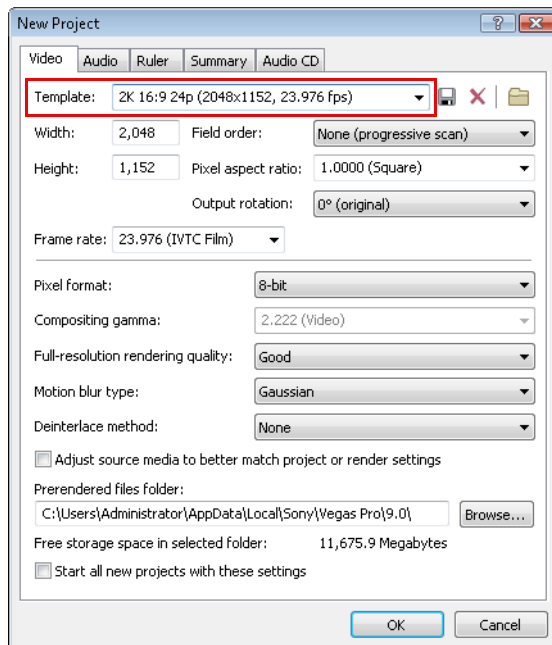# White Paper : Working with RED ONE Camera Files

RED ONE™ cameras record 4K footage as REDCODE™ RAW (.r3d) files that you can add directly to the Vegas™ Pro timeline and edit like any other supported media type. This white paper guides you through the process of setting up a Vegas project, adding RED clips to the project, and then rendering the project.

Step 1: Transfer files from your camera to your computer

Transfer the .RDM folder containing your clips from your RED ONE camera's memory card or hard drive to your local hard drive.
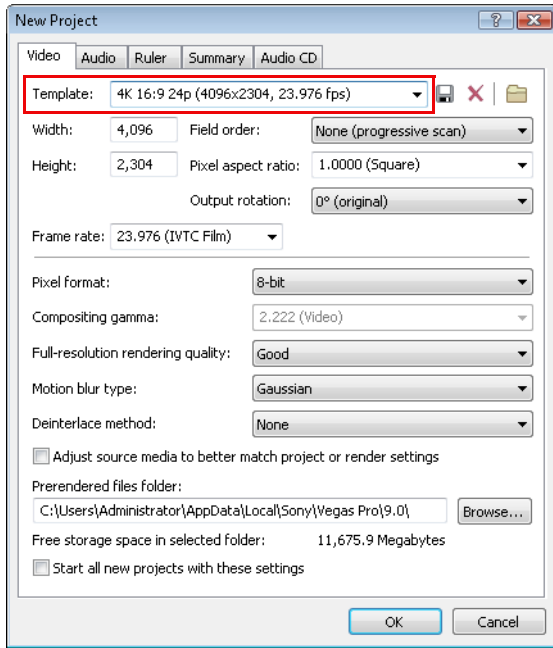
Step 2: Set up your Vegas Pro project

1. From the **File** menu, choose **New** to create a project. The New Project window appears.

2. On the **Video** tab, choose a template to match the format of your final output.

   - To output a 2K still-image sequence, use the **2K 16:9 24p (2048x1152, 23.976 fps)** template.
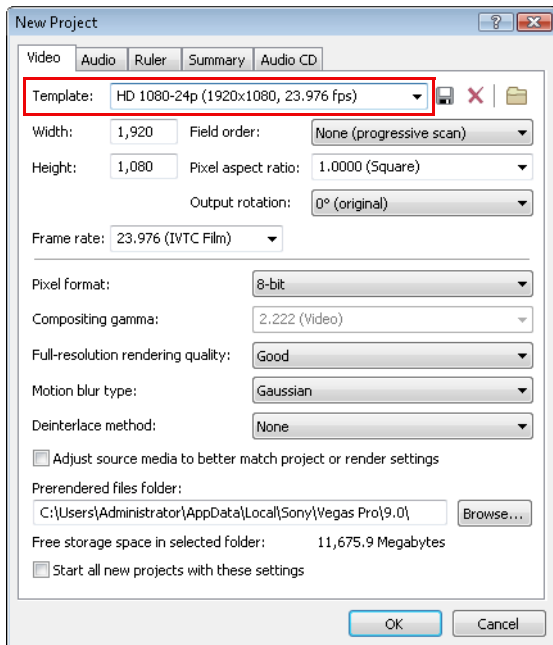

New Project window with 2K template selected

- To output a 4K still-image sequence, use the **4K 16:9 24p (4096x2304, 23.976 fps)** template.

