
EDIUS for Avid Editors

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APPLICATION NOTE



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Introduction

The Grass Valley, a Belden Brand, EDIUS 7 is a powerful nonlinear editing system used by countless editors all over the world to produce broadcast television, film, multimedia, DVDs, and Blu-ray Discs.

Nonetheless, many experienced Avid editors hesitate to jump in and discover the fast, powerful, and easy-to-use editing tools which EDIUS offers.

There are good reasons to stick with what you know: no time is required to learn the tools you already use and it takes effort to learn new technologies.

The good news is that the core Media Composer and EDIUS editing experiences are not just similar — they are almost exactly the same!

In fact, Media Composer 7 has new features that make it more similar to editing with EDIUS than ever before. Many differences between the systems are only in the colors, button designs, or names of tools.

About This Overview

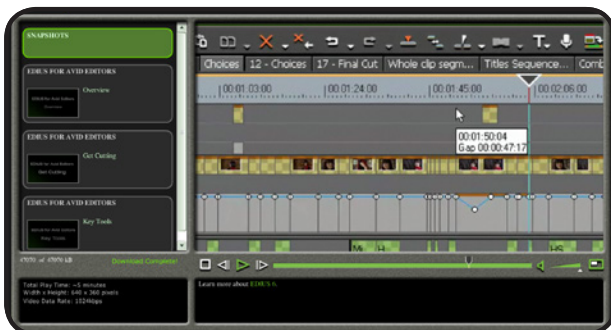
These notes give you everything you need to translate your existing Avid Media Composer 7 editing skills into EDIUS editing skills. You will find EDIUS quick and easy to learn, with several features that go beyond the tools Media Composer offers.

This document is intended specifically for Avid Media Composer 7 editors and is based on EDIUS 7. However, users of any editing system will find this information valuable as a quick way of getting to know EDIUS, without long explanations of technologies you are already familiar with.

To watch three supporting videos for this application note, visit http://video.grassvalley.com/video/gvsnapshots/edius_for_avid_editors.

At that site you'll find videos entitled "Overview," "Get Cutting," and "Key Tools."

(please note that although these videos were created with prior versions of EDIUS and Media Composer, the information contained therein is still valid)



Overview



Get Cutting



Key Tools

Differences and Similarities

EDIUS 7 looks very different compared to Media Composer 7 (MC7) but the two systems have a lot in common.

Let's start with what is the same

Both systems have:

- Software-only and software+hardware modes
- Switchable single or dual player/program monitors
- Standard keyboard shortcuts like “I” for Mark-In and “O” for Mark-Out
- Track patching
- Sync locks
- Effects applied by drag-and-drop
- JKL playback
- Standard 3-point edits
- Mono or stereo audio tracks
- Native support for multiple video formats
- Sequence and clip markers (locators in MC7)
- Timeline-based clip rubber-banding
- The same standard editing workflow

Now let's look at some differences

Only EDIUS has:

- Combined video+audio tracks — great for fast editing
- Dedicated title tracks for graphic and stills media
- Native, real-time support for almost any media format
- Direct linking between clips and ALL original media (not just AMA-supported formats)
- Bin subfolders
- A dedicated Source Browser for browsing file-based camera media (like P2)
- Separate configuration settings for all effects (no Effect Editor)
- A multithreaded, batch-encoding file encoder (no need for Sorenson)
- A powerful, automated Proxy mode (like transcoding but with fewer clicks)
- Monitor overlays with Zebra for highlights, shadows, and audio level
- No filler — it just doesn't exist on the EDIUS Timeline
- Separate settings windows, including Application, User, Project, and Sequence
- A seamless interface, with no wasted space
- Loudness meter
- 4K real-time preview while editing

In Summary

The core editing experience is the same, whether you cut with Media Composer or EDIUS. When editing, you will very often find the same functionality you would expect in Media Composer, plus a little bit more in EDIUS.

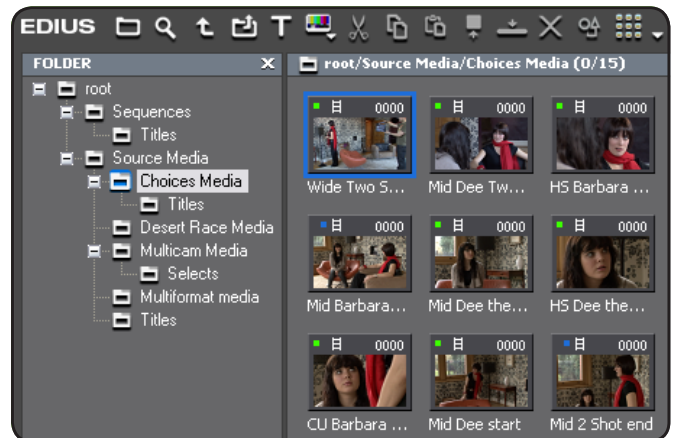
Overview of the EDIUS Interface

The colors may be different, but the key components of the EDIUS interface should be familiar to you.



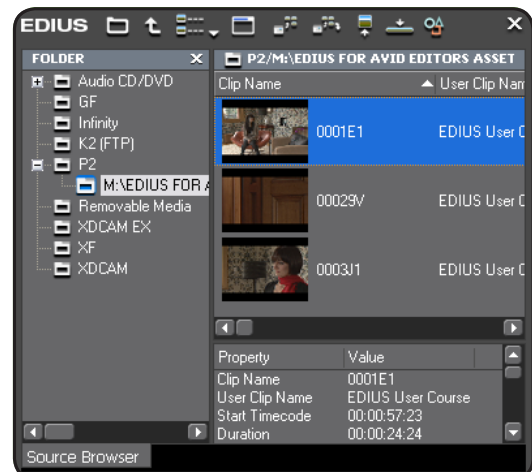
Asset Bin

Just like Media Composer bins but designed like a file browser. Bins are called folders in EDIUS and sub-folders work just as you would expect – be more organized than ever.



Source Browser

No need for AMA – EDIUS links directly to ALL media as standard. The Source Browser lets you view file-based media from camera formats like P2 and XDCAM like regular clips. Edit into a sequence directly or organize them first in a bin.

