AVID - Sony F5 Footage Project Setup and Transcoding Workflow - XAVC HD 2K Data

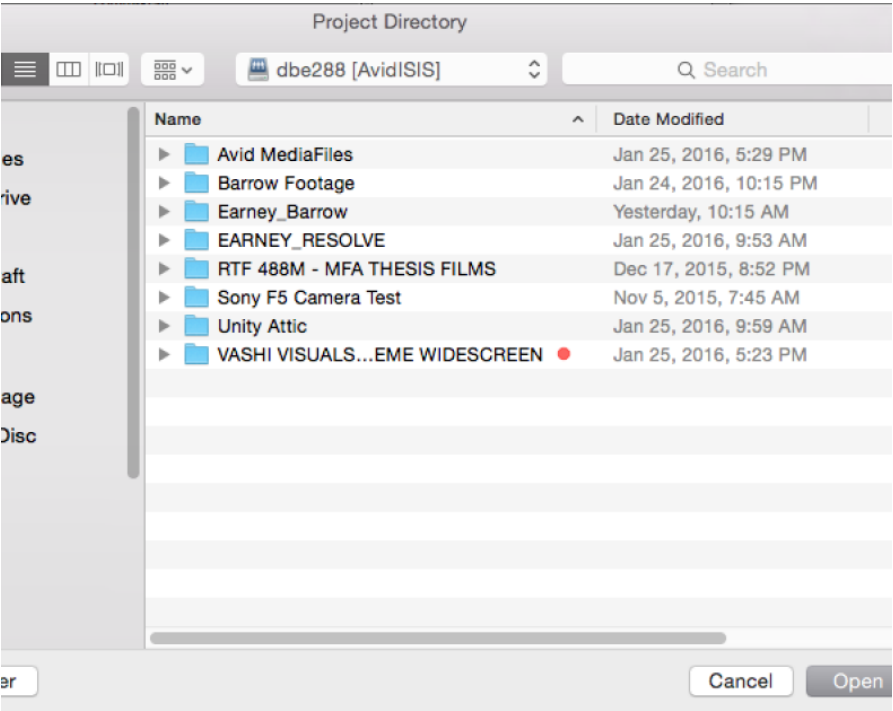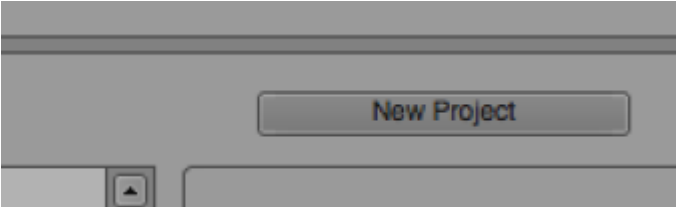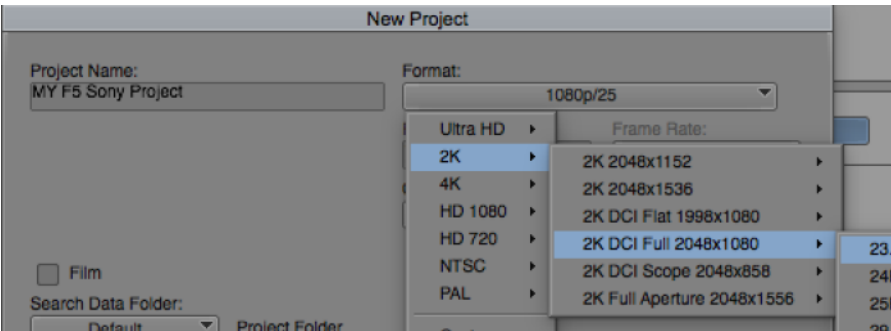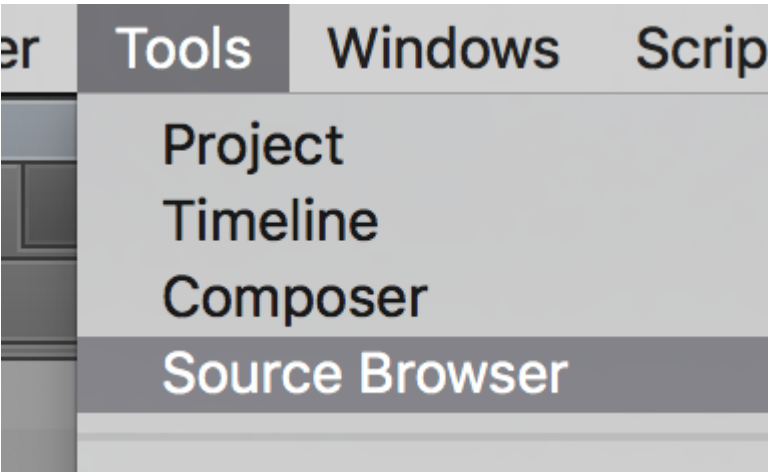|	
Launch the ISIS Client Manager and mount your AVID ISIS volume if you have one. Or make sure your hard drives are connected with the Sony F5 footage loaded on them.	
