

# **Avid Media Composer Training Es- sentials**

2007-12 for Uzbek Television

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# 1 Backup

## 1.1 Calculation

Backup is for archiving your material and/or editing data. It also serves for saving your data from the risk of loss. Because backup always needs time and money you should figure out before what is the value of your project and how high is the risk to lose it.

### Cost of Backup:

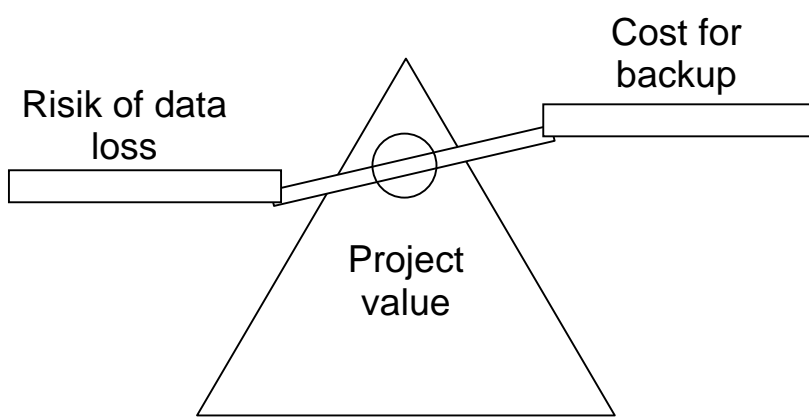
- Time and effort
- Backup-media: mirror-system, harddrive, USB-stick, tape, etc.

### Project-value:

- Cost for recreation
- Originality
- Reusableness
- historical value

### Risk:

- theft
- crash
- accident
- virus
- age

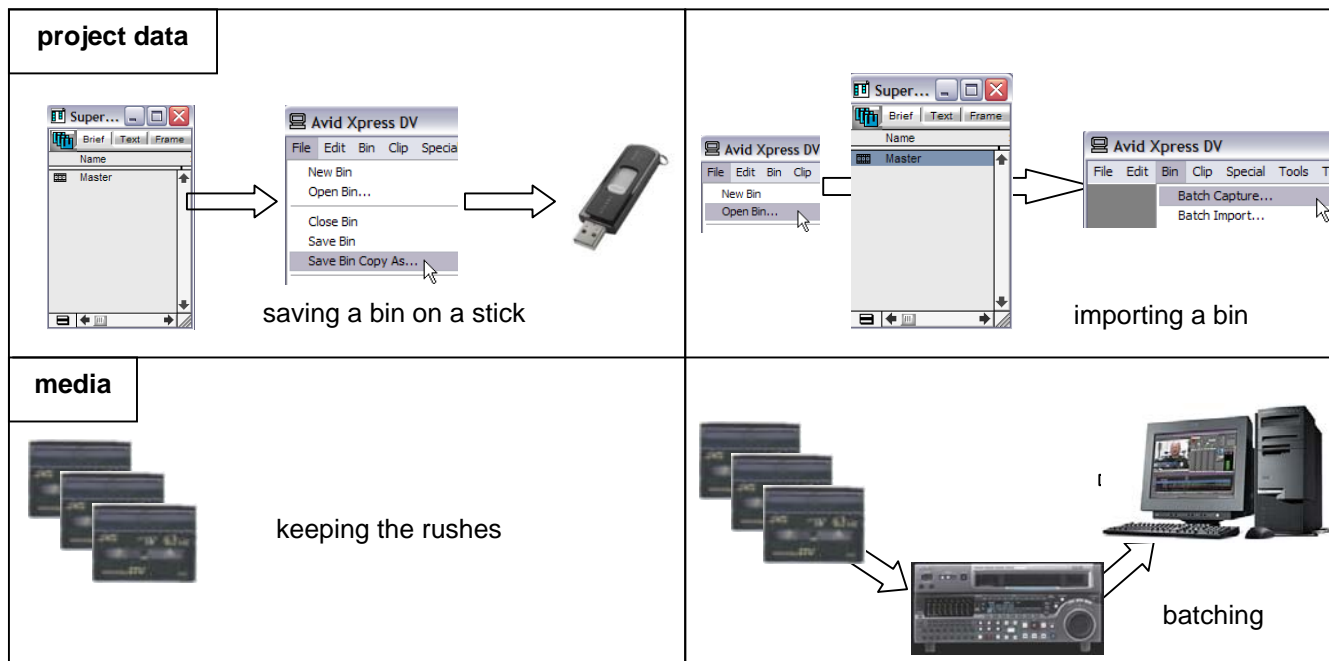


For making sure that your backup is reasonable you should balance the hight of risk with the value of your project data

## 1.2 Strategy: bin backup

backup

recreation



Description:

Only the bin which includes your sequence is saved by copying it on a USB-stick. The media is kept on the original tapes. For recreating the sequence the material has to be batched. This means Avid recaptures the material based on timecode and tape-name.

