



HOW TO USE OUR PRODUCTION HD MXF FILES In Avid XpressPro HD & Final Cut Pro

MXF workflows are fairly new, so please consult your editing system documentation for other / newer ways to handle them, but here are some tips for two of the major NLE systems.

Importing MXF HD Files to Avid XpressPro HD

1. Download the MXF files per the instructions sent to you by e-mail from us.
2. While Avid is not running, copy the 5 MXF files (4 from *AUDIO* and 1 from *VIDEO*) to the HD project drive under the **Avid MediaFiles/MXF/**<next folder sequence number> folder. For example, if you already have a folder there called "1", then create a new folder called "2" and copy the files to that one.
3. Start Avid – the project type must be 1080i/59.94 (*not HDV*).
4. Go to *Media Tool* and then search for only Master Clips on the video drive that you transferred the MXF files to. Once found, simply drag them into your bin. The Master Clips in your bins can be renamed however you wish and the name change will be reflected in the *Media Tool* window.
5. Edit.

Importing MXF HD Files in Final Cut Pro

1. Download the MXF files per the instructions sent to you by e-mail from us.
2. Put the MXF files into their respective locations in a P2 style folder structure – i.e. under the *VIDEO* and *AUDIO* sub folders below the *CONTENTS* folder.
3. Start FCP and create a new project of type "DVCPRO HD – 1080i60"
4. Create a new Bin in your Browser and name it something appropriate like "HDstockLibrary-Stock".
5. Highlight the Bin and right click (cnt+click for one button mice), then from the pop-up menu select **Set Logging Bin**. This will cause the sample clip to be placed inside the Bin.
6. Save your Final Cut Pro project with a name of your choice. Otherwise the sample clip will be placed in a folder called "*Untitled Project1*" in the *Capture Scratch* folder on your Scratch Drive.
7. **For FCP Version 5.x**
 - a. Go to the File menu and select **Import**, then select "**Panasonic P2...**". This will open the import window. Give the stock clips a Reel Name, located at the top of this window.
 - b. Click the plus sign to the right of the **Volumes/Paths:** drop down menu. Navigate to the **CONTENTS** folder and click **Open**. The clip IDs of the stock clips will show up on the left side of the window.
 - c. Hold the command key (Apple key) and click on the sample clip.

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- d. Click the **Import** button in the lower right of this window. This will convert the sample clip to a QuickTime DVCPRO-HD file that will be placed in a folder inside the Capture Scratch folder on your Scratch disk.

For FCP Version 6.x

- a. Go to the File menu and select **Log and Transfer**. This will open the *Log and Transfer* window.
 - b. In the top left of that window, click the little folder icon with a + sign on it. This will let you navigate to the drive/folder where the sample clip was copied to.
 - c. Click on the folder that contains the folder called "CONTENTS".
 - d. Click "Open" and you will see the name of the sample clip on the left side of the *Log and Transfer* window. You can now view that clip in the preview window.
 - e. Drag the clip to the box at the bottom of the window to the area that says "*Drag media here.*" This will import the clip to the logging bin.
 - f. Close the *Log and Transfer* window.
8. Drag the clip from the bin to your timeline and view it.

General Notes

We do not include the P2 directory structure in our licensed production clips. Avid does not need the structure but other editing tools like FCP may. In those cases, you can easily rebuild the directory structure based on the one found in our free sample clips.