Supported Formats and Codecs

DaVinci Resolve

April 2020

English

Contents

MacOS

Video					
Format	**File Ex.**	**Alpha Exports**	**Codec Passthrough[1]**	**Decode**	**Encode**
Apple ProRes	imf	–	–	422, 422 HQ, 4444, 4444 XQ	422, 422 HQ, 4444, 4444 XQ
	mov	4444	yes	422, 422 HQ, 422 LT, 422 Proxy, 4444, 4444 XQ	422, 422 HQ, 422 LT, 422 Proxy, 4444, 4444 XQ
	mxf Op1A, mxf Op-Atom	4444	–	422, 422 HQ, 422 LT, 422 Proxy, 4444, 4444 XQ	–
ArriRaw	ari, arx	–	–	12-bit, 16bit	–
	mxf Op1A	–	–	yes	–
Avid 1:1	mxf Op1A, mxf Op-Atom	–	–	yes	8 bit (1080i, NTSC, PAL), 10-bit RGB (1080p, 1080i)
Blackmagic	braw	–	–	yes	–
Canon	mxf Op1A	–	–	XF-AVC, XF-AVC Intra, XF-HEVC	–
	xml OpAtom	–	–	XF-AVC, XF-AVC Intra, XF-HEVC	–
	mts	–	–	C100 8 bit, C100 Mk2, XA15, XA11, XA35, XA30	–
	mov	–	–	C200 RAW, XF-AVC Intra, XF-MPEG	–
Cintel Raw	cri	–	–	yes	–
DNxHD	mov, mxf Op1A, mxf Op-Atom	–	yes	yes	720p (100/85/55/45 8-bit, 145/120/75/60 8-bit, 220/185/110/90 10-bit, 220/185/110/90 8-bit), 1080i (100 8-bit, 145/120/115 8-bit, 220/185/175 10-bit, 220/185/175 8-bit, Thin Raster 145/120/115 8-bit), 1080p (100/85/80 8-bit, 145/120/115 8-bit, 220/185/175 10-bit, 220/185/175 8-bit, 36 8-bit, 444)
DNxHR	mov, mxf Op1A, mxf Op-Atom	yes (except LB)	yes	yes	444 (10-bit, 12-bit), HQX (10-bit, 12-bit), HQ, LB, SQ
GoPro CineForm	avi	RGB 16-bit	yes	Native, YUV 10-bit, RGB 16-bit	YUV 10-bit
	mov	–	yes	Native, YUV 10-bit, RGB 16-bit	YUV 10-bit, RGB 16-bit
Grass Valley	avi	–	yes	HQ, HQX, Lossless	HQ, HQX
	mov	–	yes	HQ, HQX, Lossless	HQ, HQX
H.264	mov	–	–	Yes, GPU accelerated	Yes, GPU accelerated
	mp4	–	–	Yes, GPU accelerated	Yes, GPU accelerated
H.265	mov	–	–	Yes, GPU accelerated	Yes, GPU accelerated
	mp4	–	–	Yes, GPU accelerated	Yes, GPU accelerated

