

**DRAFT**

**Generating EDL's in Media Composer**  
**version 8.4 using the List Tool**

**Ver. 1 December, 8 2015**

**3 INTRODUCTION**

**4 COMPARING THE LIST TOOL AND THE EDL MANAGER**

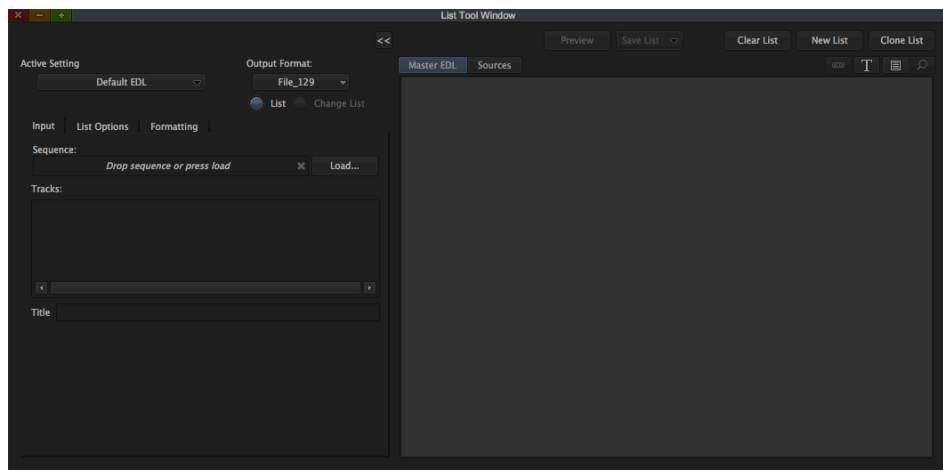
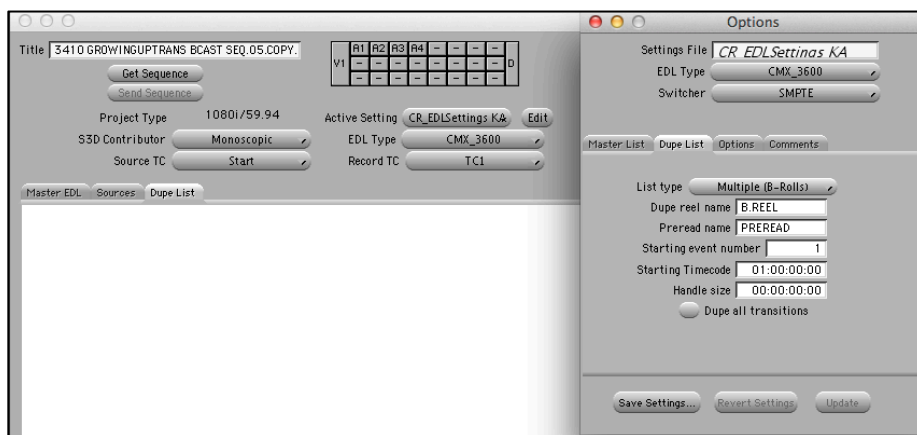
**6 GENERATING AN EDL USING THE LIST TOOL IN MC 8.4**

## Introduction

In Media Composer 8.4, the List Tool replaces the EDL Manager. For the most part, the two are similar. The List Tool can still be found in the Output menu, but rather than launching an external application to generate the EDL, it opens within Media Composer. This creates a smoother workflow.

The process to generate an EDL is generally the same. The new features make the process a little easier, and although there are some differences in how the options are worded, and that they are found in different menus than in the EDL manager, there are more options and the tool is a lot more streamlined.

