grass valley
A BELDEN BRAND

EDIUS 7 & Avid Media Composer AAF Workflow

October 2014

APPLICATION NOTE

This application note details how EDIUS 7 from Grass Valley, a Belden Brand, and Media Composer 7 from Avid can work together using AAF project exchange.

Overview

Since the early 1990s, Avid Media Composer has been the leading nonlinear editing system in the film and television industry. Grass Valley EDIUS, with its superior real-time performance and extensive format support, is more established in broadcast news production.

For those customers wishing to use both applications — for example, offline edit with EDIUS and online edit with Media Composer — we have improved the AAF project exchange between the two NLEs with the introduction of EDIUS 7.4. This application note describes the workflow between the two applications, in both directions.

Required Tools

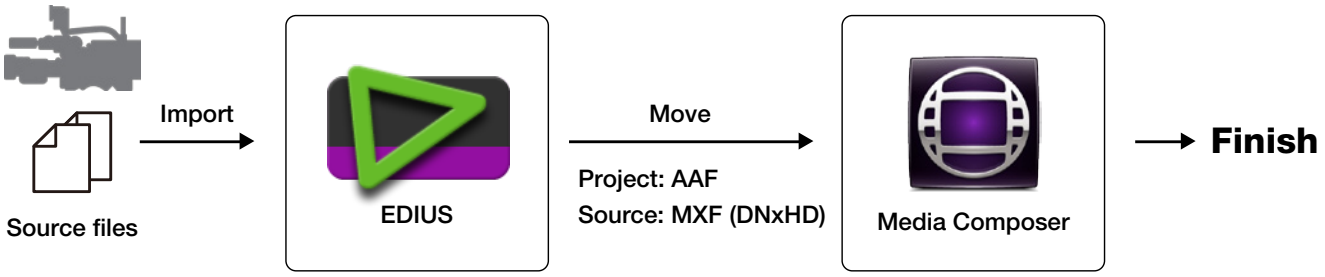
- EDIUS Elite 7 (v7.40) or EDIUS Pro 7 (v7.4) with DNxHD option installed
- Media Composer 7.03 (Windows version)

Note: Both software applications are installed on the same PC for the purposes of this document, but they can, of course, be installed on separate PCs. If this is the case, please ensure that the correct codecs are installed on both PCs.

Points to Note

- Importing embedded AAF is not supported
- Sampling frequency level AAF is not supported
- Transitions and cross-fades are changed to dummy effects
- Layouter, video and audio effects are not supported
- Alpha channel is not supported
- Only Media Composer project formats are supported (EDIUS is capable of more)

EDIUS to Media Composer

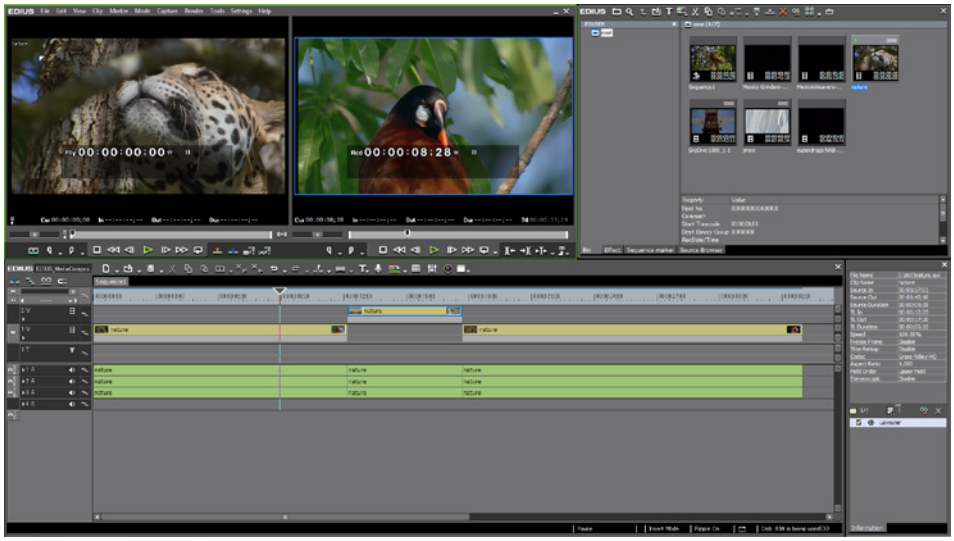


Before you start, please be aware of the following:

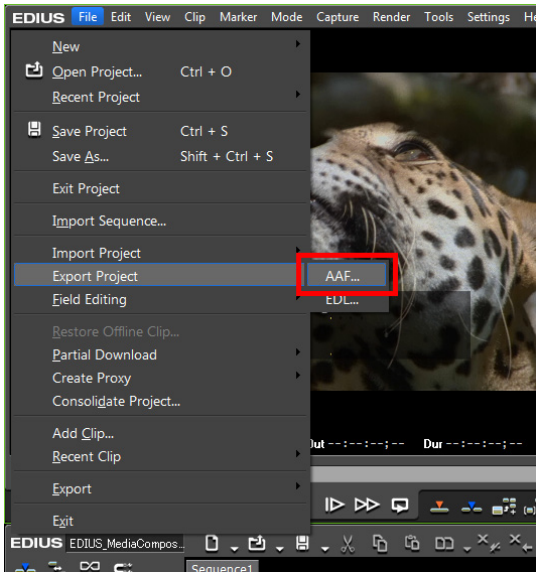
- 4K resolution and 60p/50p frame rates are not supported by Media Composer 7
- If you have installed an older version of the GV Codec Pack for Macintosh, you will need to remove it before installing the new one
- Please confirm the User Profile and Project Settings in Media Composer before commencing editing with EDIUS
- Do not use the “VA” and “T” tracks — Media Composer does not support them

Workflow

1) Import your source files into EDIUS and edit as normal.