MacOS

Video					
Format	**File Ex.**	**Alpha Exports**	**Codec Passthrough[1]**	**Decode**	**Encode**
IMF and DCP	dcp	–	–	Native DCP, Kakadu jpeg2000 formats	easyDCP[3] 2K and 4K DCI, Kakadu formats. Studio for >=4k
	imf	–	–	Native IMF, IMP, Apple ProRes formats, Kakadu jpeg2000 formats (including Dolby P3D65)	Apple ProRes formats, Kakadu jpeg2000 formats. Studio for >=4k/Dolby P3D65. easyDCP[3] RGB and YUV422
JPEG2000 video	mov, mxf Op1A, mxf Op-Atom	–	–	yes	Native, Kakadu RGB, YUV422 and YUV444 (8-bit, 10-bit, 12-bit each). Studio for >=4k
	mj2	–	–	yes	Kakadu RGB
MPEG	mts	–	–	AVCHD and HDV	–
	m2ts	–	–	AVCHD	–
	mxf Op1A, mxf Op-Atom	–	–	MPEG2, D-10 IMX	–
	mov	–	–	MPEG2, MPEG4, MPEG IMX variants	–
Panasonic	mxf Op1B	–	–	P2 DVC Pro	–
	mov	–	–	AVC-Intra 50M and 100 M: 720p (24/25/30/50/60), 1080i (50/60), 1080p (24/25/30/50/60), DVCPRO: NTSC, PAL, DVCPRO50: NTSC, PAL, DVCPRO: 720p (50/60), 1080i (50/60), 1080p (25/30)	–
	SHV	–	–	8-bit, Studio only; 10-bit	Studio only
	vrw	–	–	Yes	–
Phantom CINE	cine	–	–	Yes	–
RED	r3d	–	–	Yes, GPU accelerated	–
Sony	mov	–	–	XAVC, XAVC Intra, XDCAM 35MB VBR; 720p EX (24/25/30/50/60), 1080i EX (50/60), 1080p EX (24/25/30), 1080p HD (24/25/30), XDCAM HD422 (50MB CBR); 720p (50/60), 1080i (50/60), 1080p (24 /25/30)	–
Sony	mxf Op1A	–	–	mxf Op-Atom, CV X-OCN LT/ST/XT, F5/F55 X-OCN LT/ST, F5/F55 Raw SQ/SQ Lite, F65 Raw HFR/SQ/SQ Lite, FS700 Raw SQ/SQ Lite, Sony MPEG4 SStP, XAVC, XAVC Intra, XDCAM MPEG2, Cine AltaV	XDCAM MPEG2, MPEG4 225M - 422, 422-720p, MPEG4 450M - 422, 444. Studio only: XAVC Intra CBG 50, 100, 300, 480 M/s, XAVC Intra VBR 100, 300, 480 M/s, XAVC Long 10b - 25, 35, 50, 100, 140, 200 M/s, XAVC Long 8b - 10, 100, 150 M/s, XAVC S Long 8b (420) - 50, 60, 60A, 100, 100A, 150 M/s
Sony	mxf Op-Atom	–	–	mxf Op-Atom, CV X-OCN LT/ST/XT, F5/F55 X-OCN LT/ST, F5/F55 Raw SQ/SQ Lite, F65 Raw HFR/SQ/SQ Lite, FS700 Raw SQ/SQ Lite, Sony MPEG4 SStP, XAVC, XAVC Intra, XDCAM MPEG2, Cine AltaV	XDCAM MPEG2

MacOS

Format	File Ex.	Alpha Exports	Codec Passthrough[1]	Decode	Encode
Video					
Uncompressed	avi	argb	yes	Uncompressed (BGRA 8-bit, RGB 10-bit, YUV 422 8/10-bit)	Uncompressed (RGB 10-bit, YUV 422 8/10-bit)
	mov	–	yes	Uncompressed (ARGB/BGRA 8-bit, RGB 8/10-bit, YUV 422 8/10-bit)	Uncompressed (ARGB/BGRA 8-bit, RGB 8/10-bit, YUV 422 8/10-bit)
	mxf Op1A	–	yes	Uncompressed (RGB 10-bit, UYVY 8/10-bit)	–
	mxf Op-Atom	–	yes	Uncompressed (RGB 10-bit, UYVY 8/10-bit)	–
VP9	mov	–	–	yes	YUV 420 and 422 (8-bit, 10-bit, 12-bit each)

MacOS

Format	File Ex.	Alpha Exports	Codec Passthrough[1]	Decode	Encode
Video – Miscellaneous					
AVI	avi	–	–	DV and PhotoJPEG	–
MXF AVC	mxf Op1A, mxf Op-Atom	–	–	yes	Studio only: AVC Intra 720p and 1080p (class 50/100/200), 2K, QFHD and 4K (class 100)
QuickTime	mov	–	–	Animation QuickTime, HDV 720p (24/25/30/50/60), 1080i (50/60), 1080p (24/25/30), DV - PAL, MotionJPEG, PhotoJPEG	PhotoJPEG

