

# What's New for Avid® Media Composer® | Software v8.3.1

## Revision History

Date	Description
March 9, 2015	Added note to <a href="#">Support for XAVC-I UHD/4K</a> to state that at this time, Avid does not support playback of XAVC-I 4K 10bit 60fps material.

## New Features

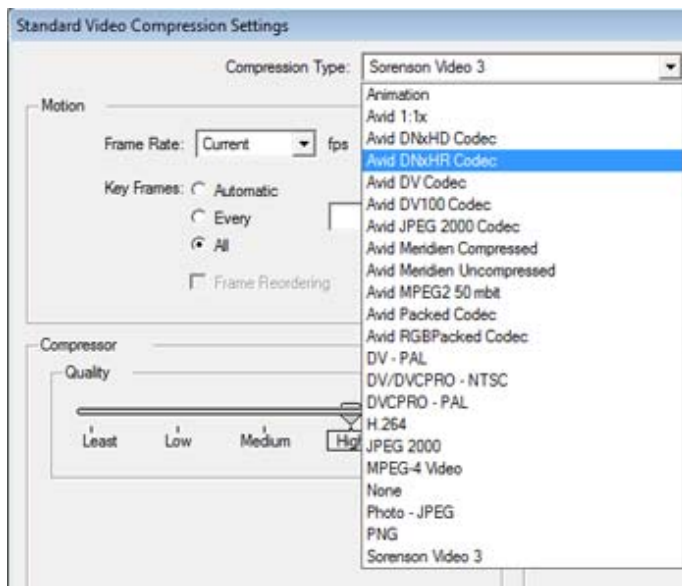
The following table describes What's New for the current editor release.

Feature	Description	For More Info
QuickTime® Movie export for greater than HD Material	The editing application allows you to export as DNxHR QuickTime.	See <a href="#">“QuickTime Codecs for DNxHR”</a> on page 2.
Support for XAVC-I UHD/4K export.	With this release, the editing application allows you to export XAVC-I for greater than HD media.	See <a href="#">“Support for XAVC-I UHD/4K”</a> on page 3.
DNxHR MXF OP1a export	The editing application allows you to export DNxHR media as MXF OP1a wrapped media.	See <a href="#">“Exporting DNxHR Media as MXF OP1a”</a> on page 3.
Pro Tools®   Duet and Pro Tools   Quartet Support	The editing application has been qualified with the Pro Tool   Duet and Pro Tools   Quartet audio I/O hardware.	See the documentation provided with the Pro Tools   Duet and Pro Tools   Quartet products for information on installing applicable drivers.
GPU Acceleration Support	The editing application includes GPU acceleration support for the Mac platform.	See <a href="#">“GPU Acceleration for the Mac”</a> on page 4.
Media Creation Setting Default Change	The default for a Media Creation quality setting has changed.	See <a href="#">“Media Creation Default Change”</a> on page 4.

## QuickTime Codecs for DNxHR

The editing application now includes QuickTime codecs for DNxHR. This allows you to perform a QuickTime Movie export of higher than HD resolution media. Both Same as Source and Custom exports are supported for higher than HD resolutions.


When performing a Custom export, the DNxHR codec is available in the Standard Video Compression Settings in the QuickTime movie Export Settings dialog.



*Note on working with Same as Source Export for greater than HD material: If for example, you have a 4K DNxHR source and you move the project format to 2K, a spatial adapter is applied. When the adapter is rendered it generates a 2K DNxHR precompute (which now becomes the source). Note, if you have not manually performed a render operation, the Same as Source export will perform the render.*

## Support for XAVC-I UHD/4K

With this release of the editing application, you can AMA link and consolidate greater than HD XAVC-I media. You can AMA link using the following XAVC-I plug-in:  
Avid Generic MXF AMA plug-in.

