
**TBD POST**
**EDIT | SOUND | COLOR | FINISHING**

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## Avid Prep Workflow

Please contact the post supervisor for any questions, clarifications, or special circumstances regarding your project.

### Prep the Timeline:

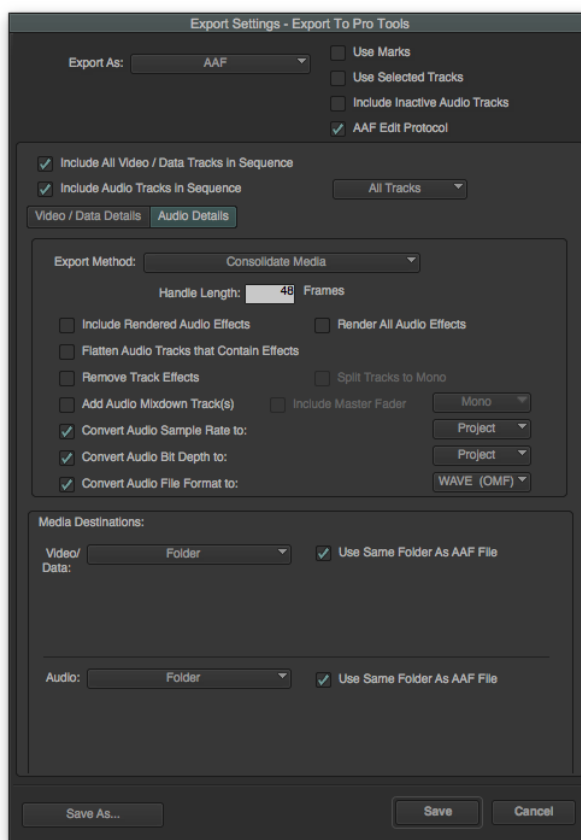
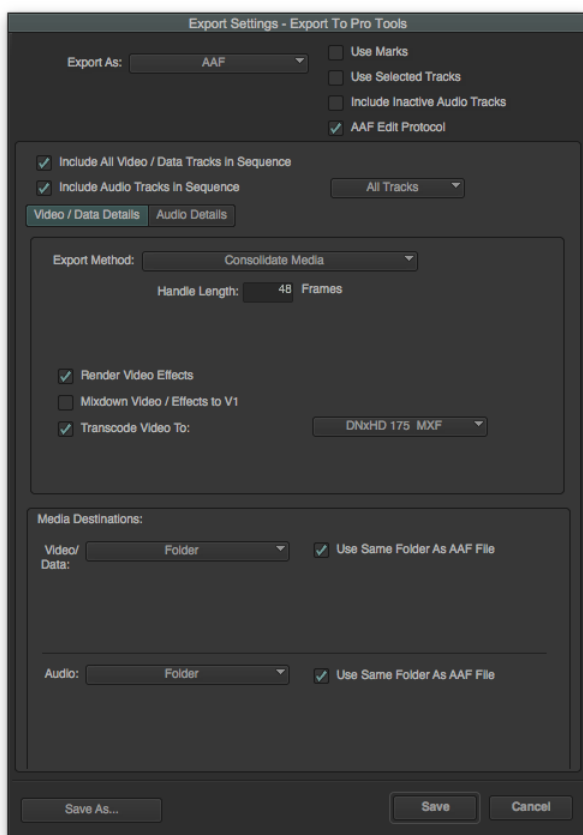
1. Duplicate your sequence and put into a new bin. Rename it "TitleofMovie\_SequenceName\_YYYYMMDD\_PREP FOR COLOR".
2. Export a QuickTime movie at 1920x1080p23.976 with Audio (48khz/16-bit) of your locked cut. Any appropriate flavor of DNxHD (DNxHD 36/DNxHD 115) or ProRes (ProRes Proxy/ProRes LT/ProRes HQ) is fine. **We do not recommend encoding your REF as H.264 using the MP4 container.** Name this file "Title of Movie\_Sequence Name\_YYYYMMDD\_REF". This will be used as the reference to your offline edit, so this should be an accurate representation of your locked cut. All intended effects, repos, filters, stabilizations, etc... should remain intact for this output. Please ensure the timecode in the REF matches your sequence TC. If your offline sequence settings deviate from this resolution format, please contact TBD to confirm the appropriate settings for your REF output.
3. Flatten the clips in the sequence to as few video tracks as possible (i.e. all clips should be collapsed down to V1 where feasible). Leave sizing, transitions, and speed effects intact, but please remove any color correction or other stylizations and notate all else. (For shots that require some kind of special effect or filter, place them onto their own track) **While doing so, please move those clips onto a higher track, so we know to give them the appropriate attention during the conform.**
4. Remove all unnecessary through edits.
5. Remove all audio files in the sequence and insert audio from the Quicktime Reference in its place.
6. Isolate media that requires standards conversion (SD and/or 29.97, etc.) onto its own track.
7. Please isolate stills onto their own track. In some instances you may want to bake these moves on stills and cut them back into your timeline (\*please confirm with the post supervisor).
8. Isolate Visual Effects, or any media to be used within an After Effects comp, on its own track where it exists in the timeline. If there are multiple elements at the same point in time, stack them in the timeline. If the VFX work is based off a live action clip, please leave the clean raw clip on V1.
9. Put all Graphics/Titling on their own track(s).
10. Put all Subtitles on their own track(s).