MacOS

Format	File Ex.	Alpha Exports	Codec Passthrough[1]	Decode	Encode
Still and Sequence Formats					
Action Cam Raw	cdx	–	–	yes	–
Cineon	cin	–	–	yes	RGB 10-bit
Canon Raw	crm	–	–	yes	–
	rmf	–	–	yes	–
	cr2	–	–	yes	–
Digital Negative	dng	–	–	yes	–
Digital Picture Exchange	dpx	RGBA	–	yes	Alpha 8-bit, RGB 10/12/16-bit/ 16-half-float, RGBA 8-bit
OpenEXR[4]	exr	RGBA	–	yes	RGB/RGBA float/half-float (Uncompressed, ZIP,DWAA,DWAB, PIZ,RLE)
HEIF	heic	–	–	yes	–

MacOS

Still and Sequence Formats					
Format	File Ex.	Alpha Exports	Codec Passthrough[1]	Decode	Encode
JPEG2000	j2c	–	–	yes	Kakadu RGB, YUV422 and YUV444 (8-bit, 10-bit, 12-bit each) Studio for >=4k
JPEG	jpg	–	–	yes	–
Nikon Electronic	nef	–	–	yes	–
Portable Network Graphics	png	–	–	yes	–
Adobe Photoshop	psd	–	–	yes	–
TARGA	tga	–	–	yes	–
Tagged Image[4]	tif	RGBA	–	yes	RGB 8-bit, RGB/RGBA 16-bit, XYZ 16-bit (Uncompressed/LZW)

MacOS

Audio					
Format	File Ex.	Alpha Exports	Codec Passthrough[1]	Decode	Encode
WAV	wav	–	–	Independent Uncompressed PCM 16/24/32-bit	Linear PCM 16/24/32-bit
Audio Interchange	aiff	–	–	Independent Uncompressed PCM 16/24/32-bit	–
Mpeg audio	mp3	–	–	Constant bit rate	–
Advanced audio coding	aac/m4a	–	–	CBR, VBR, average	CBR, VBR, average
Free lossless audio	flac	–	–	yes	–
Embedded audio in video containers	mov, mxf, r3d, mp4, avi, etc.	–	–	All decodable audio formats listed above, with valid header metadata	Linear PCM 16/24/32-bit, AAC (based on container)
u-law	mov	–	–	yes	–

Windows 10

Video					
Format	**File Ex.**	**Alpha Exports**	**Codec Passthrough**[1]	**Decode**	**Encode**
Apple ProRes	imf	–	–	422, 422 HQ, 4444, 4444 XQ	–
	mov	4444	yes	422, 422 HQ, 422 LT, 422 Proxy, 4444, 4444 XQ	–
	mxf Op1A, mxf Op-Atom	4444	–	422, 422 HQ, 422 LT, 422 Proxy, 4444, 4444 XQ	–
ArriRaw	ari, arx	–	–	12-bit, 16bit	–
	mxf Op1A	–	–	yes	–
Avid 1:1	mxf Op1A, mxf Op-Atom	–	–	yes	8 bit (1080i, NTSC, PAL), 10-bit RGB (1080p, 1080i)
Blackmagic	braw	–	–	yes	–
Canon	mxf Op1A	–	–	XF-AVC, XF-AVC Intra, XF-HEVC	–
	xml OpAtom	–	–	XF-AVC, XF-AVC Intra, XF-HEVC	–
	mts	–	–	C100 8 bit, C100 Mk2, XA15, XA11, XA35, XA30	–
	mov	–	–	C200 RAW, XF-AVC Intra, XF-MPEG	–
Cintel Raw	cri	–	–	yes	–
DNxHD	mov, mxf Op1A, mxf Op-Atom	–	yes	yes	720p (100/85/55/45 8-bit, 145/120/75/60 8-bit, 220/185/110/90 10-bit, 220/185/110/90 8-bit), 1080i (100 8-bit, 145/120/115 8-bit, 220/185/175 10-bit, 220/185/175 8-bit, Thin Raster 145/120/115 8-bit), 1080p (100/85/80 8-bit, 145/120/115 8-bit, 220/185/175 10-bit, 220/185/175 8-bit, 36 8-bit, 444)
DNxHR	mov, mxf Op1A, mxf Op-Atom	yes (except LB)	yes	yes	444 (10-bit, 12-bit), HQX (10-bit, 12-bit), HQ, LB, SQ
GoPro CineForm	avi	RGB 16-bit	yes	Native, YUV 10-bit, RGB 16-bit	YUV 10-bit
	mov	–	yes	Native, YUV 10-bit, RGB 16-bit	YUV 10-bit, RGB 16-bit
Grass Valley	avi	–	yes	HQ, HQX, Lossless	HQ, HQX
	mov	–	yes	HQ, HQX, Lossless	HQ, HQX
H.264	mov	–	–	Yes, GPU accelerated in Studio	Yes, GPU accelerated in Studio
	mp4	–	–	Yes, GPU accelerated in Studio	Yes, GPU accelerated in Studio
H.265	mov	–	–	Yes, GPU accelerated in Studio	Studio only. GPU Accelerated. Only 8-bit on AMD
	mp4	–	–	Yes, GPU accelerated in Studio	Studio only. Accelerated on Nvidia and Intel systems

