

September 2026

Supported Formats and Codecs

Blackmagicdesign

DaVinci Resolve



Leading the Creative Video Revolution

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Video					
Format	File Ex.	Alpha Exports	Codec Passthrough ⁽¹⁾	Decode	Encode
Apple ProRes	imf	–	–	422, 422 HQ, 422 LT, 4444, 4444 XQ	422, 422 HQ, 422 LT, 4444, 4444 XQ
	mov, mkv	4444	mov	Yes	422, 422 HQ, 422 LT, 422 Proxy, 4444, 4444 XQ
	mxf Op1A, mxf Op-Atom	4444	–	Yes	–
Apple ProRes RAW	mov	–	–	Yes	–
ARRICORE	mxf Op1A, mxf Op-Atom	–	–	Yes	–
ARRIRAW	ari, arx	–	–	Yes	–
	mxf Op1A	–	–	Yes	–
AV1	mov, mp4, mkv	–	–	Yes	–
Avid 1:1	mxf Op1A, mxf Op-Atom	–	–	Yes	8 bit (1080i, NTSC, PAL), 10-bit RGB (1080p, 1080i)
Avid 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 10-bit)
Avid DNxHR	mov, mxf Op1A, mxf Op-Atom	Yes, except LB	Yes	Yes	444 (10-bit, 12-bit) HQX (10-bit, 12-bit) HQ 12-bit, LB 12-bit, SQ 12-bit
Blackmagic	braw	–	–	Yes	–
Canon	mxf Op1A	–	–	XF-AVC, XF-AVC Intra, XF-HEVC	–
	mxf Op-Atom	–	–	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	–
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	Yes	–	Yes	RGB 8-bit, constant duration animated.
GoPro CineForm	avi	–	Yes	Native, YUV 10-bit, RGB 16-bit	YUV 10-bit
	mov	RGB 16-bit	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	Yes	HQ, HQX, Lossless	HQ, HQX
H.264	mov	–	–	Yes, GPU accelerated	Yes, GPU accelerated
	mkv	–	–	Yes, GPU accelerated	Yes, GPU accelerated
	mp4	–	–	Yes, GPU accelerated	Yes, GPU accelerated
	mxf Op1A	–	–	Yes, GPU accelerated	Yes, GPU accelerated