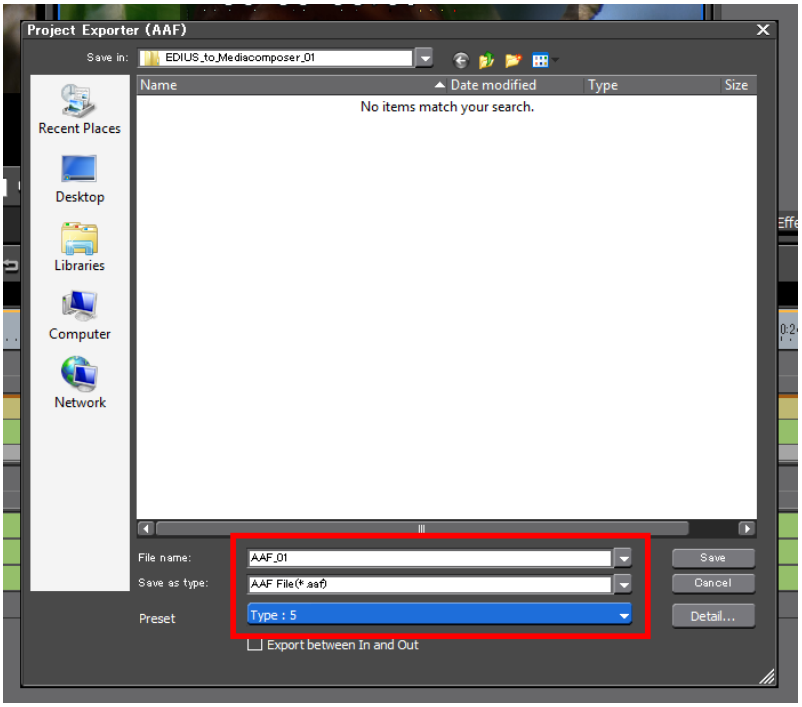
2) When you have finished editing, export as AAF. Select [File] > [Export Project] > [AAF]



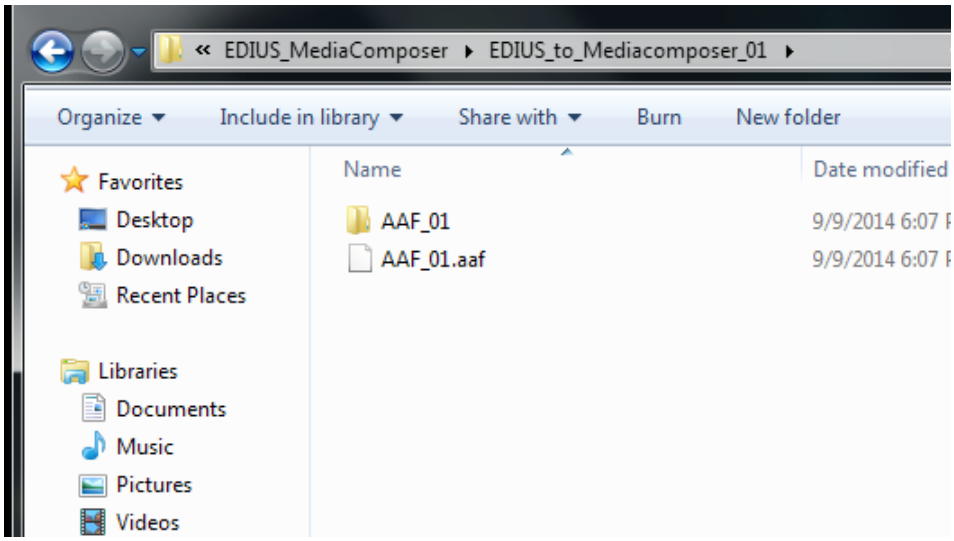
3) The Project Exporter (AAF) dialog box appears — complete as follows:

- [File name]: Enter your file name
- [Save as type]: AAF File (*.aaf)
- [Preset]: Type 5

Press [Save].

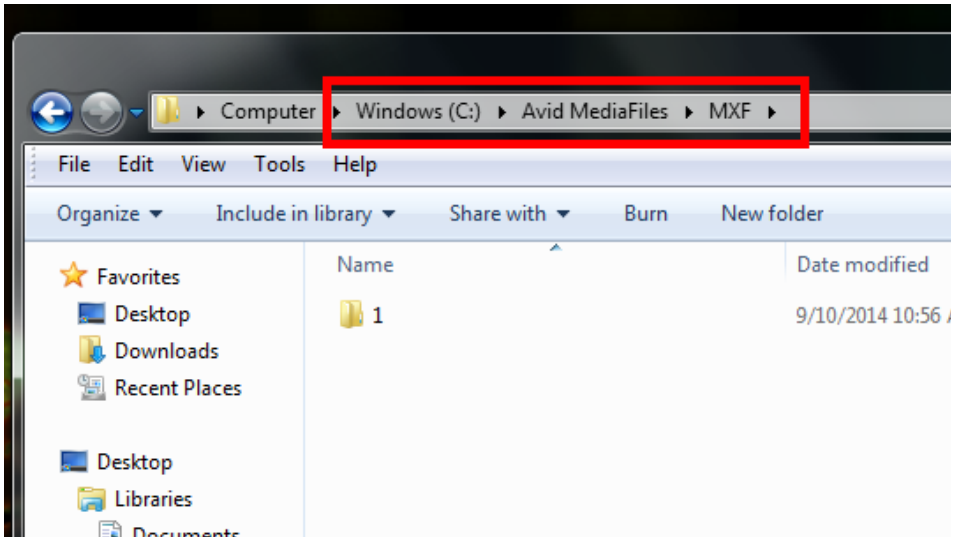


4) Your AAF file and associated media files (DNxHD) will be exported. The media files are exported to a folder with the same name as the exported AAF file, in the same location.

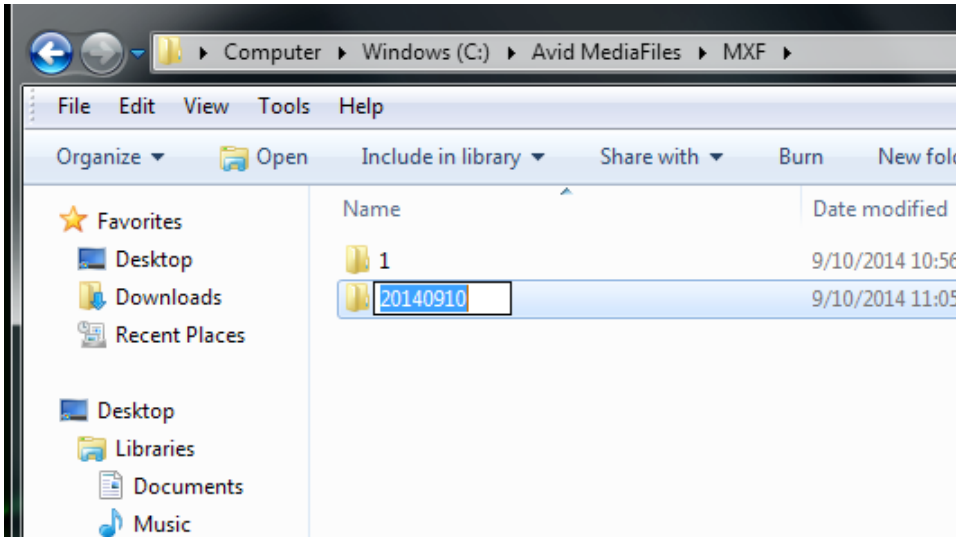


5) Copy and paste just the media files folder to [Avid MediaFiles] > [MXF] folder. The [Avid MediaFiles] folder will be created on your hard drive automatically when Media Composer is started for the first time and a new project is created.

