

# What's New for Avid® Media Composer® v2020.4

## New in Media Composer v2020.4

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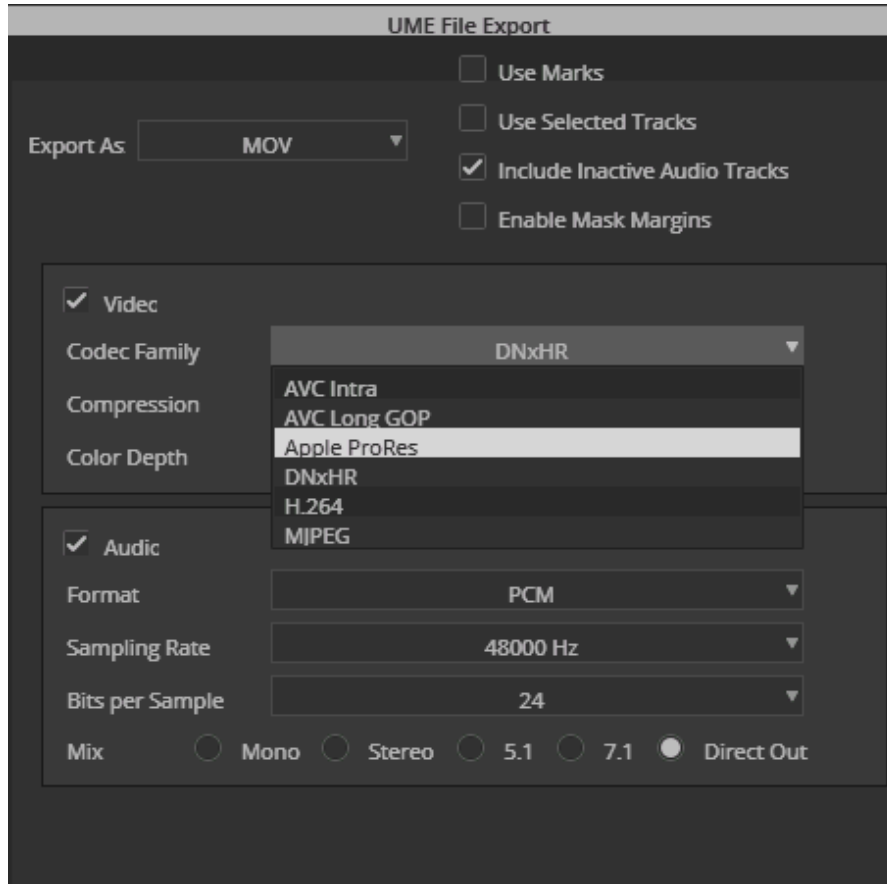
## Apple ProRes Support

Media Composer supports the creation of Apple ProRes media in OP-Atom, MXF OP1a, and MOV containers on both Mac and Windows. Media Composer support for ProRes does not require QuickTime.

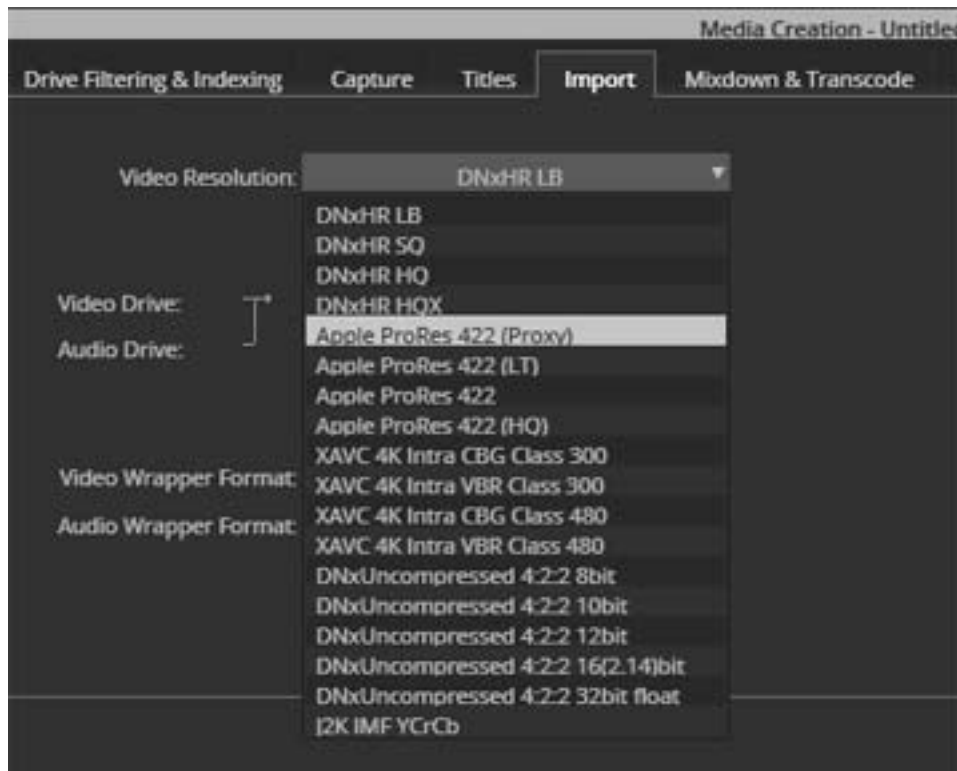
You can select Apple ProRes when exporting as MOV or MXF OP1a.

 *Apple ProRes RAW is not yet supported*

 *Export of Apple ProRes SD MOV is not supported.*



You can also select Apple ProRes in your Media Creation Settings.



## macOS Catalina Support

This release of the editing application supports macOS v10.15.4 (Catalina). macOS Catalina exclusively supports 64-bit applications. 32-bit applications no longer run.

### Compatibility when running macOS Catalina or higher

- No support for DMF (Dynamic Media Folders)
- No support for Nitris DX and Mojo DX.
- No support for the Avid Title Tool Application or Marquee.
- If you have a Media Composer client that needs to connect to Production Management, you cannot upgrade the macOS on your Media Composer system to Catalina.
- The Media Composer |Enterprise Admin tool is not supported on Catalina in this release. The Media Composer |Enterprise client will run on Catalina.
- Avid NEXIS version 19.12.x is the earliest supported version to be supported with Catalina - with the following caveat:
  - Thunderbolt 3 Ethernet adapters will not work with Avid NEXIS 19.12.x on Catalina. Thunderbolt 2 is fine. If you have a client system that uses Thunderbolt 3 and you need to connect to Nexis on Catalina, you will need a Thunderbolt 3 to Thunderbolt 2 adapter, and then attach your Thunderbolt 2 Ethernet adapter to that.

