# Exporting audio from Premiere for editing in DP using OMF

To permit editing audio in DP you can use the EXPORT/OMF function in Premiere/FIle. This will create a .OMF file which has the organization (tracks, timing, etc) of the project's audio content, and an additional folder Audio Files which has the audio content. When you select FILE/EXPORT/OMF you will get this dialog box. Name the OMF file, and make sure you set the pulll downs as this example. HANDLES are additional heads and tails that can be added to your exported content so you can add fade in/outs if desired. You can set the length with the HANDLE FRAMES, which will add the indicated number of frames to the head/tail of the clips if it is available.
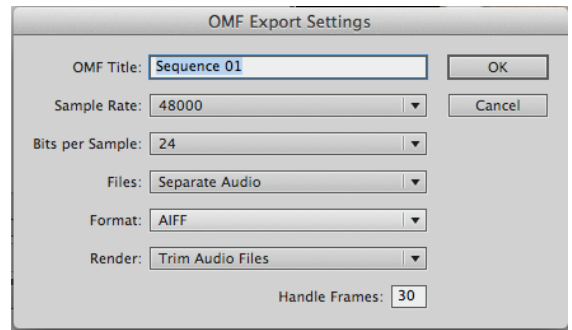

Once you export, you should have a .OMF file and an associated AUDIO FILES folder.

Start DP, and OPEN the .OMF file you made in the prio step. Create a new folder for the DP project, and you will get a project that has the outline for your Premiere project's audio tracks, but no actual audio files. Move the crazily named audio files from the Premiere omf export AUDIO FILES folder INTO the DP project AUDIO FILES folder in your DP project sub folder. The audio will populate your DP project, wavefroms will appear, and now you have the same audio timeline in DP as you had in Premiere.
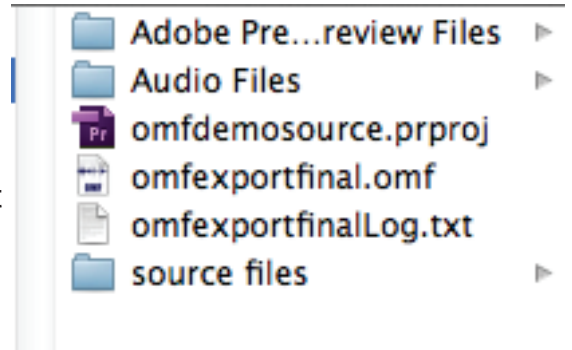
TO GET THE PIC FOR SYNC EDITING:
You need to export the Premiere video track as a smaller than full 1920x1080 size file. In Premiere, SELECT ALL in the project and select FILE/EXPORT/MEDIA. You will get this dialog box, and you can select a smaller than full HD size to save space. The indicated H.264 size is easier for DP to play in sync.
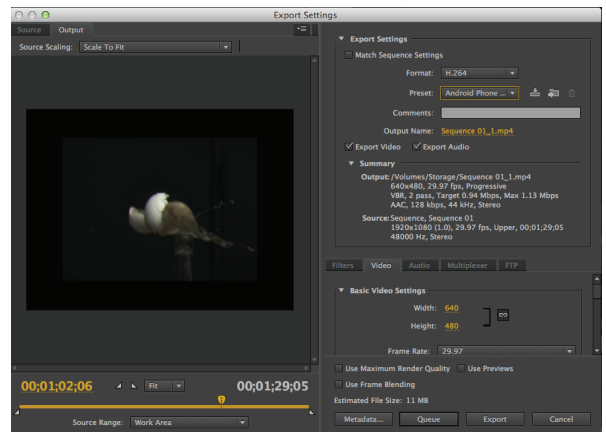
Once you have exported this file, in your DP session select PROJECT/MOVIE, and open the movie file. It will appear in a window, and you can scroll it and the sequence will stay locked.

Once you have completed all your audio editing in DP, SELECT ALL and FILE/BOUNCE TO DISC and set to these values. The file will be saved in the DP project folder/Bounced mixes folder. Import that file back into your original Premiere project, and mute all your other audio tracks, and you have a final audio mix.