
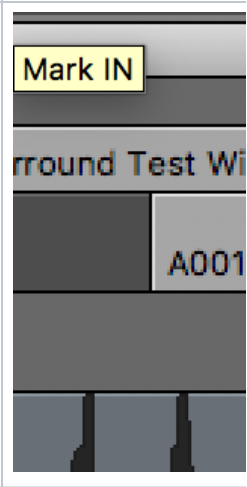
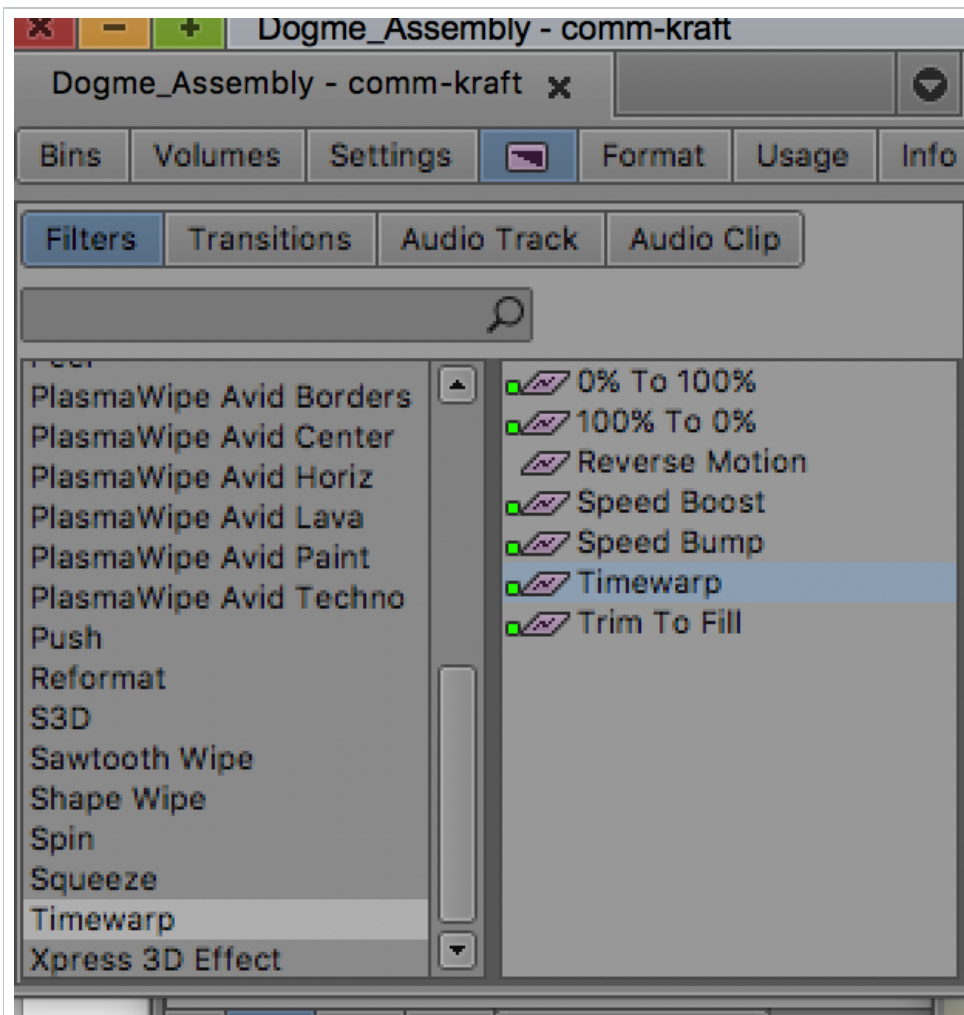


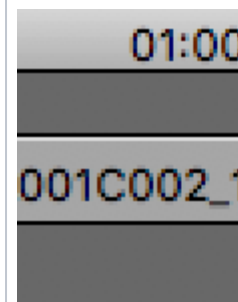
# AVID - Slow Motion Timewarp Effect using AVID - Motion Effect for Slow Motion

