



eMAM Panel for Adobe Premiere Pro

User Guide

Version 6.0

Sept 2025

Notice

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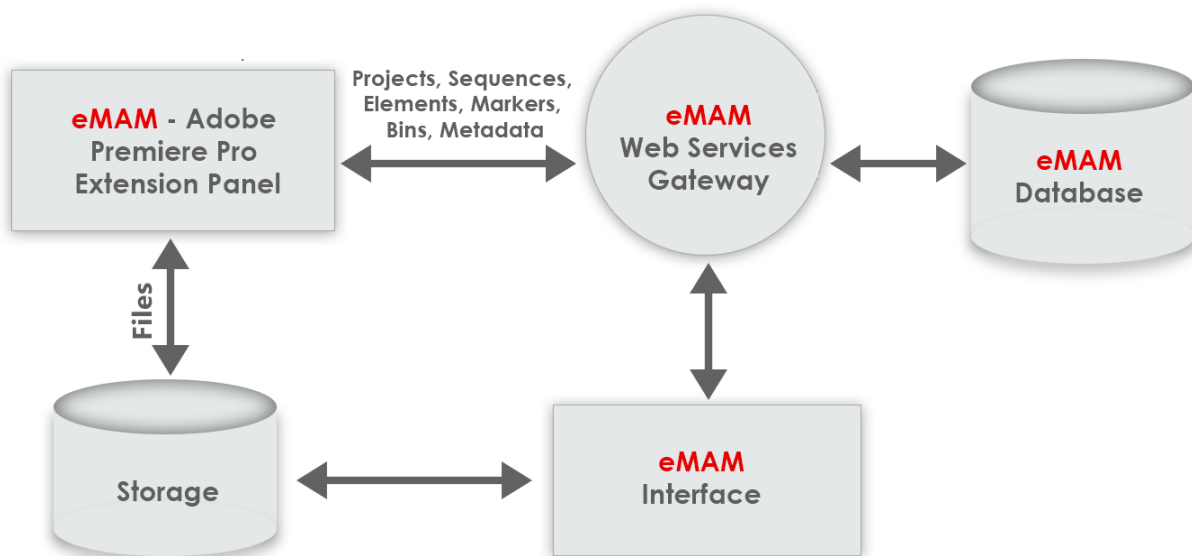
ADOBE PREMIERE PRO VERSION 145

GET HELP 145

Introduction

eMAM is a powerful and flexible media asset management platform which allows you to easily work with content from any location on any web browser. eMAM can integrate multiple workflows for a variety of different organizations. Adobe Premiere Pro CC is a powerful editing tool offering a rich feature set integrated with the entire Adobe product line for all video, audio and images requirements. This video editing software includes creative tools for color, graphics, and audio-everything you need to create original content for film, broadcast, web, and more.

Together, eMAM and Adobe Premiere Pro offer a seamless integration. You can access all your contents in the eMAM system using an extension panel within Adobe Premiere Pro, without leaving the editing desktop. eMAM tools can be used from a tablet or any web enabled device, anywhere, anytime, to review, annotate, mark, perform rough cuts, create projects and assign projects to editors. The combined strengths of the eMAM and Adobe Premiere Pro systems can power multiple workflows.



ADOBE PREMIERE PRO INTEGRATION WITH eMAM

eMAM with Adobe Premiere Pro CC is beneficial for editors, producers, and organizations as it offers:

1. Collaborative Editing
2. Project Management
3. Version Control
4. Permission and Security
5. Easy Access to the Content
6. Easy Archive and Restore
7. Easy and advanced search

With the built-in eMAM Panel in Premiere Pro, eMAM can now make editing an open process through its powerful media asset management tools. In a shared editing environment, multiple editors can work on the same Premiere Pro project from a shared centralized storage environment. eMAM manages content in such an environment and can now open up the editing and media management workflows for worldwide collaboration and flexible storage possibilities. The extension panel can now easily export projects from your desktop to eMAM projects, categories (folders), or individual assets. Beyond projects, eMAM can also manage project versions, bins, assets, and categories. Rough-cut, markers, project check-in, check-out, locking, and version tracking which streamlines collaboration and avoids conflicts. Premiere users (editors) can collaborate with eMAM users, who can access the system from any web browser.

Note: All eMAM panels for Adobe applications including eMAM panel for Adobe Premiere Pro are compatible with Adobe 2024/2025 updates.

Scope of this document

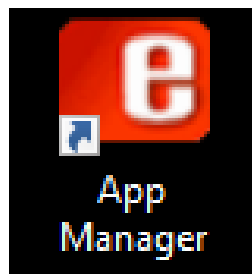
The scope of this document includes a detailed introduction to the Adobe Premiere Pro integration with eMAM, how to launch and open eMAM panel in Premiere Pro, configuration and error code details. This document also outlines the eMAM panel overview and the process of import and export of assets to eMAM used for editing and media management workflows.

Getting started

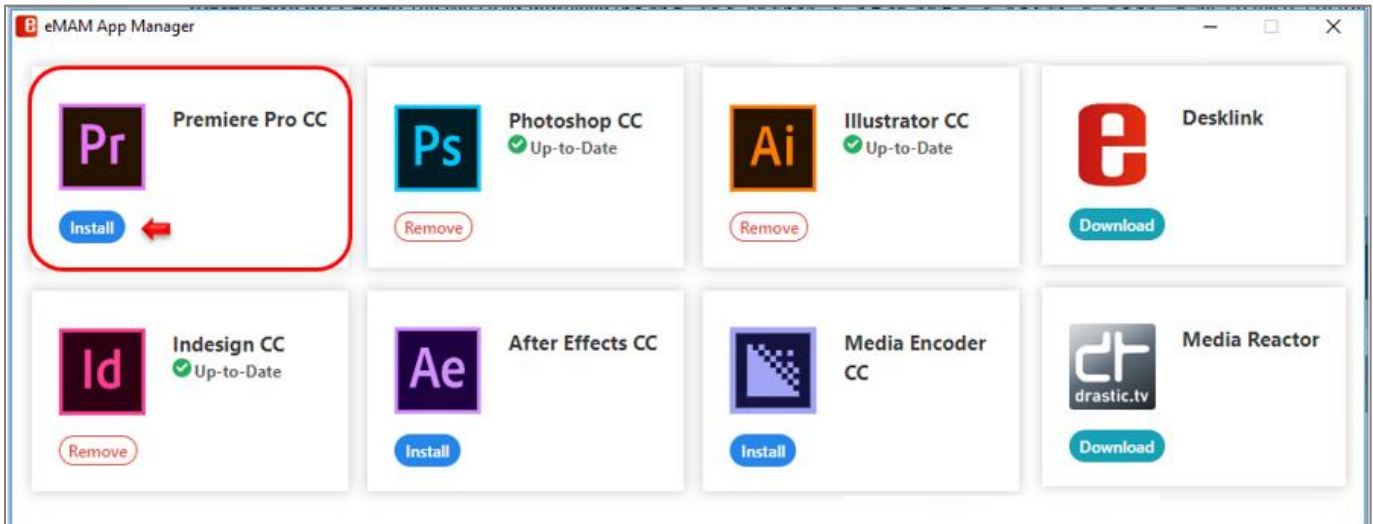
Below is the step-by-step guide on where to install eMAM panel for Adobe Premiere Pro, its configuration details and how to launch eMAM Panel in Premiere Pro.

Install eMAM Panel: You can easily download and install eMAM Panel for Adobe Premiere Pro using **eMAM download.htm** page or **App Manager**.

- **eMAM Download.htm page:** Your link would look like the one mentioned below (*replace eMAMServerName with the name of the server running your eMAM system*).
<http://eMAMServerName/eMAMDirector/Panels/download.htm>
- **App Manager:** Download *App Manager* from the *eMAM Director>My Account* page and install eMAM Premiere Panel.



App Manager Desktop icon

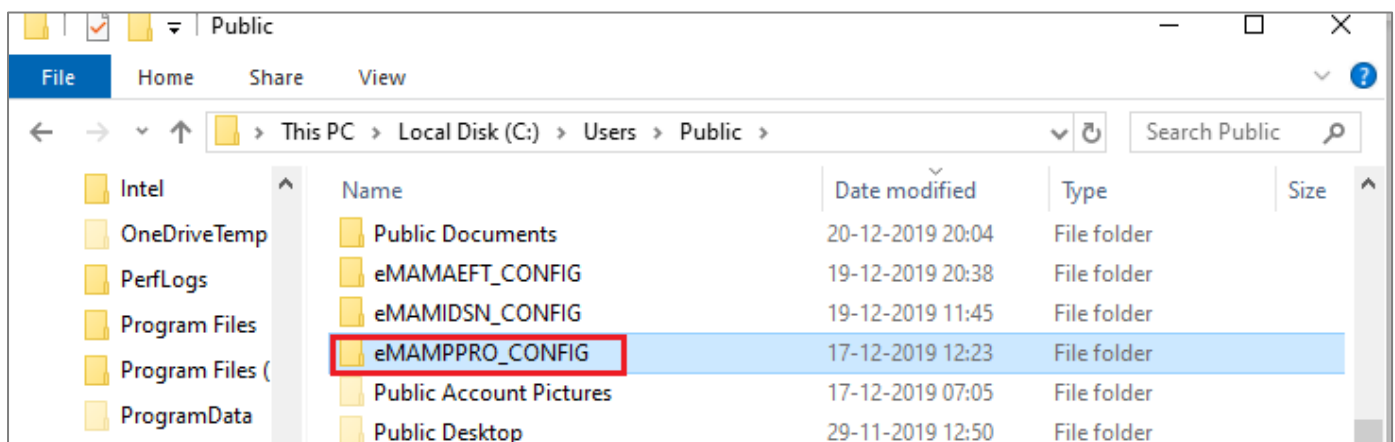


App Manager- List of Adobe applications for eMAM Panel installation

Please refer to [eMAM Premiere Panel Installation Guide 6.0](#) docs for detailed installation steps.

Panel Configuration Files and Folders

The *Adobe Premiere Panel* configuration files are automatically created once the *eMAM Panel* is opened in the Adobe Premiere Pro. However, these config files do not get created or removed during Premiere Panel installation or removal respectively. Old panel settings are preserved during the new eMAM patch update. But you can also manually remove the old configurations from the below-mentioned locations.

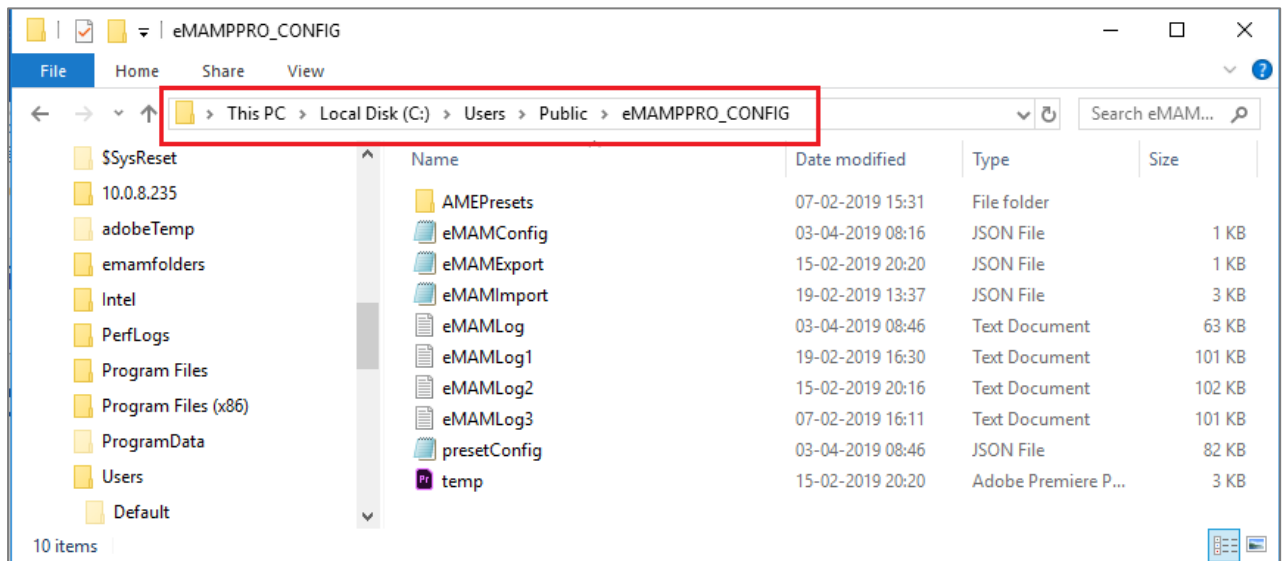


Windows-eMAM Premiere Panel Config folder

Folder: Premiere Panel config files are created inside **eMAMPPRO_CONFIG** folder:

Windows: C:\Users\Public\eMAMPPRO_CONFIG

MAC: /Users/shared/eMAMPPRO_CONFIG



Windows-eMAM Panel Config files

Files: Listed below are the panel configuration files that are stored in each panel config folder.

- **eMAMConfig.json:** All the important configuration details to run the eMAM Premiere Panel like eMAM server info, username, password, default folders for storing the projects/media/etc. are found in the eMAMConfig.json file. Users can overwrite the existing settings by manually editing this JSON file.

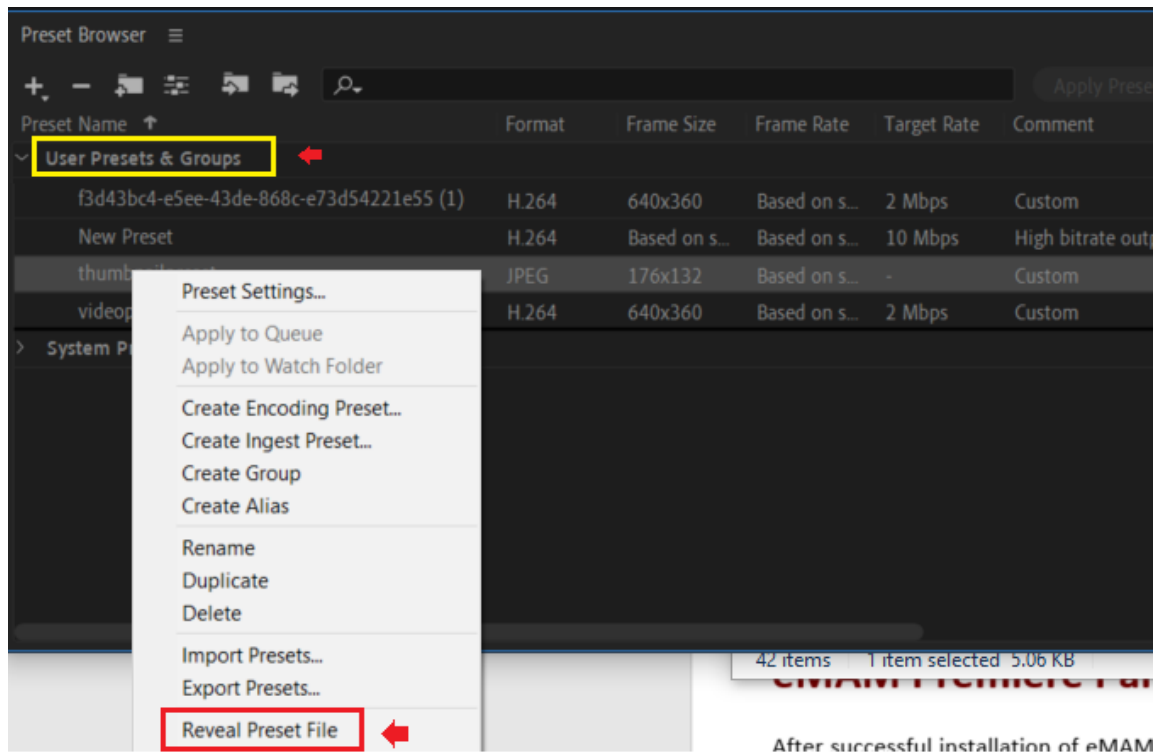
```
{
  "eMAMServer": "http://51.emamcloud.com/",
  "userName": "VTVMtWZaUkpGTW1SOwVZekxaN3BLNDAzTVcxWFc3dC8=",
  "password": "WWJVb2tCSnE1WfK9",
  "unit": "Mg==",
  "sessionToken": "dW5kZWZpbmVk",
  "sequenceFormat": "None",
  "sequencePreset": null,
  "saveAsLocation": "C:\\\\Users\\dell\\Documents",
  "localPathForProject": "C:\\\\Users\\dell\\Documents",
  "localPathForAssets": "C:\\\\Users\\dell\\Documents",
  "localPathForExport": "C:\\\\Users\\dell\\Documents",
  "localizationThread": 5,
  "presetPath": [
    {
      "path": "C:/Program Files/Adobe/Adobe Media Encoder CC 2019/
        MediaIO/systempresets"
    }
  ],
  "selectAllFiles": false,
  "selectAllSequence": true,
  "exportFilePathAsCategory": false,
  "assetTranscodingType": "media_Encoder",
  "ingestProfile": "1002",
  "s3PartSize": "5",
  "s3QueueSize": "5",
  "sdkversion": "5.1.0.12"
}
```

- **eMAMExport.json**: This file stores the details such as project name, project file path, project Id etc. of the project that is being exported. Once the project is successfully exported to eMAM, details will be deleted from the file.
- **eMAMImport.json**: This file stores the details of the project that is being imported. If the import is stuck or fails with an error, then those details will be kept in the json file for future reimport.
- **presetConfig.json**: Downloaded preset files are stored here. eMAM Panel automatically syncs all the presets of the Media encoder and stores them in the *presetconfig.json* file. In the eMAM panel settings window, there is a sync button under *sequence export* options, which can be used to sync the new presets added to the Media encoder.

```
[
  {
    "Format": "AAC Audio",
    "Presets": [
      {
        "PresetId": "d2f3857d-22e3-4401-959c-8c856e2e74b1",
        "Name": "Stereo AAC, 44.1 kHz 128 kbps",
        "Path": "C:/Program Files/Adobe/Media Encoder CC 2019/MediaIO/systempresets/4E49434B_41414320/Stereo AAC, 44.1kHz 128kbps.epr"
      },
      {
        "PresetId": "82839e8a-a9f1-45d2-b21d-7811071cd26e",
        "Name": "Stereo AAC, 48 kHz 256 kbps",
        "Path": "C:/Program Files/Adobe/Media Encoder CC 2019/MediaIO/systempresets/4E49434B_41414320/Stereo AAC, 48kHz 256kbps.epr"
      }
    ]
  },
  {
    "Format": "AIFF",
    "Presets": [
      {
        "PresetId": "3119ffd5-e786-4cea-a135-fa5bd9aall14f",
        "Name": "AIFF 48 kHz",
        "Path": "C:/Program Files/Adobe/Media Encoder CC 2019/MediaIO/systempresets/3F3F3F3F_41494646/AIFF 48kHz.epr"
      }
    ]
  },
  {
    "Format": "Animated GIF",
    "Presets": [
      {
        "PresetId": "b2a365a6-b6b1-4ea4-bc8a-b7c7dde29bd9",
        "Name": "Animated GIF (Match Source)",
        "Path": "C:/Program Files/Adobe/Media Encoder CC 2019/MediaIO/systempresets/47494666_47494666/Animated GIF (Match Source).epr"
      }
    ]
  },
  {
    "Format": "AS-10",
    "Presets": [
      {
        "PresetId": "d045aacd-3153-4871-9ba7-41aa204bc8ca",
        "Name": "AS-10 CANAL Shim Specification 50i",
        "Path": "C:/Program Files/Adobe/Media Encoder CC 2019/MediaIO/systempresets/41533130_4D583130/AS-10 CANAL Shim Specification 50i.epr"
      }
    ]
  }
]
```

Preset configurations: Check for below configuration details:

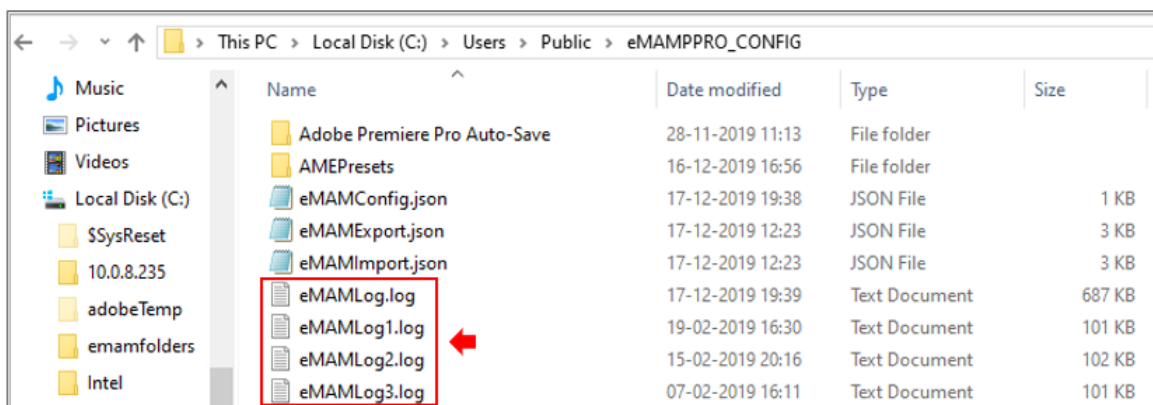
- Check the values in "presetPath" array in the document.
By default, it will show:
Windows: C:/Program Files/Adobe/Adobe Media Encoder CC 2024/MediaIO/systempresets
MAC: Applications/Adobe Media Encoder CC 2024/Adobe Media Encoder CC 2019.app/Contents/MediaIO/systempresets
- If the users are using any other version, they need to give their version path to the "systempresets" folder here. Users need to add additional folder paths of the custom preset folder that will also be listed in the Premiere pro presets dropdown.
- To get the folder details of the **custom presets**, you need to go to the Adobe Media Encoder and right click on any of the presets in the **"user presets & groups"** and click on **"Reveal Preset File"**.



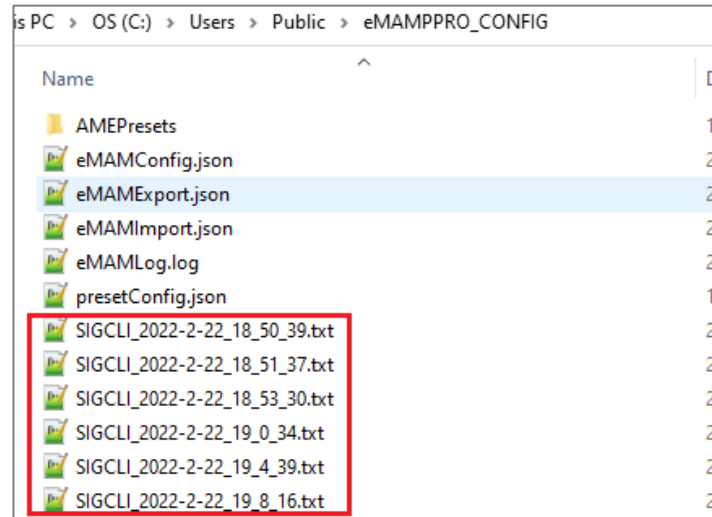
Give that path as the next object in the preset Path array and save the json file. It will look like:

```
"presetPath": [
{
"path": "C:/Program Files/Adobe/Adobe Media Encoder CC 2021/MediaIO/systempresets",
"path":"C:/Users/username/Documents/Adobe/Adobe Media Encoder/13.0/Presets"
}
],
```

- **Log files:** eMAMLog.log, eMAMLog1.log, eMAMLog2.log etc. It consists of three levels of logs- *information related, error related, and exception related*. These log files are required by the eMAM support team to troubleshoot issues (if any).



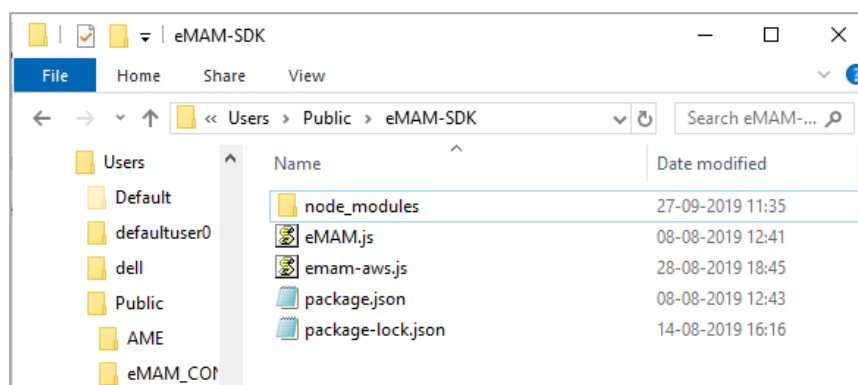
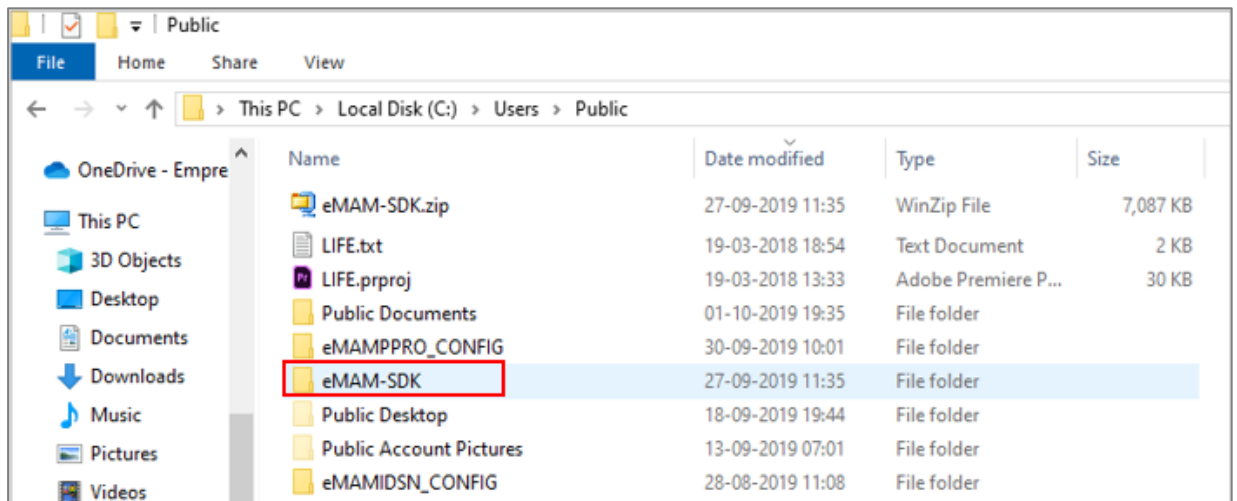
There are separate log files to track errors for Signiant CLI uploads and downloads.



- **eMAM SDK folder:** For the first-time panel download, panel will localize the eMAM-SDK folder from server to the local system for all AWS related activities.

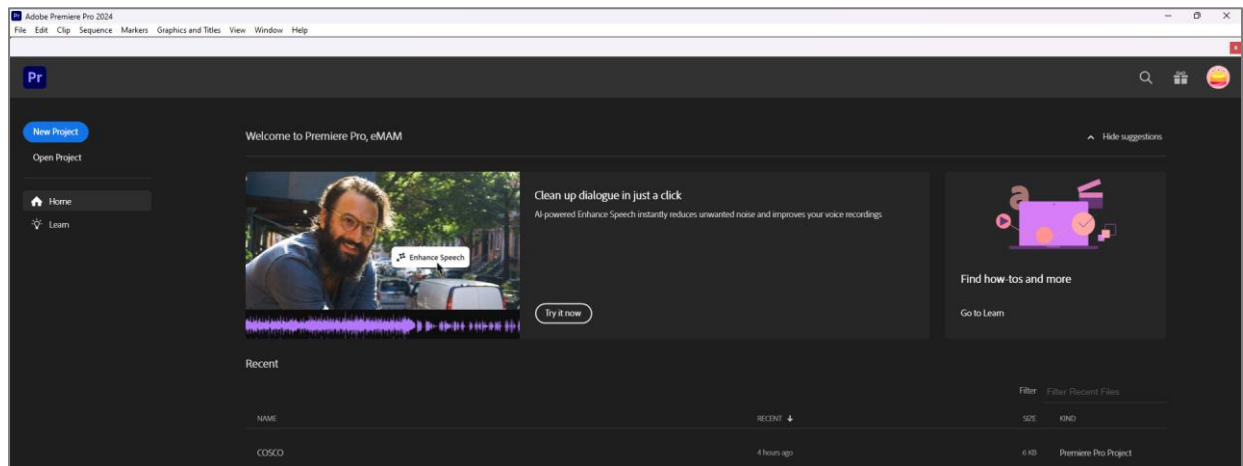
Windows: C:\Users\Public\eMAM-SDK

Mac: /Users/Shared/eMAM-SDK



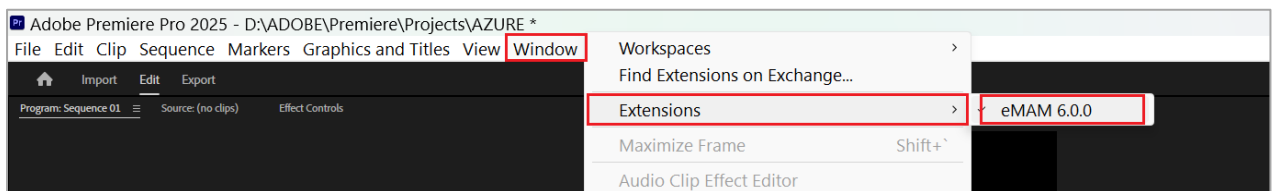
Open eMAM Panel

1. Launch *Adobe Premiere Pro CC* on your machine and create a new project or open an existing project.



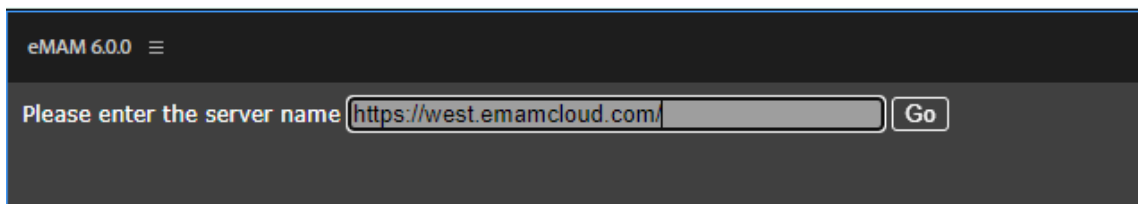
Open Adobe Project

2. In the Adobe Premiere Pro, go to **Windows>>Extensions>>eMAM** and open the **eMAM Panel**.



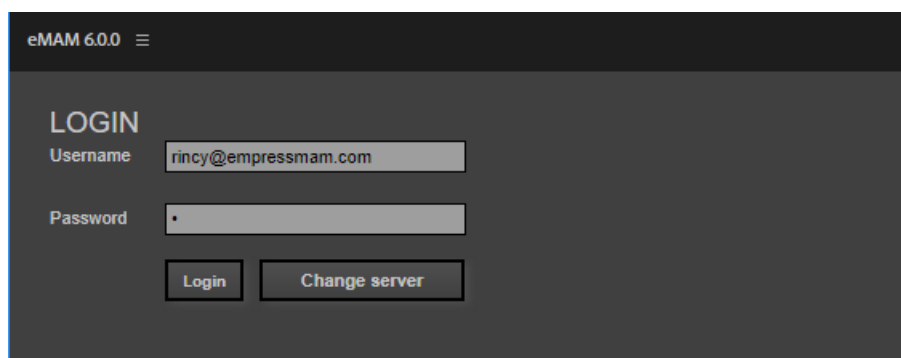
Open eMAM Panel

3. Dock or float the eMAM Panel window in the Premiere Pro application. Enter *eMAM server IP/DNS name*- Replace the default server details with your eMAM server name and click on **OK**. For e.g.: <http://servername/>.