### QuickTime functionality when running on a macOS Catalina system

Note the following regarding QuickTime on a macOS system:

**What you cannot do:**

- MP4 export
- Link to MOV or MP4 files using the following codecs: DNxHD with Alpha, Meridien, MPEG 50, DV, MPEG 4 (H.263), Apple None, Apple Intermediate, DVCPPro, PNG\*, or other formats that require a QuickTime Codec
- Link to 3GP, 3G2, AU, AVI\*, BMP\*, DV, GIF, M4V, MID, MP2, MP3, MPE
- WAV and AIFF import/export containing uncompressed PCM audio at 8 and 32-bit
- Link, import or export QuickTime Reference, Same as Source
- Link, import or export Variable Frame Rate (VFR) H.264 in MOV, MP4

\* Note this is just PNG in a MOV container; PNG image files will still be supported

\* AVI Import is still supported on Windows systems without QuickTime installed

\* Linking for BMP is not supported without QuickTime, however Import of BMP is supported without QuickTime

Avid is implementing the Avid UME plug-in for linking, importing and exporting. See [Avid Universal Media Engine \(UME\)](#)



*You may see some files linked with the 'QuickTime Plugin' in the Source Browser even when QuickTime is not available (for example, with Catalina) because the AMA QuickTime plug-in can handle some files on its own, without QuickTime.*

## Avid Universal Media Engine (UME)

Avid has been working on a solution to remove Media Composer dependency on Apple QuickTime libraries. Avid is implementing the Avid UME plug-in for linking, importing and exporting. Note that if you use v2020.4 on a system with QuickTime still installed, you may not experience any immediate changes to working with files that rely on QuickTime.



*NOTE: The Avid Generic plug-in will be replaced by Avid UME.*

**Linking and Importing:** Avid UME will be used for linking to and importing the following in v2020.4:

- MOV
- MP4
- TIFF - Single image and Image Sequences
- PNG - Single image and Image Sequences
- JPEG - Single image and Image Sequences
- EXR - Single image (Image Sequences supported since 19.6)
- MP3
- AAC

**Exporting:** Avid UME is used for exporting in v2020.4:

- MOV
- EXR

### Improvements when using UME

- Better H.264 performance
- Support for H.264 with rasters greater than 4K
- Native OP1a (released in 2019.6 but related to UME)
- EXR (released in 2019.12 but related to UME)
- Framerate and Raster changes on “import”
- Support for QuickTime clips where audio and video are of different lengths (when audio extends video, we insert black, or when video extends audio, we insert silence, to ensure all tracks are the same length)
- Image based sequences support for PNG, TIFF, JPEG, linking to single OpenEXR files

### Not currently supported with UME

- Support for 3GP, 3G2, AVI\*, AU, BMP\*\*, DV, GIF, MID, MP2, MPE
- Support for linking to MOV of MP4 with Meridien, MPEG 50, DV, MPEG 4 (H.263), Apple None, Apple Intermediate, DVCPPro, PNG\*\*\*
- LiveLink
- DMF (Dynamic Media Folders)
- QuickTime Ref support
- SAS (Same As Source)

\*AVI import is still supported on Windows systems without QuickTime

\*\*Linking for BMP is not supported without QuickTime, however Import of BMP is supported without QuickTime

\*\*\*Note this is just PNG in a MOV container; PNG images files will still be supported

### DNxHD Changes

DNxHD media is also affected by these changes. DNxHD was updated to support the ADHRv2 standard, which requires changes to how DNxHD is written and interpreted in MOV files. This means that existing MOV files containing DNxHD with Alpha, as generated in earlier versions of Avid products and 3rd Party products, will be converted to MXF OP1a upon linking. It also means that DNxHD MOV files created using UME will require an updated QuickTime PE/LE codec package in order to be supported by previous versions of Media Composer and 3rd Party products. The long-term maintenance streams of Media Composer (2018.12.x, 2019.12.x) will be updated with these codecs. In addition, a separate installer will also be available for use in 3rd Party applications.

### IMPORTANT NOTES:

- Clips linked using Avid UME will not be supported in pre-v2020.4 versions of Media Composer.
- Avid Generic will be removed as an available linking option, but will still be installed to support reading files linked in previous versions of Media Composer.
- For systems where QuickTime is installed, AMA QuickTime will remain as a linking option, as an autodetect fallback for files that aren't supported by Avid UME, and for reading files linked via QuickTime in previous versions of Media Composer.

- Files linked with QuickTime in previous versions of Media Composer will not be automatically promoted to UME in MC 2020.4. As a result, on systems where QuickTime is not installed, you need to manually update your sequences with newly linked clips.
- On systems where QuickTime is installed, legacy QuickTime export will remain in Media Composer v2020.4, to be retired in a later release.
- In Media Composer v2020.4, even with QuickTime installed, UME is the autodetect default, with AMA QuickTime being the fallback if the file is not supported by UME. You may manually override UME link to use AMA QuickTime, however.
- For systems with QuickTime installed, you may still use AMA QuickTime for linking media.
- If you've already linked via QuickTime in a previous version, the media will continue to be linked via QuickTime. You will not need to relink your media.
- If you intend to go back to a previous version of Media Composer or if you don't know what version of Media Composer may be used with a project, you may want to use QuickTime AMA for linking.
- For files that aren't currently supported by UME, Media Composer will automatically use QuickTime AMA for linking
- Clips linked using UME will not be supported in pre-20.4 versions of Media Composer. If you link to media on a system that does not have QuickTime installed and you intend to bring that project and/or media to a system with a prior version of Media Composer, we recommend that you first import the media before moving. Otherwise you will need to relink your media in the prior software version, and not all media may relink.
- Linked files from previous versions of Media Composer will not be automatically promoted to using UME. As a result, on systems where QuickTime is not installed, you need to manually update the sequences with newly linked clips.
- Export will default to using UME, however there will be an option to use QuickTime if it is installed. This may be desirable if you need to export a format that UME does not yet support, or if you are exporting DNxHD in a MOV container that will be used by an application that does not have the new Codecs PE / LE installed.
- If you aren't sure how your media is linked, you can refer to the Plug-in column in your bin.

## FAQ

Q: Why can I take OP1a MXF and EXR clips that were linked in v2020.4 and higher back to older versions of Media Composer, but not other file types?

A: Native OP1a MXF and support for EXR files were both added with Media Composer 2019.6 with the initial release of UME. Therefore you can link to either file type in 2020.4 and higher and then take that media back to a version that supports EXR and OP1a MXF (2019.6 and higher) since the link will always use UME.

Q: What does the message "This clip requires UME which is supported in Media Composer 20.4 and later" mean?

A: This is the message that will appear if you attempt to link to a file that was originally linked via UME on a Media Composer system that does not use UME.

## Avid S1 Control Surface

This release of Media Composer adds support for audio channel meters for both the Avid S1 Control Surface and the Avid Control app. See S1 documentation at <https://www.avid.com/products/avid-control>

### Custom Soft Keys

This Media Composer update comes with a new default set of custom soft keys for use with S1, Artist Control, and Avid Control tablet and phone app. The available palette of commands available to EUControl has been updated to include all recently added Media Composer commands from the command palette and menu items that are assignable to keys. This adds about 100 commands to the available palette, bringing it up to about 500. The exact number varies with model and options configured.

