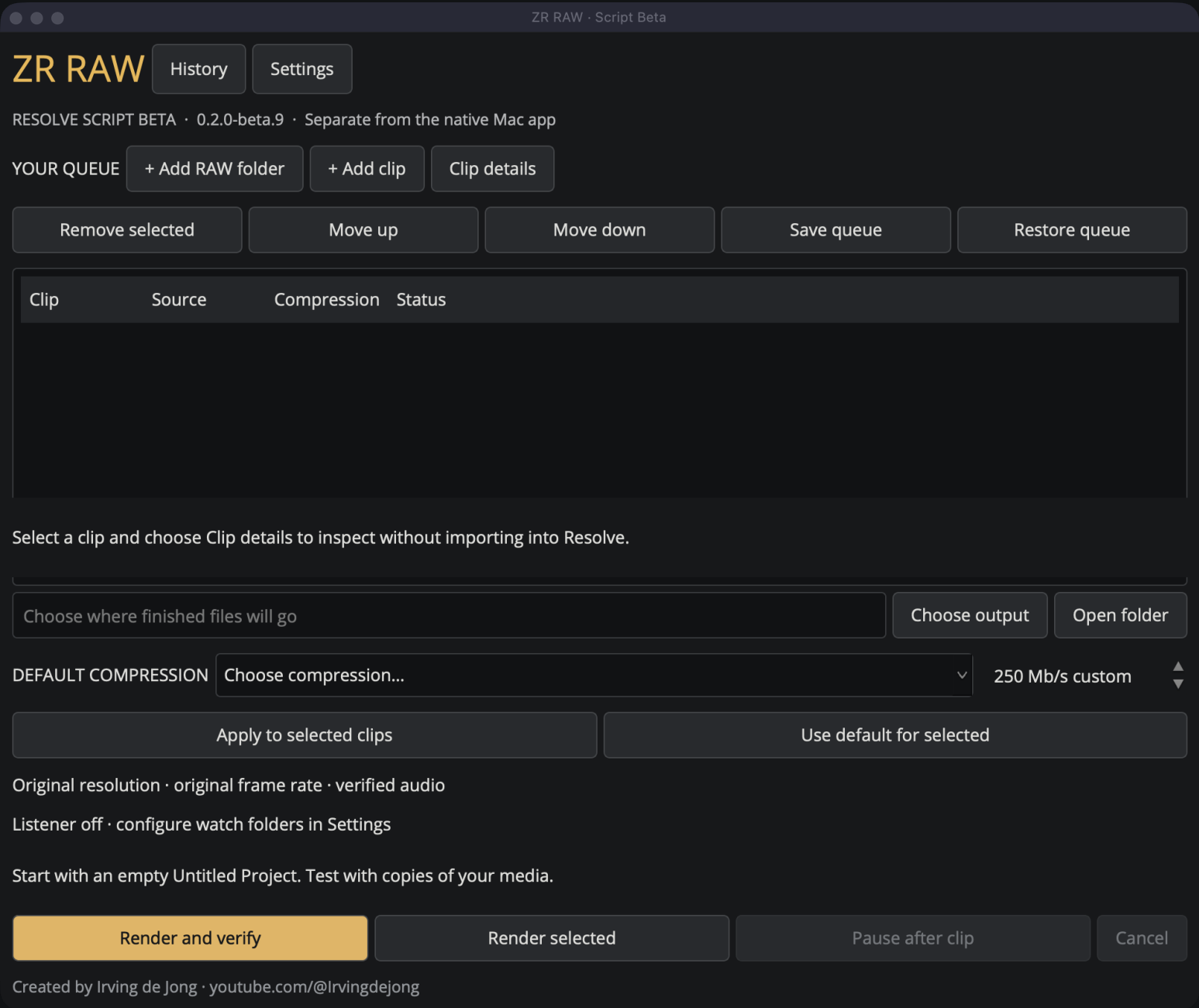


From camera original to finished file.