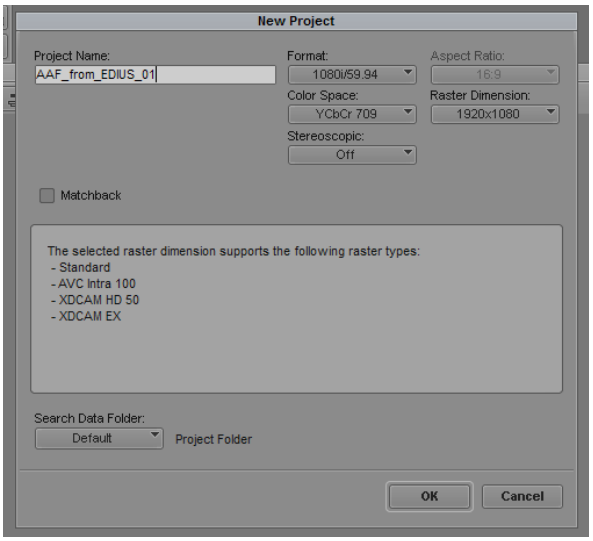
If EDIUS and Media Composer are installed on different PCs, then the AAF file and media folder files which are exported by EDIUS should be copied to the Media Composer PC. The AAF file can be copied to any folder.



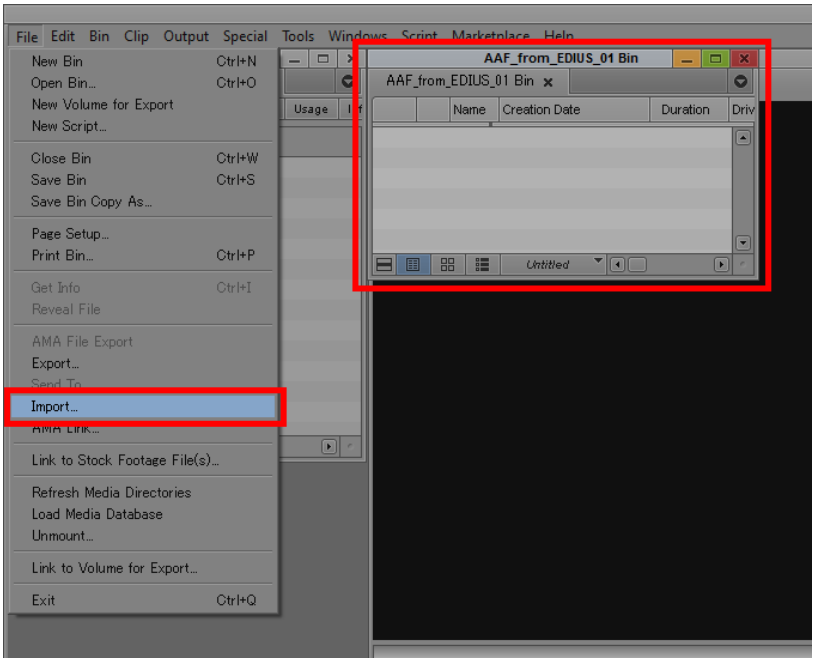
6) Change copied folder name to a numbers-only format.



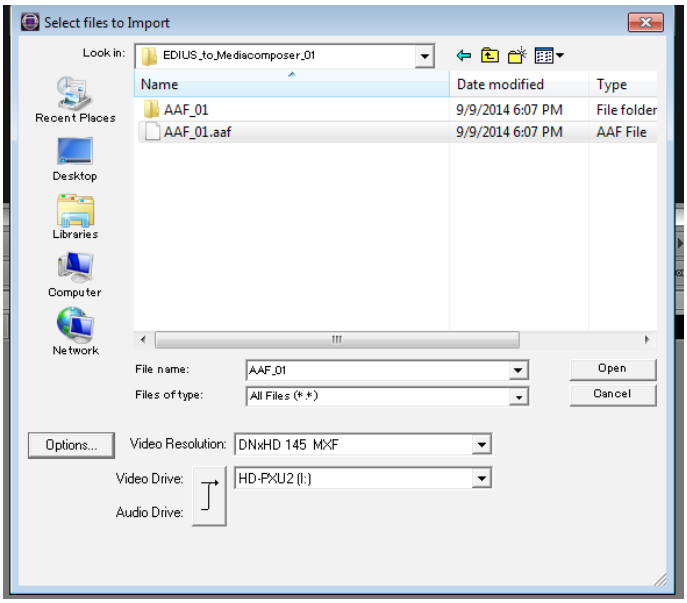
7) Start Media Composer and create a project with the same settings as the exported AAF file.



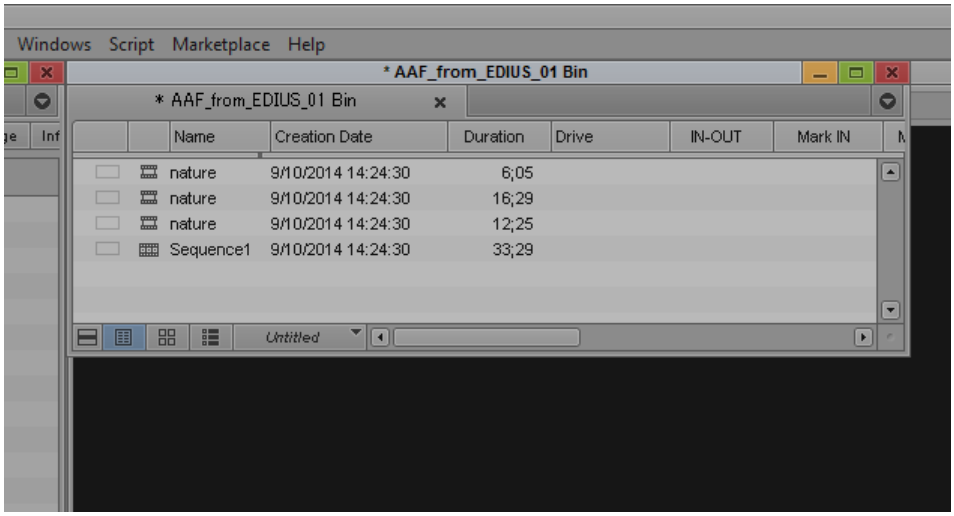
8) Select Bin and select [File] > [Import].



