Media Composer to Pro Tools Export Workflow 1: Imported Media Workflow 2: AMA linked Media

To prep: Make sure all of your audio tracks are labeled and organized.

Please note: In both workflows, you will also export a QuickTime video version of your timecode burn in file. The steps below include setting up the sequence with TC burn in. When complete, export the video file as you would normally using one of the following codecs: DV/DVCPRO-NTSC, Avid DNXHD, or Photo JPEG. Put this video in the same folder as your .aaf file.

Be prepared for your mix.

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Workflow 1: If your project footage is imported

Part A: Setup

Verify that your project is set to 16bit/48kHz in the Audio Project settings. From the SETTINGS tab select AUDIO PROJECT.

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Verify your Sample rate is set to 48 and your bit depth is set to 16.



Duplicate your picture locked sequence. Create a new bin and put the new sequence into that bin.

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Open that sequence into the timeline. Create a new video track. From the Video Effects tab in the Project Window, select the GENERATOR section on the left and find the TIMECODE BURN-IN option on the right.



Drag that effect to the new blank video track you created. Make sure that track is visible.



You can change the size, position, etc. with the Effect Editor if you would like.

Part B: Exporting

With your sequence setup and premixed, turn on all tracks in the sequence. From the file menu choose EXPORT.

New Bin Open Bin New Volume for Export New Script	ЖN ЖО
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In the Export As dialog box, change the preset to CONSOLIDATE AUDIO TO FOLDER.

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The Media Composer dialog box will open.

Verify the EXPORT AS selection is set to AAF. Make sure the USE ENABLED TRACKS button is selected and the AAF EDIT PROTOCOL is selected.

Select INCLUDE ALL AUDIO TRACKS.

On the AUDIO TRACKS tab make sure the EXPORT METHOD is set to CONSOLIDATE MEDIA but change your handle length to something between 120-180 frames to give your sound mixer handles to work with.

Check INCLUDE RENDERED AUDIO EFFECTS and RENDER ALL AUDIO EFFECTS. Make sure REMOVE TRACK EFFECTS is turned off. You can deselect all others because you verified your audio project settings before this step.

Change the CONVERT AUDIO FORMAT to AIFF.

In the MEDIA DESTINATION section, switch the audio option to be EMBEDDED IN AAF.

Export Settings - Consolidate Audio To Folder
Export As: AAF Use Enabled Tracks
Include All Video / Data Tracks in Sequence Include All Audio Tracks in Sequence Audio Details
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Audio: Embedded in AAF
Save As Save Cancel

Double-check all settings and then choose SAVE.

Back in the EXPORT AS dialog box, choose NEW FOLDER on the bottom left.

Name the folder inside of which all of your project information will be stored then select CREATE.

Name of new	folder:
REUNION_FIN	NE_FOR_PROTOOLS
	Cancel Create

Double-check it is selected in the list and select SAVE.

The process of exporting should begin and will save into your selected folder. When finished there will be a single, but large, file that will be imported into a ProTools session. Workflow 2: If your project footage is linked

Part A: Setup

Verify that your project is set to 16bit/48kHz in the Audio Project settings.

From the SETTINGS tab select AUDIO PROJECT.



Verify your Sample rate is set to 48 and your bit depth is set to 16.



Duplicate your locked sequence. Create a new bin and put the new sequence into that bin.



Open the new sequence into the timeline. Create a new video track. From the Video Effects tab in the Project Window, select the GENERATOR section on the left and find the TIMECODE BURN-IN option on the right.



Drag that effect to the new blank video track you created.

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You can change the size, position, etc. with the Effect Editor if you would like.

Part B: Transcode your locked sequence

Select the sequence in the bin. CONTROL+CLICK and choose CONSOLIDATE/TRANSCODE.

The window will open. Make sure you select the TRANSCODE button in the top.

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Consolidate	0 clips selected 0 effect clips selected 1 sequence selected Handle length: 180 frames I Create new sequence
Video and audio on same drive(s)	Convert Video
Video / Data New Laptop Media 1 New Laptop Media 2 Sharon_Lacie Rugged	Target Video Resolution: DNxHD 36 MXF Apply reformatting option (compatibility mode) Apply color transformation (compatibility mode) Space Required: 6587 MB Space Available on Selected Drive: 138127 MB
	Convert Audio Sample Rate Target Audio Sample Rate: 48 kHz * Convert Audio Bit Depth Target Audio Bit Depth: 24 Bit * Convert Audio Format Target Audio Format: PCM (MXF) *
	Run in background Transcode Cancel

Select your target drive on the left.

Change your handle length to 180.

Select the checkmark next to CREATE NEW SEQUENCE and next to TRANSCODE ONLY AMA LINKED MEDIA.

Select CONVERT VIDEO and change the target resolution to DNxHD MXF.

Select the RUN IN BACKGROUND box on the bottom.

Double-check your settings, and then select TRANSCODE.

Part C: Exporting

Double-click the new transcoded sequence to open it in the timeline.

Once open in the timeline, turn on all tracks in the sequence. From the file menu choose EXPORT.



In the Export As dialog box, change the preset to CONSOLIDATE AUDIO TO FOLDER.

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The Media Composer dialog box will open.

Change the first option to AAF and make sure the USE ENABLED TRACKS button is selected.

Select INCLUDE ALL AUDIO TRACKS. Make sure INCLUDE ALL VIDEO/DATA is deselected.

On the AUDIO TRACKS tab make sure the EXPORT METHOD is set to CONSOLIDATE MEDIA but change your handle length to something between 120-180 frames to give your designer handles to work with.

Check INCLUDE RENDERED AUDIO EFFECTS and RENDER ALL AUDIO EFFECTS. Make sure REMOVE TRACK EFFECTS is turned off. You can deselect all others because you verified your audio project settings before this step.

Change the CONVERT AUDIO FORMAT to AIFF. In the MEDIA DESTINATION section, switch the audio option to be EMBEDDED IN AAF.

Export Settings - Consolidate Audio To Folder
Export As: AAF Use Marks
Include All Video / Data Tracks in Sequence Include All Audio Tracks in Sequence Audio Details
Export Method: Consolidate Media
Handle Length: 180 Frames
Include Rendered Audio Effects
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Remove Track Effects Split Tracks to Mono
Add Audio Mixdown Track(s)
Convert Audio Sample Rate to: Project
Convert Audio Bit Depth to: Project
Convert Audio File Format to:
Media Destinations: Data: Audio: Embedded in AAF
Save As Cancel

Double check all settings and then choose SAVE.

Back in the EXPORT AS dialog box, choose NEW FOLDER on the bottom left.

Name the folder inside of which all of your project information will be stored then select CREATE.

Name of nev	w folder:
REUNION_F	INE_FOR_PROTOOLS
	Cancel

Double-check it is selected in the list and select SAVE.

The process of exporting should begin and will save into your selected folder.