

# NONLINEAR EDIT

# KEY NOTES

- **Media Management!**
- understanding of production workflow (FT353)
- understanding of source file LINK
- create, setup, open Avid Media Composer project
- learn basic edits; splice-in, overwrite, extract, lift

# NON-LINEAR EDITING (AVID)

## Media Management

- organized source file / project folder(s) name(s)
- organized media / project folder location

## Project Settings

- Format: 1080p 23.976
- Color Space: YCbCr 709
- Raster Dimension: 1920x1080

## Source File Link

- “looks” / points to media files
- Transcode: media file conversion and movement into Avid
  - faster (~2x faster than Import)
  - check sum
  - minimized gama (color) shift

# FOLDER STRUCTURE

Do Not move Avid Files and/or Folders.

(If files/folders need to be moved, quit Media Composer first.)

**Application:** SYSTEM drive

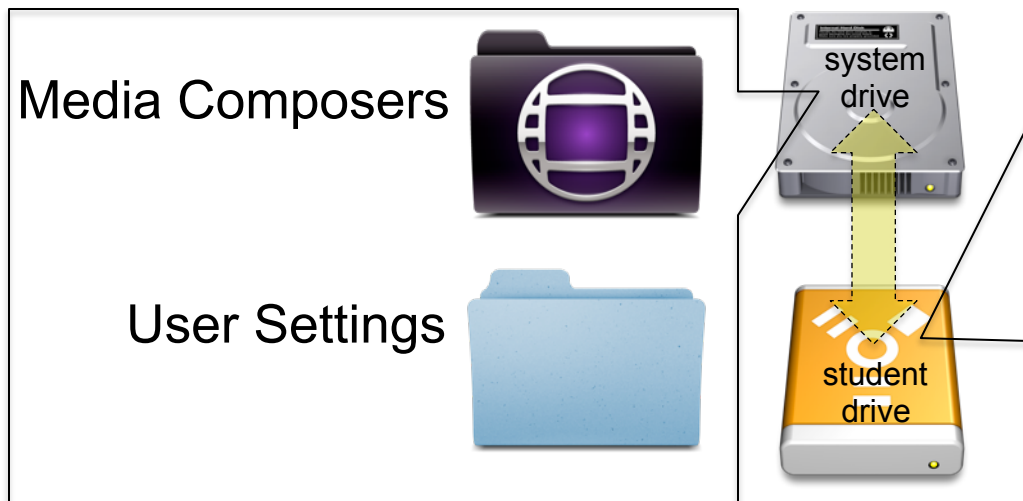
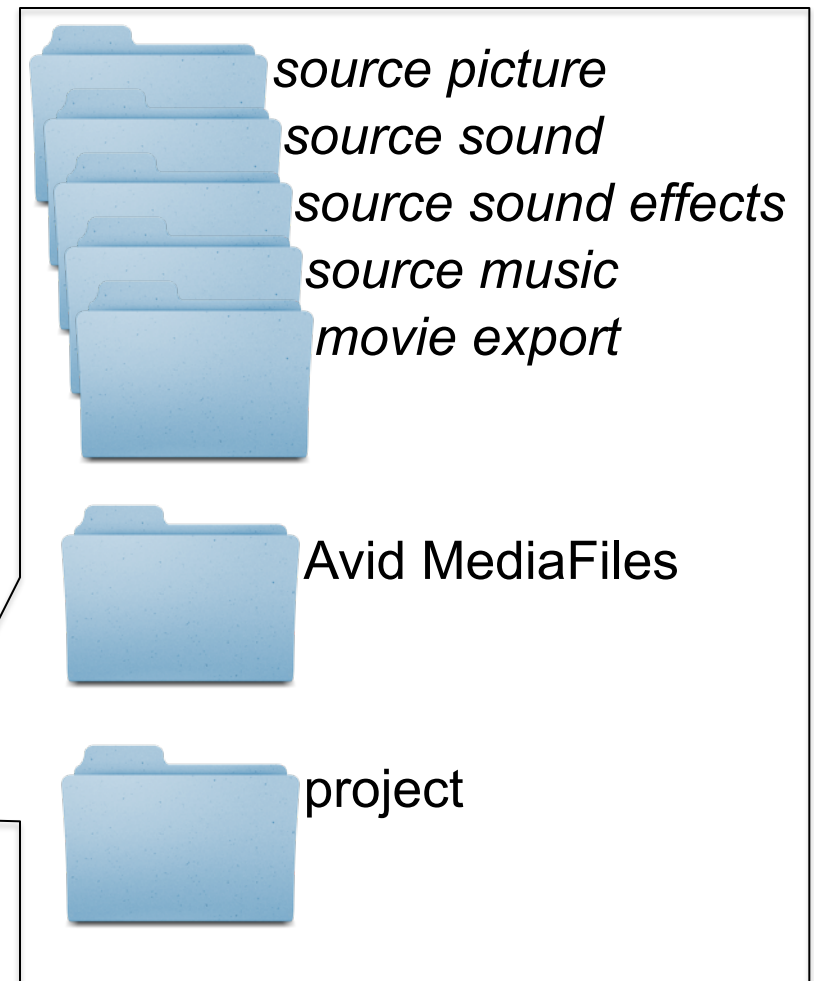
**User Setting:** SYSTEM drive

