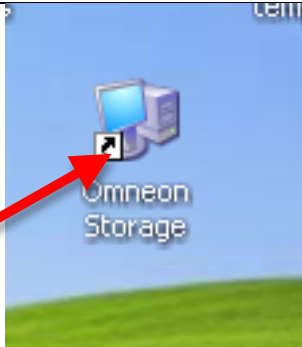
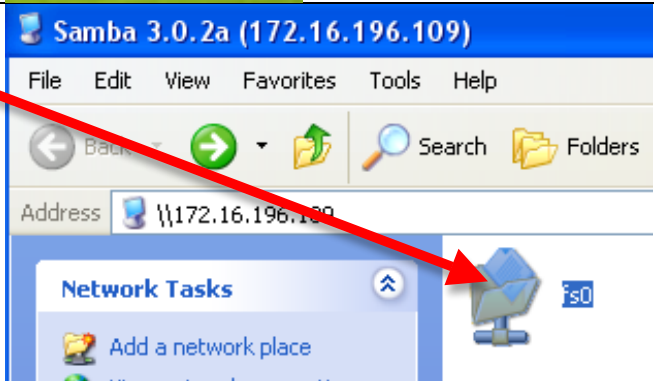
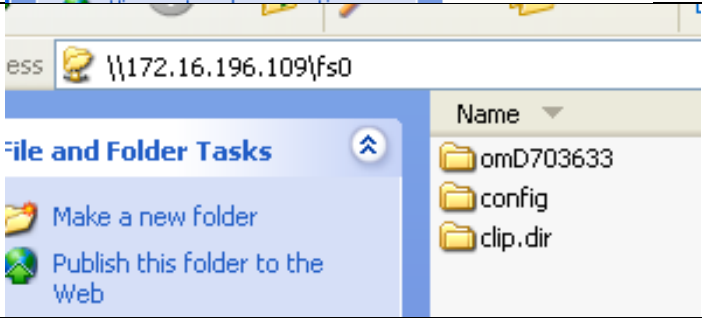
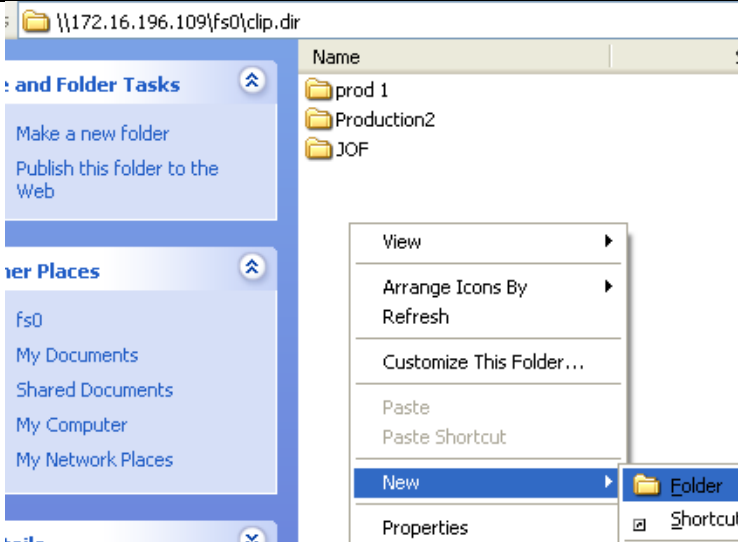
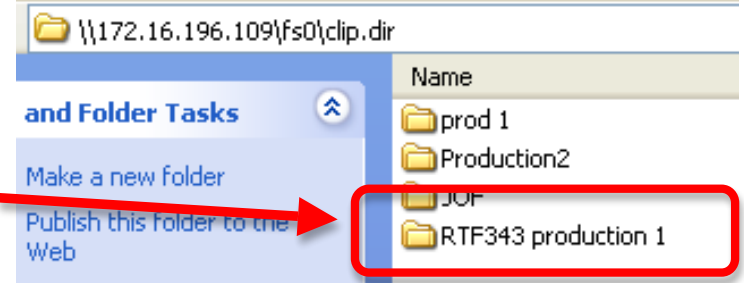
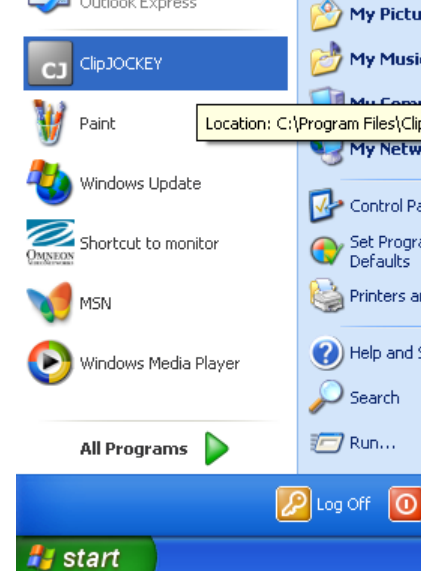
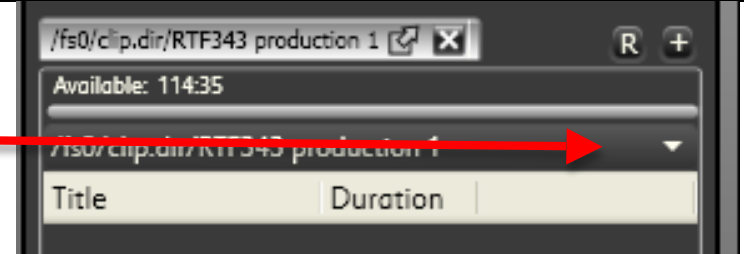
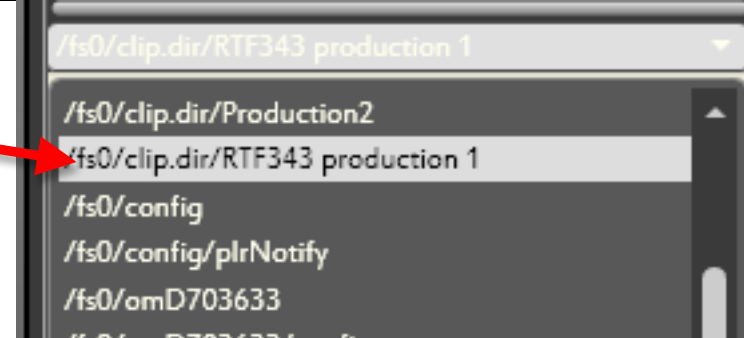