Launch AVID	
In the AVID Select Project Window choose the Folder Icon to select the destination to store your new project.	Folder: /Users/S
Navigate to the location you would like to save your project and select "Open"	Project Directory dbe288 [AvidISIS] Name — Date Modified Avid MediaFiles — Jan 25, 2016, 5:29 PM Barrow Footage — Jan 24, 2016, 10:15 PM Earney_Barrow — Yesterday, 10:15 AM EARNEY_RESOLVE — Jan 25, 2016, 9:53 AM RTF 488M - MFA THESIS FILMS — Dec 17, 2015, 8:52 PM Sony F5 Camera Test — Nov 5, 2015, 7:45 AM Unity Attic — Jan 25, 2016, 9:59 AM VASHI VISUALS…EME WIDESCREEN — Jan 25, 2016, 5:23 PM Cancel Open
Select "New Project"	New Project

Choose a name for your project> Format Choose 2K>2K DCI Full 2048x1080>23.98	**New Project** Project Name: `MY F5 Sony Project` Format: `1080p/25` Ultra HD ▸ Frame Rate: 2K ▸ 2K 2048x1152 ▸ 4K ▸ 2K 2048x1536 ▸ HD 1080 ▸ 2K DCI Flat 1998x1080 ▸ HD 720 ▸ 2K DCI Full 2048x1080 ▸ 23. NTSC ▸ 2K DCI Scope 2048x858 ▸ 24 ☐ Film PAL ▸ 2K Full Aperture 2048x1556 ▸ 25 Search Data Folder: Default ▾ Project Folder