<p>The workflow explained here is for a clip shot at 23.98 Frame Rate that is used in a 23.98 timeline and we want to slow it down to ½ speed</p> <p>Project Format in AVID is 23.976</p>	
<p>Edit the clip into the timeline that you want to slow down</p> <p>Place the timeline indicator on the clip</p>	

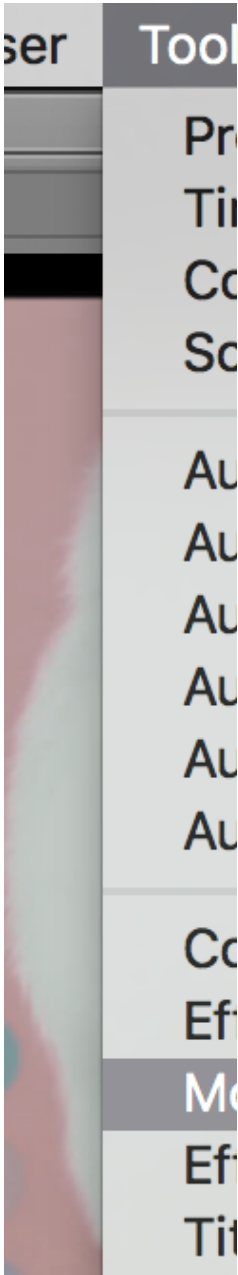


Go to the Project Window  
and scroll down to the Tim

Drag it on to the Clip in the



Put the position indicator on the track with the timewarp effect on it and choose >Tools>Motion Effect Editor

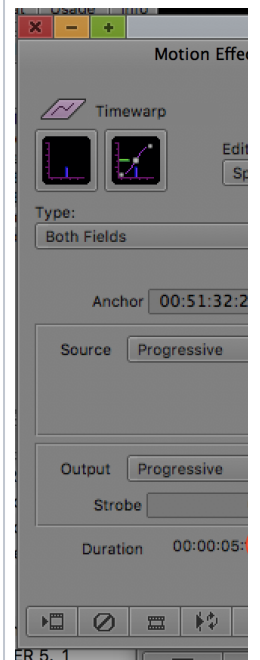


Click on the Speed Graph



Adjust the Bar higher or lower to adjust the speed of the clip

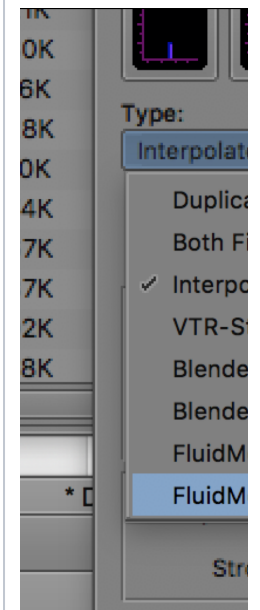
Duration of the clip will not change even if you are slowing down the clip so if your shot to show a certain part you can use the trim tools



Next pick the Render Type

Choose Interpolated Field

All the way up to FluidMotion that is the best but it'll take longer to render and won't play in real time till you render it.



Then Render it

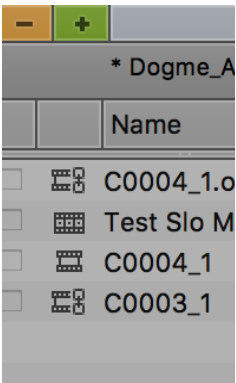


The workflow explained here is for a clip shot at 59.94 Frame Rate that is used in a 23.98 timeline and we want to slow it down to ½ speed

