

What's New for Avid® Media Composer® v8.6

New Features

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

Feature	Description	For More Info
The Source Browser	The Source Browser window allows you to import or link your file based media. You can also preview your file based media in the Source Browser window before you commit the clip(s) into a bin.	See “Ingesting File Based Media through the Source Browser” on page 2.
Audio Ducking	Audio Ducking allows you to reduce the audio level of one or more audio tracks when you want to hear the level of another audio track(s)	See “Audio Ducking” on page 10.
Support for Panasonic AVC-LongG Format	This release of the Avid editing application supports the Panasonic AVC-LongG format. You must have the latest Panasonic Plugin installed to Link to AVC-LongG.	See “Support for Panasonic AVC-LongG Format” on page 12.
New Select Menus	A number of Timeline context menu items have been added to help when making selections in the Timeline.	See “New Select Menus” on page 13.
Audio Track Names in the Audio Mixer Tool	When you rename an Audio track, that name is also displayed in the Audio Mixer tool.	See “Audio Track Names in the Audio Mixer Tool” on page 14.
Nested AudioSuite Effects	You can nest AudioSuite effects.	See “Nested AudioSuite Effects” on page 15.
Default Pan for Mono Tracks	A sequence created entirely in Media Composer v8.6 or later will have pan information on every clip, so that when moving this sequence to another user's workstation, it will play with the same pan as the originator, without regard to how the second user has configured the default pan.	See “Default Pan for Mono Tracks” on page 15.
RED Plug-In Performance	The performance of the RED Plug-in has been improved.	See “RED Plug-In Performance Improvement” on page 15.
SMPTE Channel Order	The order that individual channels of 5.1 and 7.1 surround audio tracks that are shown in the Audio Mixer window and in the waveform display in the Timeline, can be selected between SMPTE and Pro Tools.	See “SMPTE Channel Order” on page 15.
Audio Grouping	The editing application allows you to create Audio Groups.	See “Audio Grouping” on page 16

Feature	Description	For More Info
Exporting with Mask Margins	You can choose to export a sequence with Mask Margins burned in.	See “ Export with Mask Margins ” on page 18.
FrameFlex Image Interpolation Render Setting	Image Interpolation render settings apply to FrameFlex.	See “ FrameFlex Image Interpolation Render Settings ” on page 18.

New in Media Composer v8.6

The following are new for Media Composer v8.6:

- [Mac OS Qualification](#)
- [Ingesting File Based Media through the Source Browser](#)
- [Audio Ducking](#)
- [Support for Panasonic AVC-LongG Format](#)
- [New Select Menus](#)
- [Audio Track Names in the Audio Mixer Tool](#)
- [Nested AudioSuite Effects](#)
- [Default Pan for Mono Tracks](#)
- [RED Plug-In Performance Improvement](#)
- [SMPTE Channel Order](#)
- [Audio Grouping](#)
- [Export with Mask Margins](#)
- [FrameFlex Image Interpolation Render Settings](#)

Mac OS Qualification

Mac OS v10.11.5 has been qualified with this release.

Ingesting File Based Media through the Source Browser

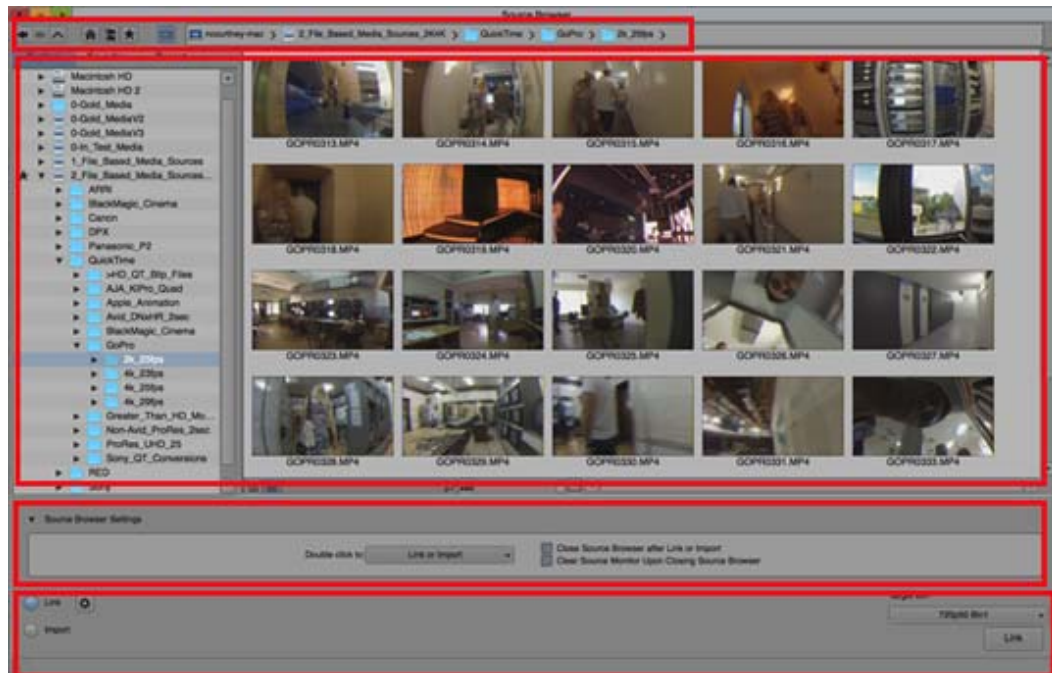
The Source Browser window allows you to import or link your file based media. You can also preview your file based media in the Source Browser window before you commit the clip(s) into a bin. The following topics provide an overview of the Source Browser window and the procedures for previewing your media, and importing or linking to your file based media.

