

# DaVinci Resolve



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MacOS —

Windows —

Rocky Linux—

#### **MacOS**

				Video	
Format	File Ex.	Alpha Exports	Codec Passthrough <sup>(1)</sup>	Decode	Encode
	imf	-	-	422, 422 HQ, 4444, 4444 XQ	422, 422 HQ, 4444, 4444 XQ
Apple ProRes	mov, mkv	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	-
	ari, arx	-	-	12-bit, 16bit	-
ArriRaw	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	-
	mxf Op1A	-	-	XF-AVC, XF-AVC Intra, XF-HEVC	-
	xml OpAtom	-	_	XF-AVC, XF-AVC Intra, XF-HEVC	-
Canon	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
FFV1	mov, mkv	Yes	-	Yes	YUV 420 (8/10-bit), YUV 422 (8/10/12-bit), Intra YUV 422 (8/10-bit), RGBA 8/16-bit Intra RGBA 8/16-bit
GIF	gif	-	-	-	RGB 8-bit, constant duration animated.
C. D C	avi	RGB 16-bit	Yes	Native, YUV 10-bit, RGB 16-bit	YUV 10-bit
GoPro CineForm	mov	-	Yes	Native, YUV 10-bit, RGB 16-bit	YUV 10-bit, RGB 16-bit
Curre Vell	avi	-	Yes	HQ, HQX, Lossless	HQ, HQX
Grass Valley	mov	-	Yes	HQ, HQX, Lossless	HQ, HQX
	mov	-	-	Yes, GPU accelerated	Yes, GPU accelerated
H.264	mkv	-	-	Yes, GPU accelerated	Yes, GPU accelerated
	mp4	_	-	Yes, GPU accelerated	Yes, GPU accelerated

				Video	
Format	File Ex.	Alpha Exports	Codec Passthrough <sup>(1)</sup>	Decode	Encode
	mov	Yes	-	Yes, GPU accelerated	Yes, GPU accelerated
H.265	mkv	Yes	-	Yes, GPU accelerated	Yes, GPU accelerated
	mp4	-	-	Yes, GPU accelerated	Yes, GPU accelerated
AV1	mov, mp4, mkv	-	-	Yes	-
	dcp	-	-	Native DCP, Kakadu jpeg2000 formats, HT-J2K	easyDCP(3) 2K & 4K DCI, Kakadu formats Studio for >=4k/HT-J2K
IMF and DCP	imf	-	-	Native IMF, IMP, Apple ProRes formats, HT-J2K, Kakadu jpeg2000 formats (including Dolby P3D65)	Apple ProRes formats, Kakadu jpeg2000 formats, Studio for >=4k/Dolby P3D65/HT-J2K. easyDCP(3) RGB & YUV422
JPEG2000 video	mov, mxf Op1A, mxf Op-Atom	-	for IMFs	Yes	Native, Kakadu RGB, YUV422 and YUV444 (8-bit, 10-bit, 12-bit each). Studio for >=4k/HT-J2K
	mj2	-	-	Yes	Kakadu RGB
	mts	-	-	AVCHD and HDV	-
	m2ts	_	-	AVCHD	-
MPEG	mxf Op1A, mxf Op-Atom	-	-	MPEG2, D-10 IMX	-
	mov	-	-	MPEG2, MPEG4, MPEG IMX variants	-
Nikon RAW	nev	_	-	Yes	-
	mxf Op1B	_	-	P2 DVC Pro	-
Panasonic	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	-
	mov	-	for XAVC	XAVC, XAVC Intra, XDCAM 35MB VBR: 720p EX (24/25/30/50/60), 1080i EX (50/60), 1080pEX(24/25/30),1080pHD(24/25/30), XDCAMHD422(50MBCBR):720p(50/60), 1080i (50/60), 1080p (24/25/30)	-
Sony	mxf Op1A	-	for XAVC	mxf Op-1A, 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, XAVC, XAVC Intra, XDCAM MPEG2, Cine AltaV, Cine AltaV2	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