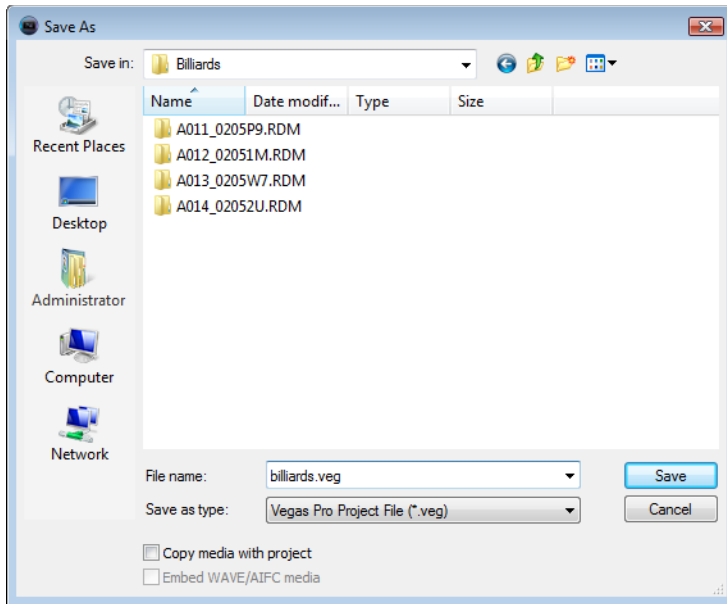New Project window with 4K template selected

- To output to Blu-ray Disc™, use the **HD 1080-24p (1920x1080, 23.976 fps)** template.

New Project window with HD template selected

3. Click **OK**.

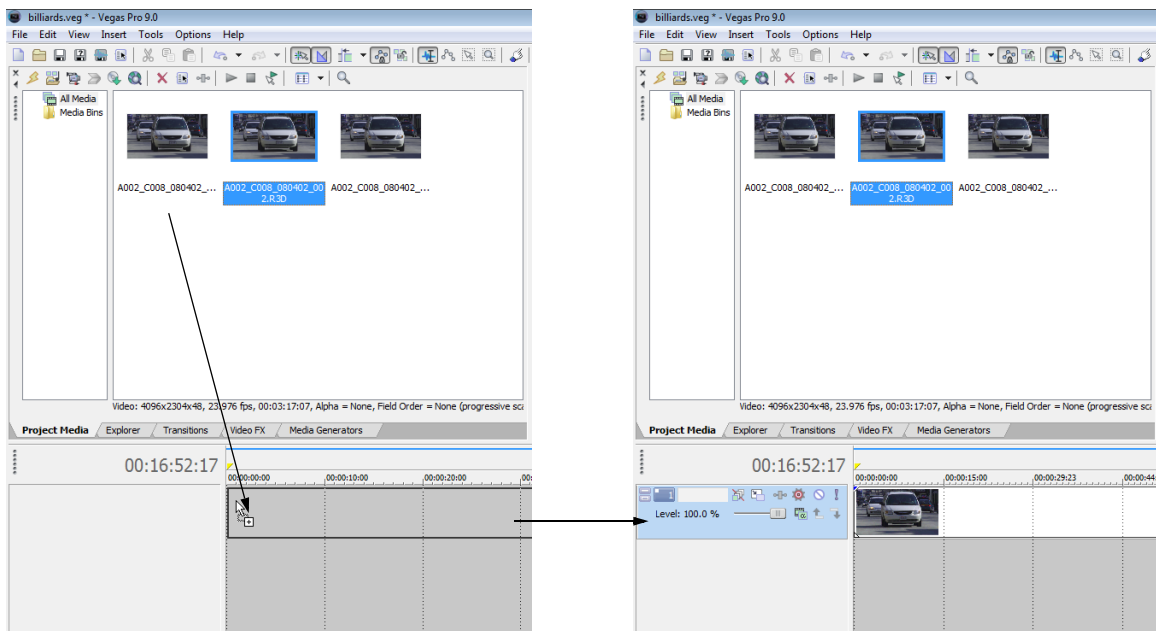**4.** From the **File** menu, choose **Save**. The **Save As** dialog appears.