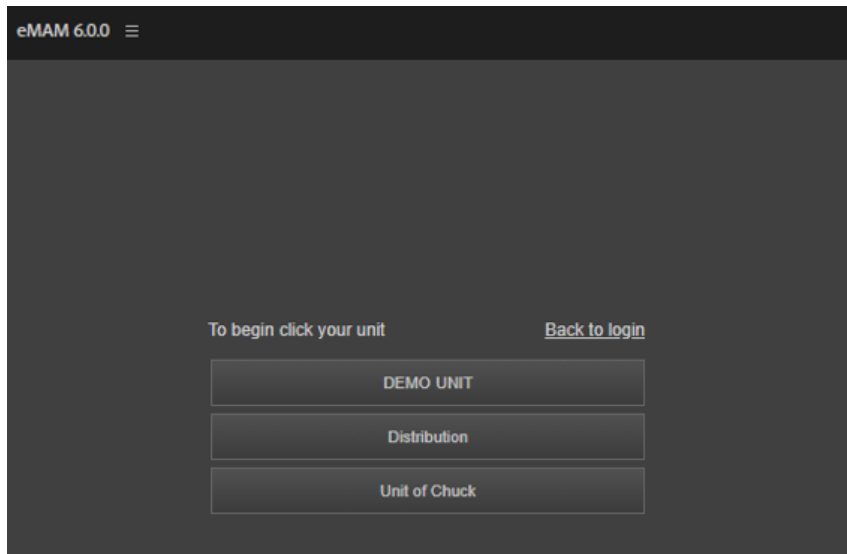
eMAM Premiere Panel link window

4. Login to the eMAM Premiere Panel, using the **eMAM login credentials** provided by your eMAM Unit administrator and click on **GO**.



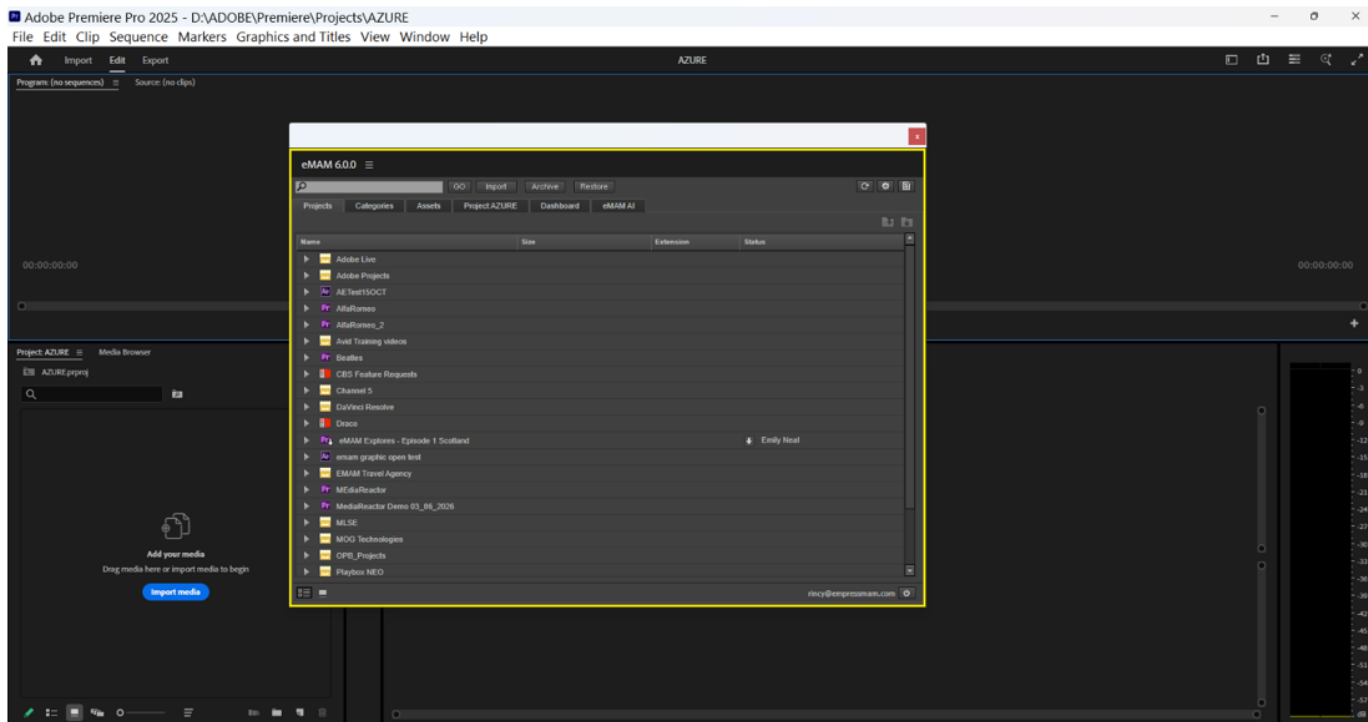
eMAM Panel login window

5. If the user profile is associated with multiple units, you will be asked to choose a unit at login. After the first login, it will use the same credentials to login automatically for all subsequent logins. *You can click on the Logout button if you want to remove the credentials for the next login.*



Multi-unit login window

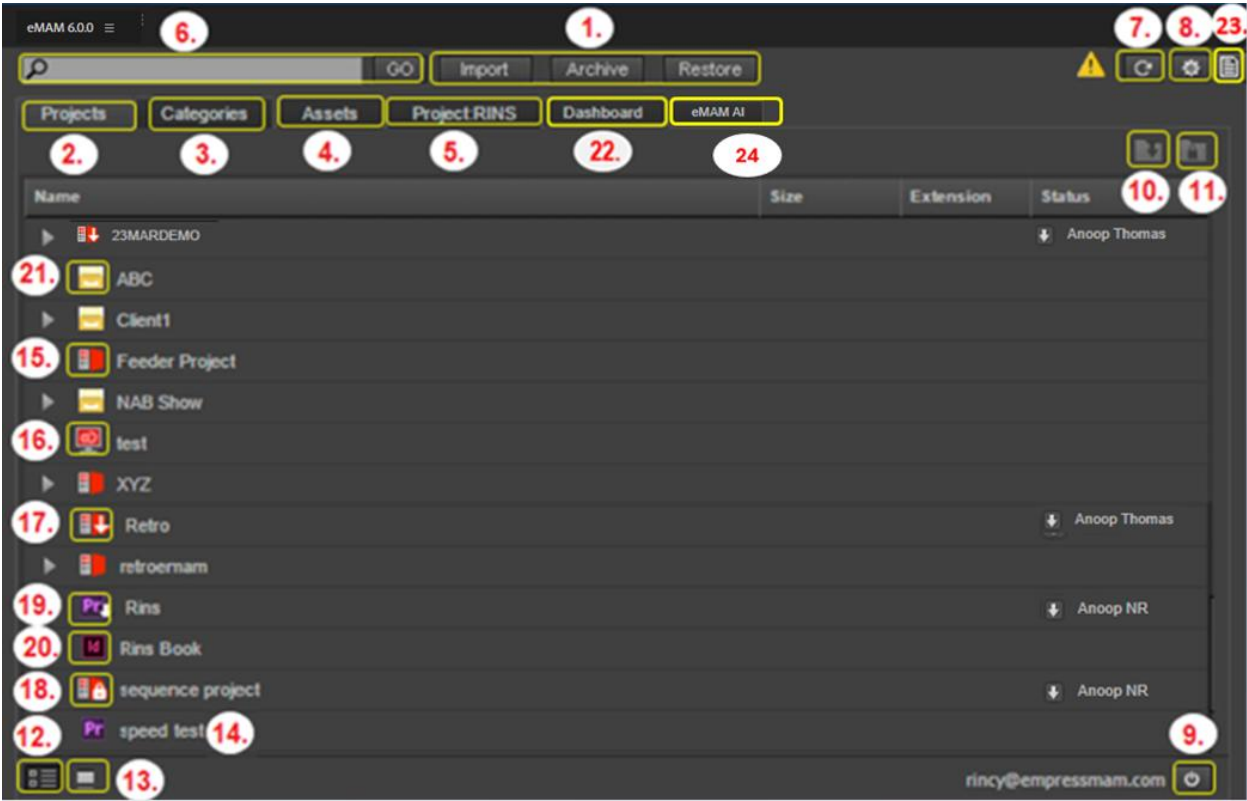
6. eMAM Panel opens up in the Adobe Premiere Pro after a brief display of background work in progress items.



eMAM Panel opens in Adobe Premiere Pro

eMAM Premiere Panel Overview

After successful installation of eMAM Panel, open eMAM Panel in Adobe Premiere Pro. Shown below is overview of eMAM Premiere Panel home page.



Overview of eMAM Premiere Panel Home page

Details and descriptions of various tabs, buttons and features in the eMAM Panel window shown above are below.

1.	Function Tabs	Import	Using Import tab, you can import project/categories/assets from eMAM to Adobe Premiere for editing.
		Archive	Archives the assets to the default archive locations, as set in the Super Admin.
		Restore	Restore the archived assets from the storage/archive.
2.	Projects	Displays projects, whether created in the eMAM interface or in the Premiere.	
3.	Categories	Displays categories created in the eMAM interface.	
4.	Assets	Displays assets ingested into the eMAM interface	
5.	Adobe Projects tab	Export	Using the Export button, you can export edited projects from Premiere to eMAM.
		Save as	Using the Save As button, an edited project can be saved to any desired location.
		Link Media	Option to link premiere assets with multiple assets with same name in eMAM on Export.

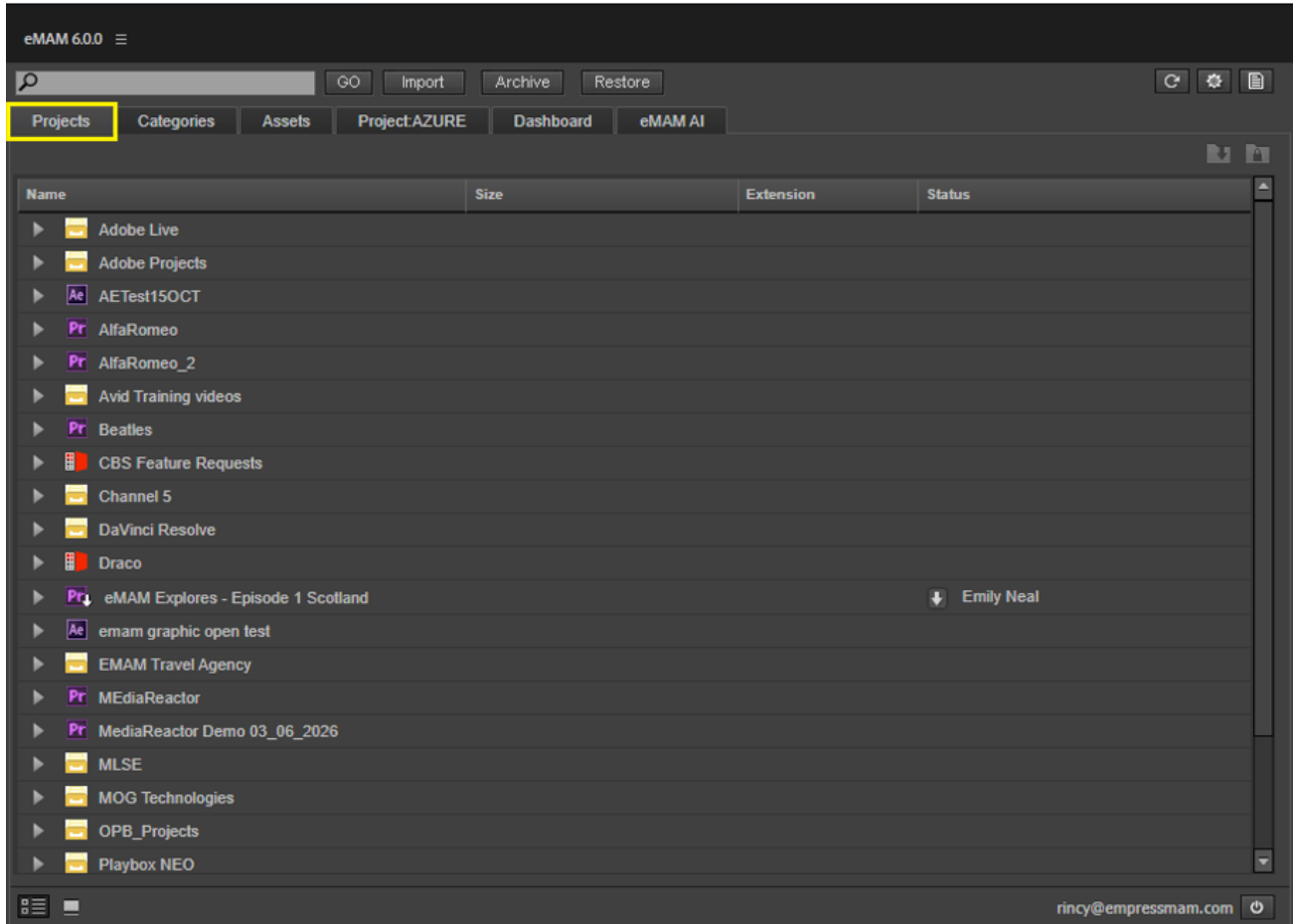
6.	Search	Based on the tab selected (<i>Projects/Categories/Assets</i>) and the search characters entered, search results will be shown.
7.	Refresh 	You can refresh the page to see the latest changes made in the eMAM interface.
8.	Settings 	You can make changes in the eMAM Panel settings, as detailed below.
	Storage Settings	Here you can configure path for storage of projects, media and export.
	Default Panel Settings	Here you can configure asset and sequence export options, S3 Upload Configuration.
9.	Logout 	Click on this symbol to logout from the eMAM Panel.
10.	Force Check Out 	Click on this icon to <i>Force Check Out</i> a selected project. Other users can still access the project and can only save changes to the project as a different version of the project. <i>This symbol is only visible under Projects tab.</i>
11.	Force Check In 	You can <i>Force Check In</i> a project, so others can edit the current version. This will automatically add a version note "Version forced Checked-in". <i>Check-in button is not available by default. Check-out and Check-in buttons are toggled according to the project status. Only when a project is selected, these buttons get activated. Selecting a checked-out project will activate the Check-in button and vice-versa.</i> <i>This symbol is only visible under Projects tab.</i>
12.	Lock/Unlock 	You can lock/unlock any project by clicking on this symbol. A locked project cannot be imported or used by others. <i>This symbol is only visible for Projects under Projects tab.</i>
13.	List view 	You can view Projects/Categories/Assets in list view instead of folders.
14.	Folder view 	You can view Projects/Categories/Assets as folders by clicking on this symbol.

15.		Project created in the Adobe Premiere.
16.		Project created in the eMAM interface.
17.		Shared Team Project
18.		Checked out eMAM project
19.		Locked eMAM project
20.		Checked out Premiere project
21.		InDesign project
22.		A Collection
22.	Dashboard	Displays the status of export and import (under development) of assets.
23.	Panel Log 	Displays the error logs in the Premiere Panel.
24.	eMAM AI	Displays insights using Twelve Labs Generative AI
25.		Locked Premiere project
26.		A Sequence
27.		A Bin
28.		A Category
29.		Locked Premiere project
29.		A warning symbol displayed for incomplete/pending configurations. In the Settings window, make sure you complete the configurations.

1. Projects Tab:

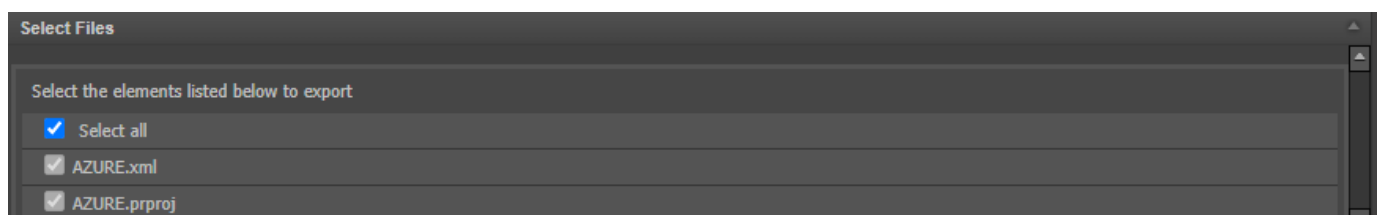
eMAM organizes content into projects for logical organization or grouping as needed. Authorized eMAM users can create any number of eMAM Projects and assign them to various users. The eMAM extension Panel will display the projects assigned to the editor. The eMAM Projects tab in Adobe Premiere Pro CC will show the bins, sequences and thumbnails of the elements along with the title, description, and other metadata from eMAM. You will be able to check out both eMAM and Adobe Premiere Pro CC projects and select which version you would like to edit. When a project is checked-out, other users will not be able to open the project until it is checked-in into the eMAM system. Projects may also be locked by an Adobe Premiere Pro CC user.

The Projects tab displays all the projects managed in the eMAM system. This includes projects and collections created in eMAM Director interface, Premiere projects, Team projects, After Effects projects and InDesign projects.



Projects tab

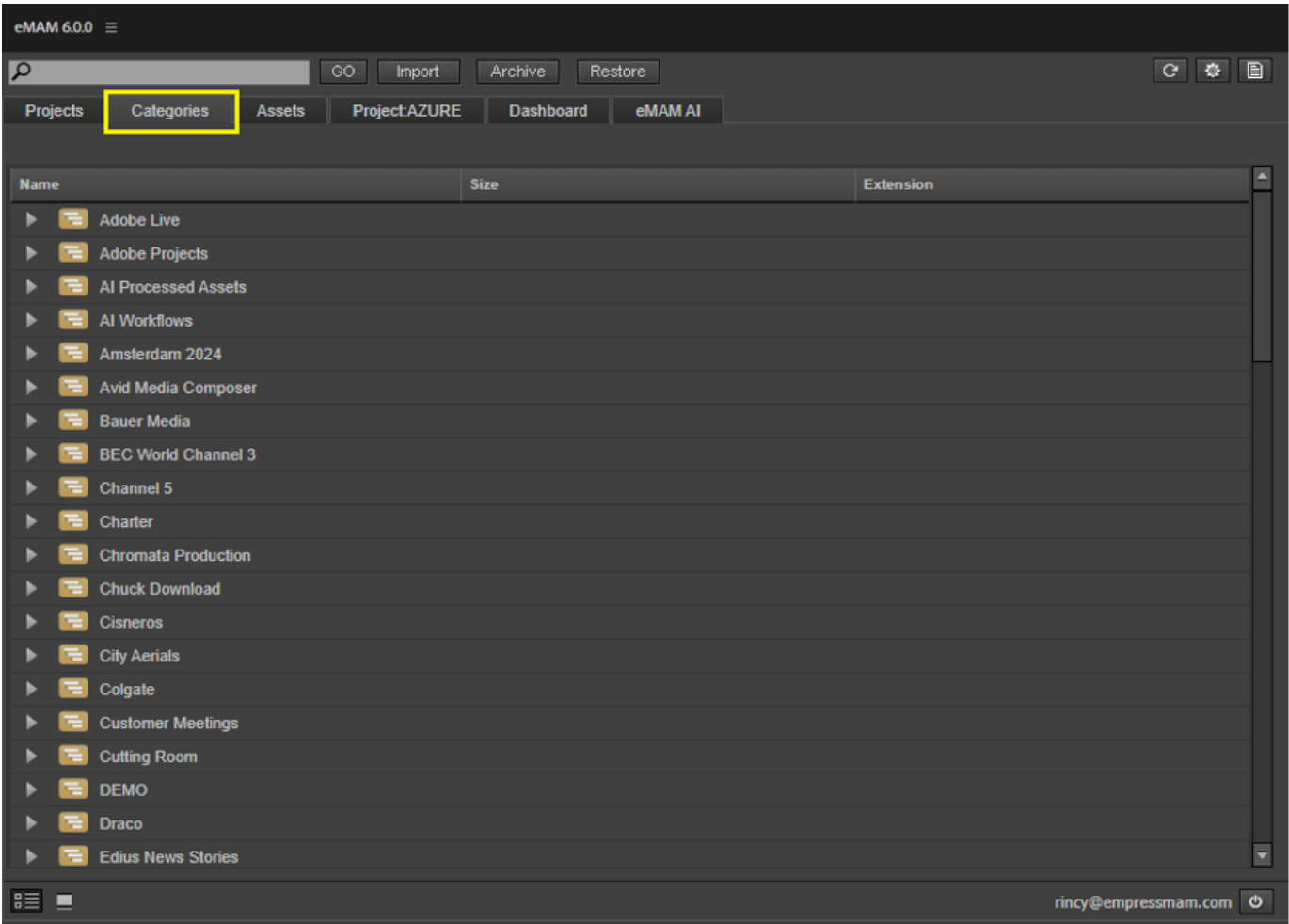
A project created in the eMAM Director interface is created as a “Project Asset” and is not associated with any physical project file. This “Project Asset” will be just a link to that project, without any actual project file behind it. But when projects are exported from Adobe Premiere back to eMAM, .prproj file gets associated with the project asset.



Exporting .prproj file

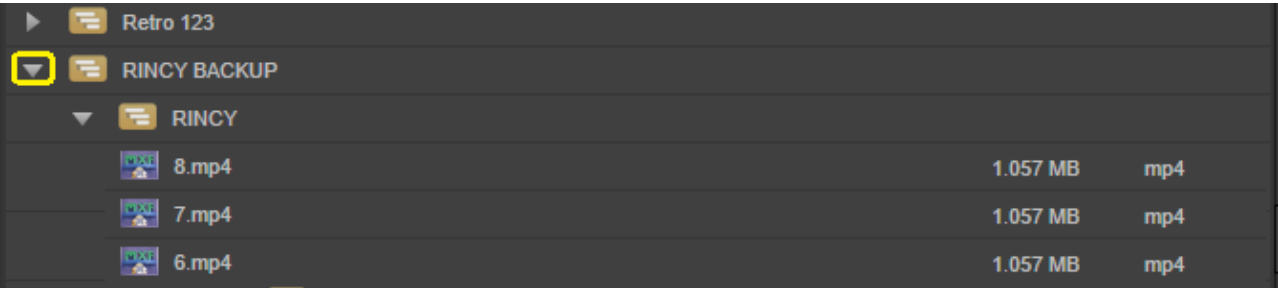
2. Categories Tab:

Categories in eMAM are quite similar to directories in a file system. Like a directory structure, categories allow to browse through available content in the system. Individual users of eMAM are associated with one or more user groups, which are aligned with roles, permissions, and access in an organization. Therefore, an editor can only use those categories of assets which have been assigned to one or more user groups to which (s)he belongs. The categories tab inside the extension panel displays the assigned categories and the assets in each category. This tab displays all the categories created in the eMAM system.



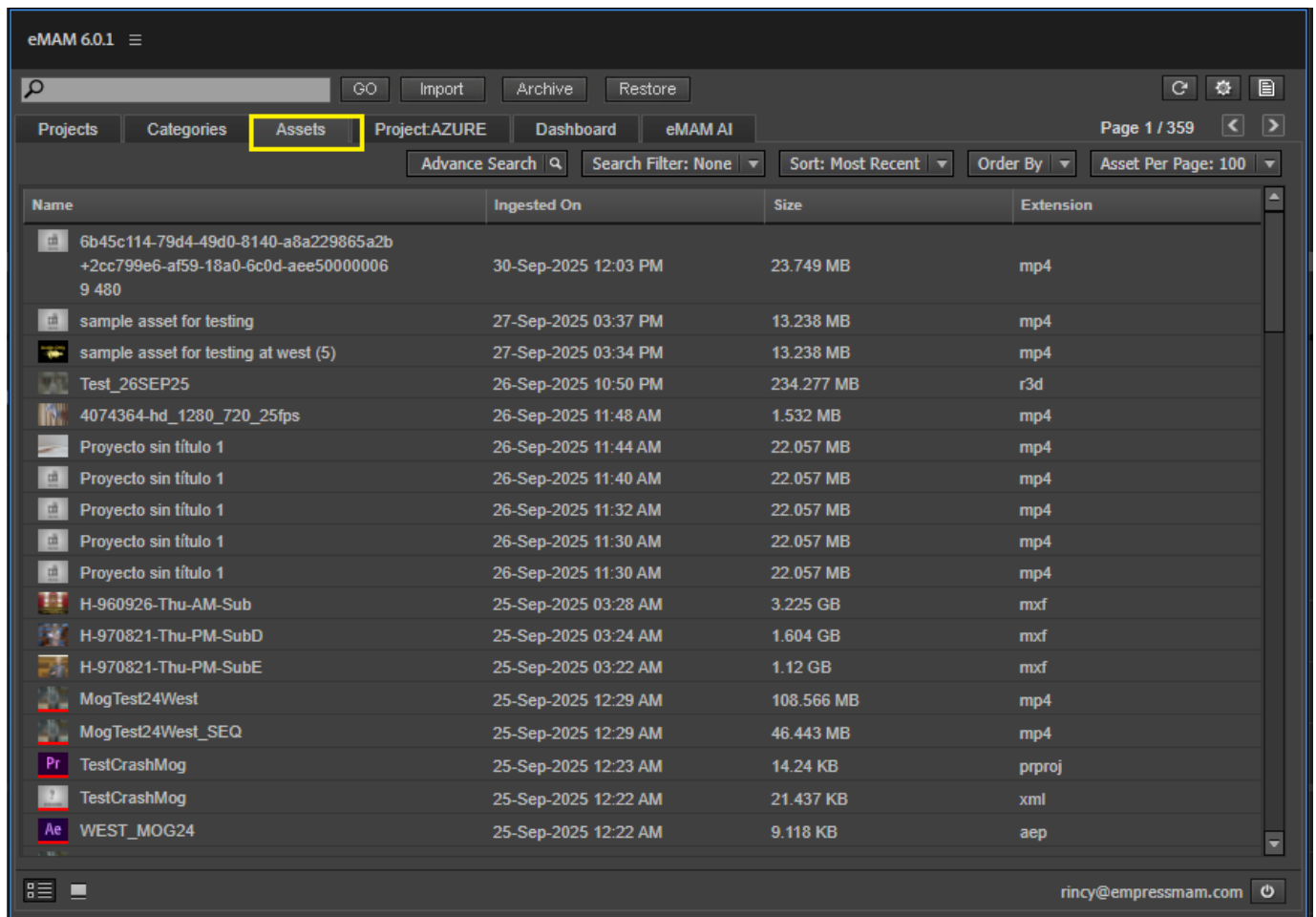
Categories tab

Click on  icon adjacent to each category to expand and view the subcategories and assets under them.



Expanded view of Category with subcategories and assets

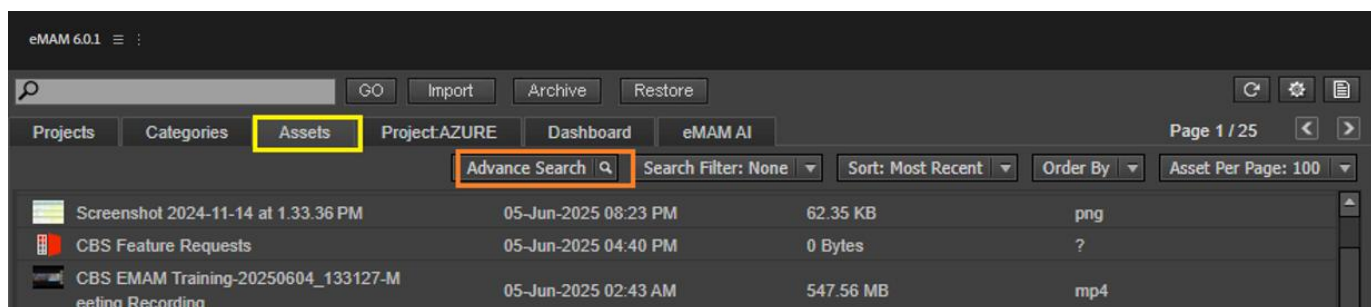
- 3. Assets Tab:** All the assets in the eMAM system are displayed under the assets tab. Assets are listed with details like name, ingested on, size and extension of files. Multiple assets can be selected for import.



Assets tab

Assets tab has few additional menu options listed below:

- a. **Advance search:** *Advanced Search* feature gives you the ability to narrow your searches using different criteria or filters. Advanced Search window opens up (as shown below).



Advance Search

Search:

☒ Enable full text search

☒ Exact match

☐ Contains this word

☐ Contains all these words

☐ Contains any of these words

☐ SEARCH IN

☒ Title

☒ Author

☐ Ingested by

☐ Comments

☐ Closed Caption

☒ Custom Metadata

☒ Description

☐ Asset ID

☐ Asset tags

☐ UUID

☐ Embedded metadata

☐ Marker

CATEGORY

All

☒ Include subcategories

☒ REFINER SEARCH

☒ Video

☒ Image

☒ Audio

☒ Other Files

ASSET STATE

☒ Online storage

☒ Archived

☒ APPROVAL STATUS

☒ All

☒ Rejected

☐ Approved

☐ Pending for approval

RATING:

All

Search

Clear

Advanced Search window

- **Search:** Under the *Advanced Search* tab, you can enter a search term or phrase in the search text box, choose from several additional options, and then click the SEARCH button at the bottom to search or CLEAR button to deselect all the options.

