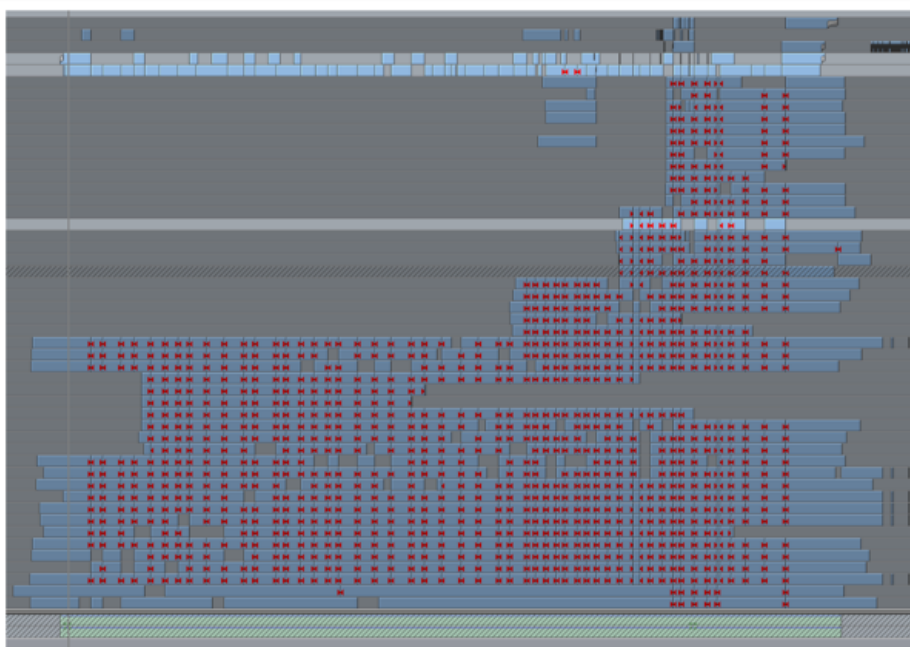
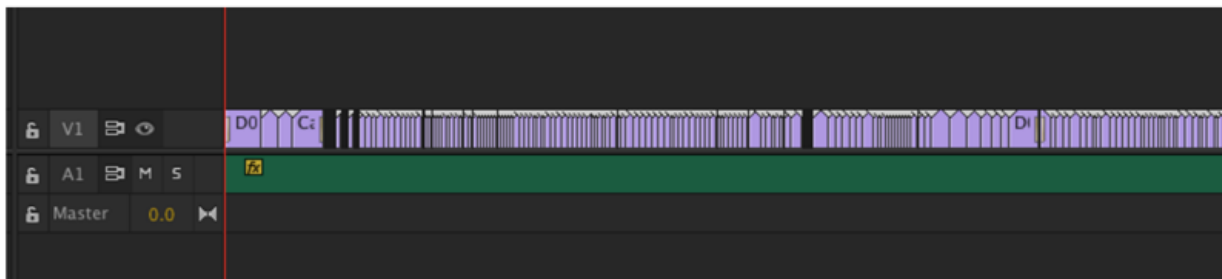


AVID – How To Relink to your Original Camera Footage

1. Duplicate the sequence and put in a new bin. Call that bin ONLINE - XXX your project name
2. Next attempt to modify the video tracks down to 1 or 2 tracks if possible.



Do not provide this type of timeline to the colorist for conform.



This clean timeline not only saves time and money when the colorist is conforming, but also points to a professional editor who understands the process.

Go to the hard drive that all your AVID Media is on and hide the media

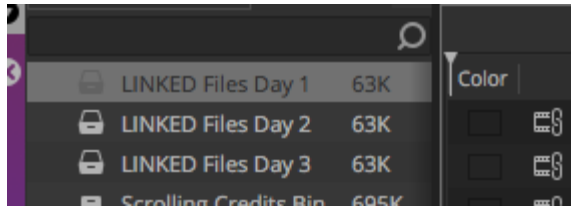
Hide the AVID media files so that AVID doesn't relink to the old transcoded media. Change the name to the AVID MediaFiles folder.