Windows 10

Video					
Format	**File Ex.**	**Alpha Exports**	**Codec Passthrough**[1]	**Decode**	**Encode**
IMF and DCP	dcp	–	–	Native DCP, Kakadu jpeg2000 formats	easyDCP[3] 2K and 4K DCI, Kakadu 2K DCI. Kakadu 4K DCI with Studio only
	imf	–	–	Native IMF, IMP, Apple ProRes formats, Kakadu jpeg2000 formats (including Dolby P3D65)	Kakadu jpeg2000 formats. Studio for >=4k/Dolby P3D65. easyDCP[3] RGB and YUV422
JPEG2000 video	mov, mxf Op1A, mxf Op-Atom	–	–	yes	Native, Kakadu RGB, YUV422 and YUV444 (8-bit, 10-bit, 12-bit each). Studio for >=4k
	mj2	–	–	yes	Kakadu RGB
MPEG	mts	–	–	AVCHD and HDV	–
	m2ts	–	–	AVCHD	–
	mxf Op1A, mxf Op-Atom	–	–	MPEG2, D-10 IMX	–
	mov	–	–	MPEG2, MPEG4, MPEG IMX variants	MPEG4
Panasonic	mxf Op1B	–	–	P2 DVC Pro	–
	mov	–	–	AVC-Intra 50M and 100 M; 720p (24/25/30/50/60), 1080i (50/60), 1080p (24/25/30/50/60), DVCPRO: NTSC, PAL, DVCPRO50: NTSC, PAL, DVCPRO: 720p (50/60), 1080i (50/60), 1080p (25/30)	–
	SHV	–	–	8-bit, Studio only; 10-bit	Studio only
	vrw	–	–	Yes	–
Phantom CINE	cine	–	–	Yes	–
RED	r3d	–	–	Yes, GPU accelerated	–
Sony	mov	–	–	XAVC, XAVC Intra, XDCAM 35MB VBR; 720p EX (24/25/30/50/60), 1080i EX (50/60), 1080p EX (24/25/30), 1080p HD (24/25/30), XDCAM HD422 (50MB CBR); 720p (50/60), 1080i (50/60), 1080p (24 /25/30)	–
	mxf Op1A	–	–	mxf Op-Atom, CV X-OCN LT/ST/XT, F5/F55 X-OCN LT/ST, F5/F55 Raw SQ/SQ Lite, F65 Raw HFR/SQ/SQ Lite, FS700 Raw SQ/SQ Lite, Sony MPEG4 SStP, XAVC, XAVC Intra, XDCAM MPEG2, Cine AltaV	XDCAM MPEG2, MPEG4 225M - 422, 422 - 720p, MPEG4 450M - 422, 444. Studio only: XAVC Intra CBG 50, 100, 300, 480 M/s, XAVC Intra VBR 100, 300, 480 M/s, XAVC Long 10b - 25, 35, 50, 100, 140, 200 M/s, XAVC Long 8b - 10, 100, 150 M/s, XAVC S Long 8b (420) - 50, 60, 60A, 100, 100A, 150 M/s
	mxf Op-Atom	–	–	mxf Op-Atom, CV X-OCN LT/ST/XT, F5/F55 X-OCN LT/ST, F5/F55 Raw SQ/SQ Lite, F65 Raw HFR/SQ/SQ Lite, FS700 Raw SQ/SQ Lite, Sony MPEG4 SStP, XAVC, XAVC Intra, XDCAM MPEG2, Cine AltaV	XDCAM MPEG2

