Avid Media Composer | Ready To Play

Installation & User Guide

Version 2026.11.10

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Using This Guide

This guide provides information for installing, configuring, and using Ready to Play.

Ready to Play is an extension for Media Composer that uses Google Gemini services to create, analyze, and modify media. Generated media and metadata can be incorporated into Media Composer projects for editorial workflows.

This guide is intended for editors, content creators, and administrators who are deploying and using Ready to Play.

Revision History

Date Revised	Changes Made
November 10, 2026	Initial Product Release

Symbols and Conventions

Avid documentation uses the following symbols and conventions:

Symbol or Convention	Meaning or Action
	A note provides important related information, reminders, recommendations, and strong suggestions.
	A caution means that a specific action you take could cause harm to your computer or cause you to lose data.
	A warning describes an action that could cause you physical harm. Follow the guidelines in this document or on the unit itself when handling electrical equipment.
>	This symbol indicates menu commands (and subcommands) in the order you select them. For example, File > Import means to open the File menu and then select the Import command.
▶	This symbol indicates a single-step procedure. Multiple arrows in a list indicate that you perform one of the actions listed.
(Windows), (Windows only), (macOS), or (macOS only)	This text indicates that the information applies only to the specified operating system, either Windows or macOS.
Bold font	Bold font is primarily used in task instructions to identify user interface items and keyboard sequences.
Italic font	Italic font is used to emphasize certain words and to indicate variables. Variables are often enclosed in angled brackets: < >.
`Courier Bold font`	Courier Bold font identifies text that you type.
Ctrl+key or mouse action	Press and hold the first key while you press the last key or perform the mouse action. For example, Command+Option+C or Ctrl+drag.
| (pipe character)	The pipe character is used in some Avid product names, such as MediaCentral | Production Management. In this document, the pipe is used in product names when they are in headings or at their first use in text.

If You Need Help

If you are having trouble using your Avid product:

1. Retry the action, carefully following the instructions given for that task in this guide. It is especially important to check each step of your workflow.
2. Check the latest information that might have become available after the documentation was published. You should always check online for the most up-to-date release notes or ReadMe because the online version is updated whenever new information becomes available. To view these online versions, visit the Knowledge Base at https://kb.avid.com/articles/en_US/User_Guide/Media-Composer-Documentation-Links.
3. Check the documentation that came with your Avid application or your hardware for maintenance or hardware-related issues.
4. Visit the online Knowledge Base at https://www.avid.com/search#t=KB. Online services are available 24 hours per day, 7 days per week. Search this online Knowledge Base to find answers, to view error messages, to access troubleshooting tips, to download updates, and to read or join online message-board discussions.

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1 Installation and Configuration

System Requirements

Ready to Play supports:

- Media Composer 2026.8 and later

Ready to Play uses the same system requirements as the supported version of Media Composer on which it is installed.

An active Internet connection is required to use Ready To Play.