- [Source Browser Overview](#)
- [Previewing File Based Media](#)
- [Linking to File Based Media](#)
- [Importing File Based Media](#)

Source Browser Overview

Within the Source Browser window you can easily navigate to your media, preview your media, and choose to link or import your media with the appropriate settings.

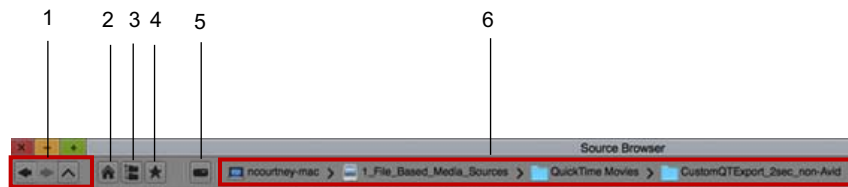
You can access the Source Browser in a number of ways. Select Tools > Source Browser (which can be mapped to a key), File > Input > Source Browser, or right click in a bin and select Input > Source Browser.



Source Browser in Frame View: (from top to bottom) Navigation tools and breadcrumbs; Middle area: Navigate and display media panes; Source Browser Settings. Bottom area: Link or Import and select Settings, Choose bin to commit media and Processing Media progress indicator

Navigation Tools and Breadcrumbs

The top area of the Source Browser provides navigation tools and shows the path to the currently displayed location of your media.

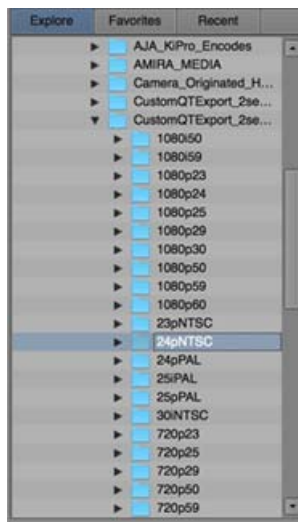


Item	Description
1	Navigation buttons: Click to move backward, forward, or up directory levels.
2	Home Button: Click to go to the home directory.
3	Collapse Directories Button: Click to collapse the directories to top levels.
4	Add or Remove Favorites: Click to add the selected folder to the Favorites tab.

Item	Description
5	Media Folder View Button: Click to view folders as media volumes. If you choose to display as media volumes, the Source display area will display the media as individual master clips. Other structural contents will not be displayed. When viewing a volume, you may see a “Media Processing” message in the display area. Once complete, the master clips will display.
6	Breadcrumbs: Displays the path to the currently selected folder.

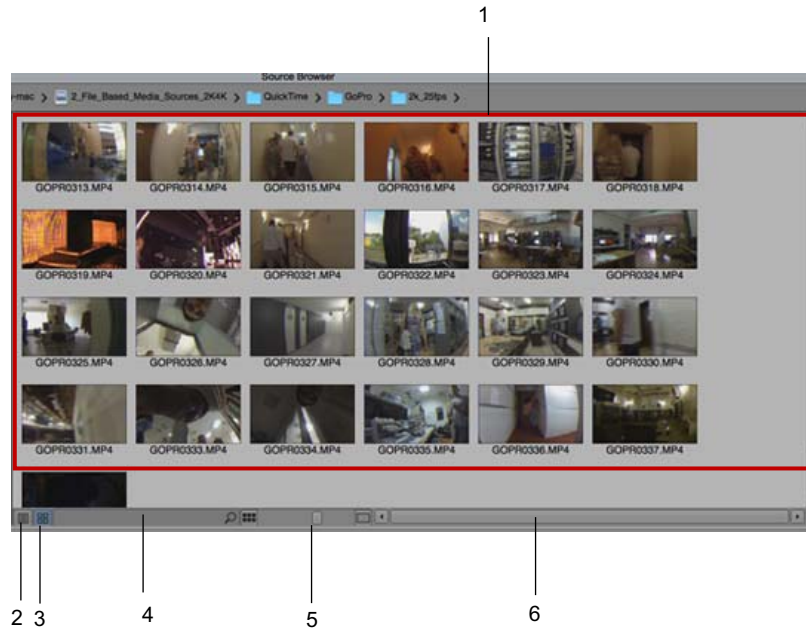
Explore Media Drives Area of Source Browser

The left area of the Source Browser is where you navigate to your media drives. In this area you can also view your Favorite folders or media drives. You can also view the most recently viewed folders or drives.



Display Media Area of Source Browser

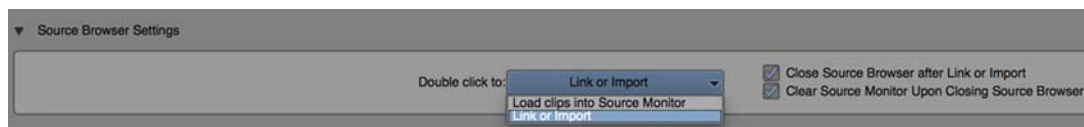
The right pane of the Source Browser displays the media. You can choose to view the media in either Text view or Frame view.