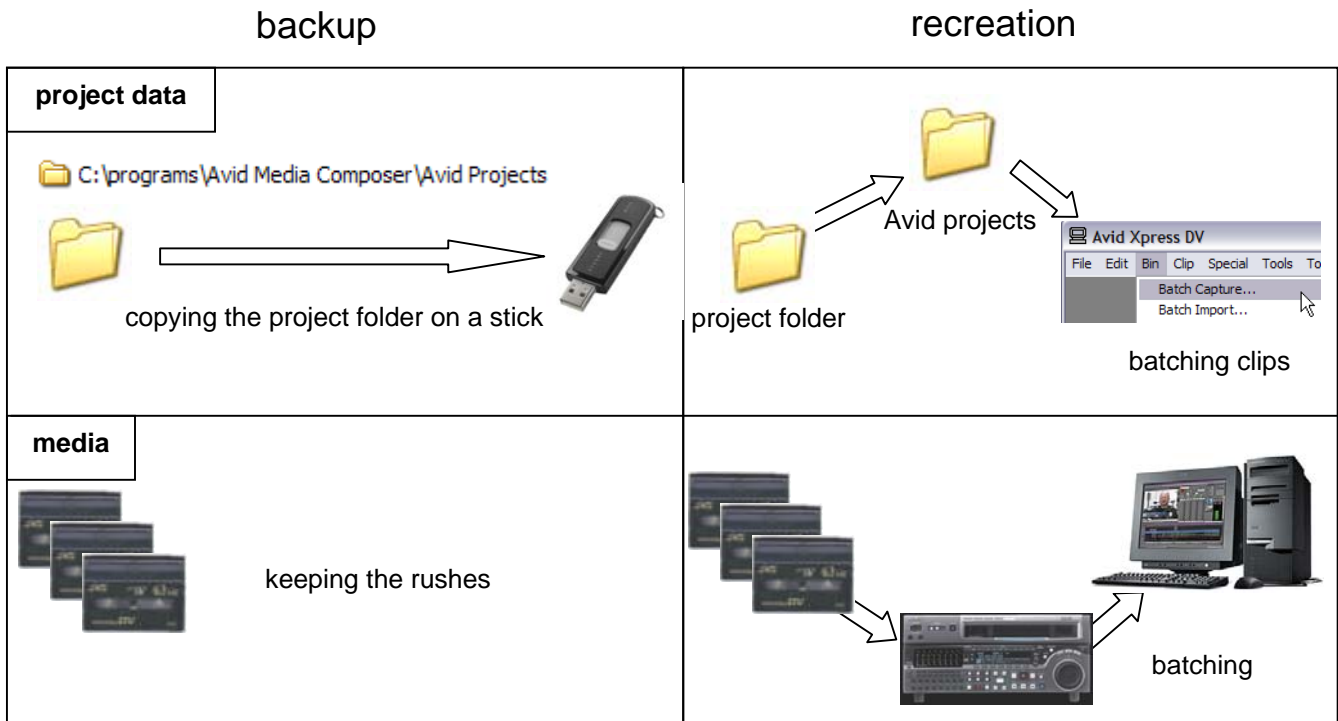
- 😊 simple
- 😊 cheap
- 😊 quick

- 😞 because only the sequence is batched you are limited in making changes
- 😞 not reasonable with P2 cards

backup for daily work

transfer of a sequence for colour correction or subtitling

### 1.3 Strategy: project backup



Description:

The entire data of a project is saved to an USB-stick. You can find the projects within Avid\_projects-folder on windows-level. This folder has to be pasted into the same location on your recreation-system. After pasting it can be opened as always and the clips can be batched.

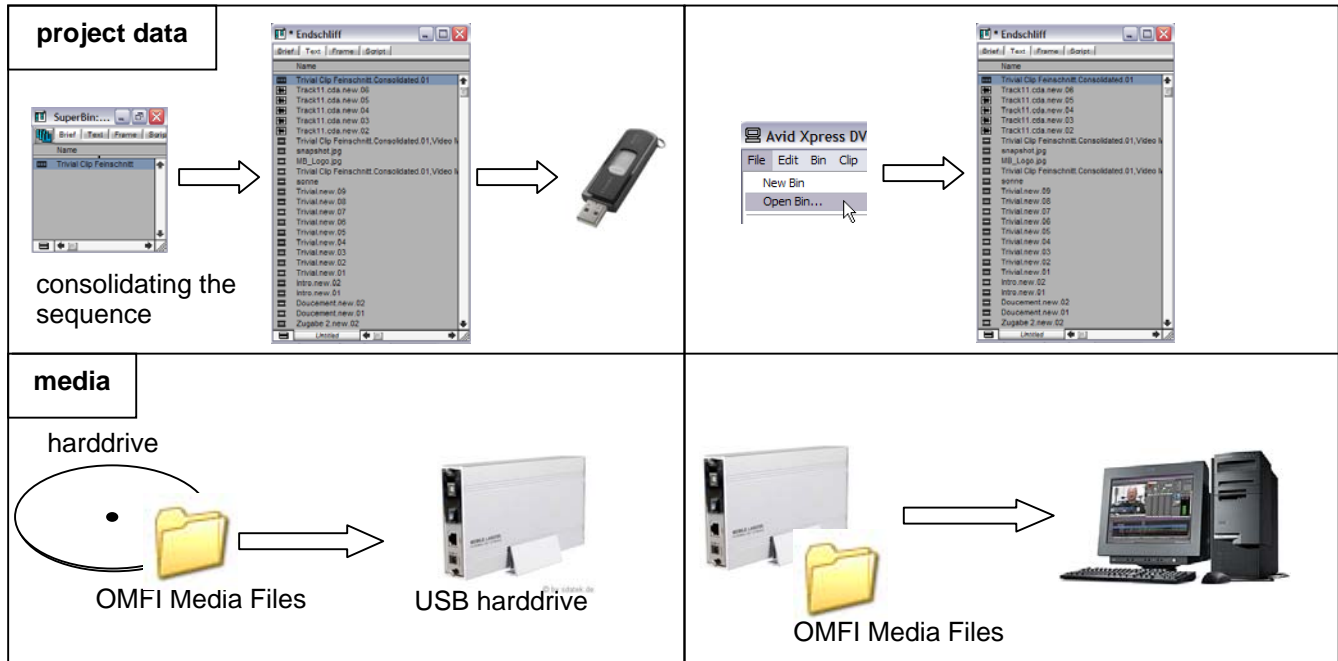
- 😊 simple
- 😊 cheap
- 😊 keeping your flexibility

- 😞 high time investment for batching Application:
- simple security backup for your daily work
- Archiving a project

# 1.4 Strategy: consolidation

backup

recreation



Description:

The media data of a sequence is copied on an external harddrive and the related master clips are created. This is called "consolidate" because the amount of material is reduced. This means only the material which is used in a sequence is also copied on the external harddrive. The squence can be recreated by opening the bin and mounting the external harddrive on your backup-system. The squence will be online immediately. Batching is needless.