Change from this	
To This	

Back in AVID Project OPEN all the bins in AVID that have your linked files that you used to transcode the camera originals

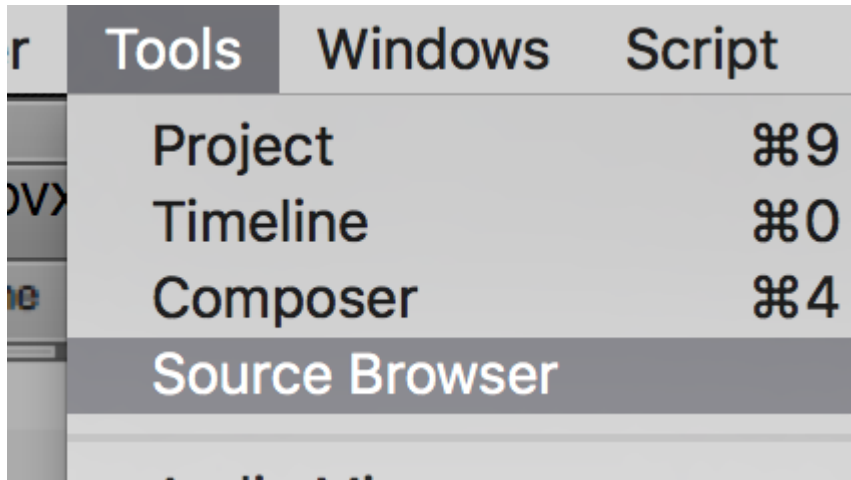
to make the media in your avid project for offline

IF YOU DON'T HAVE THESE ANYMORE CONTINUE READING TO RE-LINK TO THE RAW FILES



Relink to the Storage Hard Drive or volume that the Original Camera footage is on. (where you stored the backup of all the cards you recorded on the camera)

Go to >Tools>Source Browser



Choose to Link not Import

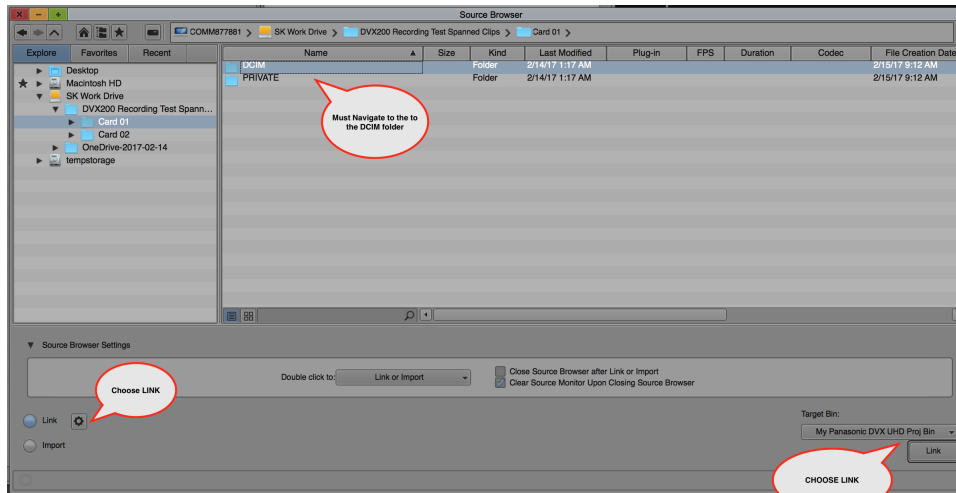
Navigate to the Original Footage folder for each card

Or each day of cards and the folder

Locate the original Native Pro Res .movs QuickTimes or

XAVCHD or .r3D etc.