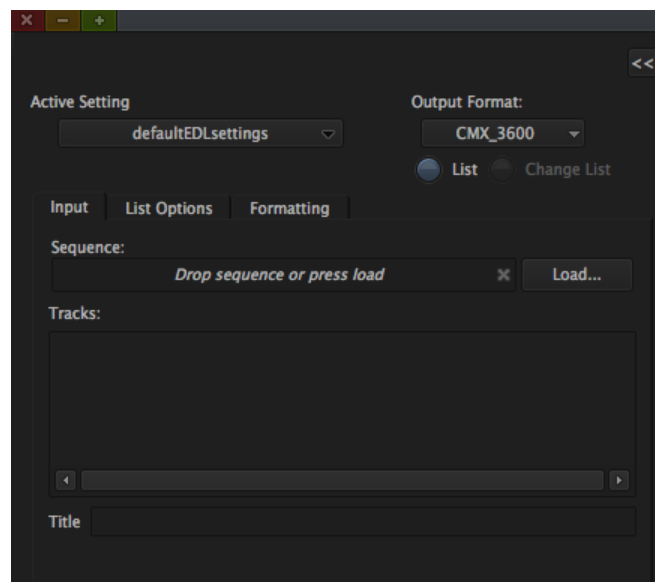
Side by side you'll notice immediately that the List Tool is only one window with menus and a preview display area whereas the EDL Manager was spread across several windows.



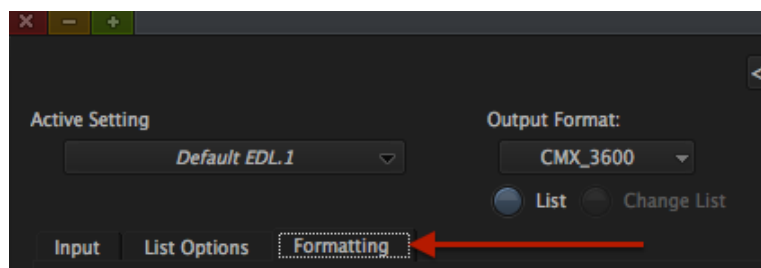
## Comparing and Contrasting the List Tool and the EDL Manager

The following is a breakdown of some of the glaring differences between the two methods of generating the EDL that could confuse people when we upgrade to MC 8.4.

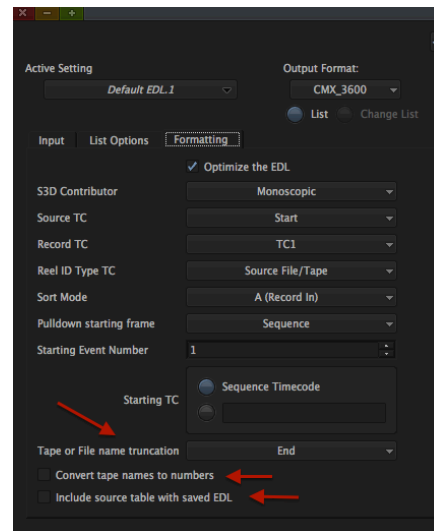
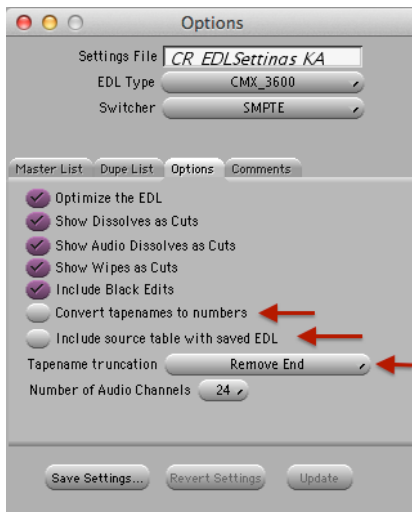
The Input menu is simplified. The repetitive options of the EDL Manager have been relocated. It contains your sequence options, what tracks you want, and the ability to edit the title of your EDL. A lot of the options you're used to seeing have been relocated in order to make the tool more streamlined.



The "Master List" menu from the EDL Manager goes away and its options are now found in the Formatting menu. The pull-down menus you would normally find among the input menu in the EDL Manager, "S3d Contributor," "Source TC" and "Record TC" are found in the "Formatting" menu.