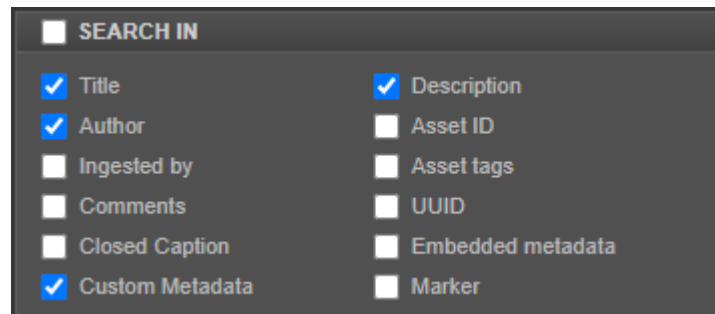
Search: ☒ Enable full text search

☒ Exact match ☐ Contains this word ☐ Contains all these words ☐ Contains any of these words

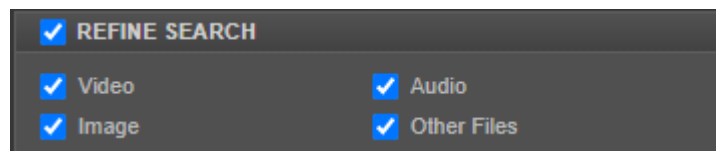
You can then choose any one of the four options: *Exact Match*, *Contains this word*, *Contains all these words*, or *Contains any of these words*.

- ✓ If the **'Exact Match'** option is selected, then
 1. The order of search terms or phrases is important. For example, if the asset title is 'Film awards', searching for 'awards Film' will not return any asset.
 2. Space between search terms or phrases is important. For example, if the asset title is 'Filmawards', searching for 'Film awards' will not return any asset.
- ✓ If the **'Contains this word'** option is selected, then you should enter only one search term in the search text box. If more words are entered, then a 'Multiple words are not allowed' error message is displayed.
- ✓ If the **'Contains all these words'** option is selected, there must be more than one search term in the search text box. If not, then the 'Please Enter Multiple Words' messages are displayed. eMAM search engine searches and returns the assets that contain all the words typed in the search text box, regardless of order.
- ✓ When the **'Contains any of these words'** option is selected for searching, there must be more than one search term in the search box. If not, then the 'please enter multiple words' message is displayed. This search option returns all the assets that contain at least one of the words entered in the search text box. For example, search for 'spring season' returns assets with 'beauty of 'spring', 'season' of flowers', 'spring season' always bring 'april shower' etc.
- ✓ **Enable Full Text Search:** Enabling full text search ignores any prepositions in the search word or phrase. Full text search is relevant only when the user selects 'Contains all these words' to search an asset. If *Full Text* search is enabled, then noise words like 'it', 'in', 'of', 'to', etc. are ignored for searching assets.

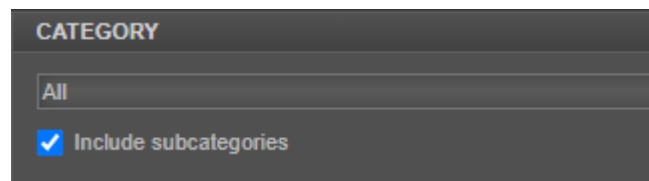
- **Search In:** The search engine automatically looks in all the fields for the search word or phrase, unless the user specifies particular fields like Title, Description, Author, Asset ID, Ingested by, Asset tags, Comments, UUID, Closed Captions, Embedded Metadata, Custom Metadata, Marker for searching. *Search In* checkbox can be used to select/deselect all options under it in one click.



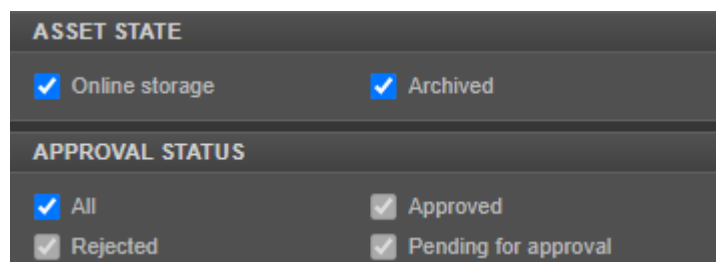
- **Refine Search:** To refine search criteria, you can narrow down search criteria based on asset types. In the 'Refine Search' window, select asset type(s) in which search needs to be performed – video, audio, image, and other types of assets (e.g., pdf documents, PowerPoint slides, etc.). Refine Search checkbox can be used to select/deselect all below options at one click.



- **Category:** Advanced search can be done for any asset type belonging to any category. Search for an asset can be narrowed down to a search in All categories or in specified categories only. This option helps to search for assets in only a particular category, chosen from the drop-down list menu. To search assets in subcategories, you can select 'Include subcategories.'

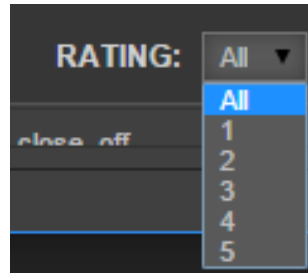


- **Asset State and Approval Status:** You can narrow searches based on asset state and approval status.

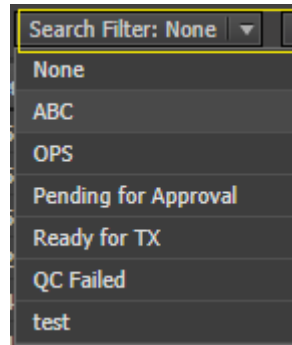


- ✓ **Online storage-** Search assets in the current active online storage.
- ✓ **Archived -** Assets that have been moved from online storage to a far storage are considered archived assets. User can perform all the search operations on archived assets.
- ✓ **Approved–** Assets approved by internal or external users.
- ✓ **Rejected–** Assets rejected by internal or external users.
- ✓ **Pending for approval-** Active assets that have been sent for approval to an internal user but have not been approved or rejected yet.
- ✓ **All:** Search all asset states.

- **Rating:** Search assets based on the rating (1 to 5) given to assets.



- b. **Search Filter:** All the search filters saved in the eMAM Director interface also gets reflected in the eMAM Premiere panel.



Just select the desired search filter to re run and the results are displayed accordingly. Select *None* from the drop-down list to clear the search results.

eMAM 6.0.1

GO Import Archive Restore

Projects Categories Assets Project:AZURE Dashboard eMAM AI Page 1 / 1

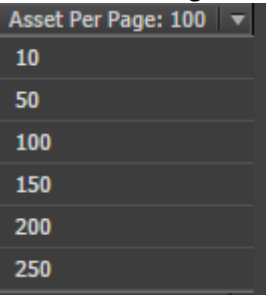
Advance Search Search Filter: Violenc Sort: Most Recent Order By Asset Per Page: 100

Name	Ingested On	Size	Extension
Rope Speed Training 23	23-May-2025 04:52 PM	92.922 MB	mp4
VMCL030-Part_A	28-Apr-2025 06:27 PM	232.809 MB	mp4
VMCL030-Part_B	28-Apr-2025 06:24 PM	133.823 MB	mp4
Epic 7 day tour 2024	25-Apr-2025 05:07 PM	733.845 MB	mp4
13_TENNIS_130824_WINSTON_SALEM_MONFILS_VS_MELZER_FINAL	04-Mar-2025 04:27 AM	34.437 GB	mxl
How tiny fossils may help us prepare for big earthquakes	28-Oct-2024 08:05 PM	458.223 MB	mp4
Gun in Holster	04-Aug-2023 08:18 AM	5.709 MB	mp4
Gun Range - Close Up	04-Aug-2023 08:18 AM	10.095 MB	mp4
Paintball	04-Aug-2023 08:18 AM	20.929 MB	mp4
Rifle at Outdoor Range	04-Aug-2023 08:18 AM	6.794 MB	mp4
Sniper Rifle	04-Aug-2023 08:18 AM	23.151 MB	mp4
Two Hunters in Camo	04-Aug-2023 08:19 AM	57.125 MB	mp4
Urban Gunfire	04-Aug-2023 08:19 AM	2.06 MB	mp4
SailingFlorence03	28-Sep-2023 05:51 PM	196.022 MB	mp4

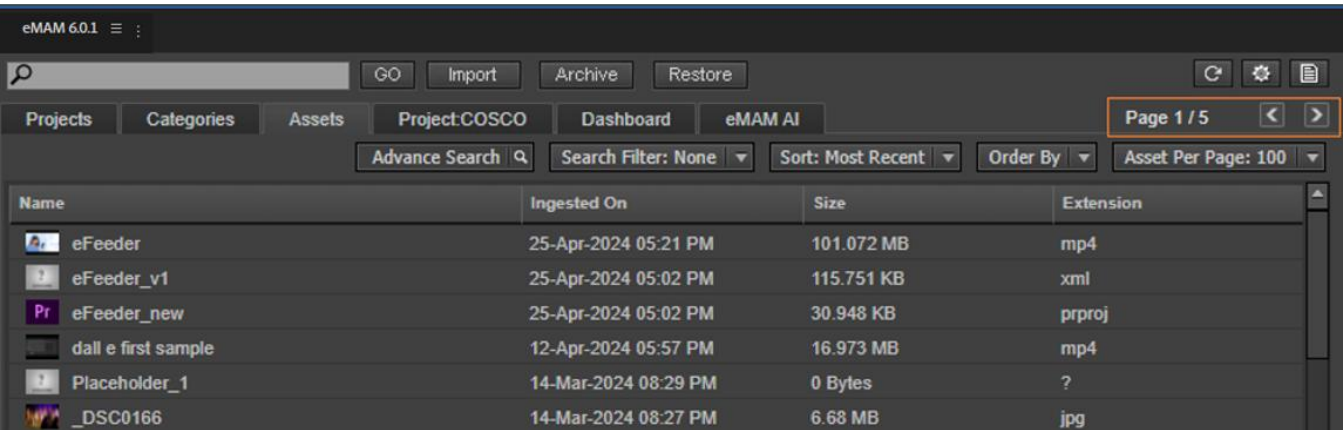
- c. **Sort:** You can sort the list of assets based on "Most Recent", "Size", "Name", "Type", "Rating", "Description", "Category", "Ingested On" or "Ingested By".



- d. **Order By:** You can order the listed assets in ascending or descending order by clicking on *Order By*.
- e. **Assets Per Page:** You can change the number of assets displayed per page (10, 20, 50, 100, and 250). A smaller number of assets per page will load faster than larger no. of assets per page.

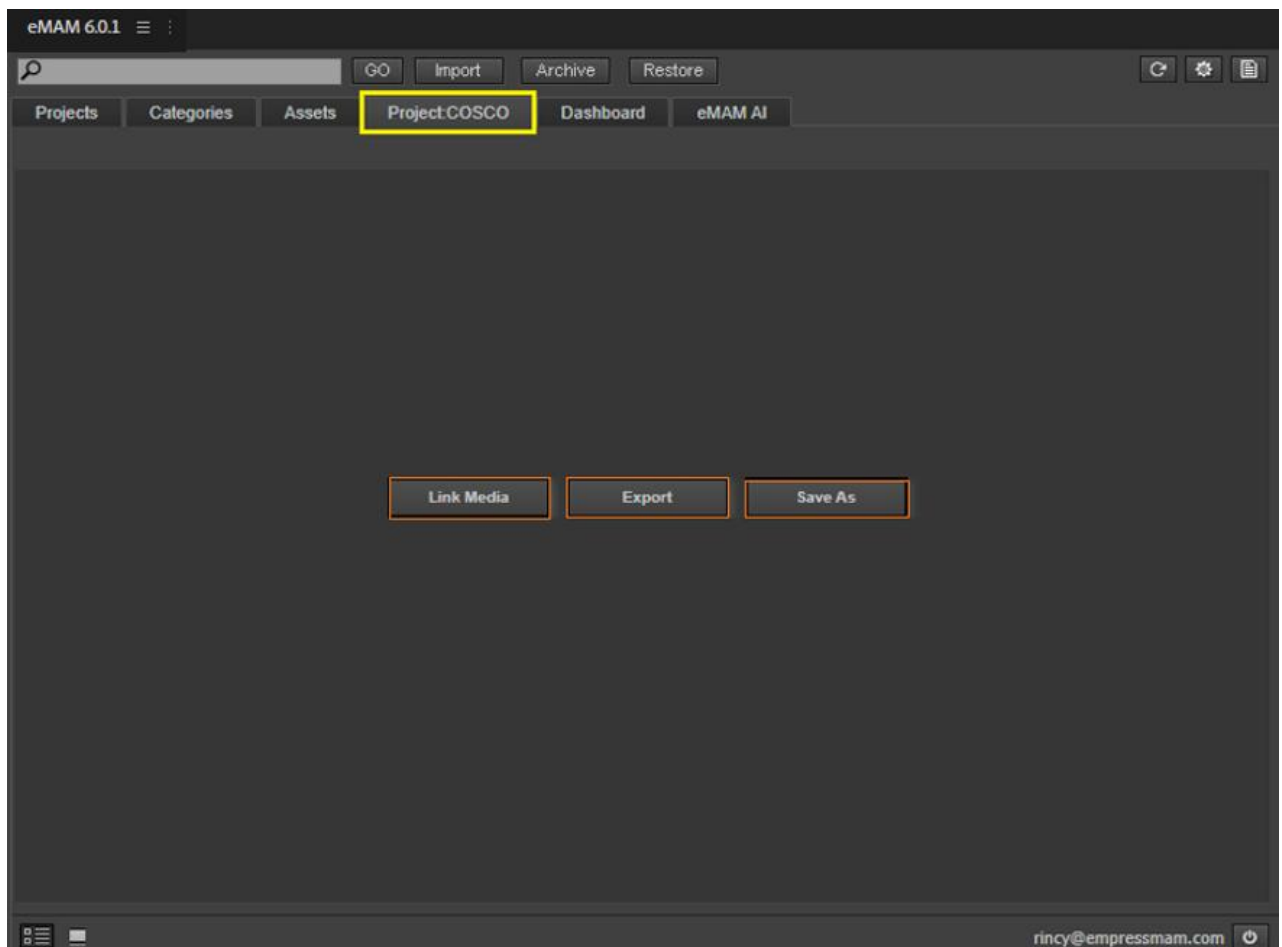


- f. **Page:** Depending upon the no. of assets selected per page, assets will be split into different pages. You can easily see the current page no. and navigate to next pages using  icon.



4. Adobe Premiere Projects tab: This tab shows the currently open Adobe Project. Apart from *Link Media*, *Export* and *Save As* options for export, Projects tab also displays the progress of each asset being exported to eMAM. Refer [Export](#) section.

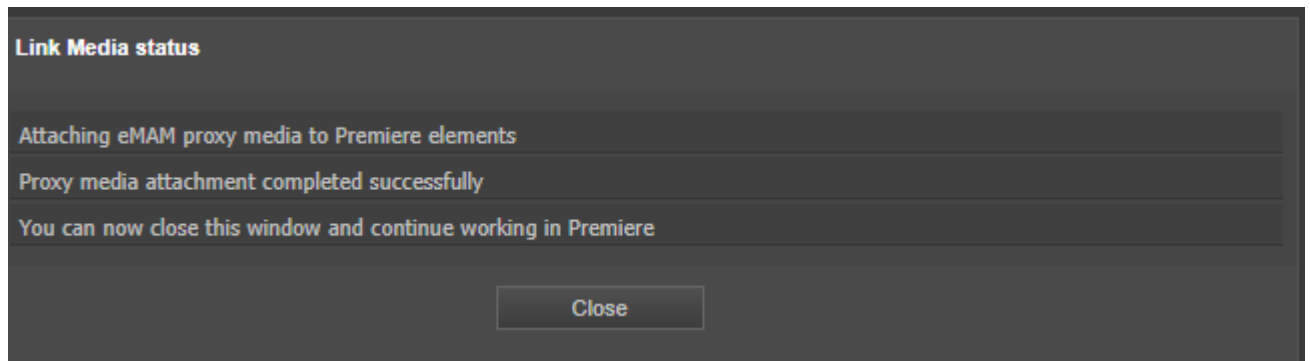
- a. **Adobe Project:** Adobe project tab displays three buttons: *Link Media*, *Export* and *Save As*.



Currently open Adobe project with Link Media, Export and Save As options

- a. **Link Media:** *Link media* option will help link the premiere assets with multiple assets in eMAM with the same name on export. On click of **Link media** button, eMAM Panel will check media is already existing eMAM by matching if file path, filename and file size. And if matching files are found, option to link to the Premiere project assets to the matching assets in the eMAM storage location is displayed. This will avoid exporting duplicate assets into eMAM. If you do not want to link to the media, rename the files in Premiere, because we cannot have assets with same name in a category. This will also avoid new duplicate entries in eMAM.

On click on *Link* button not only will it link new files (*indexed assets*, or *normal assets*) which may already exists in eMAM, it will now fetch the proxy details also and attach the proxy.



Once the proxy is successful, click on *Close* button. Now again if you click on *Link Media* button, since panel already detected the assets as eMAM assets, so now only proxy will be attached. You can toggle between original and proxy media in Adobe Premiere Source monitor

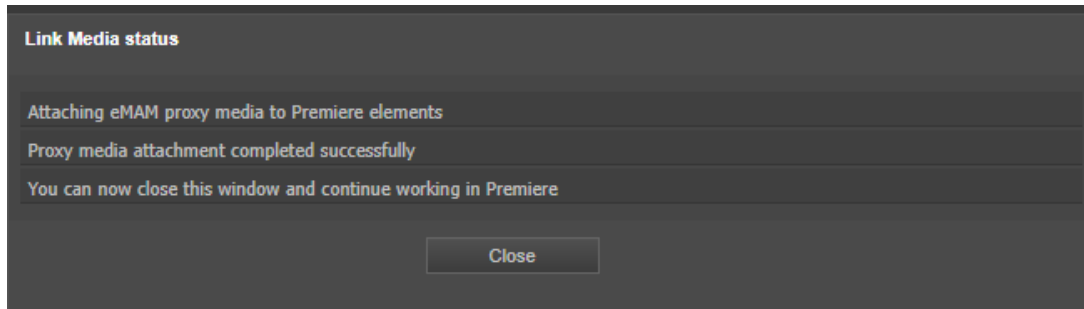


Toggle between original and proxy media

eMAM Panel will identify if the same asset exists in eMAM using the following 2 methods,

1. The asset's file path and size matches with the asset that already exists in eMAM. This is helpful in scenarios where contents are directly indexed from source storage like camera cards and the same assets are used in multiple Premiere projects. By comparing file path and file size, panel can avoid duplicate files getting ingested to eMAM.
2. File with same name and size exists in eMAM

On click on *Link* button, now in addition to relinking, it will now fetch the proxy details also and attach the proxy.



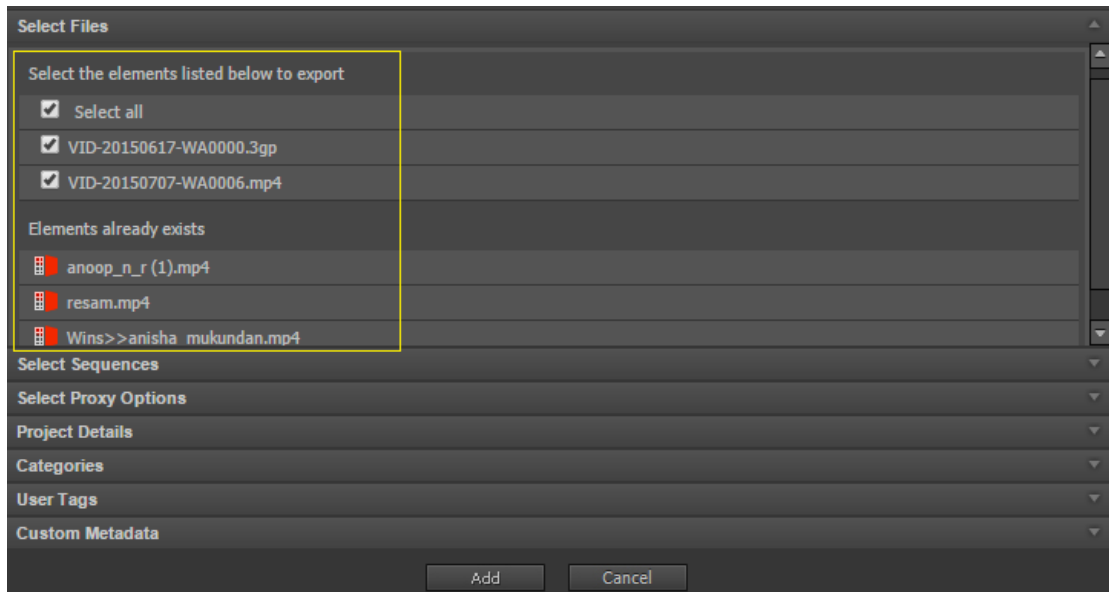
Backend processes after clicking on Link button

Once the proxy is available and linked, click *Close*. Now again if you click on *Link Media* button, since panel already detected the assets as eMAM assets, so now only proxy will be attached. You can toggle between original and proxy media in Adobe Premiere Source monitor



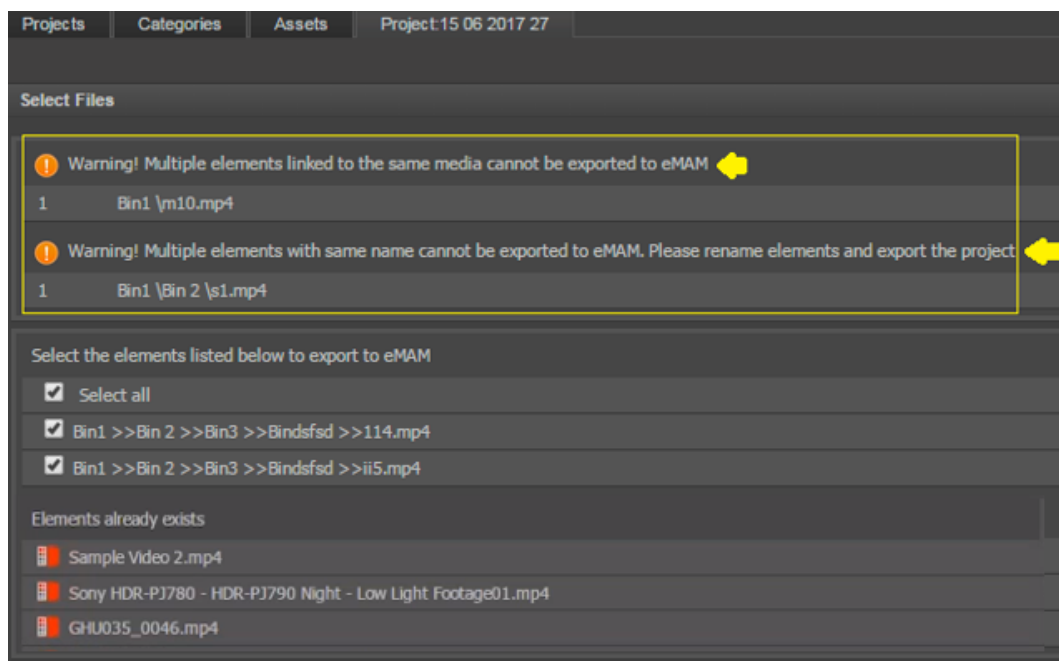
Toggle between original and proxy media

- b. **Export:** You can export the current project from Premiere to eMAM. After the relinking of all files, during export, under *Select Files* tab, all the assets linking to eMAM automatically gets selected. Other assets are displayed with checkboxes to select for export.



Export window

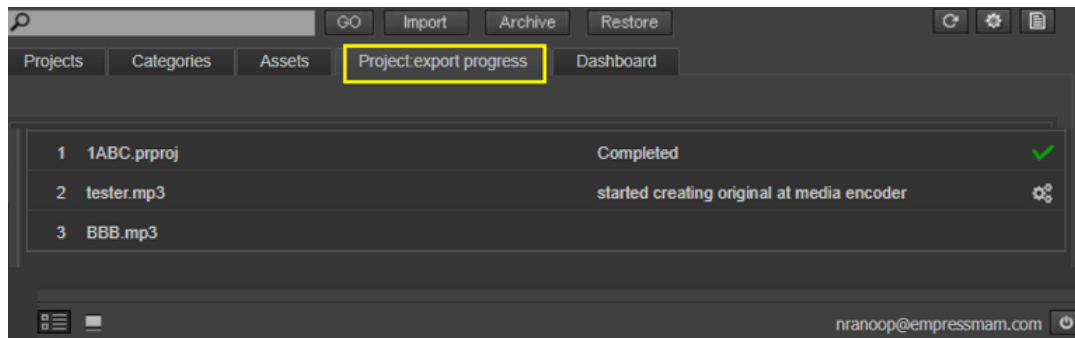
Note: If multiple elements have same name or are linked to same media, during export below warning messages are displayed. In this case, users should either remove the duplicates or rename similar items. However, if user proceed with these warnings without making any changes, these files will not get ingested into eMAM, and if the project is imported in a remote location, there will be missing files.



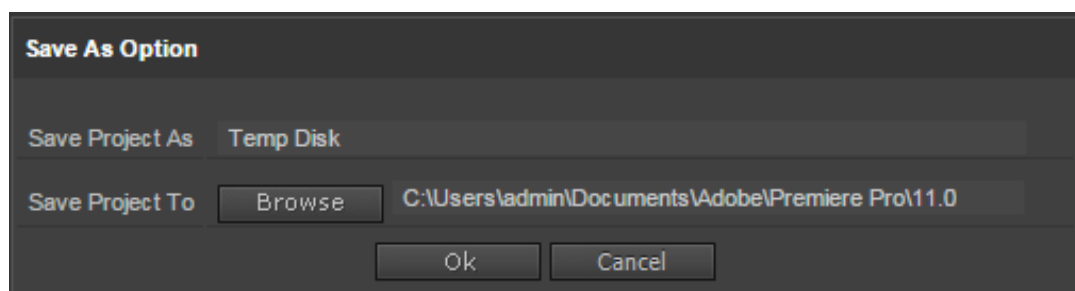
Export window with warning messages of assets that cannot be linked

When a user clicks on **Add** button, progress of each asset getting exported to eMAM is displayed under the *Projects* tab. During export, all the files are encoded and uploaded asynchronously to eMAM. One asset is picked up for encoding, then it moves it for *Uploading*. Once it gets uploaded (*ingest queue status is updated to Added*), it is moved to the ingest folder for ingest to the eMAM system. When one asset is moved for *Uploading*, another asset is picked up for encoding. Export progress status of each asset gets displayed under the Projects tab. This process is repeated for all the assets. So, by the time the last asset is encoded, all the other assets might be already in the eMAM system.

When a user navigates to the *Projects* tab for the first time, they can see the progress and status of the current export there. However, if the user closes this window, or refreshes the panel, that information cannot be seen again and the normal Project tab (*with Export, Link Media & Save As button*) window is displayed. Encoding and upload of assets are represented with different status icons under Projects tab:

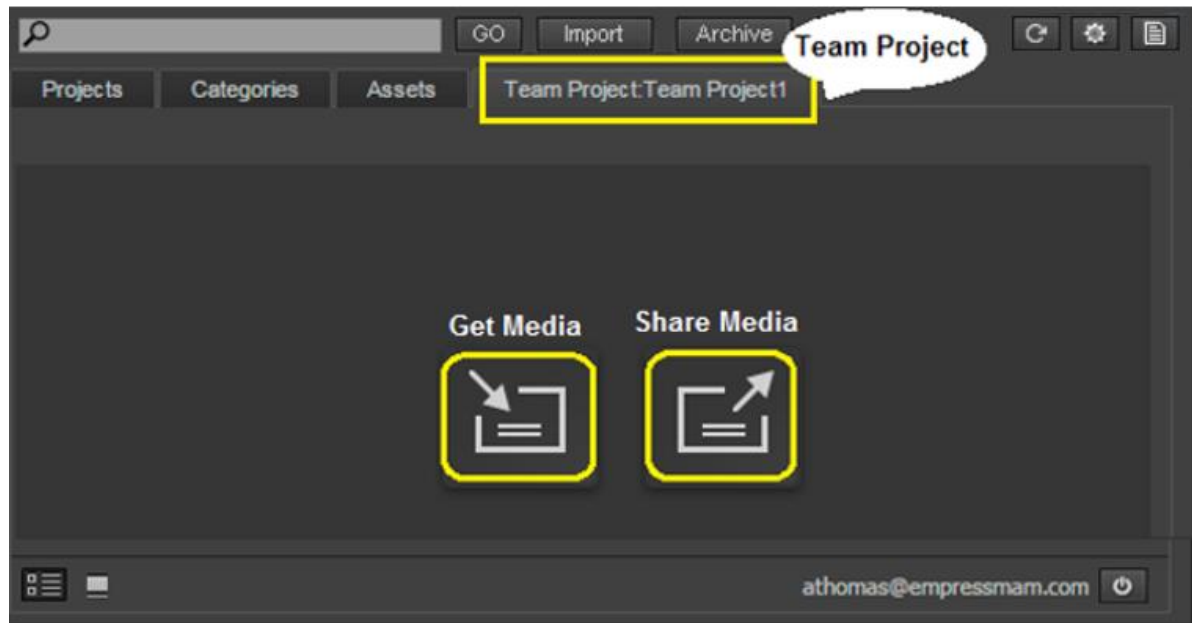


- c. **Save as:** Using 'Save As' option, you can save the current project with a different name to any desired location using **Browse** button and then click **Ok** to save it.



Save as option window

- b. **Team Project:** Team project allows editors to work together smoothly and securely on shared sequences and compositions within Adobe Premiere Pro CC, After Effects CC, Adobe Prelude CC, and Adobe Media Encoder CC. Team Project tab displays *Get Media* and *Share Media* buttons.



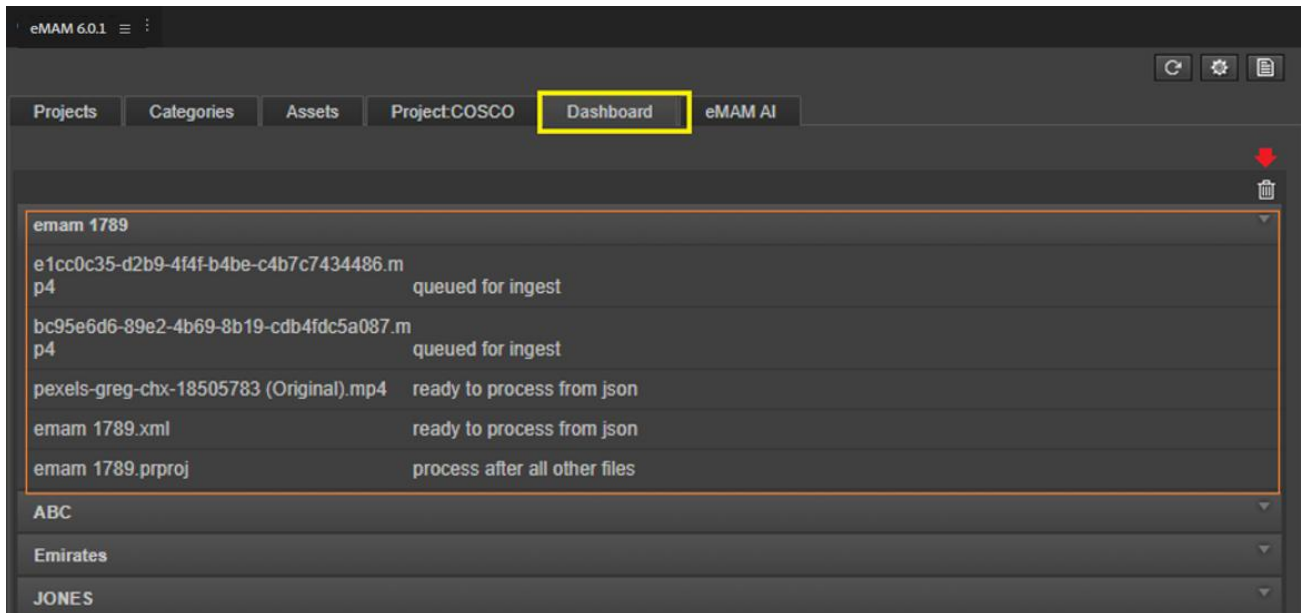
Team Project with Get Media and Share Media buttons

1. **Get Media:** Import assets from eMAM and Local using Get Media option. This will sync the media from eMAM system to the currently opened Team Project.
2. **Share Media:** Share option will sync the media from Team Project to eMAM. This option will upload the new media used in Premiere Project to eMAM.