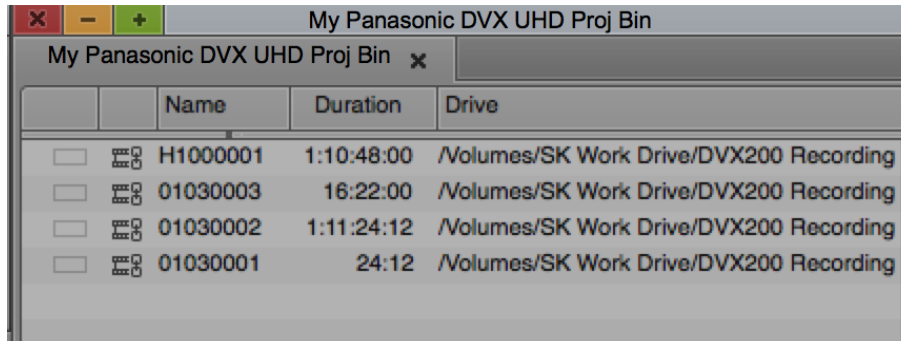
Click on Link



The clips will load into the Bin shown here from each

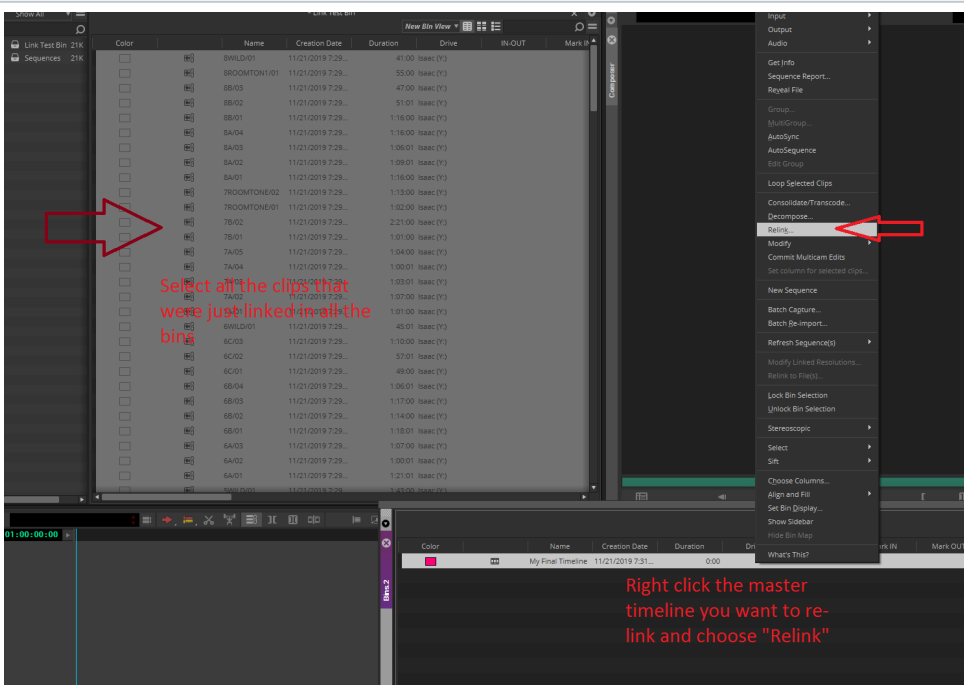
card you linked to. Do this till all the cards are linked and

the files appear in the bin.



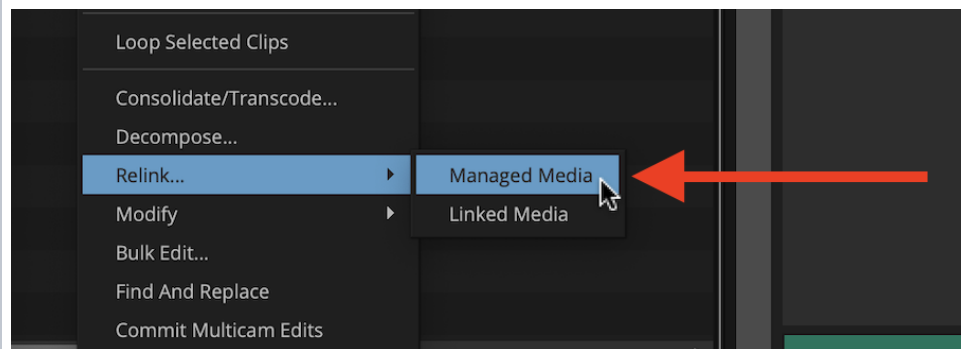
All the Linked files will load up in a new folder when you choose the default settings.

When all the cards are re-linked and loaded up in the bins. Select all Linked Files that just loaded up in the folder or folders



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Right click these sequence to relink
> Managed Media



Choose Selected items in ALL open bins
Choose to relink by Tape Name or Source file Name

Relink selected items to:

☐ Media on drive: All Available Drives

☐ Load media database(s)

☐ Relink selected master clips
Tip: To bring master clips online, first try loading media databases.