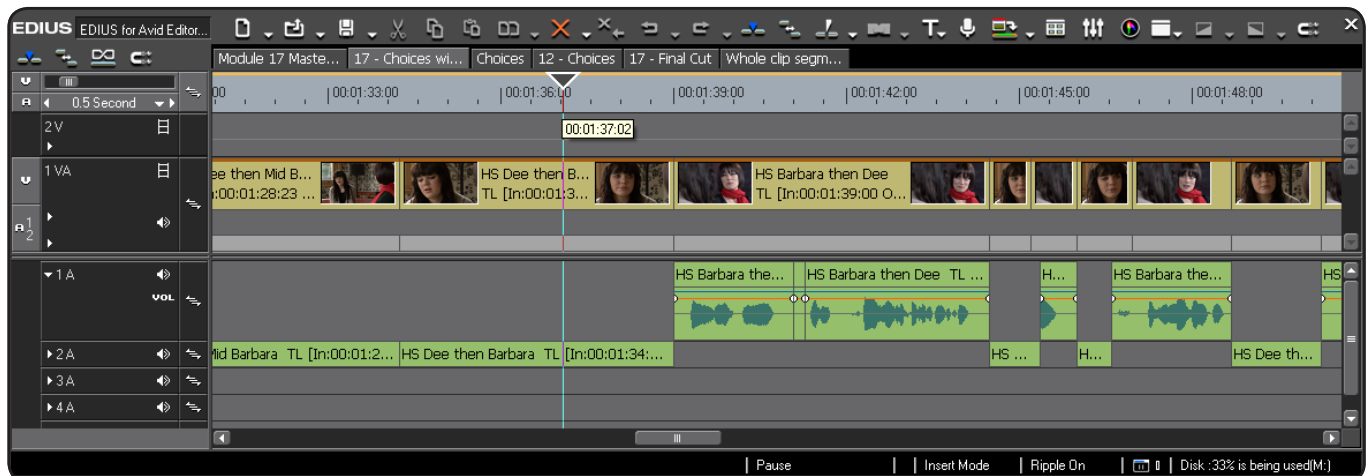


Overview of the EDIUS Interface (Cont.)



Player and Record Monitors

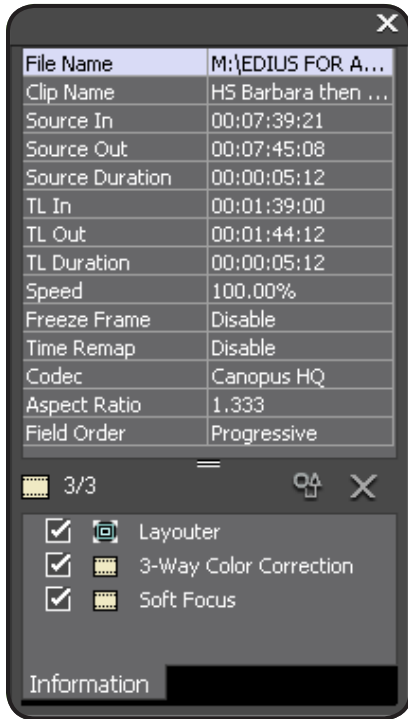
Just the same as Source/Record Composer monitors in Media Composer. These can be set to single or dual mode in the View menu.



Timeline

Much more similar to Media Composer than it first appears, plus dedicated Title tracks and combined video/audio tracks. Standard modifier keys (CTRL and ALT) provide “yellow” and “red” Media Composer editing modes (Insert and Overwrite in EDIUS).

Overview of the EDIUS Interface (Cont.)

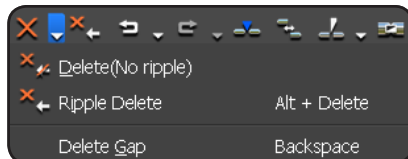
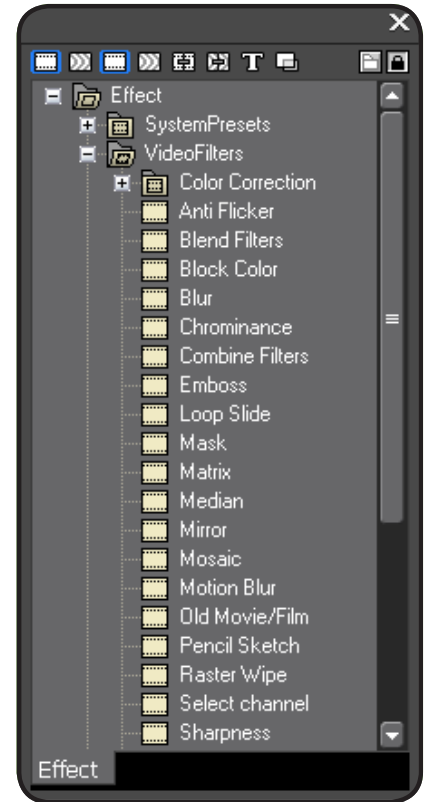


Information Palette

Like an always-on version of the Info console command in Media Composer, combined with a list of any effects applied to a selected clip, plus Layouter controls for scaling, rotation and animated 3D picture in picture effects.

Effects Palette

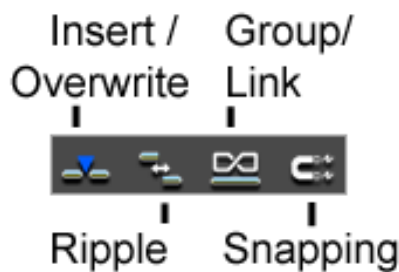
Just like the Media Composer Effect Palette but with audio effects included.



EDIUS Button Menus

Many buttons in EDIUS have sub-menus that extend their functionality, indicated by a drop-down triangle. The Delete button on the Timeline, for example, is also a menu containing multiple delete options, including effects and rubber banding.

There's a small learning curve with these sub-menus, but they are well worth the time. They give you direct access to all of the options you need.



Timeline Modes

Just as Media Composer has the red Lift/Overwrite and yellow Extract/Splice-in modes, you set your EDIUS Timeline with:

- **Insert/Overwrite mode** (like Red and Yellow Media Composer modes)
- **Ripple mode** to leave gaps/not leave gaps when deleting or trimming
- **Group/Link mode** to maintain or break links between sync source audio and video
- **Snapping mode** (like the CTRL/Command key in Media Composer)



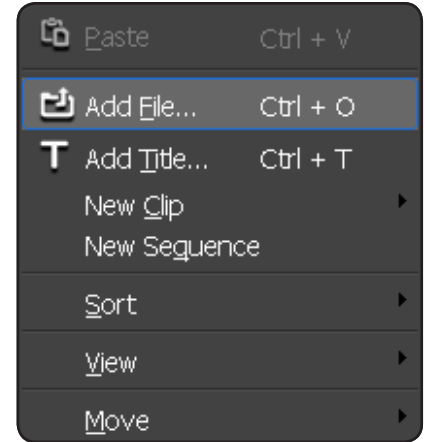
Importing Media

Importing media into EDIUS is like the best combination of AMA (with direct access to the original media) and the regular import process in Media Composer. Media Composer 7 includes new features that expand support for frame sizes and formats. A new workflow allows ingest of 4k media, for example, though the maximum output image size is 1920 x 1080. Media Composer 7 can also create desktop media folders that automatically transcode media files to DNxHD in the background.

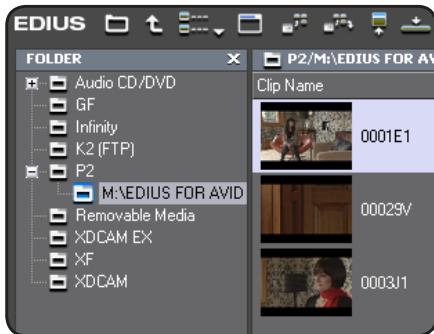
By comparison, EDIUS 7 supports 4k resolution media for both ingest and output, and never needs to transcode.

To import regular 'whole' media files, you can:

- Double click on a blank space in the right-hand viewing panel of the Asset Bin
- Right-click on a blank space in the right-hand viewing panel of the Asset Bin and choose Add File...
- Press CTRL-O
- Click on the Open button at the top of the Asset Bin



You can even click on the File menu and choose Add Clip... to open media directly in the Player monitor for use in a sequence without importing it to the Asset Bin.



