

Pro Tools - Open a .aaf or .omf and Quicktime in ProTools

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Place the .aaf file and the QuickTime movie onto one of the storage areas drive of the computer. Don't try to use the file where

Bit Depth: 24-bitI/O Settings: Last Used

☐ Interleaved

☐ Prompt for location

☒ Location... /Users/kraftsu/Documents/

☒ Show on startup

Open from Disk...

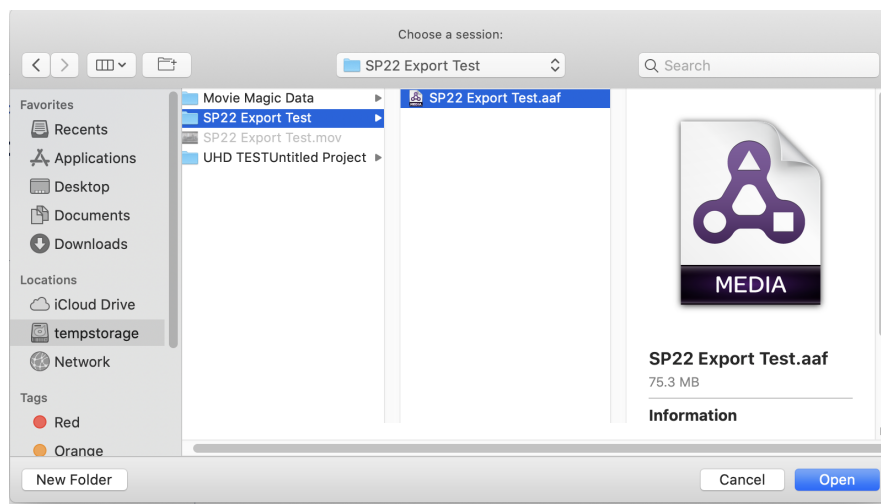
Cancel

Create

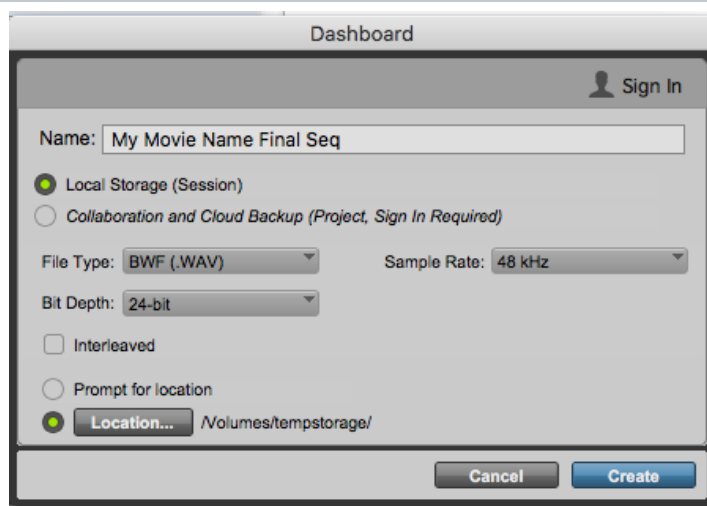
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Navigating to the .omf or .aaf file, select it and click open.



