



## Import / Export options & Color Spaces

### Avid Media Composer import

Source Range	Avid import option	Exported Range
0 - 255	Keep as legal range	0 - 255
0 - 255	Scale from legal to full range	16 - 235
16 - 235	Keep as legal range	16 - 235
16 - 235	Scale from legal to full range	30 - 218***

### Avid Media Composer export, DNxHD 185 8bit

Source Range	Export option Avid / DNxHD codec	Exported Range
0 - 255	Keep as legal range / RGB	16 - 235
0 - 255	Keep as legal range / 709	0 - 255
0 - 255	Scale from legal to full range / RGB	16 - 235*
0 - 255	Scale from legal to full range / 709	0 - 255**
16 - 235	Keep as legal range / RGB	30 - 218***
16 - 235	Keep as legal range / 709	16 - 235
16 - 235	Scale from legal to full range / RGB	16 - 235
16 - 235	Scale from legal to full range / 709	0 - 255

\* Everything below 16 and above 235 is cut off (0, 4, 12 & 16 = 16 | 255, 251, 239 & 235 = 235)

\*\* Everything below 16 and above 235 is cut off (0, 4, 12 & 16 = 0 | 255, 251, 239 & 235 = 255)

\*\*\* Double Compression: 0 = 30 | 255 = 218 (DNxHD shows correct 16 = 235 range in After Effects)



## Import / Export options & Color Spaces

Avid Media Composer export, Quicktime Animation uncompressed

Source Range	Export option Avid / Animation codec	Exported Range
0 - 255	Keep as legal range / -	0 - 255
0 - 255	Scale from legal to full range / -	0 - 255*
16 - 235	Keep as legal range / -	16 - 235
16 - 235	Scale from legal to full range / -	16 - 235

Avid Media Composer export, MXF XDCAM OP1

Source Range	Export option Avid / MXF codec	Exported Range
0 - 255	- / -	0 - 255
16 - 235	- / -	0 - 255*

Avid Media Composer export, TIFF sequence

Source Range	Export option Avid / TIFF codec	Exported Range
0 - 255	Keep as legal range / -	0 - 255
0 - 255	Scale from legal to full range / -	0 - 255*
16 - 235	Keep as legal range / -	16 - 235
16 - 235	Scale from legal to full range / -	16 - 235

\* Everything below 16 and above 235 is cut off (0, 4, 12 & 16 = 0 | 255, 251, 239 & 235 = 235)



## Import / Export options & Color Spaces

After Effects import, DNxHD 185 8bit

Source Range	Export option Avid / DNxHD codec	Exported Range
0 - 255	Keep as legal range / RGB	0 - 255
0 - 255	Keep as legal range / 709	0 - 255*
0 - 255	Scale from legal to full range / RGB	0 - 255**
0 - 255	Scale from legal to full range / 709	0 - 255**
16 - 235	Keep as legal range / RGB	16 - 235***
16 - 235	Keep as legal range / 709	0 - 255
16 - 235	Scale from legal to full range / RGB	0 - 255
16 - 235	Scale from legal to full range / 709	0 - 255*

After Effects import, Quicktime Animation Uncompressed

Source Range	Avid import option	Exported Range
0 - 255	Keep as legal range / -	0 - 255
0 - 255	Scale from legal to full range / -	0 - 255**
16 - 235	Keep as legal range / -	16 - 235
16 - 235	Scale from legal to full range / -	0 - 255

\* Everything below 16 and above 235 is cut off (0, 4, 12 & 16 = 0 | 255, 251, 239 & 235 = 255)  
The range of those files is only cut off in After Effects, not in Avid Media Composer, and can be restored in Premiere Pro or DaVinci Resolve via curves adjustment.

**You can only restore the correct range in After Effects by switching to 32bit and adjusting cursor levels.**

\*\* Everything below 16 and above 235 is cut off (0, 4, 12 & 16 = 0 | 255, 251, 239 & 235 = 255)

\*\*\* Double Compression: 0 = 30 | 255 = 218 (DNxHD shows correct 16 = 235 range in After Effects)



## Import / Export options & Color Spaces

After Effects import, MXF XDCAM50 OP1

Source Range	Export option Avid / MXF codec	Exported Range
0 - 255	- / -	0 - 255*
16 - 235	- / -	0 - 255

After Effects import, TIFF sequence

Source Range	Export option Avid / TIFF codec	Exported Range
0 - 255	Keep as legal range / -	0 - 255
0 - 255	Scale from legal to full range / -	0 - 255**
16 - 235	Keep as legal range / -	16 - 235
16 - 235	Scale from legal to full range / -	0 - 255

\* Everything below 16 and above 235 is cut off (0, 4, 12 & 16 = 0 | 255, 251, 239 & 235 = 255)  
The range of those files is only cut off in After Effects, not in Avid Media Composer, and can be restored in Premiere Pro or DaVinci Resolve via curves adjustment.

**You can only restore the correct range in After Effects by switching to 32bit and adjusting cursor levels.**

\*\* Everything below 16 and above 235 is cut off (0, 4, 12 & 16 = 0 | 255, 251, 239 & 235 = 255)