Source Browser

What if you are importing file-based camera media like P2 or XDCAM?

With Media Composer, you would set up your media directories as AMA linked bins but with EDIUS there is simply no need.

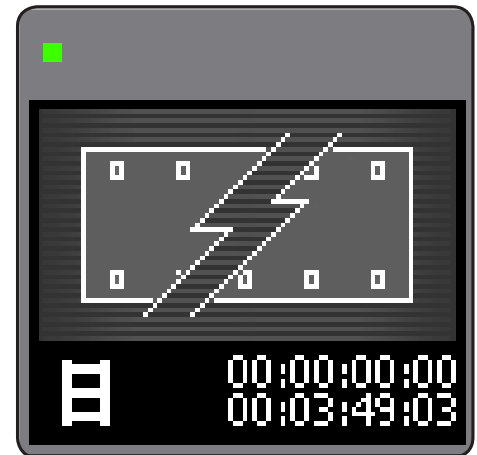
The EDIUS Source browser is a dedicated window for viewing these kinds of files as whole clips.

Drag clips from the Source Browser to the Asset Bin to organize them or add them directly to a sequence.

Right-click on your selected media and choose Add to Bin. This creates master clips that link to the original media file (no transcoding or copying necessary). Choose Add and Transfer to Bin to make a local copy of the media in your project folder before importing.

This way you can remove your original media and edit using your selected copies.

Remember, all imported clips behave like AMA clips. If you remove your original media files, linked clips will go offline unless you copy them onto your local drive first.



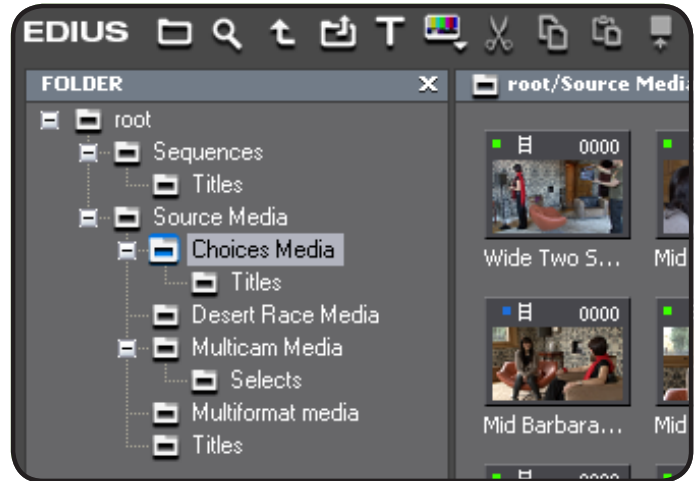
Working with the Asset Bin

Media Composer treats every bin as a separate file on your hard drive. EDIUS bins are incorporated into a single EDIUS Project file, making organization a little simpler.

The Asset Bin is similar to the Media Composer Project Window.

It can contain multiple bins and has shortcut buttons for importing media and generating media like color mattes.

The Asset Bin is designed like an Windows Explorer window. It has folders, rather than bins, on the left with their contents displayed on the right.



When you first create a project, you will have just one bin folder, called "root." This is the start of your media organization. Create a subfolder by right-clicking on the folder list and choosing New Folder.



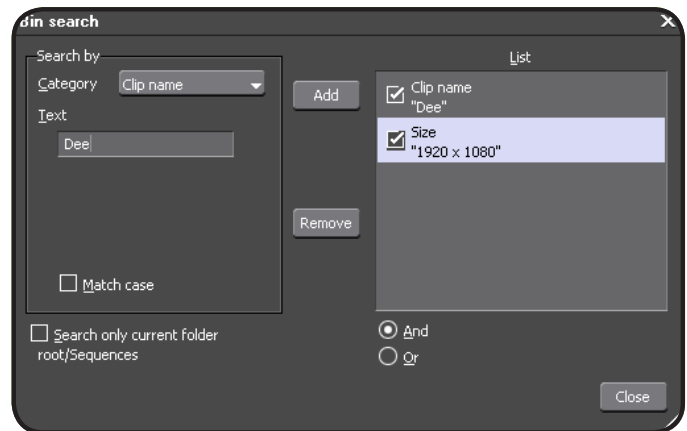
You can move folders around just like desktop folders, by dragging and dropping.

Just as with Media Composer, you can create multiple copies of clips that link to the same media file. In fact, you can use regular copy and paste commands, including CTRL-C and CTRL-V to make duplicates of clips.



EDIUS has a unique search feature that creates persistent Search results folders. To access this feature:

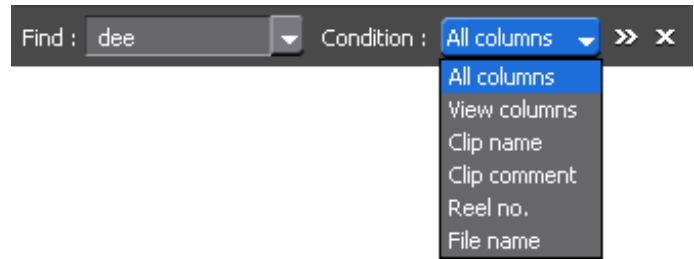
- Press CTRL-F
- Click on the Search button at the top of the Asset Bin
- Right click on the folder panel and choose Search



Working with the Asset Bin (Cont.)

The search options are similar to the Media Composer Find option but the results are presented as dynamic virtual bins that remain indefinitely in your project. This means you can set up multiple searches with criteria like character names or locations and return to the results at any time.

You can also press F3 to display a quick search bar that searches inside the current bin folder. This is very similar to Media Composer sifting but is quicker to access.

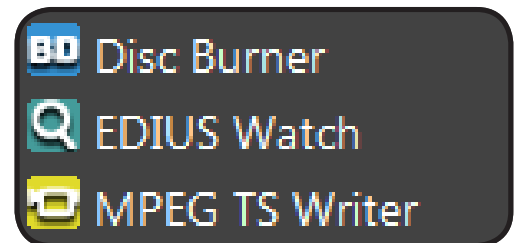


Additional Tools

The Asset Bin has a Tools menu button with the same contents as the regular Tools menu.

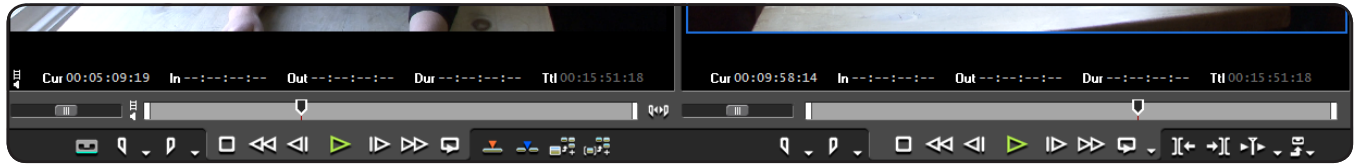
These special tools include:

- Disc Burner: Burns copies of previously created DVD/Blu-ray Disc image files or folders. You can export a sequence directly to DVD/Blu-ray Disc from EDIUS using the Export menu.
- EDIUS Watch: Creates special watch folders. Media added to these folders is automatically imported to your project.
- MPEG TS Writer: Creates .m2t HDV transport streams FAST, for output to HDV.