☐ Relink only to media from the current project

☒ Selected items in ALL open bins

☐ Allow relinking to offline items

Relink by:

Original

Timecode
Start

Source Name
Tape Name or Source File Name

☐ Ignore extension

Ignore characters after last occurrence:

☒ Match case when comparing source names

☐ Target (if different than Original)

Timecode
Start

Source Name
Tape Name or Source File Name

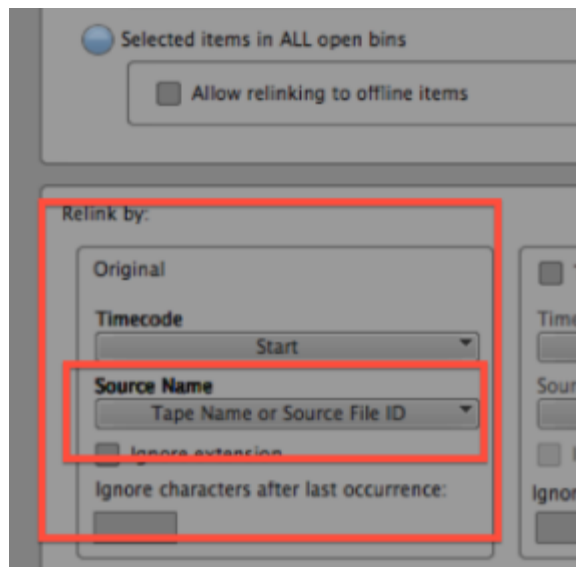
☐ Ignore extension

Ignore characters after last occurrence:

If the added sessions don't work choose

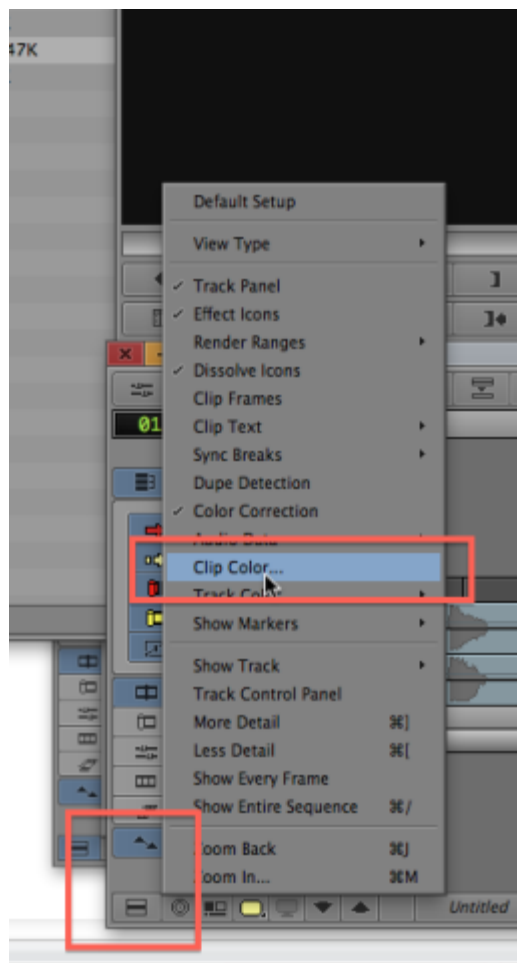
Choose to relink by Tape Name or Source file ID