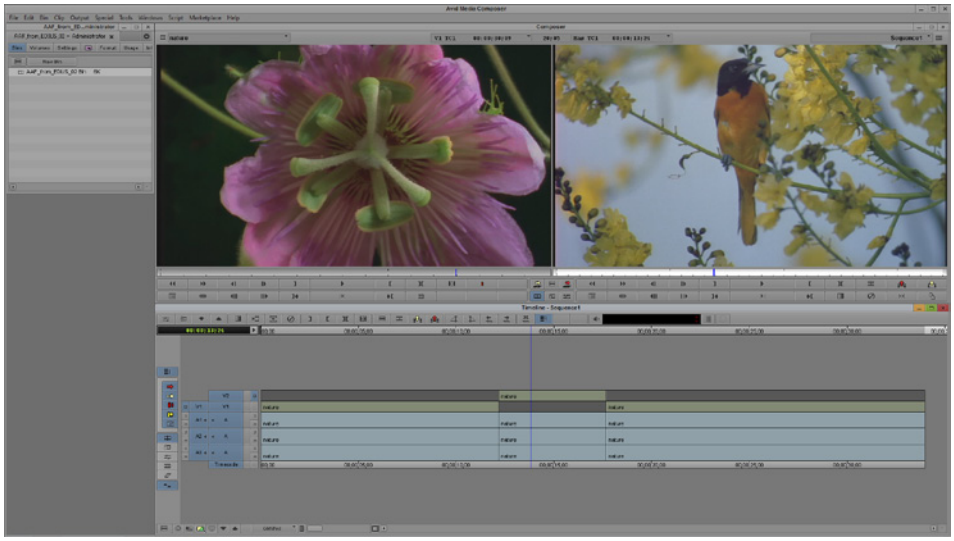
9) Select the exported AAF file and click [Open].



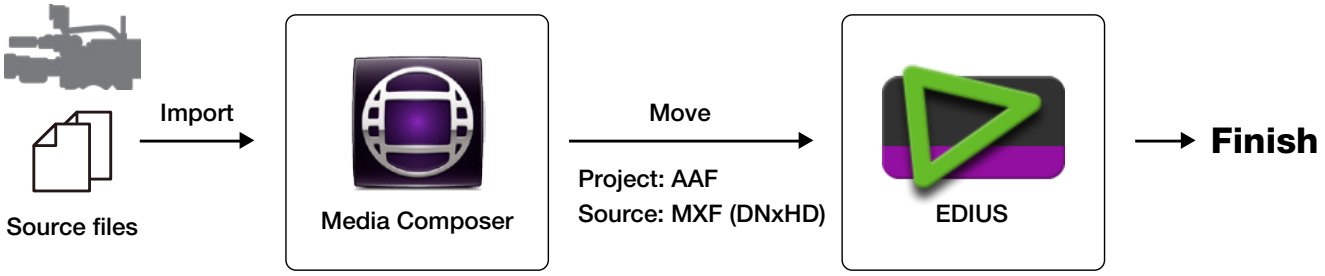
10) The sequence and media files are imported to the Bin.



11) Double-click the sequence. The timeline exported from EDIUS is shown in Media Composer.



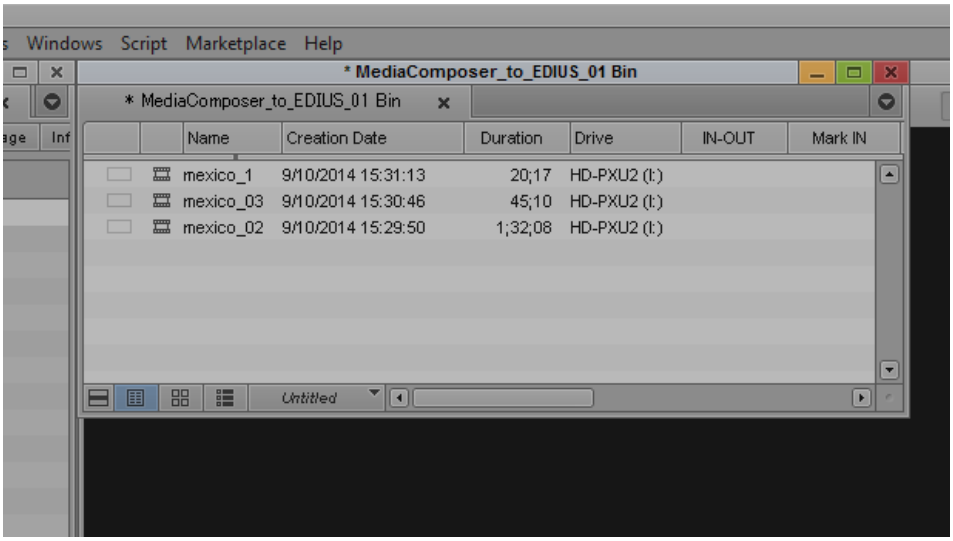
Media Composer to EDIUS



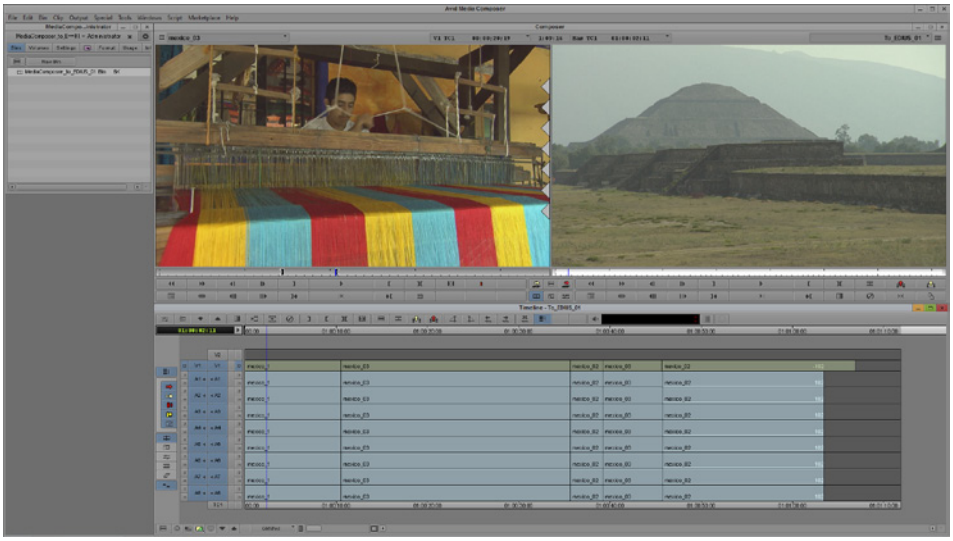
Before you start, please be aware of the following:

- This workflow supports the only the following formats:
  - QuickTime (Avid DNxHD)
  - QuickTime (Grass Valley HQ)
  - QuickTime (Grass Valley HQX)
  - MXF (XDCAM HD)
- Media files which use AMA link are not supported

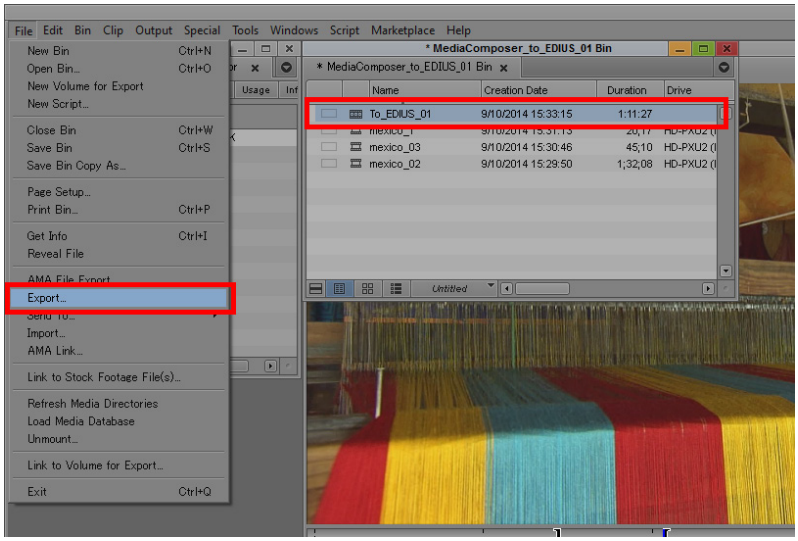
1) Import your source files to Media Composer.



2) Edit your project.



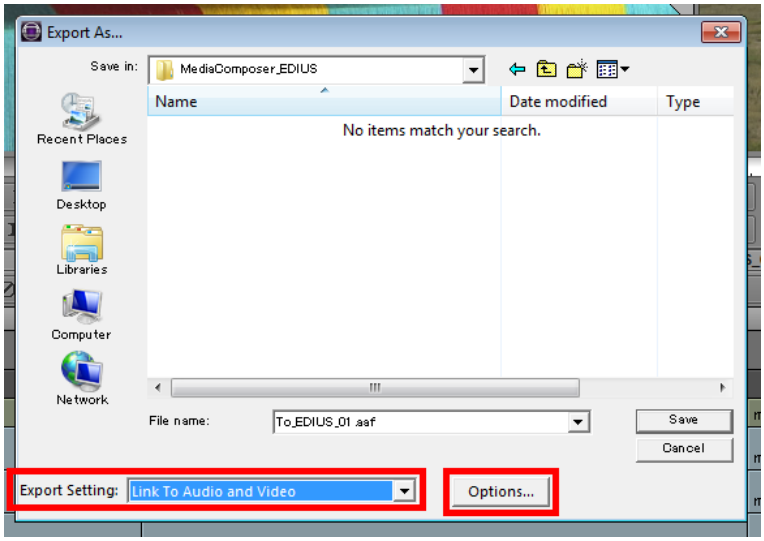
3) When you have finished editing, export as AAF. Select [File] > [Export].



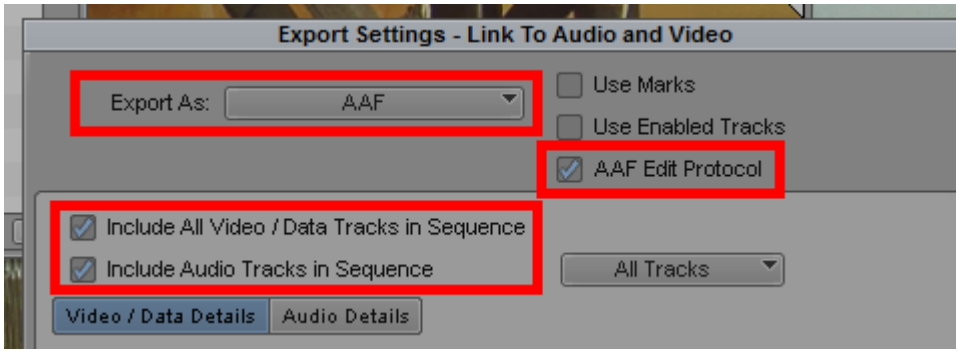
4A) If EDIUS and Media Composer are installed on the same PC

The Export As... dialog box appears – complete as follows:

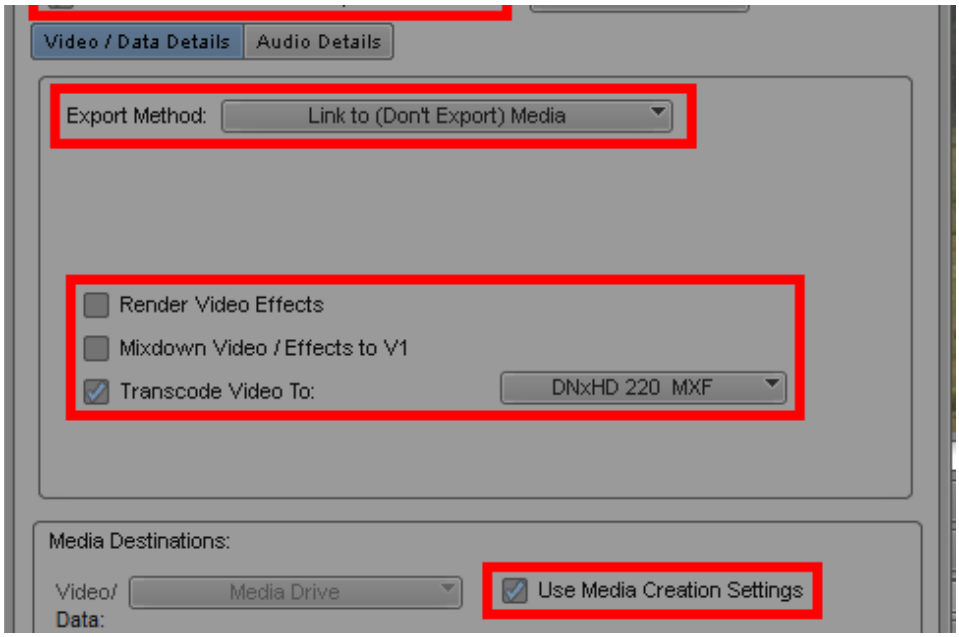
- [Export Setting]: Link To Audio and Video