				Video	
Format	File Ex.	Alpha Exports	Codec Passthrough <sup>(1)</sup>	Decode	Encode
Sony	mxf Op-Atom	-	for XAVC	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, XAVC, XAVC Intra, XDCAM MPEG2, Cine AltaV, Cine AltaV2	XDCAM MPEG2
	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)
Uncompressed	mxf Op1A	-	Yes	Uncompressed (RGB 10-bit, UYVY 8/10-bit), DNxUncompressed RGB & YUV (8/10/12-bit, float/half)	Uncompressed (RGB 10-bit, UYVY 8/10-bit), DNxUncompressed RGB & YUV (8/10/12-bit, float/half)
	mxf Op-Atom	-	Yes	Uncompressed (RGB 10-bit, UYVY 8/10-bit), DNxUncompressed RGB & YUV (8/10/12-bit, float/half)	Uncompressed (RGB 10-bit, UYVY 8/10-bit), DNxUncompressed RGB & YUV (8/10/12-bit, float/half)
VP9	mov	_	-	Yes	YUV 420 (8/10/12-bit), YUV 422 (8/10/12-bit)

	Video – Miscellaneous							
Format	File Ex.	Alpha Exports	Codec Passthrough <sup>(1)</sup>	Decode	Encode			
AVI	avi	_	_	DV and PhotoJPEG	-			
MKV	mkv	_	_	H.264, H.265 and VP9	-			
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, PNG	PhotoJPEG			

	Still and Sequence Formats							
Format	File Ex.		Codec Passthrough <sup>(1)</sup>	Decode	Encode			
Action Cam Raw	cdx	-	_	Yes	-			
Cineon	cin	-	-	Yes	RGB 10-bit			
	crm	-	_	Yes	-			
Canon Raw	rmf	-	_	Yes	-			
	cr2	-	_	Yes	-			
Digital Negative	dng	-	_	Yes	-			

	Still and Sequence Formats						
Format	File Ex.	Alpha Exports	Codec Passthrough <sup>(1)</sup>	Decode	Encode		
Digital Picture Exchange	dpx	RGBA	-	Yes	Alpha 8-bit, RGB 10/12/16-bit/ 16-half-float, RGBA 8-bit		
OpenEXR <sup>(4)</sup>	exr	RGBA	_	Yes	RGB/RGBA float/half-float (Uncompressed, ZIP, DWAA, DWAB, PIZ, RLE)		
HEIF	heic	-	_	Yes	-		
JPEG2000	j2c	-	Yes	Yes	Kakadu RGB, YUV422 and YUV444 (8-bit, 10-bit, 12-bit each) Studio for >=4k/HT-J2K		
JPEG	jpg	-	_	Yes	YUV 8-bit (420, 422, 444)		
JPEG-HT	jph	-	_	Yes	-		
Nikon Electronic	nef	-	_	Yes	-		
Portable Network Graphics	png	-	-	Yes	RGB 8-bit, 16-bit		
Adobe Photoshop	psd	-	-	Yes	-		
TARGA	tga	-	_	Yes	-		
Tagged Image <sup>(4)</sup>	tif, tiff	RGBA	-	Yes	RGB 8-bit, RGB/RGBA 16-bit, XYZ 16-bit (Uncompressed/LZW)		

				Audio	
Format	File Ex.	Alpha Exports	Codec Passthrough <sup>(1)</sup>	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	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), mp3 (based on container)
u-law	mov	_	_	Yes	-
IMF audio formats	mxf Op1A	-	_	Yes	Linear PCM, Dolby Atmos <sup>(5)</sup>
OPUS	mov, mp4	-	_	Yes	-
AC-3	ac3	-	-	Yes	-

### Windows 10

				Video	
				Decode	
	imf	-	_	422, 422 HQ, 4444, 4444 XQ	-
Apple ProRes	mov, mkv	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	-
	ari, arx	-	-	12-bit, 16bit	-
ArriRaw	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	-
	mxf Op1A	-	-	XF-AVC, XF-AVC Intra, XF-HEVC	-
	xml OpAtom	-	-	XF-AVC, XF-AVC Intra, XF-HEVC	-
Canon	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
FFV1	mov,mkv	Yes	-	Yes	YUV 420 (8/10-bit), YUV 422 (8/10/12-bit), Intra YUV 422 (8/10-bit), RGBA 8/16-bit Intra RGBA 8/16-bit
GIF	gif	-	-	-	RGB 8-bit, constant duration animated.
Ca Dua City 5	avi	RGB 16-bit	Yes	Native, YUV 10-bit, RGB 16-bit	YUV 10-bit
GoPro CineForm	mov	_	Yes	Native, YUV 10-bit, RGB 16-bit	YUV 10-bit, RGB 16-bit
	avi	-	Yes	HQ, HQX, Lossless	HQ, HQX
Grass Valley	mov	-	Yes	HQ, HQX, Lossless	но, нох