Change the timeline in ClipColor to show A



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Clip Color

☒ Offline

☐ Proxy

☒ Linked Clips

☒ Mixed Rates

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☒ SD/HD

☐ Timeline Local

☐ Source

Default Colors

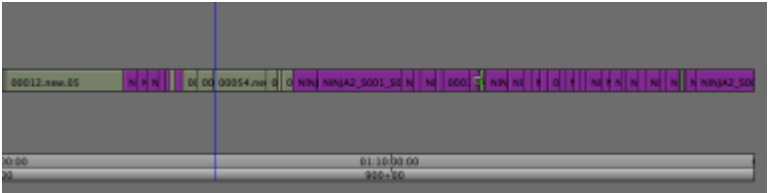
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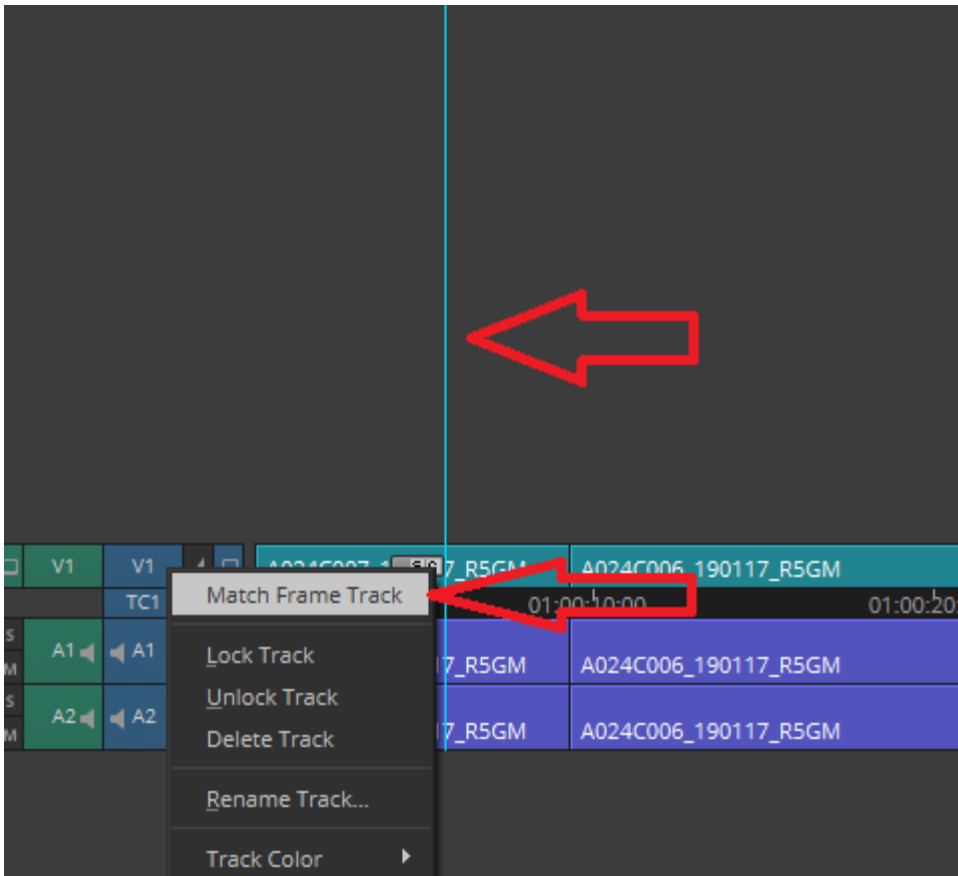
Offline will be default. READ so that is how we'll check if we have any of film media

Notice in this timeline only part of the clips turn



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On the AVI timeline, you can - Match Frame Track by placing your timeline indicator on the timeline