Video

Format	File Ex.	Alpha Exports	Codec Passthrough ⁽¹⁾	Decode	Encode
H.265	mov	Yes	–	Yes, GPU accelerated	Yes, GPU accelerated
	mkv	Yes	–	Yes, GPU accelerated	Yes, GPU accelerated
	mp4	–	–	Yes, GPU accelerated	Yes, GPU accelerated
	mxp Op1A	–	–	Yes, GPU accelerated	Yes, GPU accelerated
IMF and DCP	dcp	–	–	Native DCP, Kakadu JPEG 2000 formats	Kakadu formats, easyDCP ⁽⁵⁾ 2K and 4K DCI
	imf	–	–	Native IMF, IMP, Apple ProRes formats, Kakadu JPEG 2000 formats (including Dolby P3D65), HTJ2K ⁽³⁾	Apple ProRes formats, Kakadu JPEG 2000 formats (Studio for Dolby P3D65), HTJ2K ⁽³⁾ , easyDCP ⁽⁵⁾ RGB and YUV422
JPEG 2000 video	mov, mxp Op1A, mxp Op-Atom	–	for IMFs	Yes	Native, Kakadu RGB, YUV422 and YUV444 (8-bit, 10-bit, 12-bit each), HTJ2K ⁽³⁾
	mj2	–	–	Yes	Kakadu RGB
MPEG	mts, ts	–	–	AVCHD and HDV	–
	m2ts	–	–	AVCHD	–
	mxp Op1A, mxp Op-Atom	–	–	MPEG2, D-10 IMX	mxp Op1A: MPEG2
	mov	–	–	MPEG2, MPEG4, MPEG IMX variants	–
MV-HEVC	mov, mp4	–	–	Yes, GPU accelerated	Yes, GPU accelerated
Nikon RAW	nev	–	–	Yes	–
Panasonic	mxp Op1B	–	–	P2 DVC Pro	–
	mov mxp Op1A mxp Op-Atom	–	–	AVC-Intra DVCPRO: NTSC, PAL, DVCPRO50: NTSC, PAL, DVCPRO: 720p (50/60), 1080i (50/60), 1080p (25/30)	Studio only mxp Op1A: AVC-Intra 50M, 100M, 200M: 720p, 1080i, 1080p, 2K, QFHXD, 4K mxp Op-Atom: AVC-Intra 50M and 100M: 1080i, 1080p
	shv	–	–	8-bit, Studio only: 10-bit	Studio only
	vrw	–	–	Yes	–
	cine	–	–	Yes	–
RED	r3d	–	–	Yes, GPU accelerated	–
Samsung APV	mov, mp4	–	–	Yes	YUV 422 10-bit
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)	–
	mxp Op1A	–	for XAVC	mxp Op-1A CV X-OCN LT/ST/XT CV8K X-OCN LT/ST/XT CB X-OCN, CB X-OCN LT F5/F55 X-OCN LT/ST F5/F55 Raw SQ/SQ Lite F65 Raw HFR/SQ/SQ Lite FS700 Raw SQ/SQ Lite FX 5 X-OCN LT, C1, C2 XAVC, XAVC Intra, XAVC-H, XDCAM MPEG2, Cine AltaV, Cine AltaV2	XDCAM MPEG2 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 ⁽¹⁾	Decode	Encode
Sony	mxp Op-Atom	–	for XAVC	mxp Op-Atom CV X-OCN LT/ST/XT CV8K 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 FX 5 X-OCN LT, C1, C2 XAVC, XAVC Intra XDCAM MPEG2, Cine AltaV, Cine AltaV2	XDCAM MPEG2
Uncompressed	avi	argb	Yes	Uncompressed (BGRA 8-bit, RGB 8/10-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)
	mxp Op1A	–	Yes	Uncompressed (RGB 10-bit, UYVY 8/10-bit), DNxUncompressed RGB and YUV (8/10/12-bit, float/half)	Uncompressed (RGB 10-bit, UYVY 8/10-bit), DNxUncompressed RGB and YUV (8/10/12-bit, float/half)
	mxp Op-Atom	–	Yes	Uncompressed (RGB 10-bit, UYVY 8/10-bit), DNxUncompressed RGB and YUV (8/10/12-bit, float/half)	Uncompressed (RGB 10-bit, UYVY 8/10-bit), DNxUncompressed RGB and YUV (8/10/12-bit, float/half)
VP8	mkv, webm	–	–	Yes	–
VP9	mov, mp4	–	–	Yes	YUV 420 (8/10/12-bit) mov, YUV 422 (8/10/12-bit) mov

Video – Miscellaneous

Format	File Ex.	Alpha Exports	Codec Passthrough ⁽¹⁾	Decode	Encode
AVI	avi	–	–	DV and PhotoJPEG	–
MKV	mkv	–	–	H.264, H.265 and VP9	–
MXF AVC	mxp Op1A, mxp 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, YUV JPEG 8-bit (420, 422, 444), PNG, HTJ2K ⁽³⁾	PhotoJPEG, YUV JPEG 8-bit (420, 422, 444)