				Video	
Format				Decode	Encode
	mov	-	-	8-bit OS-supported profiles. More profiles and GPU acceleration in Studio	8-bit OS-supported profiles. More profiles and GPU acceleration in Studio
H.264	mkv	-	-	8-bit OS-supported profiles. More profiles & GPU acceleration in Studio	8-bit OS-supported profiles. More profiles and GPU acceleration in Studio
	mp4	-	-	8-bit OS-supported profiles. More profiles and GPU acceleration in Studio	8-bit OS-supported profiles. More profiles and GPU acceleration in Studio
	mov	-	-	8-bit OS-supported profiles. More profiles and GPU acceleration in Studio	8-bit OS-supported profiles. More profiles and GPU acceleration in Studio
H.265	mkv	-	-	8-bit OS-supported profiles.  More profiles & GPU acceleration in Studio	8-bit OS-supported profiles. More profiles and GPU acceleration in Studio
	mp4	-	-	8-bit OS-supported profiles. More profiles and GPU acceleration in Studio	8-bit OS-supported profiles. More profiles and GPU acceleration in Studio
AV1	mov, mp4, mkv	_	_	Yes, GPU accelerated	GPU accelerated
	dcp	-	-	Native DCP, Kakadu jpeg2000 formats, HT-J2K	easyDCP(3) 2K & 4K DCI, Kakadu formats Studio for >=4k/HT-J2K
IMF and DCP	imf	-	-	Native IMF, IMP, Apple ProRes formats, HT-J2K, Kakadu jpeg2000 formats (including Dolby P3D65)	Apple ProRes formats, Kakadu jpeg2000 formats, Studio for >=4k/Dolby P3D65/HT-J2K. easyDCP(3) RGB & YUV422
JPEG2000 video	mov, mxf Op1A, mxf Op-Atom	-	for IMFs	Yes	Native, Kakadu RGB, YUV422 and YUV444 (8-bit, 10-bit, 12-bit each). Studio for >=4k/HT-J2K
	mj2	_	-	Yes	Kakadu RGB
	mts	_	-	AVCHD and HDV	-
	m2ts	_	-	AVCHD	-
MPEG	mxf Op1A, mxf Op-Atom	_	_	MPEG2, D-10 IMX	-
	mov	-	-	MPEG2, MPEG4, MPEG IMX variants	MPEG4
Nikon RAW	nev	-	-	Yes	-
	mxf Op1B	-	-	P2 DVC Pro	-
Panasonic	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	-

				Video	
Format				Decode	
Phantom CINE	cine	-	-	Yes	-
RED	r3d	-	-	Yes, GPU accelerated	-
	mov	-	for XAVC	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	-	for XAVC	mxf Op-1A, 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, XAVC, XAVC Intra, XDCAM MPEG2, Cine AltaV, Cine AltaV2	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	-	for XAVC	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, XAVC, XAVC Intra, XDCAM MPEG2, Cine AltaV, Cine AltaV2	XDCAM MPEG2
	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)
Uncompressed	mxf Op1A	-	Yes	Uncompressed (RGB 10-bit, UYVY 8/10-bit), DNxUncompressed RGB & YUV (8/10/12-bit, float/half)	Uncompressed (RGB 10-bit, UYVY 8/10-bit), DNxUncompressed RGB & YUV (8/10/12-bit, float/half)
	mxf Op-Atom	-	Yes	Uncompressed (RGB 10-bit, UYVY 8/10-bit), DNxUncompressed RGB & YUV (8/10/12-bit, float/half)	Uncompressed (RGB 10-bit, UYVY 8/10-bit), DNxUncompressed RGB & YUV (8/10/12-bit, float/half)
VP9	mov	-	-	Yes	-

Video – Miscellaneous						
Format				Decode		
AVI	avi	_	-	DV and PhotoJPEG	-	
MKV	mkv	_	-	H.264, H.265 and VP9	-	
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, PNG	PhotoJPEG	

Still and Sequence Formats						
				Decode		
Action Cam Raw	cdx	-	-	Yes	-	
Cineon	cin	-	-	Yes	RGB 10-bit	
	crm	-	-	Yes	-	
Canon Raw	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 <sup>(4)</sup>	exr	RGBA	-	Yes	RGB/RGBA float/half- float (Uncompressed, ZIP, DWAA, DWAB, PIZ, RLE)	
HEIF	heic	_	_	Studio only	-	
JPEG2000	j2c	_	Yes	Yes	Kakadu RGB, YUV422 & YUV444 (8-bit, 10-bit, 12-bit each) Studio for >=4k/HT-J2K	
JPEG	jpg	-	-	Yes	YUV 8-bit (420, 422, 444)	
JPEG-HT	jph	-	-	Yes	-	
Nikon Electronic	nef	-	-	Yes	-	
Portable Network Graphics	png	-	-	Yes	RGB 8-bit, 16-bit	
Adobe Photoshop	psd	_	-	Yes	-	
TARGA	tga	_	-	Yes	-	
Tagged Image <sup>(4)</sup>	tif, tiff	RGBA	-	Yes	RGB 8-bit, RGB/RGBA 16-bit, XYZ 16-bit (Uncompressed/LZW)	