Windows 10

Video					
Format	**File Ex.**	**Alpha Exports**	**Codec Passthrough**[1]	**Decode**	**Encode**
Uncompressed	avi	argb	yes	Uncompressed (BGRA 8-bit, RGB 10-bit, YUV 422 8/10-bit)	Uncompressed (RGB 10-bit, YUV 422 8/10-bit)
	mov	–	yes	Uncompressed (ARGB/BGRA 8-bit, RGB 8/10-bit, YUV 422 8/10-bit)	Uncompressed (ARGB/BGRA 8-bit, RGB 8/10-bit, YUV 422 8/10-bit)
	mxf Op1A	–	yes	Uncompressed (RGB 10-bit, UYVY 8/10-bit)	–
	mxf Op-Atom	–	yes	Uncompressed (RGB 10-bit, UYVY 8/10-bit)	–
VP9	mov	–	–	yes	–

Windows 10

Video – Miscellaneous					
Format	**File Ex.**	**Alpha Exports**	**Codec Passthrough**[1]	**Decode**	**Encode**
AVI	avi	–	–	DV and PhotoJPEG	–
MXF AVC	mxf Op1A, mxf Op-Atom	–	–	yes	Studio only: AVC Intra 720p and 1080p (class 50/100/200), 2K, QFHD and 4K (class 100)
QuickTime	mov	–	–	Animation QuickTime, HDV 720p (24/25/30/50/60), 1080i (50/60), 1080p (24/25/30), DV - PAL, MotionJPEG, PhotoJPEG	PhotoJPEG

Windows 10

Still and Sequence Formats					
Format	**File Ex.**	**Alpha Exports**	**Codec Passthrough**[1]	**Decode**	**Encode**
Action Cam Raw	cdx	–	–	yes	–
Cineon	cin	–	–	yes	RGB 10-bit
Canon Raw	crm	–	–	yes	–
	rmf	–	–	yes	–
	cr2	–	–	yes	–
Digital Negative	dng	–	–	yes	–
Digital Picture Exchange	dpx	RGBA	–	yes	Alpha 8-bit, RGB 10/12/16-bit/ 16-half-float, RGBA 8-bit
OpenEXR[4]	exr	RGBA	–	yes	RGB/RGBA float/half-float (Uncompressed, ZIP, DWAA, DWAB, PIZ, RLE)

Windows 10

Still and Sequence Formats					
Format	**File Ex.**	**Alpha Exports**	**Codec Passthrough[1]**	**Decode**	**Encode**
HEIF	heic	–	–	Studio only	–
JPEG2000	j2c	–	–	yes	Kakadu RGB, YUV422 and YUV444 (8-bit, 10-bit, 12-bit each). Studio for >=4k
JPEG	jpg	–	–	yes	–
Nikon Electronic	nef	–	–	yes	–
Portable Network Graphics	png	–	–	yes	–
Adobe Photoshop	psd	–	–	yes	–
TARGA	tga	–	–	yes	–
Tagged Image[4]	tif	RGBA	–	yes	RGB 8-bit, RGB/RGBA 16-bit, XYZ 16-bit (Uncompressed/LZW)