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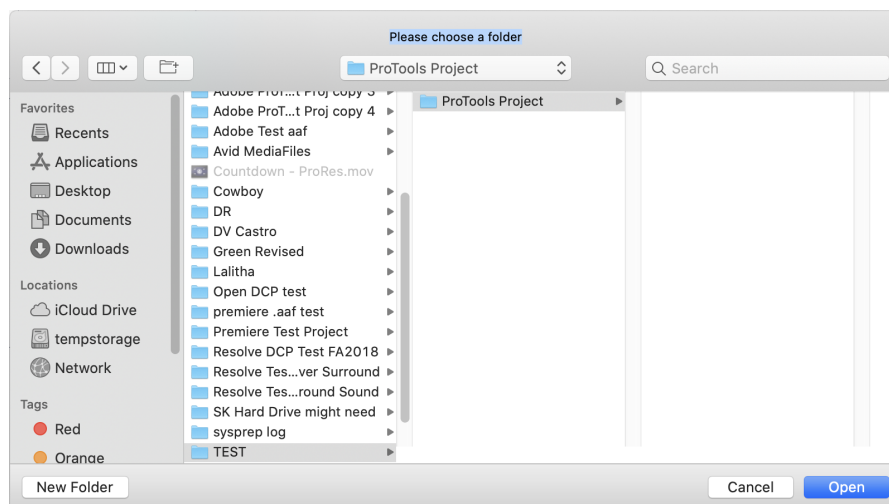
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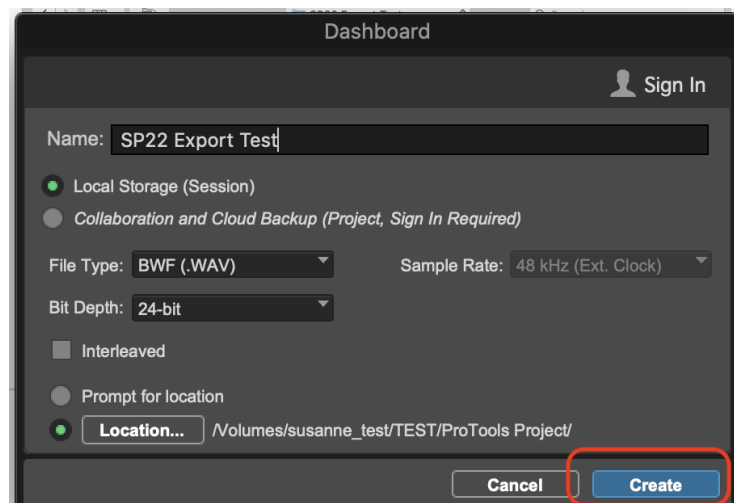
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Location > Navigating to where you want to save the session



Click on Create to open the session



In the next window make sure

each track are selected for import and checked in the "Uncheck" (pan odd tracks le

Source Properties:

Name: SP22 Export Test

Type: OMF 2.0 File

Start time: 00:59:52:00

Timecode format: 23.976 fps

Audio bit depth(s): 24

Audio sample rate(s): 48000

Audio file type(s): Embedded

Text Encoding: English (MacRoman)

Media Options

Audio Media Options:

Copy from source media

Handle Size: 1000 milliseconds

Video Media Options:

Copy from source media

Timecode Mapping Options:

Maintain absolute timecode values

00:59:52:00

Adjust Session Start Time to Match Source Start Time

Track Offset Options:

Offset Incoming Tracks By:

0:00 Min:Secs

Sample Rate Conversion Options:

Apply SRC

Source Sample Rate: 48 kHz

Dest Sample Rate: 48000

Conversion Quality: Tweak Head (Slowest)

Tracks

Source	Destination
Audio 1_L (Mono audio)	New Track
Audio 1_R (Mono audio)	New Track
Audio 1 (Mono audio)	New Track
Audio 3 (Mono audio)	New Track
Audio 5 (Mono audio)	New Track
Audio 7 (Mono audio)	New Track

Match Tracks

Session Data

☐ Import Rendered Audio Effects

☒ Import Clip Gain

☒ Import Volume Automation

☒ Only Include Clips on Timeline

☐ Pan odd tracks left/even tracks right

Main Playlist Options:

☒ Import - Replace Existing Playlists

☐ Import - Overlay New On Existing Playlists

☐ Do Not Import

Track Data to Import:

Choose...

