Next we will setup how to send the signal to the Sony Production 3D monitors with SDI inputs (LMD4251TD)
Makesure the Thunderbolt cable is plugged in the Mac
Desktop Video Setup

UltraStudio 3D

VIDEO INPUT
- SDI
- 1080p23.98 SDI
- 1080p23.98 HDMI
- 1080p23.98 Component

VIDEO OUTPUT
- Composite
- S Video

REF INPUT
- -
From the Composer Select Project window choose New Project.

The initial Project Screen will open. Here is where you choose with
Then you can select where to save your new projects as well as how to navigate to all of them.
day existing projects.

Navigate to the hard drive and folder that you want AVID to access and save new projects.
You can look at the path where AVID will be accessing projects once you select the folder.

Now click on the "New Project" button.
The project format should be 1080p/23.976fps. The Search Data Folder can be set to Default or Project Folder. Click OK.
Select your newly created project and click OK.

Make a new bin and call it Left and Right Eyes.

Next link to the 3D footage.
Navigate to your footage folder that you want to link to.
Clips will load into the Bin, but we need to set up the stereoscopic columns and settings for the Bin!!

Very important!!
Choose Columns...
Next choose all the S3D settings available.

Optional - You may also choose other columns that you want to add.

| Reel #       | Reformat | S3D Alignment | S3D Channel | S3D Clip Name | S3D Contributors | S3D Eye Order | S3D Group Name | S3D Inversion | S3D InversionR | S3D Leading Eye | Scene | Shoot Date | Skip |
Click on the bin setting drop down

Choose Save As
Save Bin settings as 3D Bin Settings or whatever you choose

Click OK
Now you can select the 3D settings on any bin in the future.
Next look at the "S3D Channel". Make sure it states Left eye or Right eye.

<table>
<thead>
<tr>
<th>Eye</th>
<th>S3D Channel</th>
<th>S3D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Left Eye</td>
<td>None</td>
<td></td>
</tr>
<tr>
<td>Right Eye</td>
<td>None</td>
<td></td>
</tr>
<tr>
<td>Left Eye</td>
<td>None</td>
<td></td>
</tr>
<tr>
<td>Right Eye</td>
<td>None</td>
<td></td>
</tr>
<tr>
<td>Left Eye</td>
<td>None</td>
<td></td>
</tr>
<tr>
<td>Right Eye</td>
<td>None</td>
<td></td>
</tr>
<tr>
<td>Name</td>
<td></td>
<td></td>
</tr>
<tr>
<td>----------------------</td>
<td></td>
<td></td>
</tr>
<tr>
<td>8A/1</td>
<td></td>
<td></td>
</tr>
<tr>
<td>8A/3</td>
<td></td>
<td></td>
</tr>
<tr>
<td>25B/5</td>
<td></td>
<td></td>
</tr>
<tr>
<td>SCENE 8A TAKE 1 - Right</td>
<td></td>
<td></td>
</tr>
<tr>
<td>SCENE 8A TAKE 1 - Left</td>
<td></td>
<td></td>
</tr>
<tr>
<td>SCENE 8A TAKE 3 - Left</td>
<td></td>
<td></td>
</tr>
<tr>
<td>SCENE 8A TAKE 3 - Right</td>
<td></td>
<td></td>
</tr>
<tr>
<td>SCENE 25B TAKE 5 - Right</td>
<td></td>
<td></td>
</tr>
<tr>
<td>SCENE25B TAKE 5 - Left</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Name</td>
<td>S3D Eye Order</td>
<td>S3D Channel</td>
</tr>
<tr>
<td>---------------</td>
<td>---------------</td>
<td>-------------</td>
</tr>
<tr>
<td>076_00001L_01 Left</td>
<td>Left Eye</td>
<td></td>
</tr>
<tr>
<td>076_00001R_01 Right</td>
<td>Right Eye</td>
<td></td>
</tr>
<tr>
<td>076_00002L_01 Left</td>
<td>Left Eye</td>
<td></td>
</tr>
<tr>
<td>076_00002R_01 Right</td>
<td>Right Eye</td>
<td></td>
</tr>
<tr>
<td>076_00003L_01 Left</td>
<td>Left Eye</td>
<td></td>
</tr>
<tr>
<td>076_00003R_01 Right</td>
<td>Right Eye</td>
<td></td>
</tr>
<tr>
<td>076_00004L_01 Left</td>
<td>Left Eye</td>
<td></td>
</tr>
<tr>
<td>076_00004R_01 Right</td>
<td>Right Eye</td>
<td></td>
</tr>
</tbody>
</table>