Resolve Studio 21.1+ | Experimental script | R3D + Nikon N-RAW / NEV



One focused workflow

Add media. Choose compression. Render and verify.

Start small

Use a short copied clip and a separate test library before committing a full shoot.

A separate product

This is a Python script inside Resolve, not a Windows EXE or the native Mac app.

Read the evidence correctly

Real macOS screenshots are shown here. Windows/Linux GPU behavior and visual consistency still need testing.

[Download and release notes](#)

Install once. Open one menu option.

Keep the runtime outside Scripts. That is what prevents confusing helper submenus.

YOUR RESOLVE USER FUSION FOLDER

```
Fusion/  
  Scripts/Utility/  
    ZR RAW Script Beta.py  
  
ZR RAW Script Beta/
```

Windows

%APPDATA%\Blackmagic Design\DaVinci Resolve\Support\Fusion

macOS

~/Library/Application Support/Blackmagic Design/DaVinci Resolve/Fusion

Linux

~/local/share/DaVinciResolve/Fusion

1 Download and extract

Use the beta download for your OS. Extract BOTH folders into the Fusion folder below. Close the script before replacing its files.

2 Launch in Resolve

Workspace > Scripts > ZR RAW Script Beta. Some hosts show a Utility group. Restart Resolve only if its menu has not refreshed, after saving your work.

3 Check requirements

In Settings, enter trusted ffmpeg and ffprobe executable paths, or leave blank when they are in PATH. Check system detects capabilities; it does not qualify an encoder.