Item	Description
1	Media display area.
2	Text View button. Click to display the media in text view
3	Frame View button: Click to display frame representations (thumbnails) of the media clips.
4	Search Field: Enter text in the search field to easily find clips.
5	Thumbnail slider: Move to enlarge or reduce the thumbnail. (Frame view only)
6	Scroll bar: Scroll to display more columns.

Source Browser Settings

The Source Browser Settings is where you configure the behavior of the Source Browser window.



Choose from the following options:

Option	Description
Double Click to: Link or Import	Select this option if you want to double click on media files in the Source Browser to link or import them into the selected bin.

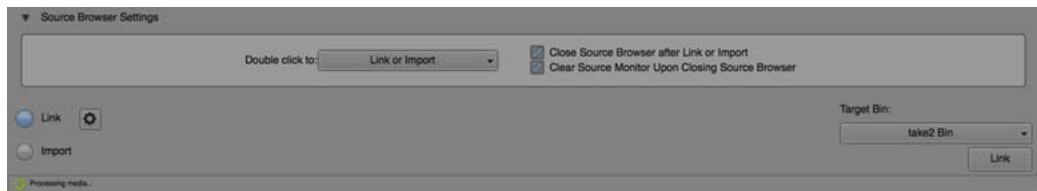
Option	Description
Double Click to: Load Clips in Source Monitor	Select this option if you want to double click on media files in the Source Browser to load them into the Source Monitor (without committing them to the bin.)
Close Source Browser after Link or Import	Select this option if you want to automatically close the Source Browser after the link or import process is complete
Clear Source Monitor Upon Closing Source Browser	Select this option if you want to clear all uncommitted Source Browser clips from the Source monitor after you close the Source Browser window.

Link or Import Area

The bottom area of the Source Browser is where you choose whether to import or link your media. You can also choose the Target Bin where you want to add the linked or imported clips. A Processing media indicator appears at the bottom of the Source Browser to show the progress of the media as it is populating the display area.



You can choose to Link or Import the media to your bin while the media is populating the display area. You do not need to wait for the processing indicator to be complete.



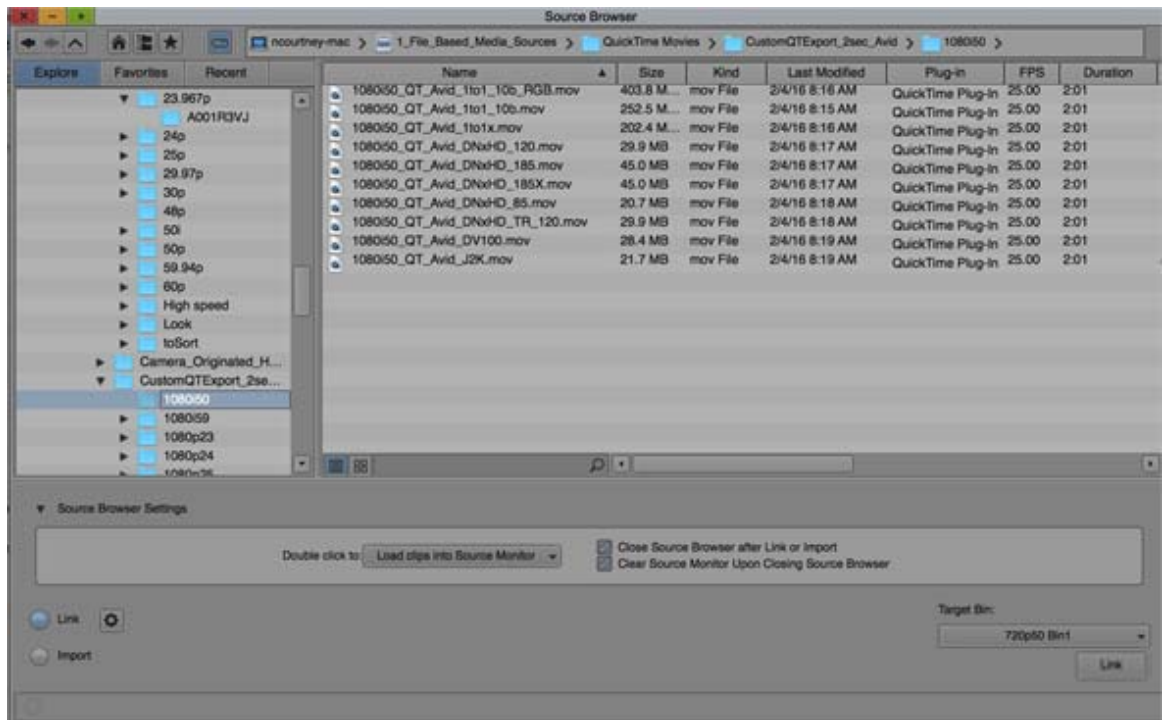
Previewing File Based Media

You can preview your file based media in the Source Browser before you commit the clip(s) into a bin. You can browse the media in either Text view or Frame view. When in Frame view you can preview thumbnail representations of the media and play (J-K-L) through the thumbnail. In Text view you can view the descriptive data such as raster dimension, color space, audio format, etc.

