

What's New for Avid® Media Composer® v8.9

Revision History

Date	Description
August 4, 2017	Updated description of Position Bar Snap.

New Features

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

Feature	Description	For More Info
Create a QuickTime Export with Multiple Discrete Audio Tracks	With this release you can create a Custom QuickTime export with multiple discrete audio tracks.	See Create a QuickTime Export with Multiple Discrete Audio Tracks .
Avid Generic Plug-in	The Avid Generic Plug-in supports linking and playing back AAC format.	See Avid Generic Plug-In .
Support for Sony XAVC-L 1080p format	This release of the editing application provides support for the Sony XAVC-L 1080p 50 format.	See Support for Sony XAVC-Long G 1080p50 .
Audio Slip	New audio Source Settings allow you to perform sub-frame slip on audio sources.	See Performing Audio Slip .
Source Browser Collapse and Expand	A new Collapse/Expand button in the Source Browser allows you to view more clips in the media display area.	See Collapse and Expand Source Browser .
Larger Thumbnails in the Source Browser	You can now view larger thumbnails in Frame View in the Source Browser.	See Viewing Larger Thumbnails in the Source Browser .
Source/Record Colors	Two new options have been added to allow you to turn on colors for the timelines in the Composer monitors and to turn on colors for the track enable buttons in the Timeline.	See Source/Record Highlight Colors .
Automatically Open Effect Editor	You can set the Effect Editor to automatically open when you apply an effect.	See Automatically Opening Effect Editor .
Pre-clip and post-clip playback	While in Color Correction mode, you can perform pre-clip and post-clip playback.	See Color Correction Mode Pre-roll and Post-roll Playback .
Color Correction Updates	Dual Split mode remains active during playback and Scopes update as you change color parameters.	See Color Correction Update
Position Bar Snap	An additional option has been added to the Timeline Settings.	See Position Bar Snap

Feature	Description	For More Info
Audio Mixer Redesign	The Audio Mixer Tool has been redesigned to include the option for displaying the Audio Mixer tool in a narrow format.	See Audio Mixer Narrow Display Option .
Support for HiRes Monitors	HiRes monitors are supported.	See Support for HiRes Monitors .
Generate LTC on Playback	When Generate LTC on Playback is selected, playback from the record monitor, or digital cut, will embed sequence time code into the ancillary data stream.	See Generate LTC On Playback .
Remote Client Offset	In the Desktop Play Delay Setting, you can use the Remote Client Sync Offset slider to add a delay, in milliseconds, that will apply to the display of video frames, the blue bar, and audio meters on the desktop	See Remote Client Offset .
Update to Custom Safe Action/Safe Title Setting	It is now possible to set Width and Height values.	See New Custom Safe Action and Safe Title Options
Color Adapter and FrameFlex Icon Update	The icons for color adapter effects and FrameFlex effects have been updated.	See Color Adapter and FrameFlex Icon Update

New in Media Composer v8.9

The following are new for Media Composer v8.9:

Create a QuickTime Export with Multiple Discrete Audio Tracks

In previous releases, you could not create a Custom QuickTime export movie with multiple discrete audio tracks. With this release, you can create a Custom QuickTime Export by enabling Direct Out under the Audio Format tab. The exported .mov file will include discrete audio tracks. (The export actually uses Same as Source for the audio.) When you select Direct Out audio in the Custom QuickTime Export settings, you will receive the following message when you choose to export.



Avid Generic Plug-In

Avid continues working to remove dependencies on QuickTime libraries. With this release, the Avid Generic plug-in natively supports the following format for linking and playing. When you select Autodetect, the Avid Generic plug-in will be used instead of QuickTime for this format.

- AAC (.mov, mp4, .aac)

Note: In previous releases, we included the Avid Generic plug-in that natively supports the following formats for linking and playing.

- MJPEG/Video Only - .mov container
- MJPEG/PCM Audio - .mov container
- JPEG - .jpg files
- PCM Audio only files - .mov container
- TIFF - .tif files

Note: It is possible to use this plug-in by right-clicking in the Source Browser Plug-in column and selecting Link with Avid Generic.

For more information on QuickTime support, see http://avid.force.com/pkb/articles/en_US/how_to/QuickTime-Support-and-Security-on-Windows

Support for Sony XAVC-Long G 1080p50

This release of the Avid editing application now supports the Sony XAVC-Long G format in the 1080p50 project type. Media Creation options will only be available in the 50mb codec (AVC Long GOP 50). You must have the latest Sony plug-in installed to Link to Sony XAVC-L 1080p 50. See <http://www.avid.com/plugins/ama-plugins>.