No batching



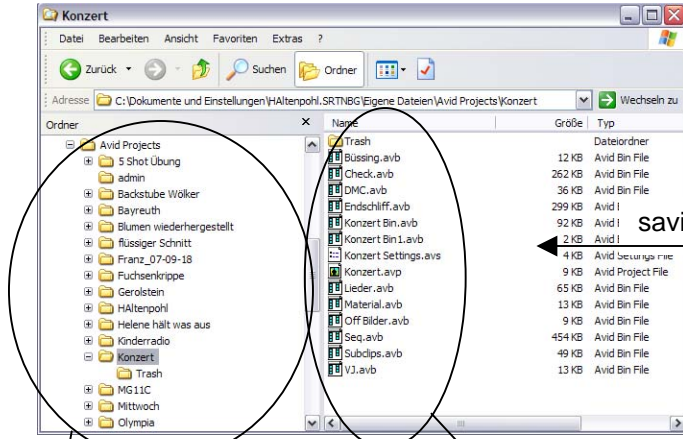
too complex for Avid beginners

Application:

backup in networks

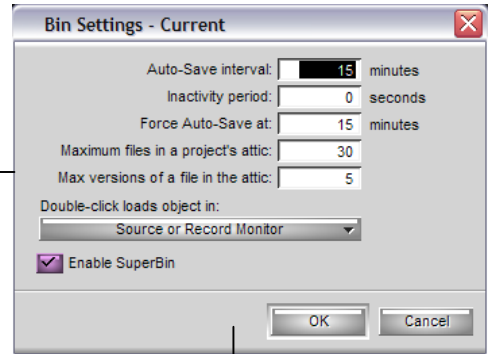
## 1.5 Attic Folder

Avid creates a copy of each bin after a time interval which is set in the bin settings. The project with all bins is found in "Avid Projects"-folder.



all projects in "Avid Projects"

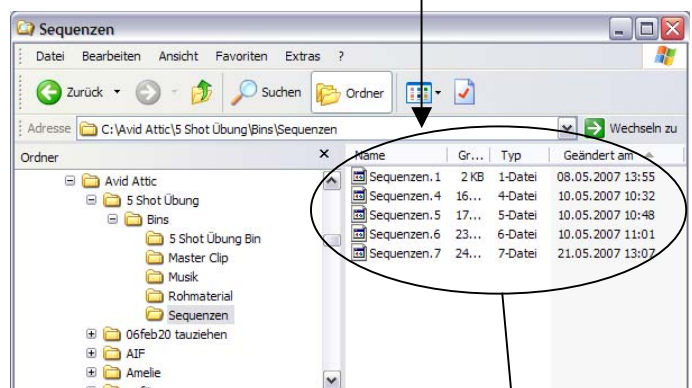
all bins of one project



saving

saving

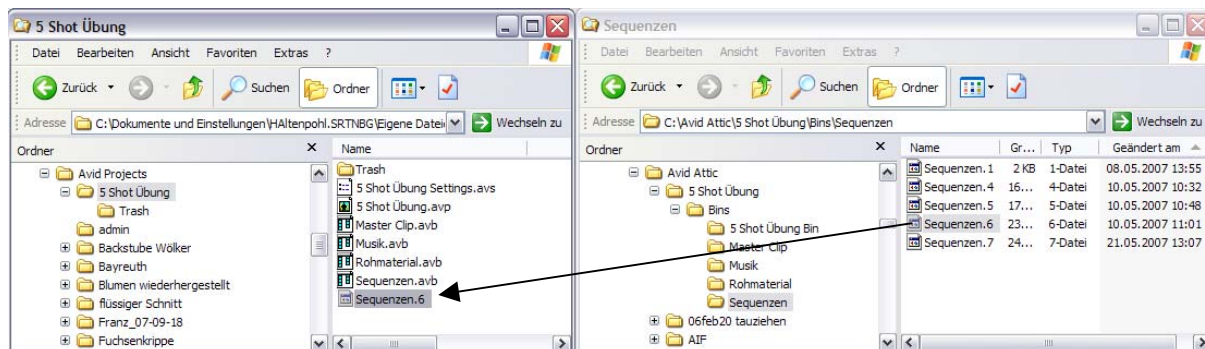
On top of that Avid saves earlier versions of bins in the "Avid Attic"-folder. These copies can restore a lost bin or old version for example if you lost something out of confusion.



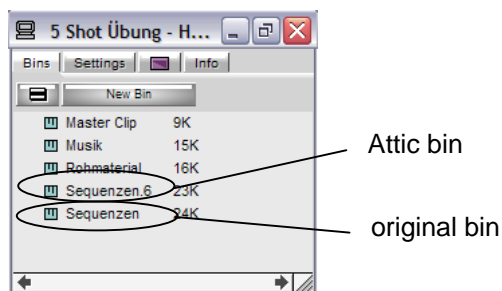
earlier versions of one bin sorted by date

## 1.6 Restoring a bin from Attic Folder

You can restore an old version of a bin by copying and pasting into your current project. Please copy and don't cut the bin because it is going to be lost later.



The restored bin will appear in the current project for further use. The added number helps to distinguish the attic bin from the original. It is not possible to open the original bin and the attic bin at the same time.







## 2 Deleting material

### 2.1 Basics

Always remember that Avid distinguishes between masterclips and media data.