To preview media in Frame View in the Source Browser:

- Do one of the following:
 - ▶ Select File > Input > Source Browser.
 - ▶ Right-click in the bin and select Input > Source Browser.
 - ▶ Click the bin Fast Menu and select Input > Source Browser.

The Source Browser Window opens.



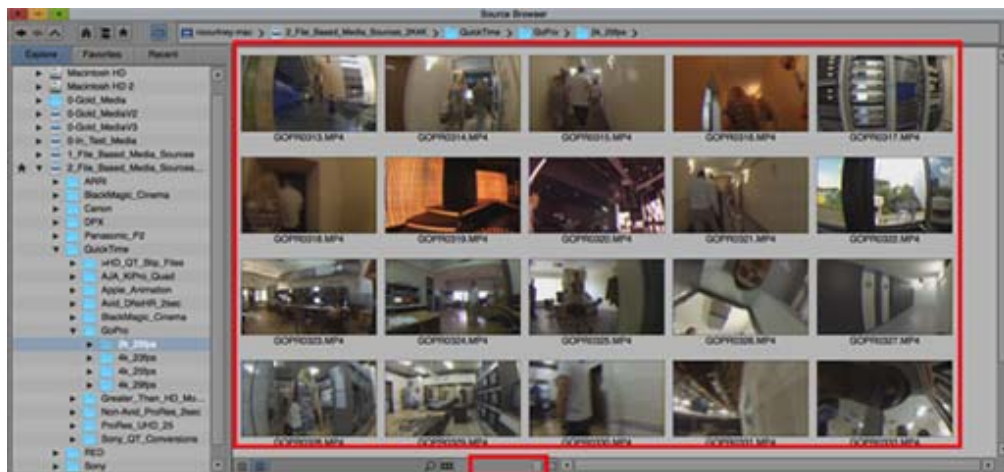
2. Browse to the location of the media you want to preview.



3. Click the Frame View button.

The clips will populate the right pane of the Source Browser with the frame clip representation (thumbnails).

Initially, thumbnails show the first frame of the clip. Any thumbnail playback will change the representation to the last one displayed.



Top: Clips in Frame View; Bottom: Thumbnail slider

4. Press Ctrl + L (Windows) or Command + L (Mac) to enlarge the thumbnails or use the Thumbnail slider to reduce or enlarge the frames.

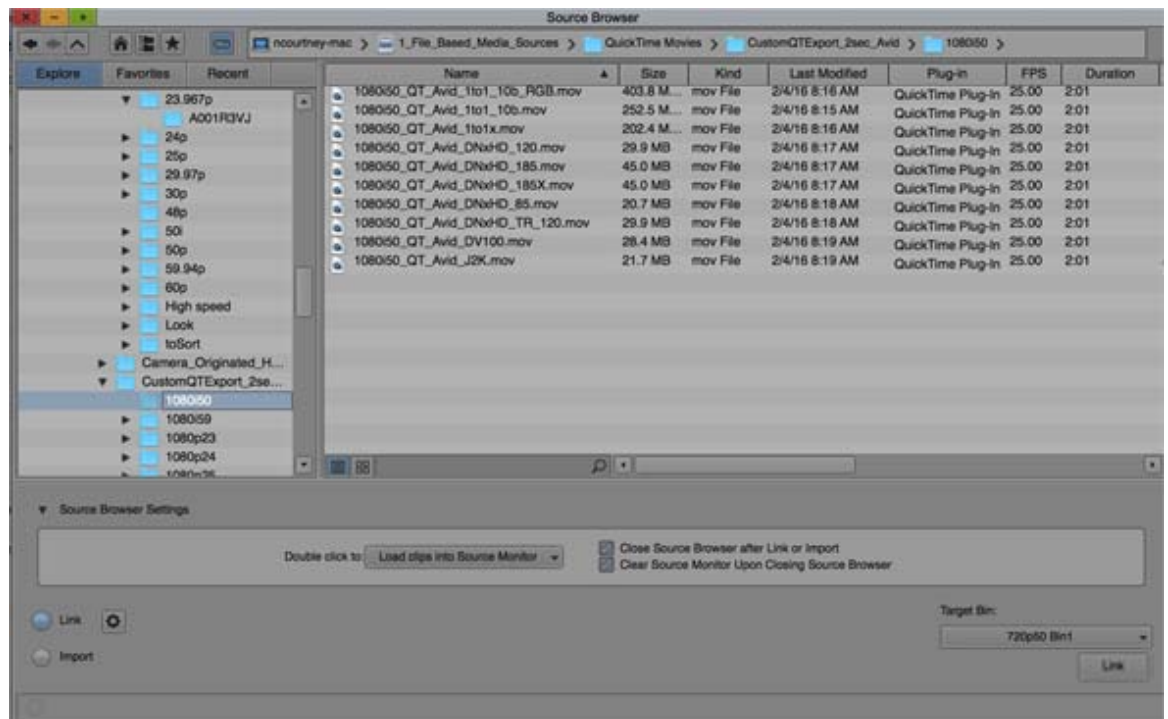
5. Place your cursor so it hovers over the thumbnail of the clip. While hovering, move the cursor to the edges of the thumbnail to preview the footage. You can also use the JKL keys to play through the thumbnail.