- Options (General)
  - [Export As]: AAF
  - [AAF Edit Protocol]: checked
  - [Include All Video / Data Tracks in Sequence]: checked
  - [Include Audio Tracks in sequence]: checked



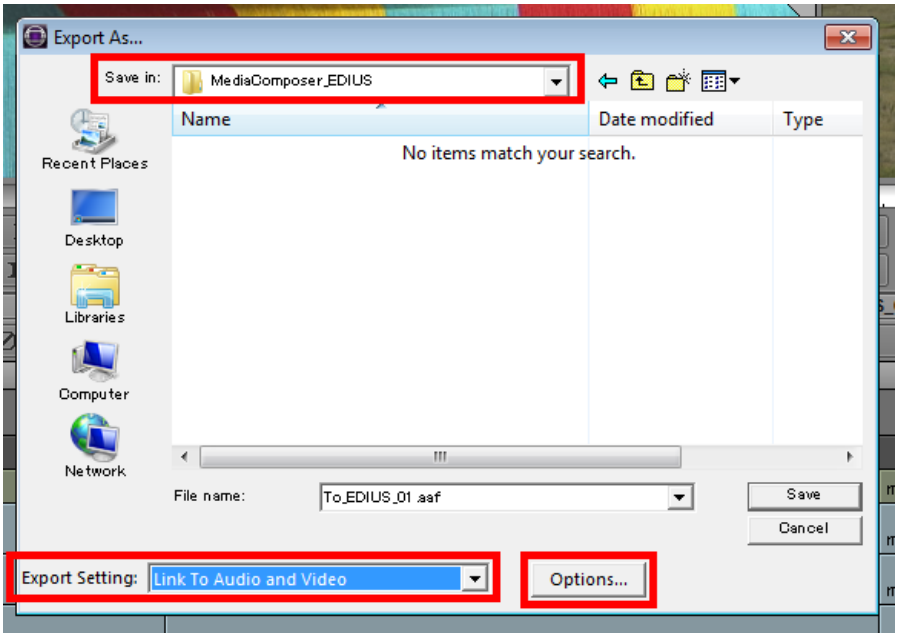
- Options (Video/Data)
  - [Export Method]: Link to (Don't Export) Media
  - [Render Video Effects]: un-checked
  - [Mixdown Video/Effects to V1]: unchecked
  - [Transcode Video To]: checked and select [DNxHD 220 MXF]
  - [Use Media Creation Settings]: checked



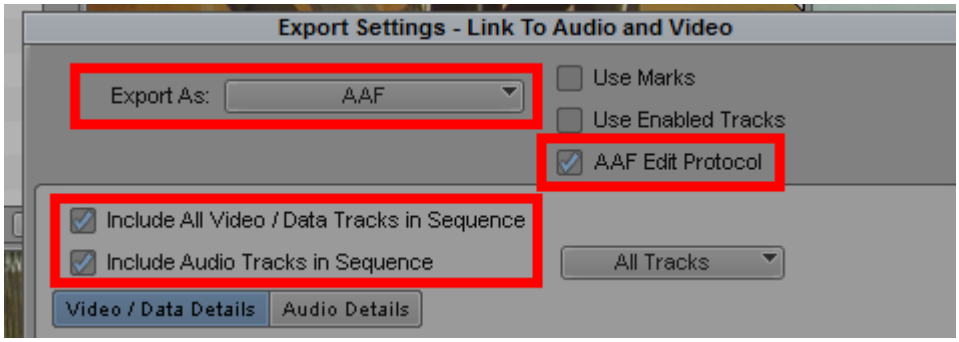
- Options (Audio)
  - [Export Method]: Link to (Don't Export) Media
  - [Remove Track Effects]: checked
  - [Split Tracks to Mono]: checked
  - All other check boxes: unchecked

4B) If EDIUS and Media Composer are installed on different PCs

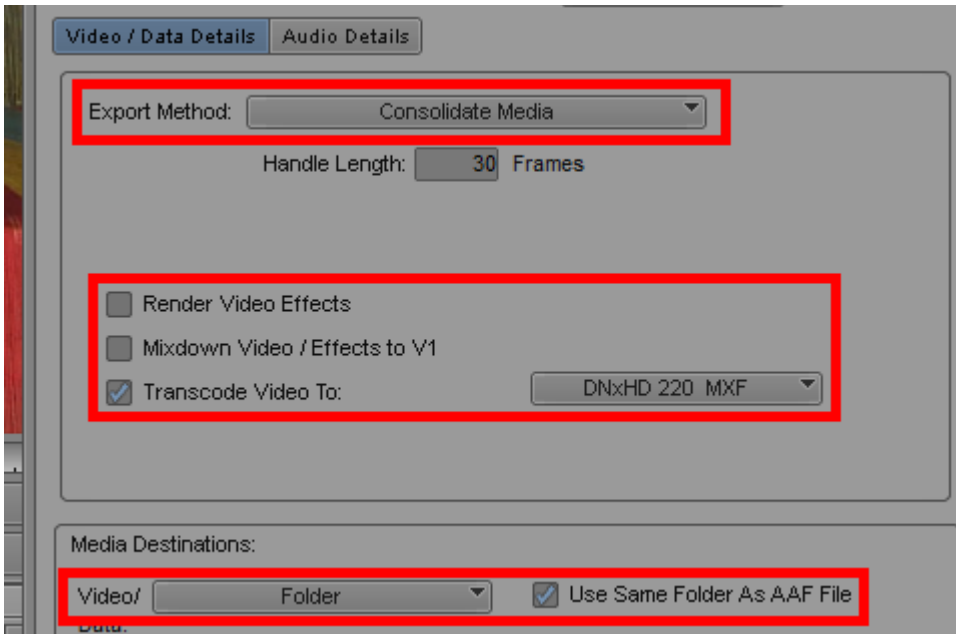
- [File location]: Make sure that the drive directory is the same on both PCs (e.g.,: C:)
- [Export Setting]: Link To Audio and Video
- [Options]: Click and set follow settings.