Refer

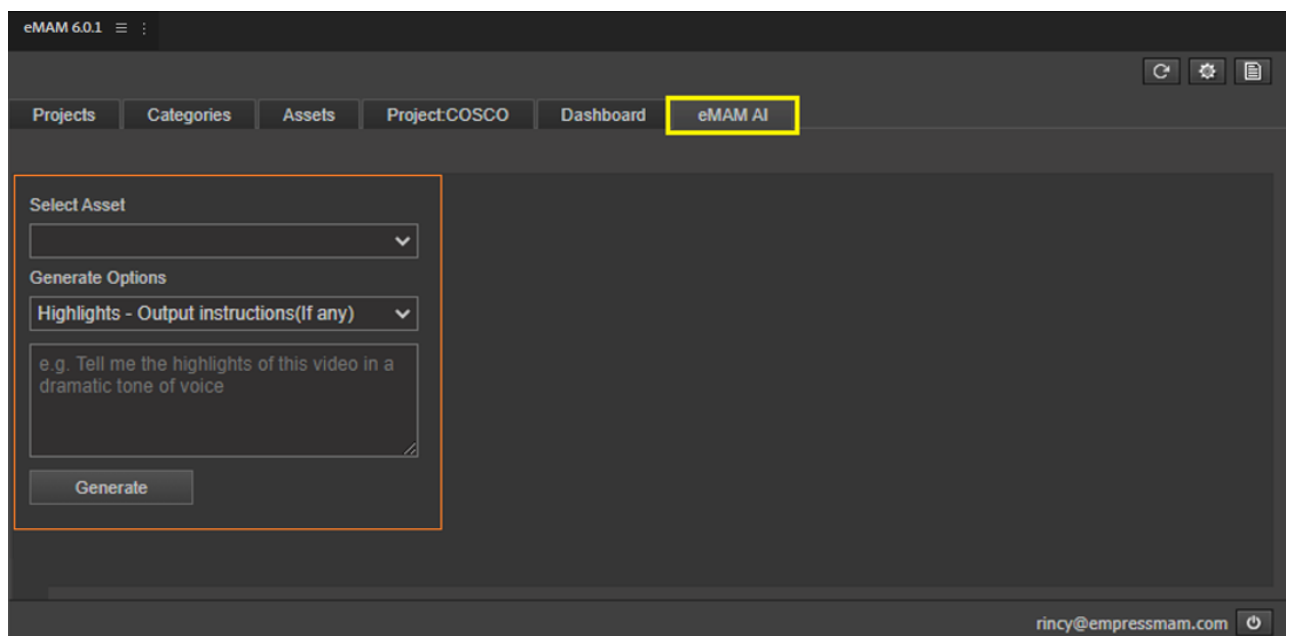
[Adobe Team](#) **Projects** *for more details.*

- 5. Dashboard Tab:** The *Dashboard* tab displays the real-time progress of files exported under a project from Premiere Pro to the eMAM system. You can select the stuck files under a project and delete them using the *Delete* icon on top. Deleted files status and progress can be monitored under the *Ingest Delete* queue in the eMAM Director interface.



6. eMAM AI

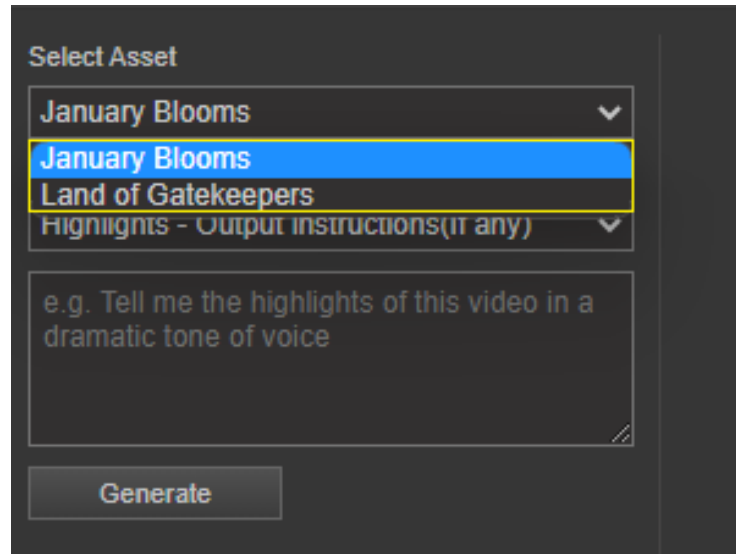
eMAM AI tab displays insights from the AI engines like Twelve Labs. eMAM will scan the project to see if any of the eMAM assets are indexed by Twelve labs Generative AI (Pegasus) engine. The indexed assets will be displayed under the *Select Asset* dropdown list.



Note: eMAM users can view eMAM AI tab in Adobe Premiere panel only if Insights & Transcribe permission is enabled at Super Admin level under Unit Management>Feature Settings level.

To use eMAM AI, follow the below steps:

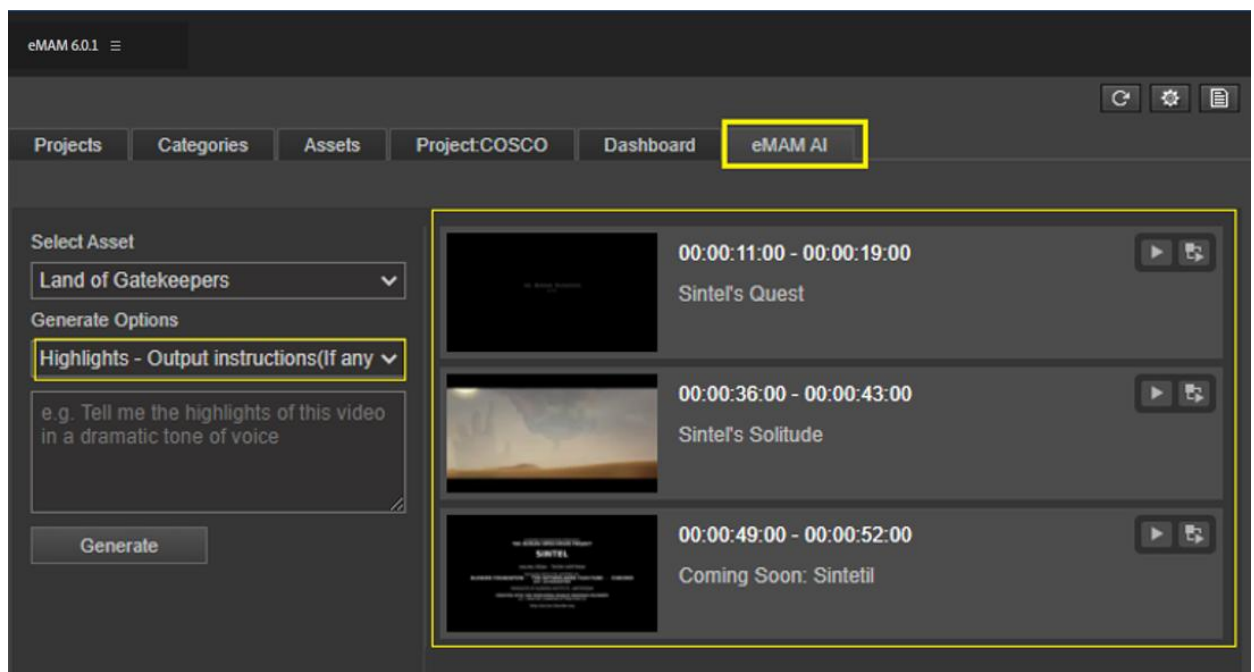
- a. Select Asset: Select of the listed indexed assets.



- b. Generate Options: Choose any of the below Error! Reference source not found..
- c. Enter your prompt as text.
- d. Click on **Generate**.

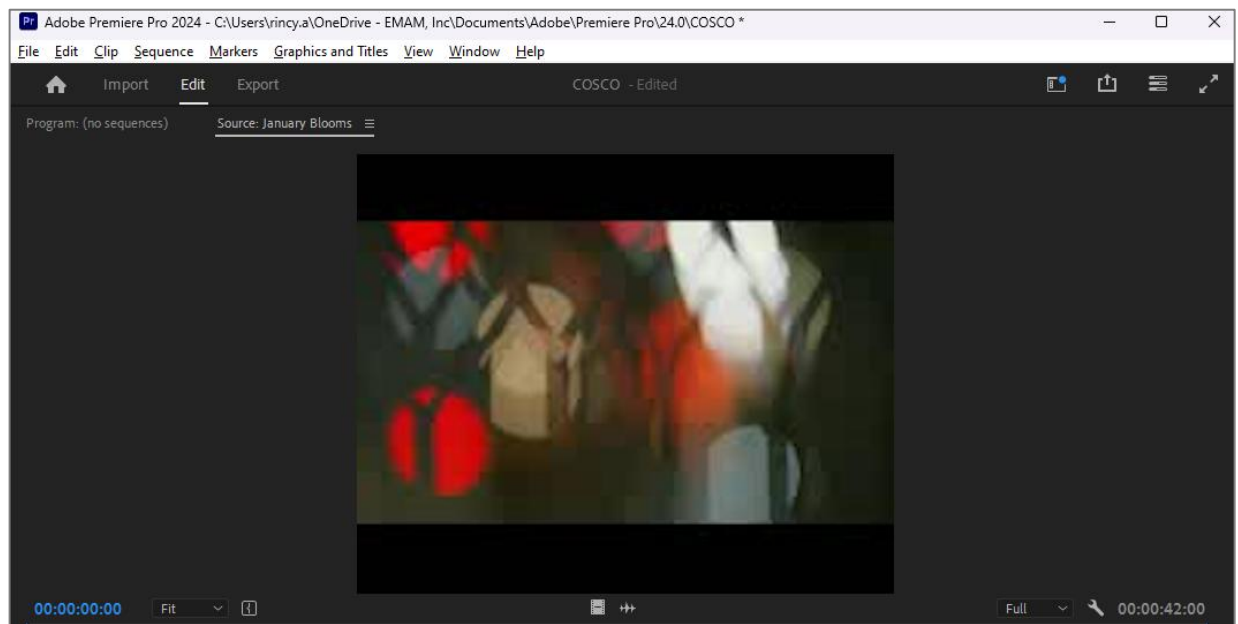
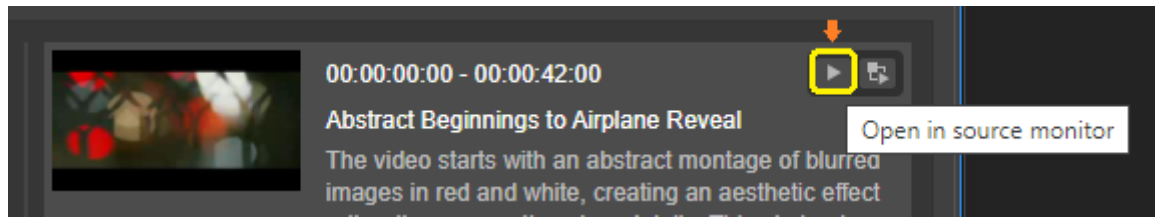
Generate Options Types:

- **Highlights:** A chronologically ordered list of the most important events within a video. Highlights only capture the key moments, providing a snapshot of the video's main topics. For each highlight, the platform returns its starting and end times, measured in seconds from the beginning of the video, a title, and a brief description that captures the essence of this part of the video.

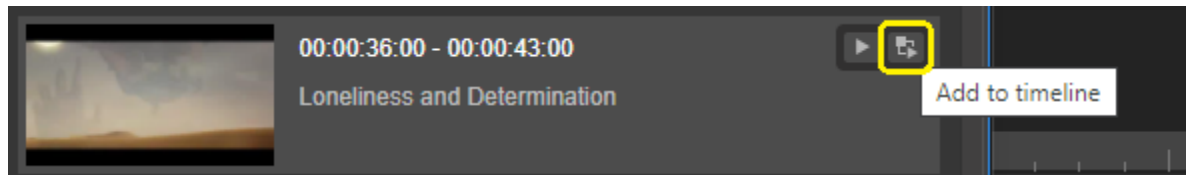


Each generated highlight will have two options:

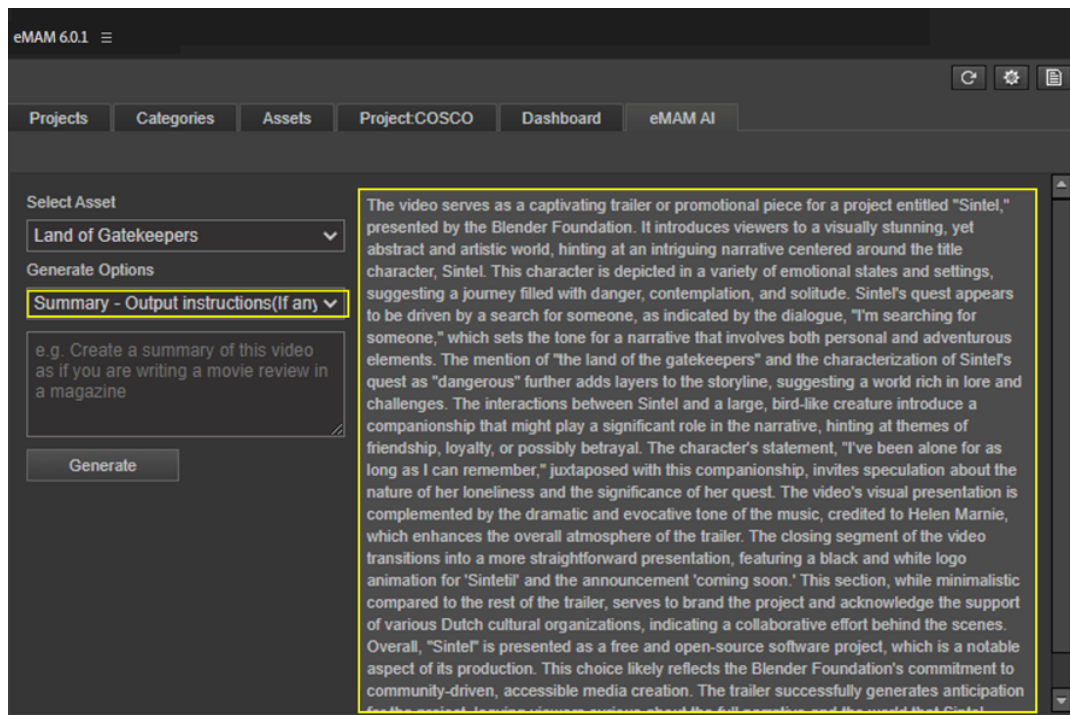
- ✓ **Open in source monitor:** Click on  icon to open this clip in source monitor.



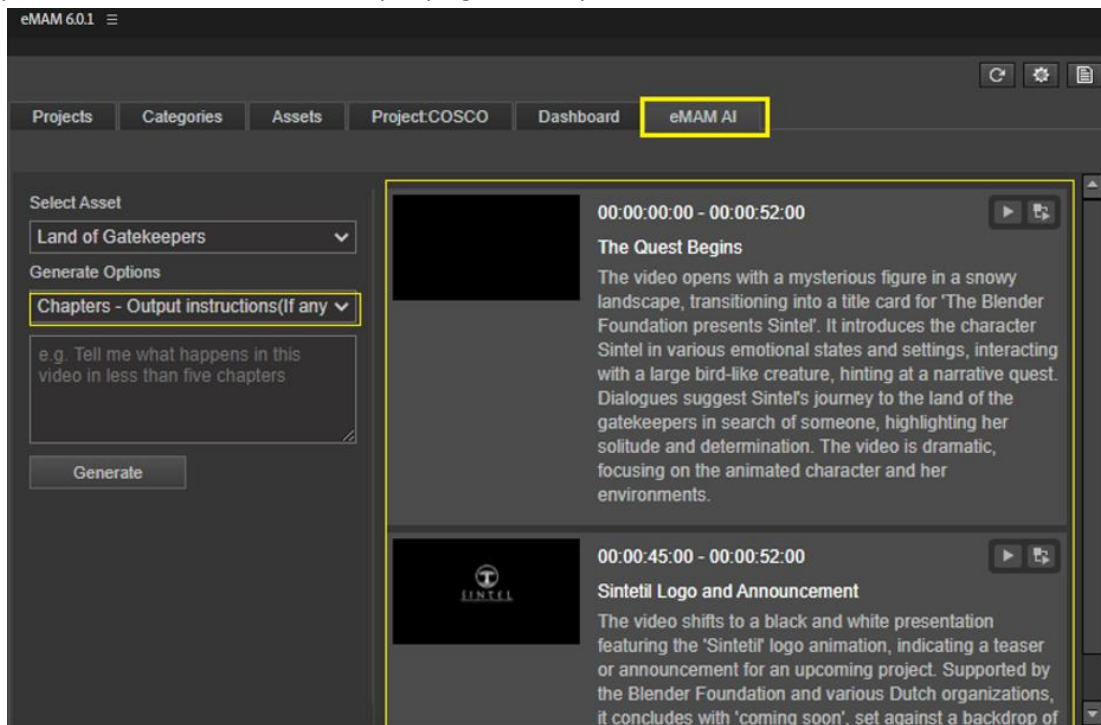
- ✓ **Add to timeline:** Click on  icon to add this clip to the active sequence.



- **Summary:** A brief that encapsulates the key points of a video, presenting the most important information clearly and concisely.



- **Chapters:** A chronological list of all the chapters in a video, providing a granular breakdown of its content. For each chapter, the platform returns its starting and end times, measured in seconds from the beginning of the video clip, a descriptive headline that offers a brief of the events or activities within that part of the video, and an accompanying summary that elaborates on the headline.

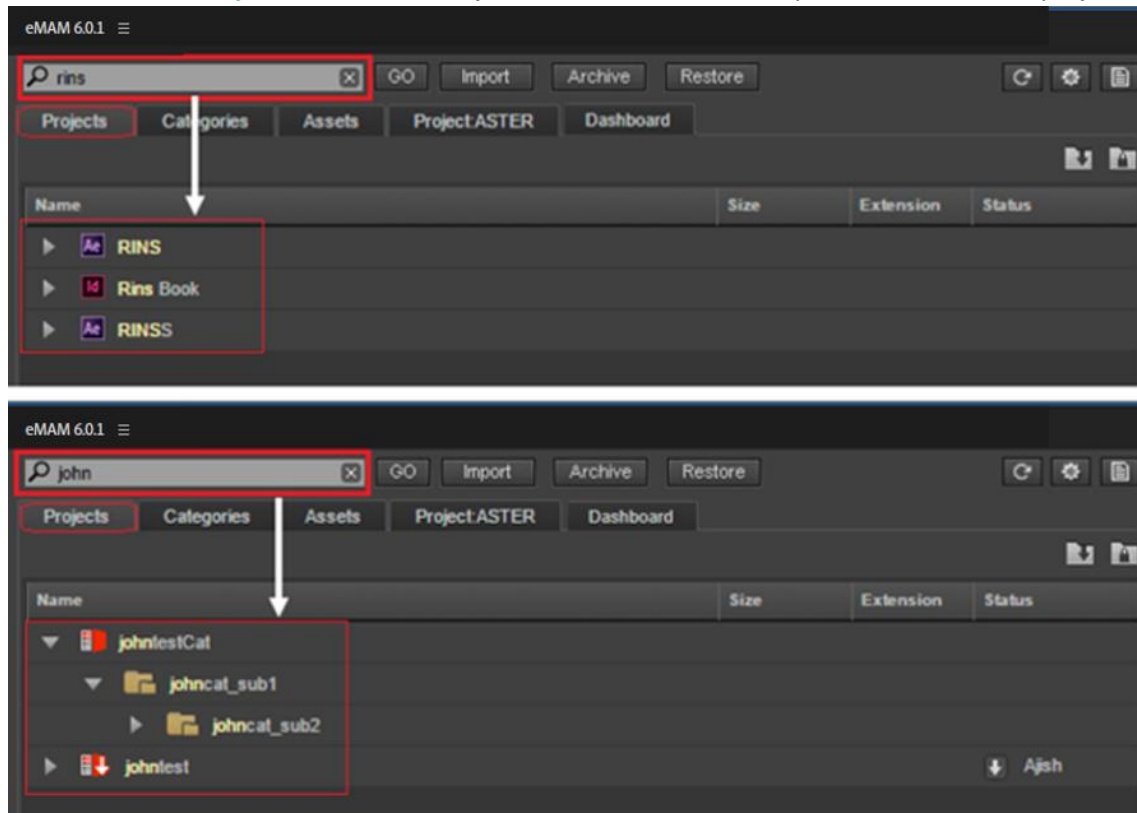


Each chapter generated will have two options:

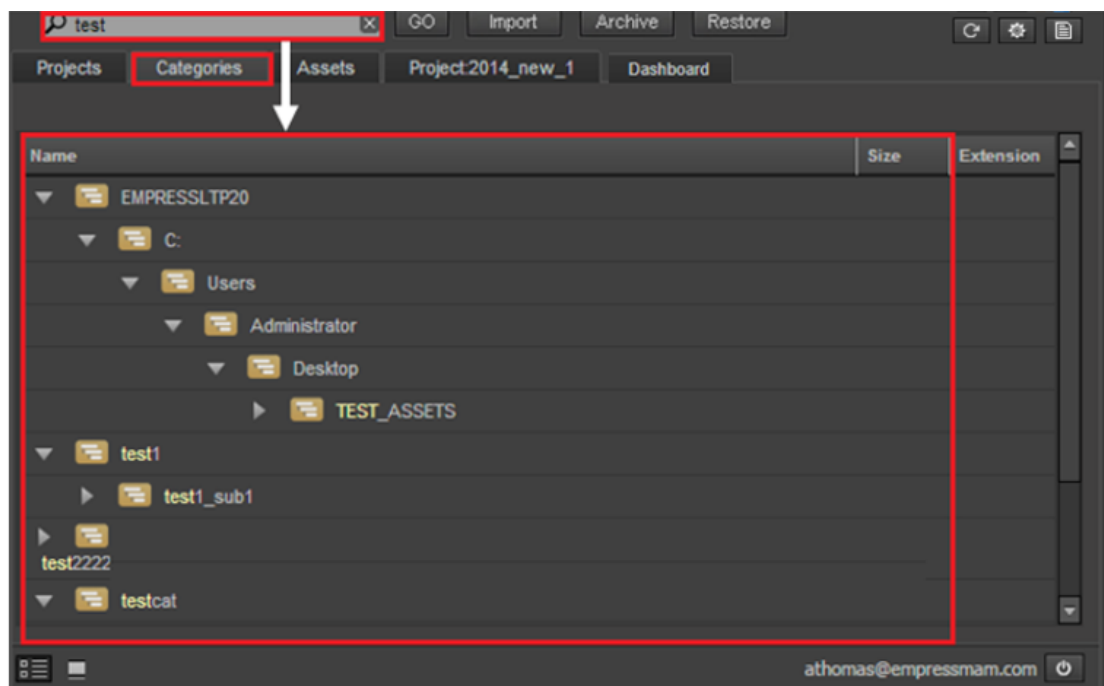
- ✓ Open in source monitor
- ✓ Add to timeline

- 7. Search:** Editors can search all the media in the eMAM system, based on title, description, metadata tags, or marker details of the assets under Assets tab using the search option within the extension panel. eMAM also organizes groups of assets into categories and projects. Depending upon which tab is chosen, you can use this function to search for projects, categories, or assets with the given name. Type in the search bar and click on **GO**.

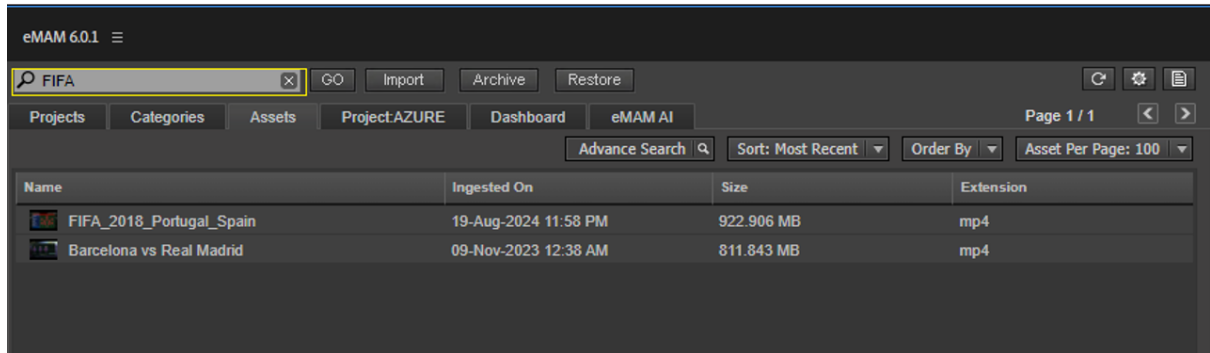
- **Search results under Projects tab:** Under Projects tab, enter the search phrase to search for project.



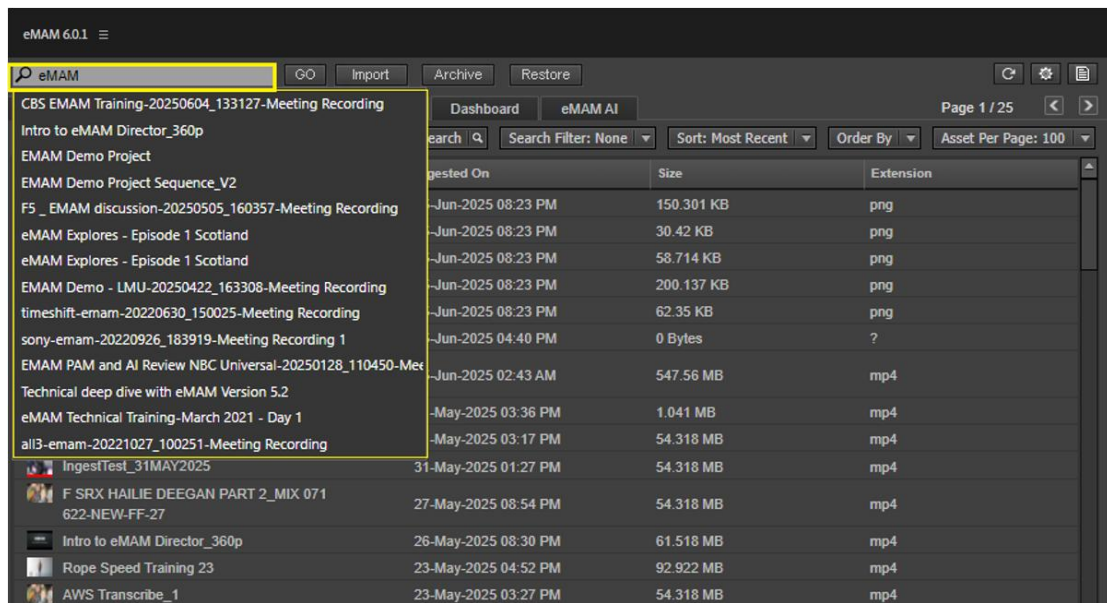
- **Search results under Category tab:** Under Category tab, enter the search phrase to search for category.



- **Search results under Assets tab:** Under Assets tab, enter the search phrase to search for assets.

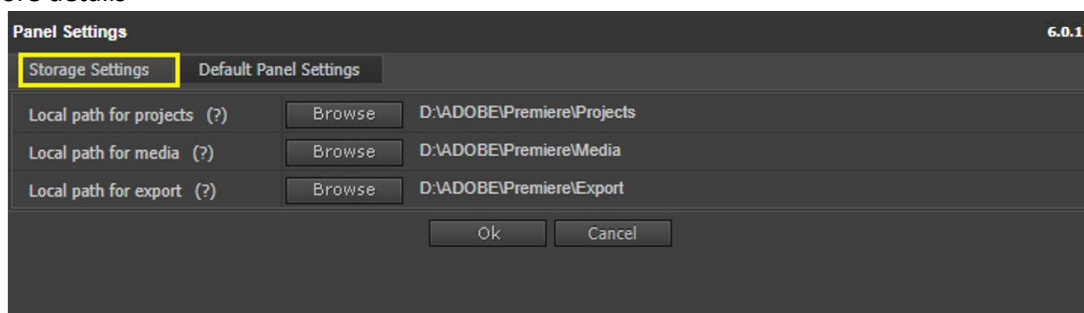


Search will also display list of suggestions for the keywords entered.



8. **Settings:** The Panel settings  button on the upper right-hand corner of the panel allows you to configure the eMAM Panel settings like storage, asset export and Sequence export pre-set settings. Incomplete/pending configurations will be displayed with a warning symbol  in the home page. eMAM Panel Settings window displays below two tabs:

- a. **Storage settings:** Using this option, you can define where the Premiere Project file needs to be stored on your local workstation when it is exported to eMAM. Using Localize option, eMAM users can work in an environment without direct connection to the eMAM central storage. Refer Localize section on Pg. [49](#) for more details



Project file storage settings window

This requires some changes in Project Panel settings:

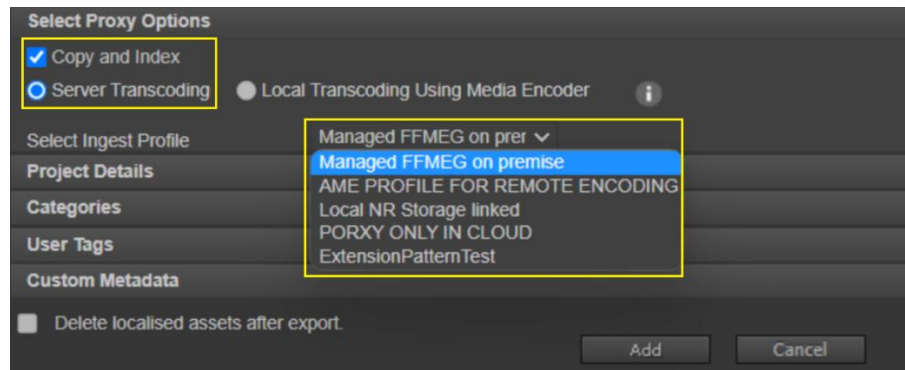
- **Local path for Projects** - Store the importing project locally in the *Projects* folder. Click on *Browse* button and select the location to store the Projects.
 - **Local path for Media** - Store the assets from the importing project locally in the *Media* folder. Multiple users can point to the same 'Local path for media' assets, so that they don't need to localize the asset which are already localized by another user.
 - **Local path for Export** - Store the exported project file and its contents locally in *Export* folder before uploading to cloud.
- Green button should appear next to each of folder locations for **Project, Media and Export**.

