

Creating an AAF for AUDIO Post From a SYMPHONY NITRIS – HIGH DEFINITON Project

- 1. Mark entire portion of timeline to be sent to Audio Post
- 2. Select proper tracks to include in AAF

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A1 5 A2 5 A2 1 A1 1			920) 827 9 820 827 9	III S KA ROO	ha sa	52 52 8 Man.U		14 S			900 3 0 AAA 1 875 8 00 1 84 8	A. 115 A. E1	ns A-1 82: 5 A/A-1 52 1	ccccs	स्र	5006 2 3	1 2 541,00 1109 A
	57.00	01:00.27:00 115/06	01:00:67:00 160-08 Samples CD (12	010127.00 205-08	015157-00 250+08	01.02,27.00 206409	010237.00	01.03.27.50	0103,97,00 490400	01:04/27:00 475408	010457.00 520+08	010527.00	0106,97,00	0108-27.90 868-08	019557.00 700405	31507,27.00 745966	0107-02-00 790-08

- 3. Choose "FILE" then "EXPORT"
- 4. Press "Options" Button



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5. Select "AAF" in the "Export As:" Drop Drown List

Export Settings - QTReference	
Export As: AAF 🗾 🧭 Use Marks	d Tracks
Include All Video Tracks in Sequence	
Son Include All Audio Tracks in Sequence	
Audio Details	
Export Method: Consolidate Media 👻	
Handle Length: 120. Frames	
Solution Include Rendered Audio Effects	
C Render All Audio Effects	
Add Audio Mixdown Track(s)	Mono
🥝 Convert Audio Sample Rate to:	Project 👻
🥑 Convert Audio Sample Bit Depth to:	Project 💌
🥏 Convert Audio File Format to:	Project 💌
Media Destinations:	Project Y
Audio: Embedded in AAF	
Save As	Save Cancel

- 6. Check "USE MARKS"
- 7. Check "USE TRACKS"
- 8. UN Check "Include All Video Track in Sequence"
- 9. Check "Include All <u>Audio</u> Track in Sequence"
- 10. In the <u>Audio Details Tab</u>, under "Export Method", Choose :"Consolidate Media" from the drop down list
- 11.Set handles to 120 frames
- 12. Check "Include Rendered Audio Effects"
- 13. Check "Render All Audio Effects"
- 14. UN Check "Add Audio Mixdown Track(s)
- 15. Check Convert Audio Sample Rate to "Project"
- 16. Check Convert Audio Sample Bit Depth to "Project"

- 17. Confirm Checked Convert Audio File Format to "Project"
- 18. Media Destinations: Audio: Select "Embedded in AAF"
- 19. Click "SAVE"
- 20. Name File and Save File!