Avid Media Composer | Ready To Play

ReadMe Version 2026.11.10

Important Information

Avid recommends that you read all the information in this ReadMe document thoroughly before installing or using Ready To Play.

This document contains important information about installing, licensing, configuring, and using Ready To Play.

For complete workflow and usage information, see the Avid Media Composer | Ready To Play User Guide.

Revision History

Date Revised	Changes Made
November 10, 2026	First publication

Product Overview

Ready To Play is an extension for Media Composer that uses Google Gemini services to create, analyze, and modify media.

Ready To Play provides the following capabilities:

- Create Video
- Analyze Video
- Modify Video

Generated media and metadata can be incorporated into Media Composer projects as part of editorial workflows.

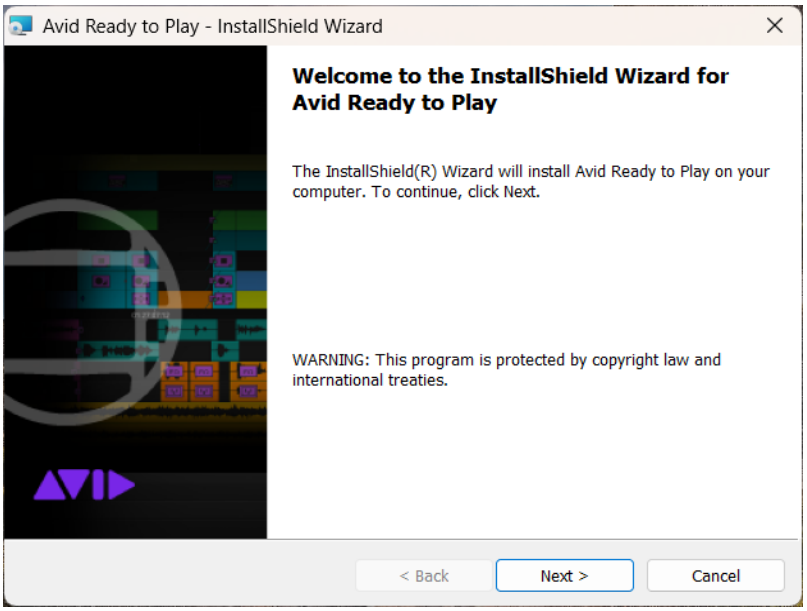
Ready To Play uses Google Gemini services for media generation and analysis. Customers are responsible for managing Google account access and any associated Google billing requirements.

Ready To Play Administration

This section contains information related to installation, licensing, authentication, and service configuration.

Installation

Ready To Play is distributed separately from Media Composer.



To use Ready To Play:

1. Install a supported version of Media Composer.
2. Download and install Ready To Play.
3. Authenticate using a supported Google account or API credentials.

Ready To Play requires Media Composer 2026.8 or later.

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

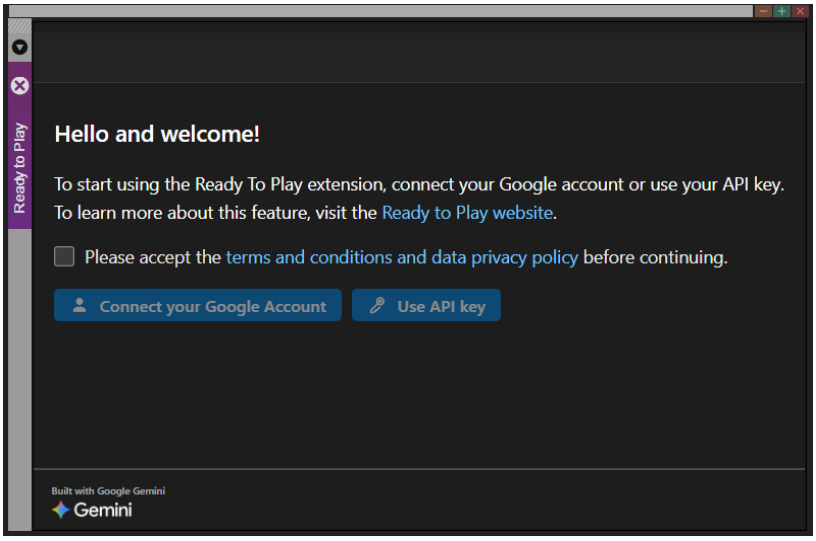
Licensing

Ready To Play is available with Media Composer Ultimate and Media Composer Enterprise.

Authentication

Ready To Play supports the following authentication methods:

- Google account authentication
- API key authentication



Authentication is required before users can access Ready To Play workflows.

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.

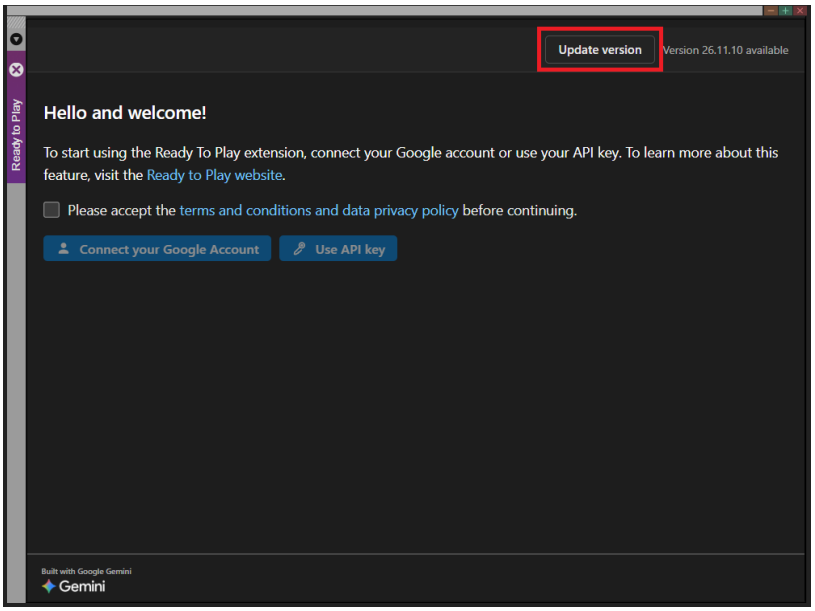
Google billing must be configured before Ready To Play services can be used.

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

Software Updates

Ready To Play updates independently of Media Composer.

When an update is available, a notification appears within the Ready To Play interface. Users can download and install available updates directly from the application.



Limitations

The following limitations apply to the current release:

- Ready To Play requires an active Internet connection.
- Google billing must be configured before Ready To Play services can be used.
- Generated media and workflow performance may vary depending on the capabilities and availability of Google services.

Additional limitations may be documented in future releases.

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