 *Sony is expected to release a new XDCAM AMA plug-in to support native playback of XAVC-I 4K media. Until this plug-in is available, Avid recommends using the consolidate command (not transcode) to create Avid native MXF files with XAVC-I media for real-time playback.*

 *With this release, Avid does not support playback of XAVC-I 4K 10bit 60fps material.*

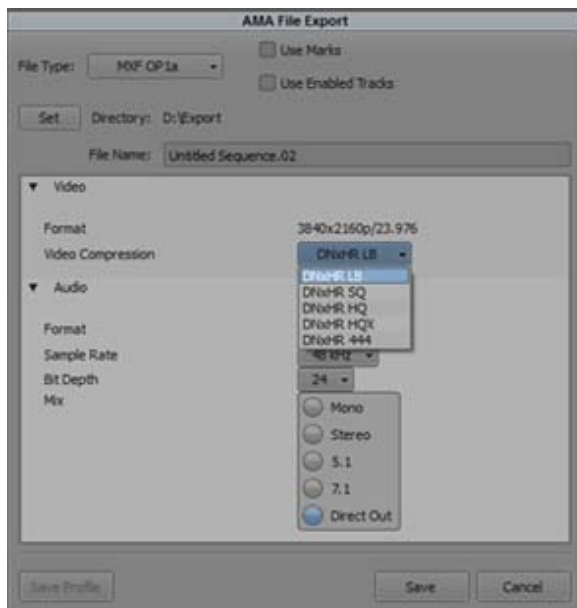
## Exporting DNxHR Media as MXF OP1a

With this release, the Avid editing application supports exporting DNxHR as MXF OP1a wrapped media. Up to 16 channels of output and ancillary data are supported.

### To export a sequence or master clip as MXF OP1a:

1. Select the sequence or master clip you want to export as MXF OP1a.
2. Click File > AMA File Export, or right click the sequence and select AMA File Export.

The AMA File Export dialog opens.



3. Select File Type MXF OP1a Export.
4. (Option) Select the Use Marks or Use Enabled Tracks option.
  - ▶ When you select Use Marks, your Avid editing application uses current IN and OUT points in the selected clip or sequence to determine starting and ending frames for the export. To export the entire clip or sequence, deselect this option or mark the entire clip or sequence.
  - ▶ When you select Use Enabled Tracks, your Avid editing application exports the tracks that are enabled in the Timeline. To export all the tracks in the sequence, deselect this option.
5. Click the Directory Set button to and browse to the location where you want the file saved.
6. Click Select Folder.
7. Select Video Compression and choose from the DNxHR options.
8. Select the Audio Sample Rate, Bit Depth and Audio format.
9. Click Save.

The MXF OP1a file is exported to the selected directory.

## Media Creation Default Change

The AMA Source/Scaling Quality option in the Media Creation Mixdown & Transcode Setting now defaults to Full Quality instead of Half Quality (Good). In some instances, with the quality set to Half Quality (Good), footage might have appeared pixellated, particularly when parked on still frames.

## GPU Acceleration for the Mac

For most real-time effects, the Avid editing application automatically selects the most efficient and highest performance processing resources available on your editing system. Depending on the particular effect and the graphics hardware available on your system, processing might be done by your graphics card's GPU or your computer's CPU (including all CPU cores for multicore processors). Due to the GPU acceleration, you might see increased playback and render performance for certain effects, spatial adapter effects, and color adapter effects. In previous releases, this acceleration was implemented on Windows systems with the qualified graphics cards. With this release, this acceleration is implemented on Macintosh systems with the qualified graphics cards. See the QualifiedGpuBoards.txt file at the following location for a list of qualified graphics cards for GPU acceleration.

- (Windows) Program Files\Avid\Avid Media Composer\SupportingFiles\Config
- (Macintosh) Macintosh HD/Applications/Avid editing application/ SupportingFiles/Config

If you have an AMD graphics card, GPU Acceleration for the Mac is supported only on systems with Mac OS 10.10 (Yosemite) or higher.

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