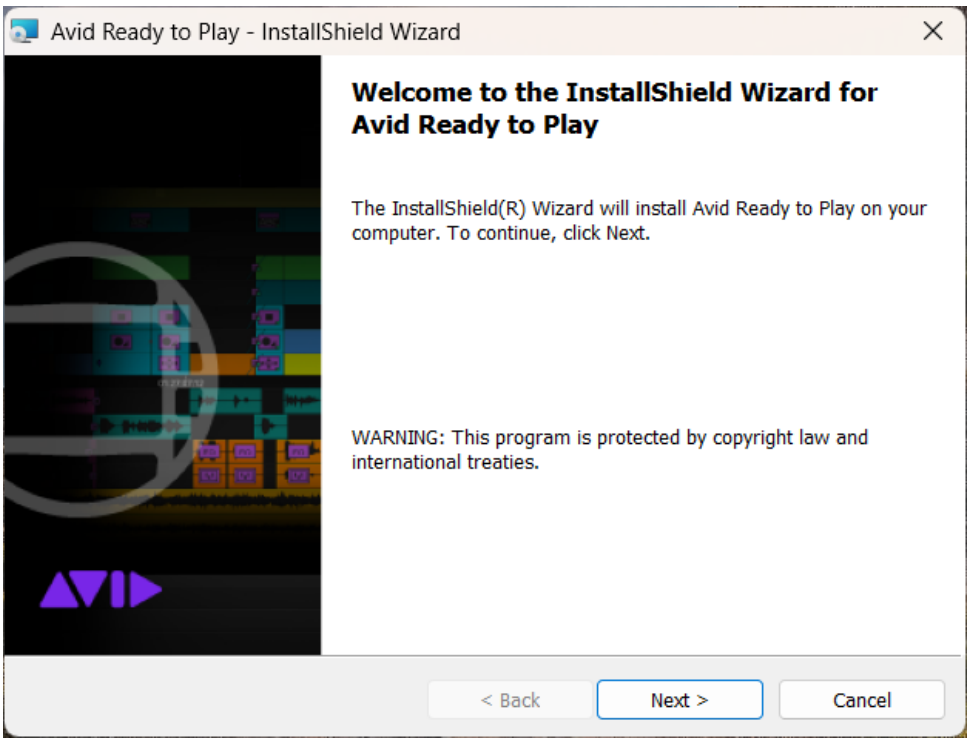
Licensing Requirements

Ready to Play is available with the following Media Composer license tiers:

- Media Composer Ultimate
- Media Composer Enterprise

Installing Ready to Play

Ready to Play is distributed separately from Media Composer.



To install Ready to Play:

1. Download the Ready to Play installer.
2. Close Media Composer.
3. Launch the installer.
4. Follow the onscreen installation instructions.
5. Restart Media Composer.

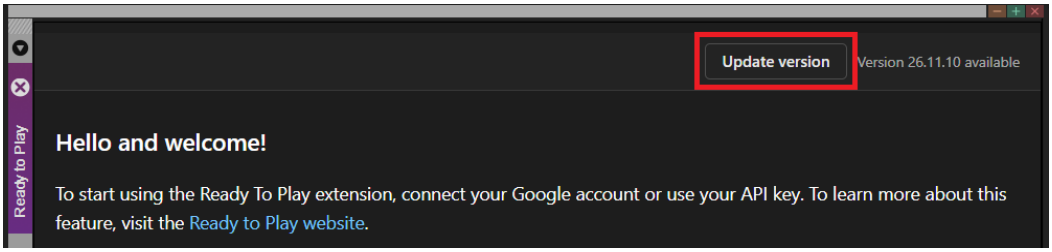
After installation is complete, Ready to Play is available within Media Composer.

Installing Media Composer does not automatically install Ready To Play. Ready To Play must be installed separately.

Updating Ready to Play

Ready to Play updates independently of Media Composer.

When an update is available, a notification appears in the upper-right corner of the Ready to Play interface.



To update Ready to Play:

1. Click the update notification.
2. Download the available update.
3. Allow the installation to complete.
4. Restart the extension if prompted.

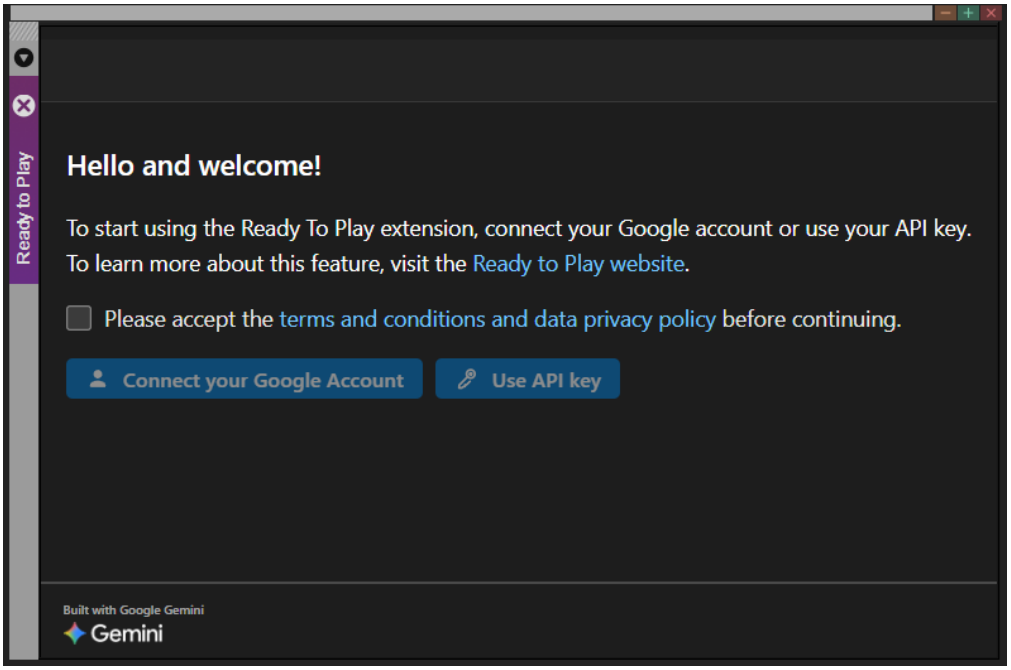
Updates may include new features, workflow enhancements, and software fixes.