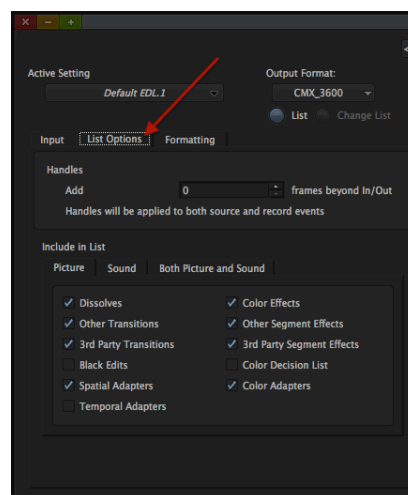


Some of the check-box options are found in different places on the List Tool as well. If you're used to the EDL Manager app, you'll want to take note of where things are. The check-boxes for "Convert Tape Names to Numbers," "Include Source Table with saved EDL." and the pull-down menu for "Tape or File name truncation" are not found in the List Options, but within the Formatting menu.



The Options Menu is now labeled as "List Options." Within here, you have the new option to add handles to the events. You will also notice there are more check-box options of what you're able to include in your EDL.

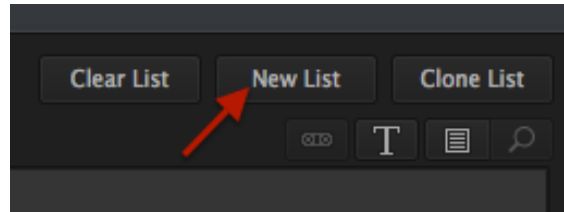
Most of the options traditionally used to generate EDL's are found under the "Picture" submenu. New options include "Spatial Adapters," "Temporal Adapters," and "Other Segment Effects." There are also two other submenus within the List Options menu. "Sound" and "Both Picture and Sound." All of the options you would find in the Comments menu of the old EDL Manager are now spread amongst these



two submenus.

**Tip:** The names of these submenus could throw you off, so it might be better to think of the three submenus as Video, Audio, and Comments respectively.

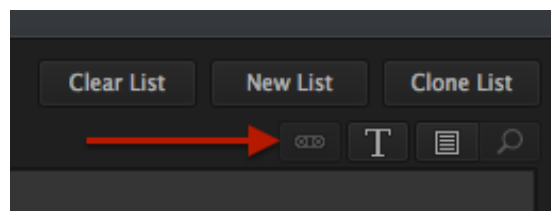
Possibly the best features for the List Tool are its preview functions. Modifying, updating, and customizing your EDL is now easier and less time consuming.



If you want to make multiple EDL's at once, you can select "New" and a new, blank List Tool window will open without modifying anything you already created.

If you select "Clone," a new List Tool window will open and generate an EDL identical to what you currently have made.

