

BWF workflow on Lightworks Touch V1.6 and Higher.



This document was done with Cantar V1.29 and Touch V2.0

Content:

- 1. IMPORT**
- 2. AUTO-SYNC**
- 3. EDIT**
- 4. EXPORT**
 - a. CMX path
 - b. OMF path

1. IMPORT BWF

Generalities:

BWF is actually a standard for Audio disk recorder: Aaton, Fostex, Hhb and Zaxcom uses this format.

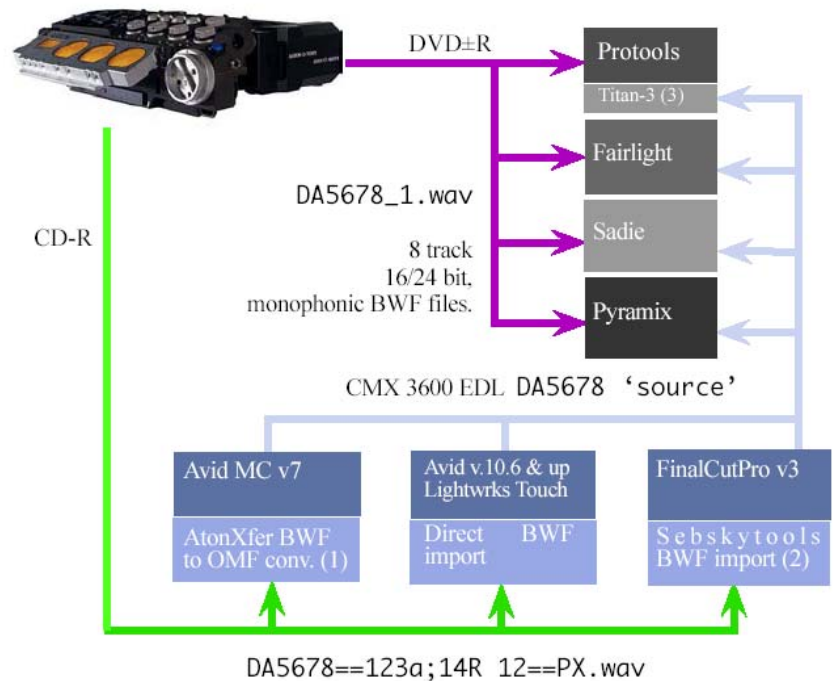
The issue with files is to be able to provide a complet and consistant post-procution chaine taking the best from this technology.

The use of multichannels forces to reconsider the direct use of all audio tracks. The mix-down is

actually the best compromize, even if NLE can handle multitracks picture editors are not happy with a shot draging 8 audio tracks.

See workflow in:

http://www.interlab-net.com/docs/aaton/docs/Cantar/bwf_workflow.pdf



Physical procedures:

Connect the media containing Audio BWF files

Cantar direct:

- Unmount Cantar hard disk
- Plug the Firewire in the Touch
- Cantar disk should mount up and be visible under Windows

Note: if you are mounting FW drive for the fist time WinOS will ask for installing some drivers.

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In Lightworks touch:

Conventions:

LEFT CLICK is used to **activate**:

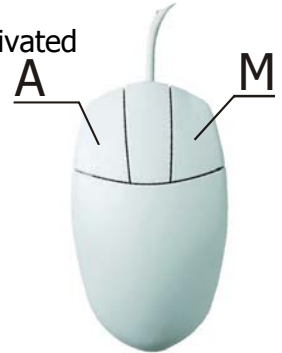
1. Place the mouse cursor over the object, button or command to be activated
2. Click and release the left mouse button

The Right Click = **MOVE** and Drag. The right-click is used to move an object

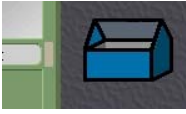
1. Place the mouse cursor over the object
2. Hold down the right mouse button
3. Move the mouse to drag the object into the desired position
4. Release the right mouse button