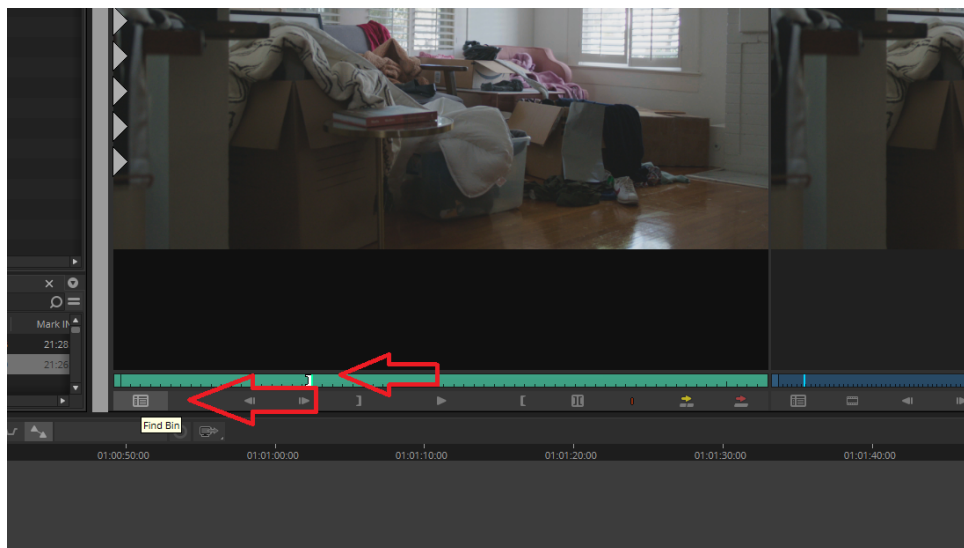


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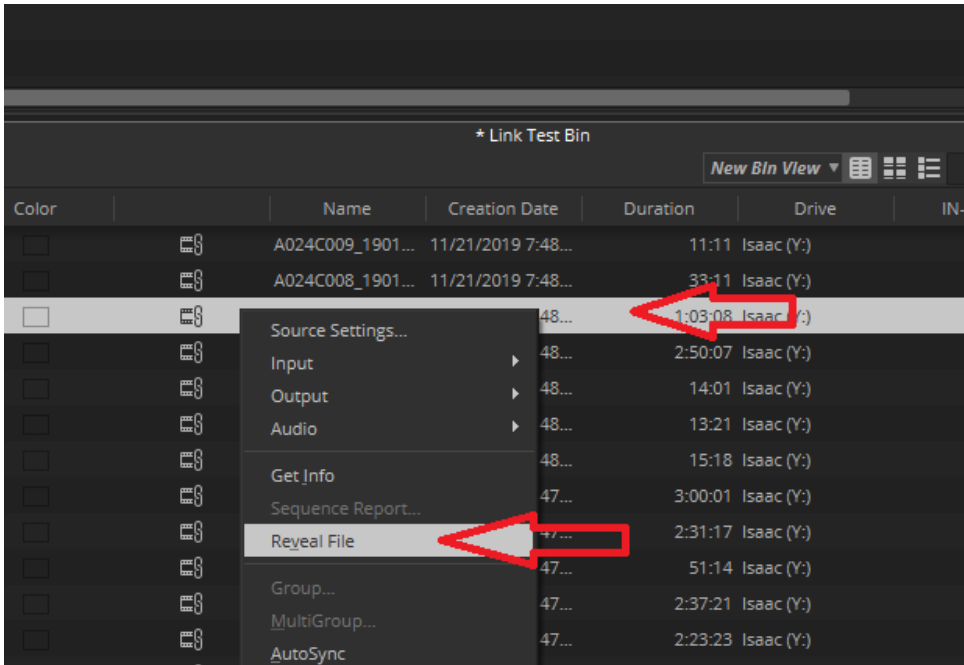
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containing the material from a new loaded in the source monitor with the in point marked at the match frame. Then choose the Find Bin icon

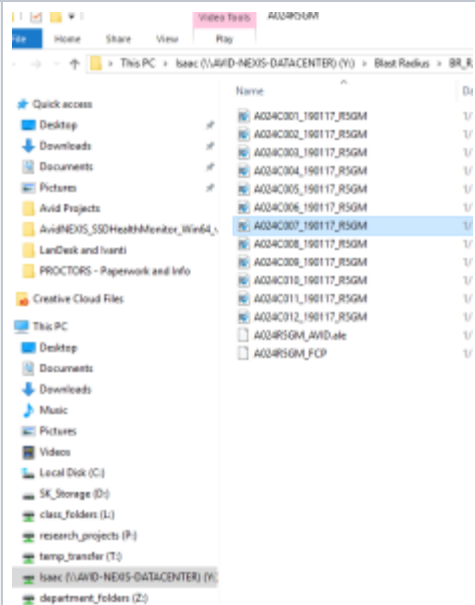


to identify the clip in the bin location

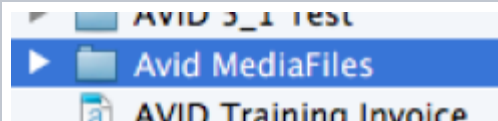
Right click the clip that is highlighted in the bin and choose Reveal File



The location of the file will be added and you can verify if this is the example that yes this is the camera or original that we wanted to link to

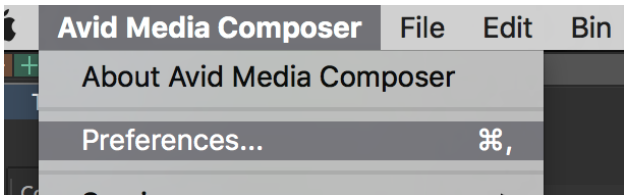


Next you need to put these space back in to your AVID Media Files folder

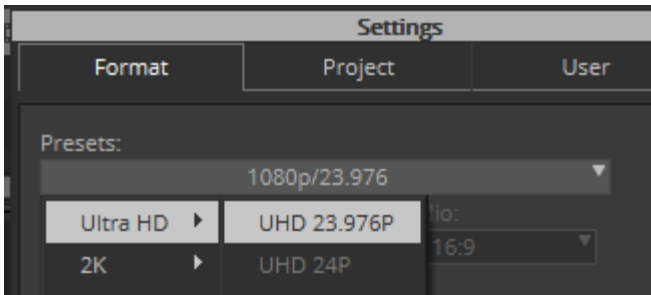


Back in AVID

Next change your project settings to Avid Media Composer > Preferences > Choices > Choose the Format Tab



Choose the Format Tab > Change the project to Ultra HD > UHD 23.976 if it is not already set to that



NOTE most of you should not in UH D or 1080 but check the raw foot age files to make sure you know what form at you

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[AVID - Batch Re-Import Footage](#)