SONY
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Vegas™ Pro
Project Import and Export Details

For all imports and exports, all items that are not listed are ignored. Transition effects are replaced with default crossfades.

Export from Vegas to Adobe Premiere/After Effects

The following list illustrates how your project parameters are handled when exporting your Vegas project to Adobe Premiere/After Effects (*.prproj) format.

Project Structure
- Timeline: exported as Premiere Sequence.
- Width: exported as Premiere Sequence width.
- Height: exported as Premiere Sequence height.
- Pixel Aspect Ratio: exported as Premiere Sequence Pixel Aspect Ratio.
- Frame Rate: exported as Premiere Sequence Frame Rate.
- Field Order: exported as Premiere Sequence Field Order.
- Clips: exported as Premiere Clips.
- Bins: exported as Premiere Bins.
- Subclips: exported as Premiere SubClips.

Timeline
- Markers: exported as Premiere Markers with a duration of one frame.
- Regions: exported as Premiere Markers with a corresponding region duration.

Track
- Level (Volume/Opacity): Track opacity does not exist in Premiere, so it is exported as Clip Video Effect Opacity. Vegas track volume level is exported as Audio Track Mixer Volume.
- Audio Pan: exported as Audio Track Mixer Pan.
- Mute: exported as Premiere Track Mute.
- Track Composite Level Envelope: exported as Premiere Clip Video Effect Opacity.
- Track Volume Envelope: exported as Premiere Clip Audio Effect Volume.
- Track Pan Envelope: exported as Premiere Audio Effect Panner.
- Solo: exported as Audio Track Mixer Solo.

Event
- Event Markers: exported as Premiere Markers with a duration of one frame.
- Event Regions: exported as Premiere Markers with a corresponding region duration.
- Fade: All fades are converted to Cross Dissolve and Cross Fade.
- Event Pan/Crop: exported as Clip Video Effect Motion/Crop*
- Mute: exported as Premiere clip Enable/Disable.
- Normalize: exported as Premiere Audio Gain.
- Reverse: exported as Clip Speed/Duration (Reverse Speed).
- Gain/Opacity: exported as Premiere Audio Gain/Video Effect Opacity.
- Takes: not supported in Premiere. Only the top take will be used.

VEGAS PRO PROJECT IMPORT AND EXPORT DETAILS

Import from Adobe Premiere/After Effects to Vegas

The following list illustrates how project parameters are handled when importing an Adobe Premiere/After Effects (*.prproj) project to Vegas.

Project Structure
- Sequence: imported as Vegas Timeline.
- Width: imported as Vegas Project Width.
- Height: imported as Vegas Project Height.
- Pixel Aspect Ratio: imported as Vegas Project Pixel Aspect Ratio.
- Frame Rate: imported as Vegas Project Frame Rate.
- Field Order: imported as Vegas Project Field Order.
- Clips: imported as Vegas Clips.
- Bins: imported as Vegas Bins.

Sequence
- Groups: imported as Vegas Groups.
- Markers with one-frame duration: imported as Vegas Markers.
- Markers with duration greater than one frame: imported as Vegas Regions.

Track
- Audio Track Mixer Volume: imported as Vegas Track Volume.
- Audio Track Mixer Pan: imported as Vegas Track Pan.
- Track Mute: imported as Vegas Track Mute.
- Audio Track Mixer Solo: imported as Vegas Track Solo.

Clip
- Clip Video Effect Opacity: imported as Vegas Track Composite Level Envelope.
- Clip Audio Effect Volume: imported as Track Volume Envelope.
- Clip Audio Effect Panner: imported as Track Pan Envelope.
- Clip Enable/Disable: imported as Event Mute.
- Clip Audio Gain: imported as Event Normalize.
- Clip Video Effect Motion/Crop: imported as Event Pan/Crop*
- Fade: transformed to default fade.

Export from Vegas to Final Cut Pro 7 / DaVinci Resolve

The following list illustrates how your project parameters are handled when exporting your Vegas project to Final Cut Pro/DaVinci Resolve (*.xml) format.

Project Structure
- Timeline
- Width
- Height
- Pixel Aspect Ratio
- Frame Rate
- Field Order
- Clips
- Bins
- Subclips
- Timeline
- Event Groups
- Markers

- Regions
- Track
- Level (Volume and opacity): audio volume/pan in Final Cut Pro 7 is applied per clip. There are no track-level controls, so we apply track parameters to the clips. Also volume level in Vegas can exceed the maximum in Final Cut Pro 7. In that case we cut off the peak above the maximum level and issue a log entry.
- Audio Pan: in the special case with a stereo event, we split it into two mono tracks (left and right). If pan is changed for the stereo track, we translate it to the mono tracks in such a way that if the three (stereo and the two mono) events are played simultaneously, with the mono events' phase inverted and volume set to 6 dB, the output would be total silence (they cancel each other out).
- Mute: mute is not stored in Final Cut Pro 7 XML. But there is an Enable button for each track, which is used.
- Track Composite Level Envelope:
- Track Volume envelope: applied per event. In Final Cut Pro 7 it is clip-based, but not track-based.
- Track Pan Envelope: applied per event. In Final Cut Pro 7 it is clip-based, but not track-based.