Right+Left click = **ACTION**

1. Place the mouse cursor over an object
2. Hold down the right mouse button and click with the left button

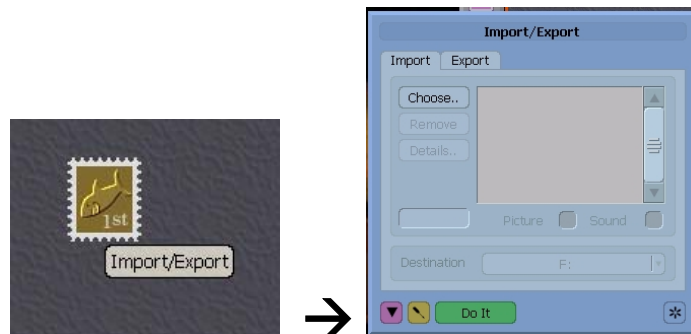


To perform an Action press **M** hold it + **A**

Get the toolbox and open it  →



Place on the STAMP TOOL (Import tool) over the workspace placing the Stamp over an edit or tiles and the Stamp will understand this as a wish of Export. By placing the Stamp over an Empty area, the Stamp will understand it as an IMPORT.



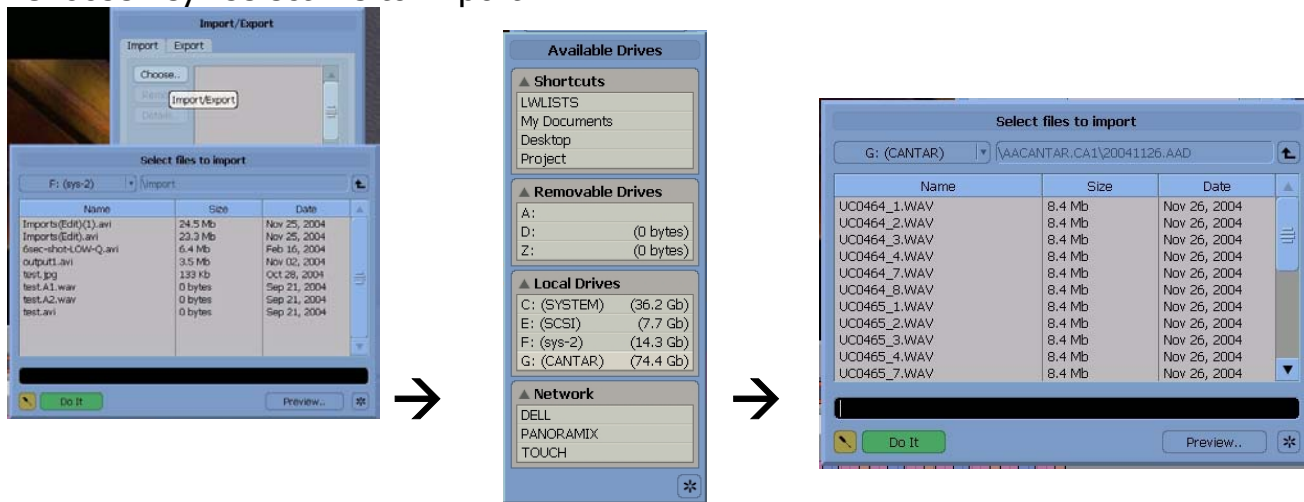
Open the Import tool by **CLICK RIGHT** and **HOLD + CLICK LEFT**

Search for the BWF Path, go to "Choose". Note that you do not need to tell the applications what type of import you wish to do, system will recognize importable medias, pictures, sequences, MP3, or any Waves BWF or others.