#### Example:

V1 - Edit Proxies (ie: QT ProRes Transcodes, Offline DNX, etc)  
 V2 - All Media Requiring Standards Conversion (SD 29.97, HD 29.97, GoPro, etc.)  
 V3 - Still Image files.  
 V4 - Media Assets to be re-inserted into AE VFX comps after Color Grade.  
 V5 - Any clips with effects removed that require special attention (Stabilize, Sapphire).  
 V6 - Graphics/Titling  
 V7 - Subtitles

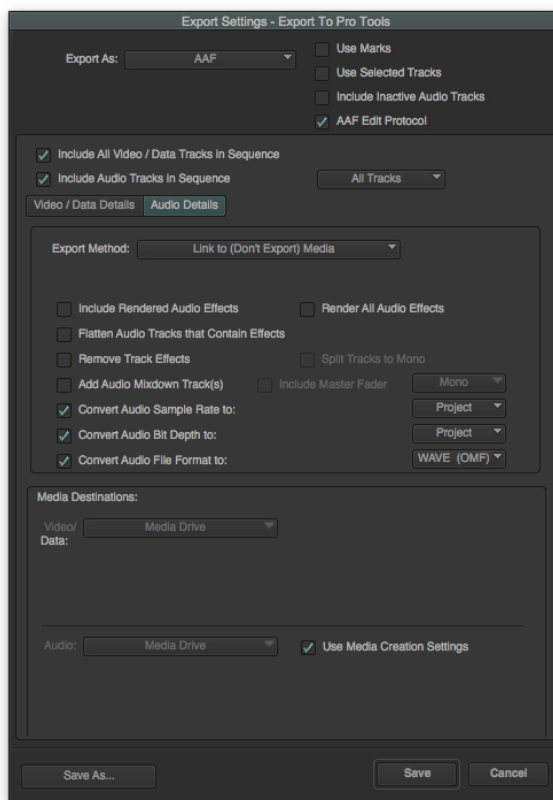
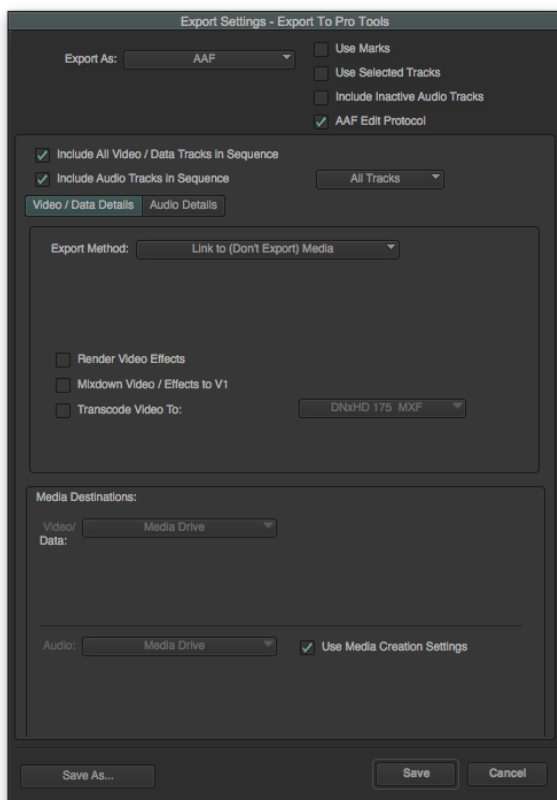
## Export as AAF (Consolidated):

1. Check the “AAF Edit Protocol”.
2. Check “Include All Video/Data Tracks”
3. Check “Include All Audio Tracks”
4. Export Method: Consolidate Media  
Handle Length: 48 frames.
5. Check “Render Video Effects”
6. Transcode to the appropriate codec for your media. Most cases DNxHD 175X will suffice.  
*If you're unsure, please contact TBD to discuss appropriate codec for your project.*
7. Under Media Destinations, select ‘Folder’ in the drop-down for ‘Video/Data’
8. Check box for ‘Use Same Folder As AAF File’
9. Click Save



## Export as AAF (Link-Only):

1. Check the “AAF Edit Protocol”
2. Check “Include All Video/Data Tracks”
3. Check “Include All Audio Tracks”
4. Export Method: Link to (Don't Export) Media
5. Uncheck “Render Video Effects”
6. Save



## Turnover Checklist

- Avid bin that contains your PREP FOR COLOR Sequence.
- AAF of your PREP FOR COLOR Sequence.
- Quicktime REF of your original sequence (this should match the TC of your PREP FOR COLOR sequence).
- A Text document or PDF explaining what is on each track or series of tracks.
- All Consolidated media, ProRes, R3D, audio mixes (if completed), etc...
- All Lower third titles and fonts.
- Collected AE Project file/s (if applicable).

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Thanks!