

Final Cut Pro Online Requirements

1. Project file/ EDL

- Copy of project file if cut in Final Cut Pro
- CMX3600 EDL exported from cut project in Final frame rate either in Mac readable disk or firewire drive.
- Print out of final EDL

*The project will be onlined in Final Cut Pro 6 so any elements that are specific to the program they are cut in (i.e. transitions, effects etc.) need to be able to transfer over to FCP 6- anything that doesn't will result in extra conforming time.

2. Source Elements

- Source tapes that match timecode in/out, reel number, frame rate referenced in EDL.

3. Offline Reference

- Offline reference of completed project that matches final EDL to verify cuts, transitions, frame accuracy, etc. Delivered as either QuickTime file on MAC readable firewire drive or digitizable tape (i.e. DVCAM) in same framerate as project.

4. Titles

- Titles Created in Final Cut Pro: Use pre-created FCP generated titles on its own layer.
- Third Party Software: Create a quicktime with alpha channel, matching codec and time code.

5. Sound

- Delivered as AIFF file with 2-pop and frame rate that matches final EDL.

***All projects will require a 24 hour period before online to evaluate elements and time required for online.**

All onlines will be performed in the fastest possible time. If any serious problems arise that cannot be immediately resolved, the session will be stopped until the problems can be resolved. You will be notified as to the particular problem. A detailed **PROBLEM LOG** will be sent to you documenting any problems and the additional costs involved.

