

MyHumanWatermark - Getting Started Guide

****Use .SVG first where possible, then use .AI (can also be renamed to .EPS) as an alternative method.****

****Please consult with a photo or video editor if new to vector based media files.****

Adobe Photoshop

SVG Files

- Import SVGs using File > Place Embedded or File > Place Linked — Photoshop places them as Smart Objects, meaning they remain continuously rasterizable at any resolution.
- Double-clicking the Smart Object layer will not open vector editing; instead, right-click and choose Edit Contents to open the SVG in Illustrator if installed.
- When exporting SVGs from Photoshop, use File > Export > Export As and choose SVG, or use the legacy Save for Web method if you need broader compatibility.
- Keep shapes and text on separate layers before exporting — this results in cleaner, more structured SVG output.

AI Files

- Open or place .ai files via File > Open or File > Place Embedded. Photoshop will prompt you to choose how to import: as a flattened composite or with individual layers.
- Choosing Import PDF mode gives you page/artboard selection control, since .ai files are PDF-compatible internally.
- Once placed, AI artwork is rasterized at the document's current resolution — set your document to 300 DPI or higher before placing AI files if print quality is needed.
- To preserve editability, keep the original .ai file linked (Place Linked) rather than embedded, so updates in Illustrator sync back automatically.

Adobe Premiere Pro

SVG Files

- Premiere Pro does not natively support SVG as a scalable vector — SVGs are rasterized on import, often at a very small default size and appearing blurry or pixelated.
- The recommended workaround is to not import SVG directly. Instead, open the SVG in Illustrator, save it as an .ai file, then import the AI into Premiere.
- Alternatively, use a Browser Source workaround (embed the SVG in an HTML file) if you're previewing, or export the SVG as a high-resolution PNG (e.g., 4K: 3840×2160) from Illustrator before importing.
- For animated SVG content, use Adobe After Effects via Dynamic Link: import the SVG/AI into After Effects, animate it there, and link the composition directly into your Premiere timeline.

AI Files

- AI files can be imported into Premiere Pro (File > Import), but like SVGs, they are rasterized at import — no vector scaling is preserved.
- To avoid quality loss, before importing, open the AI file in Illustrator, set the artboard to your target video resolution (e.g., 1920×1080 or 3840×2160), and re-export. This ensures the rasterized result is sharp at your intended output size.
- For the best workflow with logos and graphics, use After Effects Dynamic Link: place AI files in After Effects with Continuously Rasterize enabled, then link that composition into Premiere.

Apple Final Cut Pro

SVG Files

- Final Cut Pro has no native SVG import support. The standard workaround is to export your SVG as a high-resolution PNG from Illustrator, Pixelmator Pro, or a browser-based tool, then import that PNG into FCP.
- For a true vector workflow, open the SVG in Pixelmator Pro, then export directly as an Apple Motion project — this preserves each vector path as a separate editable layer in Motion.
- A third-party option is the osm.Importers / Vector Importer plugin from FxFactory, which adds SVG and AI import support directly inside Final Cut Pro with stylistic controls like tinting, outlining, and build animations.

AI Files

- FCP does not support AI files natively; however, Apple Motion

(the companion app) can open native Illustrator (.ai) and PDF files as continuously rasterized vector objects.

- The recommended workflow is: open the AI file in Motion → animate or position it → publish as a Motion Template, then use that template directly in Final Cut Pro.
- Alternatively, export the AI file from Illustrator as a PDF — Motion will treat it identically to an AI file and maintain vector quality.

Apple Pixelmator Pro

SVG Files

- Pixelmator Pro has excellent native SVG support — open SVGs directly and all vector paths, shapes, and groups are preserved as editable layers.
- SVG import/export was significantly overhauled, now offering 4× better compatibility with the SVG test suite, so complex SVGs from tools like Figma or Illustrator render more accurately.
- Edit paths, fills, strokes, and colors directly using the vector tools, then re-export via File > Export As > SVG to maintain scalability.
- A unique feature: export any SVG file as an Apple Motion project (File > Export > Motion), which converts every vector object into a separate Motion layer with full path editability for animation.

AI Files

- Pixelmator Pro does not have dedicated native .ai parsing, but it can open many AI files because modern .ai files use a PDF-compatible structure internally.
- If an AI file fails to open directly, open it in Illustrator first and export as SVG — this produces a clean, fully compatible file for Pixelmator Pro.
- Note that complex layer effects (e.g., drop shadows, blend modes) from Illustrator may be rasterized during this conversion; check each layer after import.

DaVinci Resolve

SVG Files

- Import SVGs into Resolve through the Fusion page: go to Fusion > Import > SVG, select your file, then enter the target width and height dimensions.
- The SVG is converted into Fusion's native vector/polygon node

system, staying as true vector geometry as long as it remains within the shape system (Polygon/S-Polygon nodes).

- Important limitation: vector quality is only preserved inside the shape node graph. Adding a Transform node or other standard Fusion nodes after the shape system will rasterize the output — scale all vectors before connecting to downstream nodes.
- To use the SVG on a video timeline, add a Fusion Composition clip to your timeline, build your SVG inside Fusion, and use an S-Render node at the output to convert back to pixels for compositing.

AI Files

- DaVinci Resolve does not support AI files natively. Convert AI files to SVG first using Illustrator (File > Export As > SVG), then follow the SVG import workflow above.
- Alternatively, export from Illustrator as a high-resolution PNG (at or above your project's target resolution) and import that into the Media Pool for use as a standard image clip.

OBS Studio

SVG Files

- OBS Studio does not natively support SVG files as an Image Source — attempting to add an SVG directly will result in it not displaying.
- The best workaround is to use a Browser Source: ****Included in your MyHumanWatermark Files.****
create a simple local HTML file that references the SVG (e.g., ``), then point OBS's Browser Source to that local HTML file.
- Set the Browser Source dimensions to match the intended display size (e.g., 1920×1080), and the SVG will render crisply at full resolution.
- For static overlays, the easiest solution is to export the SVG to a PNG at your stream resolution (1920×1080 or 2560×1440) from Illustrator or Inkscape, then add it as an Image Source in OBS.

AI Files

- AI files are not supported in OBS Studio in any form. You must export from Illustrator to a supported format first.
- Export AI artwork as PNG with a transparent background at your stream or recording resolution, then import as an Image Source in OBS.

- If you need animated vector graphics in OBS (e.g., an animated logo), export from Illustrator/After Effects as an animated WebM with alpha transparency, which OBS supports as a Media Source for looping overlays.