After Effects - Converting 23_98 QuickTimes to 29_97

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How to Convert a 23.98 QuickTime to a DV/DVCAM-NTSC 29.97 file

- Launch After Effects
- Go to >File>Import to import the 23.98 QuickTime to be converted
- Drag the imported file down to the "Create a new Composition" icon.
- A new Composition will be created and the QuickTime will be loaded into the



composition timeline.

• Now check the "Compositions Settings"



Also will need to change the Preset: to NTSC DV

		Composition Settings	
	Composition	Name: Out There 2	
	Basic Advan Preset:	NTSC DV	Change the
	Width: Height:	720 Z Lock Aspect Ratio to 3:2 480	NTSC DV
0	Pixel Aspect Ratio: Frame Rate:	D1/DV NTSC (0.9) Frame Aspect Ratio: 29.97 Frames per sect	ige the
	Resolution: Start Timecode:	Full 720 x 480, 1.3 M8 per 8bpc fram	8 to 29.97
	Duration:	0;10;44;15 is 0;10;44;15 Base 30drop	
		Cancel	K

• Next add the file to the render queue by selecting.

• >Composition>Add to Render Queue

Composition	Layer	Effect	Animati
New Compos	sition		ЖN
Composition	Setting	s	жκ
Background	Color		 ዮ <mark>#</mark> B
Set Poster Ti	me		
Trim Comp t	o Work	Area	
Crop Comp	to Regio	n of Inte	rest
Add to Rend	er Queu	e	

Click on the "Render Settings"

							7	7	
	F	Render	P	#	Comp Name	Status	Started	Render T	Time
1	~	1		1	Out There 2	Queued	-	-	
L	Q	Re	nder	Sett	ings: 💌 Based on "	Best Settings"	Le	og: Errors Only 🔻	
L	, D	0	utpu	t Mo	dule: 💌 Lossless		Output	To: 💌 Out There 2.md	<u>v</u>
Ņ)

• Change the following

• Quality=Best, Resolution=Full, Field Render=Lower Field First, 3:2 Pulldown

WSSWW, Motion Blur ON, Time Span=Length of Comp (so entire composition exports) Frame Rate Sampling should be set automatically to 29.97 as shown. Click OK to close Render Settings.

	Ren	der Settings		
Compositio	n "Out There 2"			
Quality:	Best	Proxy Use:	Use No Proxies	•
Resolution:	Ful	Effects:	Current Settings	•
s	ze: 720 x 480	Solo Switches:	Current Settings	=
Disk Cache:	Read Only	Guide Layers:	All Off	•
	Use OpenGL Renderer	Color Depth:	Current Settings	:
Field Render: 3:2 Pulldown: Motion Blur: Time Span:	Lower Field First WSSWW On For Checked Layers Length of Comp	Use co Use to Use the Du	omp's frame rate (29.97 iis frame rate: 29.9 Start: 0.00.00.00 End: 0:10:44:15 ration: 0:10:44:17) 7 Custom
Options	Use storage overflow Skip existing files (allows mult	i-machine rendering)		
			Cancel	ОК

- Next click on "Output Module" settings
- Set the following:
- Format=QuickTime Movie Leave the rest as shown
- Video Output should be checked and then click on "Format Options"

	Output Module	e Settings
Main Options Co	lor Management	
Based on "Lossless" -		
Format:	QuickTime Movie	T
Embed:	Project Link	V
Post-Render Action:	None	V
Z Mideo Outout		
Video Output		
Channels:	RGB	▼ Format Options
Depth:	Millions of Colors	Animation
Color:	Premultiplied (Matted)	Spatial Quality = Most (100)
Starting #:	0 🗹 Use Comp Fra	ime Number

• Set the Compression type to DV/DVCPRO-NTSC @29.97 frames per second at Best Quality. Leave the rest as shown. Then click OK.

	Compression Settings	
Compression type:	DV/DVCPRO - NTSC	
Motion		
Frames per second:	29.97	
Key frame every	frames	
🗌 Limit data rate to	KBytes/sec	
Compressor		
Quality		
Least Low N	Medium High Best	
Scan Mode: Interlac	ced	
Least Low Scan Mode: Interlac Aspect Ratio: 4:3	ced	
Least Low Scan Mode: Interlac Aspect Ratio: 4:3	ced	

The last thing to check is that Audio Output is selected if needed. Set the quality to 48kHz and 16bit Stereo. Then click OK.

	Output M	odule Setting	s
Main Options Co	olor Management		
Based on "Lossless"			
Format:	QuickTime Movie	•	
Embed:	Project Link	•	
Post-Render Action:	None	•	
Video Output			
Channels:	RGB	•	Format Options
Depth:	Millions of Colors	•	DV/DVCPRO - NTSC
Color:	Premultiplied (Matte	ed) 🔻	Spatial Quality = High (100)
Starting #:	0 Use Con	np Frame Numb	er
/ Stretch			
	Width Height	🗹 Lock Aspec	t Ratio to 3:2
	720 × 480		
	720 × 480	Custom	
Stretch %:	×		Stretch Quality: High
Crop			
Use Region o	of Interest	Final Size: 720	0 x 480
Тор: 0	Left: <u>0</u>	Bottom: 0	Right: 0
Audio Output			
48.000 kHz 🔻 10	6 Bit 🔻 Stere	•0	Format Options

• Finally select the "Output To" dialog and set that as to where the rendered file will be stored.

Log:	Errors Only
Output To:	Out There 2.mov

• Name the file and save it to the appropriate folder/drive. Then click OK.



• Now click "Render" to start rendering the timeline.



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