Still and Sequence Formats

Format	File Ex.	Alpha Exports	Codec Passthrough ⁽¹⁾	Decode	Encode
Action Cam Raw	cdx	–	–	Yes	–
Affinity	af	–	–	Yes	–
Apple ProRaw	dng	–	–	Yes	–
Apple Spatial Photo	heic, heif, hif	–	–	Yes, GPU accelerated	–
Canon Raw	crm	–	–	Yes	–
	rmf	–	–	Yes	–
	cr2	–	–	Yes	–
	cr3	–	–	Yes	–
Cineon	cin	–	–	Yes	RGB 10-bit
Digital Negative	dng	–	–	Yes	–
Digital Picture Exchange	dpx	RGBA	–	Yes	Alpha 8-bit, RGB 10/12/16-bit/ 16-half-float, RGBA 8-bit
Fujifilm Raw	raf	–	–	Yes	–
HEIF	heic, heif, hif	Yes	–	Yes, GPU accelerated	8-bit, 10-bit
HTJ2K ⁽³⁾	jph	–	–	Yes	–
JPEG	jpg	–	–	Yes	YUV 8-bit (420, 422, 444)
JPEG 2000	j2c	–	Yes	Yes	Kakadu RGB, YUV422 and YUV444 (8-bit, 10-bit, 12-bit each), HTJ2K ⁽³⁾
Nikon Electronic	nef	–	–	Yes	–
OpenEXR ⁽²⁾	exr	RGBA	–	Yes	RGB/RGBA float/half-float (Uncompressed, ZIP, DWAA, DWAB, PIZ, RLE, HTJ2K)
Panasonic Raw	rw2	–	–	Yes	–
Photoshop	psd	–	–	Yes	–
Portable Network Graphics	png	Yes	–	Yes	RGB 8-bit, 16-bit
Sony Raw	arw	–	–	Yes	–
TARGA	tga	–	–	Yes	–
Tagged Image ⁽²⁾	tif, tiff	RGBA	–	Yes	RGB 8-bit, RGB/RGBA 16-bit, XYZ 16-bit (Uncompressed/LZW)
WebP	webp	Yes	–	Yes	Yes

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
Advanced audio coding	aac, m4a	–	–	CBR, VBR, average	CBR, VBR, average
AC-3	ac3	–	–	Yes	–
Audio Interchange	aiff	–	–	Independent Uncompressed PCM 16/24/32-bit	–
Free lossless audio	flac	–	–	Yes	Yes
Mpeg audio	mp3	–	–	Constant bit rate	Constant bit rate
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), flac (based on container)
u-law	mov	–	–	Yes	–
OPUS	mov, mp4	–	–	Yes	–
IMF audio	mxl Op1A	–	–	Yes	Linear PCM, Dolby Atmos ⁽⁴⁾
Apple Spatial Audio Format ⁽¹⁾	mp4, wav	–	–	Yes	Yes
USAC	mov, mp4	–	–	Yes	–

Video					
Format	File Ex.	Alpha Exports	Codec Passthrough ⁽¹⁾	Decode	Encode
Apple ProRes	imf	–	–	422, 422 HQ, 422 LT, 4444, 4444 XQ	422, 422 HQ, 422 LT, 4444, 4444 XQ
	mov, mkv	4444	mov	Yes	422, 422 HQ, 422 LT, 422 Proxy, 4444, 4444 XQ
	mxf Op1A, mxf Op-Atom	4444	–	Yes	–
Apple ProRes RAW	mov	–	–	Yes	–
ARRICORE	mxf Op1A, mxf Op-Atom	–	–	Yes	–
ARRIRAW	ari, arx	–	–	Yes	–
	mxf Op1A	–	–	Yes	–
AV1	mov, mp4, mkv	–	–	Yes, GPU accelerated	GPU accelerated
Avid 1:1	mxf Op1A, mxf Op-Atom	–	–	Yes	8 bit (1080i, NTSC, PAL), 10-bit RGB (1080p, 1080i)
Avid 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 10-bit)
Avid DNxHR	mov, mxf Op1A, mxf Op-Atom	Yes, except LB	Yes	Yes	444 (10-bit, 12-bit) HQX (10-bit, 12-bit) HQ 12-bit, LB 12-bit, SQ 12-bit
Blackmagic	braw	–	–	Yes	–
Canon	mxf Op1A	–	–	XF-AVC, XF-AVC Intra, XF-HEVC	–
	mxf Op-Atom	–	–	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	–
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	Yes	–	Yes	RGB 8-bit, constant duration animated.
GoPro CineForm	avi	–	Yes	Native, YUV 10-bit, RGB 16-bit	YUV 10-bit
	mov	RGB 16-bit	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	Yes	HQ, HQX, Lossless	HQ, HQX
H.264	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
	mkv	–	–	8-bit OS-supported profiles. More profiles and GPU acceleration in Studio	8-bit OS-supported profiles. More profiles and GPU acceleration in Studio