**Avid Project:** STUDENT drive

**Avid MediaFiles:** STUDENT drive

**Source Footage:** STUDENT drive

**Exported Movie:** STUDENT drive



# AVID “HALF BAKED”

**Project:** create *Avid project*

- project folder saved to student drive

**LINK:** link Avid bin to *look* at *source* footage files

- source footage should first be moved to student drive

**Transcode:** conversion and *move* source files

- media files *stored* in Avid MediaFiles folder on student drive

**Edit:** *create* sequence

- edit from transcoded clips, not Linked clips

**Export:** movie sequence *process* into Quicktime file

- Quicktime movie saved to student drive for *delivery*



project



look



source



move



stored



create

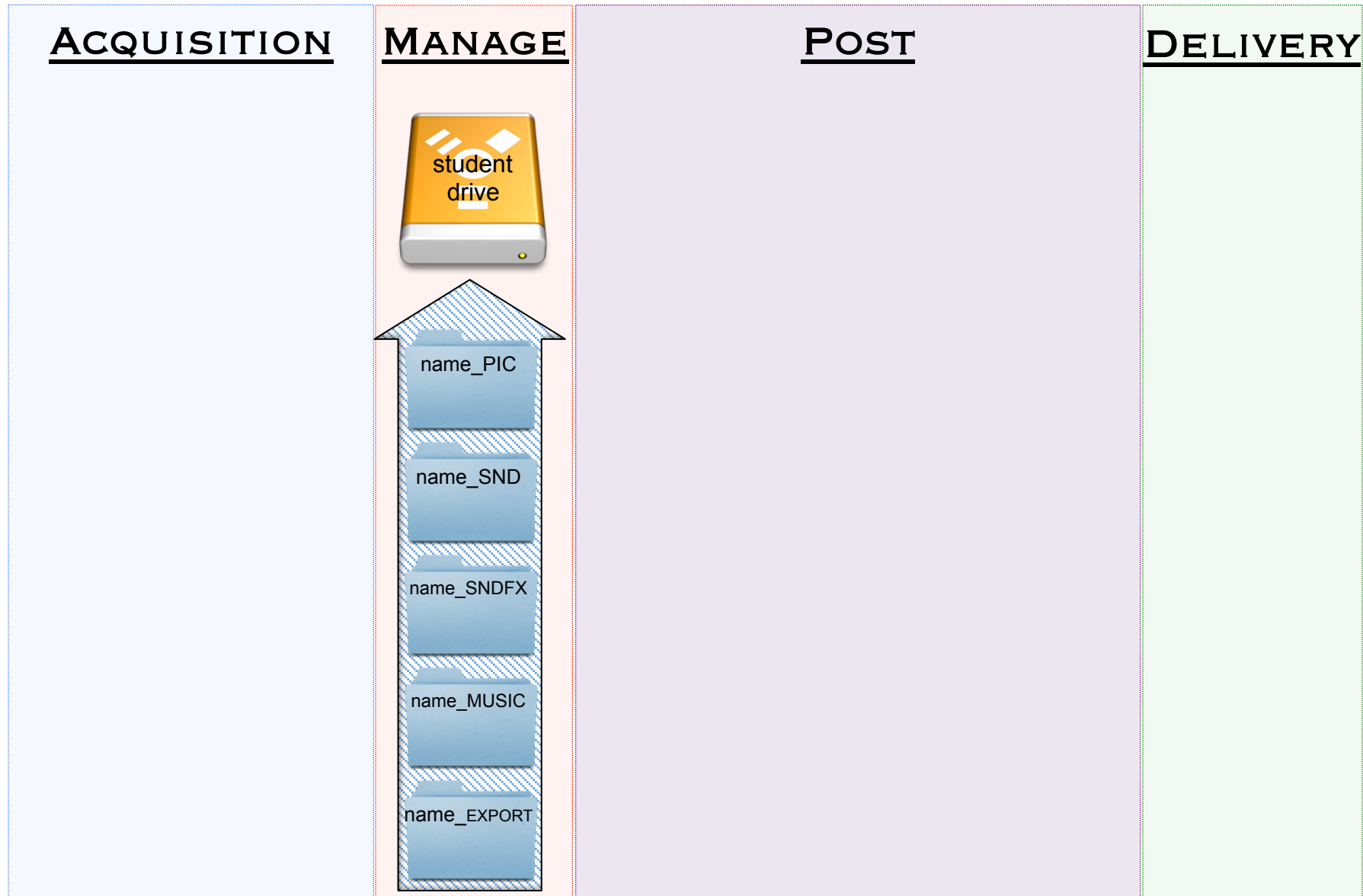


process

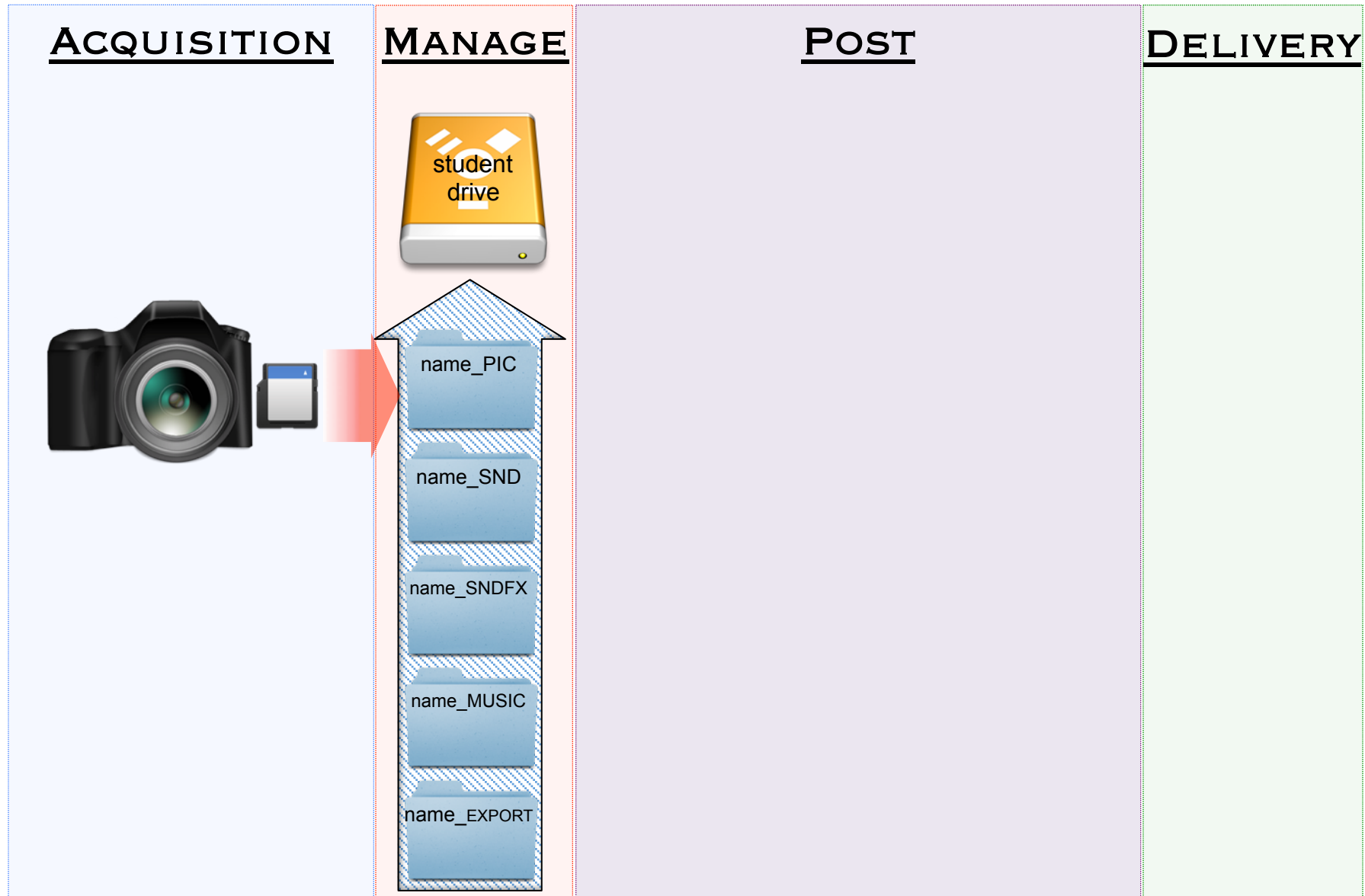


deliver

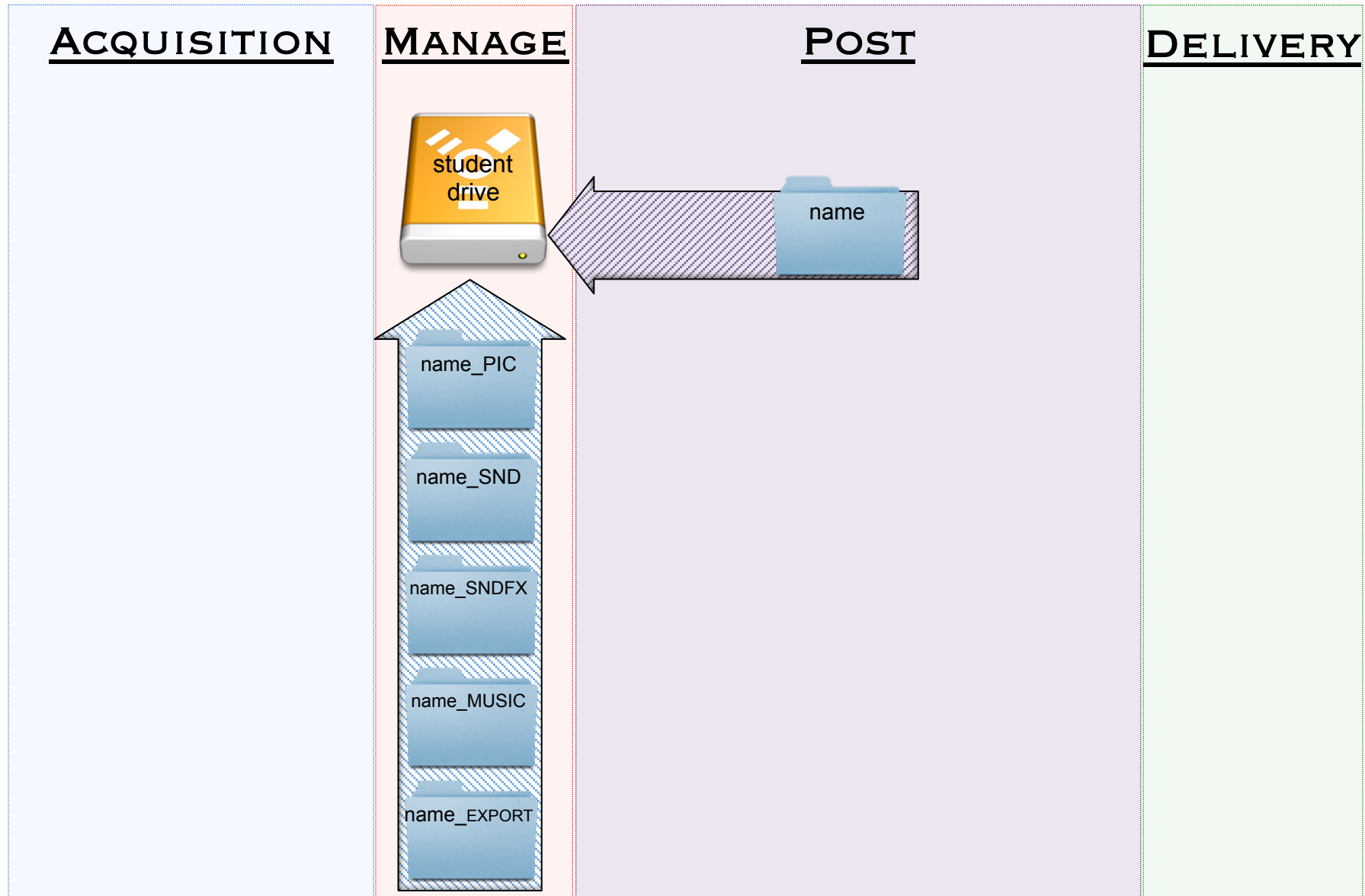
# MEDIA MANAGEMENT (SOURCE FOLDERS)