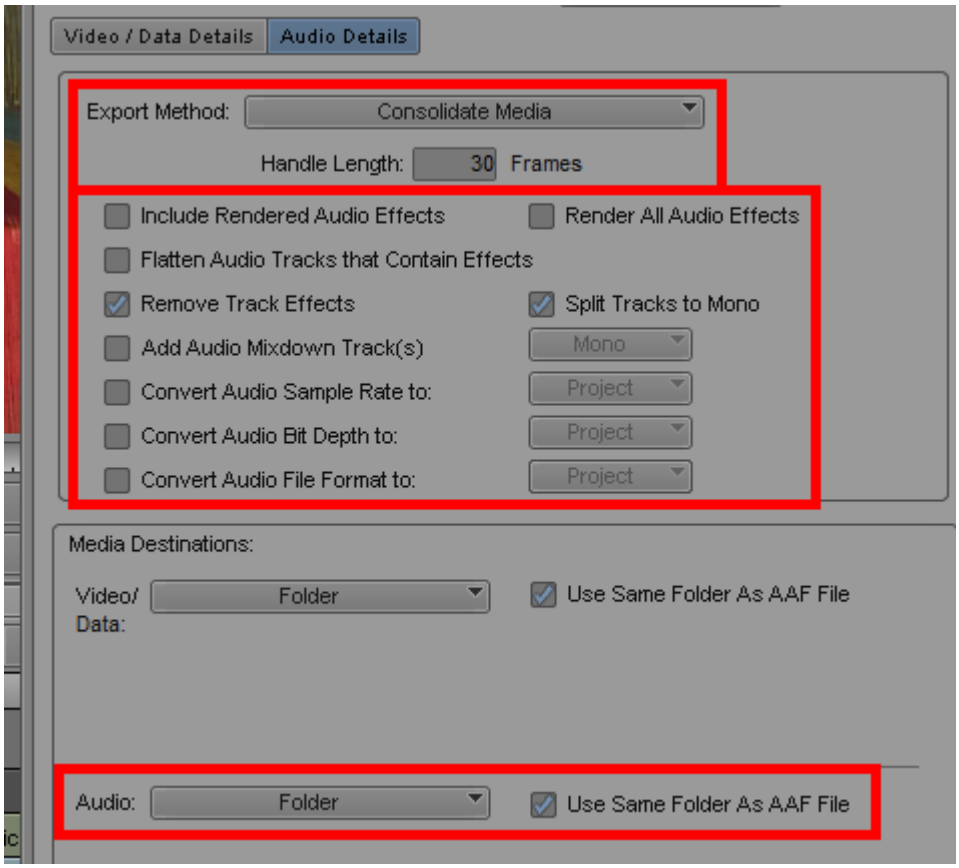
- Options (General)
  - [Export As]: AAF
  - [AAF Edit Protocol]: checked
  - [Include All Video/Data Tracks in Sequence]: checked
  - [Include Audio Tracks in sequence]: checked



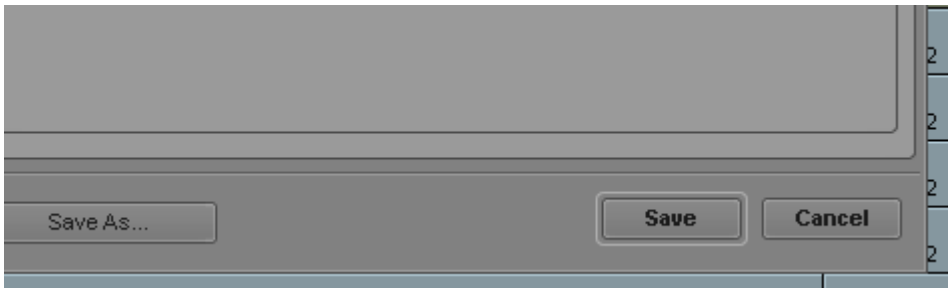
- Options (Video/Data)
  - [Export Method]: Consolidate Media
  - [Handle Length]: 30 Frames
  - [Render Video Effects]: unchecked
  - [Mixdown Video/Effects to V1]: unchecked
  - [Transcode Video To]: checked and select [DNxHD 220 MXF]
  - [Media Destinations]: Folder
  - [Use Same Folder As AAF File]: checked



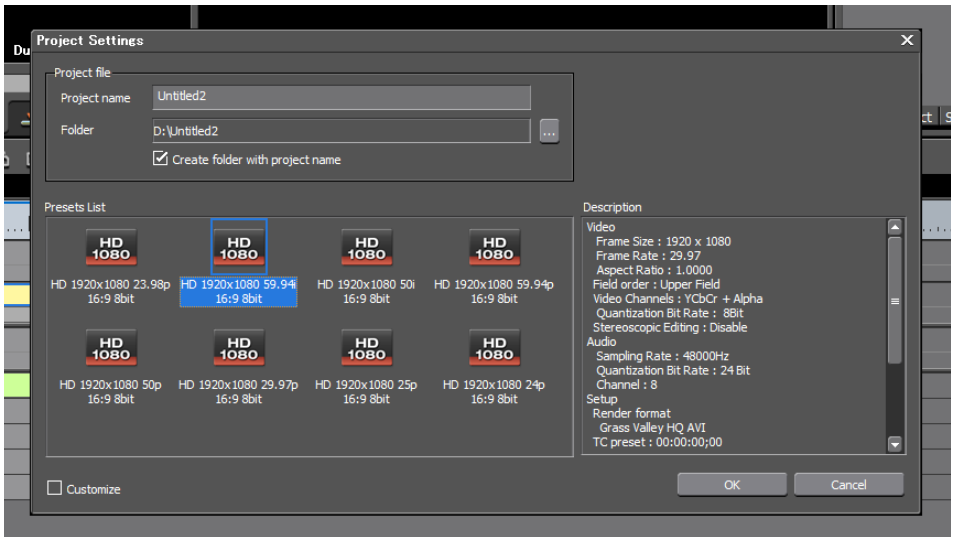
- Options (Audio)
  - [Export Method]: Consolidate Media
  - [Handle Length]: 30 Frames
  - [Remove Track Effects]: checked
  - [Split Tracks to Mono]: checked
  - Other check boxes: unchecked
  - [Media Destinations]: Folder
  - [Use Same Folder s AAF File]: checked