5. Select the drive and folder where you want to store the project.

6. Type the project name in the **File name** box.

7. Click **Save**.

Step 3: Add clips to your project

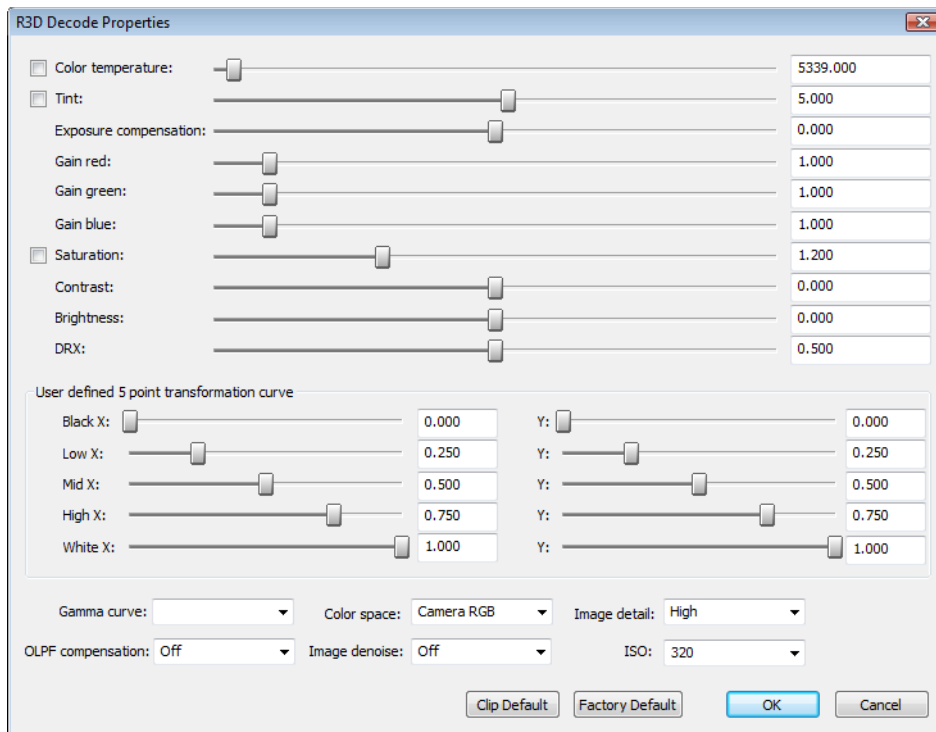**1.** Drag the clips from the Explorer or Project Media window to the timeline to create events.

> **Note:** *The RED ONE camera creates new "rollover" files for a clip each time a file reaches 2 GB on disk. For example, a 10-minute clip recorded in 4K will be approximately 20 GB on disk, divided among 10 .r3d files. You can drag any one of these files to the timeline to place the entire clip on the timeline.*

2. Edit your project as needed. You can edit RED events just like any other events in Vegas Pro software.

Step 4: Modify R3D decode properties

You can modify the decode properties of your RED ONE camera files in the R3D Decode Properties window. These settings are applied nondestructively to the raw .r3d file as metadata. To access this window for one or more .r3d files, select the files in the Project Media window, right-click them, and choose **File Format Properties** from the shortcut menu.

Modifying properties for multiple files

- When multiple files are selected, check boxes appear for slider settings that do not match across all selected files. When you drag the slider or type a new value, the check box is automatically selected, and the new value is applied to all selected files when you click **OK**. Clear the check box to leave the setting unchanged for the selected files.

- If values already match for a slider setting, no check box is displayed, and any changes made to the setting are applied to all selected files.

- If values do not match for a drop-down setting, the setting is blank. If you choose a value for a blank drop-down setting, that value is applied to all selected files.