- b. **Default Panel Settings:** Here you can set the default values for Asset Export options, sequence export options, S3 upload configurations etc. which will be displayed in the Metadata popup window during export. These proxy settings will determine how the files and sequences will be transcoded and ingested into eMAM.

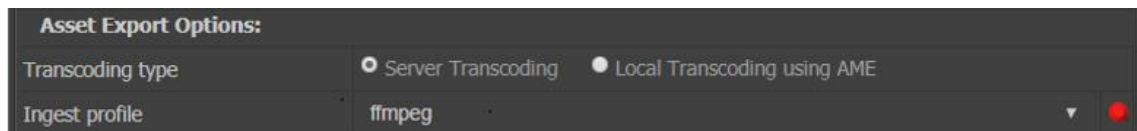
Default Panel Settings window

You can set the default values for below and click **OK**:

- Select all files by default** (checkbox).
- Select all sequences by default** (checkbox).
- Include After Effects files during export** (checkbox)
- Show 'Copy and Index' option during export** (checkbox) If enabled in settings, when a project is exported, an option to do *Copy and index* option is displayed. Selecting this restricts the system to *Server Transcoding* only and automatically filters out **S3** and **Instant Ingest** profiles.



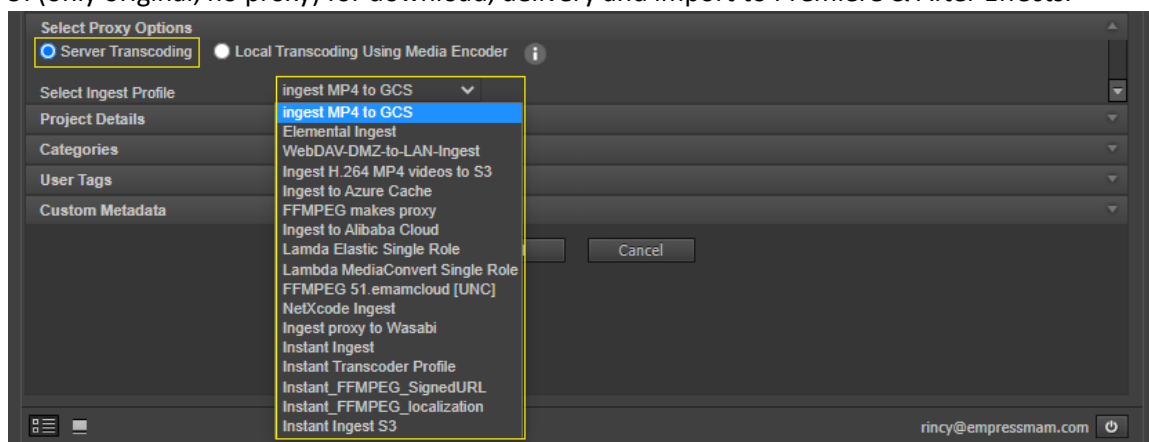
- Asset Export options:** You can also set your preferred ingest below options as default:



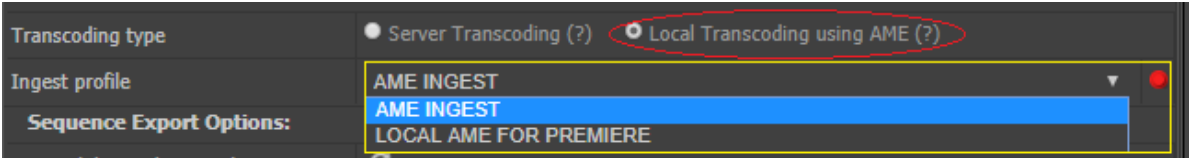
- **Transcoding type:** You can select from any of the two transcoding types. Based on the transcoding type selected, ingest profiles listed under Ingest Profile will vary.

- Server transcoding** will list all the Managed transcoding ingest profiles including AME ingest profiles configured with AME IP as a different IP and not localhost. Panel will need write permission to the ingest folder. In this H.264 proxy for assets is made by the transcode manager. Here the transcoding speed is dependent on the transcoding servers. This option works with the ingest profiles configured with *XCodeType* as *ManagedTranscode*.

Server transcoding also support **'instant assets'**. Assets exported back to eMAM from Premiere panel can now be uploaded to eMAM using instant asset ingest profiles and are instantly available in eMAM UI (only original, no proxy) for download, delivery and import to Premiere & After Effects.

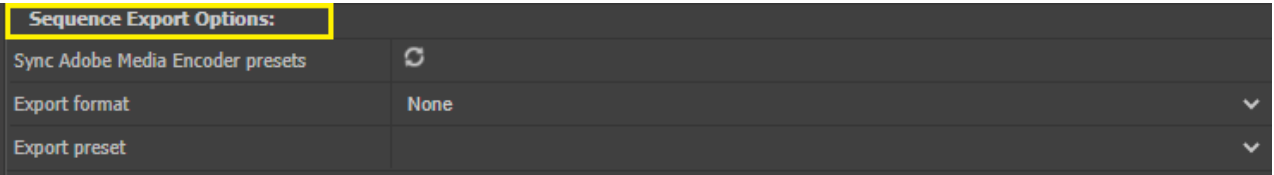


- ii. **Local Transcoding using AME** will load the ingest profiles configured with the AME transcoder and AME IP as localhost. Panel requires write permission to the high res and low-res folders. Utilizing local transcoding and Adobe Media Encoder as the transcoder, every job submitted to Media encoder will make its respective proxy, thumbnails/metadata extraction and mezzanines files in the Panel itself. Using Direct copy/upload manager/Flight CLI/ AWS SDK, the panel uploads the files into their respective folders. eMAM now also supports image transcoding for Local transcoding using AME. Just add eMAMImage.epr at AME preset folder in the Gateway for proxy creation. This preset will be downloaded to local machine and can be used for further transcoding.

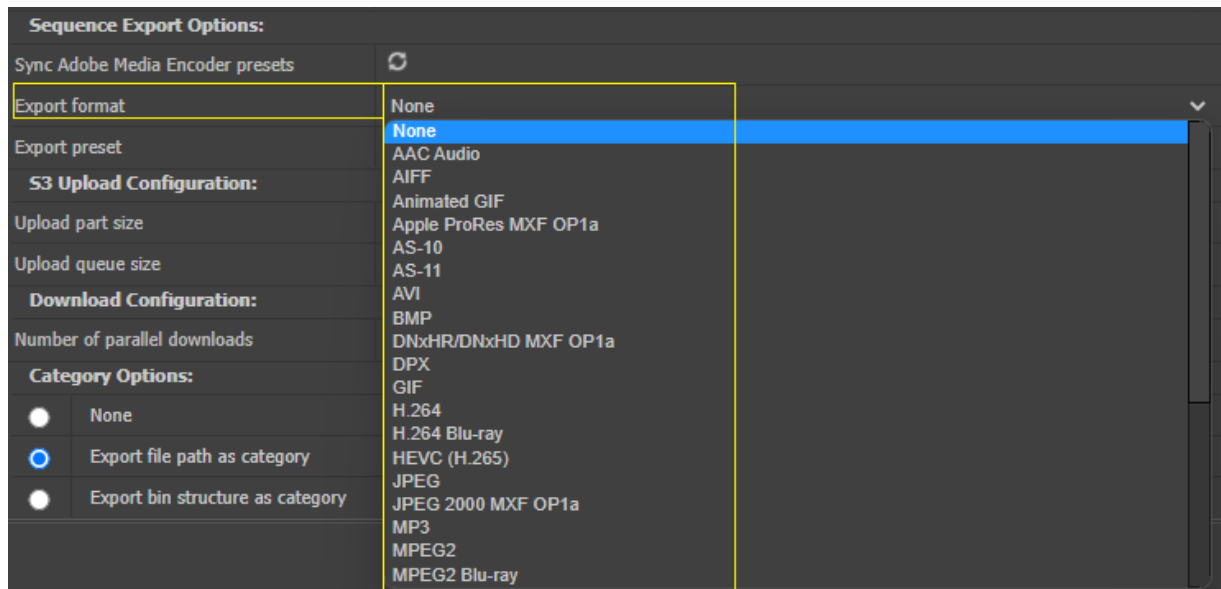


In this transcoding, H.264 proxy for assets is made by Adobe Media Encoder. Here the transcoding speed is dependent on the client system configurations. This option works with the ingest profiles configured with XCodeType as OriganlWithProxy. Users have the option to choose the proxy size from the "Select transcode Preset" dropdown.

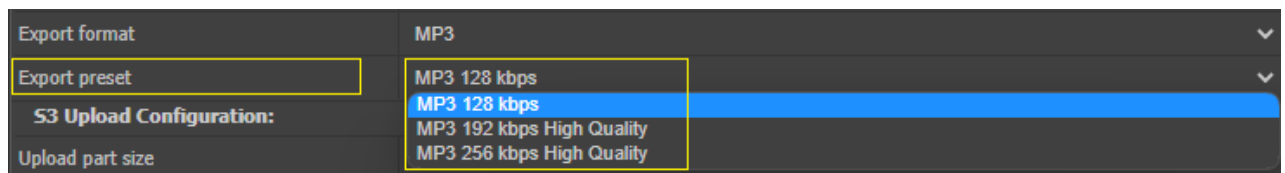
- **Ingest Profile:** Select the ingest profile from dropdown list based on the transcoding type selected.
- f. **Sequence Export Options:** You can set the preferred sequence export options here. It allows users to sync all the default AME pre-sets from the media encoder to the eMAM Premiere panel. Just click on the *Sync* icon (as shown below) to sync the pre-sets and now users can use these default pre-sets for encoding the sequences from Premiere project. If any export pre-sets are existing in the project level, it will be displayed in metadata window during export. If no such pre-sets exist, AME system pre-sets will be used.



- **Sync Adobe Media Encoder presets:** Local transcoding using AME: Click on this sync  icon to sync the panel pre-sets with AME pre-sets. Default- None.
- **Export format:** Select export format from the dropdown list for sequence export.



- **Export pre-set:** Based on the selected *Export format*, select the export preset from the dropdown list for sequence export.



These pre-sets can be customized in the eMAM config files. Refer [Preset configurations](#).

g. **S3 Upload Configuration:**

- **Upload part size (default 5):** AWS S3 – Define the part/chunk size of each part during multi part upload.
- **Upload queue size (default 1):** AWS S3- Define the no. of threads/files that can be parallelly uploaded.

For a bandwidth of 100Mbps, you can choose Part size - 80 and QueueSize-10 with the following calculation,

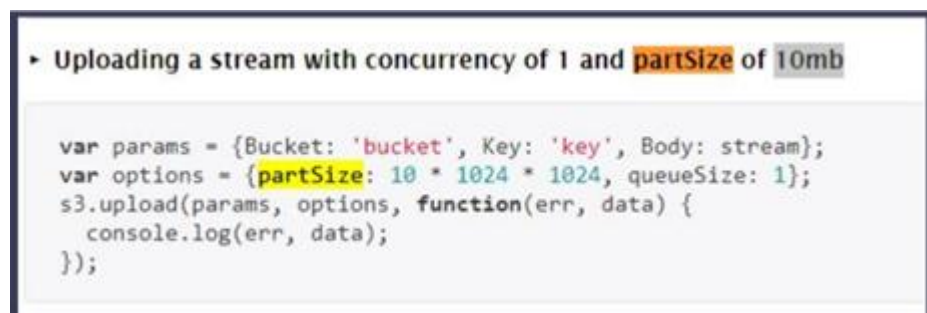
$$80 \times 1024 \times 1024$$

80 megabits

$$80/8 = 10 \text{ Mega Bytes}$$

10 MB parts 10 parallel (queue) upload

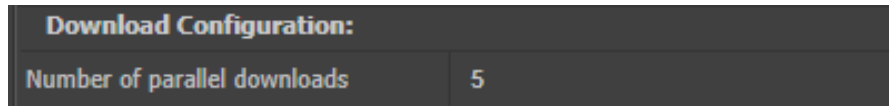
$$10 \times 10 = 100 \text{ MBps}$$



For more details refer: <https://docs.aws.amazon.com/AWSJavaScriptSDK/latest/AWS/S3.html#upload-property>

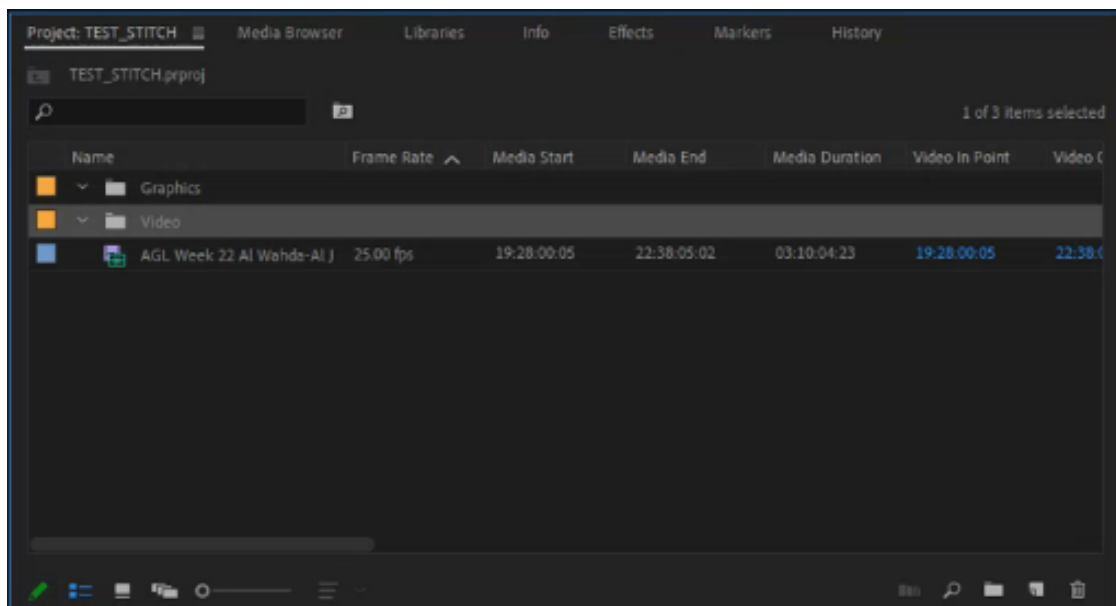
h. Download Configuration

Here you can define the no. of import threads or no. of parallel downloads. By default, it is configured as 5.



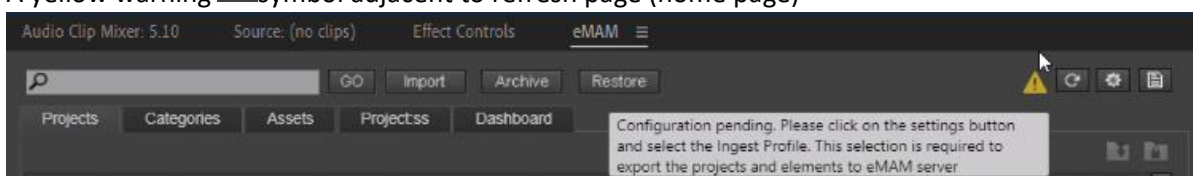
i. Category Options

- e. None (*Selected by default*)
- f. **Export file path as category** (*radio button*): Enable this button to keep source folder structure same as category. You can set the Category name as the export path name. When assets are exported from premiere, the file path will be converted to category, and it can be seen in eMAM Director.
- g. **Export bin structure as category** (*radio button*): Enabling this button will add bin structure as categories in eMAM under the selected category on export from Premiere.

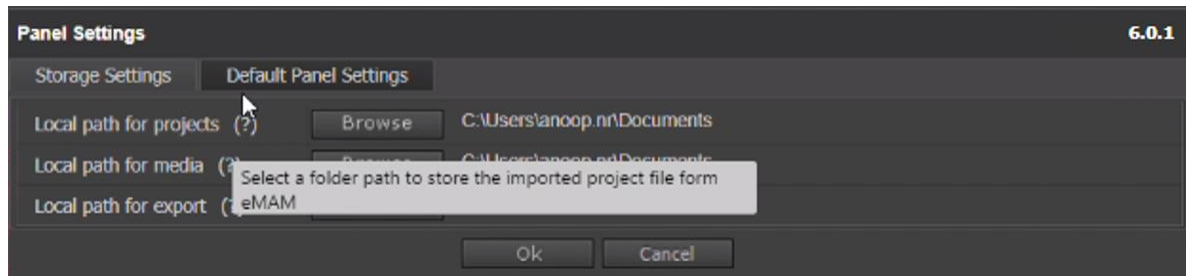


Note: If any of the settings or configuration is incomplete, eMAM panel will display:

- ✓ A yellow warning  symbol adjacent to refresh page (home page)

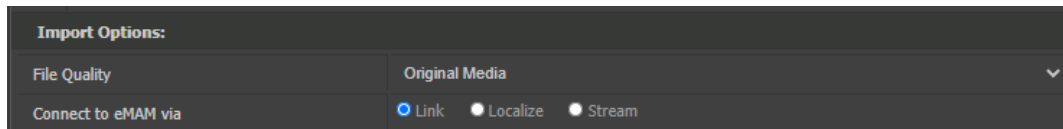


- ✓ (?) symbols in each incomplete field with messages inside the *Settings* window.



j. Import Options

You have option to set **Import option** as default in the *Settings* page for project, bin, category and asset import.

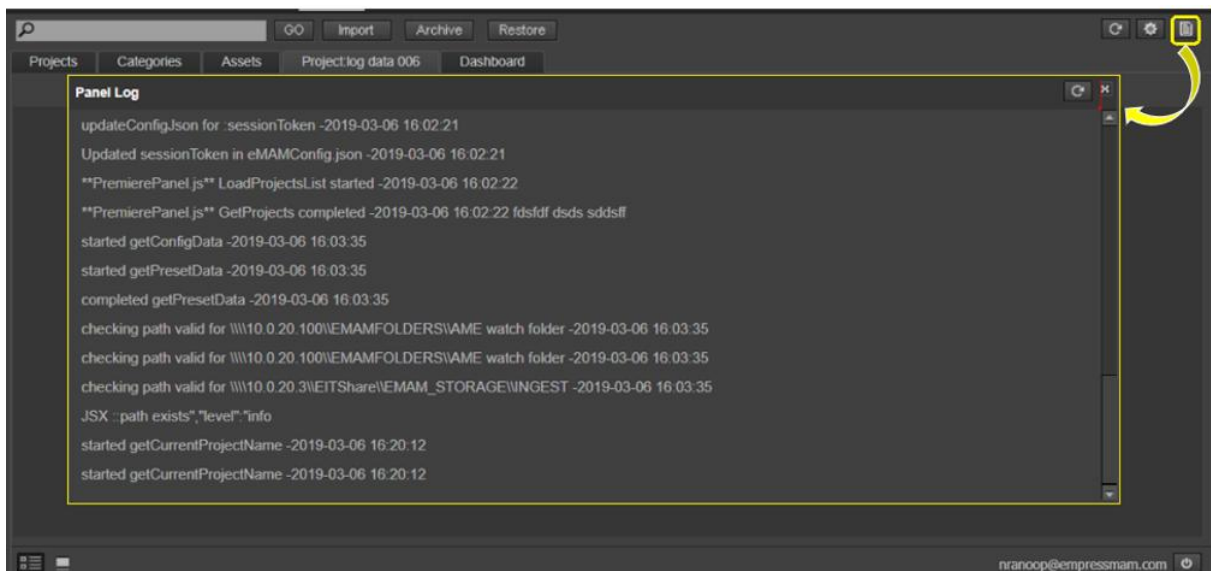


Link: Links files directly to eMAM storage for online editing. Require editing machines and storage to be on the same internal network. Ideal for workflows within a physical office environment.

Localize: Downloads files from eMAM storage to local storage. Ideally when the editing workstation lacks direct access to eMAM storage (e.g., object storage like S3) or for offline editing workflows.

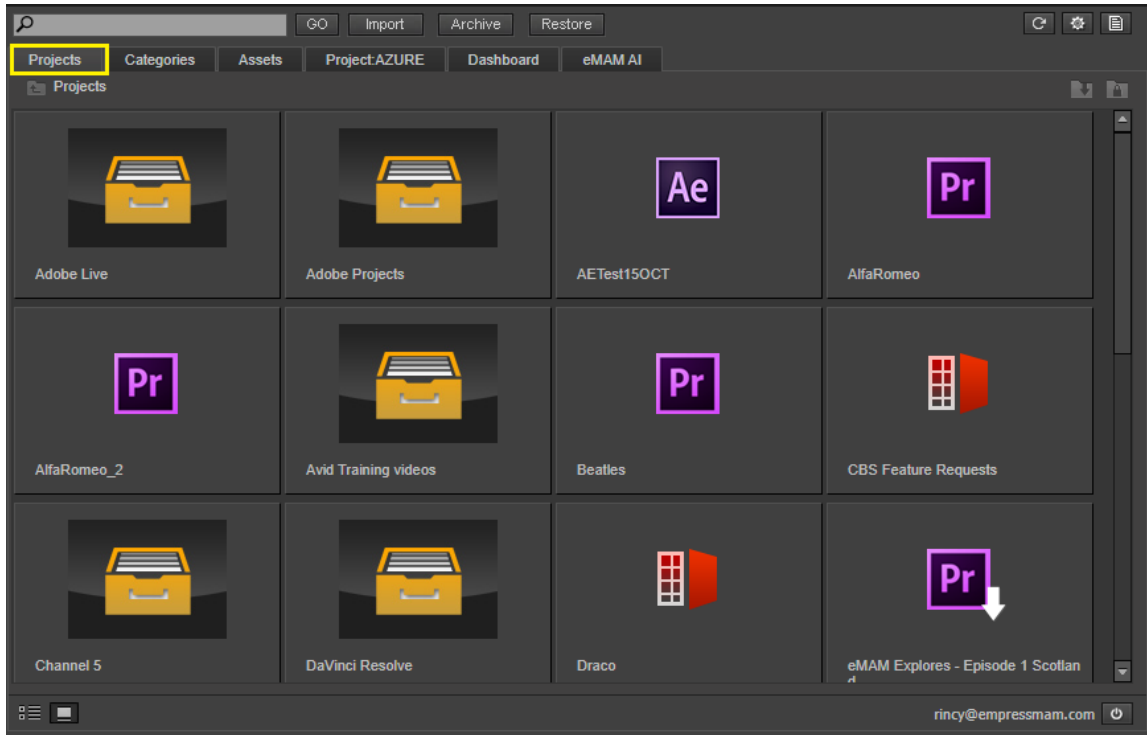
Stream: Loads media directly to Premiere from AWS S3 and HTTPS sources, avoiding initial download delays. Requires Media Reactor plugin configuration. Ideal for remote and cloud-based editing workflows.

9. **Panel Log:** You can now view the log files by clicking on the *Panel Log* button. A new window will display the logs written to `C:\Users\Public\eMAMPPRO_CONFIG` in the Windows. Maximum size of the log is limited to 100kb. After that the log will be renamed with “_#”. This will help users to easily troubleshoot by looking into all the errors and activities in the Premiere Panel.

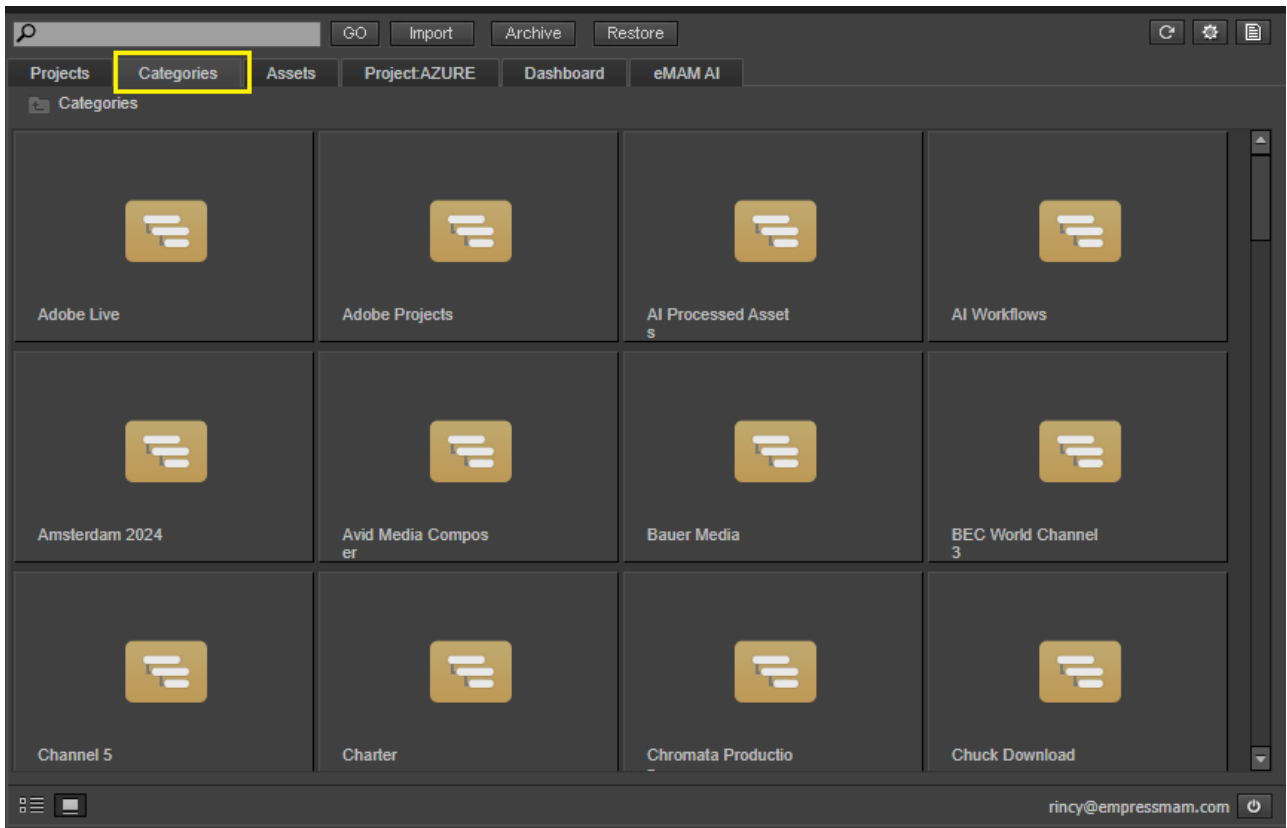


Panel Log window displays the logs

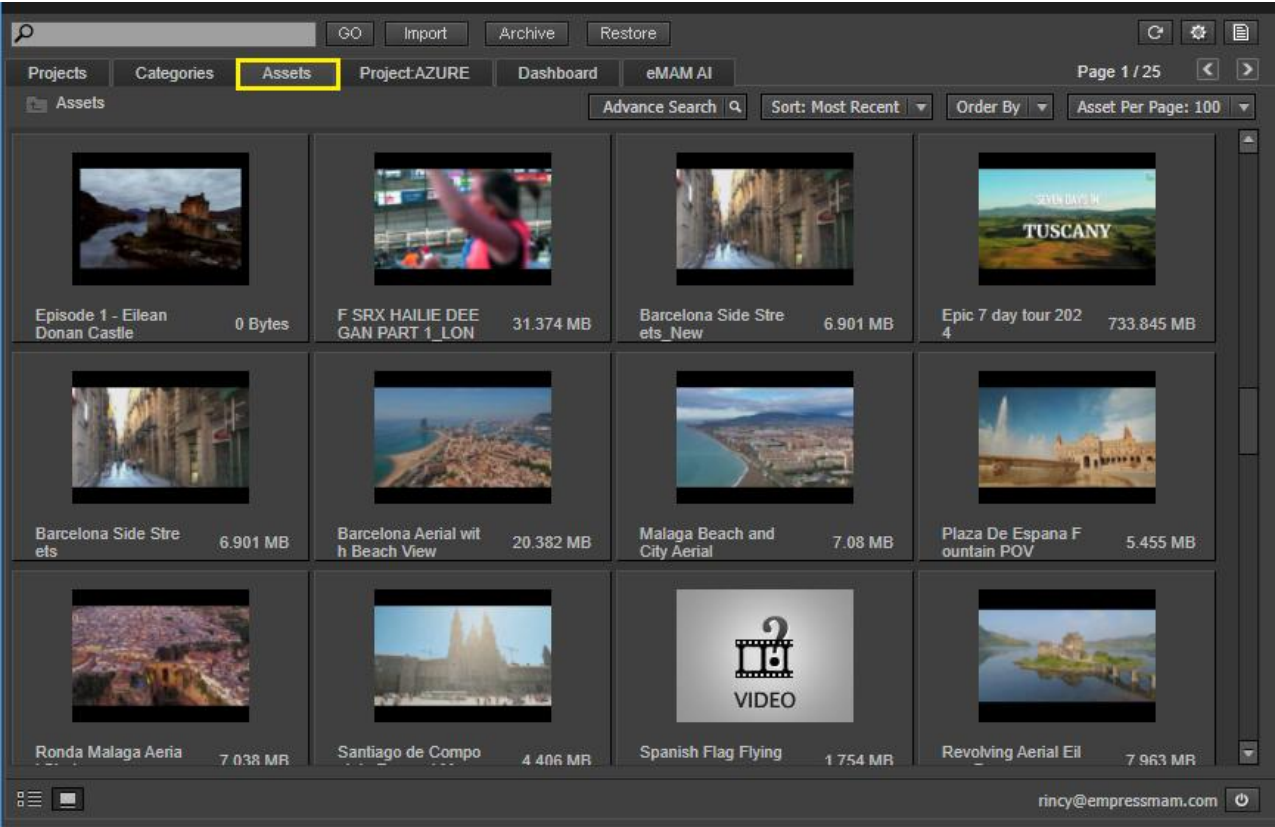
10. Folder view: You can view Projects/Categories/Assets tab in folders/thumbnails view by clicking on  symbol. To revert to List view, click on  symbol at the bottom of the page.