Authentication Methods

Ready to Play requires authentication before users can access Google Gemini services.

The following authentication methods are supported:

- Google account authentication
- API key authentication



Google Account Authentication

To authenticate using a Google account:

1. Open Ready to Play.
2. Select the sign-in option.
3. Authenticate using a supported Google account.
4. Complete any required authorization steps.

API Key Authentication

Organizations can configure Ready to Play using API-based authentication.

To configure an API key:

1. Open Ready to Play settings.
2. Locate the API configuration section.
3. Enter the API key.
4. Save the configuration.

The API key is validated before service access is enabled.

Google Billing

Ready to Play uses Google-hosted AI services.

When signing in with a Google account, Ready To Play guides users through the required setup process if billing has not already been configured.

Google billing must be configured before Ready To Play services can be used.



All Google usage charges are billed directly through Google. Service agreements, account management, and billing are managed through Google services.

2 Ready to Play Workflows

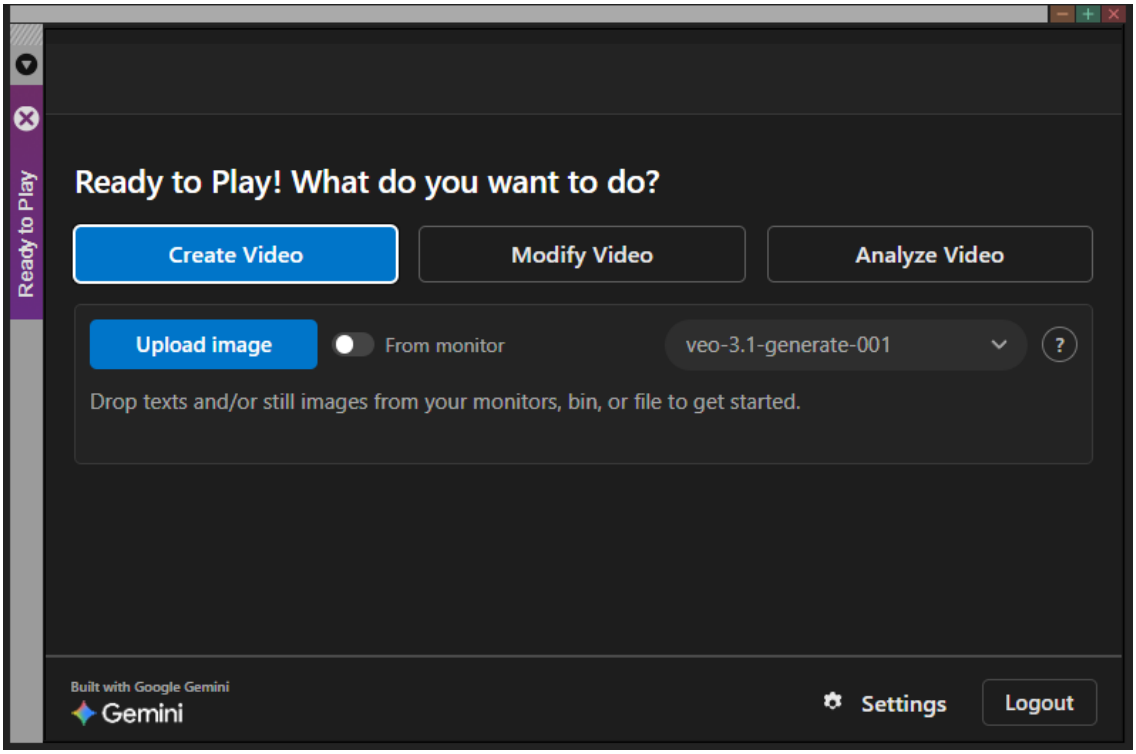
Ready to Play provides three primary workflows:

- Create Video
- Analyze Video
- Modify Video

Each workflow uses Google Gemini services to process requests and return generated results to Media Composer.