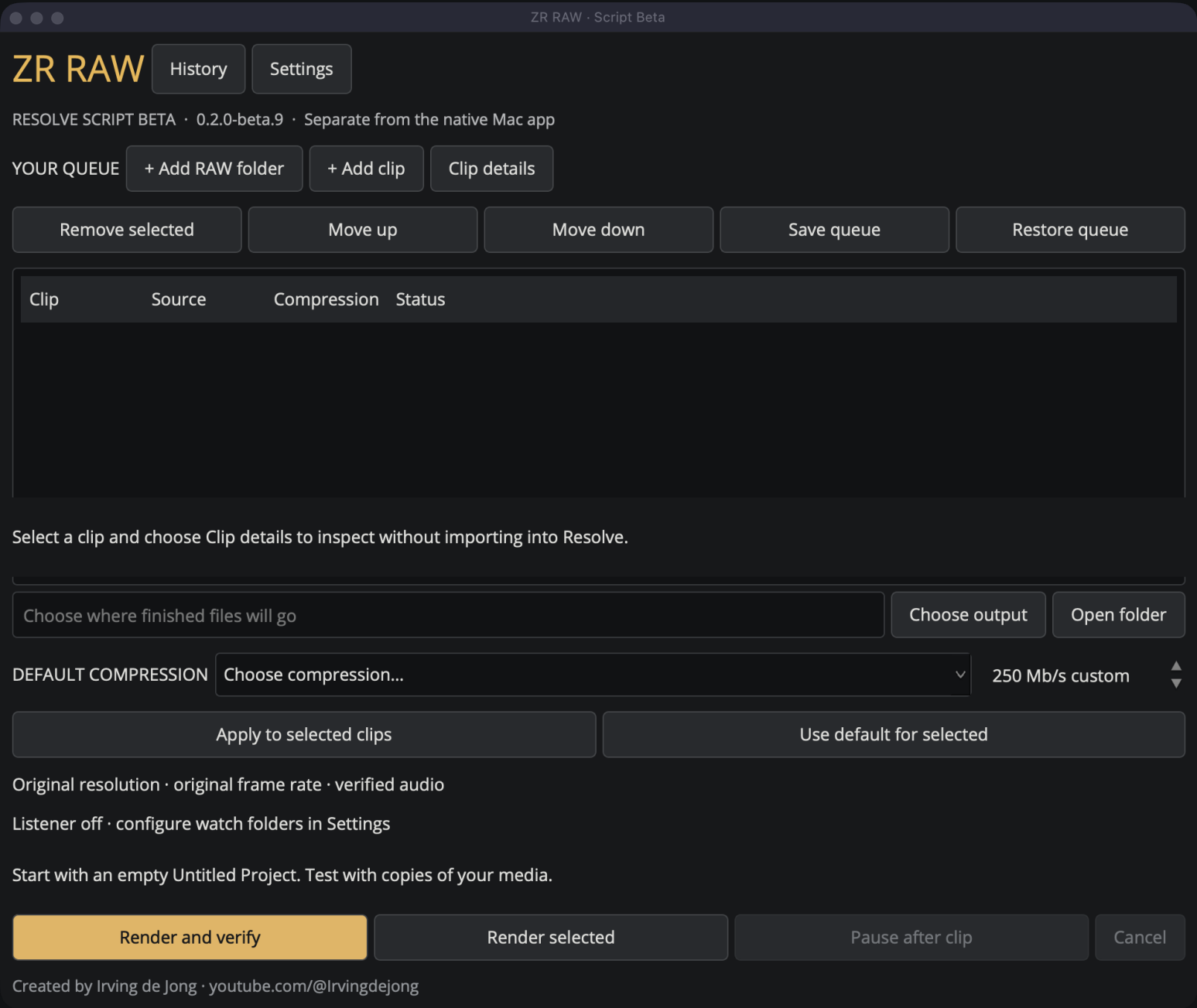
A test library is a one-time setup

Create a separate library in Resolve Project Manager for beta testing, then reuse it. You do not need a new library for every export.

Old nested beta.3 install? Move only its beta runtime outside Scripts before installing. Never merge with another product.

Make your first verified export.

Use an empty Untitled Project. Do not close an editing project without saving it yourself.



1 Add and choose output

Use + Add clip or + Add RAW folder. Choose output points to the destination for finished files, not your camera originals.

2 Choose compression

Start with an available ProRes choice, or qualify H.265 first (page 4). For NEV, review the N-Raw pipeline before testing.

3 Render and verify

The script creates owned scratch projects. It checks native dimensions, FPS, frame count, codec and audio before calling an export verified.

4 Find the result

Use Open folder and History. Finished MOVs live in unique ZR-Script-... / clip-... folders. A preview PNG may sit beside the MOV.

Enable H.265 and All-Intra safely.

A listed GPU or codec is not proof of 10-bit 4:2:2 support. The selected-clip test is the proof gate.

SETTINGS

Done

H.265 10-bit 4:2:2 · Test one selected clip to enable compatible modes for this panel session. Tests export the full clip to your output folder. No silent 4:2:0 fallback.

Test H.265 on selected clip

Test All-I on selected clip

Encoder tests verify codec, audio and source timing, not Mac camera-log pixel parity. Review the N-RAW pipeline below before processing NEV.

Prepare one short clip

Select exactly one queue row, choose output, and set your NEV pipeline if applicable. The test exports the FULL clip: allow disk space and time.

Test each mode separately

Settings > Test H.265 on selected clip enables Lower, Standard, Higher and Custom after a pass. Test All-I separately; every decoded frame must be I/key.

Approval is temporary

Qualification lasts while this panel is open. Repeat after reopening or changing the N-RAW pipeline. Every subsequent output is still checked.

If the test fails

Use a supported ProRes option or stop and review compatibility. No silent 8-bit or 4:2:0 fallback.

Set compression per clip.

Resolution and frame rate remain native. Bitrate is a limit, not a promised output size.

Choose where finished files will go

Choose output

Open folder

DEFAULT COMPRESSION

Choose compression...

▼

250 Mb/s custom

▲▼

Apply to selected clips

Use default for selected

Original resolution · original frame rate · verified audio

Default versus override

Choose a default for unassigned clips. Select queue rows, choose a mode, then Apply to selected clips. Use default for selected removes those overrides.