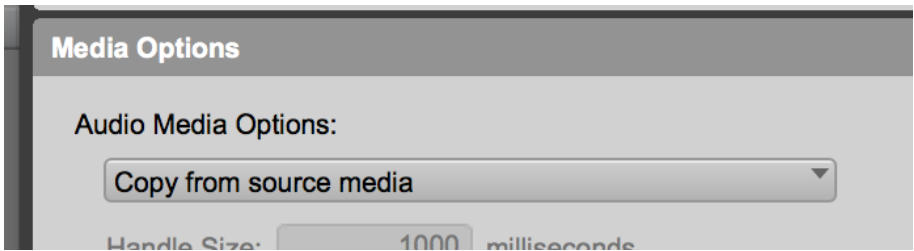
Cancel

OK

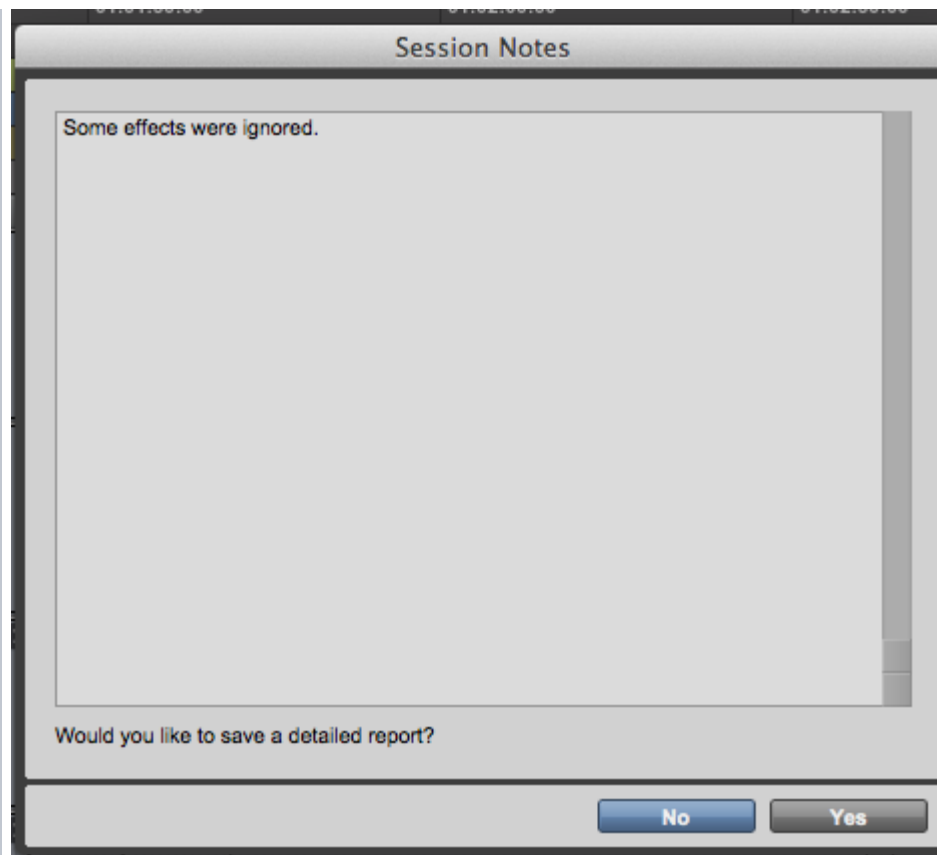
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Next screen
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The P ro to ls S e s s i o n w i l l o p

en and all the tracks will appear as they did in the video project.

Now click on > Setup > Session and make sure the frame rate is

Setup Window Marketplace Help

Hardware...

Playback Engine...

Disk Allocation...

Peripherals...

I/O...

Machine Track Arming Profiles...

Video Sync Offset...

Session ⌘2

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Session Setup

Format

Sample Rate: 48 kHz

Audio Format: BWF (.WAV)

