Encoder

The conversion from ProRes RAW to ProRes 4444 XQ is not possible because you can't set the space color directly in media encoder.

1.4 How to import DNG file in Premiere Pro

- 1. Import the first file of your DNG sequence;
- 2. Create a new timeline with the sequence;
- 3. Select "control effect" to modify Cinema DNG parameters in the source video panel;

Sorgente: A005C0008_230921_134	8_000001-000259].DNG	Oscilloscopi Lumetri	Controllo effetti ≡	Morer clip eudlo: A005C0006_230921_1348_000001-000251	>
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✓ Esposizione		<u>n</u>			
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4. It is possible to change only temperature, tint and exposition.

2. MAC OS

2.1 How to import ProRes RAW in Premiere Pro

- 1. DOWNLOAD : <u>https://support.apple.com/kb/DL2100?locale=it_IT</u>
- 2. Import you clip from the import panel;
- 3. Create a sequence with the clip;
- 4. In "control effects" select D-Gamut/D-Log as **space color** in the source video panel;



- 5. If you want upload and use the original rec.709 from DJI, you can find it here: https://www.dji.com/it/downloads/softwares/dji-zenmuse-x9-dlog2rec709-lut
- 6. Once you have downloaded it, upload it in the Lut section.



2.2 How to import DNG file in <u>Davinci Resolve</u>

- 1. Import your DNG file in Davinci Resolve:
 - a. import < media < select all the DNG file;
 - b. If Davinci doesn't import the file as a sequence follow this step: Media storage < three dots on the upper right corner < Frame Display Mode < Sequence
- 2. Create a new timeline from the imported sequence;
- 3. Select the "Color" window;
- 4. In the "camera raw" window set this parameters for every clip

Camera Raw						Ci	nemaDNG ···	
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	Clip		•	-0.54		•	0.00	
	As shot		•	1.40		•	0.00	
	P3 D60	Sharpness 4	,	10.00		•	0.00	
			•	0.00		•	0.00	
						•	0.00	
	Highlight Recover				Contrast		0.00	

5. Click Effects on the upper right corner. Select Color Space Transform, click and hold, andthen drag it out to create a node. Select P3 D60 in Input Color Space. Select Linear in Input Gamma. Select DII D-Gamut in Output Color Space. Select DJI D-Log in Output Gamma. Select None in Tone Mapping Method. Keep the default values for the rest of the settings.



6. If you want upload and use the original rec.709 from DJI, you can find it here: https://www.dji.com/it/downloads/softwares/dji-zenmuse-x9-dlog2rec709-lut Copy and Paste the Lut in Library < Application support < Blackmagic Design < Davinci Resolve < Lut < DJI

After that you can find this Lut in: LUT < DJI

2.3 How to import DNG file in Premiere Pro

- 1. Import the first file of your DNG sequence;
- 2. Create a new timeline with the sequence;
- 3. Select "control effect" to modify Cinema DNG parameters;
- 4. it is possible to change only the temperature, tint and exposition.



2.4 How to import ProRes RAW file in Davinci Resolve

- To import Prores Raw file in Davinci Resolve you have to convert it to DNG. To convert it download Raw Convertor app <u>https://www.rawconvertor.com/</u>, a conversion app recommended by Apple. There is a free version and a Pro version with license (90 euros). With the free version you can convert only the first 300 frames;
- 2. Import, also in batch mode, all the file and convert it;

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- 3. Import your DNG file in Davinci Resolve:
 - a. Import < Media < Select all the DNG file;
 - b. If Davinci doesn't import the file as a sequence follow this step: Media storage < three dots on the upper right corner < Frame Display Mode < Sequence
- 4. Create a new timeline from the imported sequence;
- 5. Select the "Color" window;
- 6. In the "camera raw" window select this parameters for every clip;

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Camera Raw								CinemaDNG	
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Decode Using	Clip			•	-0.54	Color Boost	•	0.00	
White Balance	As shot			•	1.40		•	0.00	
Color Space	P3 D60		Sharpness (•	10.00		•	0.00	
Gamma	Linear			•	0.00		•	0.00	
150							•	0.00	
	Highlight Recovery					Contrast	•	0.00	

 Click Effects on the upper right corner. Select Color Space Transform, click and hold, andthen drag it out to create a node. Select P3 D60 in Input Color Space. Select Linear in Input Gamma. Select DJI D-Gamut in Output Color Space. Select DJI D-Log in Output Gamma. Select None in Tone Mapping Method.