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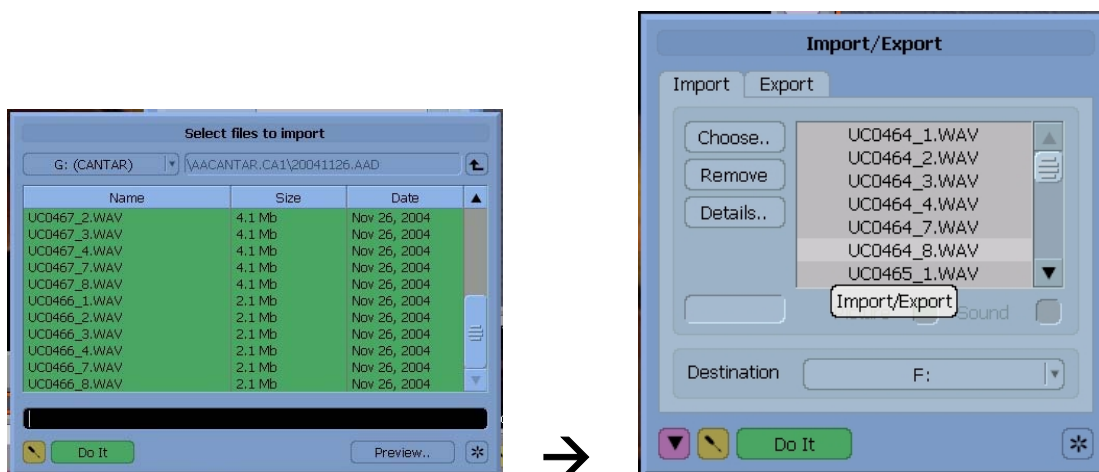
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“Choose key “select file to import””.

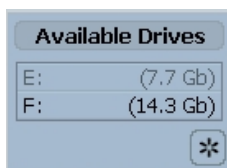


Hit in the upper left field “F: (sys-2)” this shows drive list and short cuts direct access. BWF Path, get to your Audio Materials

Once arrived to your expected Materials. Mouse click to Mark the First needed files hold “SHIFT” key go down to the last needed file and mouse click on it.



Selected Zone should get green. The hit “Do it”...

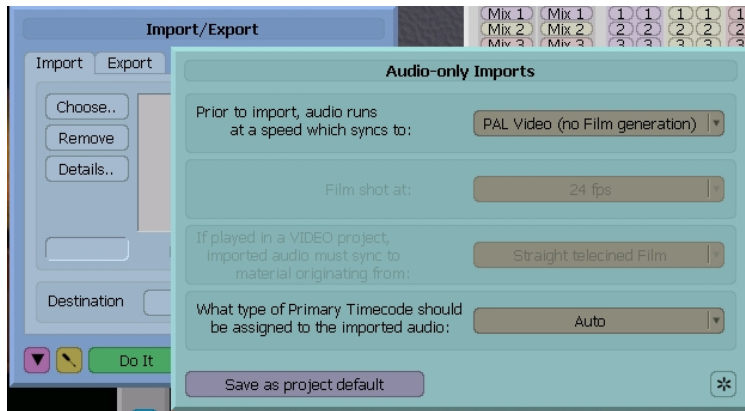


In this window you can remove some files see details set Target drive where to move medias “destination”

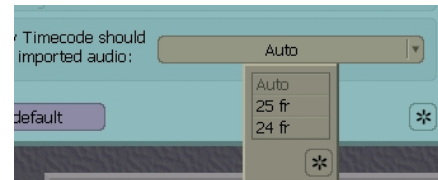
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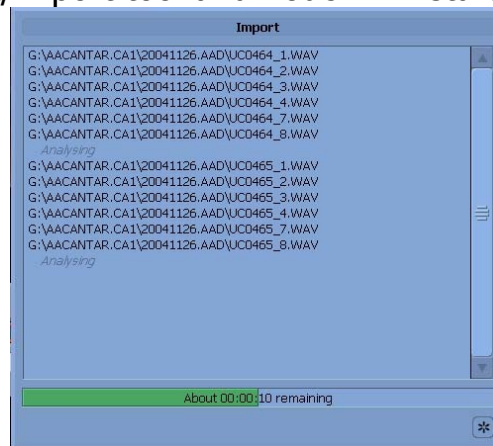
Every time you see  this screwdriver you can access to additional options.



Auto will check the frame rate in chunk field and will use it; you can also force it to run at a different speed.



Hit "DO IT" on the Import/Export tool and Touch will start analysis and Import.



As result you will get an Import database (Yellow).