Video					
Format	File Ex.	Alpha Exports	Codec Passthrough ⁽¹⁾	Decode	Encode
H.264	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
	mxr Op1A	–	–	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	mov	–	–	8/10-bit OS-supported profiles. More profiles and GPU acceleration in Studio	8/10-bit OS-supported profiles. More profiles and GPU acceleration in Studio
	mkv	–	–	8/10-bit OS-supported profiles. More profiles and GPU acceleration in Studio	8/10-bit OS-supported profiles. More profiles and GPU acceleration in Studio
	mp4	–	–	8/10-bit OS-supported profiles. More profiles and GPU acceleration in Studio	8/10-bit OS-supported profiles. More profiles and GPU acceleration in Studio
	mxr Op1A	–	–	8/10-bit OS-supported profiles. More profiles and GPU acceleration in Studio	8/10-bit OS-supported profiles. More profiles and GPU acceleration in Studio
IMF and DCP	dcp	–	–	Native DCP, Kakadu JPEG 2000 formats	Kakadu formats, easyDCP ⁽⁶⁾ 2K and 4K DCI
	imf	–	–	Native IMF, IMP, Apple ProRes formats, Kakadu JPEG 2000 formats (including Dolby P3D65), HTJ2K ⁽³⁾	Kakadu JPEG 2000 formats (Studio for Dolby P3D65), HTJ2K ⁽³⁾ , easyDCP ⁽⁶⁾ RGB and YUV422
JPEG 2000 video	mov, mxr Op1A, mxr Op-Atom	–	for IMFs	Yes, GPU accelerated (Nvidia graphics)	Native, Kakadu RGB, YUV422 and YUV444 (8-bit, 10-bit, 12-bit each), HTJ2K ⁽³⁾
	mj2	–	–	Yes, GPU accelerated (Nvidia graphics)	Kakadu RGB
MPEG	mts, ts	–	–	AVCHD and HDV	–
	m2ts	–	–	AVCHD	–
	mxr Op1A, mxr Op-Atom	–	–	MPEG2, D-10 IMX	mxr Op1A: MPEG2
	mov	–	–	MPEG2, MPEG4, MPEG IMX variants	MPEG4
MV-HEVC	mov, mp4	–	–	Studio and Nvidia graphics (GPU accelerated)	Studio and Nvidia graphics (GPU accelerated)
Nikon RAW	nev	–	–	Yes	–
Panasonic	mxr Op1B	–	–	P2 DVC Pro	–
	mov, mxr Op1A, mxr Op-Atom	–	–	AVC-Intra DVCPro: NTSC, PAL, DVCPro50: NTSC, PAL, DVCPro: 720p (50/60), 1080i (50/60), 1080p (25/30)	Studio only mxr Op1A: AVC-Intra 50M, 100M, 200M: 720p, 1080i, 1080p, 2K, QFHD, 4K mxr Op-Atom: AVC-Intra 50M and 100M: 1080i, 1080p
	shv	–	–	8-bit, Studio only: 10-bit	Studio only
	vrw	–	–	Yes	–
	cine	–	–	Yes	–
Phantom CINE	cine	–	–	Yes	–
RED	r3d	–	–	Yes, GPU accelerated	–
Samsung APV	mov, mp4	–	–	Yes	YUV 422 10-bit