Resolution	Project Format
AVC Long-GOP 50 (Encoding Profile XAVC-L HD 50)	1080p/50

Performing Audio Slip

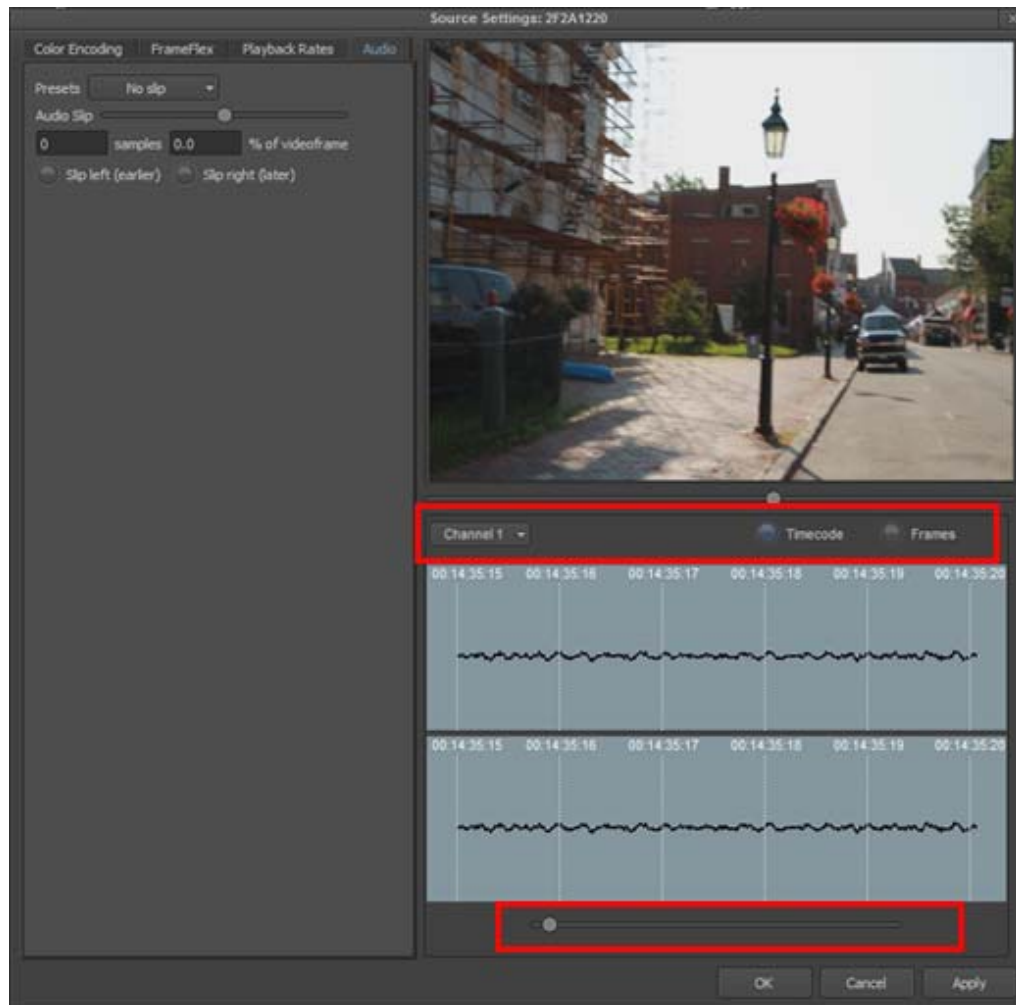
New audio Source Settings allow you to perform sub-frame slip on audio sources. This allows you to perform a more precise audio sync.

How is the Audio Sub-Frame slip different than performing a perf-slip?

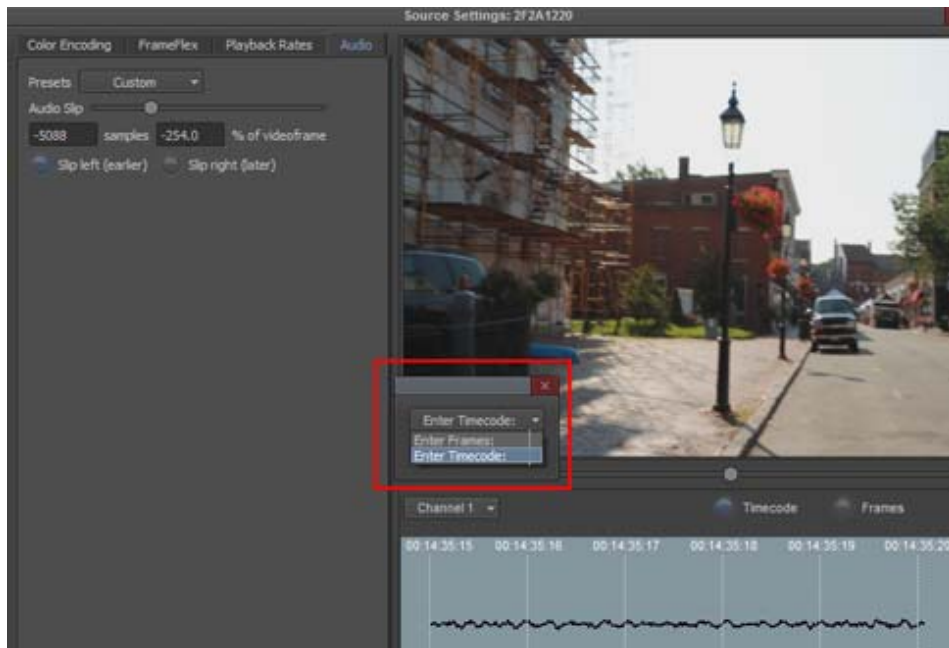
- Audio Slip can be applied to a master clip.
- Audio Slip can be applied to Linked clips.
- Adjustments are made down to the Audio sample level.