Player and Recorder Preview Monitors

You will recognize most of the standard buttons on the Player and Recorder Preview Monitor windows. If in doubt, hover your mouse over the button to get the tooltip, which gives the name and the keyboard shortcut.



To give users a more natural, analog experience, there are real fast-forward and rewind buttons, as well as the familiar play, next frame, and previous frame buttons.

Like Media Composer, you can set separate video and audio marks on your source clips for J cuts and L cuts: just use the sub-menu attached to the Set In or Set Out point buttons.

Standard keyboard shortcuts like “I” for In Point and “O” for Out Point are the same.

The default EDIUS Edit shortcuts are different to Media Composer, though they function the same way:

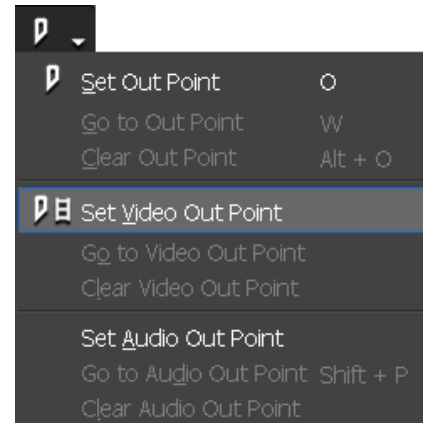
Overwrite Insert




Overwrite is “J” and the Insert (Splice In) is “[.”

Removing all marks is “X.”

These shortcuts can easily be changed by visiting the User settings.



 If you are viewing long clips in the Player monitor, mark a section with In and Out marks, then click the Expand Focus button to zoom the navigation bar to your selection. This makes scrubbing and locating clips much easier.

Like Media Composer, you can click and drag In and Out marks in the monitor navigator, though there is no need to use the ALT modifier key.

As well as the analog style Fast Forward and Rewind buttons, EDIUS



has Shuttle controllers. The further you drag to the right or left, the faster the video will play forwards or backwards — just like a physical shuttle controller.

There is also a powerful mouse-gesture control system.

Click and drag inside the viewing panel of the Player or Recorder monitors to get the following results:

- Drag Left to Right: Mark In
- Drag Right to Left: Mark Out
- Drag Top to Bottom: Edit into Timeline (using track patching and Insert/Overwrite mode)

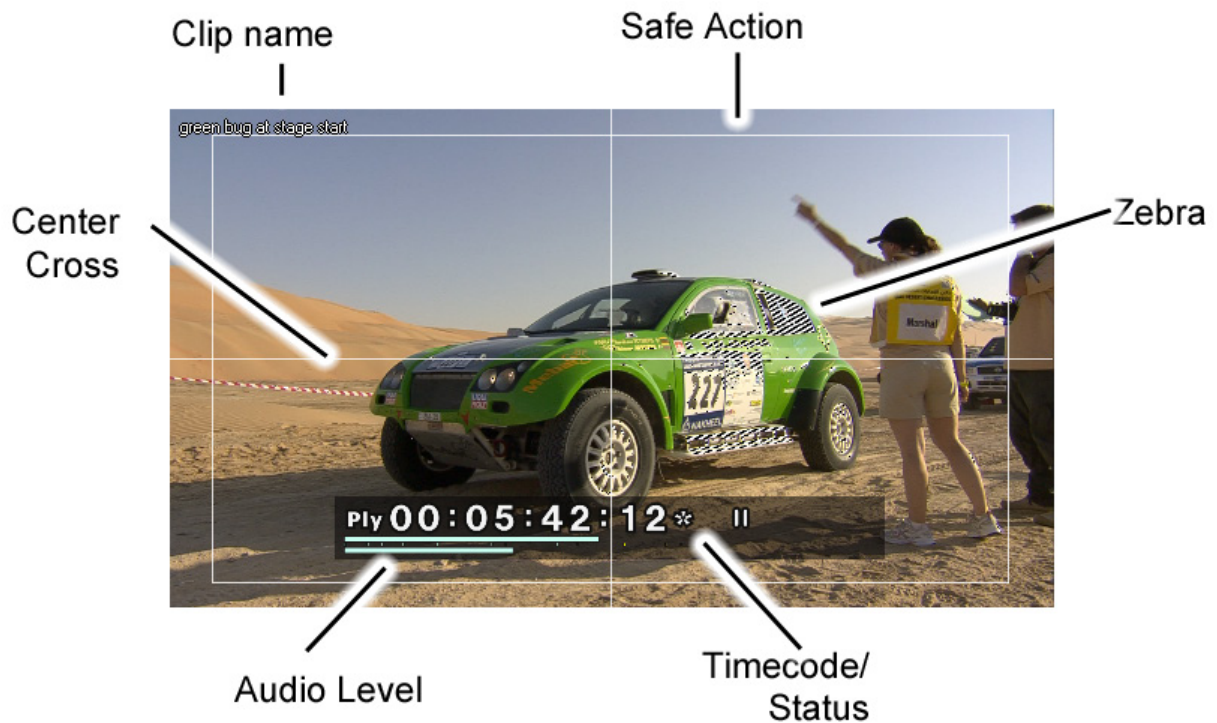
Using the right mouse button, if you drag in circles on the image, the mouse will behave like a Jog controller, allowing very precise analog playback of digital media with smooth, natural-sounding audio.

Player and Recorder Preview Monitors (Cont.)

Preview Monitor Overlays

The View menu gives access to several types of overlay information you can display on the Player and Recorder monitors:

- **Clip/Device:** Displays the current clip name (or video deck preset if when capturing)
- **Safe Area:** Displays the Safe Action and Safe Title zones
- **Center Cross:** Splits the screen into four equal sections for layout
- **Marker:** Displays the text of any markers (these are the same as Media Composer Locators)
- **Zebra:** Just like in-camera zebra, shows highlights and shadows



On-Screen Display

Under the View menu, there is an option to toggle the display of an On-screen Status — you can choose to display this just on your computer monitor or also on your external client monitor.

The Status displays current Timecode, Playback Status, and Audio Level.

Core Editing

Much of your time as an editor will be spent looking at clips, marking them, and adding them to a sequence.

The good news for Avid editors using EDIUS is that there is almost no difference in functionality, naming, button functions, or keyboard shortcuts.

Adding Clips to a Sequence

To Perform a Standard Edit:

1. Double click on a clip in the Asset Bin to open it in the Player monitor
2. Add In and Out marks by clicking on the Add In Point or Add Out Point buttons or by pressing the “I” or “O” keys
3. Set up your track patching, just as you would with Media Composer
4. Set your edit position on the Timeline, or use an In mark
5. Click on the Insert or Overwrite button or press the [or] key



You can also drag-and-drop directly from the Player Preview monitor or from the Asset Bin.

What happens when you remove a clip from a sequence depends on the Timeline modes — see “Working with the Timeline.”