				Audio	
				Decode	
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	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), mp3 (based on container)
u-law	mov	-	-	Yes	-
IMF audio formats	mxf Op1A	-	-	Yes	Linear PCM, Dolby Atmos <sup>(5)</sup>
OPUS	mov, mp4	-	-	Yes	-
AC-3	ac3	-	-	Yes	-

## Rocky Linux 8.6 (CUDA)

				Video	
Format	File Ex.	Alpha Exports	Codec Passthrough <sup>(1)</sup>	Decode	Encode
	imf	-	-	422, 422 HQ, 4444, 4444 XQ	-
Apple ProRes	mov, mkv	4444	Yes	422, 422 HQ, 422 LT, 422 Proxy, 4444, 4444 XQ	422, 422 HQ, 422 LT, 422 Proxy, 4444, 4444 XQ <sup>(2)</sup>
	mxf Op1A, mxf Op-Atom	4444	-	422, 422 HQ, 422 LT, 422 Proxy, 4444, 4444 XQ	-
AmriDann	ari, arx	-	-	12-bit, 16bit	-
ArriRaw	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	-
	mxf Op1A	-	-	XF-AVC, XF-AVC Intra, XF-HEVC	-
	xml OpAtom	-	-	XF-AVC, XF-AVC Intra, XF-HEVC	-
Canon	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
FFV1	mov, mkv	Yes	-	Yes	YUV 420 (8/10-bit), YUV 422 (8/10/12-bit), Intra YUV 422 (8/10-bit), RGBA 8/16-bit Intra RGBA 8/16-bit
GIF	gif	-	-	-	RGB 8-bit, constant duration animated.
CaDua Circa	avi	RGB 16-bit	Yes	Native, YUV 10-bit, RGB 16-bit	YUV 10-bit
GoPro CineForm	mov	-	Yes	Native, YUV 10-bit, RGB 16-bit	YUV 10-bit, RGB 16-bit
	avi	-	Yes	HQ, HQX, Lossless	HQ, HQX
Grass Valley	mov	-	Yes	HQ, HQX, Lossless	HQ, HQX

				Video	
Format	File Ex.	Alpha Exports	Codec Passthrough <sup>(1)</sup>	Decode	Encode
	mov	-	-	Studio Only (GPU accelerated on Nvidia graphics)	Studio and Nvidia graphics (GPU accelerated)
H.264	mkv	-	-	Studio Only (GPU accelerated on Nvidia graphics)	Studio and Nvidia graphics (GPU accelerated)
	mp4	-	-	Studio Only (GPU accelerated on Nvidia graphics)	Studio and Nvidia graphics (GPU accelerated)
	mov	-	-	Studio Only (GPU accelerated on Nvidia graphics)	Studio and Nvidia graphics (GPU accelerated)
H.265	mkv	-	-	Studio Only (GPU accelerated on Nvidia graphics)	Studio and Nvidia graphics (GPU accelerated)
	mp4	-	-	Studio Only (GPU accelerated on Nvidia graphics)	Studio and Nvidia graphics (GPU accelerated)
AV1	mov, mp4, mkv	-	-	Yes, (GPU accelerated on Nvidia graphics)	Nvidia graphics (GPU accelerated)
	dcp	-	-	Native DCP, Kakadu jpeg2000 formats, HT-J2K	easyDCP(3) 2K & 4K DCI, Kakadu formats Studio for >=4k/HT-J2K
IMF and DCP	imf	_	-	Native IMF, IMP, Apple ProRes formats, HT-J2K, Kakadu jpeg2000 formats (including Dolby P3D65)	Apple ProRes formats, Kakadu jpeg2000 formats, Studio for >=4k/Dolby P3D65/HT-J2K. easyDCP(3) RGB & YUV422
JPEG2000 video	mov, mxf Op1A, mxf Op-Atom	-	for IMFs	Yes	Native, Kakadu RGB, YUV422 and YUV444 (8-bit, 10-bit, 12-bit each). Studio for >=4k/HT-J2K
	mj2	-	-	Yes	Kakadu RGB
	mts	-	-	AVCHD and HDV	-
	m2ts	-	-	AVCHD	-
MPEG	mxf Op1A, mxf Op-Atom	-	-	MPEG2, D-10 IMX	-
	mov	-	-	MPEG2, MPEG4, MPEG IMX variants	MPEG4
Nikon RAW	nev	_	-	-	-
	mxf Op1B	-	-	P2 DVC Pro	-
Panasonic	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	_