However, as part of this change, about 50 commands were moved into a different EUControl command group. This mismatch prevents them from working, so if you use any of these commands in your customized set of soft keys for the Artist Control or Avid Control app, you need to update your customization to pick up this change. You do this in the Soft Keys pane of the EUControl Settings. Reselecting each affected command and re-saving the customization will update the command to the new group.

Workspace 1	Export	Clear Renders	FX Bring Forward	Clear Mobs
Workspace 2	Center Pan	Clear Mon	FX Send Back	Cycle Trim End
Workspace 3	Default Pan	Freeze Frame	FX Group	Zoom In
Workspace 4	Apply Gain	Load Filler	FX Ungroup	Zoom Out
Workspace 5	Split All Tracks to Mono	Video Output	FX Lock	Zoom Full Out
Workspace 6	Find Black Hole	Source/Record Editing	FX Unlock	Play Preview
Workspace 7	Find Flash Frame	Effects Editing	Freeze 15	Bring Forward
Workspace 8	Add Timeline Clip Note	Color Correction	Freeze 30	Send Back
File New	New Audio Track	Audio Editing	Freeze 60	Trim Slip
Import	New Audio Track Stereo	FX Bring to Front	Two Field Both	Trim Slide
Digital Cut	Render	FX Send to Back	Two Field Inter	

## Avid MediaFiles Folder Location

With the release of macOS v10.15.x, you cannot write media to the root of the boot drive. Therefore, the default location for the Avid MediaFiles folder has changed with this release. You can now find the Avid MediaFiles folder in the following locations:

- (Windows) drive:\Users\Public\Documents\Avid Media Composer
- (macOS) /Users/Shared/AvidMediaComposer



*If you performed an upgrade and Avid MediaFiles already exists at the root, we will continue to use that location.*

*Also, there is no change for non-system disks. We will continue to use the root for the Avid MediaFiles directory.*

## Windows 7 Note

This release of the editing application no longer supports Windows 7. The Windows versions supported are:

- Windows v10 64-bit v1809 or later (Professional and Enterprise)

## Resolution Name Changes

A number of resolution names have been simplified. You will see the following name changes when selecting formats in Media Composer.

### ProRes Name Changes

Old Name	New Name
Apple ProRes 422 Proxy	Apple ProRes 422 (Proxy)
Apple ProRes 422 LT	Apple ProRes 422 (LT)
Apple ProRes 422 HQ	Apple ProRes 422 (HQ)

### DNxHD Name Changes

Project - Frame Rate	Old Name	New Name
1080p/60 - 1920 x1080	Avid DNxHD 440x	DNxHD HQX
1080p/60 - 1920 x1080	Avid DNxHD 440	DNxHD HQ
1080p/60 - 1920 x1080	Avid DNxHD 290	DNxHD SQ
1080p/60 - 1920 x1080	Avid DNxHD 90	DNxHD LB
1080p/59.94 - 1920 x1080	Avid DNxHD 440x	DNxHD HQX
1080p/59.94 - 1920 x1080	Avid DNxHD 440	DNxHD HQ
1080p/59.94 - 1920 x1080	Avid DNxHD 290	DNxHD SQ
1080p/59.94 - 1920 x1080	Avid DNxHD 90	DNxHD LB
1080p/50 - 1920 x1080	Avid DNxHD 365x	DNxHD HQX
1080p/50 - 1920 x1080	Avid DNxHD 365	DNxHD HQ
1080p/50 - 1920 x1080	Avid DNxHD 240	DNxHD SQ
1080p/50 - 1920 x1080	Avid DNxHD 75	DNxHD LB
1080i/59.94 - 1920 x1080	Avid DNxHD 220x	DNxHD HQX
1080i/59.94 - 1920 x1080	Avid DNxHD 220	DNxHD HQ
1080i/59.94 - 1440x1080	(DNxHD-TR 145)	DNxHD TR+
1080i/59.94 - 1920 x1080	Avid DNxHD 145	DNxHD SQ
1080i/59.94 - 1440x1080	Avid DNxHD 100	DNxHD TR



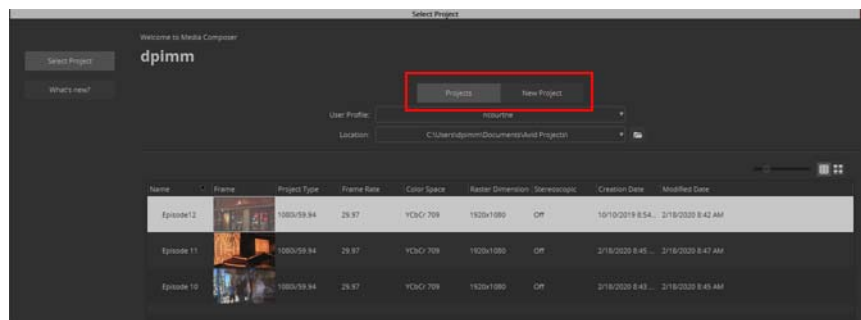
<b>Project - Frame Rate</b>	<b>Old Name</b>	<b>New Name</b>
1080i/50 - 1920 x1080	Avid DNxHD 185x	DNxHD HQX
1080i/50 - 1920 x1080	Avid DNxHD 185	DNxHD HQ
1080i/50 - 1440x1080	(DNxHD-TR 145)	DNxHD TR+
1080i/50 - 1920 x1080	Avid DNxHD 120	DNxHD SQ
1080i/50 - 1440x1080	Avid DNxHD 85	DNxHD TR
1080p/25 - 1920 x1080	Avid DNxHD 365x	DNxHD 444
1080p/25 - 1920 x1080	Avid DNxHD 185x	DNxHD HQX
1080p/25 - 1920 x1080	Avid DNxHD 185	DNxHD HQ
1080p/25 - 1920 x1080	Avid DNxHD 120	DNxHD SQ
1080p/25 - 1440 x1080	Avid DNxHD 85	DNxHD TR
1080p/25 - 1920 x1080	Avid DNxHD 36	DNxHD LB
1080p/24 - 1920 x1080	Avid DNxHD 350x	DNxHD 444
1080p/24 - 1920 x1080	Avid DNxHD 175x	DNxHD HQX
1080p/24 - 1920 x1080	Avid DNxHD 175	DNxHD HQ
1080p/24 - 1920 x1080	Avid DNxHD 115	DNxHD SQ
1080p/24 - 1440 x1080	Avid DNxHD 80	DNxHD TR
1080p/24 - 1920 x1080	Avid DNxHD 36	DNxHD LB
1080p/23.976 - 1920 x1080	Avid DNxHD 350x	DNxHD 444
1080p/23.976 - 1920 x1080	Avid DNxHD 175x	DNxHD HQX
1080p/23.976 - 1920 x1080	Avid DNxHD 175	DNxHD HQ
1080p/23.976 - 1920 x1080	Avid DNxHD 115	DNxHD SQ
1080p/23.976 - 1440 x1080	Avid DNxHD 80	DNxHD TR
1080p/23.976 - 1920 x1080	Avid DNxHD 36	DNxHD LB
1080p/29.97 - 1920 x1080	Avid DNxHD 440x	DNxHD 444
1080p/29.97 - 1920 x1080	Avid DNxHD 220x	DNxHD HQX
1080p/29.97 - 1920 x1080	Avid DNxHD 220	DNxHD HQ
1080p/29.97 - 1920 x1080	Avid DNxHD 145	DNxHD SQ
1080p/29.97 - 1440 x1080	Avid DNxHD 100	DNxHD TR
1080p/29.97 - 1920 x1080	Avid DNxHD 45	DNxHD LB
720p/59.94 - 1280 x720	Avid DNxHD 220x	DNxHD HQX
720p/59.94 - 1280 x720	Avid DNxHD 220	DNxHD HQ
720p/59.94 - 1280 x720	Avid DNxHD 145	DNxHD SQ

