

Video Render Status Bars

The color of the video render status bar above the Timeline ruler indicates the real-time or render status of segments in your sequence.

Bar color	Render status	Description
Dark gray	None	No rendering is required.
Blue-gray	Rendered	The material has already been rendered.
Dark green	Full	Indicates a real-time effect that's capable of playback and output to video at full quality with no rendering required.
Green	Preview	The media does not need rendering and will play on the computer screen in real time, but not at full quality.
Yellow	Proxy	The effect you see during real-time playback is an approximation (proxy) of the effect you've specified. Effects indicated by yellow render bars may ignore some filter parameter controls (for example, Edge Softness) in order to show you a real-time preview. To get the true final effect, you must render these clips. The final effect is displayed when playback is stopped or when scrubbing. For example, you may have added a wipe transition and set the angle to 37 degrees. Depending on your selected effects quality, Final Cut Pro may only be able to display the wipe angle at 45 degrees in real time, so you see an approximation during realtime playback. You can still see the effect as you specified it (the 37-degree angle) by placing the playhead over a frame of the effect in the Canvas or Timeline, or by rendering the effect before playing it back.
Dark yellow	Rendered Proxy	Indicates that an effect has been rendered at a lower frame rate or quality than currently specified in the Frame Rate and Resolution pop-up menus in the Render Control tab of the Sequence Settings window. These render files are preserved even if these settings are changed back to 100 percent. This render status bar color appears when you render a proxy effect (see the entry above for more information).
Orange	Unlimited	Indicates effects that exceed your computer's real-time playback capabilities but are enabled anyway because Unlimited RT is selected in the RT pop-up menu in the Timeline. Unlimited real-time playback lets you play more effects but increases the chances that your sequence will drop frames during playback. This mode is useful for getting a real-time preview of complex effects compositions.
Red	Needs Render	The real-time capabilities of Final Cut Pro have been exceeded and the material must be rendered before playback or output to tape.