Session Start: 01:00:00:00

Bit Depth: 24 Bit

Interleaved: ☐

Session Length: 24:00:00:00

Clock Source: SYNC HD

Incoming Time: 00:00:00:00

System Delay: 65 samples

Timecode Rate: 23.976

Pan Depth: -3.0 dB

Feet+Frames Rate: 23.976

Timecode 2 Rate: 23.976

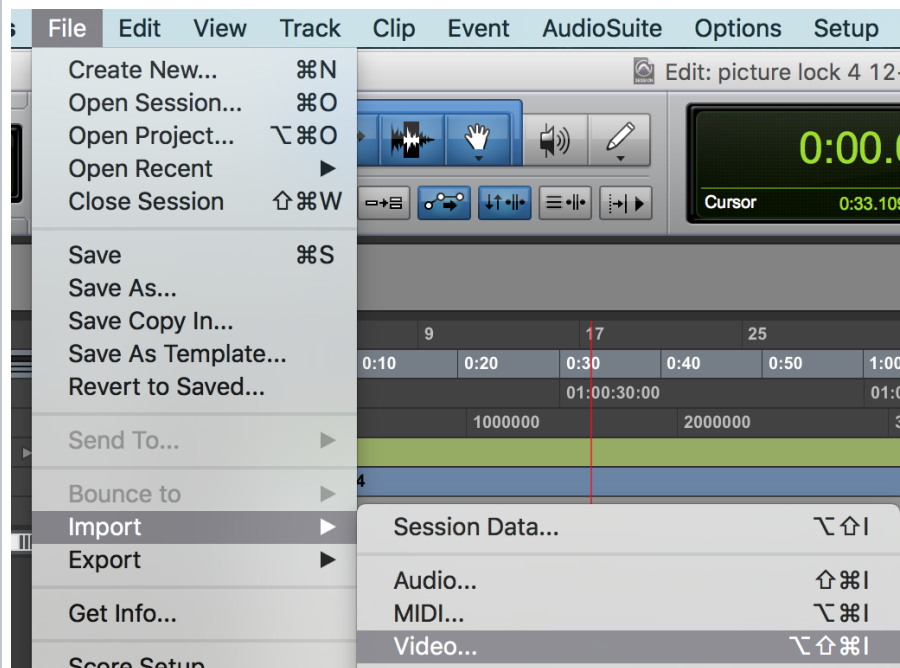
SYNC Setup & Timecode Offsets

Ref Present: ☐ Locked: ☒ Speed Cal: ☐

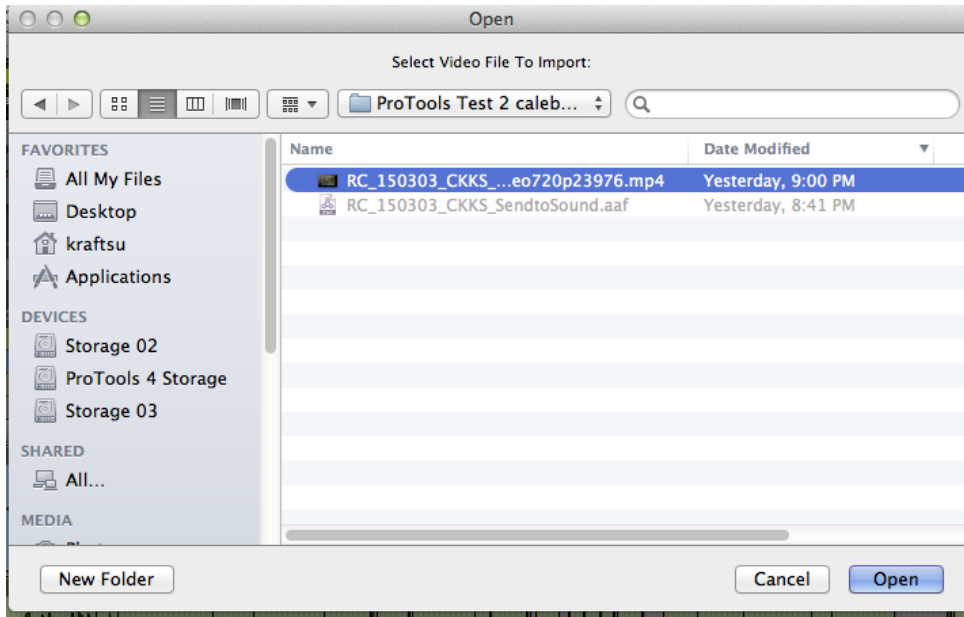
Timecode Settings

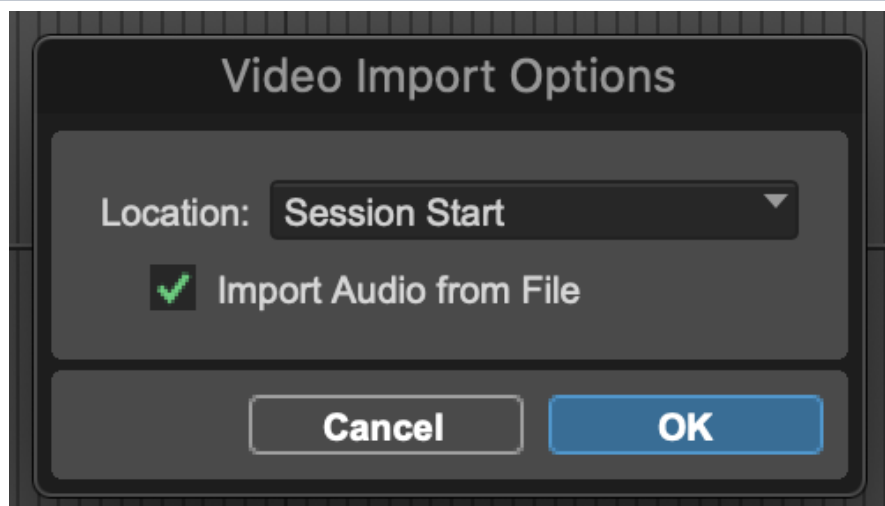
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Go to > File > Import > Video > Open > and save it.