Windows 10

Audio					
Format	**File Ex.**	**Alpha Exports**	**Codec Passthrough[1]**	**Decode**	**Encode**
WAV	wav	–	–	Independent Uncompressed PCM 16/24/32-bit	Linear PCM 16/24/32-bit
Audio Interchange	aiff	–	–	Independent Uncompressed PCM 16/24/32-bit	–
Mpeg audio	mp3	–	–	Constant bit rate	–
Advanced audio coding	aac/m4a	–	–	CBR, VBR, average	CBR, VBR, average
Free lossless audio	flac	–	–	yes	–
Embedded audio in video containers	mov,mxf, r3d, mp4, avi, etc.	–	–	All decodable audio formats listed above, with valid header metadata	Linear PCM 16/24/32-bit, AAC (based on container)
u-law	mov	–	–	yes	–

CentOS 7.3 (CUDA)

Video					
Format	**File Ex.**	**Alpha Exports**	**Codec Passthrough[1]**	**Decode**	**Encode**
Apple ProRes	imf	–	–	422, 422 HQ, 4444, 4444 XQ	–
	mov	4444	yes	422, 422 HQ, 422 LT, 422 Proxy, 4444, 4444 XQ	422, 422 HQ, 422 LT, 422 Proxy, 4444, 4444 XQ (2)
	mxf Op1A, mxf Op-Atom	4444	–	422, 422 HQ, 422 LT, 422 Proxy, 4444, 4444 XQ	–
ArriRaw	ari, arx	–	–	12-bit, 16bit	–
	mxf Op1A	–	–	yes	–
Avid 1:1	mxf Op1A, mxf Op-Atom	–	–	yes	8 bit (1080i, NTSC, PAL), 10-bit RGB (1080p, 1080i)
Blackmagic	braw	–	–	yes	–
Canon	mxf Op1A	–	–	XF-AVC, XF-AVC Intra, XF-HEVC	–
	xml OpAtom	–	–	XF-AVC, XF-AVC Intra, XF-HEVC	–
	mts	–	–	C100 8 bit, C100 Mk2, XA15, XA11, XA35, XA30	–
	mov	–	–	C200 RAW, XF-AVC Intra, XF-MPEG	–
Cintel Raw	cri	–	–	yes	–
DNxHD	mov, mxf Op1A, mxf Op-Atom	–	yes	yes	720p (100/85/55/45 8-bit, 145/120/75/60 8-bit, 220/185/110/90 10-bit, 220/185/110/90 8-bit), 1080i (100 8-bit, 145/120/115 8-bit, 220/185/175 10-bit, 220/185/175 8-bit, Thin Raster 145/120/115 8-bit), 1080p (100/85/80 8-bit, 145/120/115 8-bit, 220/185/175 10-bit, 220/185/175 8-bit, 36 8-bit, 444)
DNxHR	mov, mxf Op1A, mxf Op-Atom	–	yes	yes	444 (10-bit, 12-bit), HQX (10-bit, 12-bit), HQ, LB, SQ
GoPro CineForm	avi	RGB 16-bit	yes	Native, YUV 10-bit, RGB 16-bit	YUV 10-bit
	mov	–	yes	Native, YUV 10-bit, RGB 16-bit	YUV 10-bit, RGB 16-bit
Grass Valley	avi	–	yes	HQ, HQX, Lossless	HQ, HQX
	mov	–	yes	HQ, HQX, Lossless	HQ, HQX
H.264	mov	–	–	Studio Only (GPU accelerated on Nvidia cards)	Studio and Nvidia cards (GPU accelerated)
	mp4	–	–	Studio Only (GPU accelerated on Nvidia cards)	Studio and Nvidia cards (GPU accelerated)
H.265	mov	–	–	Studio Only (GPU accelerated on Nvidia cards)	Studio and Nvidia cards (GPU accelerated)
	mp4	–	–	Studio Only (GPU accelerated on Nvidia cards)	Studio and Nvidia cards (GPU accelerated)

CentOS 7.3 (CUDA)

