

DaVinci Resolve: Importing Pre-Conformed EDL and Single Video Clip

Last Modified on 05/07/2025 4:08 pm EDT

How to Import EDL and Video in DaVinci Resolve

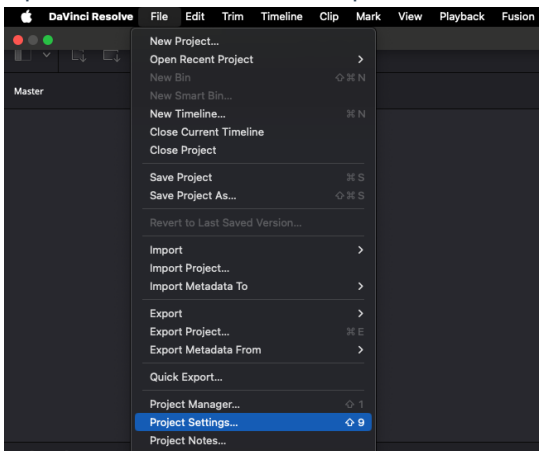
An **Edit Decision List (EDL)** is a type of file that lists the timecode of each edit point in a sequence.

When paired with a **high-quality export** (e.g. ProRes 422 HQ or DNxHR HQ) of a picture-locked project, it creates a very simple workflow between picture editorial and color: The colorist imports a single video file and uses the EDL to create edit points for each shot. There's no other conforming or relinking needed.

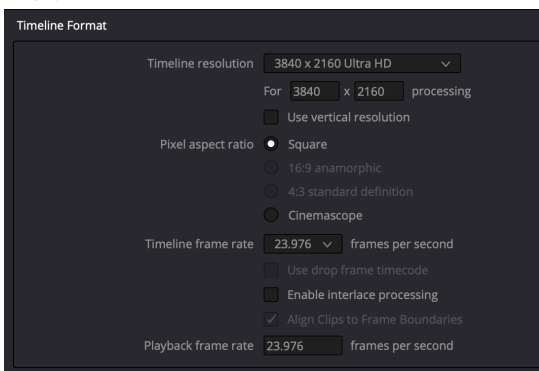
Project Settings

Before importing any assets, create a new project and ensure the settings are correct:

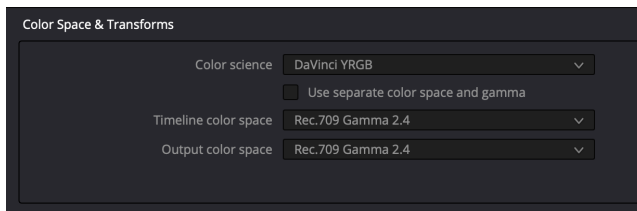
1. Launch DaVinci Resolve and create a new project. Make sure to name your project.
2. Open the **File** menu from the top menu bar and select *Project Settings* from the drop-down.



3. In the **Master Settings** tab, ensure the **timeline resolution** and **frame rate** match the media you'll be working with.



4. Navigate to the **Color Management** tab and ensure the **Timeline color space** and **Output color space** match your media and workflow. Additionally, if you wish to use a more advanced color management process, you may choose that here.

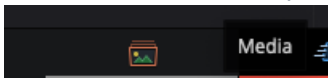


5. Click the **Save** button.

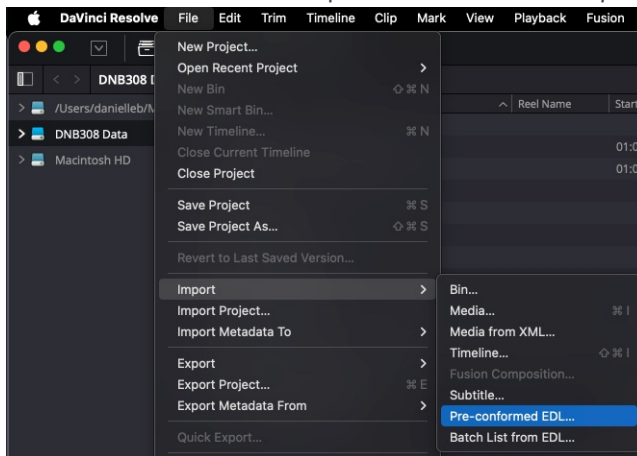
Importing the Media and the EDL

To import the EDL and use it to create edit points in the media:

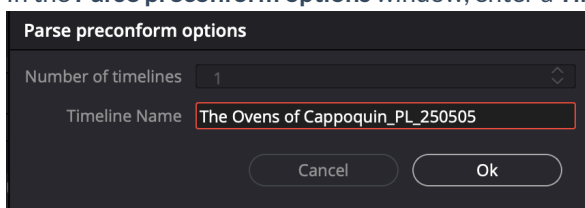
1. From the bottom menu, open the **Media** workspace.



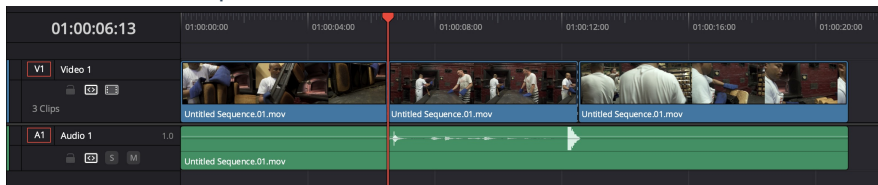
2. Browse to the high quality export in the **Media Storage** and import it into the Media Pool.
3. Click the **File** button in the top left menu and select *Import, Pre-conformed EDL...* from the drop-down menu.



4. Browse to the EDL, select it, and click the **Open** button.
5. In the **Parse preconform options** window, enter a **Timeline Name** and click the **OK** button.



You should now have a timeline populated with the high quality media; the video should have edit points that align with each shot from the picture editor's timeline.



Note: If you received multiple exports and multiple EDLs (one for each video track in the picture editor's timeline), you'll need to repeat these steps for each export and EDL.

