

Automatic Duck Media Copy User Guide

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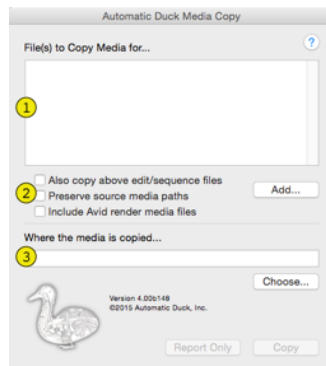
About Media Copy

Media Copy copies the media files referenced by video project files from Avid and Final Cut Pro. It supports processing multiple project files at once.

Supported Formats:

- Avid
 - Avid OMF 2.0 files
 - Avid AAF files
 - Avid project* (.avp)
 - Avid bin* (.avb)
- Final Cut Pro 7 or older
 - XML
- Final Cut Pro X 10.1.2 and newer
 - FCPXML

Using Media Copy



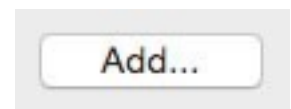
Media Copy reads your AAF/OMF/XML export and finds all of the media it references. Then it copies those media files— in their entirety— to the specified folder.

The application consists of three sections:

1. The top section of the dialog has a field that lists the AVB*, AVP*, AAF, OMF, XML or FCPXML files for which you want to copy the media for.
2. A few options, described in more detail below.
3. The location to where all the media files will be copied.

Choosing source files

Add your source AVB*, AVP*, AAF, OMF, FCP7 XML or FCPX XML files to the source list in the top section of the window by clicking the Add... button then navigating to the file(s) you wish to choose or by dragging the files into the **File(s) to Copy Media for...** box..



You can remove files in the **File(s) to Copy Media for...** box by selecting the items to remove and pressing delete on your keyboard.

If you add multiple source files, *Media Copy* will organize the copied media in the destination folder into folders based on the source files' base names.

A couple of options

Also copy above edit/sequence files

Imagine this scenario: You have your XML file from Final Cut Pro and you're ready to run over to your colleague's place who will import the XML and media into After Effects. You're excited and in a hurry. You plug in your USB drive. You launch Media Copy, you drag in the XML file and specify the USB drive as the destination. Your media copies then you eject the drive and travel a great distance to meet with your friend. How bummed are you going to be when you realize you forgot to also copy the XML file onto the drive? Well this option aims to prevent that. Enable **Also copy above edit/sequence files** and the AAF, OMF, XML or FCPXML files that you use as your sources will also be copied to the destination folder.

Preserve source media paths

The second option tells *Media Copy* to organize your media files inside your destination folder in the same way the files originally were on your system. For example, let's say a Final Cut media file called "CU bunny.mov" was originally stored in "/Volumes/RAID2/Final Cut Pro Documents/Capture Scratch/BunnyHeroes" and you set *Media Copy's* destination to be "/Volumes/G-Drive Mini". With this option turned off the media file would be copied to the root of the G-Drive Mini drive, as would every other media file *Media Copy* copied. With this option turned on, the "CU bunny.mov" file would be stored in "/Volumes/G-Drive mini/Final Cut Pro Documents/Capture Scratch/BunnyHeroes". Avid media files would be copied to "/Volumes/G-Drive mini/OMFI MediaFiles" or "/Volumes/G-Drive mini/Avid MediaFiles/MXF/1". You get the idea.

Camera card filesets from **RED**, **Panasonic P2**, **Canon ACVHD**, and **Sony XDCAM** cameras will only be copied if this option is enabled. The HTML log will provide appropriate warnings if camera fileset components were NOT copied. Referenced media files will be copied regardless. Unreferenced media files in the camera card will be noted "Unreferenced".

If this option is NOT asserted, then camera files - in particular, the meta data files - will NOT get copied. The *Media Copy* destination in this case will not contain a valid copy of the camera card.

Include Avid render media files

If you're copying the media associated with an Avid AAF or OMF file you might also want the precompute render media referenced by the sequence as well. If you enable this option *Media Copy* will add the render media files to the list of what is to be copied. This option has no impact on XML or FCPXML files from Final Cut Pro.

Select your destination

A rectangular button with rounded corners and a light gray background, containing the text "Choose..." in a dark gray font.

Choose the destination to where *Media Copy* is going to copy the media files associated with the processed AAF, OMF, XML or FCPXML file(s). Click the Choose... button and then navigate to the destination folder or drag the destination folder into the destination field from the Finder or Windows Explorer.

You should quit your Avid editing application during the copy if you choose the root of a drive and you turn on Preserve source media paths. Otherwise the Avid may constantly notice the changes to the media folder and may frequently run a scan on the directories.

Do not select a write-protected volume such as a CD-ROM or any other location you don't have permission to write to, not only will the copy fail but the plug-in won't be able to generate the HTML log to explain what the error was.

Click Copy

After you have provided *Media Copy* with the source file(s) that reference your media files and you have specified a destination, you can press the Copy button to start copying your media.

HTML report

When *Media Copy* is finished processing and copying your files it will write a report as an HTML file that you can view in your web browser.

When you have "Preserve source media paths" enabled the Destination Path column in the HTML report shows the path the file is stored in relative to the selected Destination folder.

The HTML report file is saved in the Destination folder.

Report only

Press the "Report Only" button to only to generate the HTML log file rather than copy all of the source media. This is useful to get an idea of where media is located, and the total amount of space required for the copied media.

What Automatic Duck Media Copy doesn't do

Media Copy does not rewrite your AAF, OMF or XML files with the new media paths after the files are copied. The source files will still have the original media paths.

Media Copy does not trim or consolidate or otherwise reduce your footage, it copies the entire file that your AAF, OMF or XML points to.

Media Copy does not transcode or convert your footage. The media files are copied, which means the files that are written are exactly the same as the files that are read.

Preserved source paths and ".fcpbundle"

Many times media used by FCPX is stored inside a Final Cut Pro library bundle. A bundle is a special kind of folder that the Finder displays as a file. If, in the finder, you double-click a "file" with a .fcpbundle extension, FCP opens the library. If *Media Copy* creates a folder to store your copied media and uses ".fcpbundle" in the name, the Finder will get confused and think it is a Final Cut Pro library bundle. But the copy made by *Media Copy* is not a complete FCPX library.

To eliminate confusion for the Finder, *Media Copy* changes the name of the ".fcpbundle" element of the path to be "_fcpbundle".

Preserved source paths and Camera Memory Cards

Solid-state drives (SSDs) supporting **RED**, **Panasonic P2**, **XDCAM HD** and **EX**, and **AVCHD** cameras are supported. But to preserve the memory card file structure with all of its media files and metadata files, the *Media Copy* user **must** assert the UI option **Preserve source media paths** (see above). If that option is not selected, the HTML log will tag the extra camera media files with "Associated camera fileset NOT copied" notes.

***Notes about AVB reading**

Avid bin files do not actually contain the path to media files, they rely on information in the Avid media database files. If you try to use an Avid bin with *Media Copy* but the media is not in the original MediaFiles folder with the database files that point to that media, *Media Copy* may not be able to determine the needed media.

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