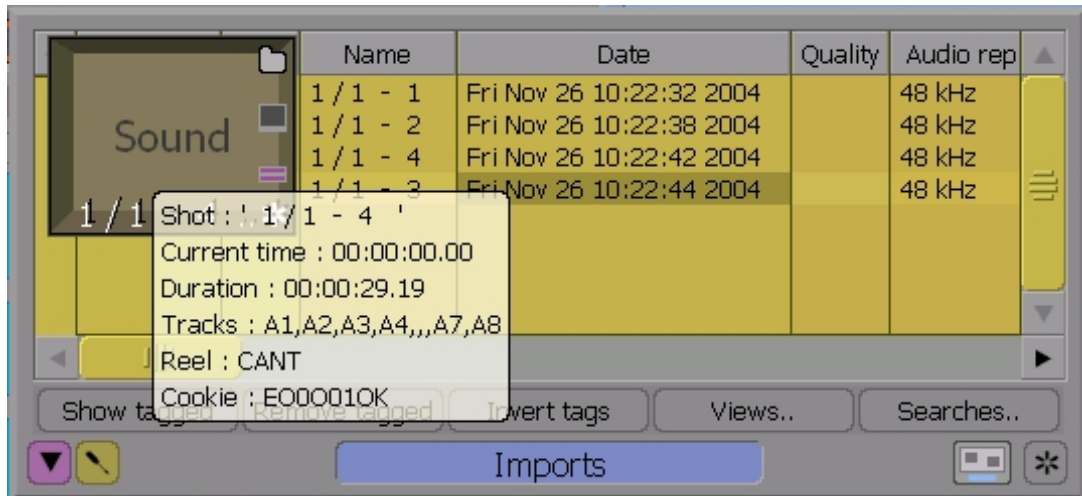
✓	Cookie	Type	Name	Date	Quality	Audio rep
	E0001NY	shot	1 / 1 - 1	Fri Nov 26 10:22:32 2004		48 kHz
	E0001O9	shot	1 / 1 - 2	Fri Nov 26 10:22:38 2004		48 kHz
	E0001OK	shot	1 / 1 - 4	Fri Nov 26 10:22:42 2004		48 kHz
	E0001OV	shot	1 / 1 - 3	Fri Nov 26 10:22:44 2004		48 kHz

Imports

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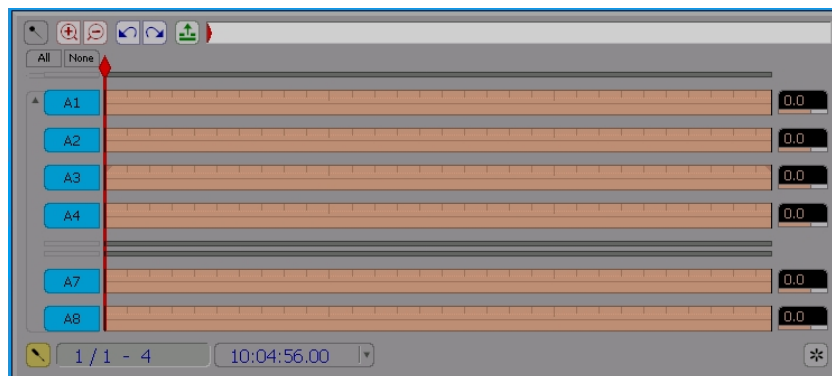
Touch accepts **ALL BWF FORMATS**; 16 or 24bits, Polyphonic or Monophonic BWF. After analysis entries having the same file name and TC are GROUPED together under ONE virtual shot.



At any time, mouse clicking (**Right + hold then Left**) in Database entry will pop out the corresponding tile that can be played by touching "Play" on the console.

You can also enlarge the Viewer (click on the grey monitor located on the left side to the "d" of "sound").

To get access to the TIMELINE click on the Pink icon... And you will get this.



Multi-tracks or Mix down this is not making much difference to import, track group, auto-sync, edit and, EDL or Export processes.

