

What's New for Avid® Media Composer® v2018.12

New in Media Composer v2018.12

The following are new with this release:

New Features

The following table describes What's New for the current editor release.

- [Mac OS Support](#)
- [Avid Titler](#)
- [Shape-Based Color Correction \(Symphony Option\)](#)
- [Editing Group Clips](#)
- [Swap Camera Bank](#)
- [Waveform Sync](#)
- [Background Bin Auto-Save](#)
- [64 Tracks of Video](#)
- [DNxUncompressed Update](#)
- [Timeline Settings Update](#)
- [Changing the Source Audio Track in the Timeline](#)
- [Adding Bins and Scripts to Project Folder](#)

Mac OS Support

Mac OS v10.14.2 has been added to the Qualified Operating Systems list. See the Media Composer v2018.12 ReadMe.

Avid Titler

The Avid Titler is a new Title Tool that works within the editing application that allows you to quickly create titles in all project types and rasters. (In previous releases, if you were working with greater than HD projects, you had to use the NewBlue Titler Pro tool.) The Avid Titler creates a Title effect in your sequence. You can create titles and then easily edit them in the Effect Editor. Just like an effect, titles can be saved back to the bin and re-used.

Creating a Title

You can easily create a title using the Avid Titler.

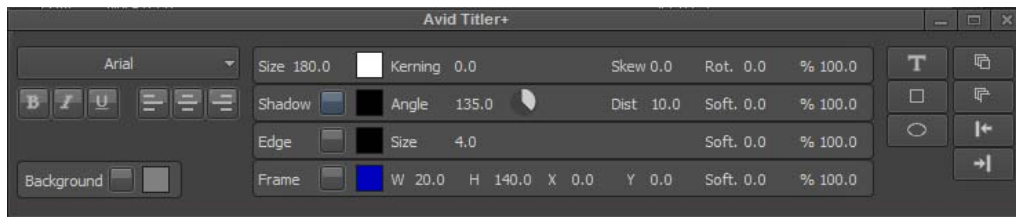
To create a Title:

1. Load your sequence in the Timeline.
2. Select the clip where you want to add a Title.

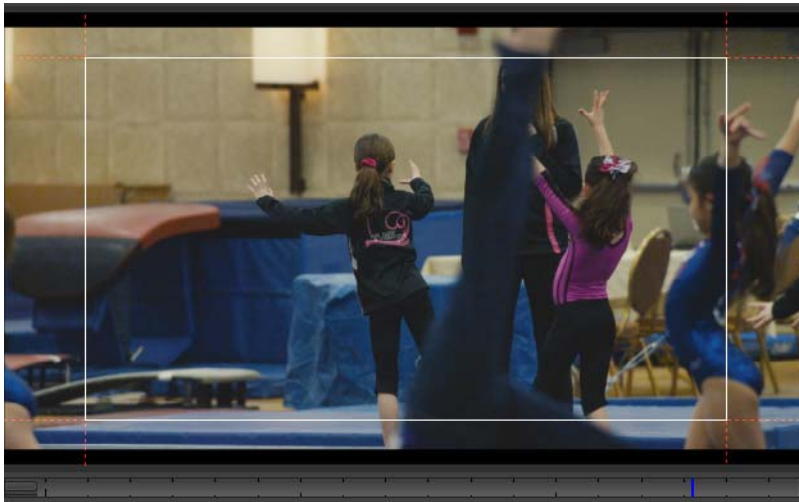


3. Click the Titler+ icon in the Timeline.

The Avid Titler+ tool opens.



And the Composer monitor displays the safe title area.



4. Click in the monitor where you want to create the title and start typing. Text (and objects) can be repositioned by simply dragging the outer frame. You can also double-click to select the word or triple click to select the entire line of text.

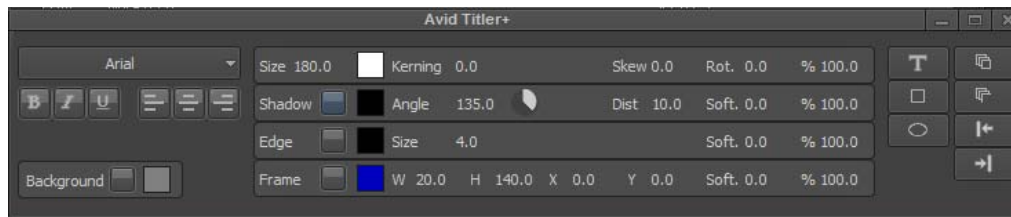
Once your cursor is positioned, you can select surrounding text by using the Shift + left arrow or Shift + right arrow. You can also select to the end or to the beginning of the text by selecting Shift + Home or Shift + End.



5. Use the Avid Titler tool to format your title.

Formatting Text

The Font formatting tools in the Avid Titler tool control the appearance of text. Using the Font formatting tools allow you to select the font, the font size, leading, kerning, rotation, skew, bold, or italics options.



To change the font:

- ▶ Select the font pulldown menu and select a font.

To change the point size:

1. Select the text you want to change.
2. Click the size and enter a number to increase or decrease the point size.

To make text bold or italic or to underline the text:

1. Select the text you want to change.
2. Click to enable the (B) Bold, (I) Italics or (U) Underline button.

To remove bold, italic or underline formatting:

- ▶ Click to deselect the applicable button.

To justify the text:

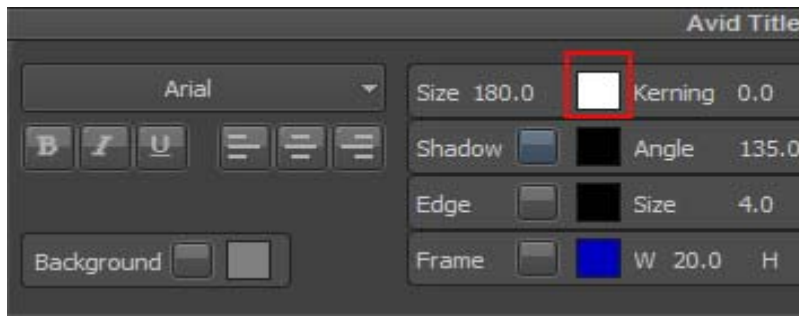
- ▶ Click the left text justification button to align text with the left side of the text object.
- ▶ Click the center button to center the text.
- ▶ Click the right button to align text with the right side of the text object.