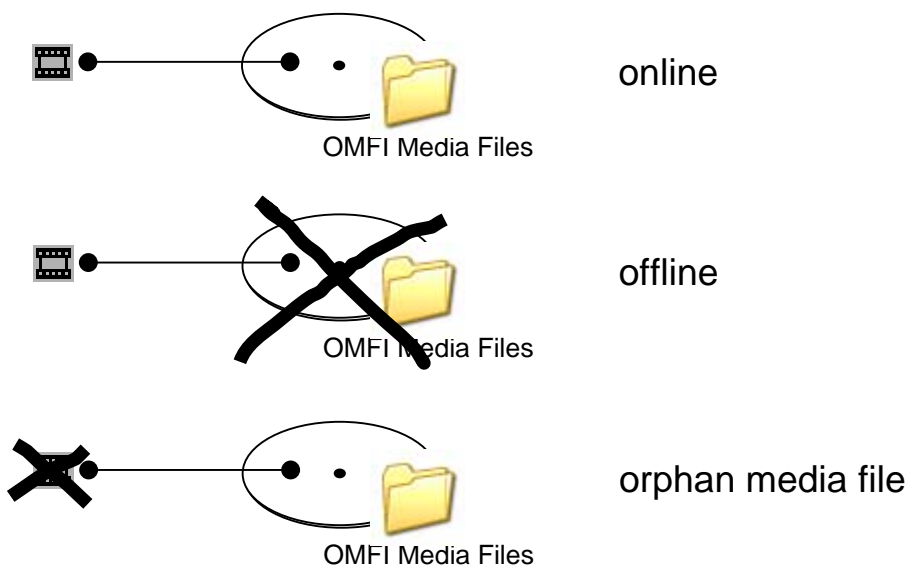
Clips are: 

- located in a bin
- included in a project
- specified by name, timcode, tape name, date, and other metadata

Media data is: 

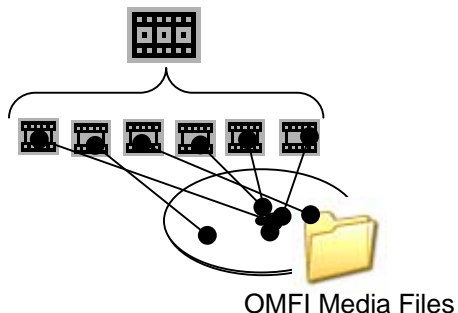
- located in the "OMFI Media Files" folder
- specified by 1 video and up to 8 audio channels
- no metadata

A masterclip is linked with the related mediadata based on timecode and tape name

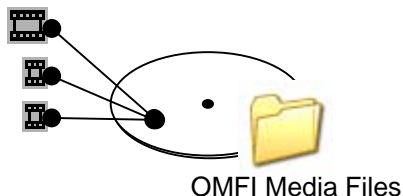


## 2.2 Sequences, subclips

Sequences are only well-organized masterclips or subclips respectively a very complex EDL.

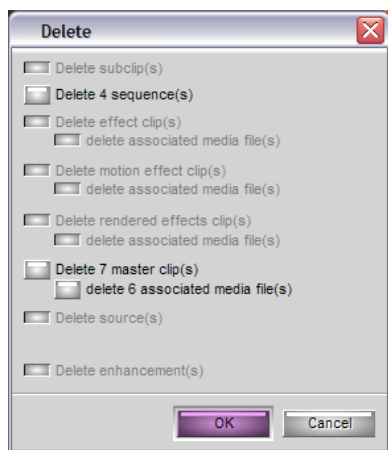


Subclips are parts of a masterclips and are linked to the same media data.



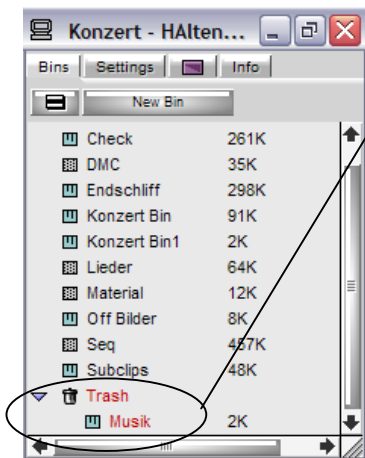
## 2.3 Deleting within a project

Mark the clips are sequences in a bin and press **Del** on your keyboard.



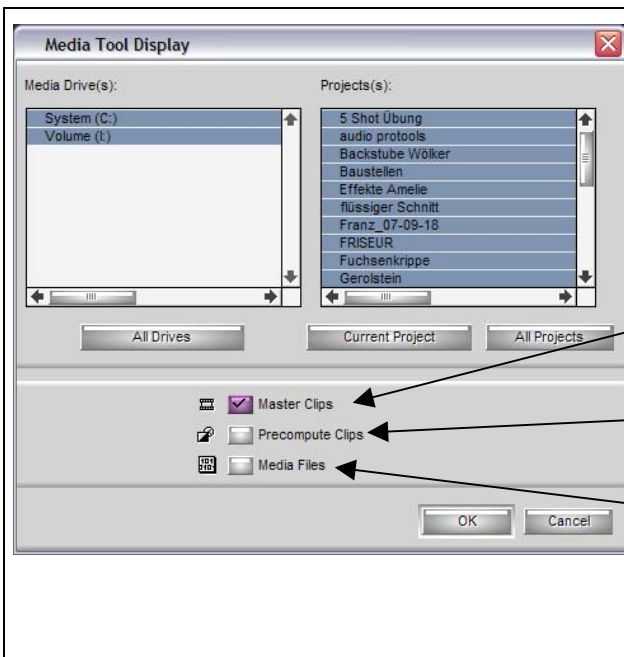
Now choose what you want to delete and press **OK**

You can also delete a bin. Right-click on the bin that you want delete and select "delete selected bins"



The bin is moved into the trash.

## 2.4 Deleting across projects



Select "Media Tool" from the menu "Tools". Select the drives and the projects in which you want to look for material.