Event
- Fades
- Pan/Crop*
- Mute
- Normalize
- Reverse (Works for Final Cut Pro 7, but is not imported in DaVinci Resolve)
- Time Stretch
- Increasing event playback rate: in Vegas it leads to event loop (preserve event duration), which is not supported in Final Cut Pro 7
- Gain/Opacity
- Takes: not supported in Final Cut Pro 7. Only the top take will be used.

Import from Final Cut Pro 7/DaVinci Resolve to Vegas
The following list illustrates how project parameters are handled when importing a Final Cut Pro 7/DaVinci Resolve (*.xml) project to Vegas.

Project Structure
- Timeline
- Width
- Height
- Pixel Aspect Ratio
- Frame Rate
- Field Order
- Clips
- Bins
- Track volume level is set to maximum and the track event's gain is used to translate Final Cut Pro clip item-based volume. This is because Vegas event gain can be only decreased, but clip gain in Final Cut Pro can be increased.

Timeline
- Event groups
- Markers
- Regions

Track
- Mute

- Track Composite Level Envelope
- Volume Envelope

Event
- Fades
- Pan/Crop + Automation *
- Normalize
- Time Stretch
- Gain/Opacity

Export from Vegas to Final Cut Pro X (Version 10.0.7, fcpxml 1.2)

The following list illustrates how your project parameters are handled when exporting your Vegas project to Final Cut Pro X (*.fcpxml) format.

Project Structure
- Timeline
- Width
- Height
- Frame rate
- Field Order
- Clips[1]
- Nested projects (as Compound Clips in FCP X)

Event
- Fades
- Crossfades[2]

1. Spaces in file names are not supported. They will be replaced with "_" in the .fcpxml and the user has to replace the spaces in the file name with "_". **2.** Audio crossfades not always shown (the same logic works for video).

Import from Final Cut Pro X to Vegas (Version 10.0.7, fcpxml 1.2)

The following list illustrates how project parameters are handled when importing a Final Cut Pro X (*.fcpxml) project to Vegas.

Project Structure
- Timeline
- Width
- Height
- Frame Rate
- Field Order
- Compound Clips (as Nested projects in Vegas)[1]
- Clips[2]

• Event
- Fades
- Crossfades
- Opacity (static + automation)
- Time Stretch
- Velocity Envelope[3]
- Mute

1. Since Final Cut Pro X tracks can hold audio and video events and Vegas uses separate tracks for video and audio, a compound clip is imported as two events – one for video and one for audio in the corresponding tracks (in Final Cut Pro X it is shown as one event). **2.** All media file clips will be imported as nested projects. FCP X generates compound clips for each media, when dragged on the timeline (when right-clicking on the clip, "Open in timeline" is available, which means it is compound clip). Only if you choose to drag only video or only audio on the timeline it will not be imported as compound/nested project. The other possibility is to "Break apart clip items" from the clip menu if clip is selected. **3.** Vegas does not support audio event envelope, so it will be ignored.

Export from Vegas to ProTools

The following list illustrates how your project parameters are handled when exporting your Vegas project to ProTools/Media Composer (*.aaf) format.

- All clips in the media pool are exported. Each clip's audio tracks are rendered as separate mono aiff files. The video track is referenced by the AAF, pointing to the original file, but it is not supported by ProTools.
- Export of timeline including cuts, crossfade, fade-in, fade-out.
- Tracks are exported, but pan, volume, phase are ignored.
- Export of sequence markers.
- Muted tracks and events are ignored (not exported).
- Mixed tracks (tracks with both mono and stereo media) are ignored.
- Offline media is not exported (due to rendering required).

Import from ProTools to Vegas

The following list illustrates how project parameters are handled when importing a ProTools /Media Composer (*.aaf) project to Vegas.

- All clips in the media pool are imported.
- The the timeline (tracks, clips, cuts, fade-in, fade-out, and crossfade) is imported.
- Audio track pan gain are imported if they exist (ProTools renders everything).

*Event Pan / Crop + Automation – only one effect is exported (zoom, crop or rotate). No combinations. Rotate does not work when importing into Vegas.