Video

Format	File Ex.	Alpha Exports	Codec Passthrough ⁽¹⁾	Decode	Encode
Sony	mov	—	for XAVC	XAVC, XAVC Intra (Studio only) 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)	—
	mx f Op1A	—	for XAVC	mx f Op-1A CV X-OCN LT/ST/XT CV8K X-OCN LT/ST/XT CB X-OCN, CB X-OCN LT F5/F55 X-OCN LT/ST F5/F55 Raw SQ/SQ Lite F65 Raw HFR/SQ/SQ Lite FS700 Raw SQ/SQ Lite FX 5 X-OCN LT, C1, C2 XDCAM MPEG2, Cine AltaV, Cine AltaV2 Studio only: XAVC, XAVC Intra, XAVC-H	XDCAM MPEG2 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
	mx f Op-Atom	—	for XAVC	mx f Op-Atom CV X-OCN LT/ST/XT CV8K 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 FX 5 X-OCN LT, C1, C2 XDCAM MPEG2, Cine AltaV, Cine AltaV2 Studio only: XAVC, XAVC Intra	XDCAM MPEG2
Uncompressed	avi	argb	Yes	Uncompressed (BGRA 8-bit, RGB 8/10-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)
	mx f Op1A	—	Yes	Uncompressed (RGB 10-bit, UYVY 8/10-bit), DNxUncompressed RGB and YUV (8/10/12-bit, float/half)	Uncompressed (RGB 10-bit, UYVY 8/10-bit), DNxUncompressed RGB and YUV (8/10/12-bit, float/half)
	mx f Op-Atom	—	Yes	Uncompressed (RGB 10-bit, UYVY 8/10-bit), DNxUncompressed RGB and YUV (8/10/12-bit, float/half)	Uncompressed (RGB 10-bit, UYVY 8/10-bit), DNxUncompressed RGB and YUV (8/10/12-bit, float/half)
VP8	mkv, webm	—	—	Yes	—
VP9	mov, mp4	—	—	Yes	—

Video – Miscellaneous

Format	File Ex.	Alpha Exports	Codec Passthrough ⁽¹⁾	Decode	Encode
AVI	avi	—	—	DV and PhotoJPEG	—
MKV	mkv	—	—	H.264, H.265 and VP9	—
MXF AVC	mx f Op1A, mx f 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, YUV JPEG 8-bit (420, 422, 444), PNG, HTJ2K ⁽³⁾	PhotoJPEG, YUV JPEG 8-bit (420, 422, 444)

Still and Sequence Formats

Format	File Ex.	Alpha Exports	Codec Passthrough ⁽¹⁾	Decode	Encode
Action Cam Raw	cdx	–	–	Yes	–
Affinity	af	–	–	Yes	–
Apple ProRaw	dng	–	–	Yes	–
Apple Spatial Photo	heic, heif, hif	–	–	Yes	–
Canon Raw	crm	–	–	Yes	–
	rmf	–	–	Yes	–
	cr2	–	–	Yes	–
	cr3	–	–	Yes	–
Cineon	cin	–	–	Yes	RGB 10-bit
Digital Negative	dng	–	–	Yes	–
Digital Picture Exchange	dpx	RGBA	–	Yes	Alpha 8-bit, RGB 10/12/16-bit/ 16-half-float, RGBA 8-bit
Fujifilm Raw	raf	–	–	Yes	–
HEIF	heic, heif, hif	No	–	Studio only	8-bit
HTJ2K ⁽³⁾	jph	–	–	Yes	–
JPEG	jpg	–	–	Yes	YUV 8-bit (420, 422, 444)
JPEG 2000	j2c	–	Yes	Yes, GPU accelerated (Nvidia graphics)	Kakadu RGB, YUV422 and YUV444 (8-bit, 10-bit, 12-bit each), HTJ2K ⁽³⁾
Nikon Electronic	nef	–	–	Yes	–
OpenEXR ⁽²⁾	exr	RGBA	–	Yes	RGB/RGBA float/half-float (Uncompressed, ZIP, DWAA, DWAB, PIZ, RLE, HTJ2K)
Panasonic Raw	rw2	–	–	Yes	–
Photoshop	psd	–	–	Yes	–
Portable Network Graphics	png	Yes	–	Yes	RGB 8-bit, 16-bit
Sony Raw	arw	–	–	Yes	–
TARGA	tga	–	–	Yes	–
Tagged Image ⁽²⁾	tif, tiff	RGBA	–	Yes	RGB 8-bit, RGB/RGBA 16-bit, XYZ 16-bit (Uncompressed/LZW)
WebP	webp	Yes	–	Yes	Yes