To perform sub frame audio slip:

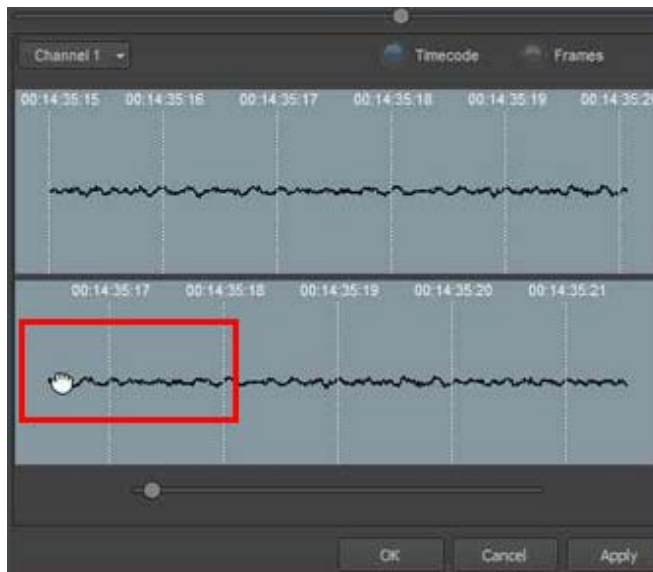
1. In the bin, right click the master clip on which you want to perform a sub frame audio slip.
2. Select Source Settings.
3. In the Source Settings window, click the Audio tab.



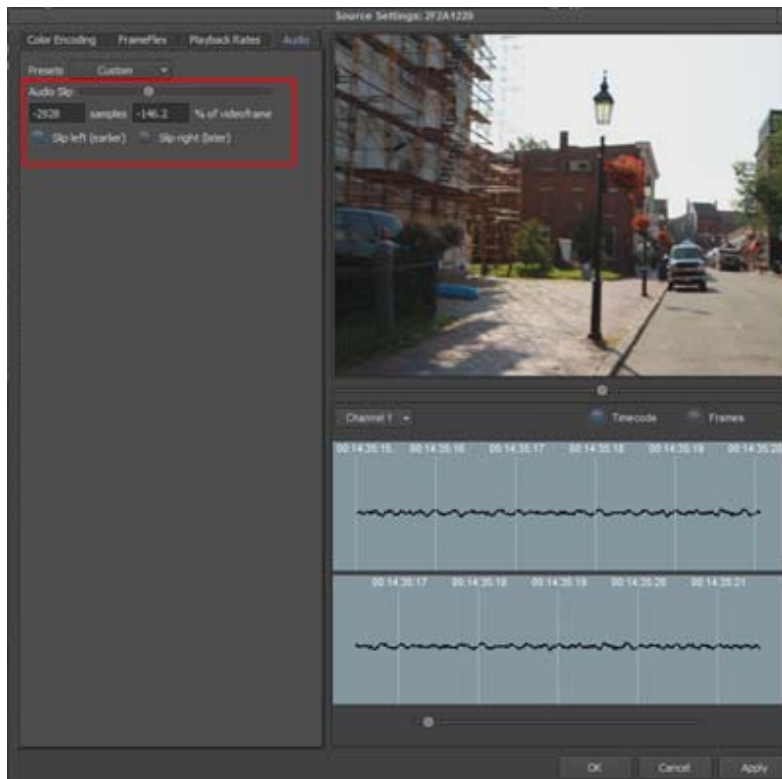
4. From the pull down menu, choose the channel you want to display and if you want to display Timecode or Frames.
5. (Option) To navigate to a location in the clip, click in the Source Setting window, click on the video display, and start typing a number to access either the Timecode or frame value.
Or, you can press Alt + left or right arrow keys (Windows) or Option + left or right arrow keys (Mac) to navigate to your markers and/or IN and OUT points in the master clip.