Justification buttons in the Avid Titler tool - below the font selection menu

To change the color of the text:

1. Click to select the text you want to change.
2. Click the color text box.



The Select Color dialog opens.

3. Choose a color and click OK.

The text will be updated to the selected color.

To adjust kerning:

1. Click to select the text where you want to adjust kerning.

You can kern the text for an entire text object, or you can kern individual character pairs or character strings. Kerning improves the appearance of titles by controlling the amount of space between characters. You can expand or condense the character spacing to make text more readable or to create special effects, such as dramatically expanded spacing in a title.

2. Click the Kerning number and move the mouse to the left or right to increase or decrease the kerning value. Or double click the Kerning number and type the desired kerning value.

To skew the text:

1. Click to select the text where you want to adjust skew.

Skew moves or tilts an image in the X or the Y direction.

2. Click the Skew number and move the mouse to the left or right to increase or decrease the value. Or double click the Skew number and type the desired value.

To rotate the text:

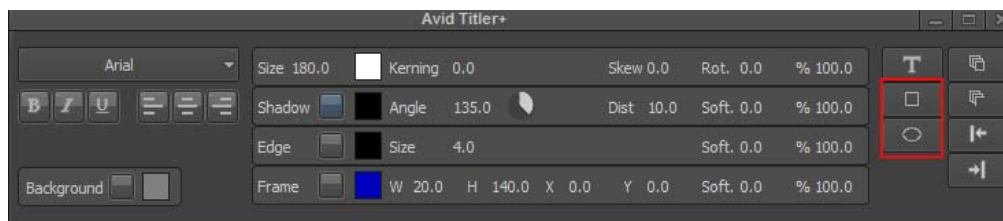
1. Click to select the text you want to rotate.

Rotation moves the text clockwise or counterclockwise.

2. Click the Rotation number and move the mouse to the left or right to increase or decrease the value. Or double click the Rotation number and type the desired value.

Creating Graphic Objects

You use the drawing tools to create graphic objects such as squares, rectangles, circles, and ovals. After creating graphic objects, you can modify or manipulate them in a variety of ways.



Graphics tools in the Avid Titler Tool

To draw a square or a rectangle:

1. Click the Square tool in the toolbar.
A square appears.
2. Drag a handle of the square to create the desired object. Dragging constrains the aspect ratio.
Shift-drag to freely resize the object.

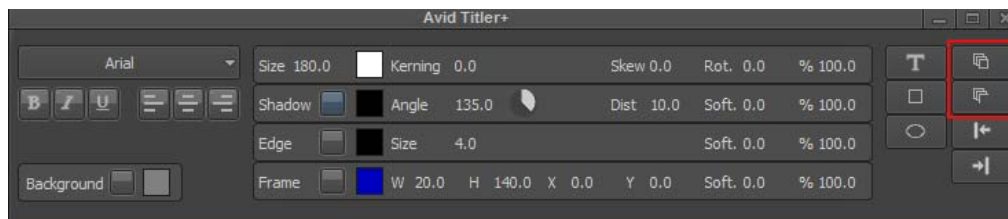
To draw a circle or an oval:

1. Click the Oval tool in the toolbar.
A circle appears.
2. Drag a handle of the circle to create the desired object. Dragging constrains the aspect ratio.
Shift-drag allows you to freely resize the object.

Moving an Object or Text Forward or Backward

Once you create text and or graphics, you might want to bring one forward or send to the background.

For example, you might create text and then create a solid circle or rectangle object for the background of the text.



Bring Forward and Send to Back buttons



Example of Text brought Forward using the Bring Forward button

Select Previous and Select Next Layers

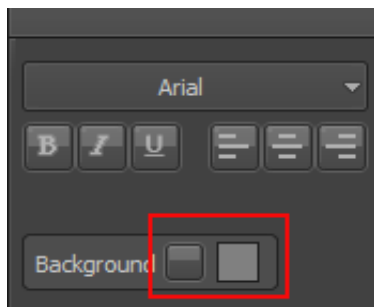
Once you create multiple layers of text and shapes, you can scroll through them by selecting the Select Previous Layer or Select Next Layer buttons.



Choosing a Background for your Title

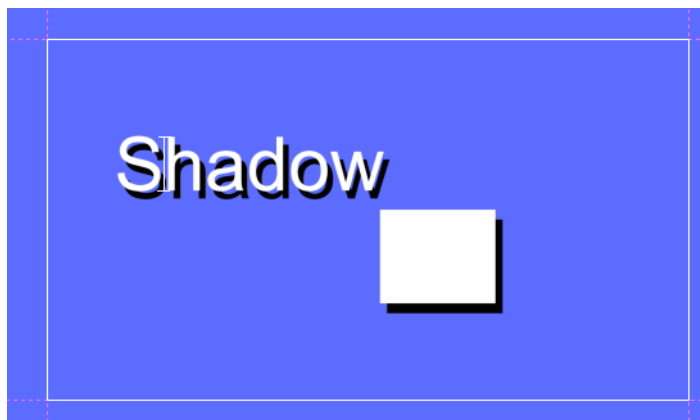
You can choose whether to display a color background or a frame of video from your sequence.

With a sequence in the Record monitor, the Avid Titler tool opens with a video background. The location of the position indicator in the Timeline at the time you open the Avid Titler determines the initial video frame that displays. If you want to select a solid background, simply click Background button and choose a color from the Color button.



Adding Shadows to Title Objects

You can add a shadow to any text or graphic object.