Custom mode

After H.265 qualification, choose H.265 Custom and set 25-800 Mb/s. Apply it to selected rows if needed. Custom does not scale with FPS or resolution.

Mac policy, not constant bitrate

At 24 fps: Lower 150, Standard 200, Higher 400 and All-I 750 Mb/s. Non-custom modes use FPS scaling/clamps. Measured output can be much lower.

Save your decisions

Save queue preserves sources and per-clip options. Restore queue does not auto-render or auto-arm listening. Use History for actual measured video Mb/s.

Choose your N-RAW route.

Changing .NEV to a private .R3D filename does not convert the underlying RAW codec.

N-RAW PIPELINE · NEV export / NEV-only Timeline Builder

NEV as R3D · RED log request (experimental) ▾

RED dispatch uses a verified private .R3D copy, never renames originals. Keep the entire builder folder while editing staged timelines. Experimental: log/color parity and temporal NR are not qualified.

NEV as R3D / RED log request

Initial panel selection. Makes a full-size, byte-verified private copy, requires RED dispatch and requests RED log output. Originals are never renamed or linked for write-through.

Native NEV / Nikon N-Log

Uses native NEV video decode with an N-Log output request. A private RED metadata import recovers timecode; geometry, rate, frames and channels must agree.

Native NEV / Resolve defaults

Makes no explicit color request. Resolve may report zero source timecode. Avoid this route when original camera timecode is required.

Experimental means: inspect your result.

RED dispatch and setting readback do not prove IPP2 or Mac pixel/color parity. Temporal NR and direct Camera RAW controls are not included. Both experimental routes need space for a full private copy.

Build editable timelines. Keep their media.

Settings > Build editable timelines (no export) creates a new owned Resolve project.

Build editable timelines (no export)

Restore saved queue from a moved media folder...

01

Queue your clips

Each source gets its own native-size, native-rate timeline.

02

Build a new project

Experimental N-RAW routes require a NEV-only queue.

03

Keep the whole folder

Staged media stays with the builder manifest for future editing.

A builder is not a finished export

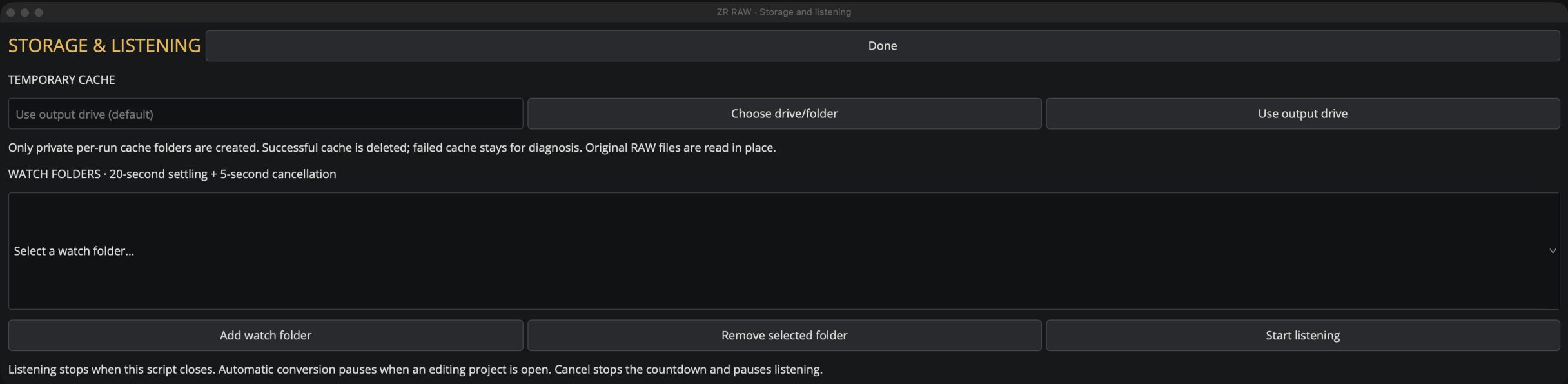
This button does not render or verify an archive MOV. Native Mac RAW-edit/grade preview parity and export from edited builder timelines are not qualified.