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🗸 📷 LUTs	File Name						
ACES	DJI_Phantom3_DLOG2sRGB_Im	CUBE	DJI	/Library/Application Support/Blackmagic D			
Arri	DJI_Phantom4_DLOG2Rec709	CUBE	DJI	/Library/Application Support/Blackmagic I			
Astrodesign	IF DJI_Phantom4_DLOG2sRGB_Im	CUBE	DJI	/Library/Application Support/Blackmagic			
Blackmagic Design	DJI_X5_DLOG2sRGB_Improv	CUBE		/Library/Application Support/Blackmagic D			
DCI	DJI_X7_DLOG2Rec709	CUBE	DJI	/Library/Application Support/Blackmagic C			
DII	DJI_X7_Linear2DLOG	CUBE	DJI	/Library/Application Support/Blackmagic D			
Film Looks	DJI_ZENMUSE_X9_DLog_To_Re	CUBE	DJI	/Library/Application Support/Blackmagic D			
HDR Hybrid Log-G							

Italiano

2. Windows

1.1 Come importare ProRes RAW/DNG in Davinci Resolve

- Per importare un file Prores Raw in DaVinci Resolve è necessario convertirlo in DNG. Per farlo, scarica l'app Raw Convertor a questo link <u>https://www.rawconvertor.com/</u>, un'app di conversione consigliata da Apple. Esiste una versione gratuita e una versione Pro con licenza (90 euro). Con la versione gratuita puoi convertire solo i primi 300 fotogrammi;
- 2. Importa le tue clip, anche in modalità batch e convertile;

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- 3. Importa il tuo file DNG in Davinci Resolve:
 - a. Import < Media < Seleziona tutti i tuoi file DNG;
 - b. Se Davinci Resolve non importa il file come una sequenza segui questi step: Media storage
 < tre puntini in alto a destra < Frame Display Mode < Sequence
- 4. Crea una nuova timeline con la sequenza importata;
- 5. Seleziona la finestra "Colore;
- 6. Nella finestra "camera raw" seleziona questi parametri per ogni clip:

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Camera Raw									CinemaDNG	
Decode Quality			Color Temp	•		5540		•	0.00	
Decode Using	Clip				•	-0.54	Color Boost	•	0.00	
White Balance	As shot				•	1.40		•	0.00	
Color Space	P3 D60					10.00		•	0.00	
Gamma	Linear				•	0.00		•	0.00	
150								•	0.00	
	Highlight Recove						Contrast	•	0.00	

 Clicca su Effects nell'angolo in alto a destra. Seleziona Color Space Transform, clicca e trascina per creare un nuovo nodo. Seleziona P3 D60 in Input Color Space. Seleziona Linear in Input Gamma. Seleziona DJI D-Gamut in Output Color Space. Seleziona DJI D-Log in Output Gamma. Seleziona None in Tone Mapping Method.



 Se vuoi caricare e usare la lut originale rec.709 di DJI, puoi scaricarla qui: <u>https://www.dji.com/it/downloads/softwares/dji-zenmuse-x9-dlog2rec709-lut</u> Copia e incolla la lut in questo percorso: Library < Application support < Blackmagic Design < Davinci Resolve < Lut < DJI
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Dopo questo passaggio puoi trovare la lut in: LUT < DJI

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Astrodesign	DJI_Phantom4_DLOG2sRGB_Im.	CUBE	Dji	/Library/Application Support/Blackmagic D
Blackmagic Design	DJI_X5_DLOG2sRGB_Improv	CUBE	DJI	/Library/Application Support/Blackmagic D
DCI	DJI_X7_DLOG2Rec709	CUBE	Dji	/Library/Application Support/Blackmagic D
DII	DJI_X7_Linear2DLOG	CUBE	Dji	/Library/Application Support/Blackmagic D
Film Looks	DJI_ZENMUSE_X9_DLog_To_Re	CUBE	Dji	/Library/Application Support/Blackmagic D

1.2 Come importare ProRes RAW in Premiere Pro

- 1. DOWNLOAD: <u>https://support.apple.com/kb/DL2033?locale=it_IT</u>
- 2. Importa la clip nel pannello di import;
- 3. Crea una sequenza con la clip che hai importato;
- 4. In "controllo effetti" seleziona D-Gamut/D-Log come spazio colore nel pannello sorgente;



- 5. Se vuoi caricare e usare la lut originale rec.709 di DJI, puoi scaricarla qui: https://www.dji.com/it/downloads/softwares/dji-zenmuse-x9-dlog2rec709-lut
- 6. Dopo averla scaricata, carica la lut da "LUT in input".