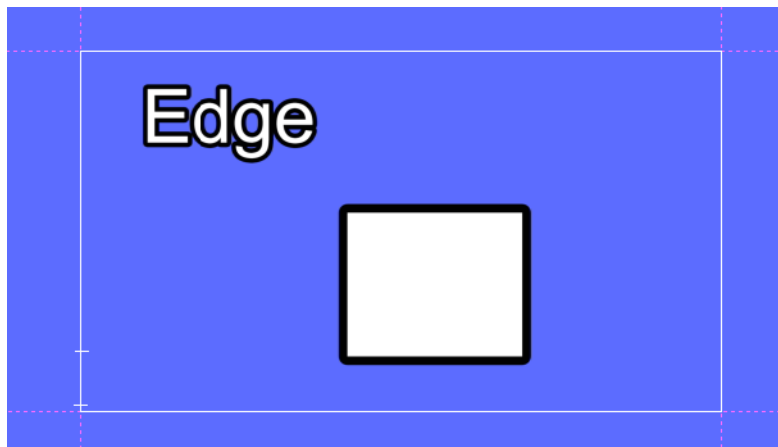
To apply shadows to text or objects:

1. Select text or an object.
2. Click the Shadow button to add a shadow to the text or object.
3. With the object selected, adjust the shadow by doing one or more of the following:
 - ▶ Click the Angle button, and use the mouse to move the shadow position.
 - ▶ Click the Color button to open the Select Color dialog and choose a color for the shadow.
 - ▶ Click the Dist number and move the mouse to the left or right to increase or decrease the value to move the depth of the shadow from the text or object. Or double click the Dist number and type the desired value.
 - ▶ To set a degree of softening, click the Softness number and move the mouse to the left or right to increase or decrease the softness. Or double click the Softness number and type in the desired value.

You can continue to make adjustments to the shadow until you achieve the effect you want.

Adding Outlines to Title Objects

You can add an edge or outline to any text or graphic object.

**To apply an edge to text or objects:**

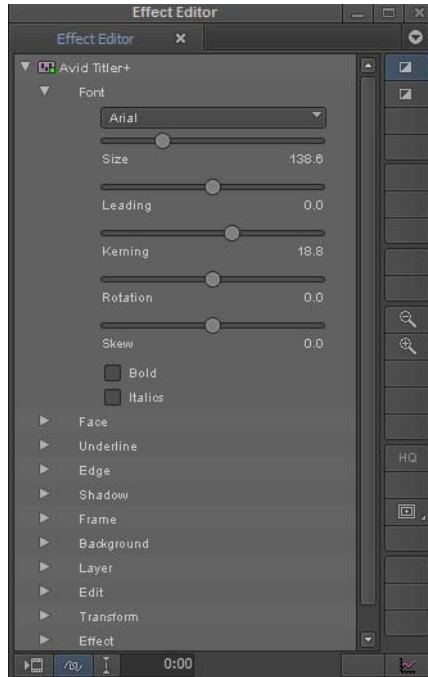
1. Select text or an object.
2. Click the Edge button to add an outline to the text or object.
3. With the object selected, adjust the outline by doing one or more of the following:
 - ▶ Click the Color button to open the Select Color dialog and choose a color for the outline.
 - ▶ Click the Size number and move the mouse to the left or right to increase or decrease the value to increase or decrease the size of the outline. Or double click the Size number and type the desired value.
 - ▶ To set a degree of softening, click the Softness number and move the mouse to the left or right to increase or decrease the softness. Or double click the Softness number and type in the desired value.

You can continue to make adjustments to the edges until you achieve the effect you want.

Editing the Title in the Effect Editor

You can perform additional edits to your titles using the Effect Editor.

Place the cursor over the Title effect in your sequence and select Tools > Effect Editor to edit your title effect.



Parameter	Description
Font	<p>Allows you to edit the title text.</p> <ul style="list-style-type: none"> • Font: Select the Font from the font pulldown menu. • Size: Use the slide to increase or decrease the title text size. • Leading: Leading controls the line spacing between lines of text in a title. Use the slider to increase or decrease the leading. • Kerning: Kerning improves the appearance of titles by controlling the amount of space between characters. Use the slider to increase or decrease the text kerning. • Rotation: Use the slider to move the text clockwise or counterclockwise. • Skew: Use the slider to move or tilt the text in the X or the Y direction. • Bold: Select to set the text bold. • Italics: Select to italicize the text.

Parameter	Description
Face	<ul style="list-style-type: none"> • Visible: When selected, allows you to see the color properties of the text or shape. • Color Gradient: Allows you to set a color gradient for the selected text or shape. • Hilite: Adds highlight to the gradient. • Top Left Color (RGB), Top Right Color (RGB), Bottom Left Color (RGB), Bottom Right Color (RGB): Use the sliders to set the color for the applicable areas of the selected text or shape. • Softness: Use the slider to increase or decrease the softness. • Opacity: Use the slider to increase or decrease the opacity.
Underline	<p>Allows you to underline the selected text.</p> <ul style="list-style-type: none"> • Visible: When selected, displays the underline. • Color Gradient: Allows you to set a color gradient for the underline. • Hilite: Adds highlight to the gradient. • Spaces: When selected, if the title includes multiple words, the underline appears for the space between words. • Square/Round: Sets the underline square or rounded. • (If Color Gradient is selected) Top Left Color (RGB), Top Right Color (RGB), Bottom Left Color (RGB), Bottom Right Color (RGB): Use the sliders to set the color gradient for the applicable areas of the underline. • (If Color Gradient is not selected) Solid Color (RGB): Use the Red, Green, and Blue sliders to set the solid color of the underline. • Softness: Use the slider to increase or decrease the softness of the underline. • Opacity: Use the slider to increase or decrease the opacity of the underline. • Width: Use the slider to increase or decrease the width of the underline. • Height: Use the slider to increase or decrease the height of the underline. • Horizontal Offset: Use the slider to move the underline left or right. • Vertical Offset: Use the slider to move the underline up or down.
Edge	<p>Allows you to add an edge to the text or shape.</p> <ul style="list-style-type: none"> • Visible: When selected, displays an edge around the text or shape. • Color Gradient: Allows you to set a color gradient for the edge. • Hilite: Adds highlight to the gradient. • Filled, Outer, Inner, Border: Sets the properties of the edge. • (If Color Gradient is selected) Top Left Color (RGB), Top Right Color (RGB), Bottom Left Color (RGB), Bottom Right Color (RGB): Use the sliders to set the color gradient for the applicable areas of the edge. • (If Color Gradient is not selected) Solid Color (RGB): Use the Red, Green, and Blue sliders to set the solid color of the edge. • Softness: Use the slider to increase or decrease the softness of the edge. • Opacity: Use the slider to increase or decrease the opacity of the edge. • Size: Use the slider to increase or decrease the size of the edge.