Project - Frame Rate	Old Name	New Name
720p/59.94 - 960 x720	Avid DNxHD 100	DNxHD TR-SQ
720p/50 - 1280 x 720	Avid DNxHD 175x	DNxHD HQX
720p/50 - 1280 x 720	Avid DNxHD 175	DNxHD HQ
720p/50 - 1280 x 720	Avid DNxHD 115	DNxHD SQ
720p/50 - 960 x720	Avid DNxHD 85	DNxHD TR
720p/29.97 - 1280 x720	Avid DNxHD 110x	DNxHD HQX
720p/29.97 - 1280 x720	Avid DNxHD 110	DNxHD HQ
720p/29.97 - 1280 x720	Avid DNxHD 75	DNxHD SQ
720p/29.97 - 960 x720	Avid DNxHD 50	DNxHD TR-SQ
720p/25 - 1280 x720	Avid DNxHD 90x	DNxHD HQX
720p/25 - 1280 x720	Avid DNxHD 90	DNxHD HQ
720p/25 - 1280 x720	Avid DNxHD 60	DNxHD SQ
720p/25 - 960 x720	Avid DNxHD 45	DNxHD TR
720p/23.976 - 1280 x720	Avid DNxHD 90x	DNxHD HQX
720p/23.976 - 1280 x720	Avid DNxHD 90	DNxHD HQ
720p/23.976 - 1280 x720	Avid DNxHD 60	DNxHD SQ
720p/23.976 - 960 x720	Avid DNxHD 50	DNxHD TR-SQ

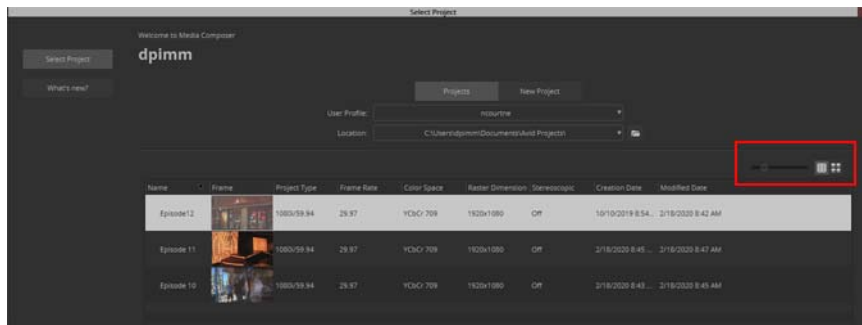
## New Select Project Window

The Select Project window has been updated. The redesign makes it easier for you to create and manage your projects. The window includes:

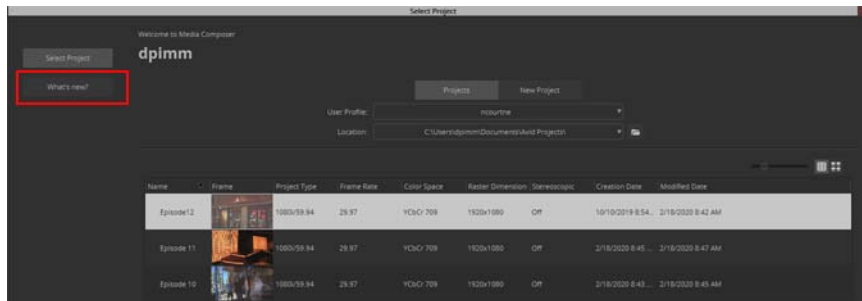
- You can easily open an existing project or create a new project.



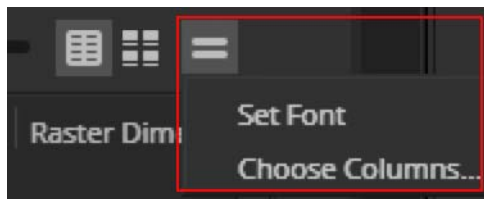
- You can display the project list in column text view or in frame view. Rows and columns in text view allows you to see more information about two or more projects at once.



- You can select the What's New tab to display information about new features.



- You can set the poster frame you want displayed in the Select Project window. Once you open the project, right click the desired frame in the Composer monitor and select “Save as project poster frame”. That frame will appear in the Select Project window as the representative project frame.
- You can easily change the font and columns displayed from the fast menu.

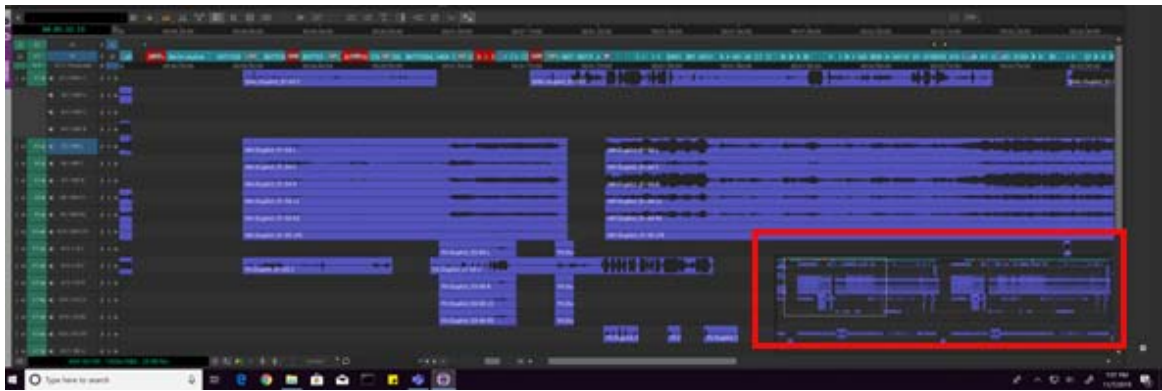


## Timeline Sequence Map

The Sequence Map allows you to easily see and navigate the Timeline through a simple to use interface that displays the entire sequence and your current view of it. You simply mouse down on the white box and drag in any direction on the map which re-adjusts the current view of the Timeline. This makes it easier to move through long and tall sequences.