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Relevant information are extracted from BWF Chunks and inserted in Touch. All these information are at the Editor's disposal to perform search with the File card. Note that Native BWF name is stored as well as original path but at the Import audio file is renamed to Cookie name to meet Lightworks Touch ED5 architecture

2. AUTO-SYNC

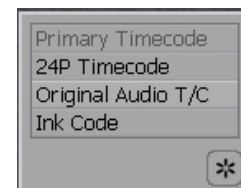
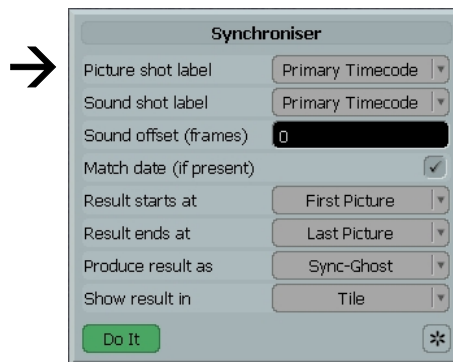
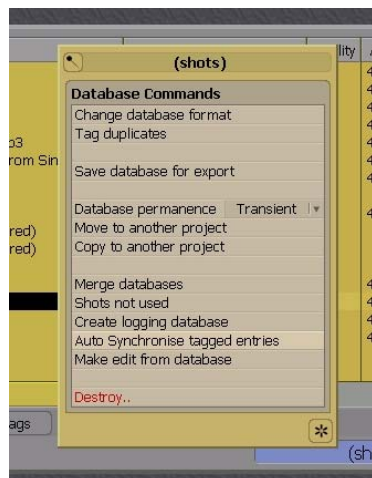
Lightworks Auto-sync supposes that Audio media and Picture media are sharing the same Date and Time stamp. Auto-sync will work only if at least the TIME stamp is identical.

Bring Audio and picture of the same shooting session in one database; this can be done by merging two databases or via the search card.

Cookie	Type	Name	Date	Quality	Audio replay rate	Tracks	Start Time	End Time	Duration	Reel
✓ E00001NY	shot	1 / 1 - 1	Fri Nov 26 10:22:32 2004	48 kHz		A1,A2,A3,A4,,,A7,A8	10:02:32.00	10:03:32.22	00:01:00.22	CANT
✓ E00001O9	shot	1 / 1 - 2	Fri Nov 26 10:22:38 2004	48 kHz		A1,A2,A3,A4,,,A7,A8	10:03:38.00	10:04:39.06	00:01:01.06	CANT
✓ E00001OV	shot	1 / 1 - 3	Fri Nov 26 10:22:44 2004	48 kHz		A1,A2,A3,A4,,,A7,A8	10:04:39.00	10:04:53.05	00:00:14.05	CANT
✓ E00001CK	shot	1 / 1 - 4	Fri Nov 26 10:22:42 2004	48 kHz		A1,A2,A3,A4,,,A7,A8	10:04:56.00	10:05:25.19	00:00:29.19	CANT
✓ E00001LE	shot	02 - Caribbean Blue.mp3	Tue Nov 02 17:15:30 2004	44.1 kHz		A1,A2	00:00:00.00	00:03:59.11	00:03:59.11	E00001LE
✓ E00001LC	shot	03 - How Can I Keep From Singing.mp3	Tue Nov 02 17:14:58 2004	44.1 kHz		A1,A2	00:00:00.00	00:04:25.13	00:04:25.13	E00001LC
✓ E00001LD	shot	05 - Angeles.mp3	Tue Nov 02 17:15:14 2004	44.1 kHz		A1,A2	00:00:00.00	00:04:01.03	00:04:01.03	E00001LD
✓ E00001N6	shot	6sec-shot-LOW-Q.avi	Mon Nov 15 21:06:39 2004			V1	00:00:00.00	00:00:06.00	00:00:06.00	*LW*
✓ E00001LF	shot	10 - Marble Halls.mp3	Tue Nov 02 17:15:46 2004	44.1 kHz		A1,A2	00:00:00.00	00:03:54.22	00:03:54.22	E00001LF
✓ E00001NB	shot	LW RGB Adjust (Rendered)	Mon Nov 15 21:11:06 2004			V1	00:00:00.00	00:00:01.19	00:00:01.19	*LW*
✓ E00001ND	shot	LW RGB Adjust (Rendered)	Thu Nov 25 17:07:24 2004			V1	00:00:00.00	00:00:01.19	00:00:01.19	*LW*
✓ E00001N7	shot	output1.avi	Mon Nov 15 21:06:45 2004			V1	00:00:00.00	00:00:01.05	00:00:01.05	*LW*
✓ E00001K9	shot	Reel 12	Fri Oct 29 13:52:09 2004	10	48 kHz	V1 A1,A2	14:07:41.00	14:07:52.06	00:00:11.06	12
✓ E00001KB	shot	Reel 12 (1)	Fri Oct 29 13:52:28 2004	10	48 kHz	V1 A1,A2	14:07:51.18	14:08:27.17	00:00:35.24	12
✓ E00001KC	shot	Reel 12 (2)	Fri Oct 29 13:53:13 2004	10	48 kHz	V1 A1,A2	14:07:50.14	14:08:14.03	00:00:23.14	12
✓ E00001LP	shot	Reel 12 (7)	Wed Nov 03 19:19:35 2004	30	48 kHz	V1 A1,A2	14:08:18.08	14:08:25.10	00:00:07.02	
✓ E00001L9	shot	Squash (Rendered)	Tue Nov 02 11:57:28 2004			V1	00:00:00.00	00:00:11.07	00:00:11.07	*LW*



