

Sound Turnover Delivery Specifications

OMF/AAF Export



AVID to ProTools

Duplicate sequence(s) to be exported - Select sequence in the project bin:

File > Export > Export As... > Options > OMF 2.0 or AAF

There are three possible methods for exporting:

OPTION 1 - "Link To"

This method is excellent for large, long term projects. Multiple turnovers to the sound dept. can all link to the audio files which you've provided (you'll need to keep us up to date with any new Audio Files which are created/imported).

- Creates a very small OMF file
- You will need to copy all audio media from your project to a hard drive!

OPTION 2 - "Consolidate and Link To"

A potentially streamlined version of method #1, multiple turnovers still link to existing files, but the only audio files transferred to the sound dept. are ones needed by OMF exports.

- Creates a very small OMF file
- AVID will copy all necessary audio files in a separate folder which you will need to give to us along with the OMF file

OPTION 3 - "Embedded"

This method can be the most robust. It is good for single turnovers and small projects and eliminates most problems for us when linking to files, since the OMF contains all audio files, BUT can quickly create heavy amounts of redundant media with multiple turnovers, as audio files do not link between successive OMFs. Save file to a local drive to be copied later, or to a runner drive.

- Creates a large OMF containing the sequence EDL and all necessary audio
- Please choose 20 second handles with this option

Sound Turnover Delivery Specifications

Quicktime Picture Export - FILM ONLY



Picture Settings

Before exporting, please include in your sequence:

- **ACADEMY LEADER** at the head of each reel
 - First frame of leader at 0+00 (01:0:00:00)
 - 2 pop of leader with matching 1 frame audio beep at 9+00 (01:00:06:00)
 - First frame of action at 12+00 (01:00:08:00)
 - Successive reels with TC start at respective hour (i.e. R2 starts at 02:00:00:00)
- **TAIL SYNC**
 - A visual frame (usually a '2 pop' or punch hole) exactly 3+00 (00:00:02:00) after the the last frame of action for each reel accompanied by a matching 1 frame audio beep (i.e. last frame of action for a reel occurs at 1693+08, tail sync goes at 1696+08)
- **VISUAL BURN-IN**
 - Running 35mm footage counter and timecode (lower third of the screen please)

Export from AVID

- Select sequence from project bin
File > Export > QuickTime Movie > Video Settings
- **Codec:** Any from the Avid DNx family
- Please choose a setting which yields a file in the 2-6GB range per 20 minutes
- **Size:** 1280x720
- **Framerate:** Current
- **Audio Settings:**
 - Linear PCM Stereo (L R)
 - 48 kHz
 - Best Sample Size
 - 24 bits
- Save file to local drive to be copied later or to a fire wire runner drive
- Test movie by double clicking on the file in Finder, it should open up in QuickTime Player and look/sound as you're used to hearing/seeing in FCP

Sound Turnover Delivery Specifications

Quicktime Picture Export - TELEVISION ONLY



Picture Settings

Before exporting, please include in your sequence:

- **HEAD SYNC**
 - 2 pop of leader with matching 1 frame audio beep at (00:59:58:00)
 - First frame of action at (01:00:00:00)
- **VISUAL BURN-IN**
 - Running timecode (lower third of the screen please)
 - If your delivery, network or distributor requires other timecode start or program layout, please follow those instead

Export from AVID

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File > Export > QuickTime Movie > Video Settings
- **Codec:** Any from the Avid DNx family
- Please choose a setting which yields a file in the 2-6GB range per 20 minutes
- **Size:** 1280x720
- **Framerate:** Current
- **Audio Settings:**
 - Linear PCM Stereo (L R)
 - 48 kHz
 - Best Sample Size
 - 24 bits
- Save file to local drive to be copied later or to a fire wire runner drive
- Test movie by double clicking on the file in Finder, it should open up in QuickTime Player and look/sound as you're used to hearing/seeing in FCP