Create Video

Create Video generates video content from text prompts or still images.



Creating a Video from a Text Prompt

To create a video from a text prompt:

1. Open Ready to Play.
2. Select Create Video.
3. Enter a text prompt.
4. Configure any available generation settings.
5. Submit the request.

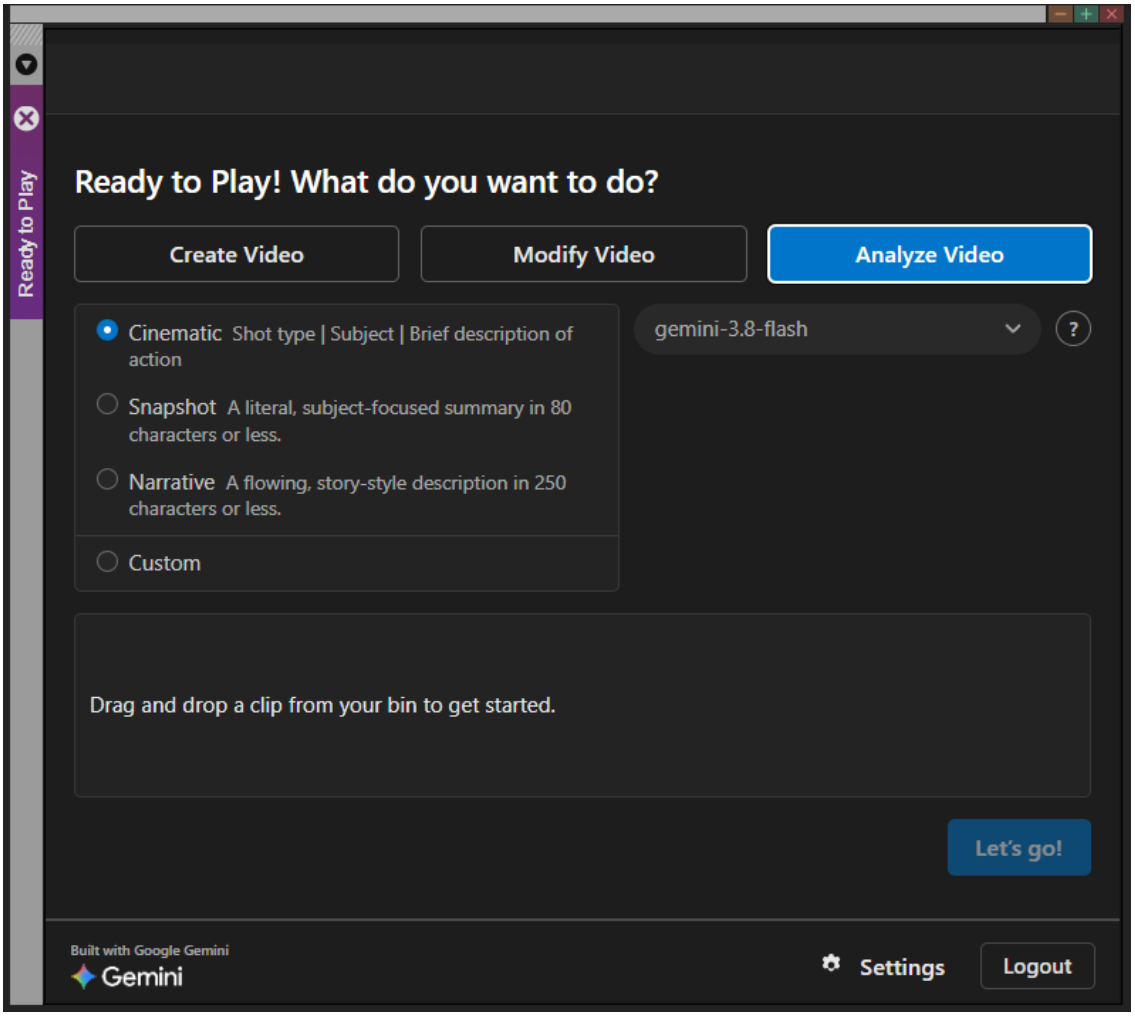
Creating a Video from a Still Image

To create a video from a still image:

1. Open Ready to Play.
2. Select Create Video.
3. Select a source image.
4. Enter a prompt.
5. Submit the request.

Analyze Video

Analyze Video evaluates selected media and generates descriptive information based on the visual content of the clip.