Select Timeline > Show Sequence Map.

In addition, you can float, dock or tab the Sequence Map. Right click in the white area and select Show in Dedicated Window. The Sequence map opens in its own window. If you want to return it to the Timeline, right click in the dedicated window and select Show in Timeline.

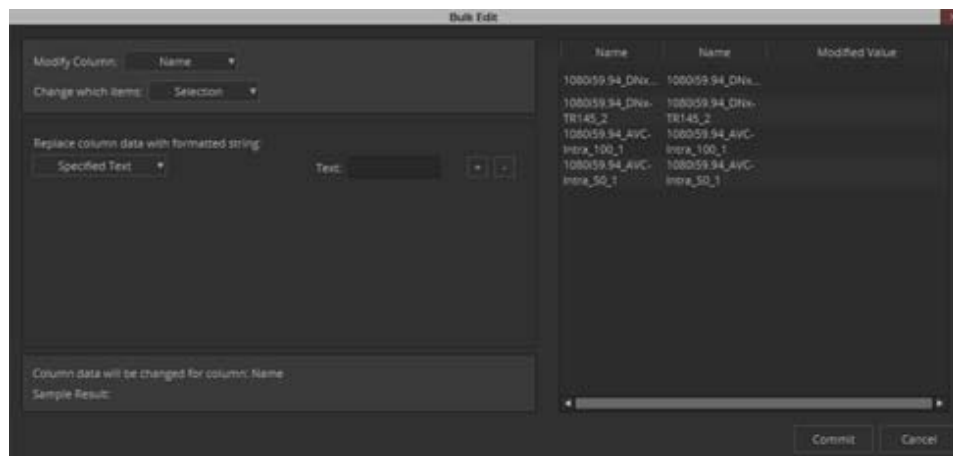


## Bulk Edit

Bulk Edit allows you to replace the data in a particular column for multiple bin items according to a format that can be customized. The format can contain things like strings, text from any column, and a counter. For example, a user can use Bulk Edit to add a prefix or suffix to all selected clips' Names.

### To perform a bulk edit:

1. Select the items in the bin where you want to perform a bulk edit.
2. Right click and select Bulk Edit.



3. Select the Column you want to Modify.
4. Choose to change which items in the bin you want to modify: the Selected items, All Bin items, All Master Clips, All Sub-clips, or All Sequences.
5. You can choose to replace column data with the following:
  - Specified Text: Enter the text you want to change in the column.
  - Counter: Enter the counter information you want to appear in the selected columns. You can choose the number of digits, the starting value and the increment value.
  - Column Data: You can choose to change the specified case of the text in the column.
6. Once you have made your selections, click Commit.
 

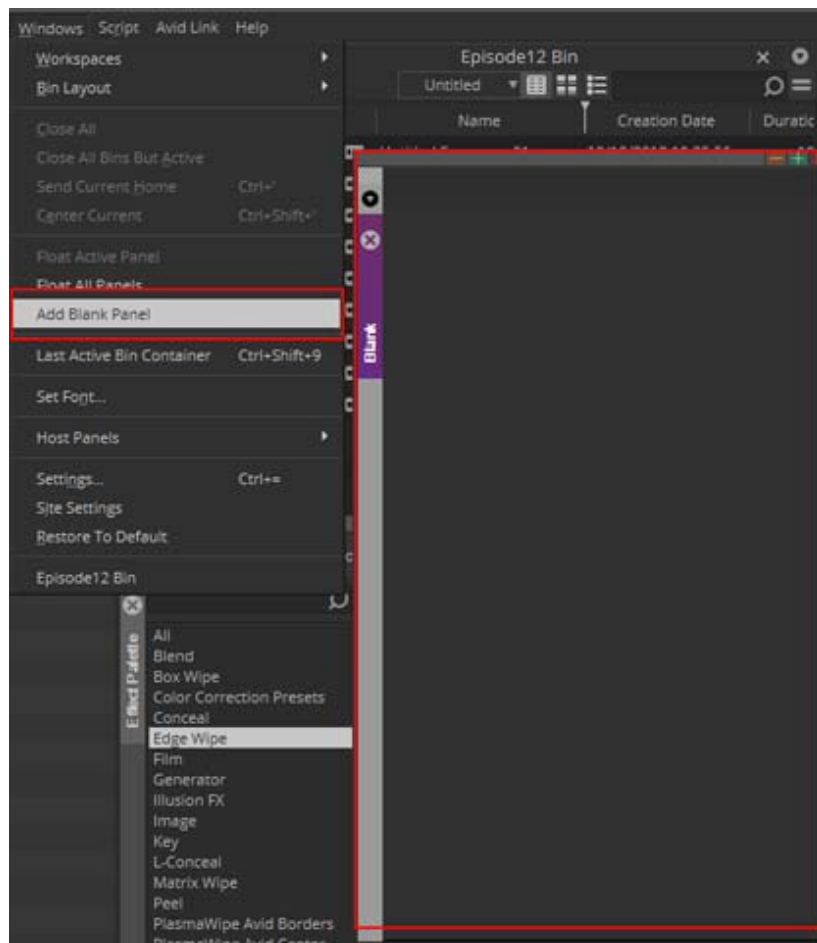
The changes appear in the bin for the applicable selection.

## Blank Panel

The Add Blank Panel option allows you to define layouts and create gray space between other tools. The Blank Panel is resizable and can be positioned just like any other tool.

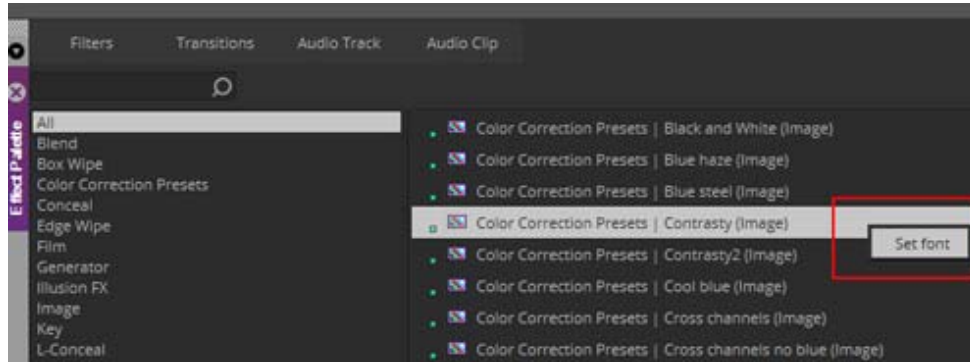
### To set the Blank Panel:

1. Select File > Settings and click the User tab.
2. Double-click Interface and select the General tab.
3. Access the “Closing a docked tool will replace it with a blank panel.”
  - When selected, whenever the last paneled tool is closed in a panel, a blank panel is automatically added. When the tool is made visible again, the blank panel will disappear.
  - When deselected, a blank panel is not automatically added when you close a paneled tool. You can manually add blank panels from the Windows menu and the blank panel stays in place until you explicitly close it. Closing a docked tool allows surrounding tools to fill the space.