6. (Optional) You can also drag a clip from the Source Browser to the Source monitor to review the clip in higher resolution. Dragging to the Source monitor does not commit the clip to the bin.
7. (Optional) You can commit linked clips from the Source Browser to a bin by:
 - ▶ Simply dragging the clip(s) from the Source Browser to the bin or to the Timeline.
 - ▶ Loading a clip in the Source monitor, marking an IN and OUT and cutting it to the Timeline.
 - ▶ Right clicking on the clip in the Source monitor, selecting Source Settings and making changes to the Source settings.

To preview media in Text View in the Source Browser:

1. Do one of the following:
 - ▶ Select File > Input > Source Browser.
 - ▶ Right-click in the bin and select Input > Source Browser.
 - ▶ Click the bin Fast Menu and select Input > Source Browser.

The Source Browser Window opens.



2. Browse to the location of the media you want to preview in text view.
3. Click the Text View button.

The clips will populate the right pane in Text view.

You can add and remove columns by right clicking in the column header and selecting Choose Columns. You can also manually choose to override a plug-in by right clicking in the Plug-in column of the item and selecting the Link with option.

4. (Optional) You can also drag a clip from the Source Browser to the Source monitor to review the clip. Dragging to the Source monitor does not commit the clip to the bin.
5. (Optional) You can commit linked clips from the Source Browser to a bin by:

- ▶ Simply dragging the clip(s) from the Source Browser to the bin or to the Timeline.
- ▶ Loading a clip in the Source monitor, marking an IN and OUT and cutting it to the Timeline.
- ▶ Right clicking on the clip in the Source monitor, selecting Source Settings and making changes to the Source settings.

Linking to File Based Media

After locating and/or previewing your media files in the Source Browser you can ingest them to a bin by linking them.

To ingest media by linking:

1. Select File > Input > Source Browser.
2. Select the Link button.
3. (Optional) If you want to change a link setting, simply click the Settings button at the bottom of the Source Browser to access the Link Settings and make your changes.
4. Select the clip(s) you want to add to the bin.
5. Drag and drop the clip(s) to the bin.

The linked clip(s) appear in the bin.



You can also link clips by selecting the clips, right clicking and selecting Add to Bin.



Adding files such as EDLs, AAFs, and PDSs will always import regardless if the radio button is set to Link or Import.

Importing File Based Media

After locating and/or previewing your media files in the Source Browser you can ingest them to a bin by importing them.

To ingest media by importing:

1. Select File > Input > Source Browser.
2. Select the Import button.
3. (Optional) If you want to change the import settings, simply click the Settings button at the bottom of the Source Browser to access the Import Settings and make your changes.
4. Select the resolution from the Resolution pulldown menu.



The resolutions available correspond to the project selected in the Project window. If you change the project format in the Project window, the resolutions available in the Source Browser change accordingly.

5. Select the clips you want to import to the bin and drag and drop them to the bin.

The imported clips appears in the bin.



You can also import clips by selecting them, right clicking and selecting Add to Bin.



Adding files such as EDLs, AAFs, and PDSs will always import regardless if the radio button is set to Link or Import.

Adding and Deleting Favorites in the Source Browser

When you browse a large number of folders, it might be helpful to mark some that you use often as a favorite. You can choose to add and remove favorites in your Source Browser.

To add a Favorite:

1. Select File > Input > Source Browser.
2. In the Explore tab in the left pane navigate to the location and select the item that you want to mark as a favorite.
3. Click the Favorite (star) button. (You can also select a favorite by simply clicking all the way to the left of the selected item in the Explore tab.)

A star appears to the left of the selected item and the item will appear in the Favorites tab.

To remove a Favorite:

1. Select File > Input > Source Browser.
2. Click the Favorites tab.
3. Right click the item you want to remove and select Remove from favorites.

Or in the Explore tab, click the star to the left of the favorite item to remove it from the Favorites list.



When an item is tagged as a favorite and the item is deleted or moved, it will display as red in the Favorites tab.

Viewing the Most Recently Viewed Items in the Source Browser

You can access a list of the most recently viewed items in the Source Browser. Browsing in the Explore tab or Favorites tab contributes to the Recent items.

To access the most recently viewed items:

1. Select File > Input > Source Browser.
2. Click the Recent tab.

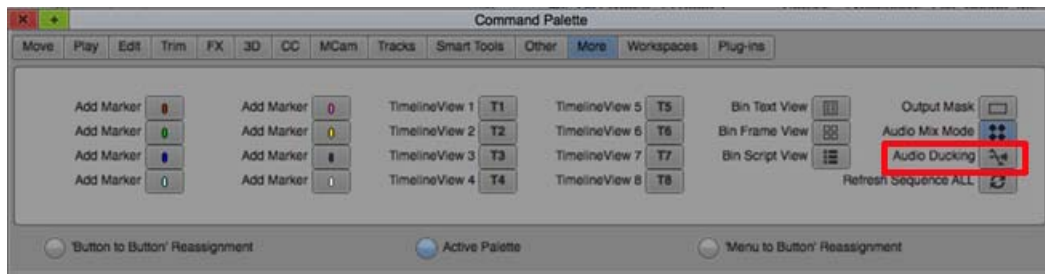
A list of the most recently explored items is displayed. Selecting an item in the Recent list moves it to the top of the list.