Project Format in AVID is 23.976

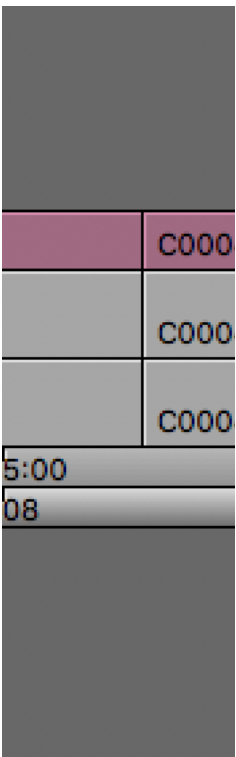


The Clips to be slowed down are 59.94 frame rate

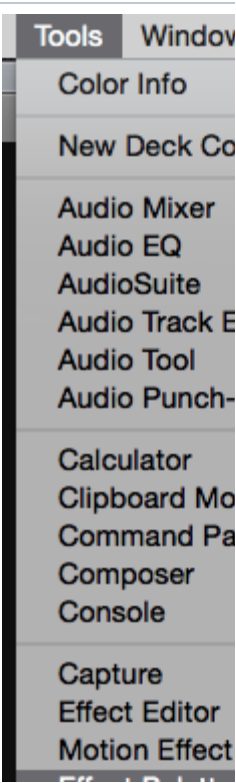


Edit the clip into the timeline that you want to slow down

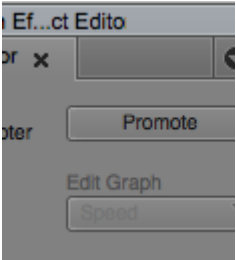
Place the timeline indicator on the clip



Then choose  
Go to Tools>Motion Effect Editor

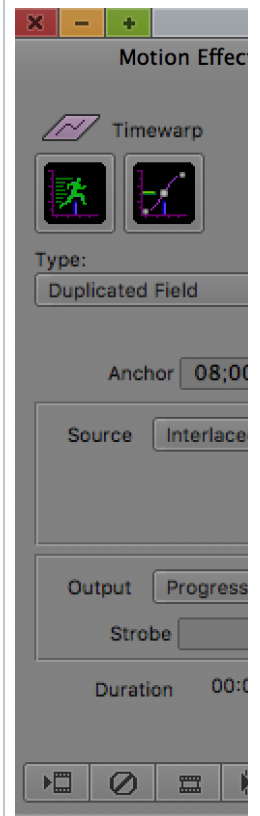


Click on Promote



You must pick the source and the output type.

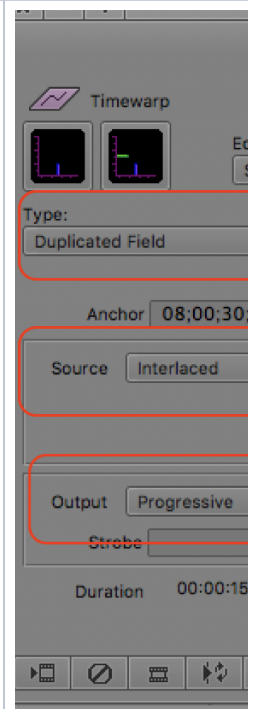
We have an Interlaced source and Output type is Progressive



Change the speed to 100  
50% or less?

Slow it down to what you want.

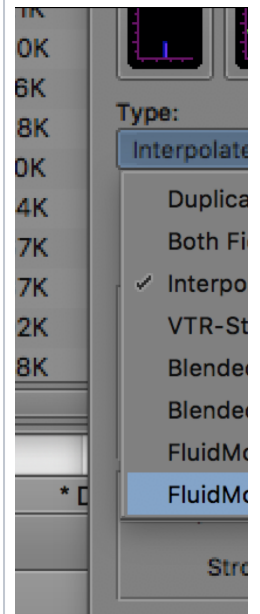
Duration of the clip will not change even if you are slowing down the clip so if your shot to show a certain part you can use the trim tools



Next pick the Render Type

Choose Interpolated Field

All the way up to FluidMotion that is the best but it'll take longer to render and won't play in real time till you render it.



Then Render it