To analyze media:

1. Select one or more clips.
2. Open Ready to Play.
3. Select Analyze Video.
4. Enter optional analysis instructions.
5. Submit the request.

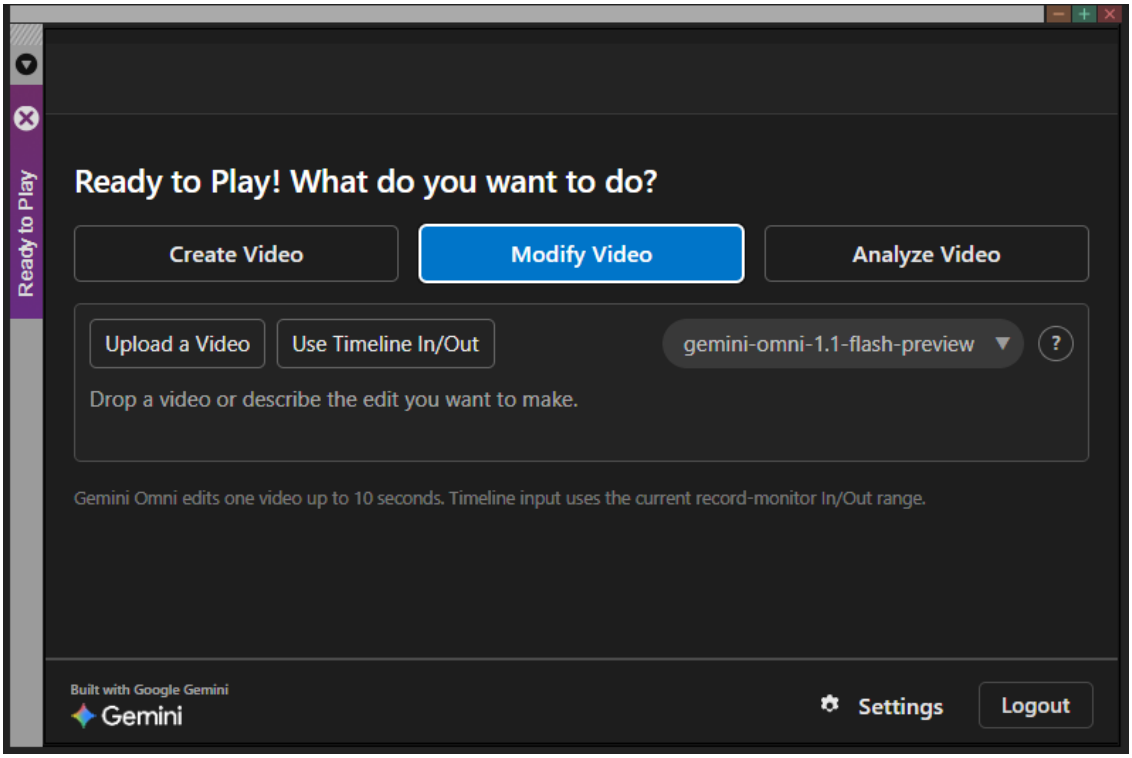
After processing is complete, generated descriptions are returned for review.

Generated descriptions can be reviewed before being incorporated into media management workflows.

Generated information can be applied to clip metadata and used to assist with content identification and organization.

Modify Video

Modify Video generates a new version of selected media based on user-provided instructions.



The original source media remains unchanged.

To modify media:

1. Select a source clip.
2. Open Ready to Play.
3. Select Modify Video.
4. Enter a description of the desired modification.
5. Submit the request.

