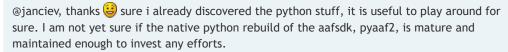


## Re: AAF processing

by **emcodem** » Wed Jun 19, 2019 8:15 am



@taner, no worries about "capturing" the thread... i like the idea of creating simple linked aaf files before attempting to parse complex sequences, this one learns about the structure faster than by reading files only. Also the project would be a LOT simpler as there are much less requirements than for parsing projects as the testing efforts are very little. It could be that creating aaf will be the first and maybe only really useful outcome of this thread. What i imagine is to create an aaf file after the ffastrans encode processor which links the created opatom files. Is that what you imagine?

## @momocampo

thanks for the sequence if you find the time, please also share the most simple aaf possible as well: just referencing one full clip (video and audio from same clip, no cuts etc...)

## One question:

Taner said it saves time to create aaf file along with opatom files when importing into avid. Currently, you can create opatom files using ffastrans (enter tape name etc...). Resulting in one mxf file per video and audio track. How does the import process differ with and without a corresponding aaf file? Is it like if you don't have an aaf, avid takes a long time to parse the input files and create it's internal mdb stuff - isn't it the same when an aaf file exists?

emcodem, wrapping since 2009 you got the rhyme?

#### emcodem

66

Posts: 1763

Joined: Wed Sep 19, 2018 8:11 am



# Re: AAF processing

by **momocampo** » Wed Jun 19, 2019 9:09 am

Hello,

Don't know why you told that Taner because emcodem's right, it is possible to create atom to deliver in "Avid MediaFiles" folder". FFastrans downloads a mxf op1a file, convert it into atom, deliver into avid folder and at last delete database. You just have to mount workspace and Media composer will recreate database, use mediatool and drag and drop your new files ②. I used this function every week and it works great.

Please Taner tell us what you want to do.

@emcodem you have your new aaf file uploaded. 1 clip into a sequence, 1video track+2 audio tracks.



# 66

## taner

Posts: 204

Joined: Sun Jun 19, 2016 6:36 pm

# Re: AAF processing

by taner » Wed Jun 19, 2019 2:07 pm

Hello guys,

thanks for insisting.

Im aware about the option in ffastrans to create opatom.

Which is pretty cool.

Having aaf-files would make it much easier for our ingest-operator to import the files directly into their corresponding bins WITHOUT the need to use mediatool in avid and sorting the clips out they want.

It definitely helps keeping overview when it comes to a massive amount of clips from a lot of





Posts: 594 Joined: Thu Jun 08, 2017 12:36 pm

Location: France-Paris



different cards/original-folders.

But the main reason for me dreaming of aafs is because we are using avid interplay. An thus working with mediatool is not an option.

A workaround is to resync the avid-mediafile-folders to checkin the clips into the interplay-database but this needs more time than just importing aafs and check them into interplay.

**EDIT** 

@emcodem: yes, thats what i imagine. Here is a link to an other thread where this topic was discussed which may be helpful:

viewtopic.php?f=6&t=685&p=2648&hilit=Aaf+mxf#p2648

Taner

# Re: AAF processing

by **momocampo** » Wed Jun 19, 2019 2:39 pm

Hey,

An aaf is by definition associated to a sequence. If you ingest rushes from camera for example you can't have any aaf (cause you don't create any sequence yet).

In the case of you retrieve aaf+media files (Avid Mediafiles fodler), drop media files into a Avid MediaFiles folder on a Workspace, delete database, launch media composer and finally drag and drop your aaf into a bin and you will have your sequence online.

So, sorry but I don't see what you expect Taner.



# Re: AAF processing

by taner » Wed Jun 19, 2019 5:28 pm

Hello momocampo,

at least in avid you can create an aaf based on single clips:

http://avid.force.com/pkb/articles/en\_U ... ort-an-AAF

Also we get clip-aafs created by quadrus.

Concerning root6 cardagent im not sure if they provide it.

**EDIT** 

Just to make things clearer. In interplay-environment we cant use mediatool and the alternative way to bring masterclips into avid and interplay is more complicated an timewasting but just to import aafs which are linked to their opatomfiles.

Cardagent, woody ingest and other software provide a checkin-option into interplay. Which means after copying the opatomfiles the masterclips appears in the interplaydatabase-folder which was set. But this requires an interplay-system for developing this feature. And i would never expect that someone make this effort which i think would require much more time. If it is not possible to create such kind of aafs or not worth the time nevermind! It just a suggestion and im happy about the attention to this request.

Taner

# Re: AAF processing

by **emcodem** » Thu Jun 20, 2019 10:41 am



## momocampo

Posts: 594

Joined: Thu Jun 08, 2017 12:36 pm

Location: France-Paris



## taner

Posts: 204

Joined: Sun Jun 19, 2016 6:36 pm





Posts: 1763

Joined: Wed Sep 19, 2018 8:11 am

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