# MEDIA MANAGEMENT (SOURCE PICTURE)

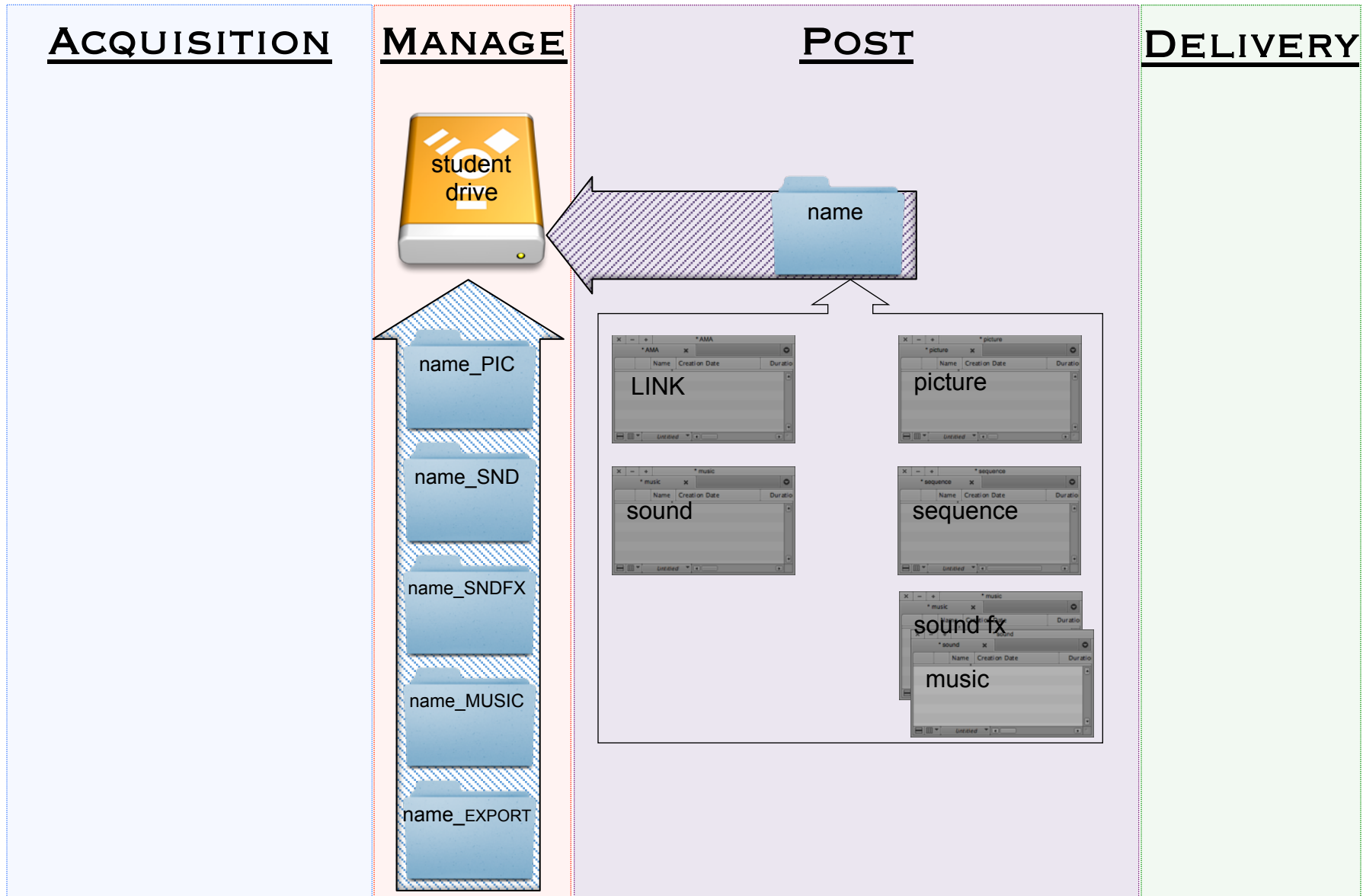


# MEDIA MANAGEMENT (PROJECT FOLDER)

