

Prepping Assets for Audio Post (Final Cut)

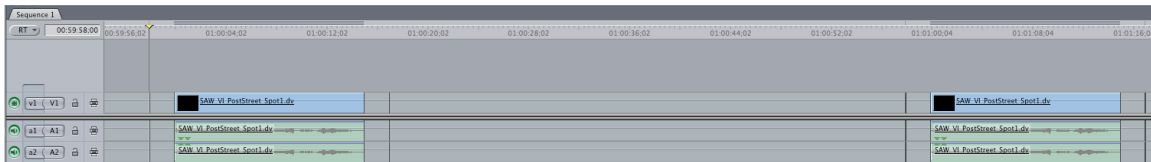
Three items are required:

- OMF
- Locked Video (Anamorphic* SD DV Stream 720 X 480 with timecode burn-in)
- All Field recordings** (Aiff or wav labeled with scene, shot, and take (24 or 16bit / 48 kHz))

Sequence Setup

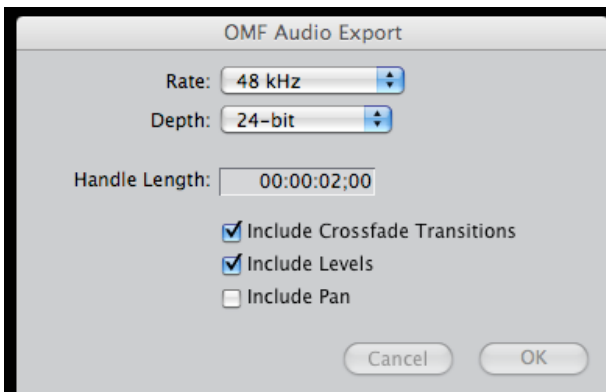
- Sequence start: **00:59:00:00**
- First frame of picture exactly: **01:00:00:00**
- One frame of bars and tone (-20dbfs across all audio tracks) **00:59:58:00**
- Two seconds after last frame of picture there should be an additional one frame of bars and tone (-20dbfs across all audio tracks)

For commercial projects with multiple versions follow steps above for the first version. Then place each additional clip in the same timeline with first frame of picture starting at next free minute mark. Placing one frame of bars and tone 2 seconds before and after picture.



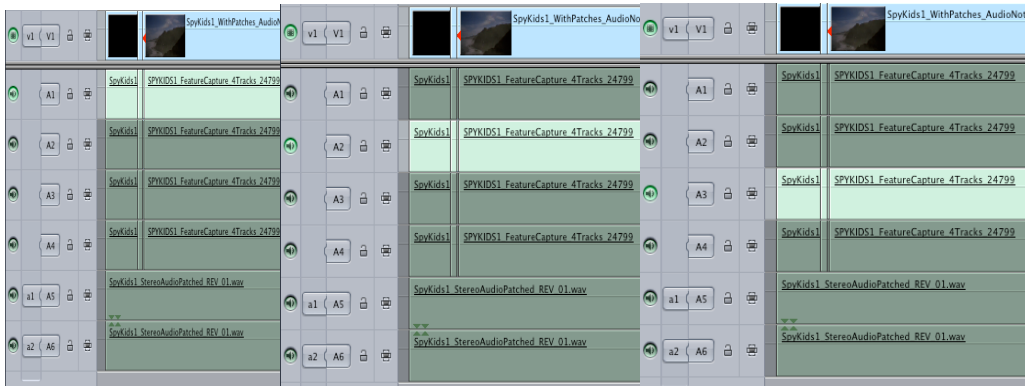
Exporting OMF

After this sequence is set up export Audio to OMF:



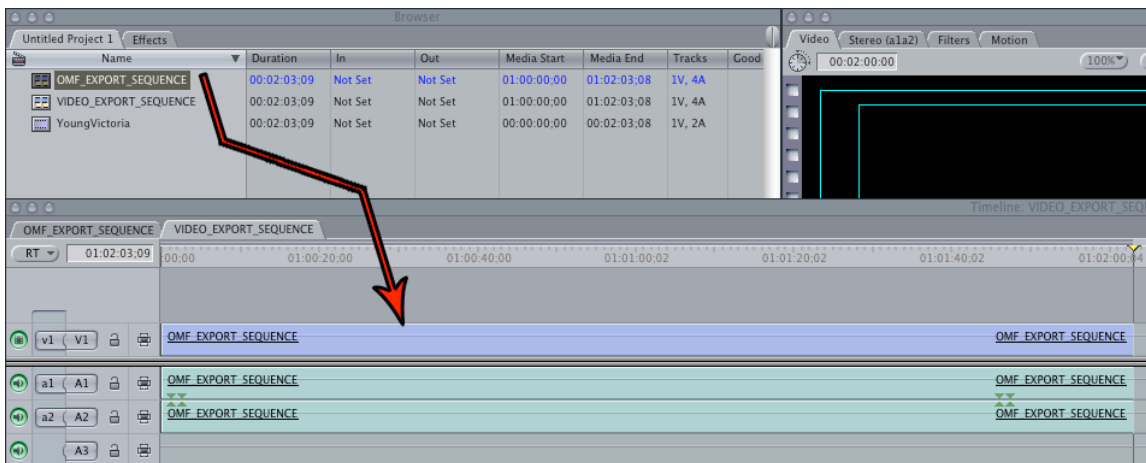
*Note that OMF export from Final Cut has two limitations. Firstly in and out points will be **ignored**. Any extra material before the 00:59:00:00 mark or after the last frame of picture will be included.*

Secondly there is a 2gb file limit per OMF. If Export fails due to size restrictions split OMF into multiple exports by turning off audio tracks and exporting multiple OMFs. (At 24 bit / 48 Khz a single audio track is approx 11mb per minute)



Exporting Video with TC burn-in

Duplicate this sequence and Nest it into a new sequence (Drag the sequence from the bin into the timeline of a new sequence) This will consolidate all video as one track on this sequence. When you add a **Timecode Reader** it will read as one continuous timecode. Ensure the sequence start is also at 00:59:00:00 and export an anamorphic* NTSC SD DV video file, maintaining the same frame rate as your original edit.



For commercial projects with multiple versions export video in clips by setting in and out points around your single frame of bars and tone surrounding the clip.

*This assumes most material is anamorphic. If original source is non-anamorphic then export accordingly.

**Not necessary if there is no location field recordings