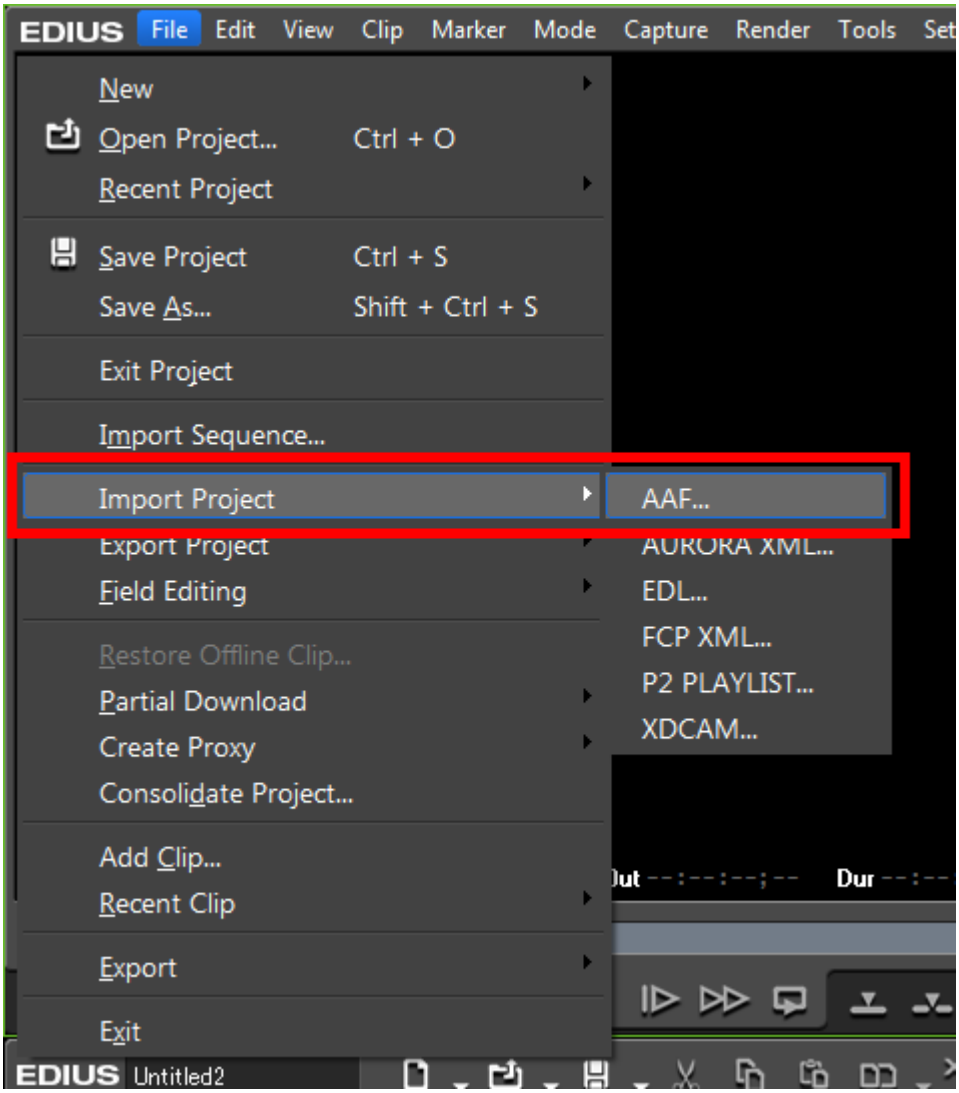
5) After making these settings in [Options], select [Save] in the options dialog box and click [Save] in the export dialog box.



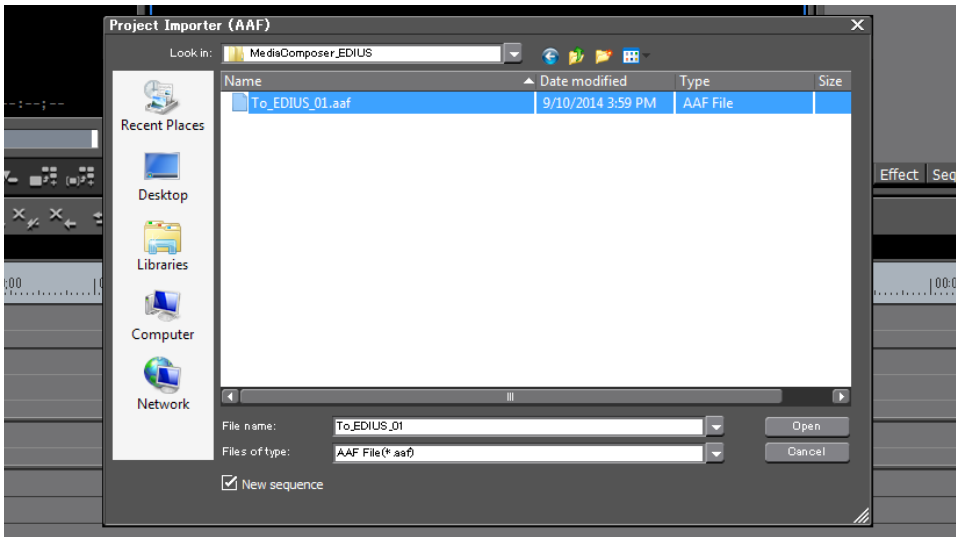
6) Start EDIUS and create a project with the same settings as the exported AAF file.



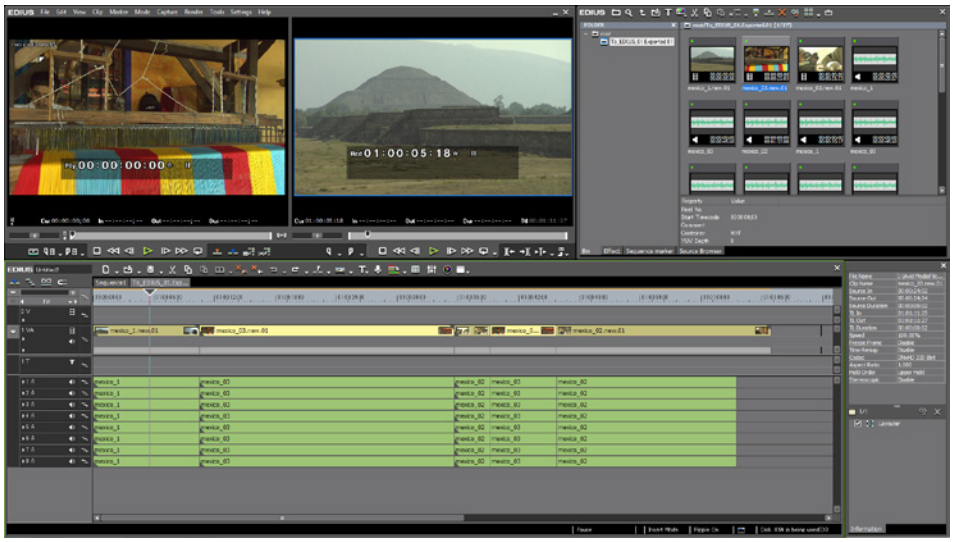
7) Select [File] > [Import Project] > [AAF].



8) Select the exported AAF file from Media Composer and click [Open].



9) The timeline exported from Media Composer appears in EDIUS.



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