6. Use the bottom slider to zoom in on the audio display.
7. Slip the audio left or right by doing **one** of the following:
 - ▶ Grab the bottom audio waveform until a hand appears and drag the audio waveform left or right to adjust the audio.



- ▶ In the left pane of the Source Settings dialog, use the slider to adjust the slip values.



- ▶ Use the Presets to choose from 4 perf and 3 perf audio slips.
- 8. Click Apply.
- 9. Click OK.
- 10. Edit your master clip into your sequence.

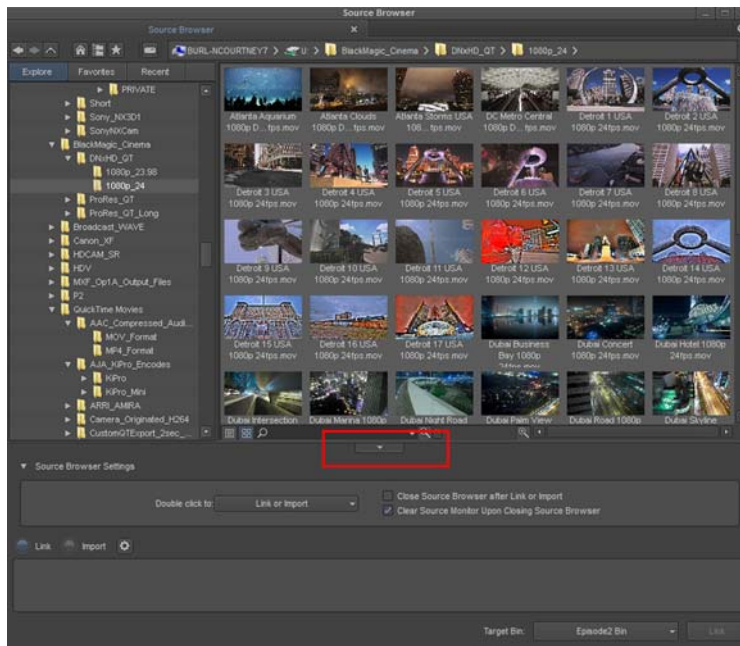
The master clip appears in your Timeline with an Audio slip effect. You can make additional audio slip adjustments on the selected audio track by editing the effect in the Effect Editor.

Collapse and Expand Source Browser

An expand and collapse button has been added to the media display area of the Source Browser. If you have a large number of clips to display in the Source Browser, you can click the Collapse and Expand button to view more clips.

To collapse and expand the Source Browser display media area:

1. Select File > Input > Source Browser.
2. Navigate to the folder where you want to preview your media.
3. If the folder contains a large number of clips, click the Collapse/Expand button to view more clips in the folder.



To create more space for viewing clips, clicking the button will hide the Source Browser Settings portion of the lower pane, displaying more clips.

In addition to clicking the button to collapse and expand this area, the mouse will become a double-sided arrow which enables you to click and drag the splitter bar.

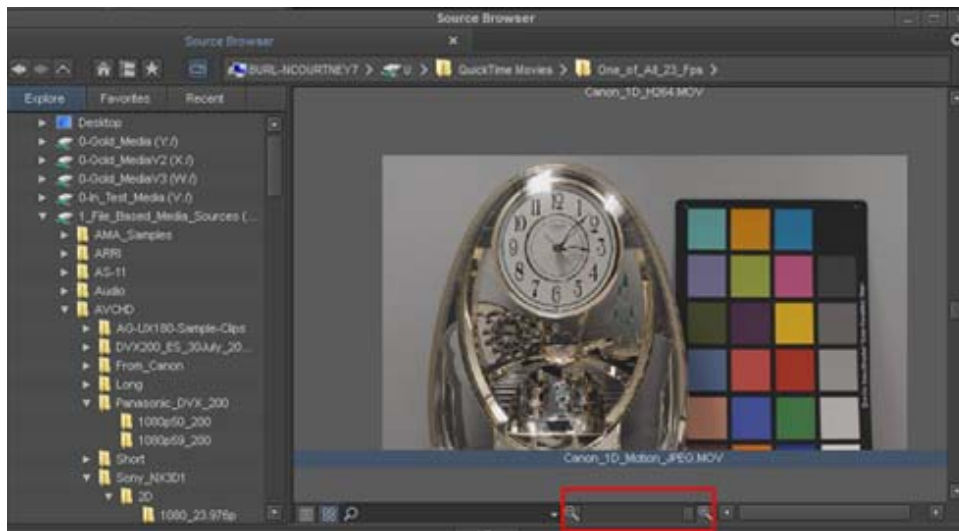
Viewing Larger Thumbnails in the Source Browser

You can view larger thumbnails in the Source Browser in Frame View.