Click on the DB screwdriver and you get the DB Menu, select the Auto Sync...



...Auto Sync allows you to sync on requested labels, some options can be set but the main are Picture & audio

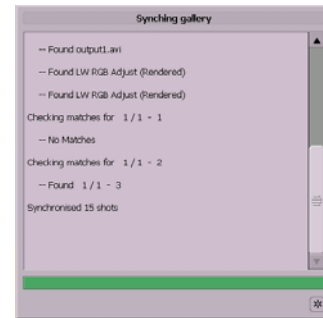
Label to sync from and "Match date".

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Hit  and a process report will show up. →

Shortly after one or several galleries will show up on the desk



✓	Cookie	Type	Name	Date
	E00001P6	ghost	Reel 12 (7)(sync)	Fri Nov 26 12:16:11 2004
	E00001PE	ghost	LW RGB Adjust (Rendered)(sync)	Fri Nov 26 12:16:11 2004
	E00001PF	ghost	1 / 1 - 3 (sync)	Fri Nov 26 12:16:11 2004

Show tagged Remove tagged Invert tags Views.. Searches..

▼ Sync : (shots)

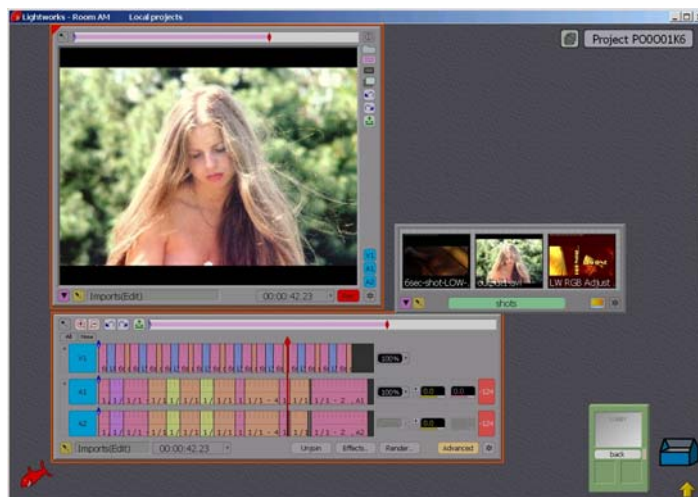
These items are called "Ghosts" because they do not exist as physical material; they are assembled from picture and audio materials. In the Touch you can treat them just like real shots but in fact Ghost are pointing to several shots.

Note: It is possible to create ghosts shots (Video+audio in sync) even if there is no time code, then it become a manual process syncing on clap. Refer to the manual for details.

3. EDITING

Editing process is transparent using Shots, ghosts or edits as sources. The editor should not worry about any special item.

Happy



editing...