Folder view of Projects in eMAM Panel

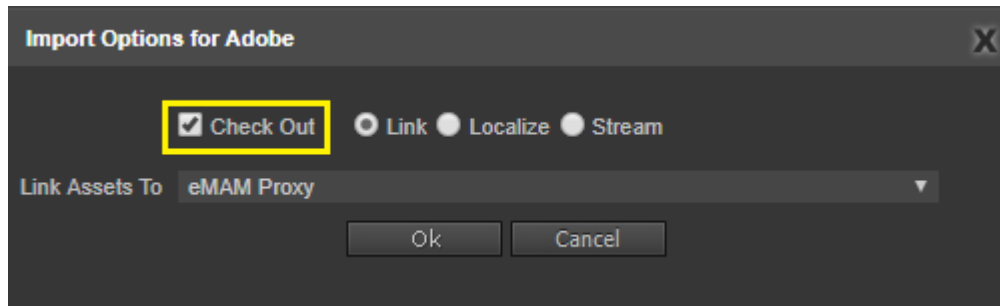


Folder view of Categories in eMAM Panel



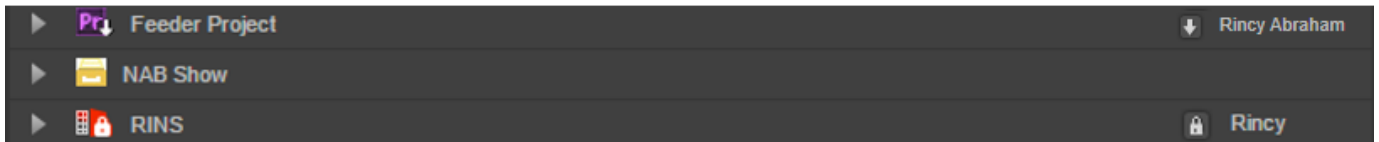
Folder view of Assets in eMAM panel

- 11. Check Out:** When you import any project to Premiere, it gets automatically checked out (*not for Adobe Premiere Pro CC*) with this symbol /  which means at a time only you will be able to work on that particular project in Premiere. Your name be reflected as the user who has checked out the project. Other users will NOT be able to import the same version of the project. You/ Admin will have to *Check In* this project at any point for other users to use this project.

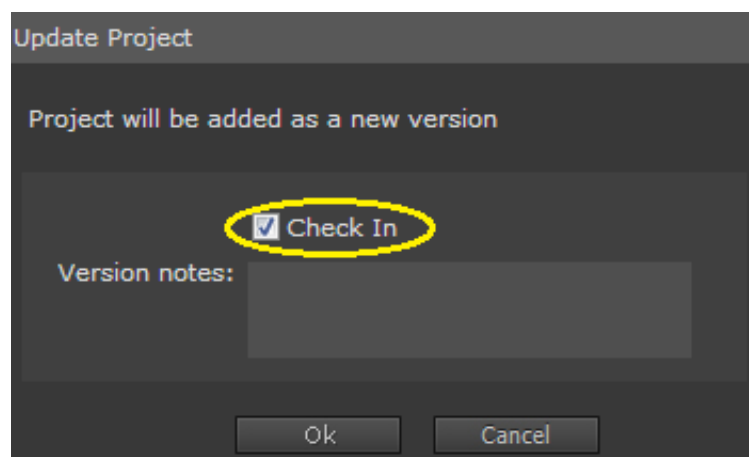


Import options window with Check Out option.

You can also lock any project keeping others from altering the eMAM or Premiere projects.



- 12. Check In:** When you export a project to eMAM, it automatically gets checked in, so other users can now import this project and work on it. This option will be checked by default and user cannot change that. This ensures that whenever export happens the project gets checked in and a new version is created.

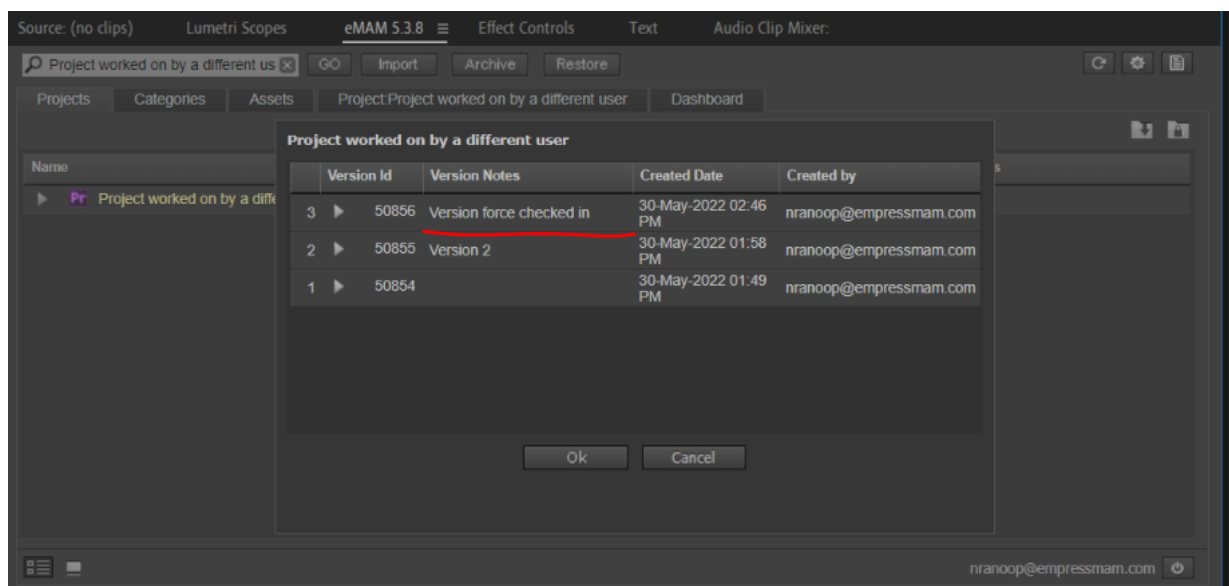


Option to check in during Export

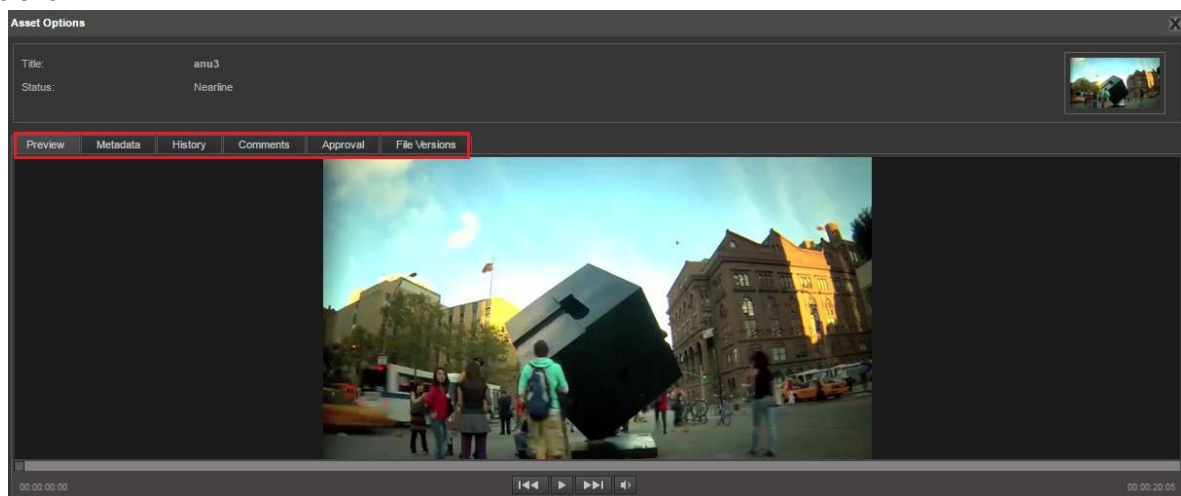
13. Force Check-In: As the name implies it's a forced check-in, done by user who checked out the project/ an admin to change the project from *Checked-out* to normal state. Below are scenarios where the user who checked out the project /admin needs to *Force Check in* an already checked out project without doing the complete project export:

- If the project is checked out by another user, and he/she is not available now to work on the project or you want to reassign the project to a different user, then you can force check-in the project, so that a different user can check-out the project and start work on it.
- The ongoing project export gets corrupted due to any kind of errors during export from settings side, or due to some technical issues, bandwidth issues or due to any panel errors

After the Force Check-in, when you try to import that project, you can see a version note gets automatically added "Version forced Checked-in".

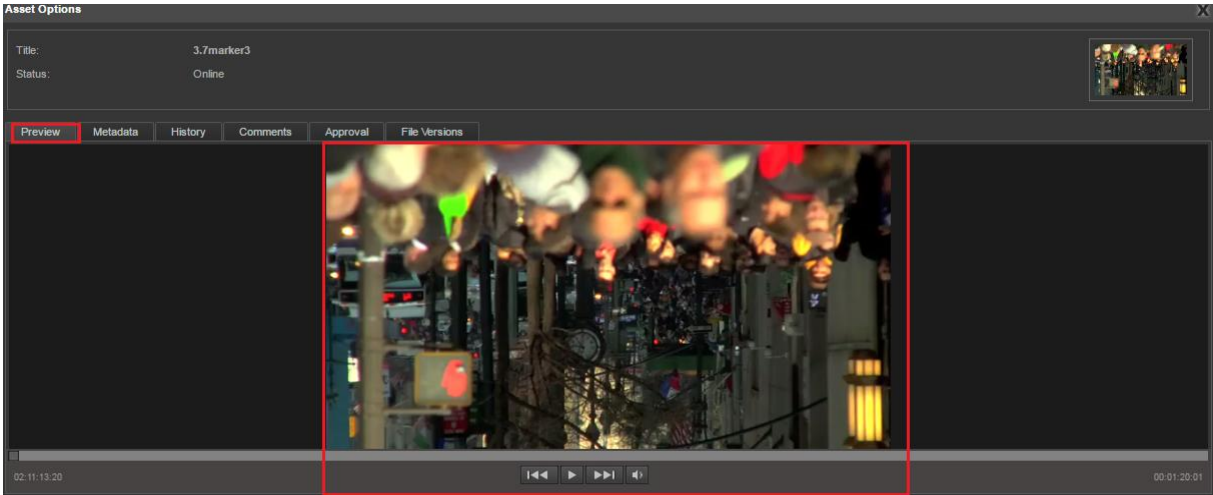


14. Asset Options window: When you double click on any asset under Projects/Categories/Assets tab, asset options window pops up. The asset will open the eMAM Preview player with a pre-set resolution, as specified by system Administrators. Users will be able to update metadata, review the history of an asset, review comments added to an asset, send Review and Approval requests, and select which version they would like to import into their project under various asset options tabs like Preview, Metadata, History, Comments, Approval, File versions.



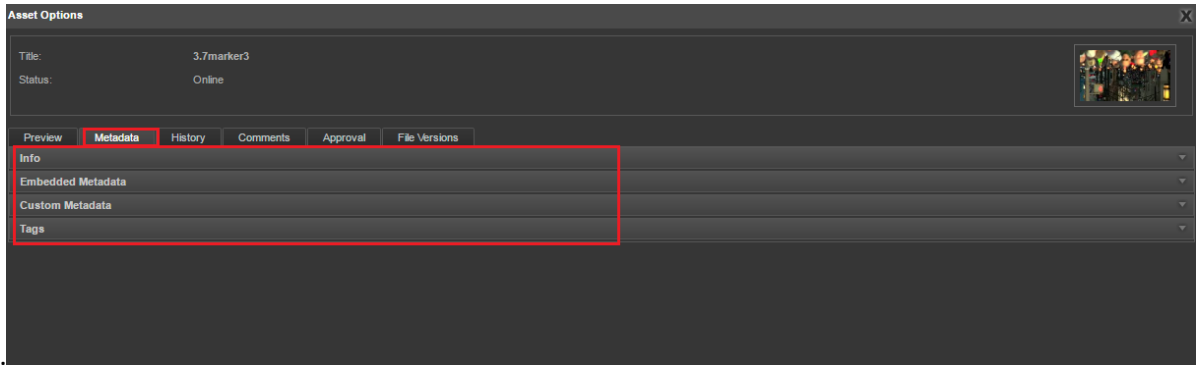
Asset Options window

- a. **Preview tab:** By default, Preview tab appears. Users can preview any asset individually and view its properties like name, status etc. Click on the play button to play the media files.



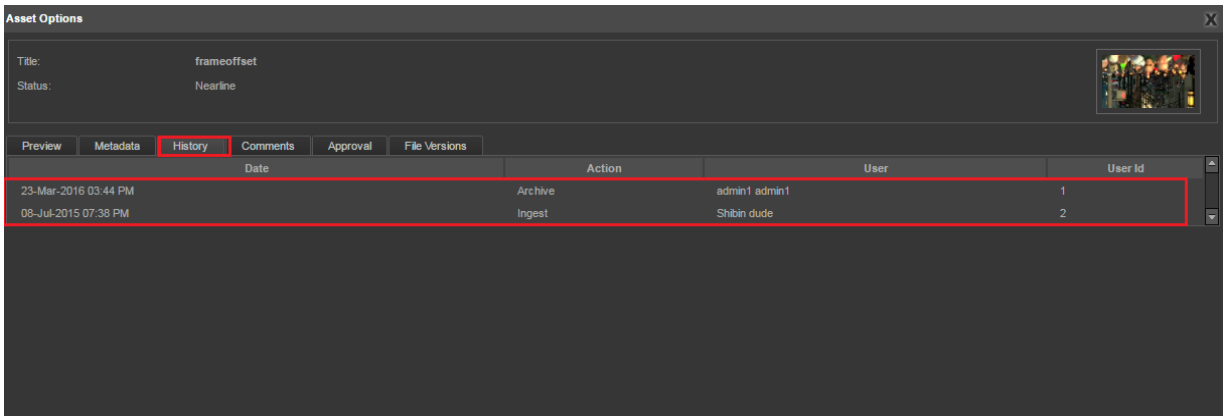
Asset Options window- Preview tab

- b. **Metadata tab:** Users can see all metadata details of the asset like Info, Embedded metadata, Custom metadata, and tags under different fields. They also have the option to edit and update metadata details of the asset as needed. Under Custom metadata, metadata values can be multi selected



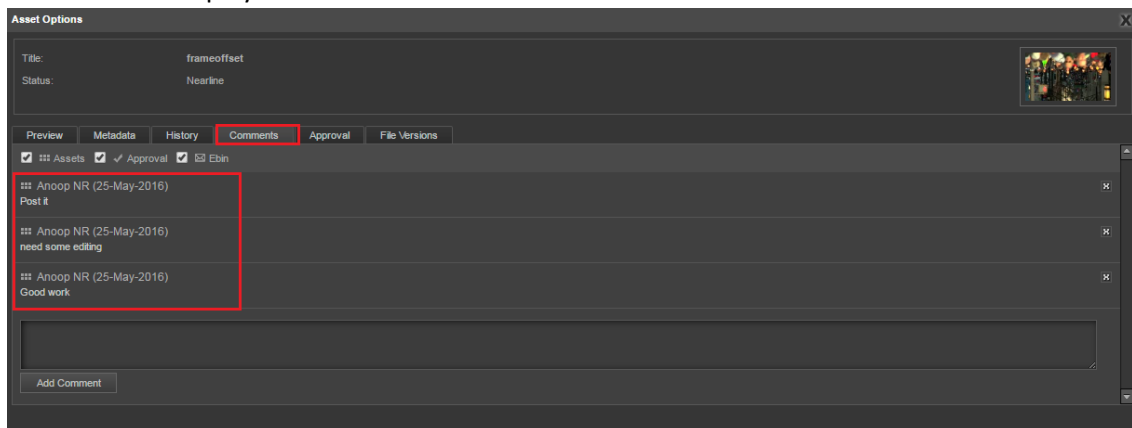
Asset Options window- Metadata tab

- c. **History tab:** History tab displays asset details and entire history of functionalities performed on the asset. It displays *Date of Actions*, *Action Performed*, *Username* and *id of the user* who performed the action.



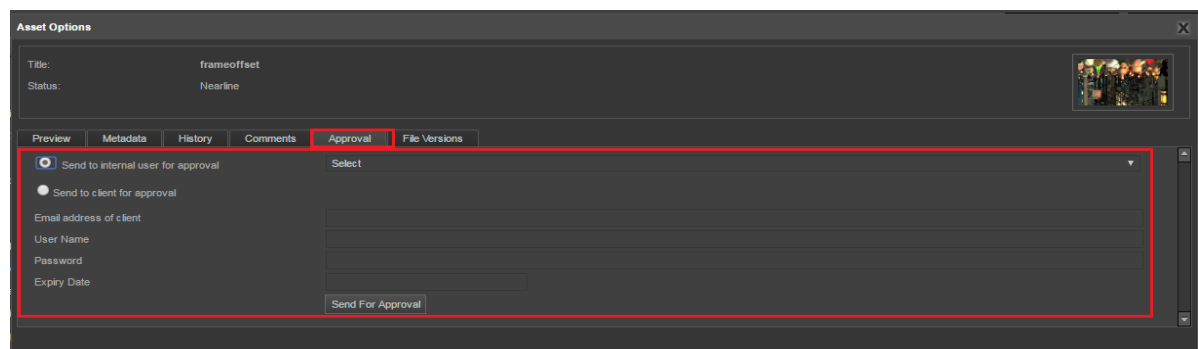
Asset Options window- History tab

- d. **Comments tab:** Comments tab allows you to view and add comments. Displays username, comment written by the user and date when the comment was written. Comments written on different interfaces are displayed here.



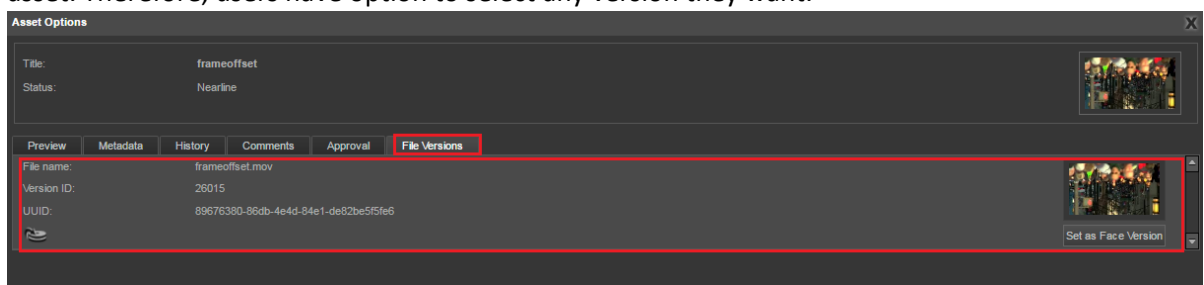
Asset Options window- Comments tab

- e. **Approval Tab:** Users may require asset to be approved by another person, internal or external to the organization. An asset can be sent for approval to another eMAM user (internal approval) or externally as a link to someone who has no access to eMAM (external approval). A proxy file can be made at low, medium or high quality. Editors can select the assets to be reviewed and send the link right from the eMAM Panel.



Asset Options window- Approval tab

- f. **File versions:** File version displays all the different versions created and available for the same asset. Therefore, users have option to select any version they want.



Asset Options window- File versions tab

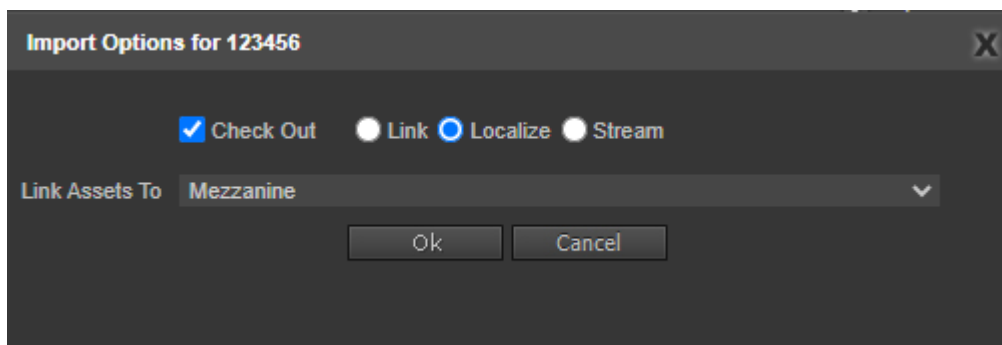
15. **Refresh:** In a multi-user environment, users can work simultaneously on the same project. The *Refresh* button updates the extension panel with the latest information in eMAM. Newly added projects, bins, clips, sequences, categories/subcategories, along with all the metadata, markers, and sub clips will be reflected in the panel upon refresh.

Main functions

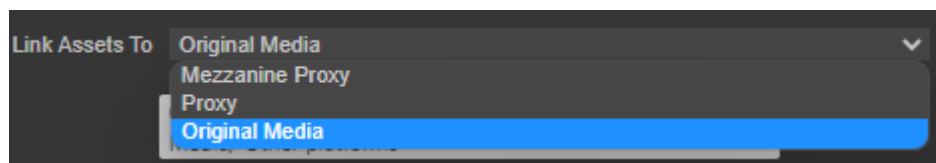
A. IMPORT

The Import function can be used to import eMAM managed content (*Asset/Project/Category*) from eMAM to a Premiere project located in a client machine for editing works. It can be used to import an entire project or bins, categories, assets or sequences (rough cuts) created in eMAM. Sent along with the imported assets are metadata, markers and sequences from the eMAM system. During import, the assets added to your Premiere project will be linked to the central eMAM storage location. To import the assets to the Premiere client machine, Premiere client location should have the network access permissions to the eMAM storage location. If you are working in a MAC, eMAM storage location should be mounted as a volume to the Premiere machine.

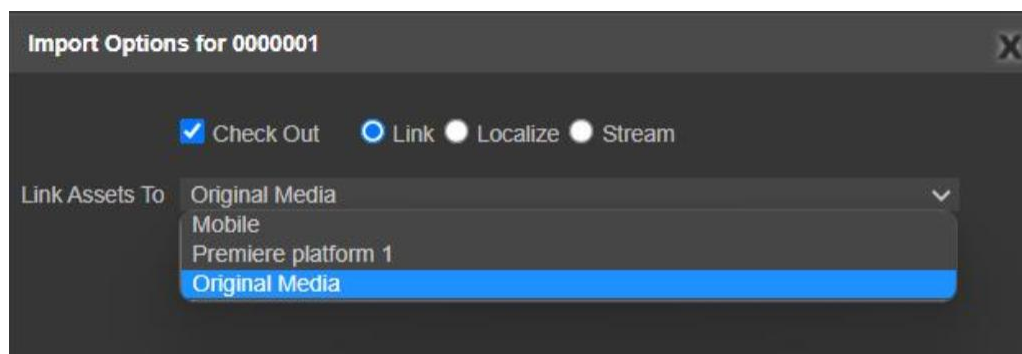
Import window options include:



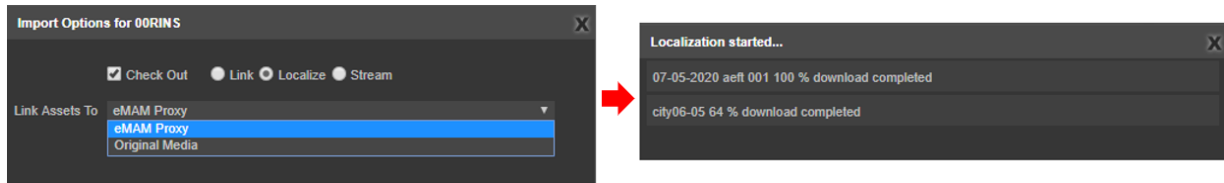
- ✓ **Link Assets to:** You have option to link the imported assets to the original media or other platforms (*proxy /mezannine*).



- ✓ **Check out:** When you import any project to Premiere, it gets automatically *Checked out* which means at a time only you will be able to work on that particular project in Premiere. Your name be reflected as the user who has checked out the project. Other users will NOT be able to import the same version of the project. You/ Admin will have to *Check In* this project at any point for other users to use this project.
- ✓ **Link:** Links files directly to eMAM storage for online editing. Require editing machines and storage to be on the same internal network. Ideal for workflows within a physical office environment. Choose *Link* radio button to link to the media in the storage. Proxies are automatically attached during project import when using "Link" + "Original".



- ✓ **Localize:** *Localize* radio button will download the media to the local storage. Using *Localize* option (*enabled by default*), eMAM users can work locally in an environment without direct connection to the eMAM central storage. You can work from home or during travel etc. by localizing the media for offline editing. You can either localize original media or proxy (if available).



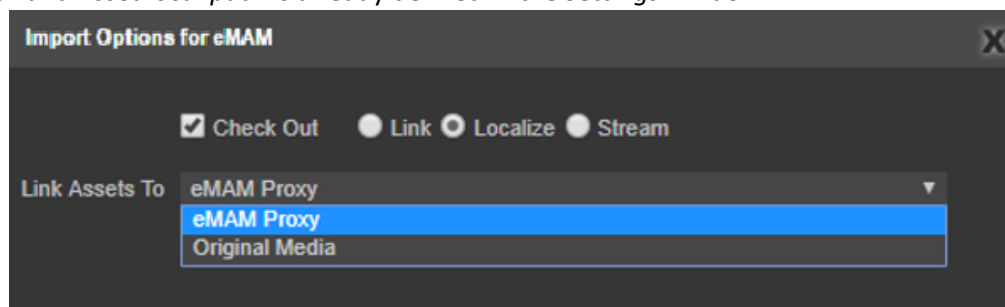
Project elements will link back to eMAM storage only when the project is exported back to eMAM. This requires some changes in *Default Panel settings* described in Page [36](#).

eMAM integrates with *Signiant File Transfer accelerator* which expedites the export and import of assets into and out of the Amazon S3 storage buckets. There can be two scenarios, as mentioned below:

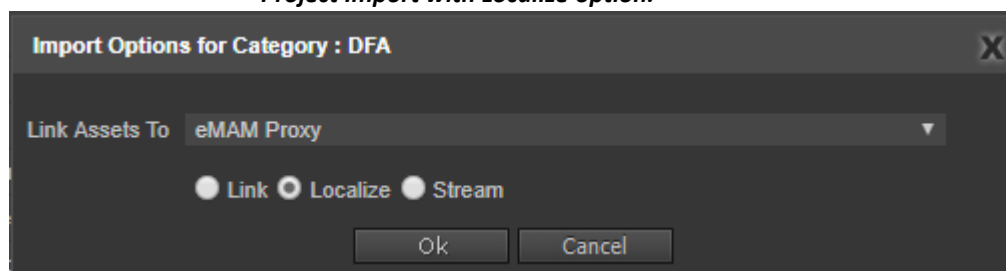
- **When SigCLI is configured for Amazon S3 storage:** The eMAM Premiere Panel uses Signiant Flight CLI when Adobe Media Encoder is selected as the transcoder for export. Signiant Flight CLI is used to upload the original, proxy, mezzanine and thumbnails to their corresponding S3 buckets.
- **When SigCLI is not configured for Amazon S3 storage:** However, if SigCLI is not configured, you can still move the assets to S3 buckets using multipart uploading using AWS SDK. When assets in S3 buckets are selected for import under Project/Category/Bin/Asset tabs, AWS SDK is used to localize and download original and mezzanine copies. AWS SDK is used for upload objects to or download objects from the S3 buckets.

eMAM Panel workflow using *Localization* option for offline editing are explained below:

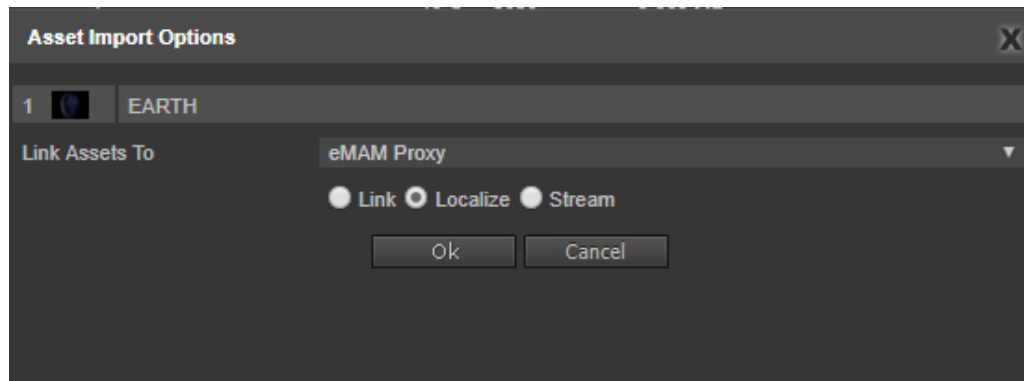
- Select a Project/Category/Asset, select *Localize* and click on *Import* button. Make sure *Project local path* and *Asset local path* is already defined in the *Settings* window.



Project Import with Localize option.

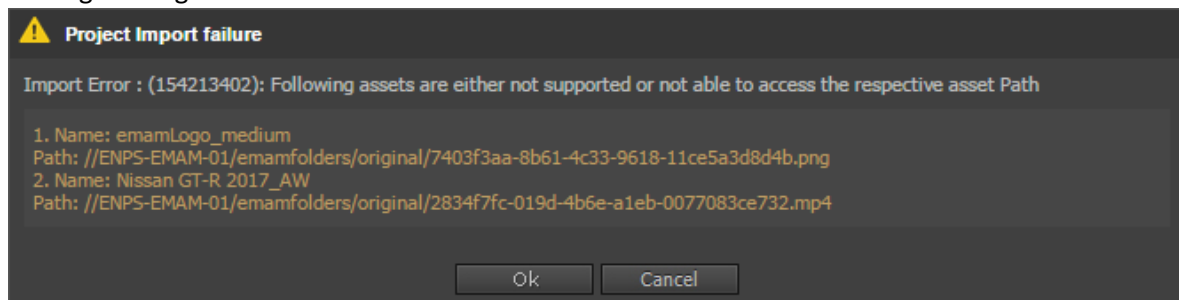


Category Import with Localize option.



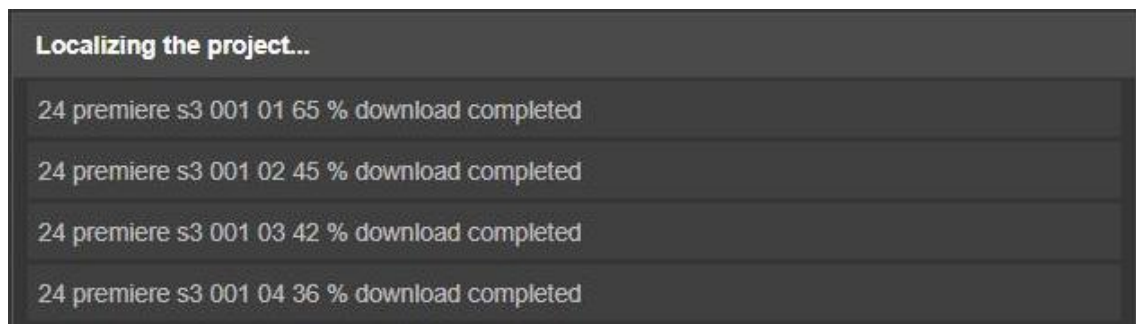
Asset Import with Localize option.