In AVID Choose >Tools>Source Browser	er **Tools** **Windows** **Scrip** Project Timeline Composer **Source Browser**

Navigate to the files that contain your F5 footage and any other clips that you would like to bring into your project. Leave the plug in at "Autodetect" Choose "Open"	
Right Click on the Grey Bar at the top of the Bin and "Choose Columns"	

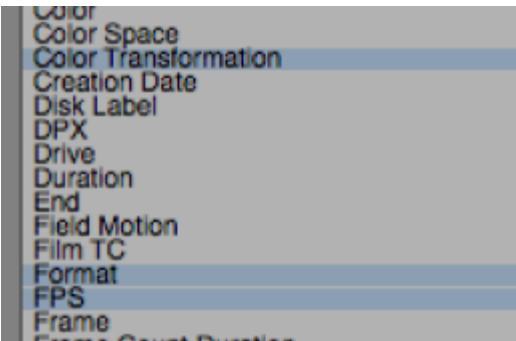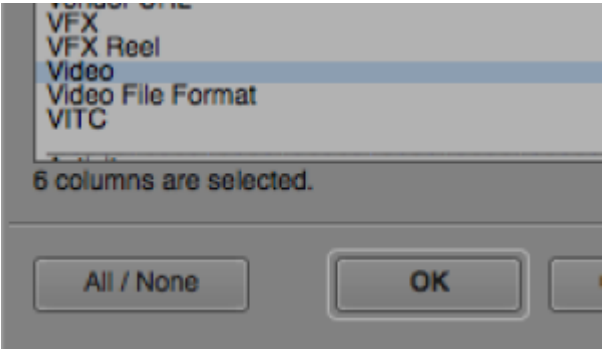|	
Choose the following at least> Color Transformation – to see the LUT that AVID will auto select Format, FPS,	Color Color Space Color Transformation Creation Date Disk Label DPX Drive Duration End Field Motion Film TC Format FPS Frame
Choose Reformat to see what AVID will do when it shows the file in 1080. Source Path is good so you can make sure your project is AMA linking to all your cards.	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 Slip Sound TC Soundroll Source File Source Path Start Take