Parameter	Description
Shadow	<p>Allows you to add a shadow to the text or shape.</p> <ul style="list-style-type: none"> • Visible: When selected, displays a shadow to the text or shape. • Color Gradient: Allows you to set a color gradient for the shadow. • Hilite: Adds highlight to the gradient. • Drop, Deep: Sets the style of the shadow. A deep shadow extends from the edges of the object, as though the object were three-dimensional. A drop shadow is offset from the object itself, as though cast by a light source. • (If Color Gradient is selected) Top Left Color (RGB), Top Right Color (RGB), Bottom Left Color (RGB), Bottom Right Color (RGB): Use the sliders to set the color gradient for the applicable areas of the shadow. • (If Color Gradient is not selected) Solid Color (RGB): Use the Red, Green, and Blue sliders to set the solid color of the shadow. • Softness: Use the slider to increase or decrease the softness of the shadow. • Opacity: Use the slider to increase or decrease the opacity of the shadow. • Angle: Use the slider to move the angle of the shadow. • Distance: Used the slider to increase or decrease the distance between the shadow and the text or shape.
Frame	<p>Allows you to add a frame around the text or shape.</p> <ul style="list-style-type: none"> • Visible: When selected, displays a frame around the text or shape. • Color Gradient: Allows you to set a color gradient for the frame. • Hilite: Adds highlight to the gradient. • Include Spaces: If selected, spaces between words will be framed. If deselected, spaces will not contain a frame. • Square, Round: Sets the style of the corners of the frame. • (If Color Gradient is selected) Top Left Color (RGB), Top Right Color (RGB), Bottom Left Color (RGB), Bottom Right Color (RGB): Use the sliders to set the color gradient for the applicable areas of the frame. • (If Color Gradient is not selected) Solid Color (RGB): Use the Red, Green, and Blue sliders to set the solid color of the frame. • Softness: Use the slider to increase or decrease the softness of the frame. • Opacity: Use the slider to increase or decrease the opacity of the frame. • Height: Use the slider to increase or decrease the height of the frame. • Horizontal Offset: Use the slider to move the frame left or right relative to the text. • Vertical Offset: Use the slider to move the frame up or down relative to the text.

Parameter	Description
Background	<p>Allows you to switch between a video background and a color background.</p> <ul style="list-style-type: none"> • Visible: When selected, displays a background rather than the sequence video. • Color Gradient: Allows you to set a color gradient for the background. • Hilite: Adds highlight to the gradient. • (If Color Gradient is selected) Top Left Color (RGB), Top Right Color (RGB), Bottom Left Color (RGB), Bottom Right Color (RGB): Use the sliders to set the color gradient for the applicable areas of the background. • (If Color Gradient is not selected) Solid Color (RGB): Use the Red, Green, and Blue sliders to set the solid color of the background. • Opacity: Use the slider to increase or decrease the opacity of the background.
Layer	<p>Allows you to add a text or shape layer.</p> <ul style="list-style-type: none"> • Add Text: Allows you to add a text layer. • Add Rectangle: Adds a rectangle shape to the title. • Add Ellipse: Adds an ellipse shape to the title. • Order: Allows you to set the order of the layers. Choose from: <ul style="list-style-type: none"> - Bring to Front, Send to Back, Bring Forward One Layer, Send Back One Layer • Translate: Use the sliders to change the position of the entire composition (text and shapes). • Scale: Use the sliders to change the size of the entire composition (text and shapes). • Rotation: Use the slider to rotate the layer clockwise or counterclockwise. • Skew: Use the slider to move or tilt the layer in the X or the Y direction. • Origin: Use the sliders to <ul style="list-style-type: none"> • define the point of rotation for the entire composition.
Edit	<p>Allows you to edit the title text:</p> <ul style="list-style-type: none"> • Select Layers: Allows you to select the next or previous layer. • Select Text: Selects title text. • Select Word: Selects an individual word in the text. • Select Row: Selects the entire row of text. • Clear All: Clears all text and shapes. • Left Justify: Moves text left. • Center Justify: Moves text to the center. • Right Justify: Moves text to the right
Global	<p>Allows you to make change the opacity and crop the entire composition.</p> <ul style="list-style-type: none"> • Foreground Level: Use the slider to change the opacity of the entire composition. • Crop: Use the top, bottom, left, right sliders to crop the entire composition.
Effect	<p>Allows you to set the title to either Crawl, CrawlPg Left, CrawlPg Right, or Roll</p>

Shape-Based Color Correction (Symphony Option)

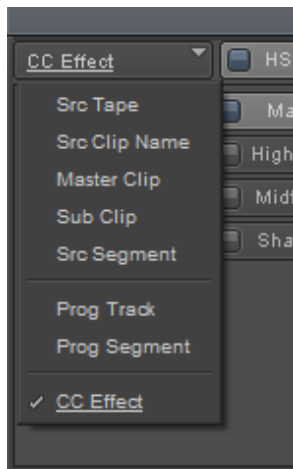
The editing application includes tools that allow you to perform shape-based color correction.

Performing a Shape- Based Color Correction

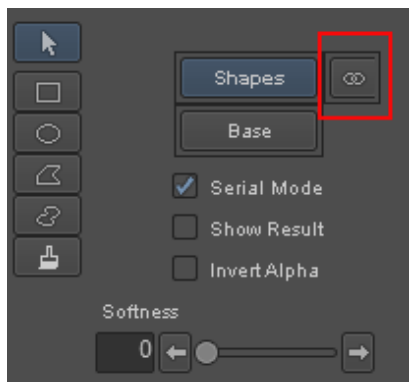
You use the Color Correction tool to access the tools for performing the shape-based color correction.