Master Clips shows only Master Clips that are online

Precompute Clips shows render files from render effects

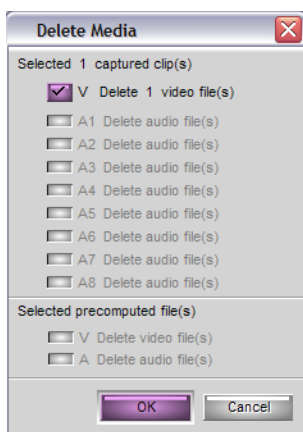
Media Files loads also orphan files

Adding Orphan Files to Media Tool

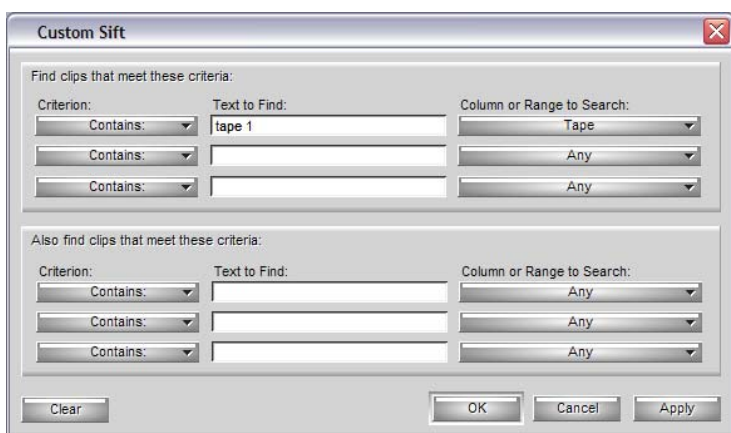



In the Media Tool you can sort each column ascending or descending

Name	Duration	Creation Date	Format	Speed	Mark IN	Mark OUT	IN-OUT	Tape
Deine Zeit.new.01	10:17	10/11/2005 16:...						Bühne
Deine Zeit.new.02	6:23	10/11/2005 16:...						Bühne
Demoniaque.new.01	8:00	10/07/2005 00:...						Bühne
Demoniaque.new.02	7:19	10/07/2005 00:...						Bühne
Doucement.new.01	6:17	10/07/2005 00:53:00	V1		00:12:10:21			Bühne
Doucement.new.01	6:17	10/11/2005 16:58:29	V1		00:12:10:21			Bühne
Doucement.new.02	8:08	10/07/2005 00:53:00	V1		00:13:36:15	00:13:39:11	00:13:41:19	2:08
Doucement.new.02	7:13	10/11/2005 16:58:29	V1		00:13:36:15			Bühne
Dreh 1.01	7:24:16	03/21/2007 17:03:42	V1 A1		00:00:28:12			1
Ghetto dance.new.01	7:05	10/11/2005 16:58:29	V1		00:35:27:03			Bühne

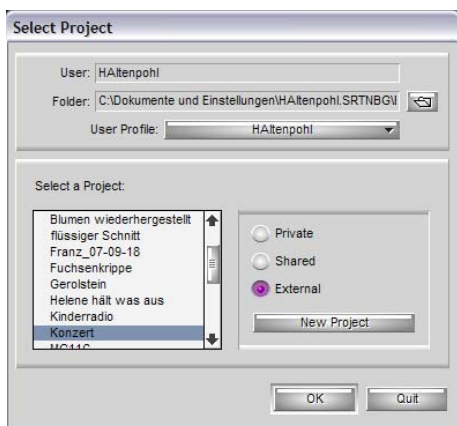


If you delete a file it will delete the media file only depending on which video and audio track you select. The masterclip itself will remain but turns offline.



You can also filter the display by selecting "custom sift" from the media tool menu. Click  on the left bottom corner of the media tool window.

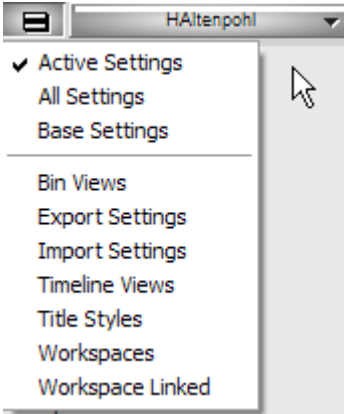

## 2.5 Deleting project data



You might want to delete offline project data aswell. Delete it in the "Select Project"-window by pressing **Del** on your keyboard. Or delete it on windows level in the folder "Avid\_Projects".

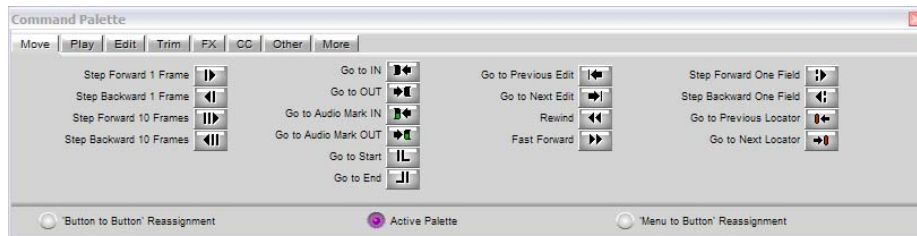
### 3 Main Settings

#### 3.1 Basics

	<p>Look up the settings in the project window under the tab "settings". First of all you should make sure what kind of settings are displayed by checking or unchecking the filters inside the context menu.</p>
	<p>Site settings are:</p> <ul style="list-style-type: none"> <li>• global settings</li> <li>• independent of user or project</li> </ul> <p>User settings are:</p> <ul style="list-style-type: none"> <li>• only related with the user who customises buttons, colours, workspaces for himself</li> <li>• portable to other systems without affecting the site settings</li> <li>• can be switched from user to user at any time you want</li> </ul> <p>project settings are:</p> <ul style="list-style-type: none"> <li>• only valid inside the current project</li> </ul>

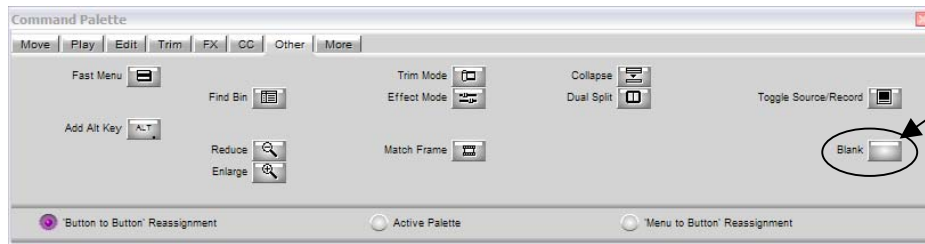
#### 3.2 Customising the keyboard and toolbars

Select Command Palette from the menu "Tools". Make sure that "Active Palette" is selected. Now you



can try the function of each button. The command palette will act like a huge toolbar with all functions that are offered by Avid.