1.3 Come convertire ProRes RAW in ProRes 4444 XQ con Premiere Pro

- 1. Importa la clip in Premiere Pro;
- 2. Crea una nuova timeline con la clip importata;
- 3. In "controllo effetti" seleziona D-Gamut/D-Log come spazio colore nel pannello sorgente;
- 4. Esporta la clip in Prores 4444 XQ da Premiere Pro;
- 5. Dopo averla convertita puoi importare il file in Davinci Resolve ma senza avere controllo sui settaggi RAW.

In Adobe Media Encoder

La conversione da ProRes RAW a ProRes 4444 XQ non funziona perché non è possibile settare lo spazio colore direttamente in media encoder.

1.4 Come importare i file DNG in Premiere Pro

- 1. Importa il primo file della sequenza DNG;
- 2. Crea una nuova timeline con la sequenza importata;
- 3. Seleziona "controllo effetti" per modificare i parametri di Cinema DNG dal pannello sorgente;
- 4. È possibile cambiare solo la temperatura, la tinta e l'esposizione.

Sorgent	e A005C0008_230921_1348_00	3001-000259]DNG		<u>Controllo effetti</u> ≡	Mixer clip audio: A005C0	005_230921_1346_(000001-00025	s •
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2. MAC OS

2.1 Come importare ProRes RAW in Premiere Pro

- 1. DOWNLOAD : <u>https://support.apple.com/kb/DL2100?locale=it_IT</u>
- 2. Importa la clip nel pannello di import;
- 3. Crea una sequenza con la clip che hai importato;
- 4. In "controllo effetti" seleziona D-Gamut/D-Log come spazio colore nel pannello sorgente;



- 5. Se vuoi caricare e usare la lut originale rec.709 di DJI, puoi scaricarla qui: https://www.dji.com/it/downloads/softwares/dji-zenmuse-x9-dlog2rec709-lut
- 6. Dopo averla scaricata, carica la lut da "LUT in input".



2.2 Come importare i file DNG in Davinci Resolve

- 1. Importa il file DNG in Davinci Resolve:
 - a. import < media < seleziona tutti i file DNG;
 - b. Se Davinci Resolve non importa il file come una sequenza segui questi step: Media storage < tre puntini in alto a destra < Frame Display Mode < Sequence
- 2. Crea una nuova timeline dalla sequenza importata;
- 3. Seleziona la finestra "Colore";
- 4. Nella finestra "camera raw" seleziona guesti parametri per ogni clip

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Camera Raw							CinemaDNG	
			•		5540	•	0.00	
	Clip			•	-0.54	•	0.00	
	As shot			•	1.40	•	0.00	
	P3 D60		•		10.00		0.00	
	Linear			•	0.00	•	0.00	
						•	0.00	
	Highlight Reco	very				•	0.00	

5. Clicca su Effects nell'angolo in alto a destra. Seleziona Color Space Transform, clicca e trascina per creare un nuovo nodo. Seleziona P3 D60 in Input Color Space. Seleziona Linear in Input Gamma. Seleziona DJI D-Gamut in Output Color Space. Seleziona DJI D-Log in Output Gamma. Seleziona None in Tone Mapping Method.



6. Se vuoi caricare e usare la lut originale rec.709 di DJI, puoi scaricarla qui: https://www.dji.com/it/downloads/softwares/dji-zenmuse-x9-dlog2rec709-lut Copia e incolla la lut in questo percorso: Library < Application support < Blackmagic Design < Davinci Resolve < Lut < DJI