To perform a shape-based color correction:

1. Load the sequence in the Timeline.
2. Click the Color Correction Mode button in the Timeline to access the Color Correction tool.
3. Select CC Effect from the color correction relationship pulldown options in the Color Correction tool.



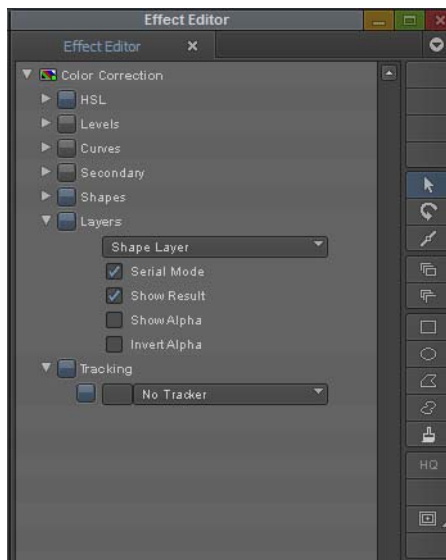
4. Use the shape tools in the Color Correction tool to mark the area you to want to color correct.



Shape based tool options and Show Alpha Icon top right

5. Note the following:
 - Shapes - selects the shape layer that allows you to use the shape based tools to color correct portions of the material in the sequence.
 - Base - sets the base layer that allows you to make color corrections to the material in the sequence.
 - Show Alpha Icon - when selected displays the alpha.

- Serial Mode - when selected, any changes you have made to the base will be included when you are performing a shaped based color correction.
 - Show Result - when selected, shows the composite result of the base+ shape layer (the final result).
 - Invert Alpha - when selected displays the inverted alpha.
 - Softness - Use the slider to add softness to the selected shape. Each shape can have a different softness.
6. Using the color correction tool options, such as Hue, Saturation, Brightness, etc, make your color corrections.
 7. Once you are satisfied with the corrections throughout the sequence, exit Color Correction mode. You can also use the Effect Editor to make additional edits including Tracking.



- a. Click on tracker to track the area.
- b. Select the shape you want to attach a tracker to.
- c. Select the tracker from the list of created trackers.



Different shapes can be connected to different trackers. For details on creating trackers, see “Setting Up an Effect for Tracking” in the Help

Editing Group Clips

The editing application now supports editing group clips. If you have a MultiCam group that you want to edit or add a new shot to, you can with this release. With this release, you can also create a group clip directly from a sequence.

To edit a MultiCam group clip:

1. Do one of the following:
 - ▶ Load the MultiCam group clip in the Record monitor.
 - ▶ Select the group clip in the bin and select Clip > Edit Group.
 - ▶ Select the group clip in the bin, right click and choose Edit Group.

- ▶ Select the group clip in the bin and choose Edit Group from the Bin context menu.
- 2. Make your edits to the group clip or add a new shot to the group clip.



Edits are not actually made to the group clip until you specifically choose to update the group.



Current Limitation: You cannot make the group clip shorter when editing the group clip.

One representative audio track from each clip is used when editing. All audio tracks from each clip are added when the Group is updated or created.

You can add more than one audio track from a clip when editing but only the first one is used for syncing.

- 3. Once you have completed the edit, right click in the Record Monitor and select Update Group.

A dialog asks if you want to update the group clip or create a new one.

When you Update, if you added a new shot, you will see the new shot in your Source monitor. This only appears if you have the group clip in the Source Monitor.



If the MultiCam group clip you just updated is part of an existing sequence, you can refresh the sequence by selecting Clip > Refresh Sequence > Group Edits.

Refreshing group edits in a sequence will not change selected shots, only the relationship between the selected shot and the other clips in the group.

Dragging video and audio segments will mirror each other (move vertically in opposite directions).

Creating a group clip from a sequence:

- 1. Load the sequence in the Timeline.
- 2. Right click in the Record Monitor and choose Create Group.

A group is created and added to your bin.

Currently, you must have one audio track from a clip to include any audio from that clip in the group.

Additional Changes to Group Clips

Note the following changes you will see when working with group clips:

- You can add mixed rate clips to a group clip.
- When you are segment dragging in Group mode, you will notice the monitor displays the frame under the blue bar.
- Known issue with beta build: Mixed rate groups may cause errors during Commit Multicam Edits
- Groups from any project type can be opened in any other project (no longer need matching edit rates)
- Sequences can be modified to any project type without Commit Multicam Edits.

Swap Camera Bank

With this release, using the Swap Camera Bank button will cycle through all cameras. Previously, the editing application would only show a maximum of 8 cameras (for squad split) or 18 cameras (for nine split).

Waveform Sync

Waveform Sync allows you to sync your audio in the Timeline. Selected video must reference clips that have audio (e.g. camera sound) in order to sync your video clips. This allows you to use audio waveform rather than Timecode or an IN point to sync to the video.

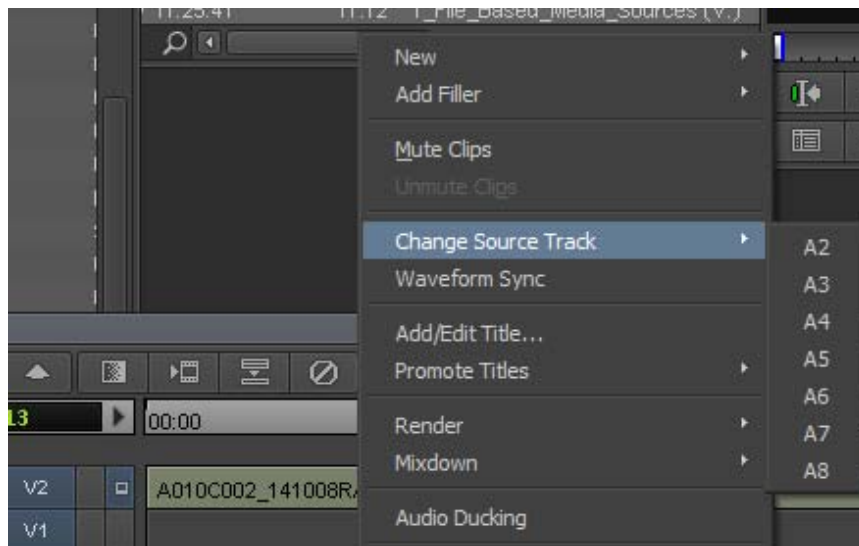
To sync your audio using waveform sync:

1. Select the video clip to which you want to sync.
2. Select the audio clips that you want to sync with.
3. Right-click and select Waveform Sync.