				Video	
Format	File Ex.	Alpha Exports	Codec Passthrough <sup>(1)</sup>		Encode
Sony	mov	-	for XAVC	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	-	for XAVC	mxf Op-1A, 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, XAVC, XAVC Intra, XDCAM MPEG2, Cine AltaV, Cine AltaV2	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	-	for XAVC	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, XAVC, XAVC Intra, XDCAM MPEG2, Cine AltaV, Cine AltaV2	XDCAM MPEG2
	avi	argb	Yes	Uncompressed (BGRA 8-bit, RGB 10-bit, YUV 422 8/10-bit)	Uncompressed (RGB 10-bit, YUV 422 8/10-bit)
Uncompressed	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), DNxUncompressed RGB & YUV (8/10/12-bit, float/half)	Uncompressed (RGB 10-bit, UYVY 8/10-bit), DNxUncompressed RGB & YUV (8/10/12-bit, float/half)
	mxf Op-Atom	-	Yes	Uncompressed (RGB 10-bit, UYVY 8/10-bit), DNxUncompressed RGB & YUV (8/10/12-bit, float/half)	Uncompressed (RGB 10-bit, UYVY 8/10-bit), DNxUncompressed RGB & YUV (8/10/12-bit, float/half)
VP9	mov	_	-	Yes	-

	Video – Miscellaneous						
Format	File Ex.	Alpha Exports	Codec Passthrough <sup>(1)</sup>	Decode	Encode		
AVI	avi	-	-	DV and PhotoJPEG	-		
MKV	mkv	-	-	H.264, H.265 and VP9	-		
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, PNG	PhotoJPEG		

Still and Sequence Formats						
Format	File Ex.	Alpha Exports	Codec Passthrough <sup>(1)</sup>	Decode	Encode	
Action Cam Raw	cdx	-	-	Yes	-	
Cineon	cin	-	-	Yes	RGB 10-bit	
	crm	-	-	Yes	-	
Canon Raw	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 <sup>(4)</sup>	exr	RGBA	-	Yes	RGB/RGBA float/half-float (Uncompressed, ZIP, DWAA, DWAB, PIZ,RLE)	
HEIF	heic	-	-	Studio only	-	
JPEG2000	j2c	-	Yes	Yes	Kakadu RGB, YUV422 and YUV444 (8-bit, 10-bit, 12-bit each) Studio for >=4k/HT-J2K	
JPEG	jpg	-	-	Yes	YUV 8-bit (420, 422, 444)	
JPEG-HT	jph	_	-	Yes	-	
Nikon Electronic	nef	-	-	Yes	-	
Portable Network Graphics	png	-	-	Yes	RGB 8-bit, 16-bit	
Adobe Photoshop	psd	-	-	Yes	-	
TARGA	tga	-	-	Yes	-	
Tagged Image <sup>(4)</sup>	tif, tiff	RGBA	-	Yes	RGB 8-bit, RGB/RGBA 16-bit, XYZ 16-bit (Uncompressed/LZW)	

				Audio	
Format	File Ex.	Alpha Exports	Codec Passthrough <sup>(1)</sup>	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	Constant bit rate
Advanced audio coding	aac/m4a	-	-	-	-

				Audio	
Format	File Ex.	Alpha Exports	Codec Passthrough <sup>(1)</sup>	Decode	Encode
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, mp3 (based on container)
u-law	mov	_	_	Yes	-
IMF audio	mxf Op1A	_	_	Yes	Linear PCM, Dolby Atmos <sup>(5)</sup>
OPUS	mov, mp4	_	_	Yes	-
AC-3	ac3	-	-	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.

 ${\sf GPU\ accelerated\ encoding\ of\ formats\ is\ subject\ to\ hardware\ support.\ Please\ refer\ to\ the\ hardware\ manufacturer's\ documentation. }$ 

Encoding video resolutions >= 4K is only supported with DaVinci Resolve Studio.

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.
- (5) Rendering Dolby Atmos formats requires a Dolby software license.