To view larger thumbnails in the Source Browser display media area:

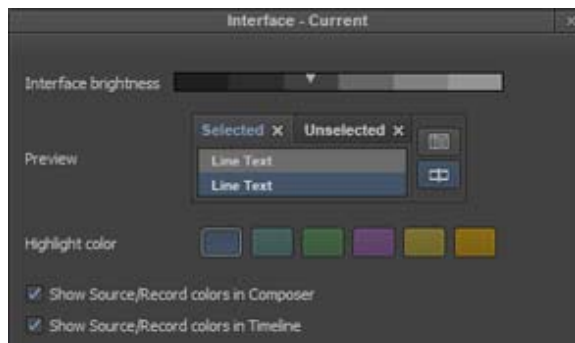
1. Select File > Input > Source Browser.
2. Click the Frame view button.
3. Navigate to the folder where you want to preview your media.
4. Select the clip you want to view as a larger thumbnail.
5. Press Ctrl + L (Windows) or Command + L (Mac) to enlarge the thumbnails or slide the Thumbnail slider all the way to the right to enlarge the thumbnail.





Source/Record Highlight Colors

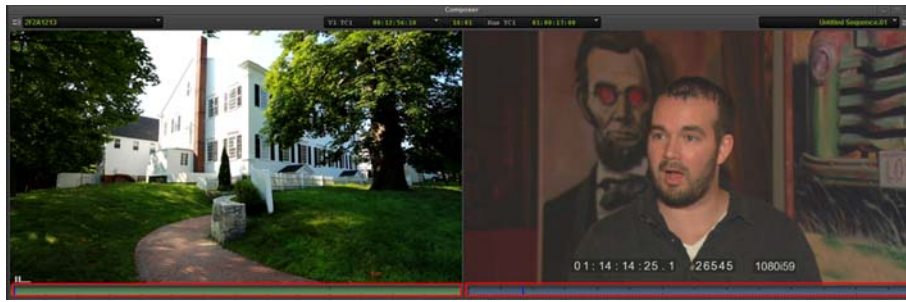
Two new options have been added to the Interface Settings. You can choose to turn on colors for the Source and Record monitor timelines and for the track enable buttons in the Timeline. Displaying the colors (green/blue) for the Source and Record monitors is very useful if you are using a single monitor Composer Window.



To enable colors for the Source/Record monitors and pop-up monitors:

1. Select the Settings tab in the Project Window.
2. Double-click Interface.
The Interface Settings dialog opens.
3. Enable Show Source/Record colors in Composer.
4. Click OK.

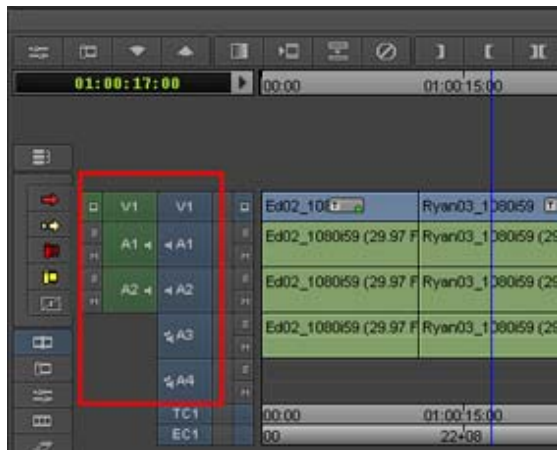
The Source monitor timeline turns green and the Record monitor timeline turns blue. Popup monitor timelines will also be green.



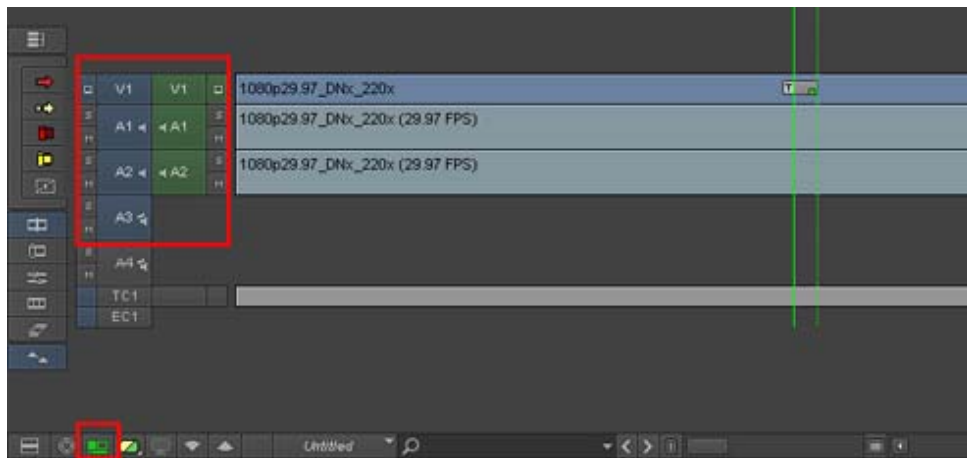
To enable Source/Record colors for track enable buttons in the Timeline:

1. Select the Settings tab in the Project Window.
2. Double-click Interface.
The Interface Settings dialog opens.
3. Enable Show Source/Record colors in Timeline.
4. Click OK.