- b. If Project file or any assets cannot be accessed from the client machine, panel will show the warning message:



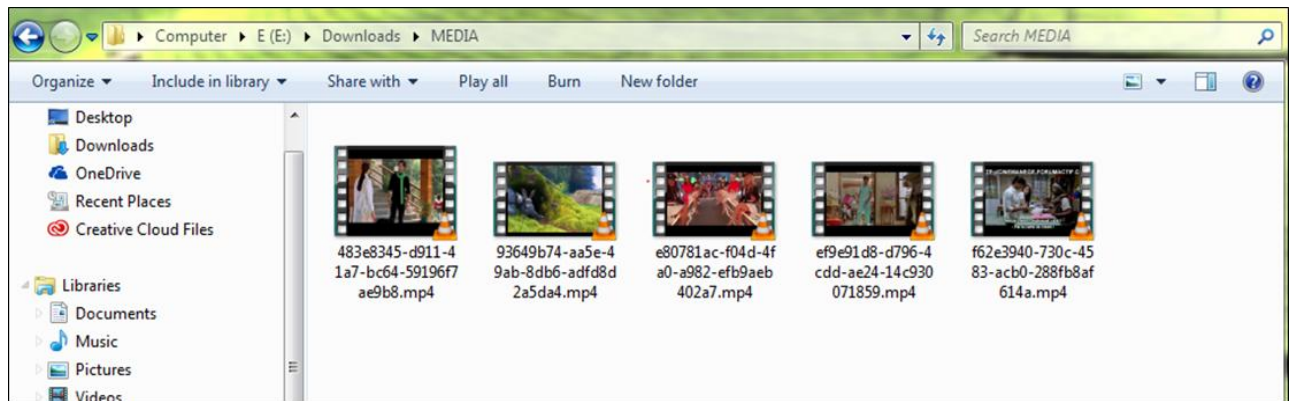
Project import failure message

- c. However, if the project file and all the assets can be accessed from the client machine, eMAM Panel will start to download the assets to the local folder. Real-time progress details of each localized asset are displayed for local copy, http download, SigCLI and AWS-SDK. Once all the assets are downloaded completely eMAM Panel will link the assets to the imported project.



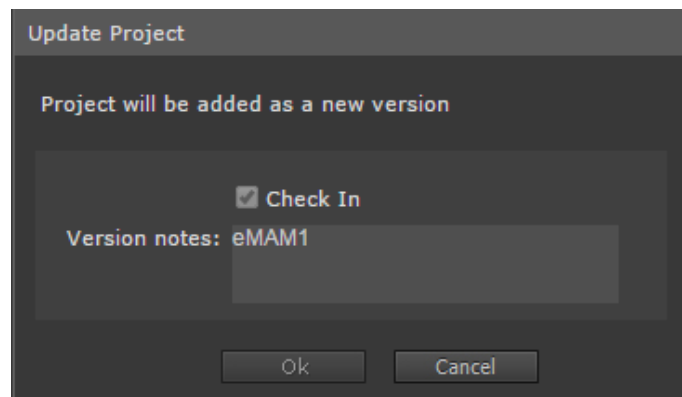
Download of files in progress

- d. Localized assets get downloaded in 'Local path for media'.

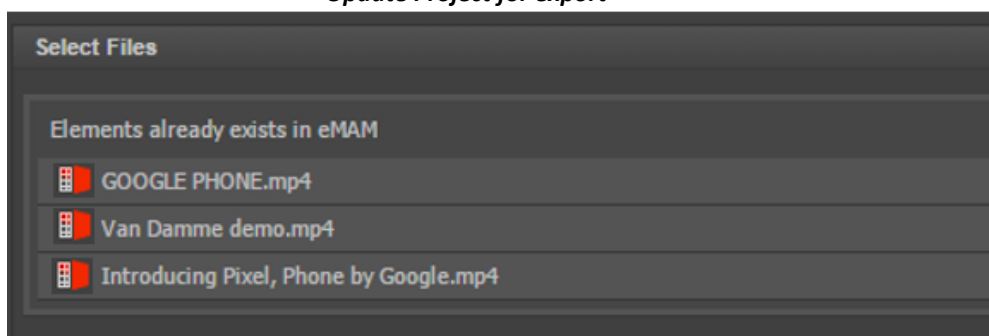


Assets downloaded locally

- e. If any of the assets already exist in the download location, eMAM Panel will find that by using the UUID name comparison and will either use the same asset or replace them, depending on the “Overwrite localized assets” value (*Never, Always, if size is different*).
- f. Downloaded and linked file details will be saved in an xml file along with the Project file.
- g. When the project is exported back to eMAM, eMAM Panel will link the assets to the central storage location.



Update Project for export



Export window to select files for export under Select files tab

- ✓ **Stream:** Loads media directly to Premiere from AWS S3 and HTTPS sources, avoiding initial download delays. Ideal for remote and cloud-based editing workflows. Choose *Stream* radio button to directly stream the media using Drastic. (Note: *This option only works with Drastic Media Reactor Plugin*).

Download Media Reactor plugin from App Manager:

http://www.drastic.tv/downloads/mediareactor/SetupMRWS_Lite_Adobe_Win64_7_0.zip

For more details refer:

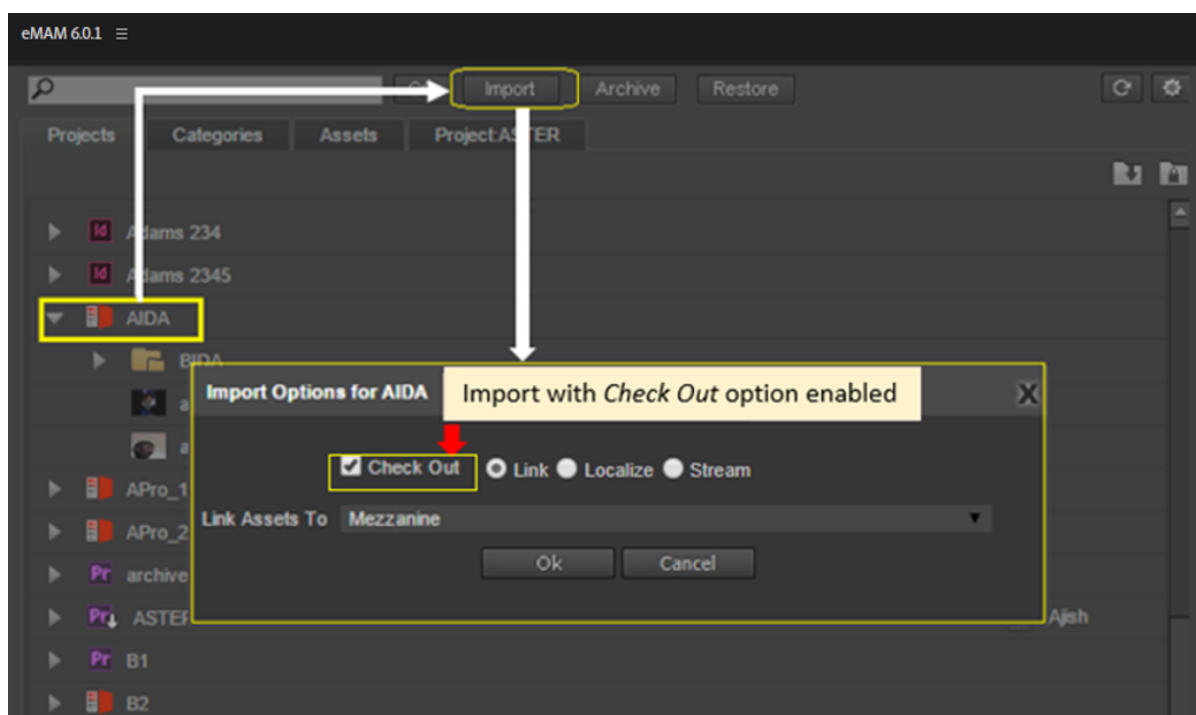
<https://www.drastic.tv/productsmenu-56/mediareactorlist/mediareactor-lite-adobe>

https://www.drastic.tv/index.php?option=com_content&view=article&id=58:mediareactorworkstation&catid=40&Itemid=80

1. **Project:** Projects can be imported from eMAM to Premiere Pro for editing. Projects created in eMAM Director interface also create a placeholder as project asset. When these projects are imported to Premiere and then exported back as a new version of the 'Project asset' placeholder will be created and that will have a .prproj file attached to it. Select the Project (Premiere Project  or an eMAM Project ) from the Projects tab and click on **Import**. You can enable/disable **Localize** and **Check Out** checkboxes.

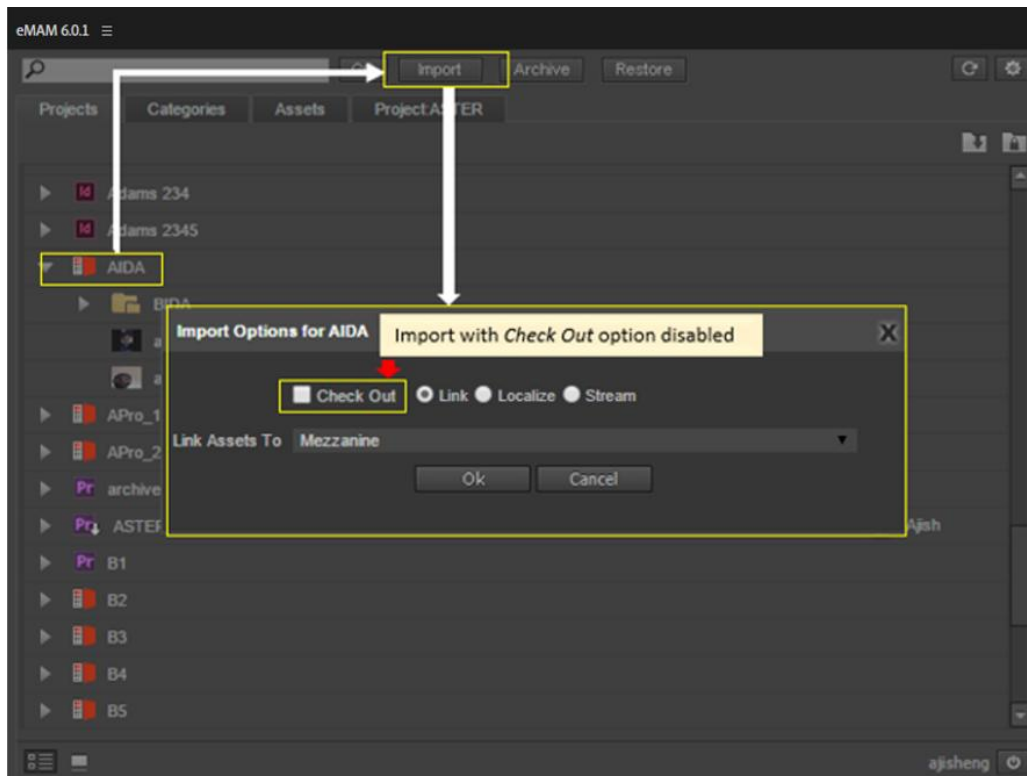
There are various possible import scenarios:

- a. **Import project with checkout option enabled:** In the Projects tab, click on the project which needs to be imported to Premiere. Click on the **Import** button. A new **Import options** window pops up. Users will also have an option to link assets in this project to an edit mezzanine (proxy edit) format. This option allows editors to work from a NAS environment with slower bandwidth. Fill in all the details and enable **Check out** and **Localize** (if you wish to work offline) button. Now this project will be checked out and will be visible to other users as  or .



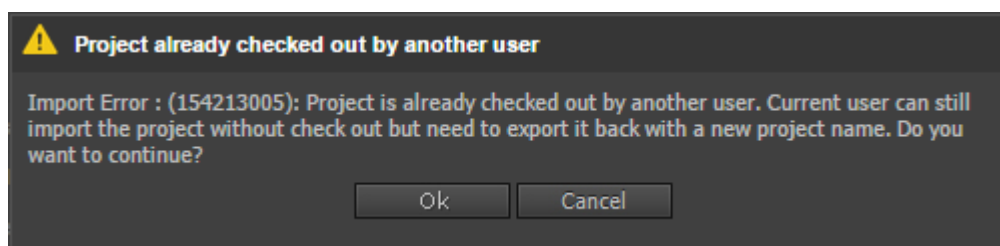
Import project with check out option enabled

- b. **Import project without check out option enabled:** You can import any project to Premiere without checking the **Check-out** option in **Import Options** window.

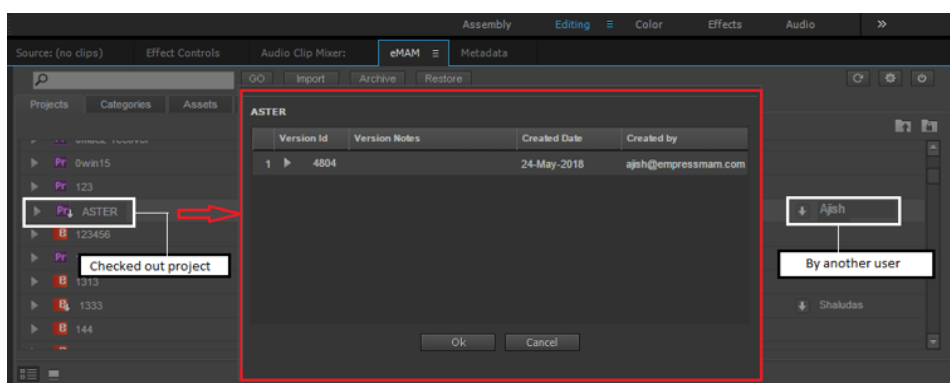


Import project without check out option enabled

- c. **Import of an already checked out project by another user:** When you try to import any project already checked out by another user, the warning message pops up.

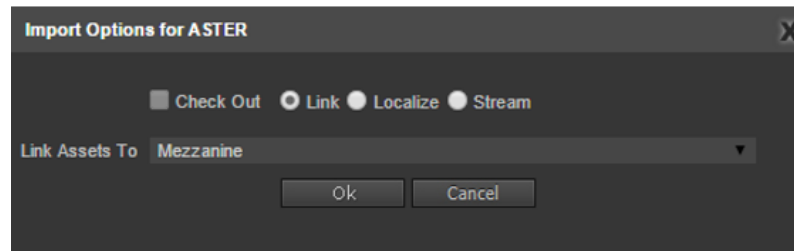


If you continue with the import of same project, a pop-up window asks you to select the version of that project that needs to be imported. Choose and click **OK**.



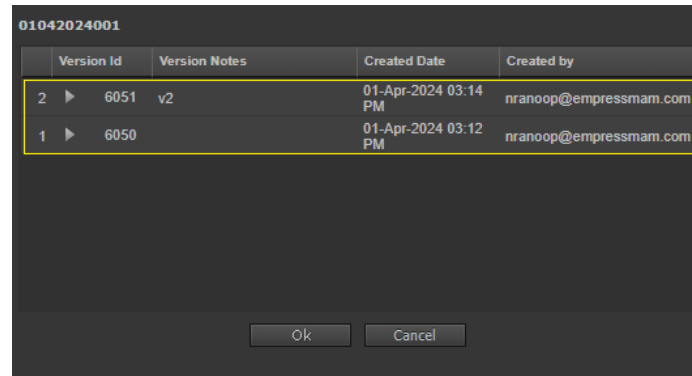
Window listing versions of that project

Then **Import options** window pops up. Fill in the details and click **OK**.



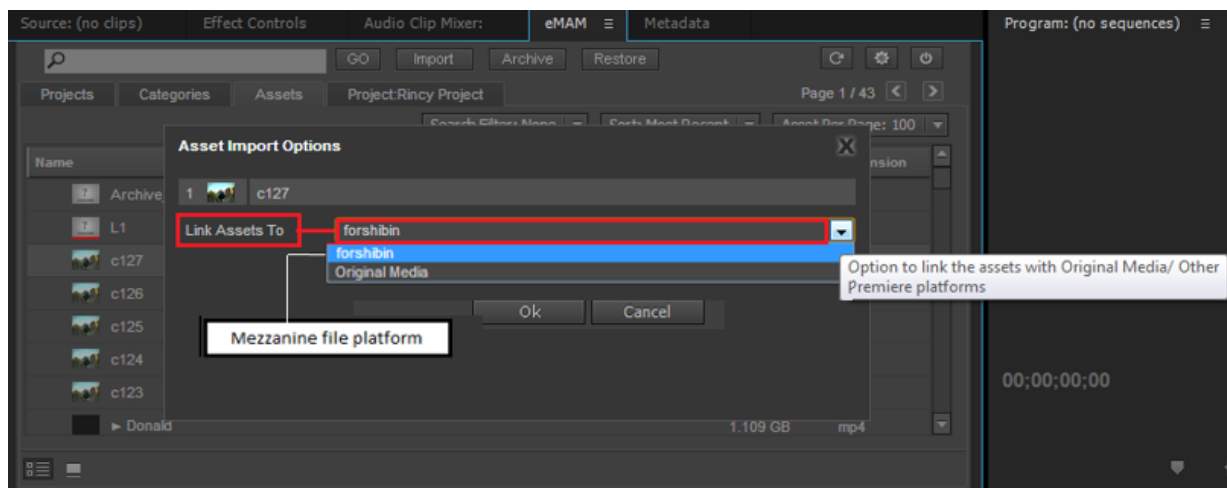
Import options window

- d. **Import different version of a project:** If any project has multiple versions, when you click on **Import**, a new window will pop up with different version details listed for that project. You can select the version that needs to be imported to Premiere and click **OK**.



Window listing versions of that project

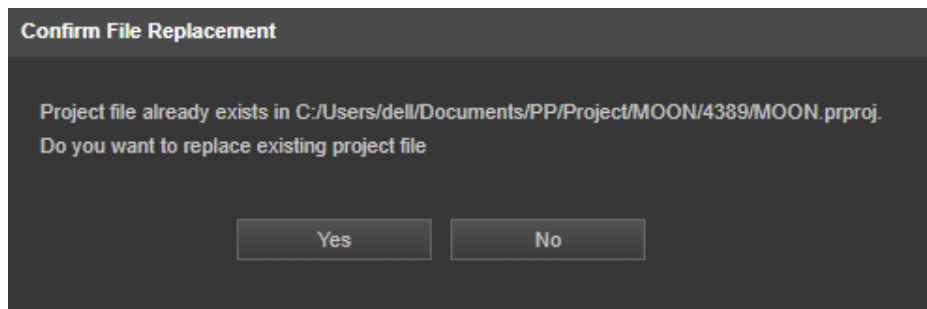
- e. **Option to select mezzanine file format for assets during import:** You can select mezzanine (*intermediate/proxy edit*) file format of an asset during import by linking assets to other mezzanine platforms (formats) in the **Import Options** window. If you have an ingest profile which has a mezzanine platform configured, then it will be selected by default. This will import the mezzanine file format of the assets to the Premiere project. If there is no mezzanine format available for an asset, then the original format will be imported, even if you select a mezzanine platform.



Mezzanine files format selection for assets during import

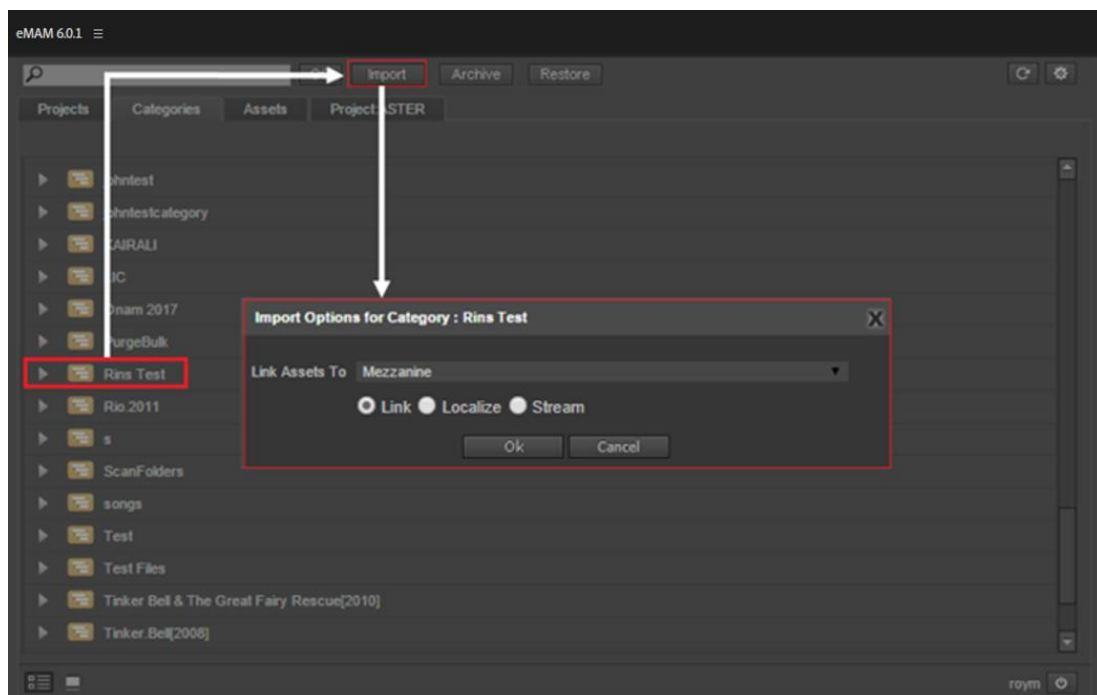
- f. **Import of process from source assets:** You can import assets ingested with process from source option, so they will be transcoding without moving them.

Note: If you try to import a project that is already imported to the same location, it will show below message:
“Project file already exists in C:/xxxxxxx. Do you want to replace the existing project file?”



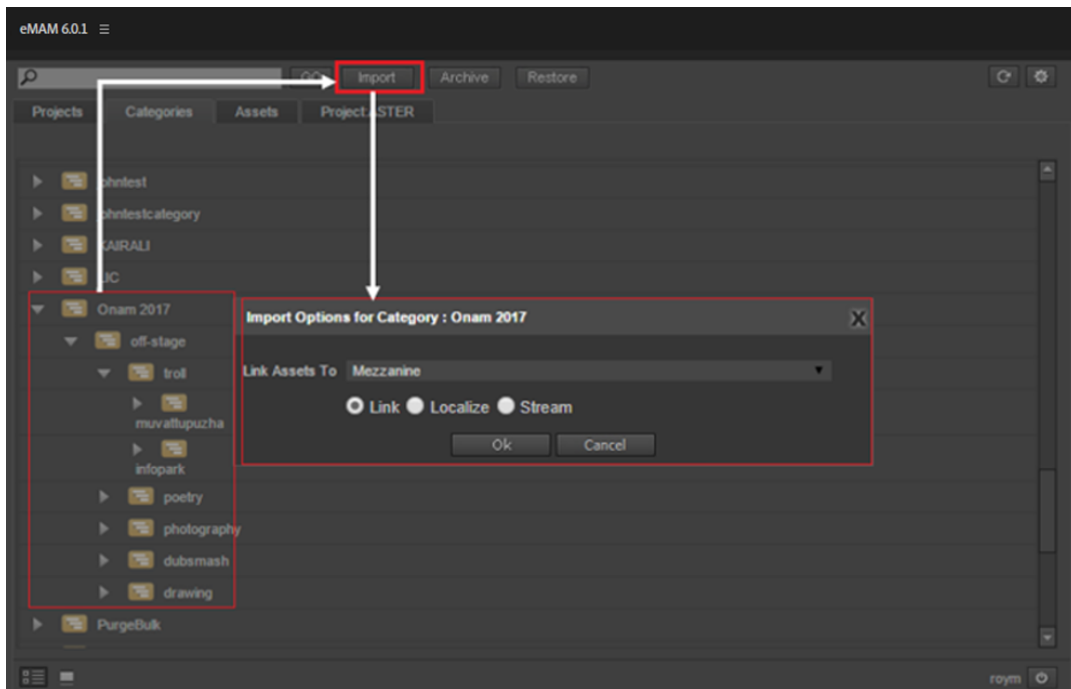
2. **Category:** Categories under categories tab can be imported to Premiere. Select the Category which needs to be imported from Category tab and click on **Import**. Import can happen for:

- **Import of Single category:** A single category can be imported by clicking on that category and then the **Import** button. A **Category Import Options** window pops up. Fill in the details and click **OK** to import that category to Premiere.



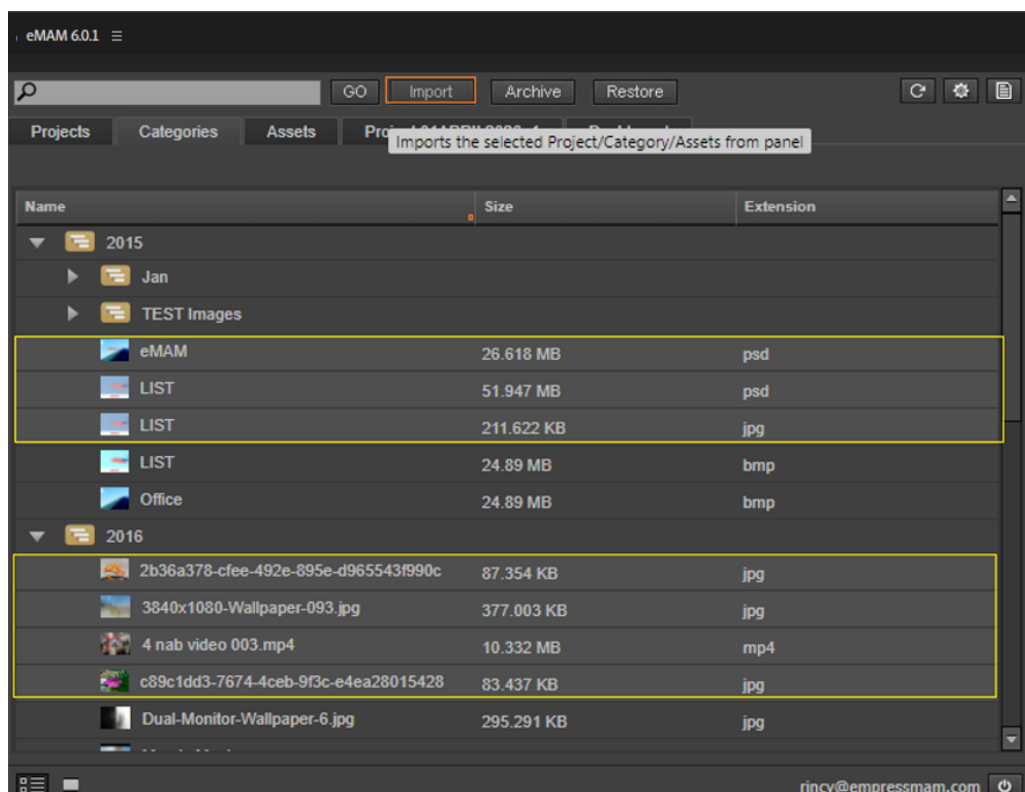
Category Import options window

- **Import of a category and its subcategories:** Multiple categories (*category and its subcategories*) can be imported to Premiere.

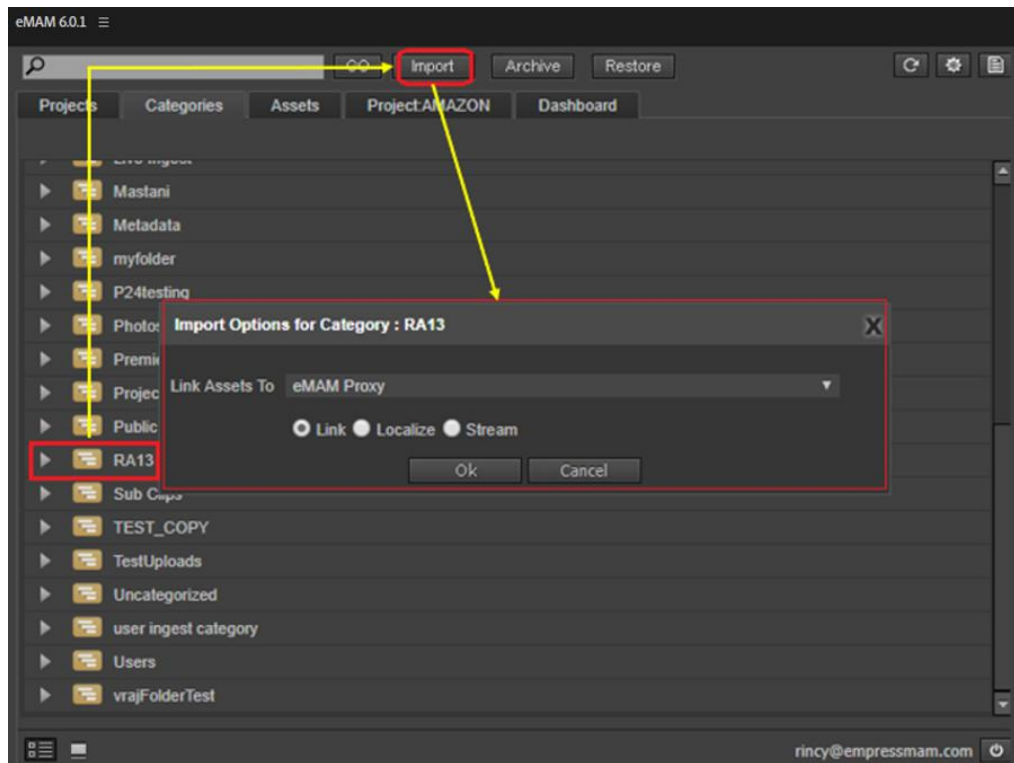


Import of Multiple categories

- **Import of assets inside category:** You can import assets inside categories to Premiere.

