Transcode your source media using a DNxHD or DNxHR codec to:

- OP1a MXFs
- OP-Atom MXFs

#### Transcoding to OP1a MXFs?

- EditReady by Hedge (Fast and easy)
- DaVinci Resolve by Blackmagic Design (Fast and free but complex)
- Adobe Media Encoder (Slower but easier)

#### Transcoding to OP-Atom MXFs?

- EditReady by Hedge (Fast and easy)
- Shutter Encoder (Fast, a bit complex, but free)
- DaVinci Resolve by Blackmagic Design (Fast and free but complex)

Drag and drop your transcoded MXFs into one of these special folders Media Composer recognizes as a Managed Media folder.



#### Drag and drop OP1a MXFs here for:

- One Player /(Name of Volume)/Avid MediaFiles/ UME/(N)
- Multiplayer /(Name of Volume)/Avid MediaFiles/ UME/(Someones Computer).(N)



<sup>\*</sup> Use forward slashes (/) in macOS and back slashes (\) in Windows.

#### Drag and drop OP-Atom MXFs here for:

- One Player /(Name of Volume)/Avid MediaFiles/ MXF/(N)
- Multiplayer /(Name of Volume)/Avid MediaFiles/ MXF/(Someones Computer).(N)



<sup>\*</sup> Use forward slashes (/) in macOS and back slashes (\) in Windows.

Launch Media Composer, create/open a new Project, then drag-and-drop the MDB file from one of those Managed Media folders to a Bin.

Done!



# Bonus: Creating *Bins*Outside of Avid Media Composer

Use RAV-bot's Avid Bin Generator to create Bins with custom names outside of Media Composer, then fill those Bins with your Clips using the previous steps.

Details and more bonus material is available under *Articles*.

### Did you get this far?

### You need me.

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