The source track enable buttons in the Timeline turn green and the record track enable buttons turn blue.



If you toggle the Source/Record button in the Timeline to set the Timeline in Source mode, the enable tracks buttons will be swapped to display the Source (green) track buttons to the right and the Record (blue) buttons to the left.



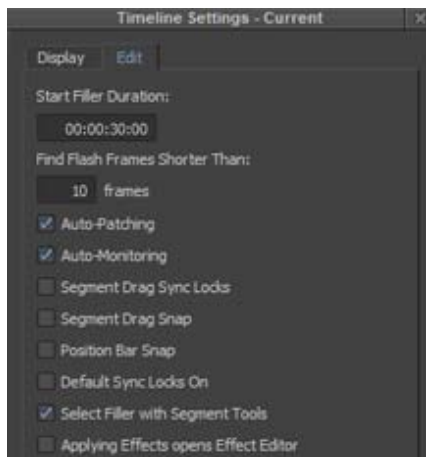
Automatically Opening Effect Editor

A new Timeline setting allows you to set the Effect Editor to automatically open when you apply an effect.

To automatically open the Effects Editor when applying an effect:

1. In the Project window double-click Timeline.

The Timeline settings window opens.



2. Enable the Applying Effects opens Effect Editor option.
3. Load your sequence in the Timeline.
4. Open the Effect Palette and apply an effect to your sequence.

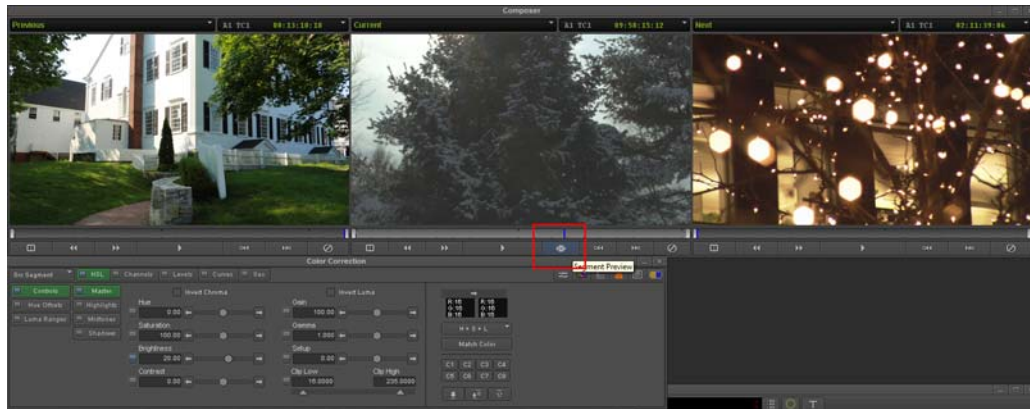
The appropriate effect editor will open. For example, the Effect Editor opens for video effects, the Motion Effect editor opens for motion effects, and the Audio suite and EQ opens for the appropriate audio effects.

Color Correction Mode Pre-roll and Post-roll Playback

When you are in Color Correction mode, you can use the Segment Preview button to play a number of seconds of the previous clip and a number of seconds of the next clip. This allows you to see the colors in context of the scene. The default for the Pre-roll and Post-roll is 3 seconds.

To use Segment Preview to review your color corrections:

1. Enter Color Correction mode and make a color correction.
2. Click the Segment Preview button.



The last 3 seconds of the previous clip is played, followed by the entire current clip, followed by the first 3 seconds of the next clip.

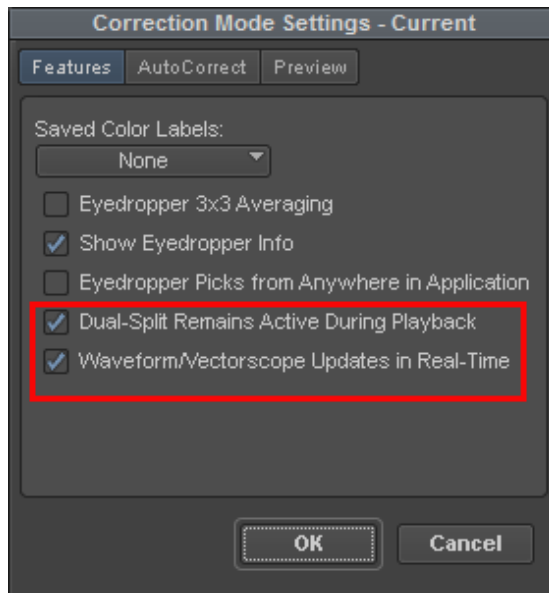
3. Continue to make corrections and then use the Segment Preview button to review the corrections.
4. (Optional) If you want to change the default value of 3 seconds for pre-roll and post-roll, in the Project window click the Settings tab. Click Corrections and click the Preview tab and enter a new value.
5. Click OK.