Removing Clips from a Sequence

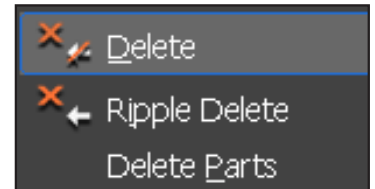
To Remove a Clip Segment from a Sequence:

Select it

Press the Delete key

or

Right click on it and choose Delete (Media Composer Lift) or Ripple Delete (Media Composer Extract)

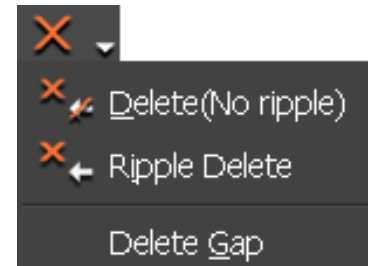


or

Click on the Delete shortcut button at the top of the Timeline

or

Use one of the Timeline Delete button sub-menu options to choose a different delete type or partial delete



Moving Clips in a Sequence

Moving clips that are already part of a sequence is the same experience in EDIUS as it is in Media Composer. Like Media Composer, you will need to choose your mode (Insert or Overwrite).

Since version 5, Media Composer has provided the option to automatically select audio clips that are linked with video clips. This has always been the way the EDIUS timeline functions.

In both edit systems, you prevent this automatic selection by using the ALT modifier key.

The Proxy Workflow

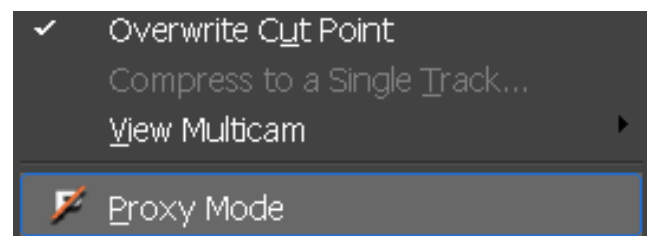
Media Composer allows you to transcode media to a highly compressed format and then relink clips to the new files for increased performance, relinking to the original media later for output.

EDIUS offers the same functionality, including a standard-definition downconvert for HD media, but there is also a fully automated Proxy mode.

When you turn on Proxy mode, EDIUS automatically creates highly compressed copies of all your project media and links all Asset Bin clips and sequence clips to the new files.

The conversion is a background process, so that you can continue editing while it happens. You will know when a clip has been converted as Proxy clips have a patterned texture on the Timeline.

Working in Proxy mode dramatically reduces workload for your CPU, which is useful when editing on a less powerful computer like a laptop.



Toggle between Proxy mode and regular editing mode at any time, by clicking on the Mode menu and choosing Proxy Mode.

Working with the Timeline

The core editing tools and functions you are used to in Media Composer are available in EDIUS, though sometimes with different names and different button designs.

Let's look at the key options:

Timeline Modes

You will be familiar with the EDIUS Insert and Overwrite modes, as Media Composer Extract/Splice-in and Lift/Overwrite modes.

EDIUS also has a Ripple Mode and Group/Link mode:



Set Group/Link Mode: Enables or disables the automatic selection of linked video and audio segments. This is the same as the Link Selection Toggle in Media Composer 5.

If Ripple mode is on (when you are in Insert mode), reducing the duration of a clip by trimming will cause other clips to move. If Ripple mode is off, EDIUS will leave a gap instead.

If you delete or move a clip segment with Ripple mode on, other clips will move to fill the gap. If you turn Ripple mode off, EDIUS will leave a gap.

Like Media Composer, the result will also be affected by your sync locks.

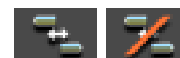


Toggle Insert/Overwrite mode: The same as Media Composer — In Overwrite mode, clip segments overwrite other clips on the Timeline; in Insert mode, clip segments shuffle around each other non-destructively.



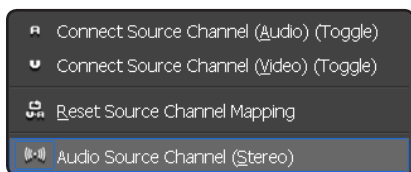
Snap to Event: Media Composer snaps to clip edges when you use the CTRL key. EDIUS achieves a similar result with the Snap mode

Set Ripple Mode: This applies different Timeline behavior when you are in Insert mode — the options do not apply if you are in Overwrite mode..



Track Patching

EDIUS and Media Composer both use track patching to position clips that are edited into a sequence. There are perhaps two minor differences:



EDIUS will add patched clips to a sequence even if the track header is turned off, while Media Composer requires the track headers to be turned on. You can disable parts of a source clip by turning individual source buttons off.

EDIUS allows you to toggle source audio between stereo and dual mono modes on the timeline, without needing to change clips in the Asset Bin.

To toggle the mode, right click on the source audio button and choose Audio Source Channel.



Working with the Timeline (Cont.)



Sync Locks

These behave exactly as you would expect, based on your experiences of Media Composer. You can toggle all sync locks on and off by clicking on the Sync Lock toggle at the top of the track header buttons.

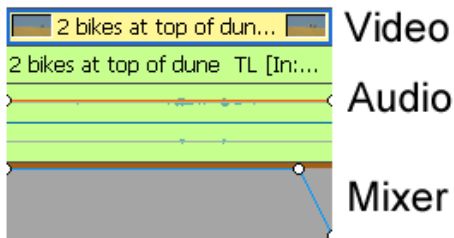
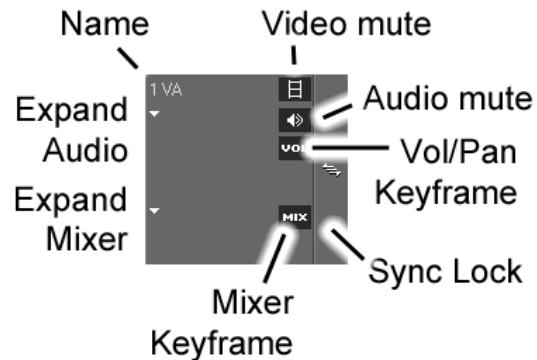
Track Headers

EDIUS has controls for displaying or hiding audio waveforms on each track.

The options available can vary because EDIUS supports several kinds of tracks:

- Audio
- Video
- Title
- Audio/Video

You can add or delete tracks by right clicking on any of the track header buttons.



About Clip Segments

In the same way that Media Composer displays video and audio segments in different colors, EDIUS keeps video, audio, and mixer (opacity/alpha) parts of sequence clip segments separate.

Media Composer will not allow you to combine video and audio on a single track, so it is simple to see what kind of media you have in a sequence.

EDIUS allows you to combine all media types on special Video/Audio tracks. This makes it very clear which audio is associated with which video but can confuse new users who are not familiar with Video/Audio tracks.

The Video, Audio, and Mixer parts of clips, all have different appearances. The Mixer part clip always appears where there is video. It allows rubber-banding of clip opacity (think of the Media Composer Superimpose effect).

The mixer is only visible when the expand triangle is clicked from the track header.