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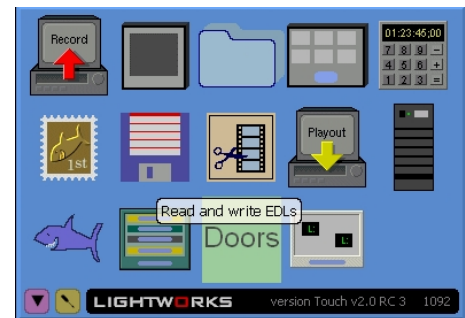
4. EXPORT

Many possible paths can be taken. We assume that you are using mix-down. Two options are possible; export via EDL under CMX format or OMF logs only.

4.a. CMX Case



Get from the toolbox the floppy disk tool. →



Bring it over the edit you wish to treat



You will get this... →

Open the EDL tool
(CLICK RIGHT and HOLD + CLICK LEFT)



Chose **CMX format** and **deactivate VIDEO** Channel

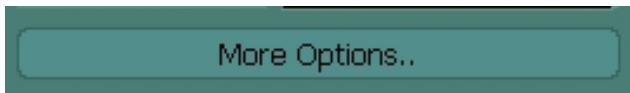


Other options are setting destination and other parameters, if you need to know more about it, refer to the user manual of the Touch.

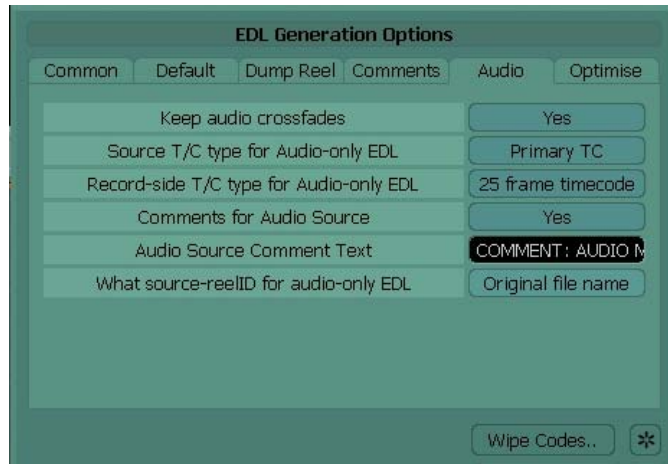
Once video channel is deactivated press

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Move from “Common” to “Audio”



In the last field you need to tell what is the relevant label, in our case we care for the **ORIGINAL FILE NAME**. So switch to it. Close this window.

Then, you will get back to this



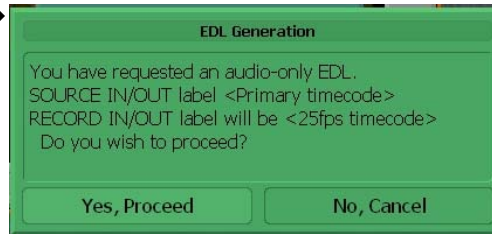
→ Just...



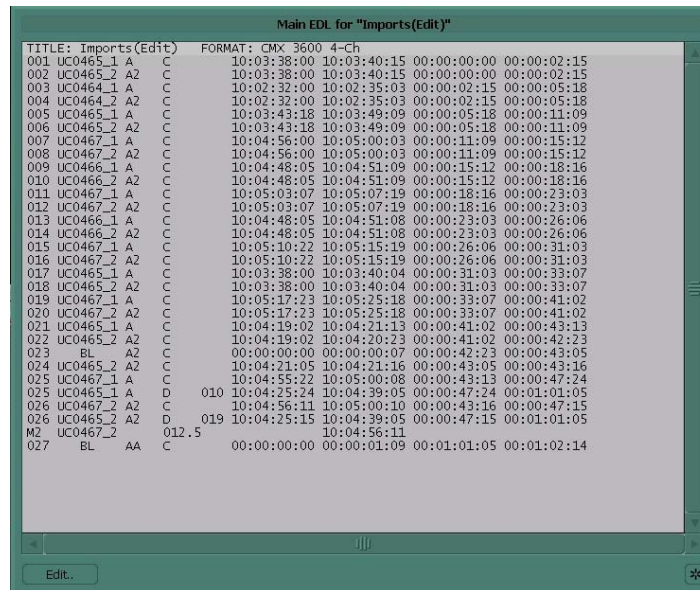
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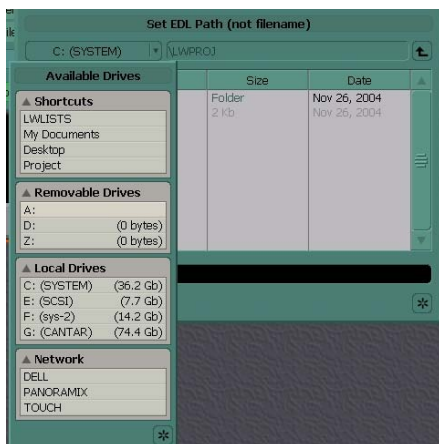
A summary window will pop-out to tell you what are your preferences system will use to render the EDL →



