

Export of **QuickTime** picture reference files for use in **Pro Tools**

BEFORE exporting, please include in your sequence(s)

- Academy leader at the head of each reel:

First frame of leader at 0+00 [01:00:00:00]

'2' of leader with matching 1 frame audio beep at 9+00 [01:00:06:00]

First Frame of Action at 12+00 [01:00:08:00]

Successive reels with TC start at respective hour, R2AB starts at 02:00:00:00 etc.

- Tail Sync:

A visual frame (usually a '2' or punch hole) exactly 3+00 [00:00:02:00] after the Last Frame of Action for each reel, accompanied by a matching 1 frame audio beep. For example, last frame of picture for the reel occurs at 1693+08, Tail Sync goes at 1696+08

- Visual Burn-in

running 35mm footage counter and timecode [lower third of the screen please]

EXPORT from Final Cut Pro

- select sequence in the project bin
- 'File' > 'Export' > 'QuickTime Movie'
- settings:

codec: any of the 'ProRes' family

PLEASE CHOOSE A SETTING WHICH YIELDS A FILE in the 2-6GB range per 20 minutes of program

SIZE: 1920x1080 Audio and Video Markers: None

√ Make Movie Self-Contained

- save file (to local drive to be copied later, or directly to a 'runner' portable drive)
- test movie by double-clicking on the file in the finder. It should open up in QuickTime Player and look/sound as you're used to seeing/hearing in FCP.

EXPORT from **AVID**

- select sequence in the project bin
- 'File' > 'Export' > 'QuickTime Movie'
- video settings:

codec: any of the 'DNxHD' family

PLEASE CHOOSE A SETTING WHICH YIELDS A FILE in the 2-6GB range per 20 minutes of program

SIZE: 1920x1080 Framerate: Current

- audio settings:

Linear PCM Stereo (L R) Rate: 48kHz Quality: Best Sample Size: 24 bits

- save file (to local drive to be copied later, or directly to a 'runner' portable drive)
- test movie by double-clicking on the file in the finder. It should open up in QuickTime Player and look/sound as you're used to seeing/hearing in the Avid.

NOTE: operating systems are constantly in flux, so if you have additional questions please call