AVID – SONY HDRTD30V, SONY HXR-NX3 and Panasonic Z10000 Stereoscopic Workflow

For Reference:
Click Here for link to download
You will also need to install Grass Valley Edius

<table>
<thead>
<tr>
<th>Lauch AVIDHD2HQ</th>
<th>Note also install the demo version of Grass Valley Edius so you can get the AVCHD codecs.</th>
</tr>
</thead>
<tbody>
<tr>
<td>Set the follow</td>
<td></td>
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</tbody>
</table>
The image shows the settings window for an AVCHD converter. The target folder is set to `C:\Users\JT3D\Windows\Desktop\AVCHD Output`. The input field order can be chosen as `Auto`, `Top Field`, `Bottom Field`, or `Progressive`. The input aspect ratio can be set to `Auto`, `SQ(16:9)`, or `LB(4:3)`. The resize mode options include `Side by Side`, `L only`, `R only`, and `L and R`. The conversion settings include options for `Conversion without schedule`, `Confirm overwrite`, and `Confirm abort`. The OK button is highlighted, indicating that the settings are ready to be confirmed.
Click OK to close the window.

Locate the files to convert in the > PRIVATE > AVCHD > BDMV > STREAM FOLDER.
Drag the files over from the Stream folder to the application.

Take the converted files and move them over to an AVID workstation.
Launch AVID

Choose where to save your new project by clicking the folder.

Click on New Project

Choose where to save your project.
Once the project opens you will have to import your clips go to File > Import

Select files to import

Options:
Resolution: Apple ProRes .MJP

Enable: Any
Select the files to import. Choose the Resolution from the drop-down menu.
Here we have Apple ProRes MXF selected.

Click on the Options button.

From the File Pixel to Video Mapping selection choose:

- Image Size Adjustment
- Field Ordering in File
  - Ordered for current format
  - Odd (Upper Field First) ordered
  - Even (Lower Field First) ordered

- File Pixel to Video Mapping
  - Alpha Channel
    - Invert on import (white = opaque)
    - Do not invert (black = opaque)
    - Ignore

Frame Import Duration
Duration: 30 seconds

Autodetect Sequentially-Numbered Files

OK Cancel
Choose all the following 3D columns.

S3D Channel
S3D Clip Name
S3D Contributors
S3D Eye Order
S3D Group Name
S3D Inversion
S3D Leading Eye
Scene
Shoot Date
Sound TC
Soundroll

17 columns are selected.

[OK] [Cancel]
<table>
<thead>
<tr>
<th>Name</th>
<th>Project Format</th>
<th>Video Format</th>
<th>3D Channel</th>
<th>Left Eye</th>
<th>Right Eye</th>
</tr>
</thead>
<tbody>
<tr>
<td>0004</td>
<td>R 3D/994</td>
<td>HD 1080/59.94</td>
<td>0002.R</td>
<td>3D/994</td>
<td>HD 1080/59.94</td>
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<td>3D/994</td>
<td>R</td>
<td>3D/994</td>
</tr>
</tbody>
</table>

This is how the 3D S3D Channel to Left to Right as appropriate: R = Right, L = Left.

**Note:** "S3D Clip Name" column is not filled with actual values in the screenshot.
Next select all the clips.

Right click them and select Populate S3D Group Names automatically.
Then go to Bin > Create Stereoscopic Clips.

Set the following:

Retrieve default time code from: Left Eye
Name the new clips using: S3D Group Name
Create audio tracks in the clips from: None of the clips
Set S3D Leading Eye of stereoscopic clips to: Left
Sync contributing clips using: Source Timecode

Consider clips from: Selection in current bin

Create stereoscopic clips even if they already exist in the destination bin
Sort by your options so you can see the left and right keys similarly.

Then select all the clips in the bin.

Right click them and...
elct
Create Stereoscopic Clips

Leave all the default settings and choose to Create stereo tracks in the clips from.

All contributing clips using:

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at
3D clips with the source and makes sure you have all your right and left eye footage.
Sony HXR-NX3D1U will record 23.98 and 29.97
Sony HDR-TD30V will record in 1920 x 1080 Full HD 60i only
Panasonic Z10000 will record in 1920 x 1080 HD 23.98 and 29.97