Audio Ducking

Audio Ducking is a feature that allows you to reduce the audio level of one or more audio tracks when you want to hear the level of another audio track(s). For example, this is useful when you want to lower the music on one track in order to hear the dialog on another audio track.

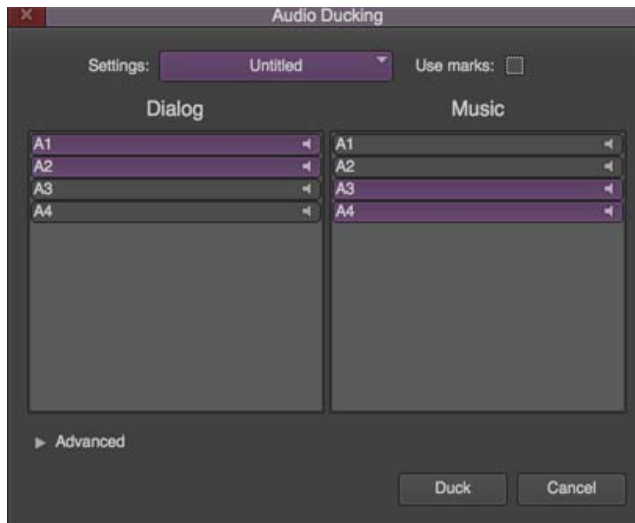
To set Audio Ducking:

1. Load the sequence that contains audio tracks to which you want to apply Audio Ducking.
2. Select Tools > Command Palette.
3. Click the More tab.



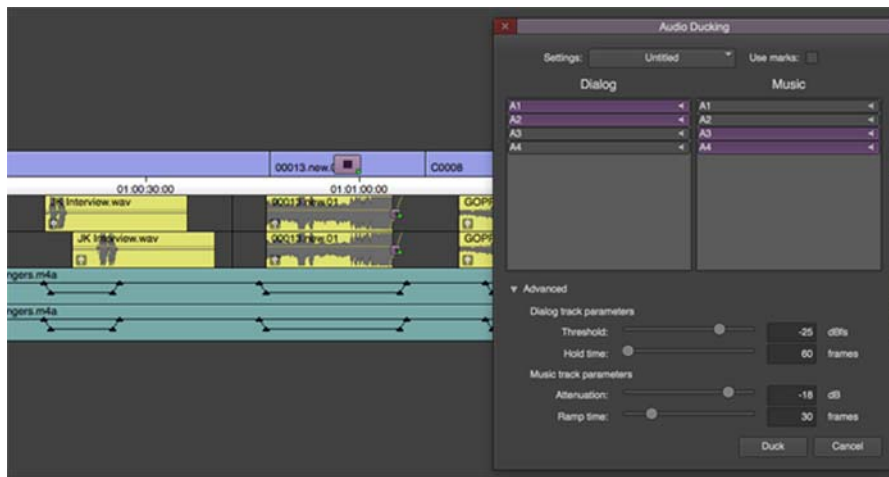
4. Click the Audio Ducking button. (Or you can right click in the Timeline and select Audio Ducking.)

The Audio Ducking dialog opens.



5. Select the Dialog and Music track(s) that you want to adjust.
6. (Optional) Select Use Marks if you want to set IN and OUT points to determine the starting and ending frames for applying audio ducking.
7. Click Duck.

Keyframes are applied to the respective target tracks and you will visually see the ducking in the track(s).



8. Play the sequence. The audio will playback with Audio Ducking applied.
9. (Optional) If you want to make adjustments to the Audio Ducking, click the Advanced opener in the Audio Ducking dialog and make adjustments by choosing from the following options:

Option	Meaning
Dialog track parameters	<p>Threshold: Enter a value to set how aggressive key frames will be applied when analyzing the Dialog tracks.</p> <p>Hold time: Enter a value in frames to set how long a track will remain ducked after the last known peak above the threshold value in the Dialog tracks.</p>
Music track parameters	<p>Attenuation: Sets how much the volume will be reduced in the Music track(s).</p> <p>Ramp time: Sets how many frames it takes to ramp the Music track(s) down from or back to full volume.</p>

Support for Panasonic AVC-LongG Format

This release of the Avid editing application supports the Panasonic AVC-LongG format. The formats listed below are available for media creation and Linking. You must have the latest Panasonic Plugin installed to Link to AVC-LongG. See <http://www.avid.com/plugins/ama-plugins>.


The following table lists the Panasonic AVC-LongG resolutions by Project Format that are natively supported.

Resolution	Project Format
AVC Long-GOP G12	720p/50
	720p/59.94
	1080i/50
	1080i/59.94

Resolution	Project Format
AVC Long-GOP G25	720p/50
	720p/59.94
	1080i/50
	1080i/59.94
AVC Long-GOP G50	720p/50
	720p/59.94
	1080i/50
	1080i/59.94

New Select Menus

The following Select menu options help you quickly identify clips in the Timeline. Right click in the Timeline to see the following Select options:

Timeline Context Menu Option	Description
Select > To the Left	Selects all the clips to the left of the current position indicator in the Timeline
Select > To the Right	Selects all the clips to the right of the current position indicator in the Timeline.
Select > Clips with Same Source Clip Color	When you select this option, the editing application looks at all the selected clips, collects the source (bin) clip colors that are used by these clips and selects any other clips that use these colors.
Select > Clips With No Source Clip Color	When you select this option, all clips with no source clip color are selected.
Select > Offline Clips	Selects all offline clips in the Timeline.
Select > Clips With Same Local Clip Color	Selects all clips with the same local clip color in the Timeline.
Select > Reverse	Reverses the current selection on all tracks.  <i>Filler is not selected.</i>
Create Sequence Based on Selection	Select this option to duplicate the current Timeline sequence based on the current selection in the Timeline. See Creating a Sequence Based on Selection .