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
Advanced audio coding	aac, m4a	–	–	CBR, VBR, average	CBR, VBR, average
AC-3	ac3	–	–	OS-supported formats	–
Audio Interchange	aiff	–	–	Independent Uncompressed PCM 16/24/32-bit	–
Free lossless audio	flac	–	–	Yes	Yes
Mpeg audio	mp3	–	–	Constant bit rate	Constant bit rate
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), flac (based on container)
u-law	mov	–	–	Yes	–
OPUS	mov, mp4	–	–	Yes	–
IMF audio	mxf Op1A	–	–	Yes	Linear PCM, Dolby Atmos ⁽⁴⁾
Apple Spatial Audio Format ⁽¹⁾	mp4, wav	–	–	–	–
USAC	mov, mp4	–	–	–	–

Video

Format	File Ex.	Alpha Exports	Codec Passthrough ⁽¹⁾	Decode	Encode
Apple ProRes	imf	–	–	422, 422 HQ, 422 LT, 4444, 4444 XQ	422, 422 HQ, 422 LT, 4444, 4444 XQ
	mov, mkv	4444	mov	Yes	422, 422 HQ, 422 LT, 422 Proxy, 4444, 4444 XQ
	mxl Op1A, mxl Op-Atom	4444	–	Yes	–
Apple ProRes RAW	mov	–	–	Yes	–
ARRICORE	mxl Op1A, mxl Op-Atom	–	–	Yes	–
ARRIRAW	ari, arx	–	–	Yes	–
	mxl Op1A	–	–	Yes	–
AV1	mov, mp4, mkv	–	–	Yes, GPU accelerated (Nvidia graphics)	Nvidia graphics (GPU accelerated)
Avid 1:1	mxl Op1A, mxl Op-Atom	–	–	Yes	8 bit (1080i, NTSC, PAL), 10-bit RGB (1080p, 1080i)
Avid DNxHD	mov, mxl Op1A, mxl 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 10-bit)
Avid DNxHR	mov, mxl Op1A, mxl Op-Atom	Yes, except LB	Yes	Yes	444 (10-bit, 12-bit) HQX (10-bit, 12-bit) HQ 12-bit, LB 12-bit, SQ 12-bit
Blackmagic	braw	–	–	Yes	–
Canon	mxl Op1A	–	–	XF-AVC, XF-AVC Intra, XF-HEVC	–
	mxl Op-Atom	–	–	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	–
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	Yes	–	Yes	RGB 8-bit, constant duration animated.
GoPro CineForm	avi	–	Yes	Native, YUV 10-bit, RGB 16-bit	YUV 10-bit
	mov	RGB 16-bit	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	Yes	HQ, HQX, Lossless	HQ, HQX
H.264	mov	–	–	Studio only (GPU accelerated on Nvidia graphics)	Studio and Nvidia graphics (GPU accelerated)
	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)
	mxl Op1A	–	–	Studio only (GPU accelerated on Nvidia graphics)	Studio and Nvidia graphics (GPU accelerated)