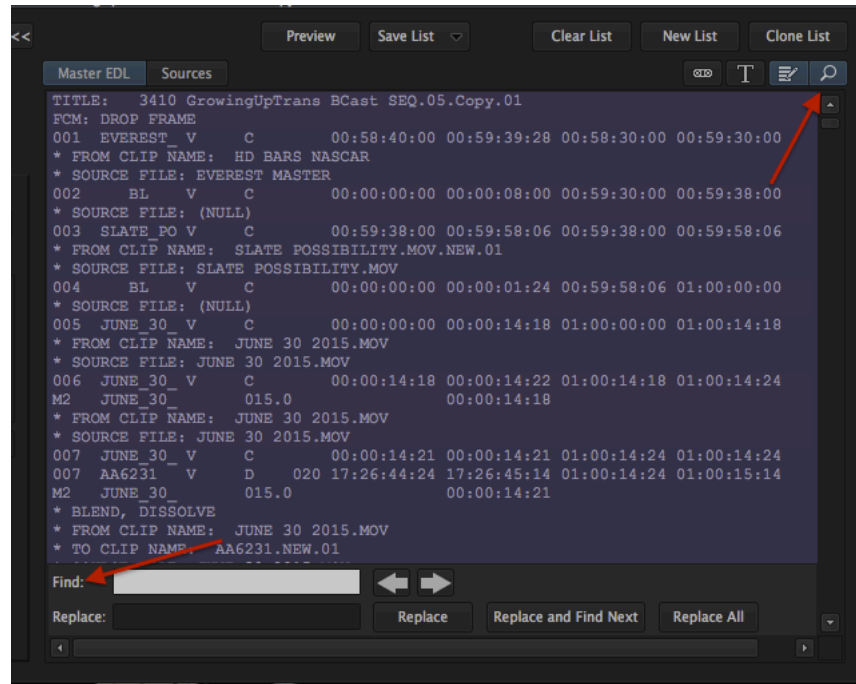
Clicking the tape icon so it ignites in green syncs the EDL with the sequence. If you select a Record Event within the EDL Preview, you'll notice the cursor in the timeline will jump to the timecode in the sequence for which that clip is seen. The cool part of this function is how it works both ways. You can also select a point in the sequence, and your List Tool will jump to that Record Event in your preview EDL.



Next to that is the Text tool that allows you to change the font size of your EDL.

To the right of the Text tool, you will find icon that looks like a piece of paper with a list on it. This activates Edit Mode and allows you to modify the EDL manually.

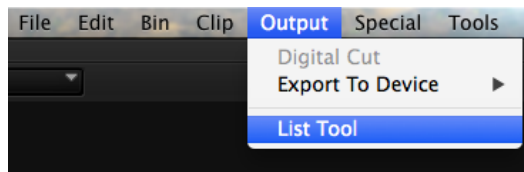
Lastly, all the way to the right there is a button with a magnifying glass for an icon. This icon is grayed out until you activate Edit Mode. When it edit mode and turning on the search feature, it allows for basic find, and find and replace functions for easily editing the proper portions of the EDL.



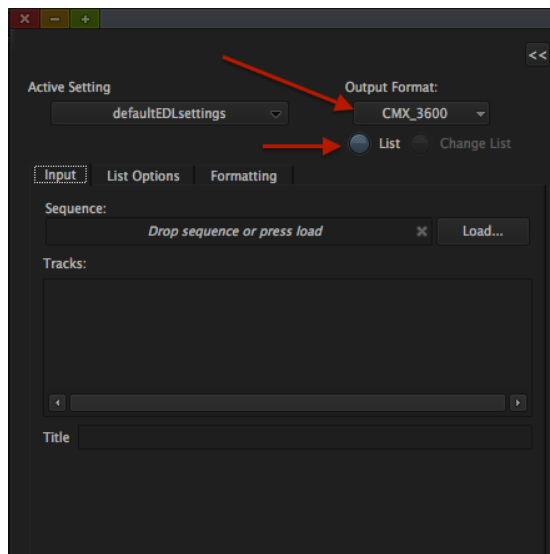
## Generating an EDL using the List Tool in Media Composer 8.4

*Note: These directions were written for how Frontline and the Outpost generates EDL's. If you notice your options differ from the ones outlined above, or that your EDL doesn't look the same as it normally does when using the EDL Manager, you may want to investigate the specific way you should deliver EDL's.*

1. Verify the workspace where the sequence lives is mounted. Launch the Media Composer and your project.
2. Navigate to the Output menu and select List Tool.