Trimming

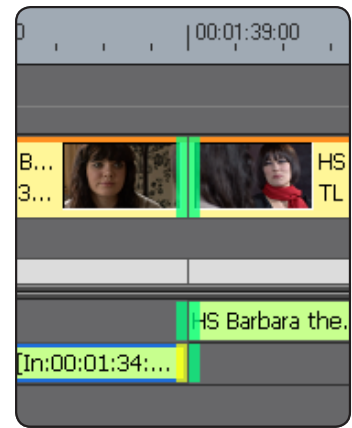
Trimming with Media Composer is similar to trimming with EDIUS.

To apply single or dual roller trims directly, simply click and drag. To trim multiple clips, lasso to select them and then click and drag.

To apply a complex multiclip trim, hold down the CTRL key to apply multiple trim handles.

To use the dedicated Trimming window, with controls similar to the Trimming mode in Media Composer, double click on a clip handle. You can do this without first selecting a handle — just double click the clip handle you want to trim.

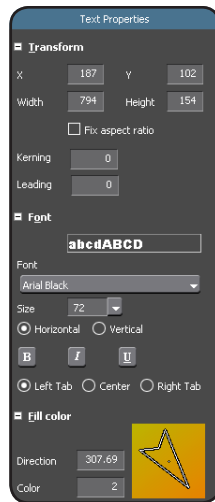
The Trimming mode window has standard controls as you would expect, including shortcuts for standard trim types like slip and slide. If in doubt, hover the mouse cursor over a button and the tool tip will tell you the trim type.



The Trimming mode window appears in place of the Preview monitors. When in Trimming mode, you will see two “X” close buttons on the window. The top right corner “X” will quit EDIUS.

The larger “X” at the bottom closes the Trimming window and returns you to the Preview monitors.

You can also toggle in and out of Trimming mode by pressing F6.



Titles

The EDIUS title tool is very similar to the Media Composer Title tool but with a few more options.

Both the Media Composer Title tool and EDIUS Quick Titler use object selection in the same way.

Use the Text tool to create text or the shape tool to create a shape.

Use the Select tool to move what you have typed or created.

When you select an item you have created, the Properties panel displays options for that object.

Along the bottom of the Title tool, there are several standard title styles. Apply a style by double clicking on it.

To create a new style, set up your text or graphic as you want it and right click inside the Style Bar to choose Save As New Style.

If you select the background, or no object (no text or graphics), the Properties panel will display the Title properties. This allows you to set the title as a still, roll or crawl or add a background image.

The EDIUS title tool operates in low resolution to maximize responsiveness. To see a finished quality version of your title, click the Preview button at the top of the window or press F3. Alternatively, click on the View menu, inside the Quick Titler, and choose Preview Mode. EDIUS will now show a high-quality preview all the time.

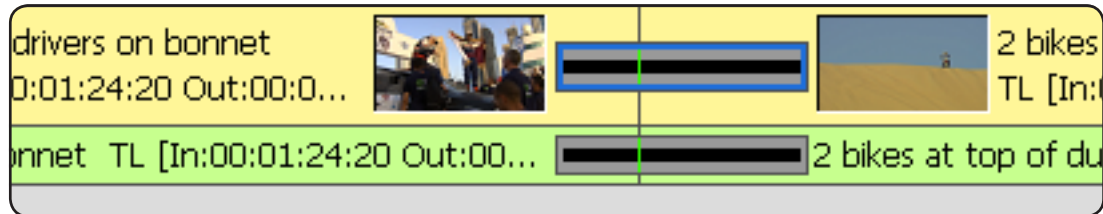
Unlike Media Composer, where graphic media is treated like still video, with a finite duration, graphic media in EDIUS has a theoretically infinite duration. The default duration is set in the User settings but you can trim to any length you like.



Transitions

Drag-and-drop transition effects in EDIUS function exactly as they would in Media Composer.

To apply a transition effect to multiple clips, lasso to select them and drag-and-drop the effect you want, as usual.



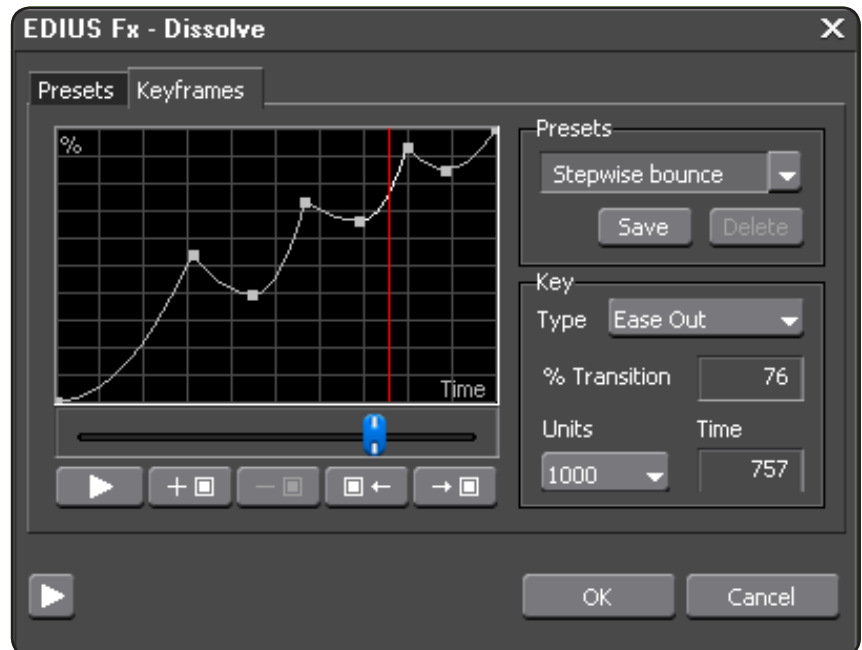
Set the Timeline position slider near an edit and press CTRL-P to add the default transition on the selected track.

EDIUS allows you to adjust the duration of transitions just as you would adjust the length of a clip segment — by trimming. Simply click and drag one end of a transition on the Timeline to adjust the duration.

There are options in the User settings that tell EDIUS whether or not to automatically add an audio crossfade when you add a video transition.

Removing a transition is simply a question of selecting it and pressing Delete.

You access individual settings (including keyframing) for transitions by selecting the transition you want and double clicking on its entry in the Information palette.



Effects

Adding, working with, and removing effects is essentially the same in EDIUS as it is in Media Composer. As with so many of the differences between the systems, they are most often aesthetic.

Adding Effects

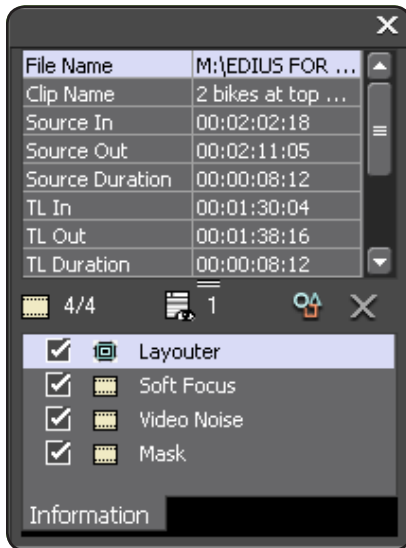
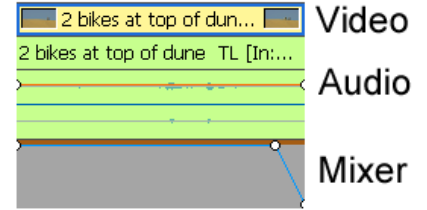
When you add an effect by dragging and dropping it onto a clip segment, be sure to drop the effect onto the correct part of the clip.