Restoring default values

- Double-click a slider (⬚) to restore the setting to the clip default.
- Click the **Clip Default** button to restore all settings to the clip default.
- Click the **Factory Default** button to restore all settings to the default settings of the camera.
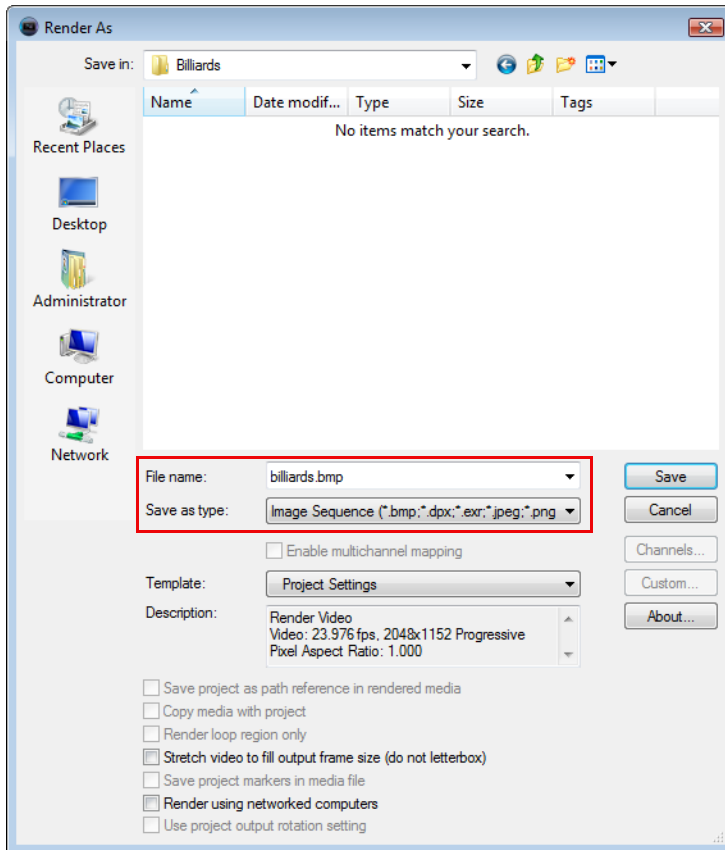
For more information about the settings in the R3D Decode Properties window, refer to your RED ONE camera documentation or http://www.red.com/support. These settings map one-to-one to settings on the RED ONE camera.

Step 5: Create your movie

Render your project to an image sequence

If you'd rather burn your project to Blu-ray Disc, skip to Step 6.
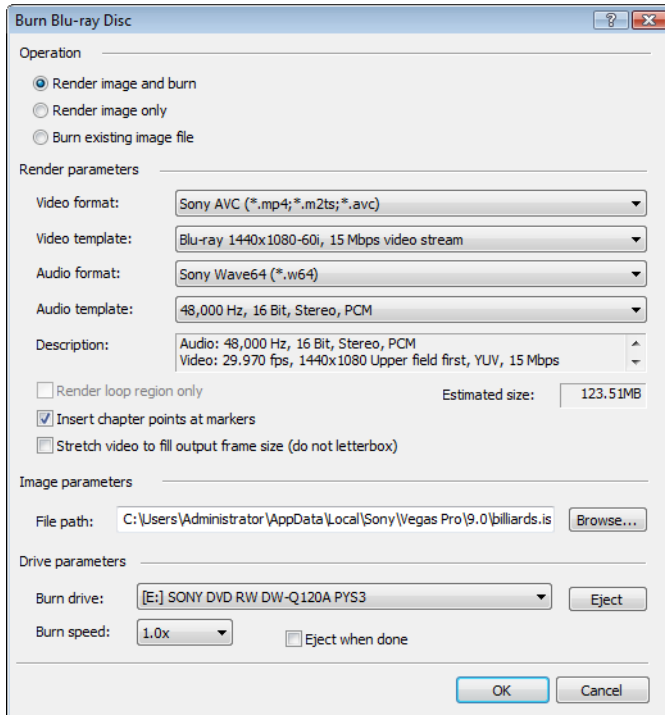
1. From the **File** menu, choose **Render As**. The Render As dialog appears.

2. In the **File name** box, type the base file name you want to use for rendered images. Files will be numbered automatically using this file name.

3. From the **Save as type** drop-down list, choose **Image Sequence**.

4. Click **Save** to start rendering the image sequence.

Burn a Blu-ray Disc

1. From the **Tools** menu, choose **Burn Disc**, and then choose **Blu-ray Disc** from the submenu. The Burn Blu-ray Disc dialog appears.

2. Modify the render, image, and drive parameters as needed.
3. Click **OK** to start rendering an image and burning the Blu-ray Disc.