Video					
Format	**File Ex.**	**Alpha Exports**	**Codec Passthrough[1]**	**Decode**	**Encode**
IMF and DCP	dcp	–	–	Native DCP, Kakadu jpeg2000 formats	easyDCP[3] 2K and 4K DCI, Kakadu 2K DCI. Kakadu 4K DCI with Studio only
	imf	–	–	Native IMF, IMP, Apple ProRes formats, Kakadu jpeg2000 formats (including Dolby P3D65)	Kakadu jpeg2000 formats. Studio for >=4k/Dolby P3D65). easyDCP[3] RGB and YUV422
JPEG2000 video	mov, mxf Op1A, mxf Op-Atom	–	–	yes	Native, Kakadu RGB, YUV422 and YUV444 (8-bit, 10-bit, 12-bit each). Studio for >=4k
	mj2	–	–	yes	Kakadu RGB
MPEG	mts	–	–	AVCHD and HDV	–
	m2ts	–	–	AVCHD	–
	mxf Op1A, mxf Op-Atom	–	–	MPEG2, D-10 IMX	–
	mov	–	–	MPEG2, MPEG4, MPEG IMX variants	MPEG4
Panasonic	mxf Op1B	–	–	P2 DVC Pro	–
	mov	–	–	AVC-Intra 50M and 100 M:, 720p (24/25/30/50/60), 1080i (50/60), 1080p (24/25/30/50/60), DVCPRO: NTSC, PAL, DVCPRO50: NTSC, PAL, DVCPRO: 720p (50/60), 1080i (50/60), 1080p (25/30)	–
	SHV	–	–	8-bit, Studio only:, 10-bit	Studio only
	vrw	–	–	Yes	–
Phantom CINE	cine	–	–	Yes	–
RED	r3d	–	–	Yes, GPU accelerated	–
Sony	mov	–	–	XAVC, XAVC Intra, XDCAM 35MB VBR:, 720p EX (24/25/30/50/60), 1080i EX (50/60), 1080p EX (24/25/30), 1080p HD (24/25/30), XDCAM HD422 (50MB CBR):, 720p (50/60), 1080i (50/60), 1080p (24/25/30)	–
	mxf Op1A	–	–	mxf Op-Atom, CV X-OCN LT/ST/XT, F5/F55 X-OCN LT/ST, F5/F55 Raw SQ/SQ Lite, F65 Raw HFR/SQ/SQ Lite, FS700 Raw SQ/SQ Lite, Sony MPEG4 SStP, XAVC, XAVC Intra, XDCAM MPEG2, Cine AltaV	XDCAM MPEG2, MPEG4 225M - 422, 422 - 720p, MPEG4 450M - 422, 444. Studio only: XAVC Intra CBG 50, 100, 300, 480 M/s, XAVC Intra VBR 100, 300, 480 M/s, XAVC Long 10b - 25, 35, 50, 100, 140, 200 M/s, XAVC Long 8b - 10, 100, 150 M/s, XAVC S Long 8b (420) - 50, 60, 60A, 100, 100A, 150 M/s
	mxf Op-Atom	–	–	mxf Op-Atom, CV X-OCN LT/ST/XT, F5/F55 X-OCN LT/ST, F5/F55 Raw SQ/SQ Lite, F65 Raw HFR/SQ/SQ Lite, FS700 Raw SQ/SQ Lite, Sony MPEG4 SStP, XAVC, XAVC Intra, XDCAM MPEG2, Cine AltaV	XDCAM MPEG2

CentOS 7.3 (CUDA)

Video					
Format	**File Ex.**	**Alpha Exports**	**Codec Passthrough[1]**	**Decode**	**Encode**
Uncompressed	avi	argb	yes	Uncompressed (BGRA 8-bit, RGB 10-bit, YUV 422 8/10-bit)	Uncompressed (RGB 10-bit, YUV 422 8/10-bit)
	mov	–	yes	Uncompressed (ARGB/BGRA 8-bit, RGB 8/10-bit, YUV 422 8/10-bit)	Uncompressed (ARGB/BGRA 8-bit, RGB 8/10-bit, YUV 422 8/10-bit)
	mxf Op1A	–	yes	Uncompressed (RGB 10-bit, UYVY 8/10-bit)	–
	mxf Op-Atom	–	yes	Uncompressed (RGB 10-bit, UYVY 8/10-bit)	–
VP9	mov	–	–	yes	–