Dopo questo passaggio puoi trovare la lut in: LUT < DJI

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🗸 📷 LUTS	File Name Type		
ACES	DJI_Phantom3_DLOG2sRGB_Im CUB	E DJI /Library/Applicati	on Support/Blackmagic D
Arri	DJI_Phantom4_DLOG2Rec709 CUB	E DJI /Library/Applicati	on Support/Blackmagic D
Astrodesign	DJI_Phantom4_DLOG2sRGB_Im CUBI	E Dji /Library/Applicati	on Support/Blackmagic D
Blackmagic Design	DJI_X5_DLOG2sRGB_Improv CUB	E DJI /Library/Applicati	on Support/Blackmagic D
DCI	DJI_X7_DLOG2Rec709 CUB	E DJI /Library/Applicati	on Support/Blackmagic D
DJI	E DJL_X7_Linear2DLOG CUBI	E DJI /Library/Applicati	on Support/Blackmagic D
Film Looks	DJI_ZENMUSE_X9_DLog_To_Re CUBI	E DJI /Library/Applicati	on Support/Blackmagic D
HDR Hybrid Log-G			

2.3 Come importare i file DNG in Premiere Pro

- 1. Importa il primo file della sequenza DNG;
- 2. Crea una nuova timeline con la sequenza importata;
- 3. Seleziona "controllo effetti" per modificare i parametri di Cinema DNG dal pannello sorgente;
- 4. È possibile cambiare solo la temperatura, la tinta e l'esposizione.

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2.4 Come importare i file ProRes RAW in Davinci Resolve

- Per importare un file Prores Raw in DaVinci Resolve è necessario convertirlo in DNG. Per farlo, scarica l'app Raw Convertor a questo link <u>https://www.rawconvertor.com/</u>, un'app di conversione consigliata da Apple. Esiste una versione gratuita e una versione Pro con licenza (90 euro). Con la versione gratuita puoi convertire solo i primi 300 fotogrammi;
- 2. Importa le tue clip, anche in modalità batch e convertile;

PRORES RAW VIDEO TO CDNG CONVERTER	ve statue (Action)
Fps: Completed files: Remaining time: Elapsed time: Select files Select files Select files Select files	m Quality: • Uncompressed • Lossies

- 3. Importa il tuo file DNG in Davinci Resolve:
 - a. Import < Media < Seleziona tutti i tuoi file DNG;
 - b. Se Davinci Resolve non importa il file come una sequenza segui questi step: Media storage
 < tre puntini in alto a destra < Frame Display Mode < Sequence
- 4. Crea una nuova timeline con la sequenza importata;
- 5. Seleziona la finestra "Colore;
- 6. Nella finestra "camera raw" seleziona questi parametri per ogni clip:

Camera Raw							c	InemaDNG	
			•		5540		•	0.00	
	Clip			•	-0.54	Color Boost	•	0.00	
	As shot			•	1.40		•	0.00	
	P3 D60		•		10.00		•	0.00	
	Linear			•	0.00		•	0.00	
							•	0.00	
	Highlight Recov					Contrast	•	0.00	

7. Clicca su Effects nell'angolo in alto a destra. Seleziona Color Space Transform, clicca e trascina per creare un nuovo nodo. Seleziona P3 D60 in Input Color Space. Seleziona Linear

in Input Gamma. Seleziona **DJI D-Gamut** in Output Color Space. Seleziona **DJI D-Log** in Output Gamma. Seleziona **None** in Tone Mapping Method.



 Se vuoi caricare e usare la lut originale rec.709 di DJI, puoi scaricarla qui: <u>https://www.dji.com/it/downloads/softwares/dji-zenmuse-x9-dlog2rec709-lut</u> Copia e incolla la lut in questo percorso: Library < Application support < Blackmagic Design < Davinci Resolve < Lut < DJI Dopo questo passaggio puoi trovare la lut in: LUT < DJI

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🗸 🃷 LUTS	File Name			File Path
ACES	DJI_Phantom3_DLOG2sRGB_Im	CUBE	Dji	/Library/Application Support/Blackmagic D
Arri	DJI_Phantom4_DLOG2Rec709	CUBE	DJI	/Library/Application Support/Blackmagic D
Astrodesign	E DJI_Phantom4_DLOG2sRGB_im	CUBE	Dji	/Library/Application Support/Blackmagic D
Blackmagic Design	DJI_X5_DLOG2sRGB_Improv	CUBE		/Library/Application Support/Blackmagic D
DCI	DJI_X7_DLOG2Rec709	CUBE	Dji	/Library/Application Support/Blackmagic D
DII	E DJI_X7_Linear2DLOG	CUBE	Dji	/Library/Application Support/Blackmagic D
Film Looks HDR Hybrid Log-G	DJI_ZENMUSE_X9_DLog_To_Re	CUBE	DJI	/Library/Application Support/Blackmagic D



https://www.bapu.it/bapu-fly-droni/