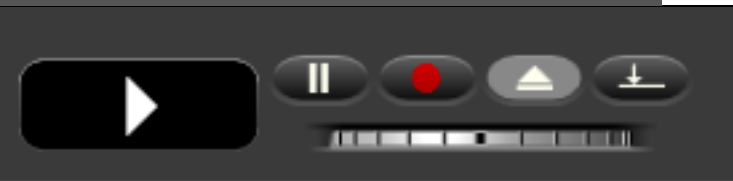
Clip Jockey – 3 Camera Recording Workflow

<p>Make a new folder for your production. This is where the clips from the 3 camera recording will be stored</p> <p>Go to the Omneon Storage Double click the icon to open</p>	
<p>Go to the "fs0" icon to open that volume of storage</p>	
<p>Open up the folder labeled "clip.dir"</p>	
<p>Inside the "clip.dir" folder create a folder to hold all the recordings of your 3 camera production. This is where you will be saving all the files created in Clip Jockey.</p> <p>The folder has to be made prior to setting up your Clip Jockey project.</p>	

Clip Jockey – 3 Camera Recording Workflow

<p>This is an example of how your file structure should look.</p> <p>The new project file folder is called RTF343 production 1 (for example)</p>	
	<p>Open Clip Jockey</p>
<p>Pull down this arrow menu to navigate to the folder that was just created on the server</p>	
<p>Select the directory for the folder that was just made</p> <p>Example shown here</p>	
<p>Click on "Production Settings"</p>	

Clip Jockey – 3 Camera Recording Workflow

<p>Select the RED circle for each of the players to link all 4 players</p> <p>Press OK</p>	
<p>Click on the RED Record button on one of the Multi-Players. This will put all the "linked" players in record.</p>	
<p>The next menu will pop up asking you to confirm the naming of each of the clips that are being recorded. Should have the title of the project the player name and the clip #.</p> <p>Also confirm the Server Bin that the files are going to be saved and then click OK.</p> <p>All the players will go into record and timecode values will change with the updated external timecode.</p>	