Choose Video Click OK	VFX VFX Reel Video Video File Format VITC 6 columns are selected. All / None OK
The columns will appear in the bin	
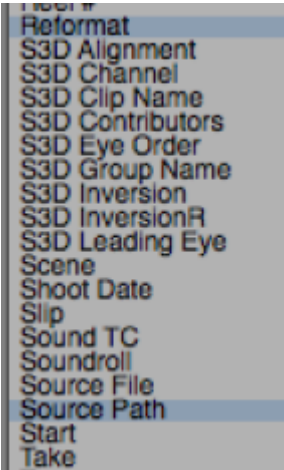
| Name	FPS	Reformat	Color Transformation	Format	Video	Sour
A019C014_151217WO	23.98	Stretch	Sony_S3C 1. SLog3-SG3.Cine to LC-709	2048x1080p/23.976	XAVC Intra 2K	/Volun

To look at the LUT that AVID automatically chooses to apply to your files right click the clip and choose "Source Settings"
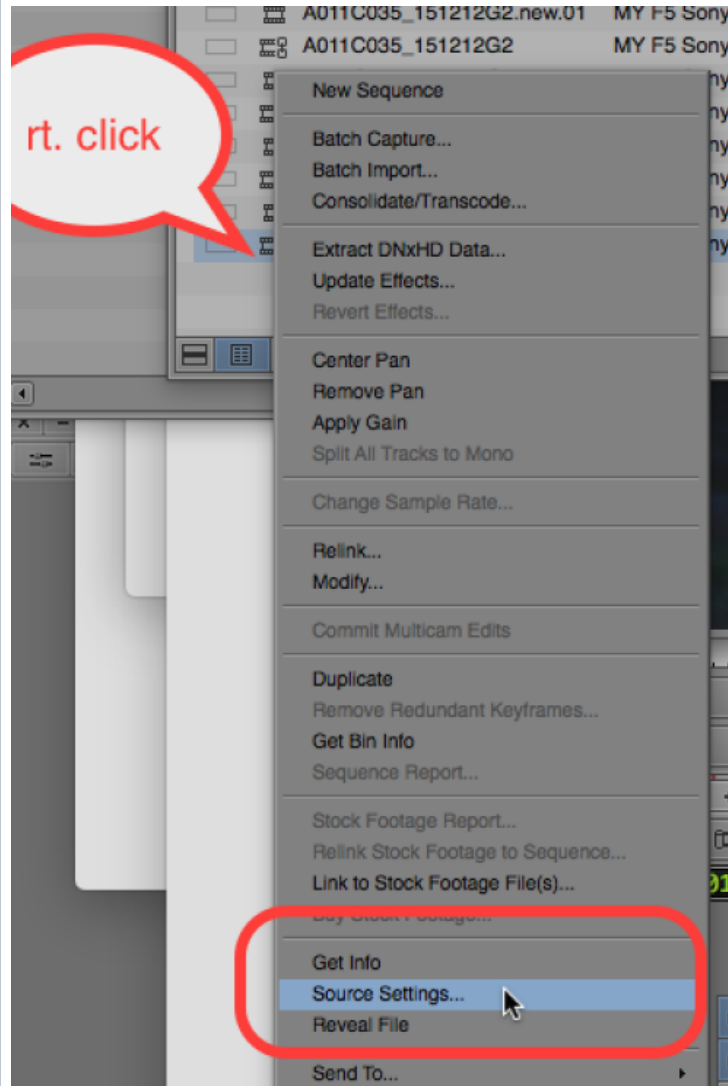
The default LUT is probably the most accurate but you can import LUTS using the Color Management Settings and or loading templates from the drop down
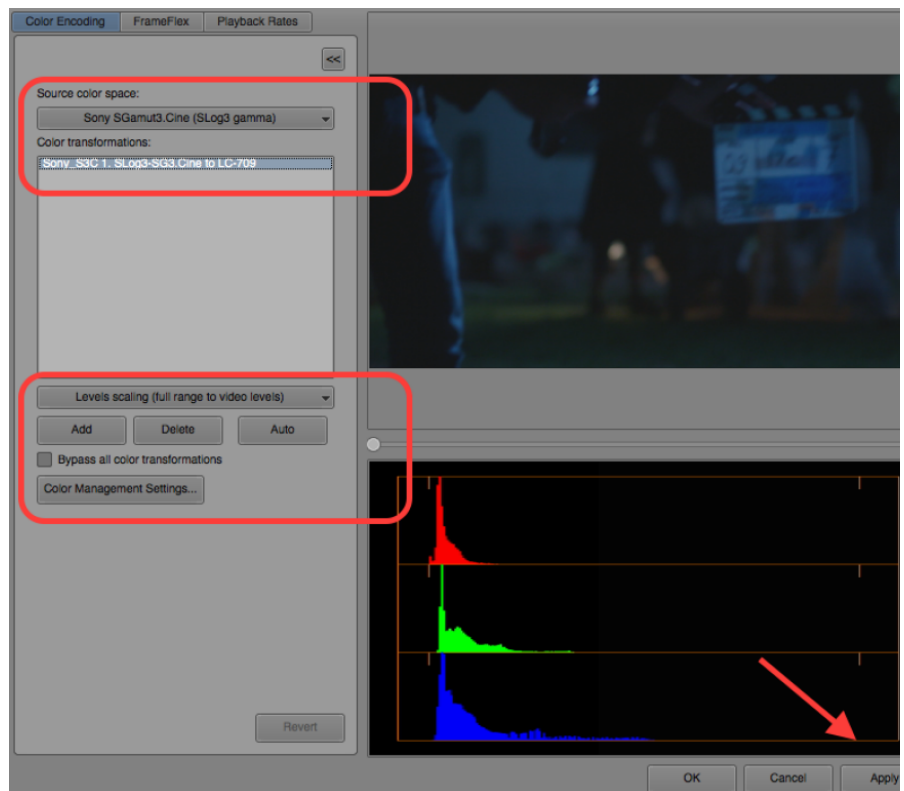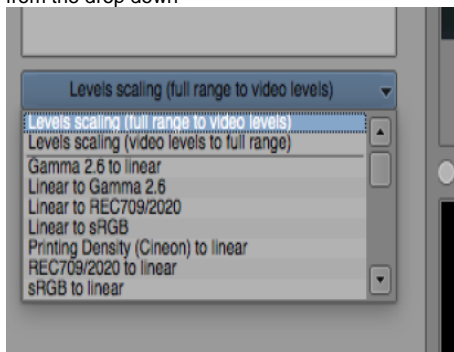
Select the AMA linked Clips in the bin and choose "Consolidate/Transcode"
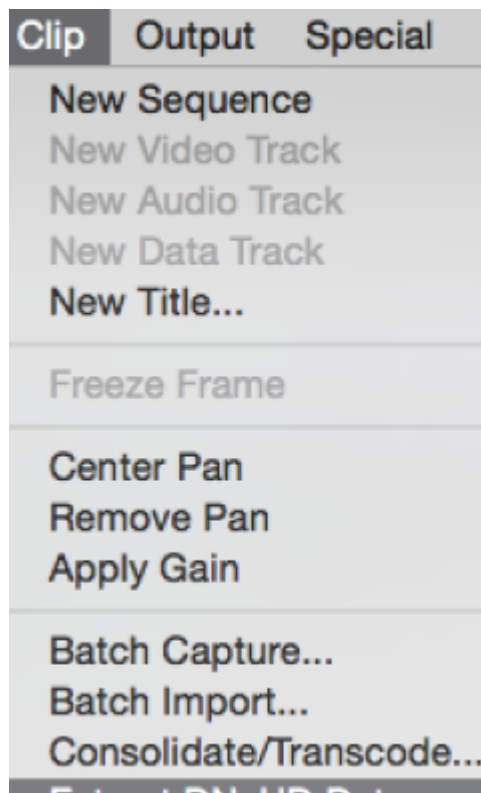
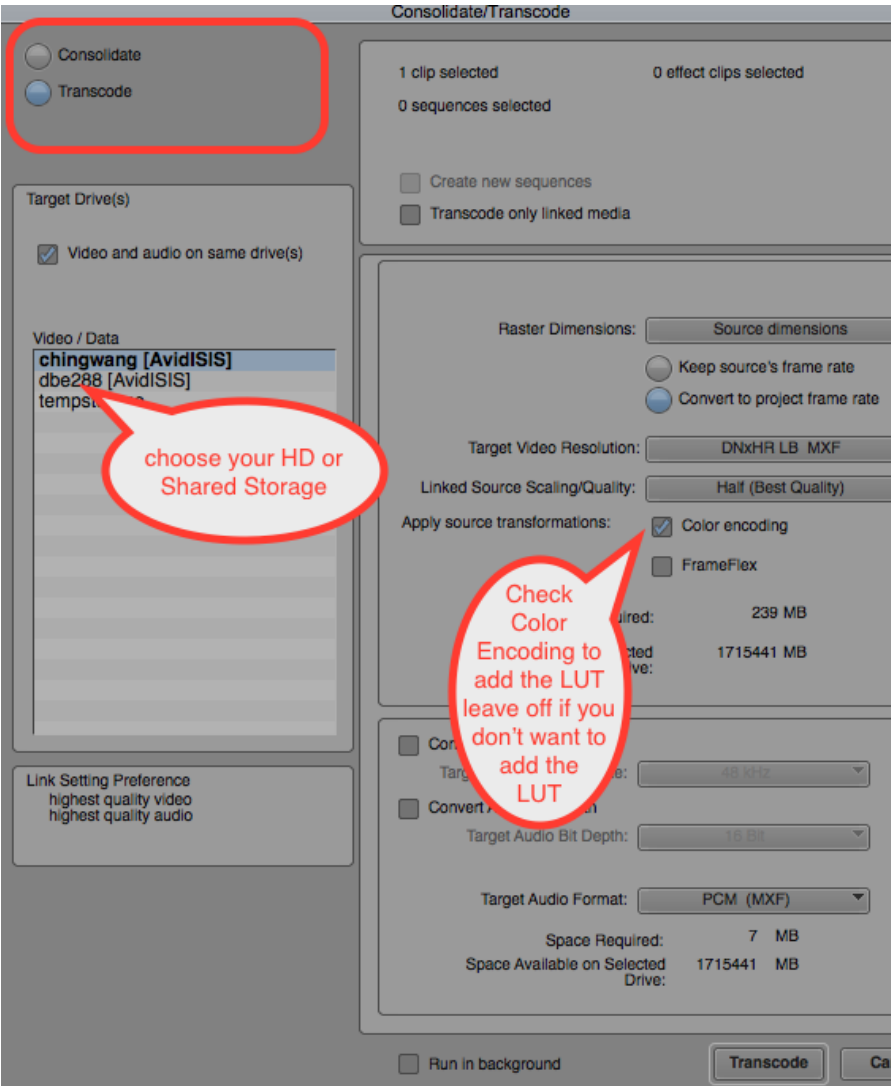|	
Choose Transcode> Choose the Raster Dimensions as "Source dimensions" This reduces the size of the source by ¼ but still looks great! Choose to Keep source's frame rate Target Video Resolution DNXHR LB MXF Scaling Quality is Half (Best Quality) Choose to use the color encoding so that your footage does not look flat and dull. The color encoding is only applied to the transcoded files. Your source files are not affected. Choose "Transcode"	
The Resulting clips will have the following settings. DNxHR LB is the codec and the clip aspect ratio is 2048 x 1080 at 23.976 fps. This is the original aspect ratio of the clip.	
Move all the transcoded files to their own bin and close the AMA linked files bin because we will use that bin when we do the final conform to the "Native" files.	The next step is to organize the files by shoot day then use this wiki to sync the footage. https://wikis.utexas.edu/display/comm/AVID+-+Syncing+Audio
NOTE THIS IS THE OFFLINE PROJECT SETUP - YOU WILL NEED TO READ THIS WIKI FOR RELINKING TO THE "UNCOMPRESSED" FILES FOR FINAL CONFORM	AVID – How To Export an .aaf and QuickTime export to Davinci Resolve After Relinking to 2K or 4K