**Select all the master clips Right Click and choose**
choose Populate S3D Group automatically – this only works if you have left, right after the same clip name.
If you get there you may not correct them. Double check the rows and then you might have...
to do this step matching pairs at a time. Example: only do Scene 25B takes 5 Left and Right - then S3d names should populate.
Make sure the S3D Group names are all populated.

Select all your clips in the bin to consolidate.

| S3D Group Name | Scene 8A Take 1 - Right.s3d | SCENE 8A TAKE 1 - Right.s3d | Scene 8A Take 3 - Left.s3d | SCENE 8A TAKE 3 - Left.s3d | SCENE 25B Take 5 - Right.s3d | SCENE 25B TAKE 5 - Right.s3d |
Choose a Target Drive and select Consolidate or Transcode.

- **Consolidate** option.
  - Target Drive(s):
    - **Video / Data**
      - 4 GIGS
      - demo bu3
      - Macintosh HD

- **Transcode** option.
  - Target Audio Sample Rate:
    - Target Audio Sample Rate: [default or specified value]
  - Convert Audio Bit Depth:
    - Target Audio Bit Depth: [16 Bit or specified value]
  - Convert Audio Format:
    - Target Audio Format: [PCM or specified format]

- Select options:
  - Delete original media files when done
  - Skip media files already on the target drive
  - Relink selected clips to target drive before skipping
  - Consolidate all clips in a group edit

- Click **Consolidate** or **Cancel**.
cess is complete, new master clips are created in the bin that point to the "Consolidated" media.

At this point, you can take your original...
Choose to Relink Master Clips to media on the target drive.

If your clips won't consolidate then use transcoding.
Choose a target video resolution DNxHD 175M XMF

Select a hard drive to transcode the files to and then click on Transcode.
After the clipping cell contour data, you will use a different file icon type.
Li nk ed f ile on a master clip will not be h an dled.

You will want to use the linked file.

AVD media not linked use this

Linked file don't use
Select all the clips you want to make into stereo clips.

Right click and choose Stereoscopic. Then choose Create Stereoscopic Clips.

Select all the clips you want to make into stereo clips.
Use the stereoscopic clip for editing.

Setup the Sony LMD 4251 TD 3D monitor.

Turn on the monitor.

<table>
<thead>
<tr>
<th>Name</th>
<th>S3D Eye Order</th>
<th>S3D Channel</th>
<th>S3D Contributors</th>
</tr>
</thead>
<tbody>
<tr>
<td>076_0004_01</td>
<td>Left, Right, Audio</td>
<td></td>
<td></td>
</tr>
<tr>
<td>076_0003_01</td>
<td>Left, Right, Audio</td>
<td></td>
<td></td>
</tr>
<tr>
<td>076_0002_01</td>
<td>Left, Right, Audio</td>
<td></td>
<td></td>
</tr>
<tr>
<td>076_0001_01</td>
<td>Left, Right, Audio</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>
Use the Up, Down and Enter keys to navigate menus.
Black magic 3D hardware puts the Sony LMD 425 in side by side mode.
Go to User Config Menu (enter) then go to 3D Setting (enter). Signal Format (enter) changes from side by side to Dual (enter).
Choose Side by Side mode

Select 3D Settings

2D/3D SELECT:

3D SIGNAL FORMAT:
SIDE BY SIDE1
PSF

DISPARITY SIM.:
LR

HOROPTER CHECK:

LEFT:

RIGHT:

FLIP H:
Put on the glasses and edit