Select "Button to Button Reassignment". Now the buttons are inactive but you can drag and drop them onto your toolbars inside the composer window.

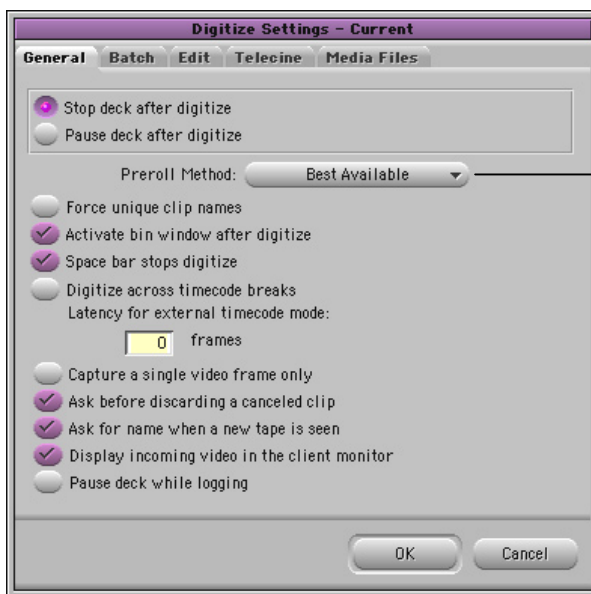


If you want to delete a button select the tab "Other" and drag and drop the "Blank" button onto your toolbar

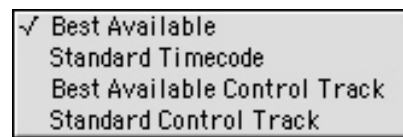
With "Menu to Button Reassignment" you can create a button of each command of a menu. For example: Activate "Menu to Button Reassignment". Now click on a free space on your toolbar under the source monitor for highlighting it. Now go to the "Tools" menu and click on "Audio Mix". The button will change and will show "AM" for Audio Mix. Each time you click on it the Audio Mixer will open.

All changes that are done while customising are saved with the user settings after leaving the software.

### 3.3 Timecode Breaks within Preroll



In the Digitize Settings you find these topics:



- **Best Available**  
After discovering a TC break during preroll Avid tries to cue the IN-point 4 times. Then it switches to CTL.
- **Standard Timecode**  
In case of a TC break during preroll Avid stops digitising without trying anymore.
- **Best Available Control Track**  
Avid TC for cueing the IN-point. Then it switches to CTL and uses for the preroll the CTL track counting from the IN-point. If TC-breaks are known this setting can save a lot of time.
- **Standard Control Track**  
Only CTL is used.

### 3.4 TC breaks between IN and OUT



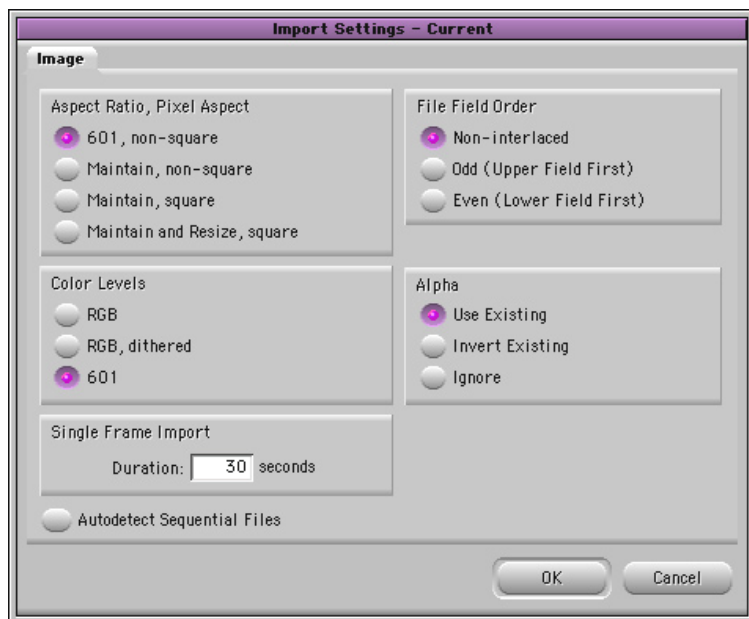
Check Digitize across timecode breaks and select Best Available Control Track.

**Result:**

Avid digitises until a TC-break is found. Then it stops digitising and creates a master clip from IN-point until TC-break. Then digitising will be continued automatically. If mor TC-breaks will be found Avid will create as many masterclips

"Best Available Control Track" guarantees that the masterclip starts directly after the TC-break

### 3.5 Graphic Import



**601, non-square**

Select this for the import of graphics with a resolution that matches CCIR 601 (720 x 576 non-square pixel). All other graphics will be squeezed or stretched for filling the screen

**Maintain, non suare**

Use this for graphics with a non-square origine. The original aspect of the graphic will be maintained.

**Maintain, square**

Use this for graphics with a square origine. The original aspect of the graphic will be maintained.

### Maintain and Resize, square

This is for all pictures where aspect is crucial but size is allowed to increase or decrease. Avid will reesize the picture but maintain the aspect.

### RGB

Choose this for graphics that are created in a normal graphic environment such as Photoshop. The RGB levels will be changed to CCIR 601 levels

### RGB dithered

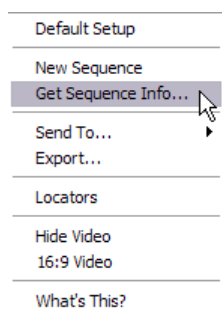
This is for maintaining smooth colour gradients.