The video is now positioned in relation to the selected audio.

Changing the Source Audio Track in the Timeline

The editing application allows you to change the source track in your Timeline. Simply right-click on an audio track in your Timeline, select Change Source Track and choose the desired source track.



Background Bin Auto-Save

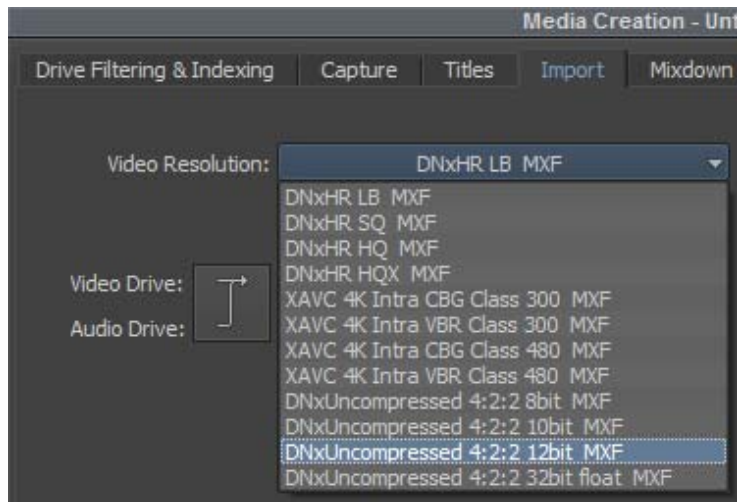
With this release, the bin will be saved in the background according to the Auto-save interval set in the Bin Settings dialog. You will no longer be interrupted with a bin saving progress message.

64 Tracks of Video

In previous releases, the editing application supported 24 tracks of video. With this release, the editing application supports 64 tracks of video.

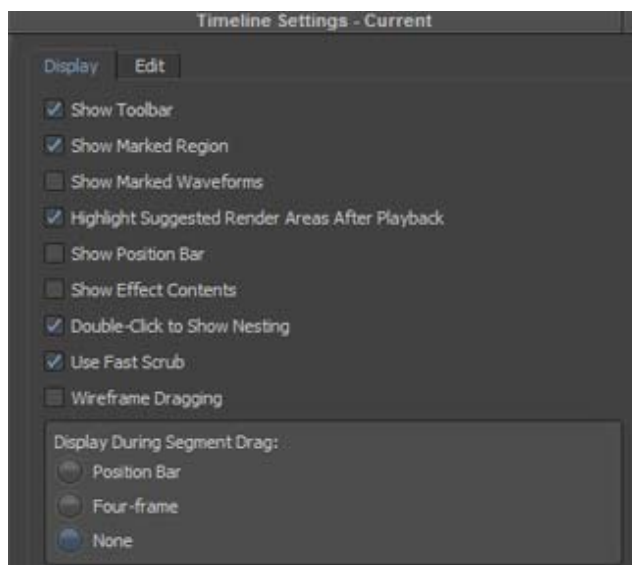
DNxUncompressed Update

With the introduction of DNxUncompressed, you can import, render, transcode and mixdown at uncompressed quality. This allows you to generate media that preserves the full quality of the Timeline (currently the Timeline is 16 bits maximum). DNxUncompressed is available at any raster dimensions (HD, 2K, UHD etc.) With this release, 12 bit DNxUncompressed is supported.



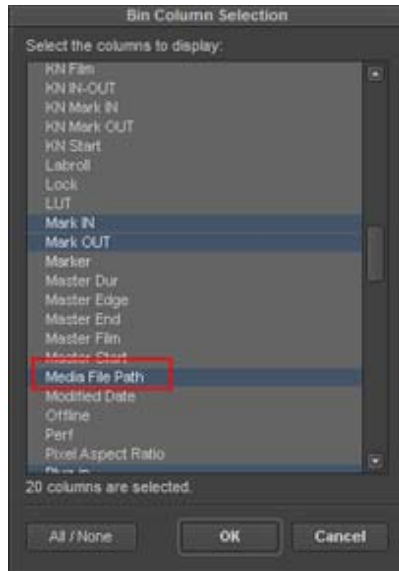
Timeline Settings Update

An additional option has been added to the Timeline Settings: Display During Segment Drag option. In addition to the option to show the head and tail of incoming or outgoing frames of video when you drag a segment, you can now choose to show the frame at the blue position bar when dragging a segment.

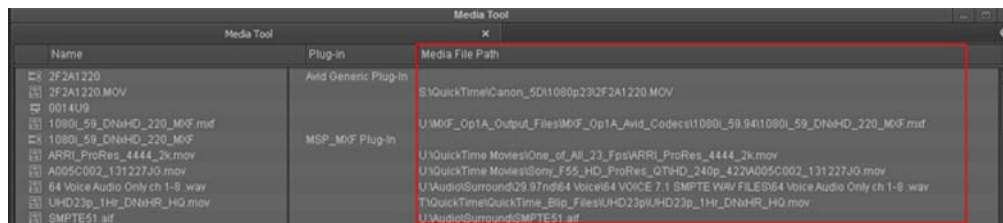


Media File Path Column

An additional column has been added to the Bin Column options. When you choose to display the Media File Path column, the Media Tool will display the location of the media file for precomputes and media file objects.