Video

Format	File Ex.	Alpha Exports	Codec Passthrough ⁽¹⁾	Decode	Encode
H.265	mov	–	–	Studio only (GPU accelerated on Nvidia graphics)	Studio and Nvidia graphics (GPU accelerated)
	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)
	mxf Op1A	–	–	Studio only (GPU accelerated on Nvidia graphics)	Studio and Nvidia graphics (GPU accelerated)
IMF and DCP	dcp	–	–	Native DCP, Kakadu JPEG 2000 formats	Kakadu formats, easyDCP ⁽⁵⁾ 2K and 4K DCI
	imf	–	–	Native IMF, IMP, Apple ProRes formats, Kakadu JPEG 2000 formats (including Dolby P3D65), HTJ2K ⁽³⁾	Apple ProRes formats ⁽²⁾ , Kakadu JPEG 2000 formats (Studio for Dolby P3D65), HTJ2K ⁽³⁾ , easyDCP ⁽⁵⁾ RGB and YUV422
JPEG 2000 video	mov, mxf Op1A, mx f Op-Atom	–	for IMFs	Yes, GPU accelerated (Nvidia graphics)	Native, Kakadu RGB, YUV422 and YUV444 (8-bit, 10-bit, 12-bit each), HTJ2K ⁽³⁾
	mj2	–	–	Yes, GPU accelerated (Nvidia graphics)	Kakadu RGB
MPEG	mts, ts	–	–	AVCHD and HDV	–
	m2ts	–	–	AVCHD	–
	mx f Op1A, mx f Op-Atom	–	–	MPEG2, D-10 IMX	mx f Op1A: MPEG2
	mov	–	–	MPEG2, MPEG4, MPEG IMX variants	MPEG4
MV-HEVC	mov, mp4	–	–	Studio and Nvidia graphics (GPU accelerated)	Studio and Nvidia graphics (GPU accelerated)
Nikon RAW	nev	–	–	–	–
Panasonic	mx f Op1B	–	–	P2 DVC Pro	–
	mov, mx f Op1A, mx f Op-Atom	–	–	Studio only AVC-Intra DVCPRO: NTSC, PAL, DVCPRO50: NTSC, PAL, DVCPRO: 720p (50/60), 1080i (50/60), 1080p (25/30)	Studio only mx f Op1A: AVC-Intra 50M, 100M, 200M: 720p, 1080i, 1080p, 2K, QFHD, 4K mx f Op-Atom: AVC-Intra 50M and 100M: 1080i, 1080p
	shv	–	–	8-bit, Studio only: 10-bit	Studio only
	vrw	–	–	Yes	–
		–	–		
Phantom CINE	cine	–	–	Yes	–
RED	r3d	–	–	Yes, GPU accelerated	–
Samsung APV	mov, mp4	–	–	Yes	YUV 422 10-bit
Sony	mov	–	for XAVC	XAVC, XAVC Intra (Studio only) 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)	–

Video

Format	File Ex.	Alpha Exports	Codec Passthrough ⁽¹⁾	Decode	Encode
Sony	mxf Op1A	–	for XAVC	mxf Op-1A CV X-OCN LT/ST/XT CV8K X-OCN LT/ST/XT CB X-OCN, CB X-OCN LT F5/F55 X-OCN LT/ST F5/F55 Raw SQ/SQ Lite F65 Raw HFR/SQ/SQ Lite FS700 Raw SQ/SQ Lite FX 5 X-OCN LT, C1, C2 XDCAM MPEG2, Cine AltaV, Cine AltaV2 Studio only: XAVC, XAVC Intra, XAVC-H	XDCAM MPEG2 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 CV8K 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 FX 5 X-OCN LT, C1, C2 XDCAM MPEG2, Cine AltaV, Cine AltaV2 Studio only: XAVC, XAVC Intra	XDCAM MPEG2
Uncompressed	avi	argb	Yes	Uncompressed (BGRA 8-bit, RGB 8/10-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), DNxUncompressed RGB and YUV (8/10/12-bit, float/half)	Uncompressed (RGB 10-bit, UYVY 8/10-bit), DNxUncompressed RGB and YUV (8/10/12-bit, float/half)
	mxf Op-Atom	–	Yes	Uncompressed (RGB 10-bit, UYVY 8/10-bit), DNxUncompressed RGB and YUV (8/10/12-bit, float/half)	Uncompressed (RGB 10-bit, UYVY 8/10-bit), DNxUncompressed RGB and YUV (8/10/12-bit, float/half)
VP8	mkv, webm	–	–	Yes	–
VP9	mov, mp4	–	–	Yes	–