### 601

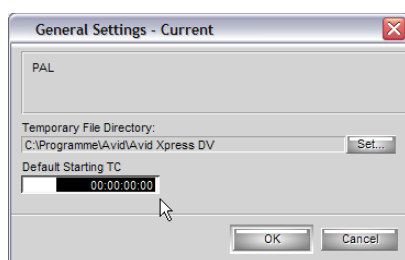
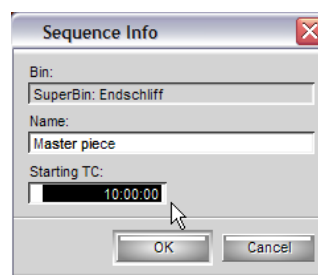
For graphics that match the colour space of CCIR 601

## 3.6 Starting timecode of a sequence

Usually a new sequence starts with 00:00:30:00 which is an Avid standard. You can change this individually by right-clicking into the master monitor.



Select "Get Sequence Info" then type another timecode and confirm with "OK".

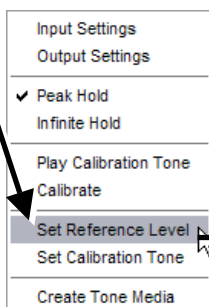
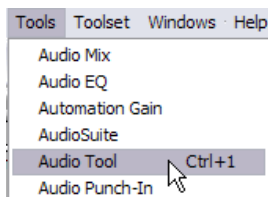


You can also change the start timecode globally in the General Settings. Every next sequence will start with the timecode that was set.

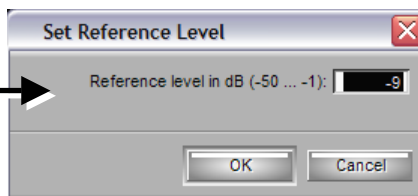


### 3.7 Calibrating the Audio Tool

Using the Audio Tool you should make sure the correct reference level



Clicking on "PH" (Peak Hold) you can select "Set Reference Level" from the menu. This adjusts the scale on the right side in the Audio Tool.

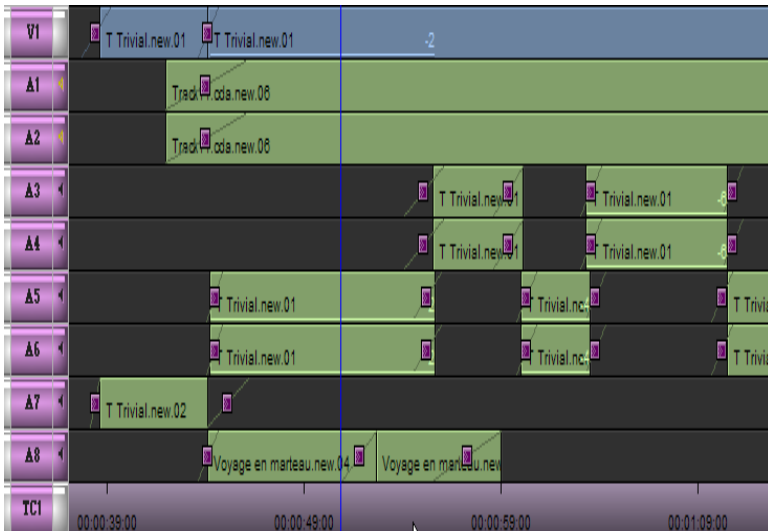
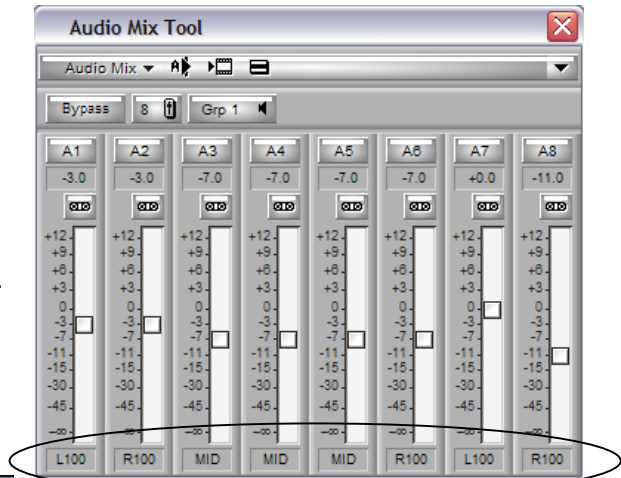


# 4 Audio

## 4.1 Audio Routing

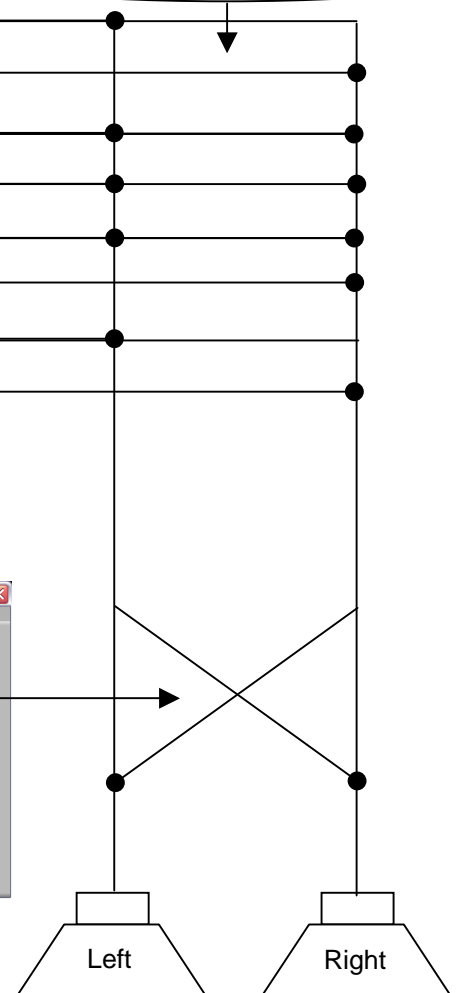
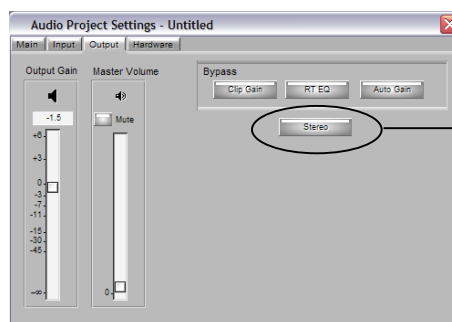
Routing is created by the panorama adjustment in the "Audio Mix" -Tool and by the output-setting in the "Audio Project Settings".