Do not clean its cache like an export

Keep the entire ZR-Timelines-... folder while using that project. Moving/deleting private staged files can take its media offline.

Listen for arrivals. Keep control.

Settings > Storage and listening. The listener is off until you explicitly start it.



Choose storage

Choose drive/folder changes temporary export cache. Default uses the output drive. A disconnected selected drive fails clearly; no silent fallback.

Add folders, then start

Set output, default compression and N-RAW route first. Add watch folder, then Start listening. Keep Resolve and the script panel open.

Cancel means pause

After 20 seconds of unchanged file size/time, a five-second countdown runs. Cancel stops the countdown and pauses listening. Restart explicitly.

Copy completion is heuristic: deliver files only after copying finishes. Editing-project conflicts pause auto-work. Closing the panel stops listening. Successful export caches are cleaned; failed caches are retained.

Update the beta. Share only by choice.

Settings > Optional diagnostics and beta updates... Both consent switches start OFF.

ZR RAW · Diagnostics and updates

DIAGNOSTICS & UPDATES

Done

OPTIONAL DIAGNOSTICS

Optional: send automatic beta diagnostics to Irving de Jong via zrraw.pages.dev. Includes Script/Resolve versions, OS family/major version, CPU architecture, input-format category, outcome and a fixed error category. No media, thumbnails, filenames, paths, project names, raw logs, email or device ID. Hosting receives your IP for transport/ rate limiting. Reports expire after 30 days. Turn off to stop sending and clear unsent reports. Sent reports can be deleted using the local receipts. Updates have separate consent.

☐ I agree to send automatic beta diagnostics

SIGNED BETA UPDATES

Stage only while idle. Activate when the script reopens. Your Mac app is not updated.

☐ Automatically check and stage beta updates

Check update

Stage update

Roll back

Delete my sent reports

Diagnostics and automatic updates are optional and off by default.

Manual update

Check update, then Stage update while idle. Signature and payload are verified. Close/reopen the script to activate. Roll back selects a previous verified local version.

Automatic checks are optional

The update checkbox permits idle checks/staging at most every six hours. It does not update the native Mac app.

Diagnostics are separate

Optional fixed-category reports contain no footage, filenames, paths, raw logs or emails. Website tester-email signup is a separate consent.

You can withdraw

Turn off diagnostics to stop future sending and clear unsent reports. Delete my sent reports uses local receipts; do this before uninstalling if desired.

When something does not work.

Preserve originals. Keep failed-run evidence. Never bypass signature or output-verification failures.

No panel / too many script entries

Confirm one launcher under Scripts/Utility and the runtime alongside Scripts. Close duplicates; restart Resolve after saving if its menu is stale.

H.265 missing or disabled

Select one clip, choose output, review N-RAW route, and run its encoder test. Reopening the panel or changing route requires new approval.

Clipped text in a window

Widen the window. Beta.9 can clip long explanations at compact widths. These screenshots use widened Settings/Storage windows.

Missing or moved source

Restore saved queue from a moved media folder in Settings. Relinking uses unique names/segment sizes, not content hashes. Review matches.

Render stopped / editing project open

Save and close your editing project yourself. Review History, executable paths, free disk space and drive availability. Retry unfinished clips explicitly.

Where are files and cache?

Open folder opens the chosen output root. Successful export cache is removed; failed cache stays. Builder media must be retained, even after success.

Before production: Windows/Linux GPU + visual/install tests, full Mac color/IPP2 parity and long unattended soak remain open. ProRes RAW, temporal NR, native tray/service and direct RAW preview controls are not included.