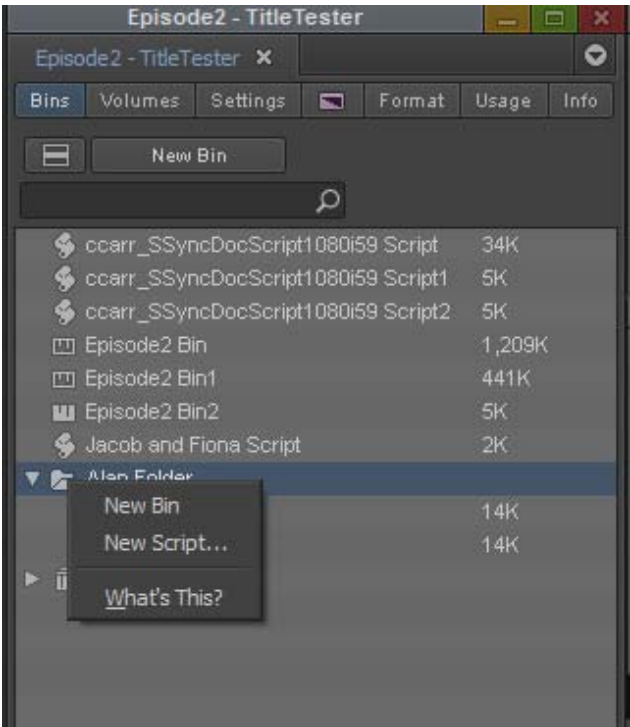
Media File Path Column Selection



Media File Path displayed in the Media Tool

Adding Bins and Scripts to Project Folder

You can add a new bin or a new script to a folder in your project window. In the project window, select the folder, right click and select New Bin or New Script. If you select New Bin, a new bin will be added to the folder. If you select New Script, you are prompted to locate the script to be added to the folder.



Legal Notices

Product specifications are subject to change without notice and do not represent a commitment on the part of Avid Technology, Inc.

This product is subject to the terms and conditions of a software license agreement provided with the software. The product may only be used in accordance with the license agreement.

This product may be protected by one or more U.S. and non-U.S. patents. Details are available at www.avid.com/patents.

This document is protected under copyright law. An authorized licensee of Avid Media Composer may reproduce this publication for the licensee's own use in learning how to use the software. This document may not be reproduced or distributed, in whole or in part, for commercial purposes, such as selling copies of this document or providing support or educational services to others. This document is supplied as a guide for Avid Media Composer. Reasonable care has been taken in preparing the information it contains. However, this document may contain omissions, technical inaccuracies, or typographical errors. Avid Technology, Inc. does not accept responsibility of any kind for customers' losses due to the use of this document. Product specifications are subject to change without notice.

Copyright © 2018 Avid Technology, Inc. and its licensors. All rights reserved.

The following disclaimer is required by Apple Computer, Inc.:

APPLE COMPUTER, INC. MAKES NO WARRANTIES WHATSOEVER, EITHER EXPRESS OR IMPLIED, REGARDING THIS PRODUCT, INCLUDING WARRANTIES WITH RESPECT TO ITS MERCHANTABILITY OR ITS FITNESS FOR ANY PARTICULAR PURPOSE. THE EXCLUSION OF IMPLIED WARRANTIES IS NOT PERMITTED BY SOME STATES. THE ABOVE EXCLUSION MAY NOT APPLY TO YOU. THIS WARRANTY PROVIDES YOU WITH SPECIFIC LEGAL RIGHTS. THERE MAY BE OTHER RIGHTS THAT YOU MAY HAVE WHICH VARY FROM STATE TO STATE.

The following disclaimer is required by Sam Leffler and Silicon Graphics, Inc. for the use of their TIFF library:

Copyright © 1988–1997 Sam Leffler
Copyright © 1991–1997 Silicon Graphics, Inc.

Permission to use, copy, modify, distribute, and sell this software [i.e., the TIFF library] and its documentation for any purpose is hereby granted without fee, provided that (i) the above copyright notices and this permission notice appear in all copies of the software and related documentation, and (ii) the names of Sam Leffler and Silicon Graphics may not be used in any advertising or publicity relating to the software without the specific, prior written permission of Sam Leffler and Silicon Graphics.

THE SOFTWARE IS PROVIDED "AS-IS" AND WITHOUT WARRANTY OF ANY KIND, EXPRESS, IMPLIED OR OTHERWISE, INCLUDING WITHOUT LIMITATION, ANY WARRANTY OF MERCHANTABILITY OR FITNESS FOR A PARTICULAR PURPOSE.

IN NO EVENT SHALL SAM LEFFLER OR SILICON GRAPHICS BE LIABLE FOR ANY SPECIAL, INCIDENTAL, INDIRECT OR CONSEQUENTIAL DAMAGES OF ANY KIND, OR ANY DAMAGES WHATSOEVER RESULTING FROM LOSS OF USE, DATA OR PROFITS, WHETHER OR NOT ADVISED OF THE POSSIBILITY OF DAMAGE, AND ON ANY THEORY OF LIABILITY, ARISING OUT OF OR IN CONNECTION WITH THE USE OR PERFORMANCE OF THIS SOFTWARE.

The following disclaimer is required by the Independent JPEG Group:

This software is based in part on the work of the Independent JPEG Group.

This Software may contain components licensed under the following conditions:

Copyright (c) 1989 The Regents of the University of California. All rights reserved.

Redistribution and use in source and binary forms are permitted provided that the above copyright notice and this paragraph are duplicated in all such forms and that any documentation, advertising materials, and other materials related to such distribution and use acknowledge that the software was developed by the University of California, Berkeley. The name of the University may not be used to endorse or promote products derived from this software without specific prior written permission. THIS SOFTWARE IS PROVIDED "AS IS" AND WITHOUT ANY EXPRESS OR IMPLIED WARRANTIES, INCLUDING, WITHOUT LIMITATION, THE IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE.

Copyright (C) 1989, 1991 by Jef Poskanzer.