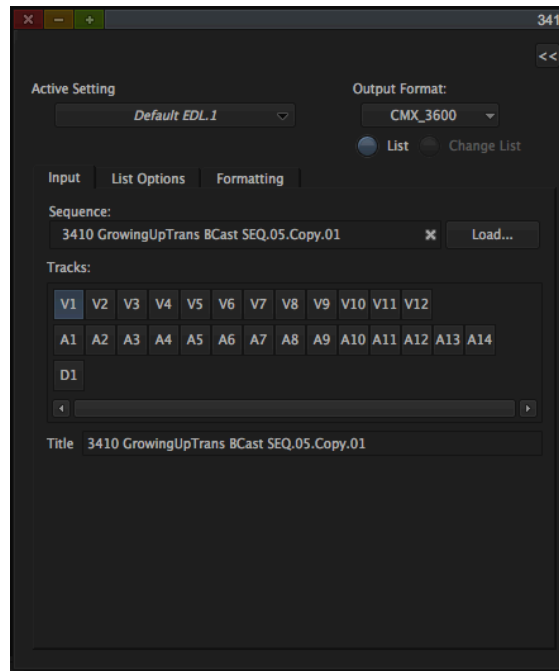
3. Set your Output Format at the top of the List Tool to CMX\_3600. Below the output format pull-down menu, verify you have "List" selected, not "Change List."





4. Now go to the Input menu. From here you can drag your sequence into the “Drag sequence or press load” box, or if your sequence is already loaded in your timeline, press “Load.”

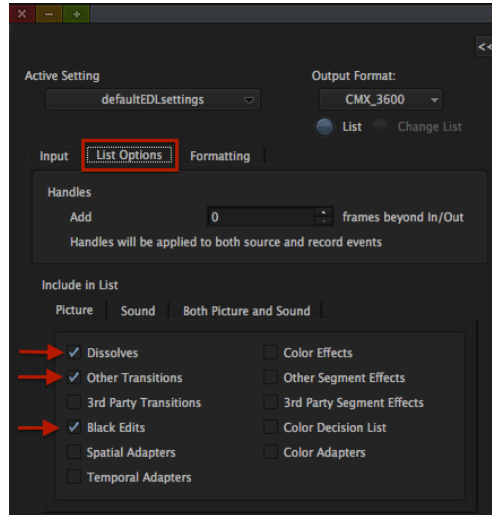
Once you have loaded your sequence into the tool, a list of the tracks will populate the field below the Load button.



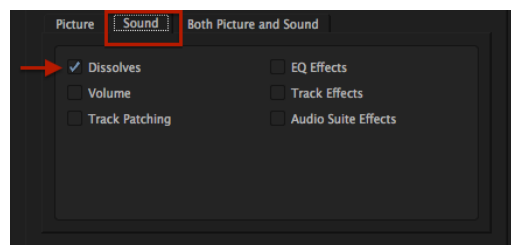
5. Select the track(s) you want to include in the EDL.

**Tip:** you don't have to select or deselect them individually. If you press your cursor down and lasso =the tracks it will toggle multiple tracks on or off as you please.

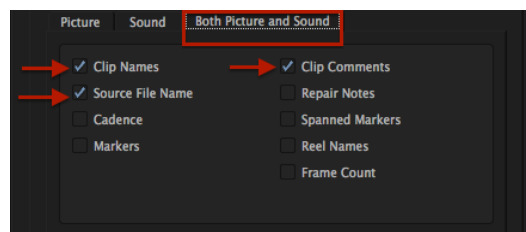
6. Go to the List Options menu. In the Picture submenu, select “Dissolves,” “Other Transitions” and “Black Edits.” These are your “Show Dissolves As Cuts,” “Show Wipes as Cuts” and “Include Black Edits” from the EDL Manager. Uncheck all the other Picture options (unless, of course, you would like to include them in your EDL, but if you’re delivering to Archives, this may cause issues when importing into an FileMaker database template).



