

# Export Quick Reference

The handful of Deliver-page settings that matter: codec, resolution/frame rate, levels, audio, presets.

A perfect grade judged by a rushed two-minute export is how good work dies. Get codec, levels and audio right and the delivery matches what you saw in Resolve.

## Codec — how the video is compressed

### WEB / CLIENT / SOCIAL (FINAL FILE)

**H.264** (or newer **H.265**) — small, high quality, plays everywhere.

### ARCHIVE MASTER / HANDOFF FOR MORE EDITING

**ProRes** (Mac) or **DNxHR** (cross-platform) — bigger, near-lossless, mezzanine.

### START POINT

Resolve ships presets for all of these — start from a preset, then tweak.

## Resolution & frame rate

### DEFAULT

Match your timeline 99% of the time (e.g. 1920×1080 or 3840×2160, same fps).

### CAUTION

Changing frame rate on export can introduce stutter — don't, unless there's a specific reason.

### VERTICAL / SOCIAL

Change the *resolution* only (e.g. 1080×1080) via the Cut page's format presets.

## Levels — the one that silently ruins exports

### VIDEO (LIMITED) LEVELS

Maps black/white to a restricted band.

### FULL LEVELS

Maps black/white to the entire 0–1023 range.

### IF THE EXPORT SETTING DISAGREES WITH HOW THE DESTINATION READS THE FILE

Result looks **washed-out** (blacks lifted to grey) or **crushed** (detail lost).

### SAFE DEFAULT

Leave data levels on **Auto**, or set **Video** for standard Rec.709 delivery — then play the delivered file back outside Resolve and confirm it matches the Resolve viewer. If it doesn't, a levels mismatch is the first suspect.

## Audio

### CODEC

**AAC** for H.264 web delivery, **PCM** for masters.

### CHECK

Confirm enabled and actually present — a five-second check that saves a re-export.

## Render presets & queue

### SAVE IT ONCE

e.g. "1080p H.264 for YouTube", "ProRes HD master" — one click from then on. Quick Export can trigger a preset right from the Color/Edit page.

### QUEUE SMART

Add every version needed — or use **additional outputs** on one job — so a master and a client H.264 render together in one pass.

### BEFORE YOU RENDER

Filter the timeline for **ungraded clips** so you never deliver a shot you forgot.

**The recipe:** start from a preset (H.264/H.265 for web, ProRes/DNxHR for a master) → match resolution & frame rate to your timeline → get levels right and verify the played-back file → confirm audio → save it as your reusable preset → queue and render.