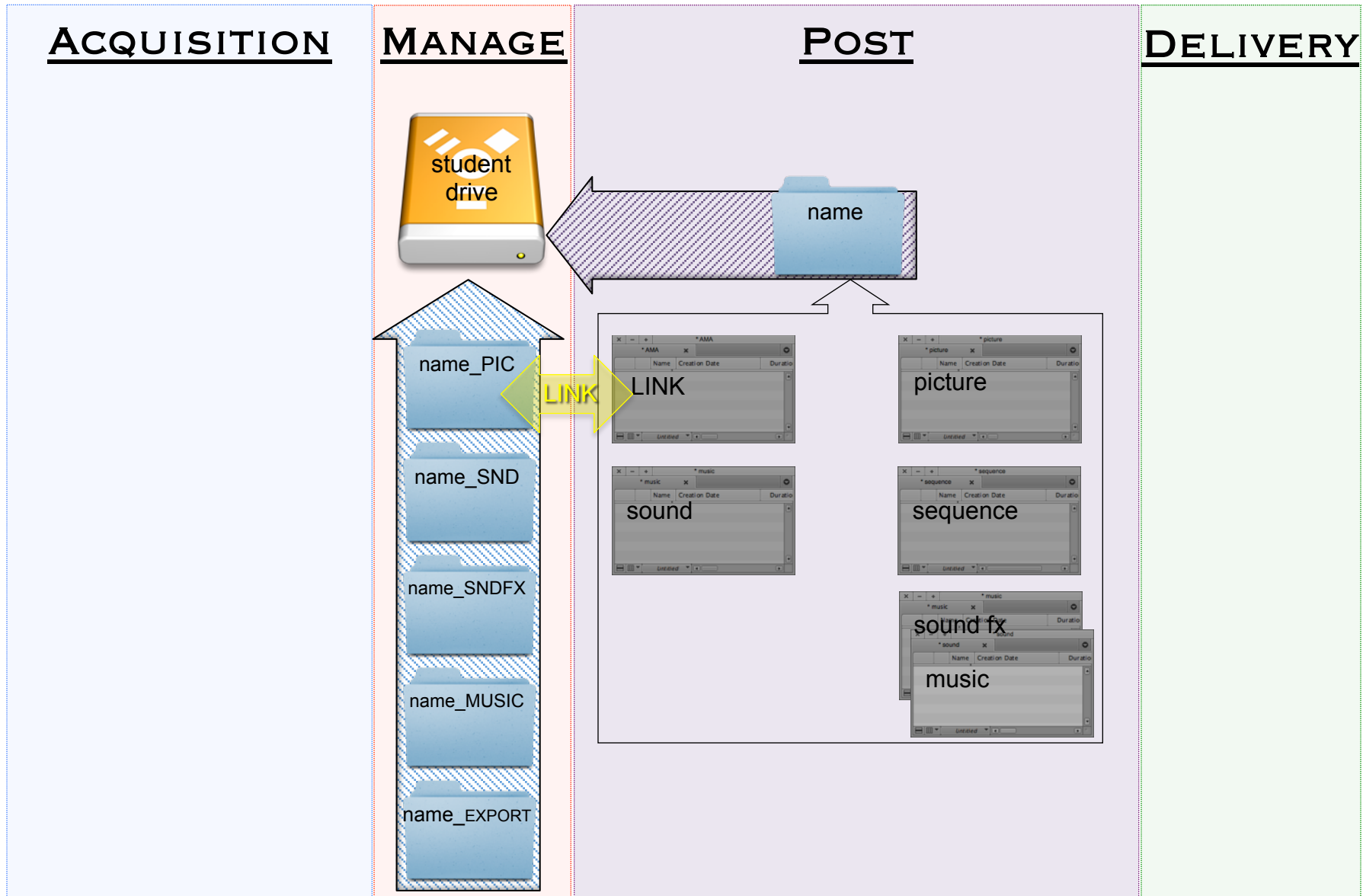




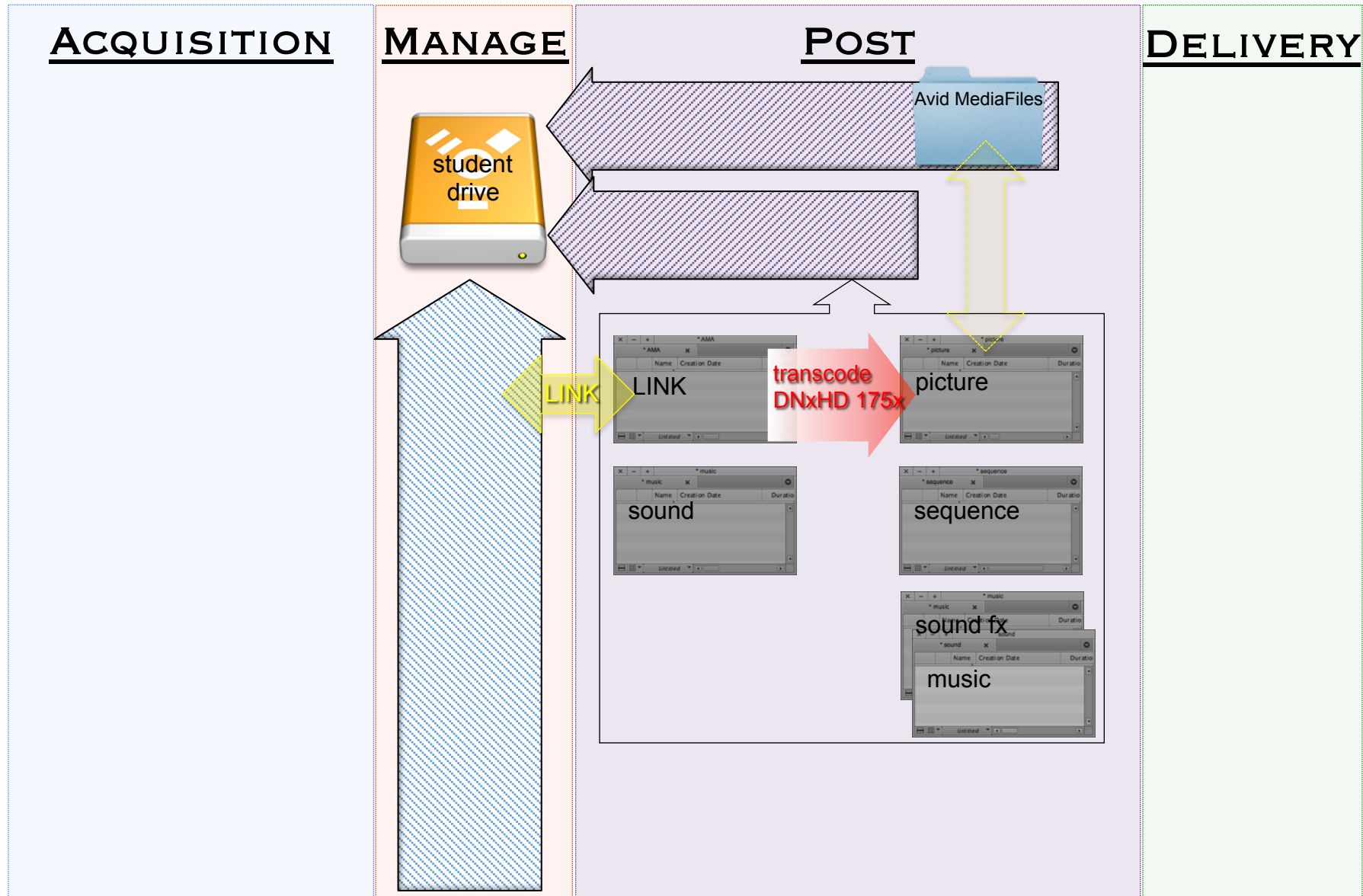
# MEDIA MANAGEMENT (PROJECT BINS)