CentOS 7.3 (CUDA)

Video – Miscellaneous					
Format	**File Ex.**	**Alpha Exports**	**Codec Passthrough[1]**	**Decode**	**Encode**
AVI	avi	–	–	DV and PhotoJPEG	–
MXF AVC	mxf Op1A, mxf Op-Atom	–	–	yes	Studio only: AVC Intra 720p and 1080p (class 50/100/200), 2K, QFHD and 4K (class 100)
QuickTime	mov	–	–	Animation QuickTime, HDV 720p (24/25/30/50/60), 1080i (50/60), 1080p (24/25/30), DV - PAL, MotionJPEG, PhotoJPEG	PhotoJPEG

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Still and Sequence Formats					
Format	**File Ex.**	**Alpha Exports**	**Codec Passthrough[1]**	**Decode**	**Encode**
Action Cam Raw	cdx	–	–	yes	–
Cineon	cin	–	–	yes	RGB 10-bit
Canon Raw	crm	–	–	yes	–
	rmf	–	–	yes	–
	cr2	–	–	yes	–
Digital Negative	dng	–	–	yes	–
Digital Picture Exchange	dpx	RGBA	–	yes	Alpha 8-bit, RGB 10/12/16-bit/ 16-half-float, RGBA 8-bit
OpenEXR[4]	exr	RGBA	–	yes	RGB/RGBA float/half-float (Uncompressed, ZIP,DWAA,DWAB, PIZ,RLE)
HEIF	heic	–	–	Studio only	–

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Still and Sequence Formats					
Format	**File Ex.**	**Alpha Exports**	**Codec Passthrough**[1]	**Decode**	**Encode**
JPEG2000	j2c	–	–	yes	Kakadu RGB, YUV422 and YUV444 (8-bit, 10-bit, 12-bit each). Studio for >=4k
JPEG	jpg	–	–	yes	–
Nikon Electronic	nef	–	–	yes	–
Portable Network Graphics	png	–	–	yes	–
Adobe Photoshop	psd	–	–	yes	–
TARGA	tga	–	–	yes	–
Tagged Image[4]	tif	RGBA	–	yes	RGB 8-bit, RGB/RGBA 16-bit, XYZ 16-bit (Uncompressed/LZW)

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Audio					
Format	**File Ex.**	**Alpha Exports**	**Codec Passthrough**[1]	**Decode**	**Encode**
WAV	wav	–	–	Independent Uncompressed PCM 16/24/32-bit	Linear PCM 16/24/32-bit
Audio Interchange	aiff	–	–	Independent Uncompressed PCM 16/24/32-bit	–
Mpeg audio	mp3	–	–	–	–
Advanced audio coding	aac/m4a	–	–	–	–
Free lossless audio	flac	–	–	yes	–
Embedded audio in video containers	mov, mxf, r3d, mp4, avi,etc.	–	–	All decodable audio formats listed above, with valid header metadata	Linear PCM 16/24/32-bit
u-law	mov	–	–	yes	–

NOTES:

Specifications format and codec support subject to change without notice.

For macOS and Windows, DaVinci Resolve will also read most formats natively supported by the operating system.

Hardware accelerated encoding and decoding of H.264 and H.265, as well as encoding of all formats > = 4K are available only on DaVinci Resolve Studio, and are subject to hardware acceleration limitations.

Immersive audio formats are only supported with DaVinci Resolve Studio.

[1] Indicates if codec renders can be sped up by reusing the original source video essence if there are no effects or color changes to the clip. Relevant only for formats that can be read and rendered by DaVinci Resolve.

[2] Requires the Advance Panel License Dongle.

[3] Some EasyDCP formats requires additional licenses from EasyDCP. Formats may be invalid or watermarked without easyDCP license.

[4] DaVinci Resolve encodes single layer images with the indicated formats in each platform.