Panorama delegates the audio from left to right depending on the percentage that you adjust. 0 percent is "Mid"-adjustment.



In the Output settings you can choose between

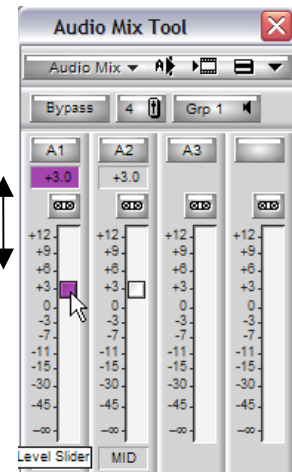
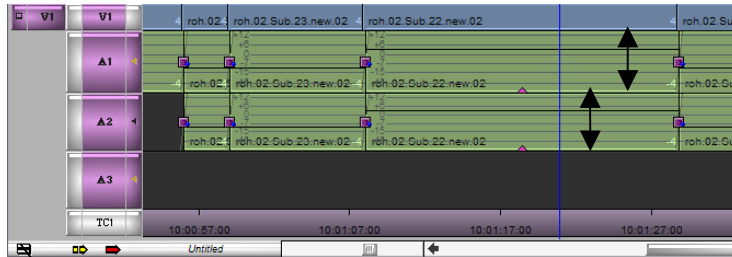
- and
- and
- 



## 4.2 Audio Leveling

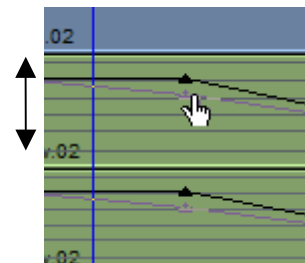
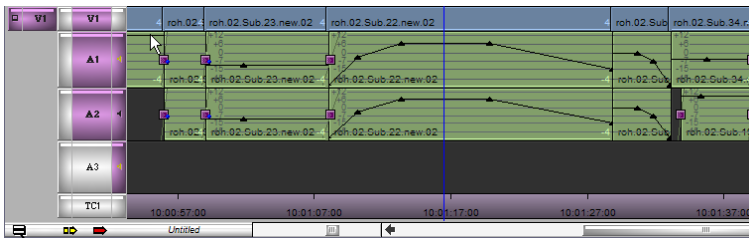
### Clip Gain

With the Audio Mixer you can adjust the levels for an entire segment in a sequence. Avid shows a graphic display of these adjustments when you select Audio Clip Gain from the timeline menu.

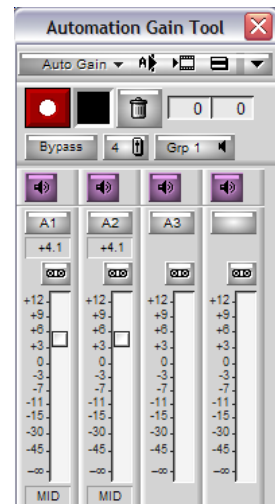


### Auto Gain

Alternatively you can add keyframes for leveling the audio. Then push the keyframe with your mouse up and down.



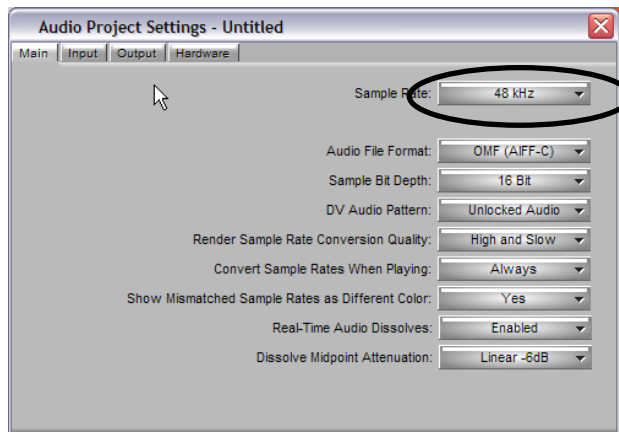
In this mode you can also use the automation tool in the "Audio Mixer". Just place the cursor on your timeline and press the red button for recording. Then drag the slider for leveling the audio. After stopping the recording with the red button a path of keyframes shows all the recent adjustments.



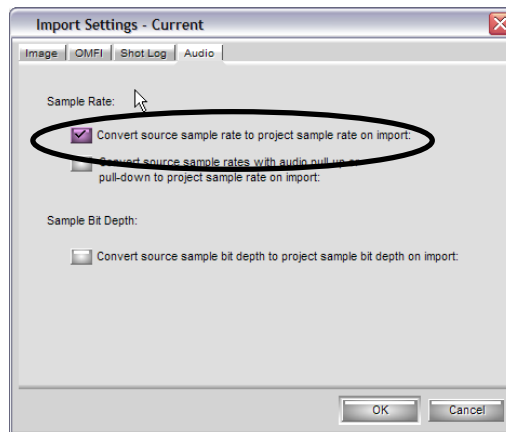
### 4.3 Audio Sample Rate

Avid works with a fixed sample rate in a project. You will see any audio-clip in the timeline independently of the sample rate. But at last Avid won't play out those audio-clips which don't match the sample rate of the project.

Make sure that your sample rate is set to 48kHz (broadcast standard) in the "Audio Project Settings"



Audio Project Settings



Import Settings

Also make sure that the sample rate is converted when you import audio from CD or MP3. This means that all your audio is done in 48kHz and Avid will play out correctly.