Video – Miscellaneous

Format	File Ex.	Alpha Exports	Codec Passthrough ⁽¹⁾	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, YUV JPEG 8-bit (420, 422, 444), PNG, HTJ2K ⁽²⁾	PhotoJPEG, YUV JPEG 8-bit (420, 422, 444)

Still and Sequence Formats

Format	File Ex.	Alpha Exports	Codec Passthrough ⁽¹⁾	Decode	Encode
Action Cam Raw	cdx	–	–	Yes	–
Affinity	af	–	–	Yes	–
Apple ProRaw	dng	–	–	Yes	–
Apple Spatial Photo	heic, heif, hif	–	–	Yes	–
Canon Raw	crm	–	–	Yes	–
	rmf	–	–	Yes	–
	cr2	–	–	Yes	–
	cr3	–	–	Yes	–
Cineon	cin	–	–	Yes	RGB 10-bit
Digital Negative	dng	–	–	Yes	–
Digital Picture Exchange	dpx	RGBA	–	Yes	Alpha 8-bit, RGB 10/12/16-bit/ 16-half-float, RGBA 8-bit
Fujifilm Raw	raf	–	–	Yes	–
HEIF	heic, heif, hif	No	–	Studio only	–
HTJ2K ⁽³⁾	jph	–	–	Yes	–
JPEG	jpg	–	–	Yes	YUV 8-bit (420, 422, 444)
JPEG 2000	j2c	–	Yes	Yes, GPU accelerated (Nvidia graphics)	Kakadu RGB, YUV422 and YUV444 (8-bit, 10-bit, 12-bit each), HTJ2K ⁽³⁾
Nikon Electronic	nef	–	–	Yes	–
OpenEXR ⁽²⁾	exr	RGBA	–	Yes	RGB/RGBA float/half-float (Uncompressed, ZIP, DWAA, DWAB, PIZ, RLE, HTJ2K)
Panasonic Raw	rw2	–	–	Yes	–
Photoshop	psd	–	–	Yes	–
Portable Network Graphics	png	Yes	–	Yes	RGB 8-bit, 16-bit
Sony Raw	arw	–	–	Yes	–
TARGA	tga	–	–	Yes	–
Tagged Image ⁽²⁾	tif, tiff	RGBA	–	Yes	RGB 8-bit, RGB/RGBA 16-bit, XYZ 16-bit (Uncompressed/LZW)
WebP	webp	Yes	–	Yes	Yes

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
Advanced audio coding	aac, m4a	–	–	–	–
AC-3	ac3	–	–	Yes	–
Audio Interchange	aiff	–	–	Independent Uncompressed PCM 16/24/32-bit	–
Free lossless audio	flac	–	–	Yes	Yes
Mpeg audio	mp3	–	–	Constant bit rate	Constant bit rate
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), flac (based on container)
u-law	mov	–	–	Yes	–
OPUS	mov, mp4	–	–	Yes	–
IMF audio	mxr Op1A	–	–	Yes	Linear PCM, Dolby Atmos ⁽⁴⁾
Apple Spatial Audio Format ⁽¹⁾	mp4, wav	–	–	–	–
USAC	mov, mp4	–	–	–	–

Footnotes

Specifications, format and codec support are subject to change without notice.

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

GPU accelerated encoding and decoding 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.

For supported codecs on DaVinci Resolve on iPad, please refer to the Studio and iPad Features document in the [Support page](#).

- ⁽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⁾ DaVinci Resolve encodes single layer images with the indicated formats in each platform.
- ⁽³⁾ GPU-accelerated JPEG 2000 renders and Kakadu-based HTJ2K renders are only supported with DaVinci Resolve Studio. GPU acceleration is subject to hardware support.
- ⁽⁴⁾ Rendering Dolby Atmos formats requires a Dolby software license.
- ⁽⁵⁾ Some EasyDCP formats require additional licenses from EasyDCP. Formats may appear invalid or watermarked without license. Not available on Apple Silicon.