You can view it...



To write it on a floppy, disk or send on a networks drive



Just





... This path is proven and works, a number of Films and TV series was shot and edited by using this path. Pyramix (www.merqing.com) or Protools (you need the Titan plugging to auto conform and link tracks) Refer for details to: <http://soft.aaton.com/manuals/the-post-chain.pdf>

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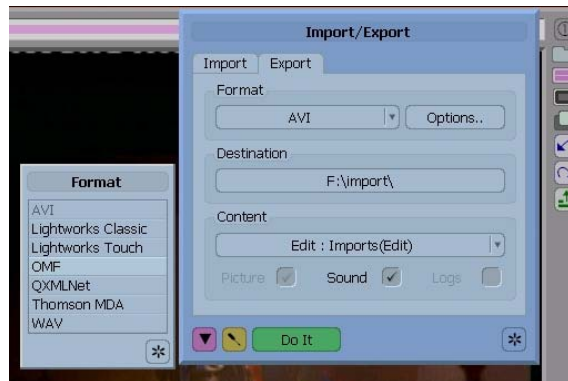
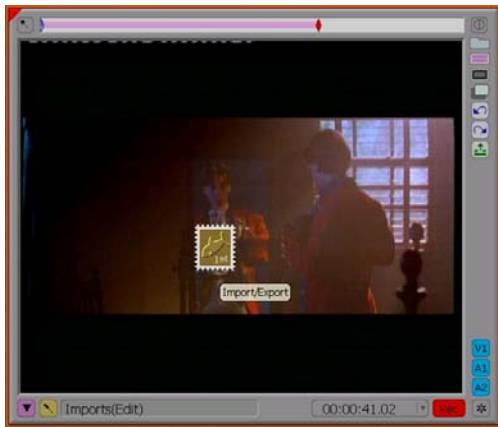
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4.b. OMF Case

This path was tested with Windows based Protools V6 and MacOS Version 5.
(Note that on V6. for Mac there are some issues)

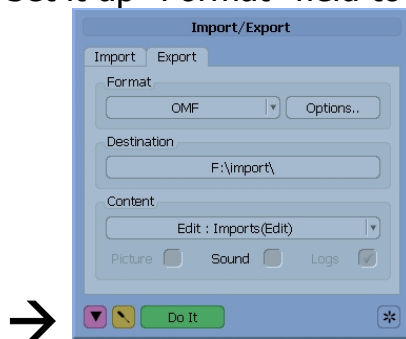
Instead of using the Bleu disk pull from toolbox  the Import/export tool  (Stamp)

Place it over the Edit.



(CLICK RIGHT - HOLD + CLICK LEFT)

Set it up "Format" field to OMF de-check "Sound" set your export path.



"Options" field will give you fine tweaking

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Note and comments:

http://www.interlab-net.com/docs/aaton/docs/Cantar/majax_leaflet.pdf

http://www.interlab-net.com/docs/aaton/docs/Cantar/bwf_workflow.pdf

http://www.interlab-net.com/docs/aaton/docs/indaw/bwf_autosync_with_indaw.pdf

http://www.interlab-net.com/docs/lightworks/lw_user%20doc/Vox-Touch/Film%20Guide.book.pdf