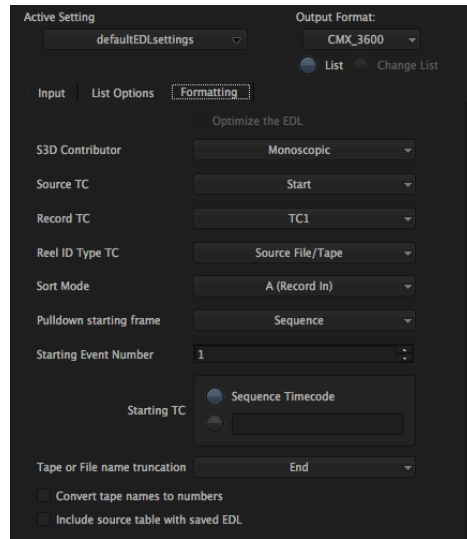
7. In the Sound submenu select Dissolves. This is your “Show Audio Dissolves as Cuts” option.



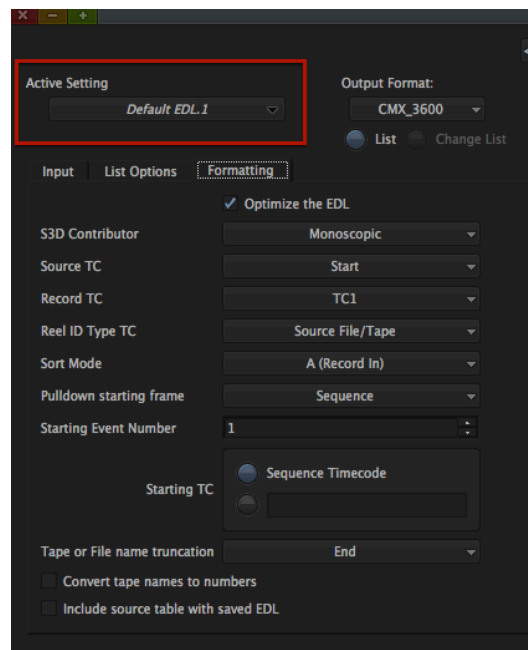
8. Within the Both Picture and Sound submenu, Select “Clip Names,” “Source File Name” and “Clip Comments.” These are your options normally found under the “Comments” menu of the old EDL Manager. Verify that all your options are correct.



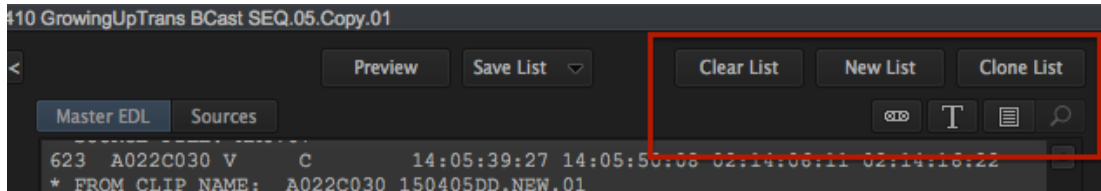
8. Next, find the Formatting Menu. The default settings for this should already match your EDL Manager settings, but just verify that S3D Contributor is set to Monoscopic, Source TC is set to Start, Record TC is set to TC1, Reel ID Type TC is Source File/Tape, Sort Mode set to A (Record In), Pulldown Starting frame is Sequence, Starting Event Number is 1, and your Starting Timecode has the Sequence Timecode button selected. Match against the settings depicted below.



9. Take a second to run through the menus again and verify that your settings are all correct. I recommend going up to the Active Setting pull-down menu and selecting "Save As," and making a unique name for these settings. That way you have a template for your preferred EDL settings to save time in the future.



8. At the top of the List Tool Window find the “Preview” button. This generates your EDL. In List Tool, you can easily edit the EDL manually, if you should need to using the tools in the upper right hand corner of the tool.



A description of these functions and examples of possible uses can be found on page 6 of this writeup.

11. Go through your EDL preview, verify that it generated properly. Then go to “Save List” and select “ To one file.” The familiar Save dialogue will open. Name it how you would normally name your EDL Deliverable and change the file extension to .txt rather than .EDL.

12. Save/Export your file.