Navigating to the QuickTime Movie that you made using this workflow

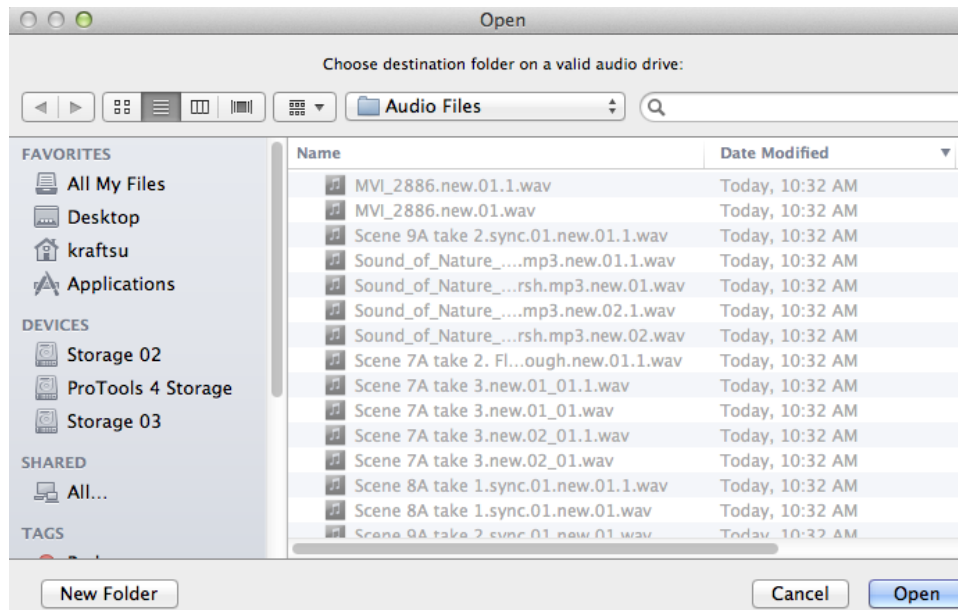




> Location Choices:
Session Start
Choose to Import the audio from the Quick Times so you can check sync

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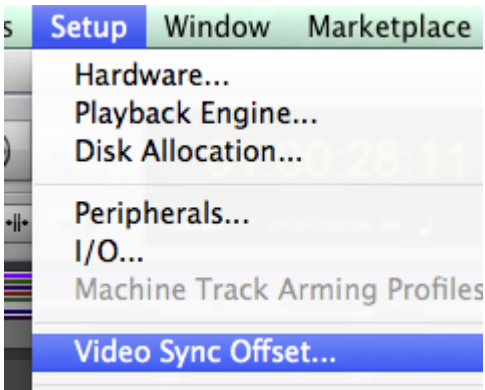
Choose the default location of where hereto save the audio files. It will always choose the current session's audio folder.



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