Creating a Sequence Based on Selection

It might be helpful to create a duplicate sequence based on the current Timeline selection. For example, you could choose to select all the Clips with Same Source Clip Color in the current sequence and then create a sequence with just those same source clip color clips.

To duplicate the current sequence in the Timeline based on selection:

1. Load the sequence in the Timeline.
2. Select clips in the Timeline using a combination of lassoing, shift+clicking or by selecting an option from the Select menu.
3. Right-click and choose Create Sequence Based on Selection.
 - A Select a bin dialog box opens (if you have more than one bin open).
4. Choose the bin where you want to place the duplicate sequence.
5. Click OK.

A new sequence is placed in the selected bin, highlighted and ready to be renamed. Track attributes such as custom names, mute/solo states, and waveforms are maintained in the new sequence.



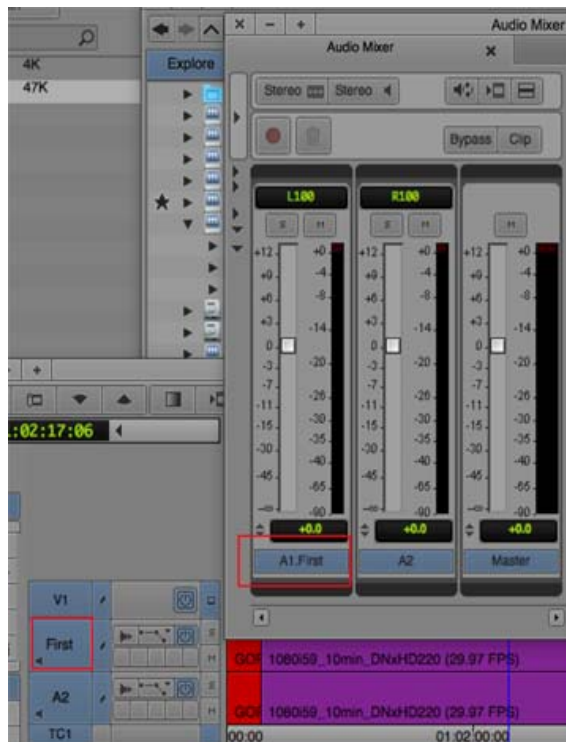
Tracks that did not have something selected in the original sequence are not included in the duplicate sequence.



If there was filler at the end of the original sequence, it is removed in the duplicate.

Audio Track Names in the Audio Mixer Tool

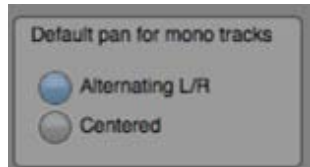
When you rename an audio track in the Track Selector Panel, the corresponding name along with the Track ID appears in the Audio Mixer Tool.



Nested AudioSuite Effects

The editing application supports the process known as *nesting*, which lets you use the Timeline to step into a video track, perform a series of editing operations, and then step out to view and render the effect as one segment on the track. With this release, you can nest AudioSuite effects. With AudioSuite nesting, you can step in and out of the audio track and render the effect as one segment on the track.

Default Pan for Mono Tracks



The Audio Setting “Default Pan for mono tracks” is a user setting that controls the following:

- Whenever a mono clip in a sequence has no pan information, this setting determines how it is panned.
- Whenever a mono source clip is edited into a sequence, the selected default pan is applied to the new clip in the sequence.

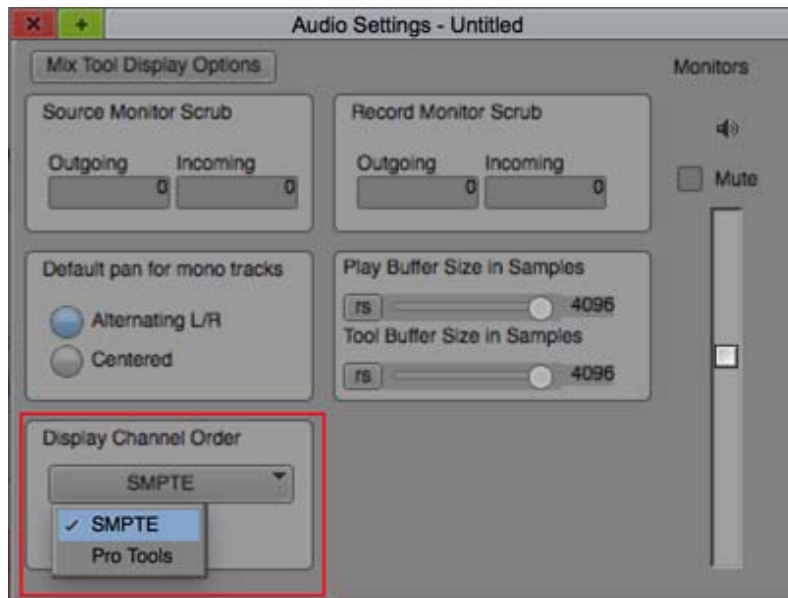
With this release, a sequence created entirely in Media Composer v8.6 or later will have pan information on every clip, so that when moving this sequence to another user’s workstation, it will play with the same pan as the originator, without regard to how the second user has configured the default pan. Sequences created before Media Composer v8.6, or sequences imported from non Media Composer sources, may still have audio clips that do not have pan information associated with them. These clips will still be played with the default pan.