Color Correction Update

The following are new when in Color Correction Mode:

- Dual Split mode remains active during playback.
- Scopes now update in real-time as you change the Color Correction parameters when grading your clips.

You can deselect these options in the Features tab of the Color Correction Settings.



Position Bar Snap

An additional option has been added to the Timeline Settings. When this option is selected, clicking the position indicator will snap to the nearest event, such as IN and OUT points, markers, and segment start and end points.

Audio Mixer Narrow Display Option

The Audio Mixer tool has been redesigned to use less space on your screen. The Audio Mixer is now approximately 35 to 45% thinner depending upon the tracks selected. This can be helpful when working with multiple windows open or when working on a laptop. The narrow display of the Audio Mixer tool is on by default.



If you want to view the Audio Mixer tool as it was in previous releases, right click in the tool, select Set Display Options and deselect Narrow Mixer.

When in Narrow Mixer mode, Volume level sliders and Volume level display have been combined, button size has been reduced, stereo surround panners have been combined, stereo link and mirror buttons have been combined, and you can choose to display fader, meter or dynamic legend volume sliders.

To view the Narrow Audio Mixer tool:

1. From the Tools menu select Audio Mixer.
The Audio Mixer tool opens.



Notice the following to the Audio Mixer tool when in Narrow Mixer mode:

- The Volume level sliders and Volume level display have been combined. By default, the fader legends are displayed. If you want to display meter legends, right click in the Tool, select Set Display Options and select Meter legends. There is a Dynamic legends option. In Dynamic legends mode, meter legends are displayed until you hover over a fader. It then automatically switches to fader legends.
- The fader supports the mouse scroll wheel. You can hover over a fader and use the wheel on you mouse to change the level by 0.1 db. If you hold down the Shift key, the increments change to 1 db per click.



- Stereo Link and Stereo Mirror buttons have been combined and only appear for stereo tracks.



- To choose Stereo Link or Stereo Mirror, select the Stereo button and choose from the menu options.



- Surround Panners have been combined. In order to move the left pucker, you must click and drag from the left side of the panner (left of the yellow center line). And for the right, click and drag on the right panner.



Support for HiRes Monitors

This release provides support for HiRes or HiDPI monitors. We currently support setting your monitor scaling to 200%.



*When using dual HiRes monitors, both monitors **must** be set to the same scaling.*

To set scaling on Windows 10 system:

1. Select Windows menu > Settings.
2. Select System > Display, notifications, apps, power.
3. Select Display.
4. Select Customize your Display.
5. Select the HiRes monitor.
6. Move the “Change the size of text, apps and other items” slider to the desired scaling.
7. Click OK.
8. Sign out and sign in again to apply the changes.
9. Launch Media Composer.

To set scaling on Windows 8 system:

1. Access Control Panel > Appearance and Personalization > Display.
2. Select “Let me choose one scaling level for all of my displays.”
3. Click “Custom scaling options.”
4. Select the desired scaling.
5. Click OK.
6. Sign out and sign in again to apply the changes.
7. Launch Media Composer.

To set scaling on a Windows 7 system:

1. Click Start > Control Panel.
2. Double-click Display.
3. Click Set custom text size (DPI).
4. Select the desired scaling in the “Scale to this percentage of normal size” option.
5. Launch Media Composer.