## Effect Palette Update

The Effect Palette has been updated to allow you to change the font and font size of the Effect Palette window. Simply right click in the window, select Set font and change to the desired font and size. If the Effect Palette is the active window you can select Set Font on the Windows menu.

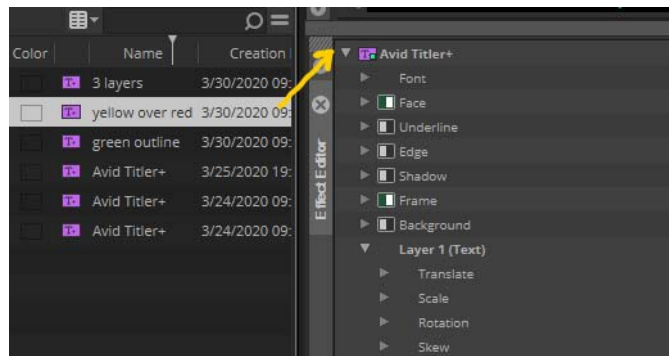


## Select Muted Clips

A new feature allows you to select all muted clips in a sequence. Simply select Select->Muted Clips from the Timeline context menu. All muted clips are selected.

## Avid Titler+ Changes

- Titler+ presets:** You can override T+ attributes while preserving text. When a text layer is selected (in the viewer), you can ALT-Drag and drop an already saved T+ effect from a bin onto the effect icon in the effect editor. This will replace all the properties of the layer (colors, font, shadow etc) while preserving the text.



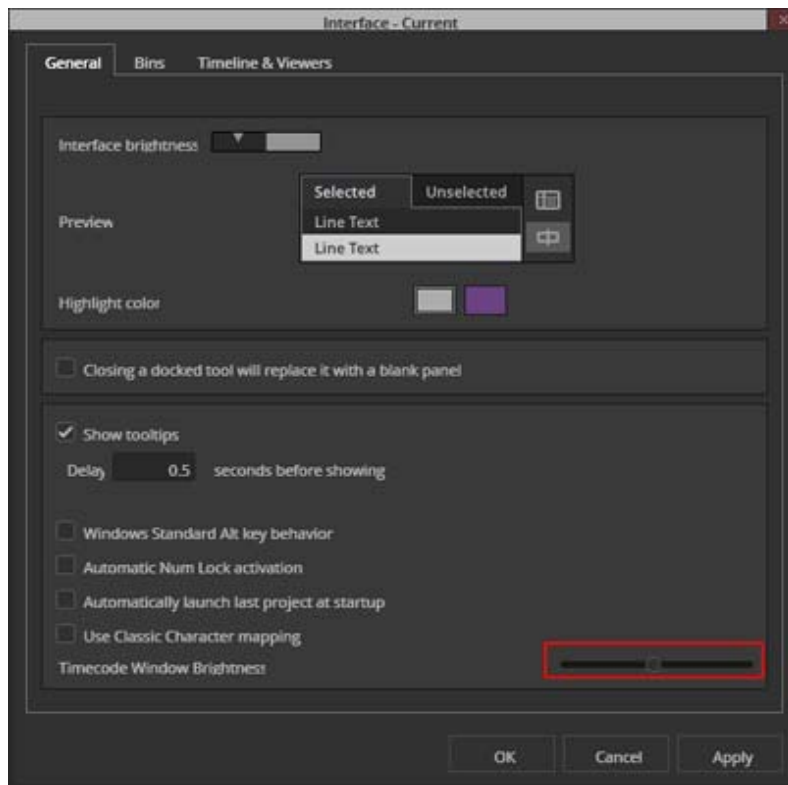
- Color Picker in Titler+ has been normalized like other pickers: click to pick a color, double-click to open the color chooser.

## Interface Settings Update

The following have been added to the Interface Settings:

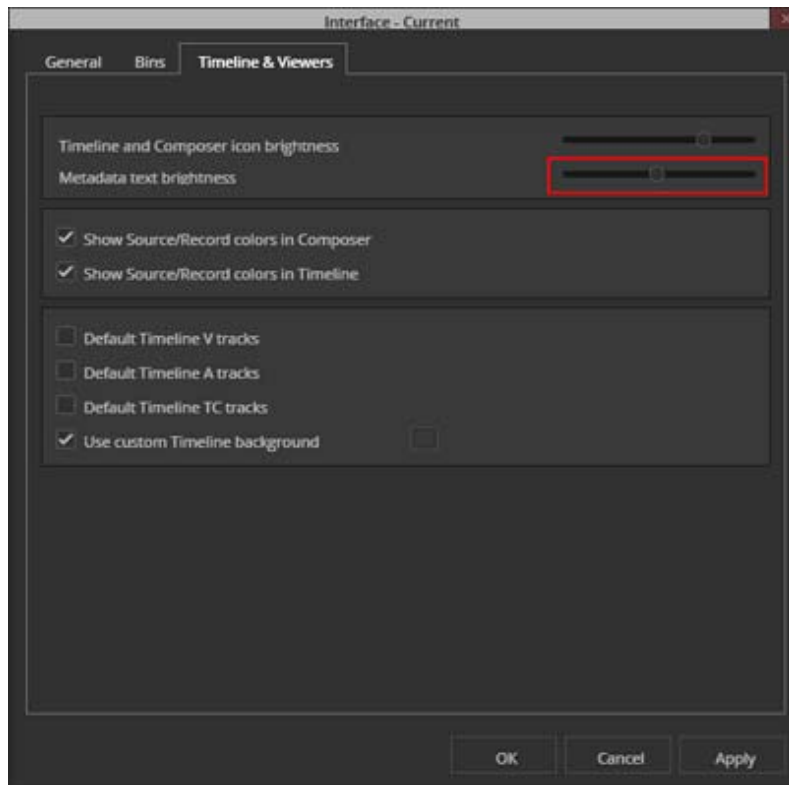
### Timecode Window Brightness

You can increase or decrease the brightness in the Timecode window. Select File > Settings. Click the User tab and double click Interface. Click the General tab. Use the slider to increase or decrease the brightness.



