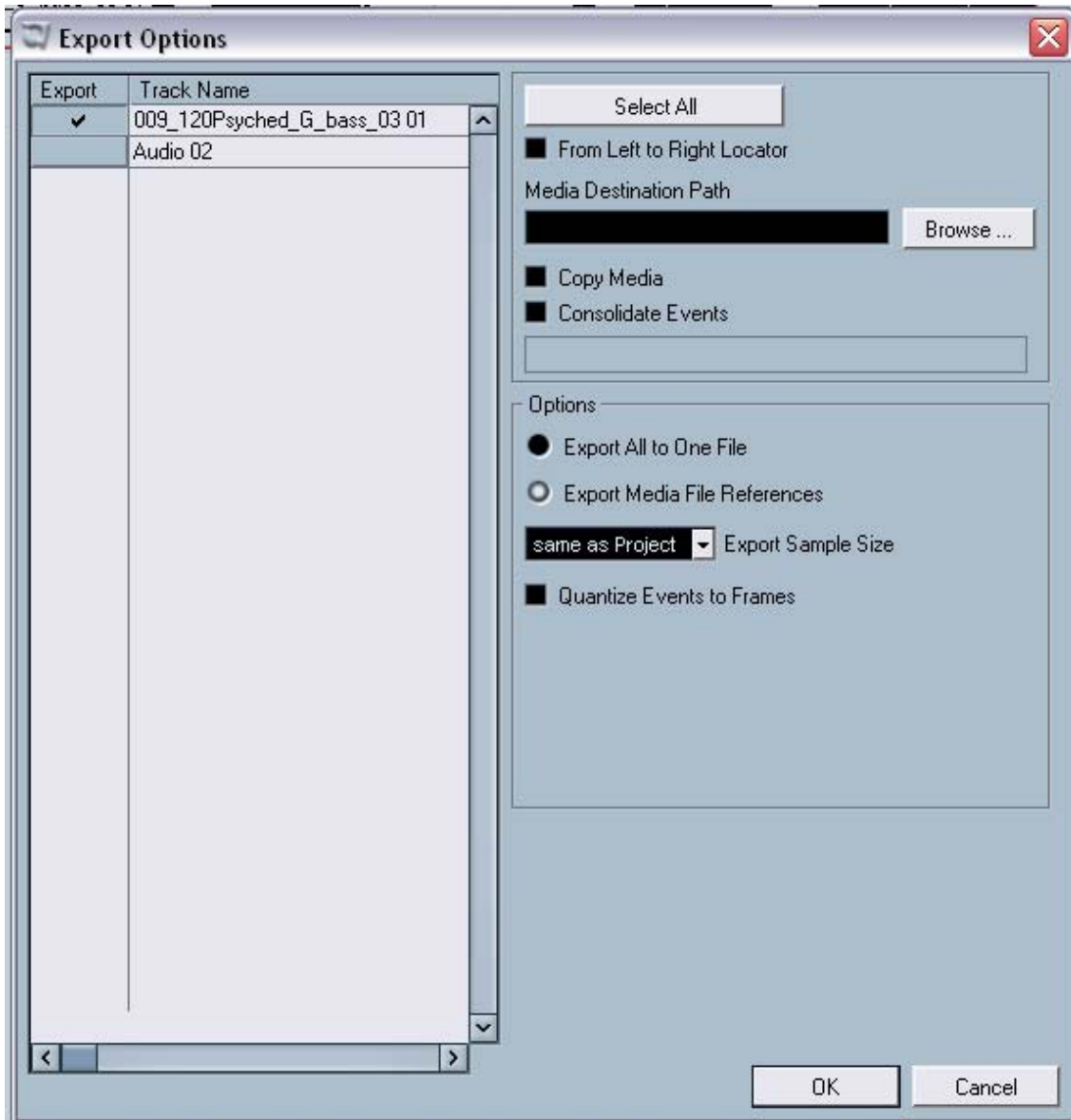


Nuendo - Exporting and importing AAF files

The Advanced Authoring Format (AAF) is a multimedia file format used to exchange digital media and metadata between different systems and applications across multiple platforms. Designed by the top media software companies, including Pinnacle, this format will help media creators by allowing them to exchange projects between applications without losing valuable metadata such as fades, automation and processing information.



Exporting AAF files

1. Select "AAF..." from the Export submenu on the File menu.
The Export Options dialog for AAF files.

2. You can choose which tracks will be exported from your project by clicking in the export column for each track on the list. A check mark will appear next to each track that will be exported. You may also click the “Select All” button to select every track in the project for export.

3. If you wish to only export the portion of project that is between the left and right locators, check the box marked “From Left to Right Locator.” If an event crosses over the left or right locator, it will be trimmed in the AAF file to the point of the locator. Only the portions of events that lie within the boundaries of the locators will be included in the exported file.

4. If you want to create copies of all the media files, choose the “Copy Media” option. By default, the copied audio files are placed in a sub-directory in the export destination folder. To specify a different location for the copied files, use the Media Destination Path text field.

5. If you want to copy only the portions of audio files that are used in the project, select the Consolidate Events option. You can also define handle lengths in milliseconds to include audio outside each event boundary for fine tuning later. If you do not have any handles when consolidating audio files, you will not be able to adjust fades or edit points when the project is imported in another application.

- Even when selecting neither of the above two options, you can still enter a media destination path.

All file references will be set to this path. You can create references to media destinations that don't exist on the system you are currently working with, making it easy to prepare files for use in projects on another system or in a networked environment.

6. In the Options section, you have the choice of exporting all data to one file or to create media references to files from within the AAF file. Exporting only one file makes transfers simpler, but, at the time of writing of this manual, certain applications cannot handle single AAF files. Check with each software developer for up-to-date information regarding AAF support in other applications.

7. You can choose the sample rate and bit depth of the exported audio using the two pull-down menus. This defaults to keeping the same setting as the project.

8. You can choose to quantize events to frame boundaries by checking the last option. Quantizing events to frame boundaries is sometimes necessary when exporting projects to video workstations that limit the accuracy of edits to the frame. Any events that begin or end not on a frame boundary can exhibit odd behavior or be moved when imported into a workstation of this type.

Importing AAF files

1. Select “AAF...” from the Import submenu on the File menu.

2. Once you have selected a valid AAF file, Nuendo will ask you if you wish to create a new project. Choosing “Yes” will import tracks into a new project.
3. Select a directory or create one for the new project.
If you choose not to create a new project, the imported tracks will be added to the currently active project.
4. In the dialog that appears, select the tracks you wish to import by clicking in the Import column next to each track. You can also click the Select All button to import all tracks in the AAF file.