- Video effects should be added to the video part of a clip
- Audio effects should be added to the audio
- Keying or blending effects should be added to the Mixer part of the clip

The separation of the video, audio, and mixer parts of clips also applies when looking for effect settings. The Information palette shows effects that are applied to the selected part of the clip.

This sometimes confuses new EDIUS editors, particularly when working with combined Video/Audio tracks, where a clip behaves like a complete clip on a single track.

If you select a clip and the effects you have applied do not show up in on the Information palette, double check you have the correct part of the clip selected. A blue outline appears on the selected part of the clip.



Combining Effects

It is not necessary to nest effects in EDIUS as it is in Media Composer. To combine multiple effects, drag them onto a clip and you will see them as a list on the Information Palette.

You can enable and disable individual effects by clicking on the effect tick box on the Information Palette.

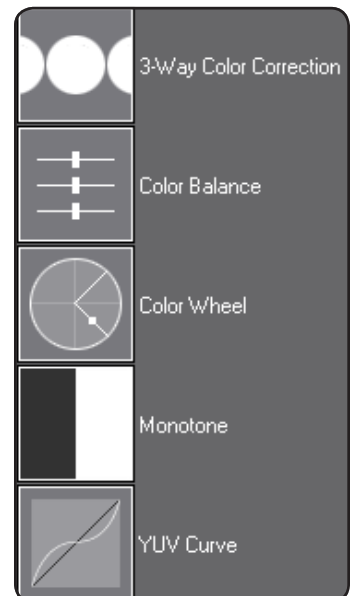
You can change the order effects are applied, like Media Composer, by dragging and dropping to move them up or down the list.

Color Correction

EDIUS does not use a special Color Correction mode in the way that Media Composer does, though it offers similar tools and functionality.

Color correction effects are applied like any other — by dragging and dropping the chosen effect from the Effect list.

A Vectorscope and Waveform are available at any time — not just when color correcting — by clicking on the Vectorscope/Waveform button at the top of the Timeline or by selecting Vectorscope/Waveform on the View menu.



Effects (Cont.)

The Layouter

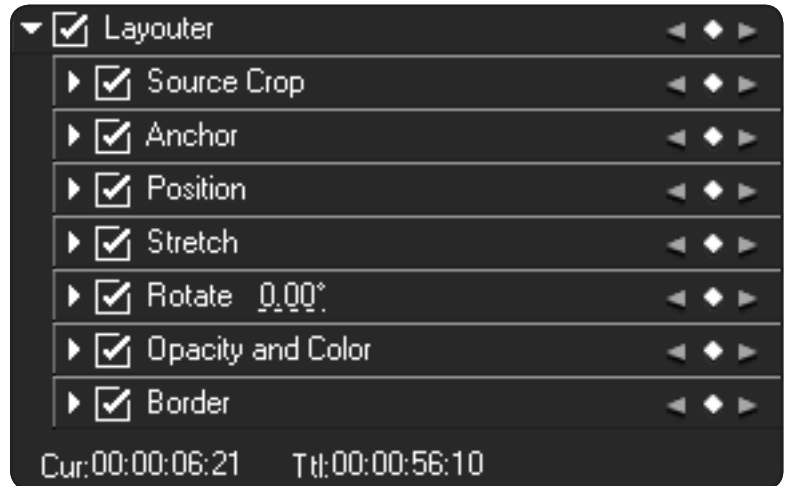
Media Composer uses several kinds of effects to apply adjustments to clips like reframing or picture in picture. EDIUS has a dedicated Layouter that gives 2D and 3D control over clip appearance that can be fully keyframed. You can use the Layouter to reframe clips and easily create presets for use on other clips. It is a powerful tool, especially when combined with video filter effects like the Track Matte and Mask, which can selectively mask regions of video or apply effects to regions.

If you are familiar with cropping, position, rotation and color selection controls, you will enjoy using the Layouter.

There are just a small number of features you may not be familiar with already.

To use keyframing, put a tick in the box for each setting you wish to keyframe.

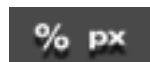
You can also tick the “Layouter” box at the top to turn on keyframing for every setting.



If you expand an individual keyframe setting, you will find controls similar to those found in the advanced keyframe panel of Media Composer, including Bezier, Linear, and Hold options.



The Layouter has a 2D and a 3D mode. You switch between these modes by clicking on the appropriate button at the top of the window.



You can switch the units of measurement between percentages and pixels by clicking on the “%” or “px” button at the top right of the Layouter window.

You can apply the effects and effect settings from one clip to another clip (or multiple clips). You can do this by dragging the effect straight from the Information palette to another clip.

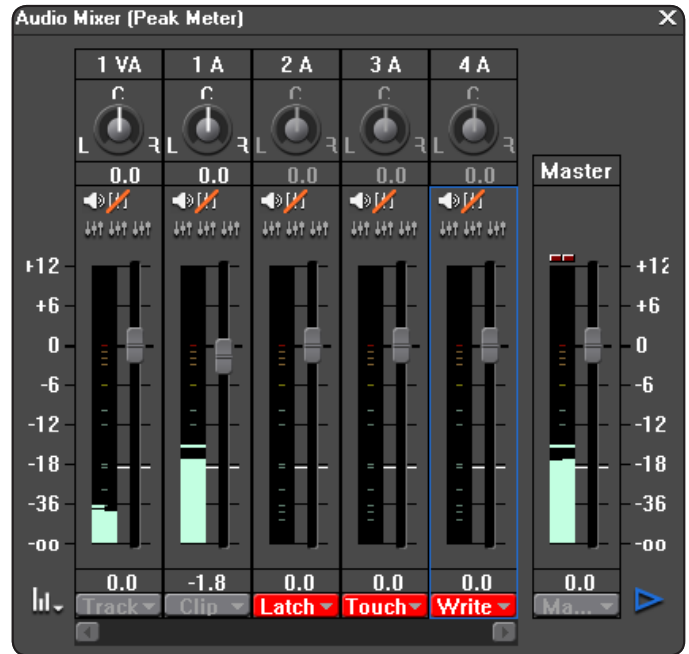
Audio

Media Composer 7 uses a combination of several tools to apply audio level keyframes, display current master volume, and add audio effects.



EDIUS 7 has an Audio Mixer that is very similar to the equivalent in Media Composer, accessed by clicking on the View menu and choosing Audio Mixer or by clicking on its button at the top of the Timeline.

While most of the options will be familiar to you, unless you also use an audio editing system, you may not be familiar with the Latch/Touch/Write modes the EDIUS audio mixer includes for the live creation of audio rubber banding — audio keyframes.