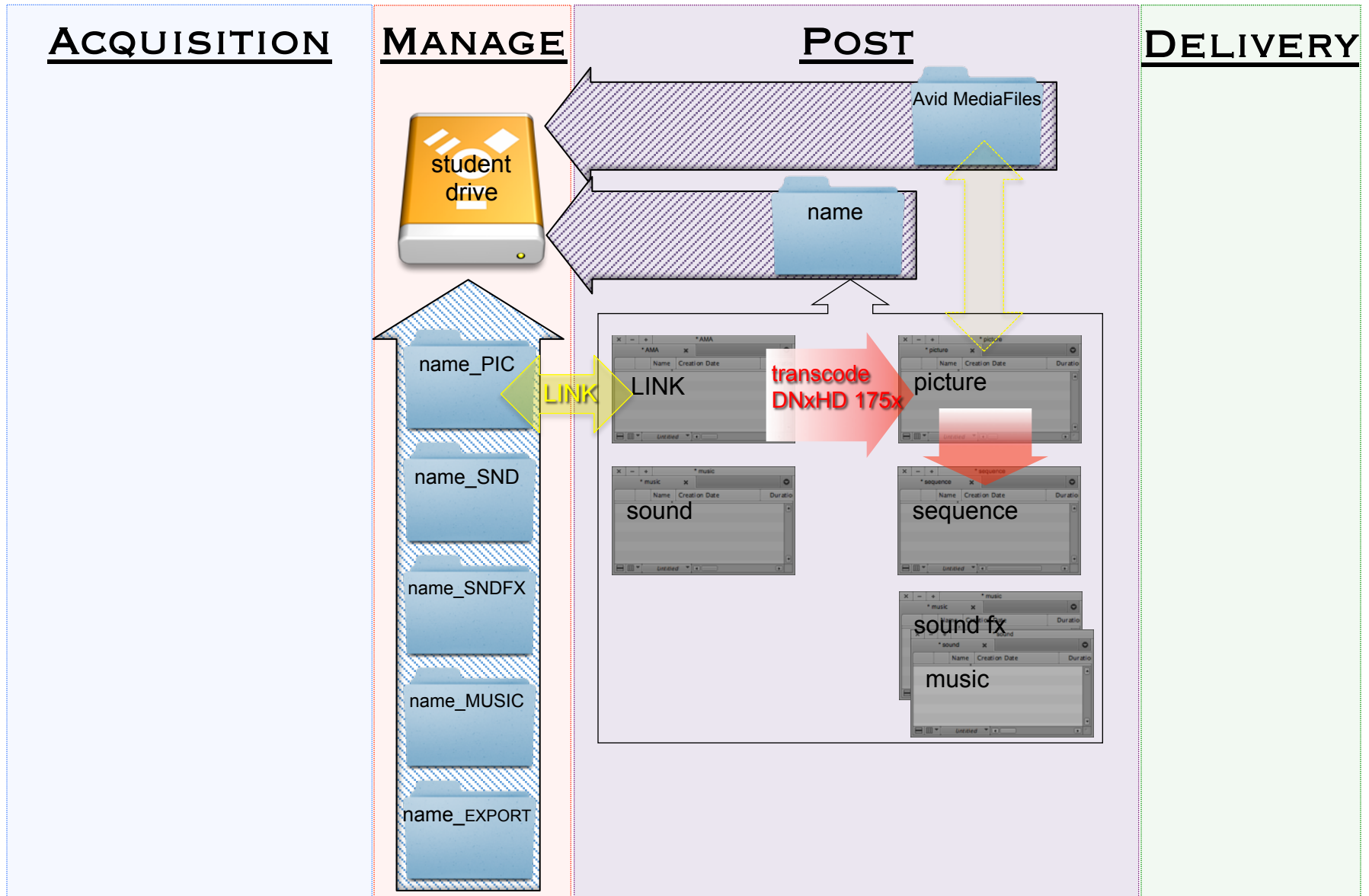
# MEDIA MANAGEMENT (PROJECT BINS)