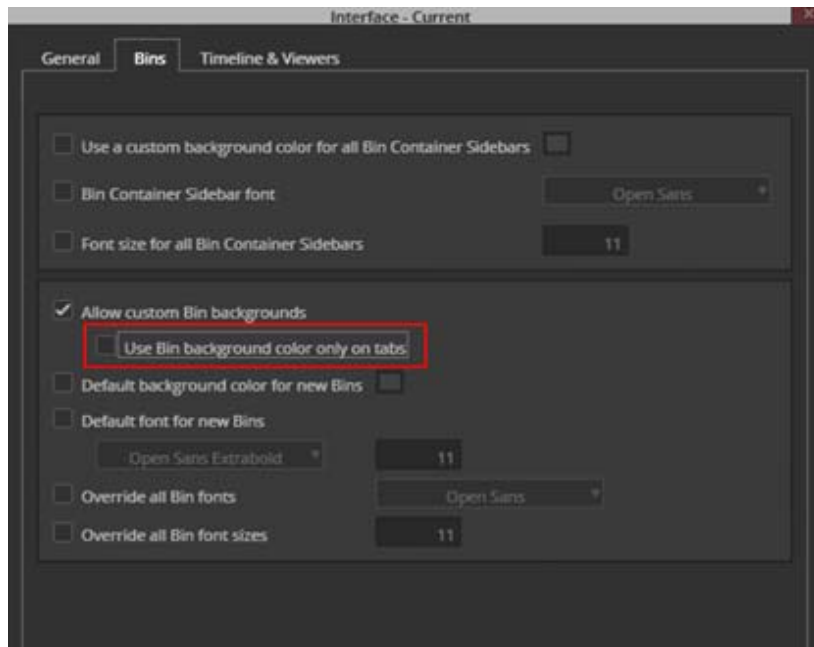
### Timeline & Viewers Brightness Sliders

You can increase or decrease the brightness of the metadata in the viewers. Select File > Settings. Click the User tab and double-click Interface. Click the Timeline & Viewers tab. Use the slider to set the desired brightness.



### Color on Bin Tab Only

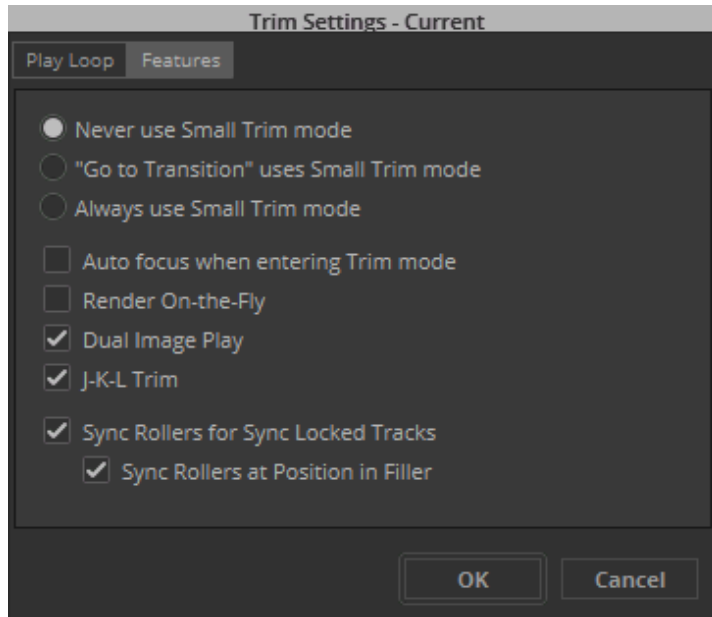
You can set the Bin background custom color to display on tabs only. When you select Use Bin background color only on tabs, the custom color will appear on the tab, not in the bin behind the text.





## Trim Settings Update

A new setting has been added to Trim Settings. The “Sync Rollers at Position In Filler” puts sync rollers at the blue bar in filler just like non-filler. This makes sure markers in filler will stay in sync with other tracks as they are trimmed. This option is defaulted on.



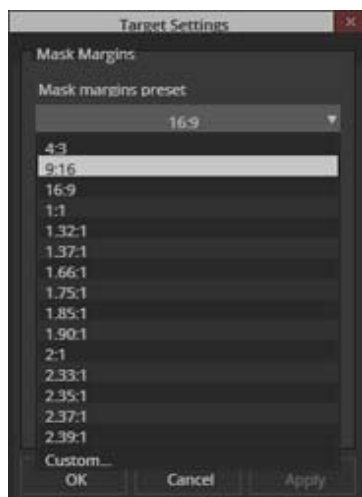
## New ACES Output Transforms

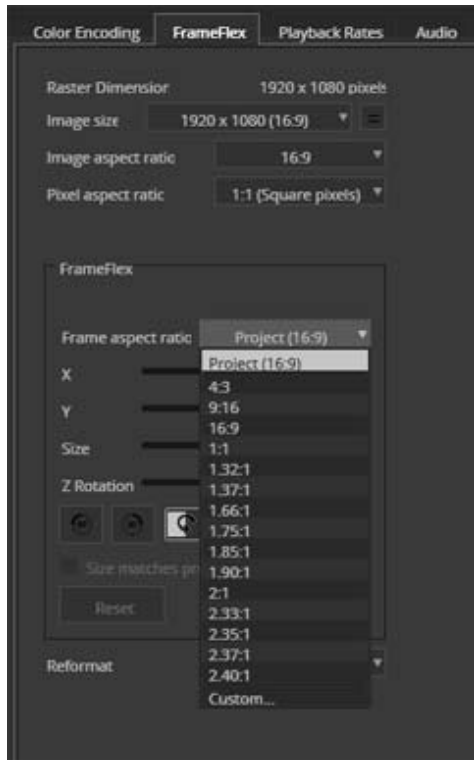
Additional ACES Output Transforms are included with this release.



## Mask Margin Presets

You can select 9x16 and 1:1 presets for Mask Margins and for FrameFlex framing.





## Improved Color Correction Control

This release includes improved responsiveness and more granular control when making small Gain value changes in ACES color space.

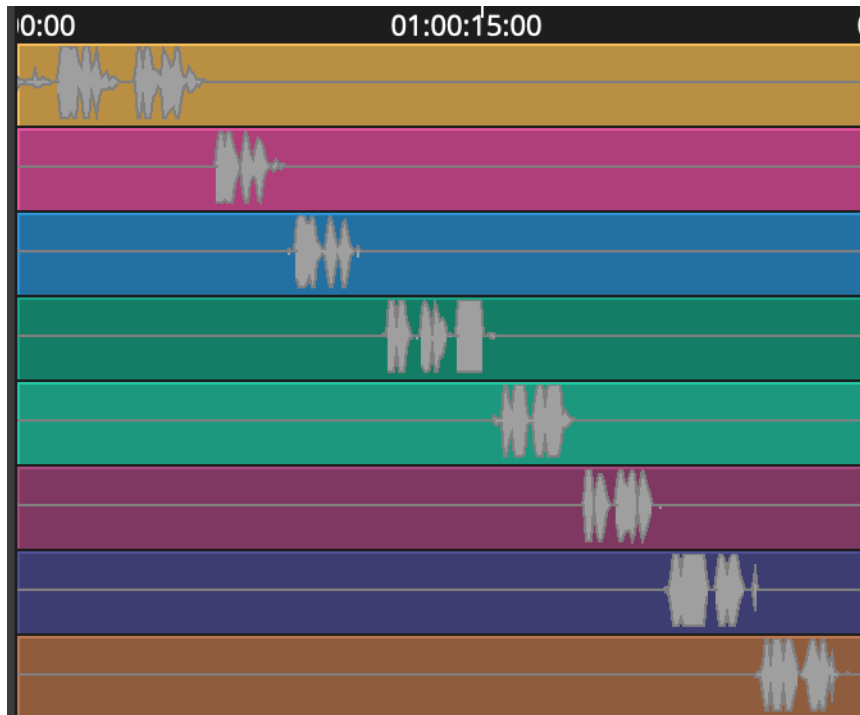


## Strip Silence

You can easily strip silence from your sequence.