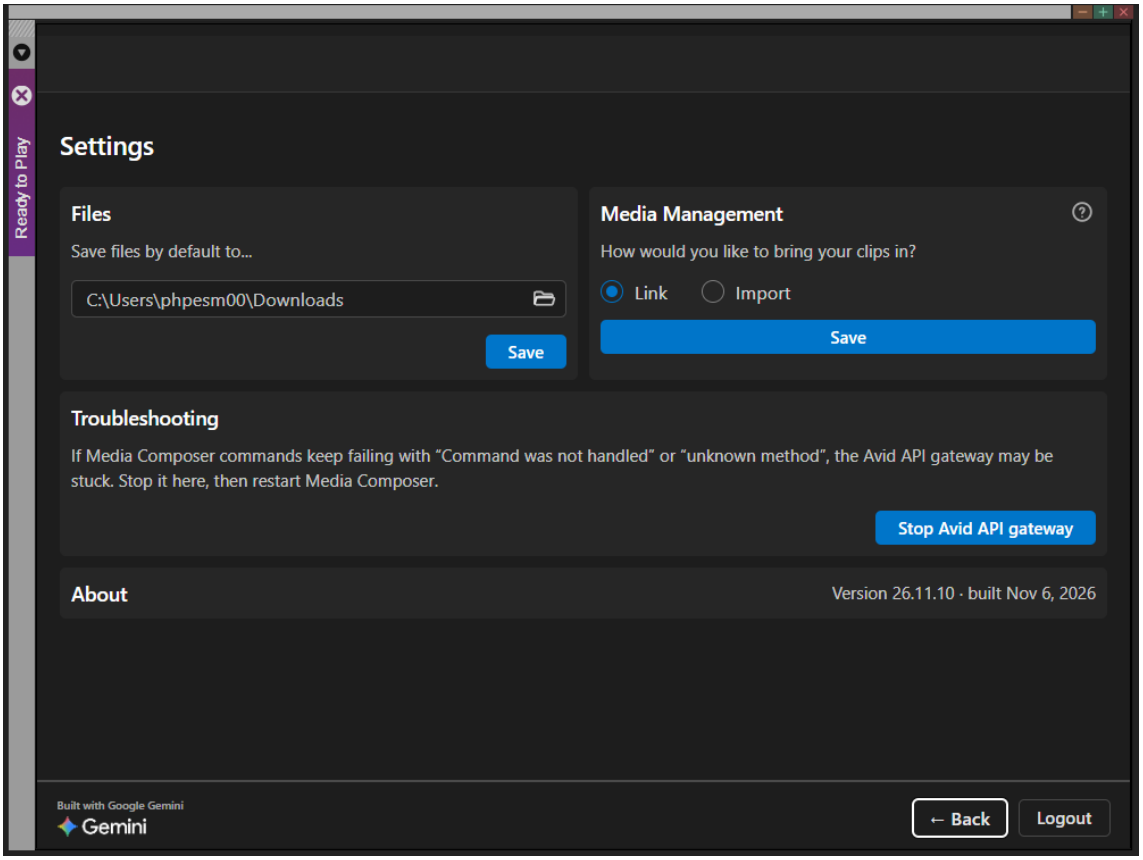
When processing is complete, the generated media is downloaded and added to Media Composer.

Generated media is treated as a new asset within the project.

Modify Video does not alter the original source clip.

Managing Generated Media

Generated media is downloaded to a temporary location before being added to Media Composer.



Depending on the selected workflow, generated media can be:

- Imported into the project
- Linked to the project

Generated assets are added to a Media Composer bin as new media.

Generated media does not overwrite existing project media.

3 Considerations and Support

Media Processing

Ready to Play submits prompts and associated media to Google Gemini services for processing.

Generated results are returned to the local system and made available within Media Composer.

Organizational Policies

Before deploying Ready to Play, organizations should review internal requirements regarding:

- AI service usage
- Data governance
- Media handling policies
- Privacy requirements
- Security requirements

Organizations are responsible for determining whether Ready to Play usage aligns with internal policies and compliance requirements.

Service Availability

Availability of Ready to Play functionality depends on:

- Internet connectivity
- Google account authentication
- Google billing configuration
- Google service availability

Support

Avid provides support for:

- Ready to Play installation
- Ready to Play operation within Media Composer
- Integration with supported Media Composer workflows

Google may provide support for:

- Account management
- Billing and payment issues
- Service availability
- Service limits

For additional information about Google accounts, API access, and billing requirements, refer to the applicable Google documentation.