Permission to use, copy, modify, and distribute this software and its documentation for any purpose and without fee is hereby granted, provided that the above copyright notice appear in all copies and that both that copyright notice and this permission notice appear in supporting documentation. This software is provided "as is" without express or implied warranty.

Copyright 1995, Trinity College Computing Center. Written by David Chappell.

Permission to use, copy, modify, and distribute this software and its documentation for any purpose and without fee is hereby granted, provided that the above copyright notice appear in all copies and that both that copyright notice and this permission notice appear in supporting documentation. This software is provided "as is" without express or implied warranty.

Copyright 1996 Daniel Dardailler.

Permission to use, copy, modify, distribute, and sell this software for any purpose is hereby granted without fee, provided that the above copyright notice appear in all copies and that both that copyright notice and this permission notice appear in supporting documentation, and that the name of Daniel Dardailler not be used in advertising or publicity pertaining to distribution of the software without specific, written prior permission. Daniel Dardailler makes no representations about the suitability of this software for any purpose. It is provided "as is" without express or implied warranty.

Modifications Copyright 1999 Matt Koss, under the same license as above.

Copyright (c) 1991 by AT&T.

Permission to use, copy, modify, and distribute this software for any purpose without fee is hereby granted, provided that this entire notice is included in all copies of any software which is or includes a copy or modification of this software and in all copies of the supporting documentation for such software.

THIS SOFTWARE IS BEING PROVIDED "AS IS", WITHOUT ANY EXPRESS OR IMPLIED WARRANTY. IN PARTICULAR, NEITHER THE AUTHOR NOR AT&T MAKES ANY REPRESENTATION OR WARRANTY OF ANY KIND CONCERNING THE MERCHANTABILITY OF THIS SOFTWARE OR ITS FITNESS FOR ANY PARTICULAR PURPOSE.

This product includes software developed by the University of California, Berkeley and its contributors.

The following disclaimer is required by Paradigm Matrix:

Portions of this software licensed from Paradigm Matrix.

The following disclaimer is required by Ray Sauers Associates, Inc.:

"Install-It" is licensed from Ray Sauers Associates, Inc. End-User is prohibited from taking any action to derive a source code equivalent of "Install-It," including by reverse assembly or reverse compilation, Ray Sauers Associates, Inc. shall in no event be liable for any damages resulting from reseller's failure to perform reseller's obligation; or any damages arising from use or operation of reseller's products or the software; or any other damages, including but not limited to, incidental, direct, indirect, special or consequential Damages including lost profits, or damages resulting from loss of use or inability to use reseller's products or the software for any reason including copyright or patent infringement, or lost data, even if Ray Sauers Associates has been advised, knew or should have known of the possibility of such damages.

The following disclaimer is required by Videomedia, Inc.:

"Videomedia, Inc. makes no warranties whatsoever, either express or implied, regarding this product, including warranties with respect to its merchantability or its fitness for any particular purpose."

"This software contains V-LAN ver. 3.0 Command Protocols which communicate with V-LAN ver. 3.0 products developed by Videomedia, Inc. and V-LAN ver. 3.0 compatible products developed by third parties under license from Videomedia, Inc. Use of this software will allow "frame accurate" editing control of applicable videotape recorder decks, videodisc recorders/players and the like."

The following disclaimer is required by Altura Software, Inc. for the use of its Mac2Win software and Sample Source Code:

©1993–1998 Altura Software, Inc.

The following disclaimer is required by Ultimatte Corporation:

Certain real-time compositing capabilities are provided under a license of such technology from Ultimatte Corporation and are subject to copyright protection.

The following disclaimer is required by 3Prong.com Inc.:

Certain waveform and vector monitoring capabilities are provided under a license from 3Prong.com Inc.

The following disclaimer is required by Interplay Entertainment Corp.:

The "Interplay" name is used with the permission of Interplay Entertainment Corp., which bears no responsibility for Avid products.

This product includes portions of the Alloy Look & Feel software from Incors GmbH.

This product includes software developed by the Apache Software Foundation (<http://www.apache.org/>).

© DevelopMentor

This product may include the JCifs library, for which the following notice applies:

JCifs © Copyright 2004, The JCIFS Project, is licensed under LGPL (<http://jcifs.samba.org/>). See the LGPL.txt file in the Third Party Software directory on the installation CD.

Avid Interplay contains components licensed from LavanTech. These components may only be used as part of and in connection with Avid Interplay.

Attn. Government User(s). Restricted Rights Legend

U.S. GOVERNMENT RESTRICTED RIGHTS. This Software and its documentation are "commercial computer software" or "commercial computer software documentation." In the event that such Software or documentation is acquired by or on behalf of a unit or agency of the U.S. Government, all rights with respect to this Software and documentation are subject to the terms of the License Agreement, pursuant to FAR §12.212(a) and/or DFARS §227.7202-1(a), as applicable.

Trademarks

Avid, the Avid Logo, Avid Everywhere, Avid DNXHD, Avid DNXHR, Avid Nexis, AirSpeed, Eleven, EUCON, Interplay, iNEWS, ISIS, Mbox, MediaCentral, Media Composer, NewsCutter, Pro Tools, ProSet and RealSet, Maestro, PlayMaker, Sibelius, Symphony, and all related product names and logos, are registered or unregistered trademarks of Avid Technology, Inc. in the United States and/or other countries. The Interplay name is used with the permission of the Interplay Entertainment Corp. which bears no responsibility for Avid products. All other trademarks are the property of their respective owners. For a full list of Avid trademarks, see: <http://www.avid.com/US/about-avid/legal-notice/trademarks>.

Adobe and Photoshop are either registered trademarks or trademarks of Adobe Systems Incorporated in the United States and/or other countries. Apple and Macintosh are trademarks of Apple Computer, Inc., registered in the U.S. and other countries. Windows is either a registered trademark or trademark of Microsoft Corporation in the United States and/or other countries. All other trademarks contained herein are the property of their respective owners.

What's New for Media Composer • Created 12/27/18