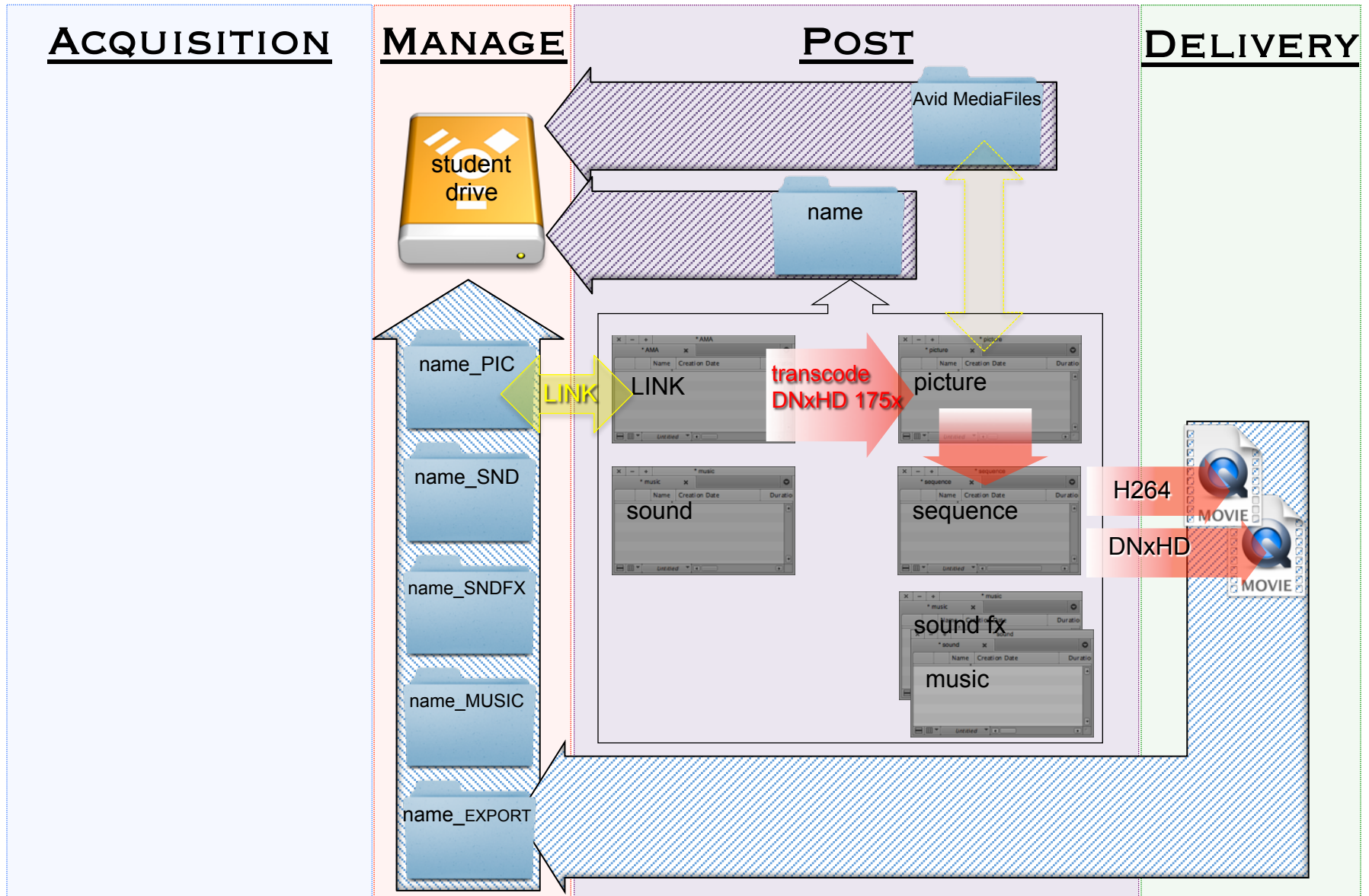
# TRANSCODE (AVID MEDIAFILES FOLDER)



# EDIT SEQUENCE



# EXPORT MOVIE (QUICKTIME)



# FT353 WORKFLOW