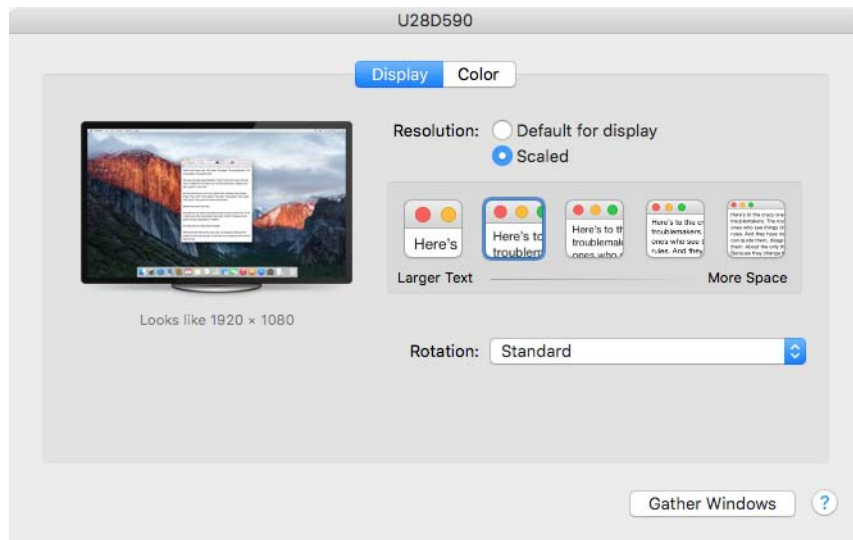
To set scaling on Mac OS system:

1. Access System Preferences > Displays.



If you have an Apple computer with a Retina display, select the Default for Display option.

2. Click Scaled and select from the text option icons.



Example of a 4K monitor set to 200% scaling.

3. Launch Media Composer.

Generate LTC On Playback

Generate LTC On Playback is a new option in the General Settings. This option is only available if you have attached video hardware that supports embedding ancillary data into the SDI or HDMI video signals.

If Generate LTC on Playback is selected, playback from the record monitor, or digital cut, will embed sequence time code into the ancillary data stream. The timecode is embedded as ATC-LTC and ATC-VITC1, and in interleaved formats, ATC-VITC2.



Playback from the Source monitor, or from pop-up monitors, is not affected by this setting.

Sequence timecode output as ancillary data occurs if the D-track is active or inactive.

If the sequence contains an active data track, and that track contains LTC, VITC1, or VITC2 timecode, it will be overridden by the sequence time code. Other D-track data is unaffected.



Embedding of ancillary data sequence timecode is not performed when Universal Mastering conversions are in effect.

Remote Client Offset

If you are using a Software Only system, you can use the Remote Client Sync Offset slider to add a delay, in milliseconds, that will apply to the display of video frames, the blue bar, and audio meters on the desktop. This can be used to tighten up the A/V sync when Media Composer is used in environments that impose a delay in the audio signal path outside of Media Composer, by applying a compensating delay to the visual elements.

To adjust the Remote Client offset:

1. In the Project window, click the Settings tab.
The Settings list appears.

2. Double-click Desktop Play Delay.

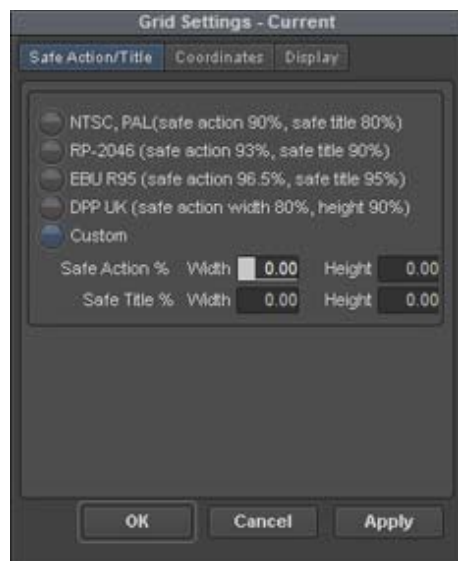
The Desktop Play Delay dialog box opens.

3. Click the Remote Client Sync Offset slider to increase or decrease the offset in milliseconds.

The Remote Client Sync Offset is only applicable in software-only mode, and is specifically designed to address delays that occur when running Media Composer remotely through screen sharing applications. When using attached video hardware (OpenIO or DX), leave the value at 0.

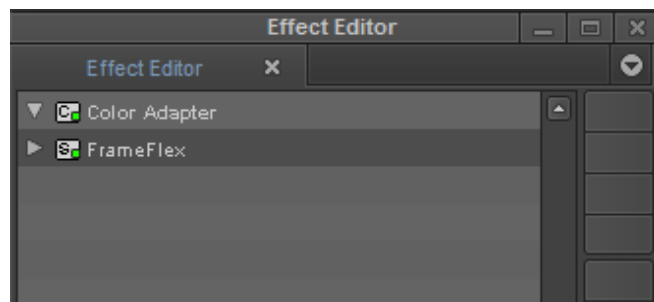
New Custom Safe Action and Safe Title Options

In the Grid Settings dialog, it is now possible to set Width and Height values for Custom Safe Action % and Safe Title %. You can use the Safe Title and Safe Action options to provide visual guidelines in the Effect Preview monitor. See “Grid Settings” and “Displaying Safe Title and Safe Action Guidelines” in the Help.



Color Adapter and FrameFlex Icon Update

You will notice the icons for the Color Adapter and FrameFlex effects have been updated.



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