RED Plug-In Performance Improvement

The latest RED plug-in (v1.16.5) takes full advantage of GPU acceleration. Some instances of editing with RED footage are now 4 times faster. Go to <http://www.avid.com/plugins/ama-plugins> to access the RED plug-in.

SMPTE Channel Order

The order that individual channels of 5.1 and 7.1 surround audio tracks that are shown in the Audio Mixer window and in the waveform display in the Timeline, can be selected between SMPTE and Pro Tools. Prior versions were always in Pro Tools order. With this release, SMPTE order is the default, but it can be changed back to Pro Tools in a new Display Channel Order option in Audio Settings. The new setting is a user setting.



For 5.1, SMPTE order is: Left, Right, Center, LFE, Left Rear, Right Rear

For 7.1, SMPTE order is: Left, Right, Center, LFE, Left Side Center, Right Side Center, Left Rear, Right Rear

For 5.1 Pro Tools order is: Left, Center, Right, Left Rear, Right Rear, LFE

For 7.1, Pro Tools order is: Left, Center, Right, Left Side Center, Right Side Center, Left Rear, Right Rear, LFE

Audio Grouping

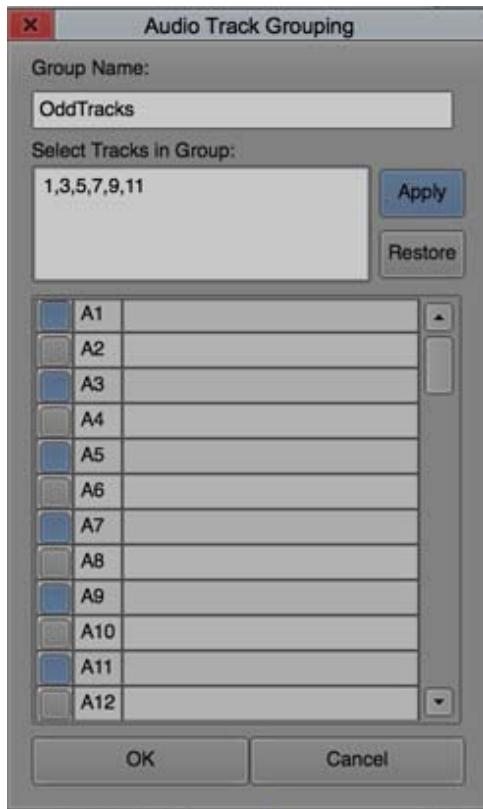
The editing application allows you to group audio tracks. This might be useful when you work with a large number of audio tracks and you want to group them according to their purpose. Simply access the Group option in the Audio Mixer tool and setup your audio groups.

To create and audio group:

1. Select Tools > Audio Mixer.
2. Select the tracks that you want to be included in the group.
3. Right click in the Groups pane and select New Group from Selected Tracks.



The Audio Track Grouping window opens.



4. Select the tracks you want to be included in the group.



You can either click to select the tracks to be included in the group, or simply enter the track number in the Select Tracks in Group text area.

5. Enter a name for the grouped audio tracks.
6. Click Apply.
7. Click OK.

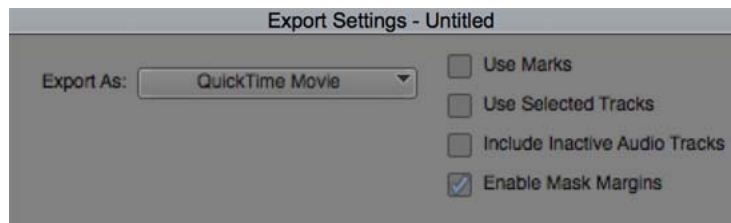
The grouped clips will be added to the Groups pane. You can continue to create grouped audio clips, and when you want to enable those tracks, simply click the grouped clip name and those tracks will be enabled in the Timeline.

Export with Mask Margins

With this release, you can export your sequence with mask margins burned in.

To export with Mask Margins burned in:

1. Select the sequence that contains a mask region.
2. Select File > Output > Export to File.
3. Select Options in the Export As dialog.
4. Choose Enable Mask Regions in the Export dialog.



5. Click Save.
6. Choose the location for the exported sequence.

The sequence is saved with the mask region burned in.



You can also choose to AMA File Export the sequence with Mask Margins enabled.

FrameFlex Image Interpolation Render Settings

In previous releases of the editing application, FrameFlex effects were always rendered using bilinear image interpolation. With this release, the FrameFlex effect will be rendered according to the Image Interpolation option selected in the Render Settings dialog. This allows you to set FrameFlex as Polyphase for better interpolation.

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