Each track shown in the Audio Mixer has the following modes:

- Track: Adjusts overall level for the whole track.
- Clip: Adjusts overall level for the current clip.
- Off: Makes no new changes to audio level, though the mixer will still display audio level for the track.
- Latch: This is the way the Media Composer audio mixer records audio level keyframes. If audio level keyframes exist, the fader will animate, following them. When you take control of the fader, new replacement keyframes are added. When you release the fader, it stays where you leave it, overwriting existing keyframes with the new level until you stop playback.
- Touch: Follows existing audio keyframes just like Latch mode. However, when you release the fader after applying an adjustment, it will go back to following existing keyframes, rather than overwriting them.
- Write: Does not follow existing keyframes at all. With this mode you can set the fader before you begin and when you press record, existing keyframes will be ignored and overwritten.

Just as Media Composer 7 incorporates a new Master Audio Fader, EDIUS allows you to set a Master output volume for your sequence.



Adding Audio Filters

Audio filters are applied and adjusted like any other effects in EDIUS — find the effect you want in the Effect palette and drag-and-drop to apply it. Always be sure to drop the effect onto the Audio part of the clip segment or it won't be applied.

Output

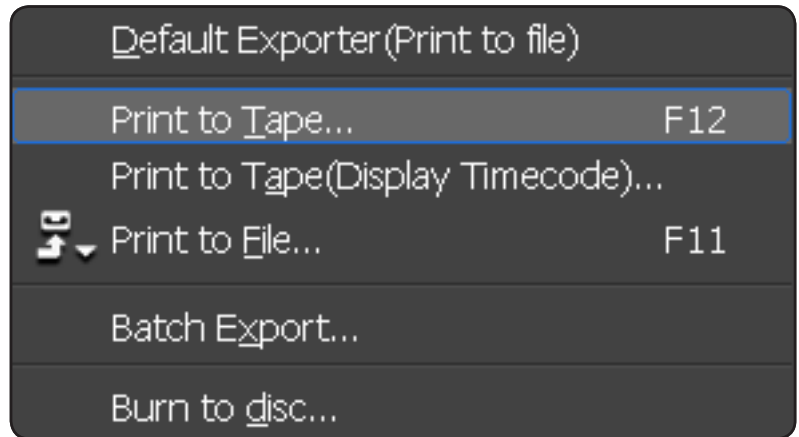
The Export button menu at the bottom right corner of the Recorder Preview monitor has all of the output options you might need to play out to tape or export your sequence to a file, DVD, or Blu-ray Disc.

The same export options are also under the File menu.

Output to Tape

If you want to crash record, you can usually simply hit record on your video deck and play your sequence because EDIUS always plays sequences and effects at full quality.

If you choose “Print to Tape” or “Print to Tape (Display Timecode)...” which burns in timecode, you can use regular deck controls to mark a cut point on your tape and frame accurately insert edit.



Output to File

“Print to File...” brings up the Print to File window, with a wide range of media formats you can export to. The settings that apply to each of the presets should be familiar to you.

The advanced settings, along with many additional presets, are unavailable until you tick the Enable Conversion box, which allows EDIUS to change the frame rate and frame size.

If you tick the Display Timecode box, EDIUS will burn timecode into the output automatically — very useful for client review. Note: you change the start timecode for your sequence in the sequence settings.

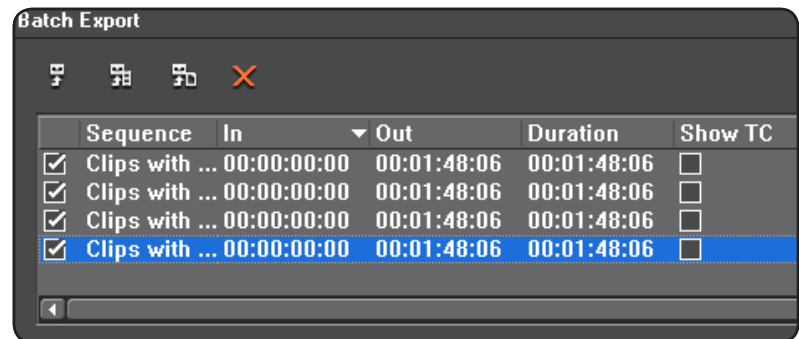
Batch Export

If you select “Add to Batch List” rather than “Export,” EDIUS will add the job to the Batch Export window, which you also access under the Export menu.

EDIUS will not begin processing the Batch of encoding jobs until you manually tell it to.

The Batch Export window has buttons to add extra jobs, allowing you to quickly build a list of output versions.

One major difference between EDIUS and Media Composer is the lack of Sorenson Squeeze or any other third-party encoding application. This is because EDIUS already has advanced encoding features built in.



Output (Cont.)

Output to DVD/Blu-ray Disc

EDIUS has a comprehensive integrated DVD/Blu-ray Disc authoring application, accessed by clicking on the Export menu and choosing “Burn to Disc...”

You can create single-layer and dual-layer DVDs and Blu-ray Discs, straight from the Timeline, without creating any intermediary files for a separate DVD authoring application.



If you simply want to burn a disc with your current sequence, go to the Write tab and click on Create Disc. EDIUS will burn the DVD/Blu-ray Disc with an automatically generated menu that links to your sequence.

Note that the Movie tab has an “Add File” button, to browse to a media file and include it on the disc. “Add Sequence” allows you to choose any combination of sequences in your current project for inclusion.



Clicking on the “Setting” button for a movie title, under the Movie tab, gives access to the encoding settings.

The Style tab has a significant number of prebuilt menu designs to choose from. Use the tabs at the bottom of the window to browse them. Whichever style you choose, EDIUS automatically links buttons and adds text based on your project and sequence names.

The Edit tab allows you to apply detailed adjustments to the menu designs.



Under the Write tab, there is a tick box to “Enable Detailed” settings. These include the option to create a disc image (you can use the Disc Burner under the EDIUS Tools menu to create multiple copies of an existing image).

Important Settings

The standard settings are likely to allow you to jump in and get to work with EDIUS. It is likely your system has already been configured, with shortcuts to any connected video decks you will use and storage drives organized and ready to use.

Under the System Settings, you will find the User Profile management options. This allows you to create multiple user profiles, export and import them (export and import by right clicking on the profile entries). To change the current profile, choose “Change Profile...” on the Settings menu.

User settings give many detailed options to tweak and tune EDIUS to operate exactly as you want it to. Note, in particular, the User Interface category, that includes Button and Keyboard Shortcut options.

EDIUS allows you to switch Project settings at any time, and to keep multiple user-defined presets ready to hand, so you can toggle between different resolutions. Use the Project settings to choose a different Preset or make specific changes to the current settings.

Project presets are created in the System Settings.

Summary

The core EDIUS editing experience is very similar to editing with Media Composer and the latest version of Media Composer adds features and functionality that more closely align it to the EDIUS editing experience than ever.

Once you get used to the buttons being different colors and the new naming conventions, you will find everything you know about editing in Media Composer is still useful in EDIUS.

Many experienced Avid editors fall in love with the speed and ease of use EDIUS brings.

The best way to build your confidence is to start editing... Happy cutting!

Further Information

For further information about EDIUS, Grass Valley hardware and software, and further training, visit www.grassvalley.com.