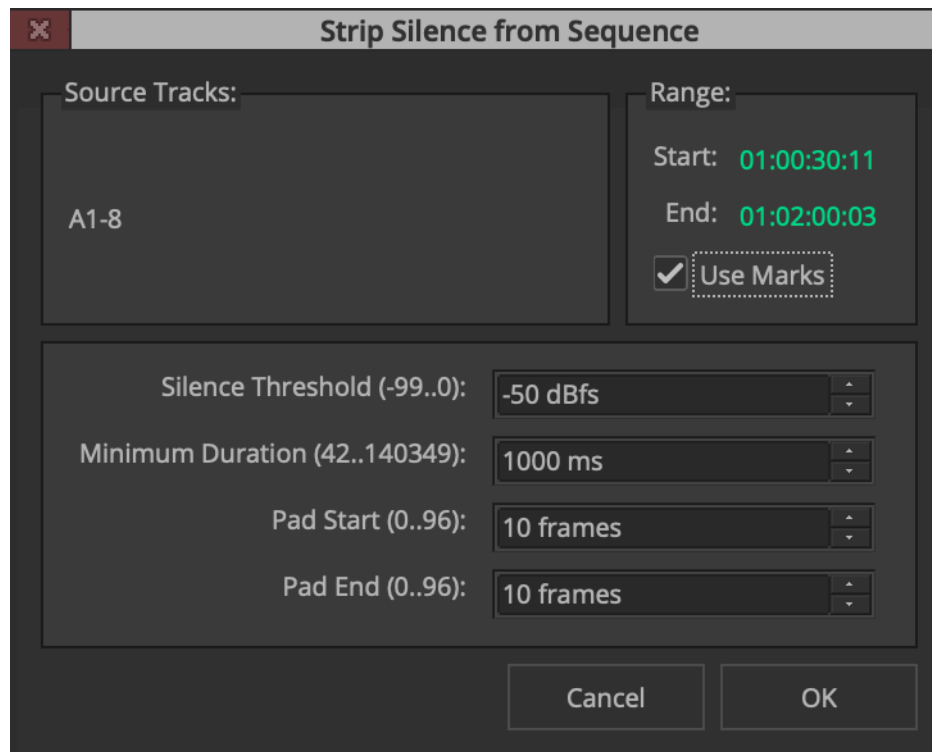
### To strip silence from the sequence:

1. Load the sequence in the Timeline.

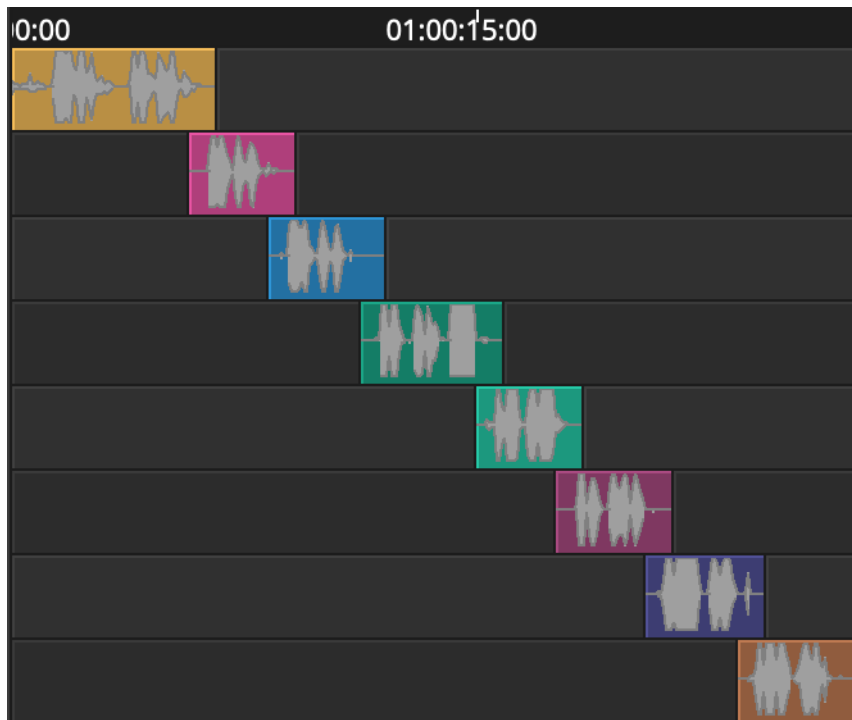


Sample before sequence

2. Select the tracks from which you want to strip silence.
3. Place an IN and OUT mark in the region you want to strip silence or Use Marks to select the entire region.
4. Right click in the Timeline and select Strip Silence.



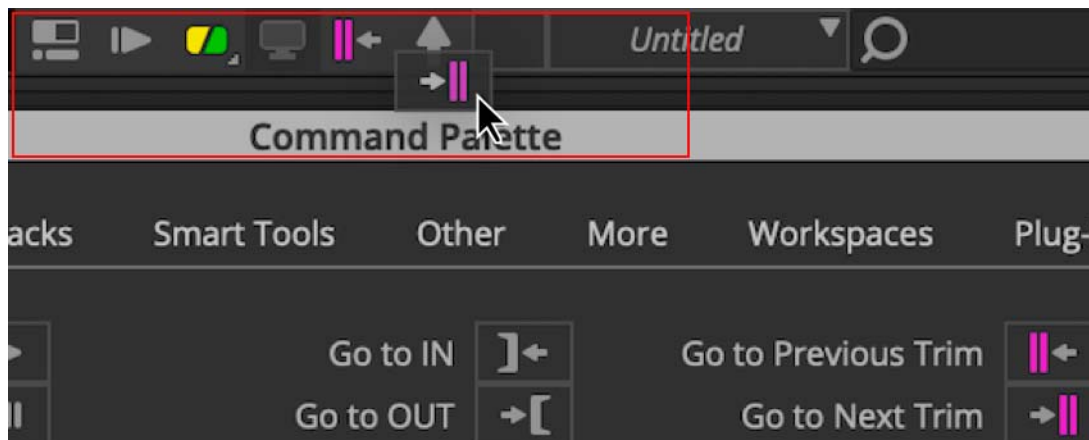
5. Set the desired threshold. Any value below the Threshold setting will be stripped away. You can also adjust the region around the silence with the Pad Start and Pad End settings. And set the minimum duration to be detected as silence.
6. Click OK.  
The silence is stripped from the sequence.



Sample sequence after strip silence

## Mapping Buttons at the Bottom of the Timeline

You can map buttons at the bottom of the Timeline.



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