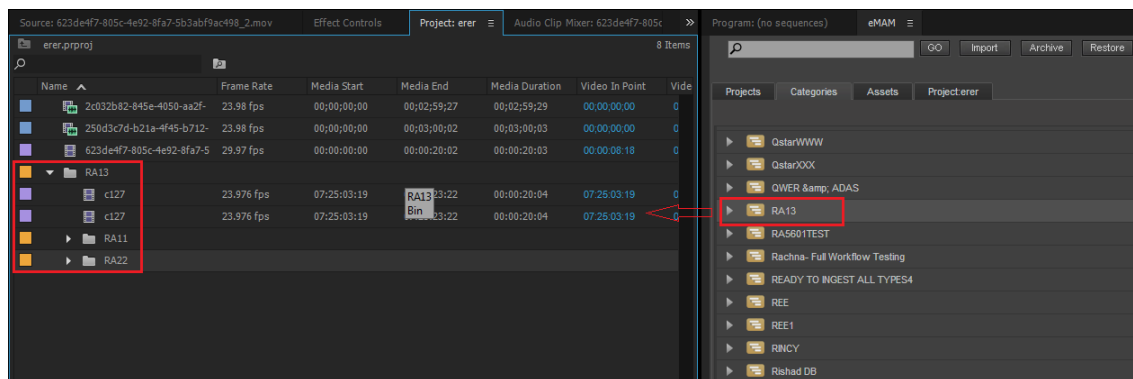


- **Categories get imported as bins:** Categories imported from eMAM come in as new bins under the current project. New categories will not be created. Under the Categories Tab, select the category which needs to be imported to Premiere and click *Import*.



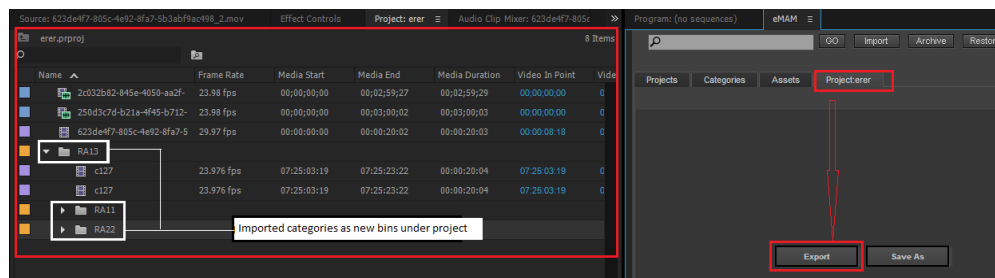
Category Import options window

Category Import options window pops up. Fill in the necessary details and click OK.



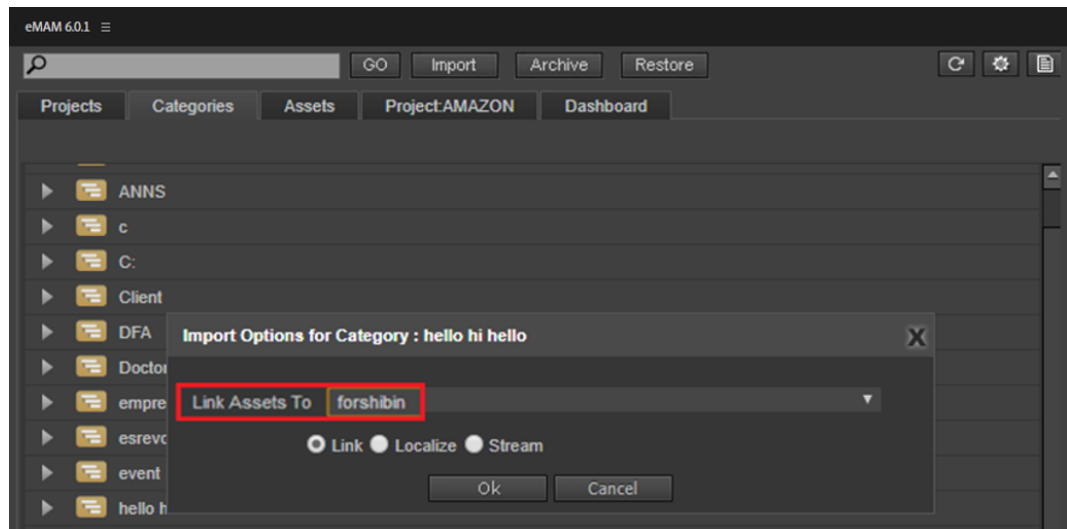
Category gets imported as Bin to Premiere

The category and its subcategories get added to the current project as bins.



Category gets imported as a Bin in Premiere

- **Option to select mezzanine file format for assets during import:** You can select a mezzanine file format of an asset during category import by linking assets to other mezzanine platforms in the **Category Import Options** window.

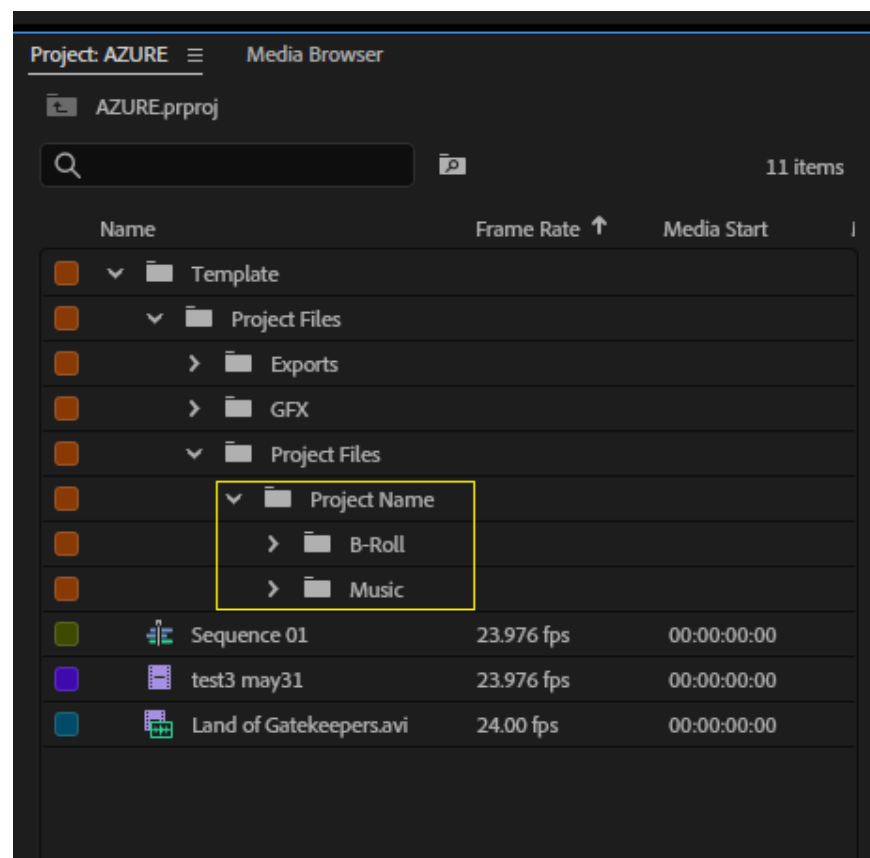


Mezzanine files format selection for assets during category import

- **Import of process from source assets:** Users can import assets ingested with process from source option during Category import to Premiere.

When you import a category into Premiere Pro:

- If no specific bin is selected in Premiere, a new bin will be created in your Premiere project with the same name as the imported category, containing all its child elements and sub-bins.
- However, if you have an existing bin selected in your Premiere project before importing, the entire category structure (including the new bin with its child elements) will be created inside that already selected bin.

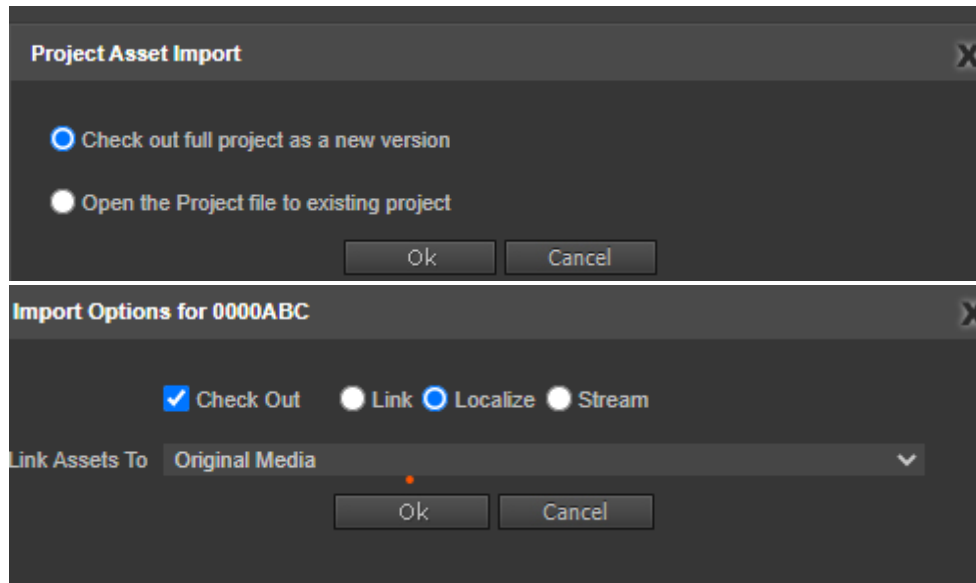


Category structure created under the select category in the Premiere

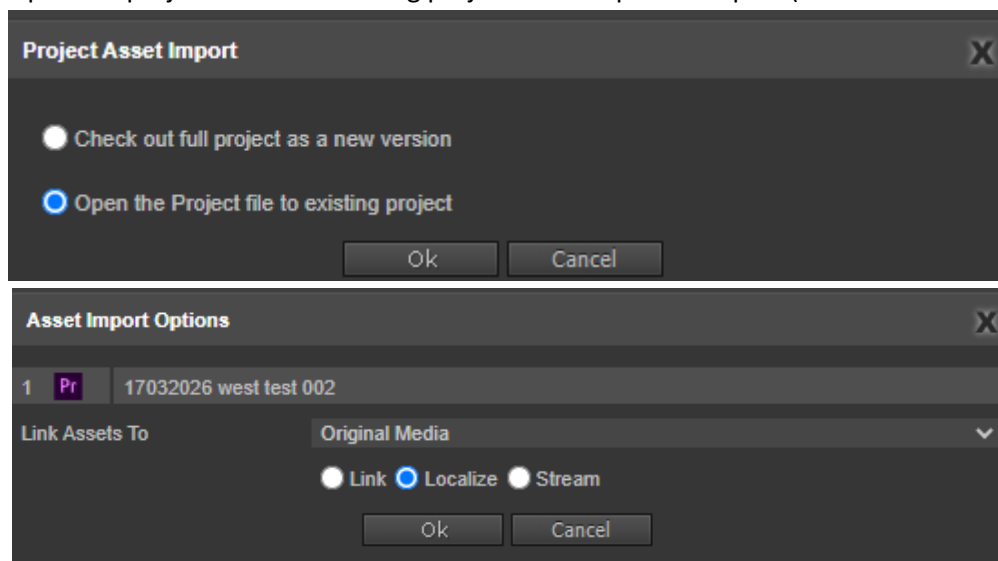
- **Import options for Project and Sequence**

On import of a project under Category tab, users get below options:

- ✓ Checkout full project as a new version with Project Import options (*CheckIn, Link/Localize/Stream, Versioning*)

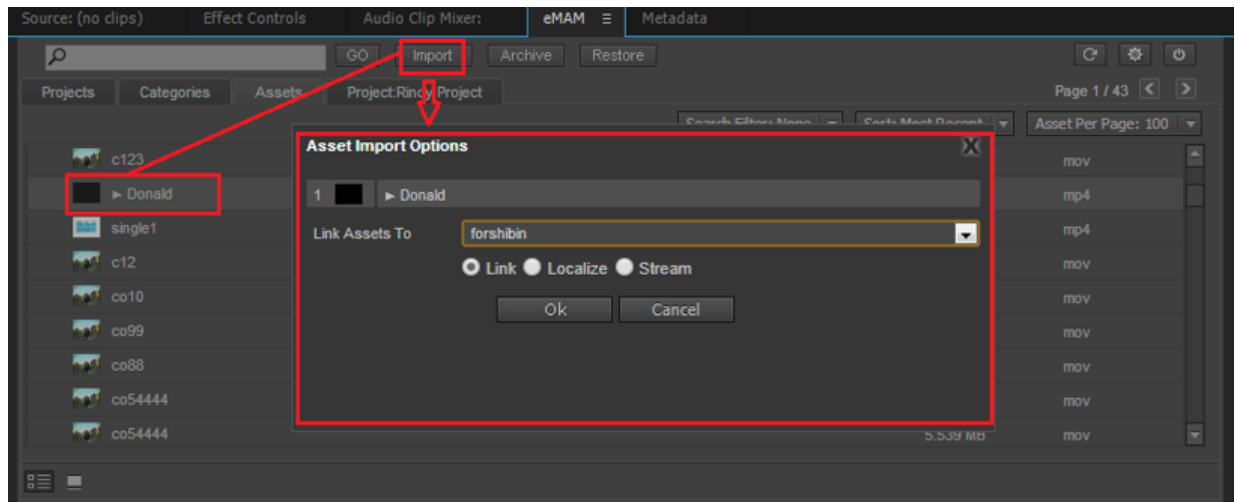


- ✓ Open the project file to an existing project with Sequence Import (Premiere Pro dialogue).



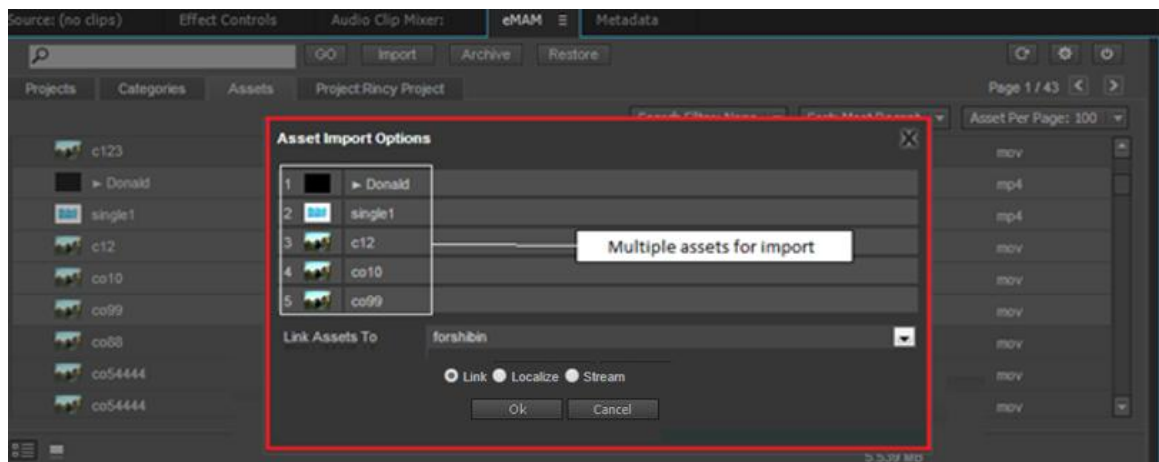
3. **Asset:** Assets under assets tab can be imported to Premiere. Select the asset which needs to be imported and click **Import**. Various scenarios during asset Import are:

- **Import of single asset:** An asset can be imported to Premiere by selecting that asset under Assets tab and clicking on Import button. **Asset Import Options** window opens up. Fill in the details and click **OK**.



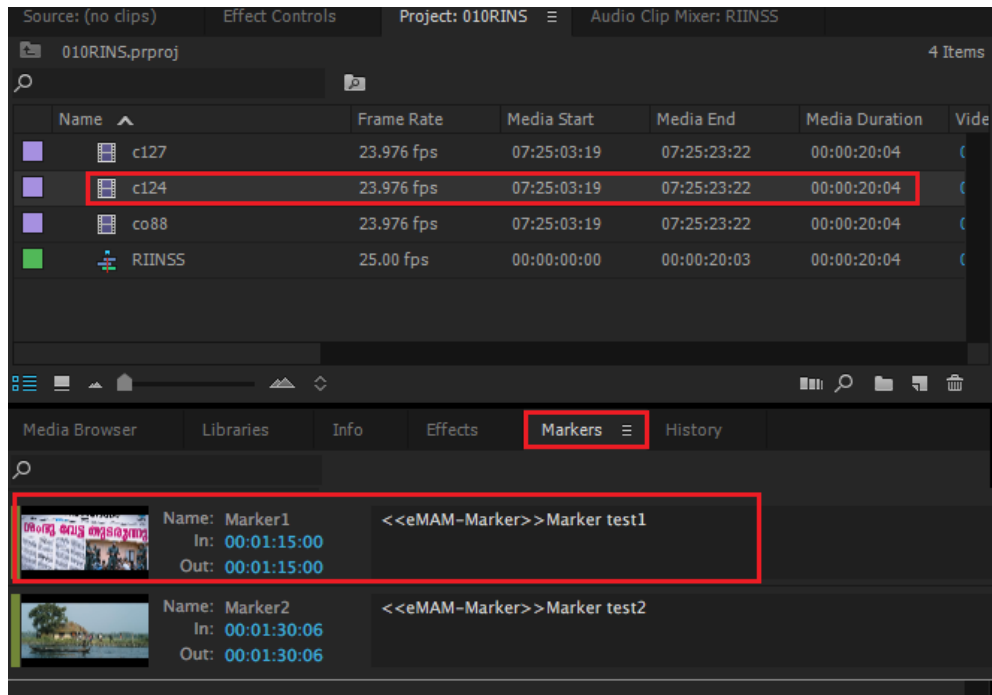
Asset import options window

- **Import of multiple assets:** Multiple assets can be imported to Premiere.



Multiple assets import window

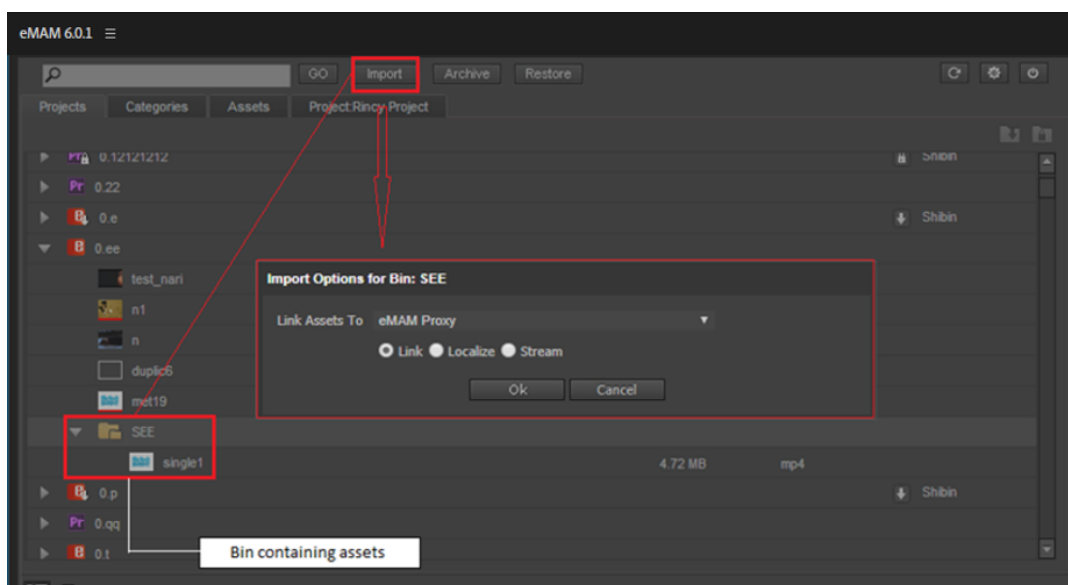
- **Option to select mezzanine file format:** If assets are ingested to eMAM with other platform options (mezzanine files), you will have the option to link to those other platform files during import.
- **Marker regeneration from eMAM to Premiere assets:** Markers added to assets in eMAM are recreated into the Premiere assets after import with marker name, description and duration details. Markers imported from eMAM will come with a suffix <<eMAM-Marker>>.



Assets imported from eMAM with markers displayed in Adobe under markers tab

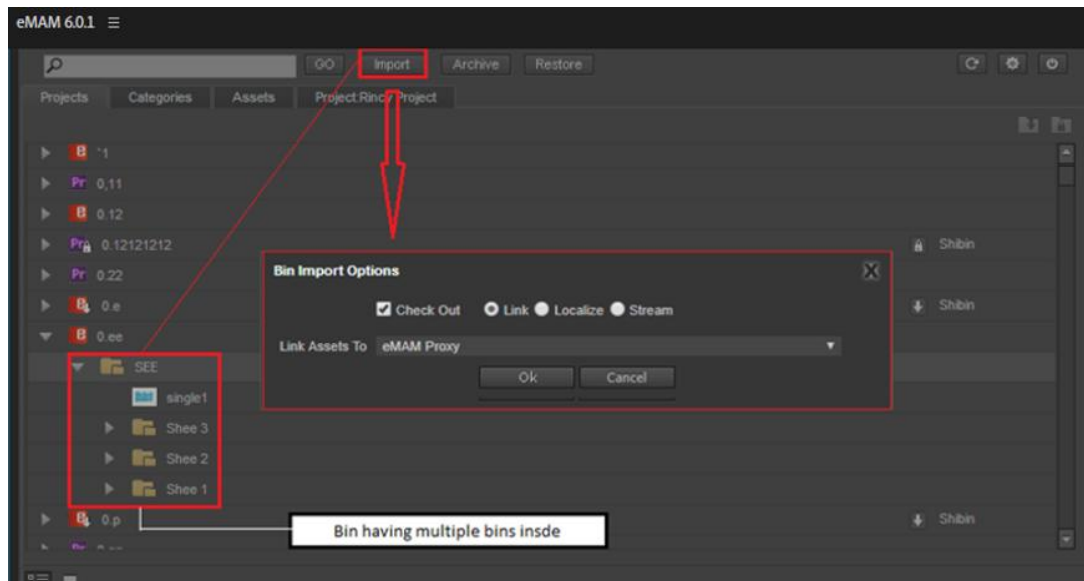
All the assets imported from eMAM to your Premiere project will be linked directly to the new project/project version. They will not be ingested again.

- **Import of process from source assets:** The eMAM Panel supports the importing of assets processed (transcoded) from their source location.
- 4. **Bin:** Select a bin inside a project or a bin inside another bin and click on **Import**. Import will create the same bin structure in the existing Project.
- **Import a bin containing assets:** You can import a bin which has assets inside. A Bin **Import options** window will pop up.



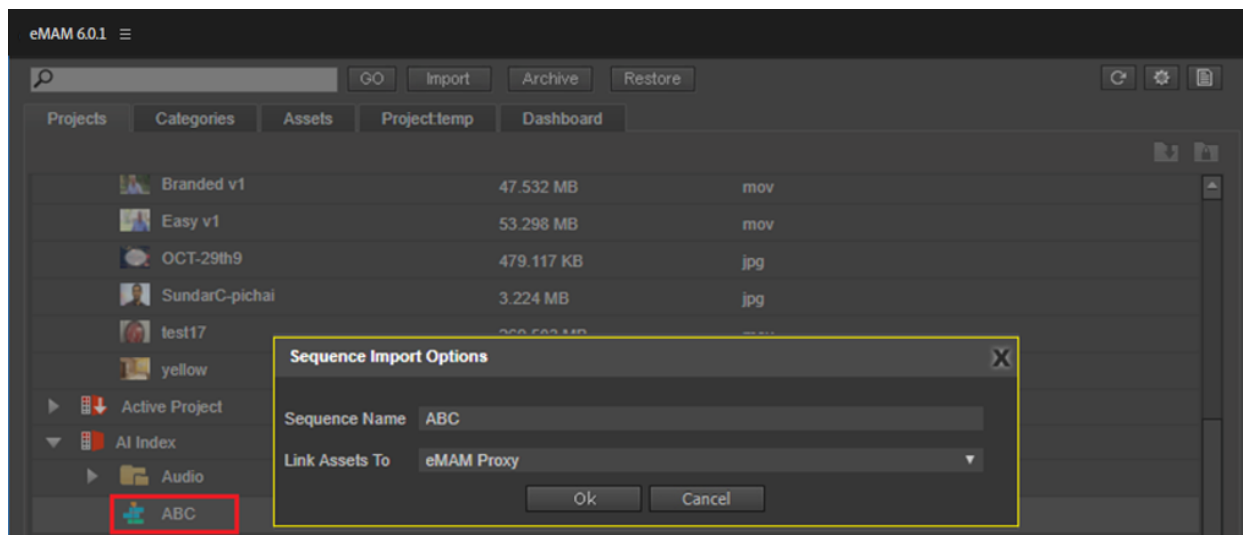
Bin import options window

- **Import a bin which has multiple bins inside:** You can also import a bin which has multiple bins inside. Select a bin inside a project or a bin inside another bin and click on import. Import will create the same bin structure in the existing Project.



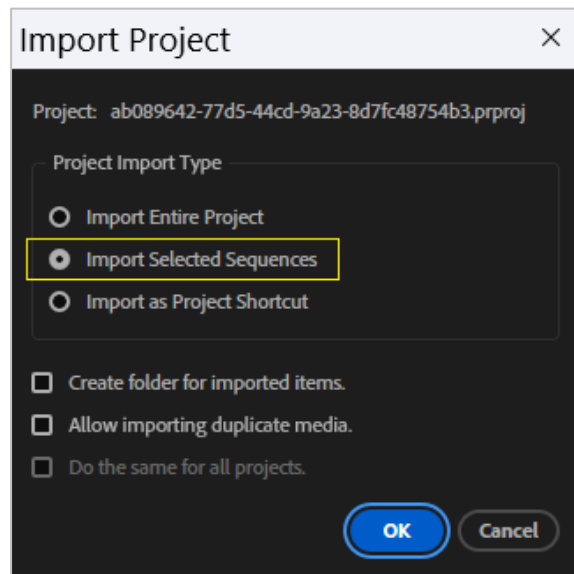
Import of multiple bins

- **Import of process from source assets:** Bins with assets processed from source can also be imported to Premiere.
5. **Sequence:** Select a sequence under a project and click on **Import**. **Sequence import options** window pops up. Sequences will be transcoded based on the *Sequence export options* chosen in the *Settings* window.

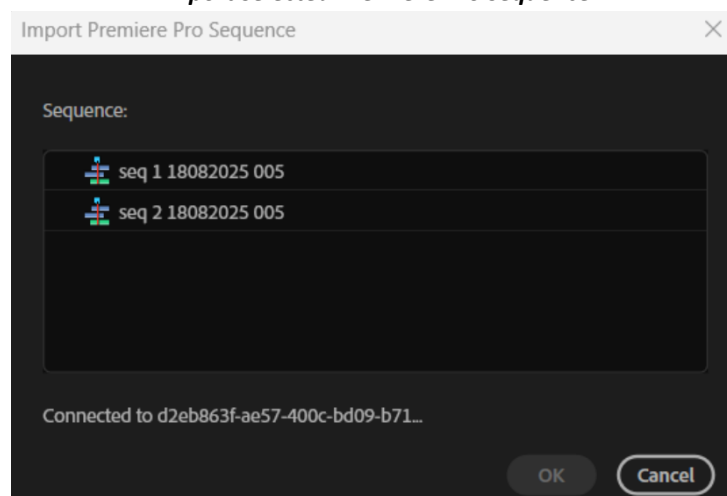


Sequence import options window

You can also import the sequence from other projects to the current working project.



Import selected Premiere Pro sequence



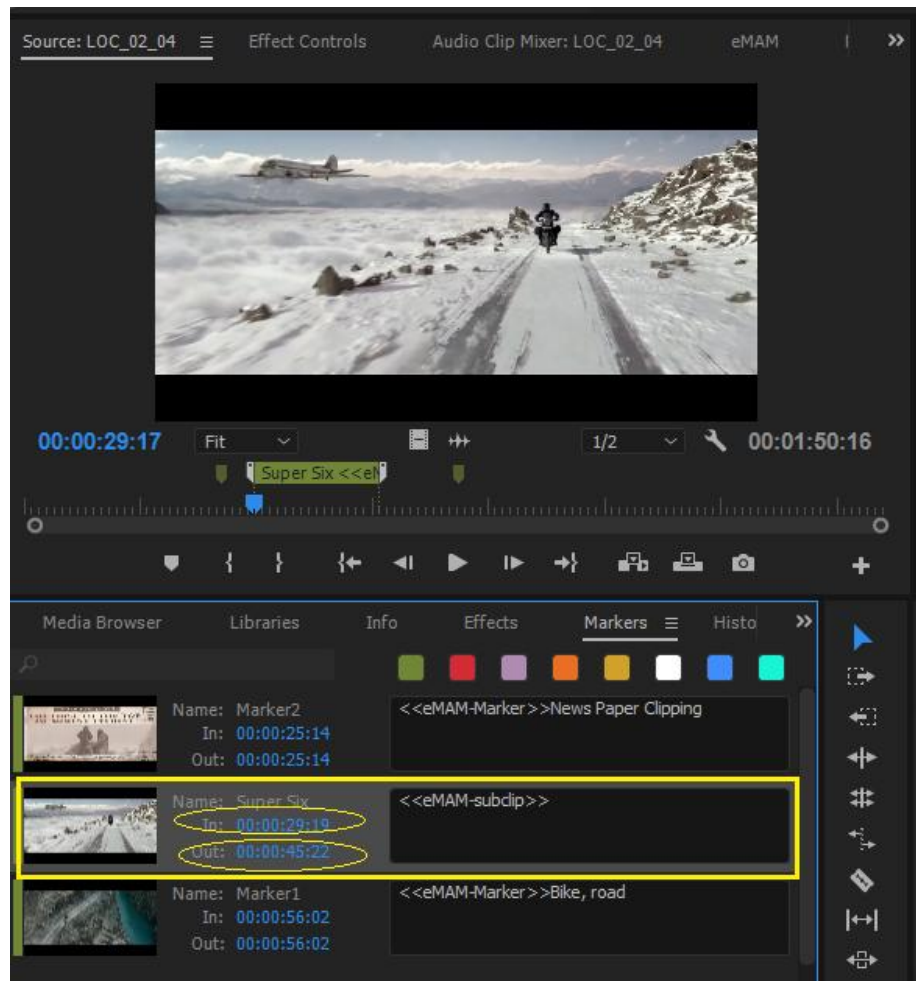
Sequence gets imported

6. **Subclips and Markers:** Subclips and markers can be imported to eMAM Premiere Panel.

- ✓ **Subclips imported from eMAM get reflected as Markers in Premiere Pro project:** The **Subclips** widget in eMAM Director allows the users to mark time-in/time-out points of a video. These markers can be used to mark sections of a video, to build a sequence, to send an EDL, and do a partial restore for supported archive systems. They can also do a partial delivery of a rough cut of the native content because eMAM manages the native resolution content, it can transcode the desired video segment(s) in the desired formats/codecs to the desired location. Subclips when imported will reflect as markers in a video file. *Set In* point and *Set Out* point of subclips will be marked as two separate markers in the video file. But if any project/category is imported, subclips under them do not get imported to eMAM Panel.
- ✓ **Markers can be imported to eMAM Panel:** The **Marker** functionality in eMAM Director allows the users to place marks on the Preview timeline and label the marks within the Markers widget. These markers are then searchable in the eMAM system and are available for the editors within Premiere Pro. Marker gets imported to eMAM Panel both in case of asset import or project/category import.

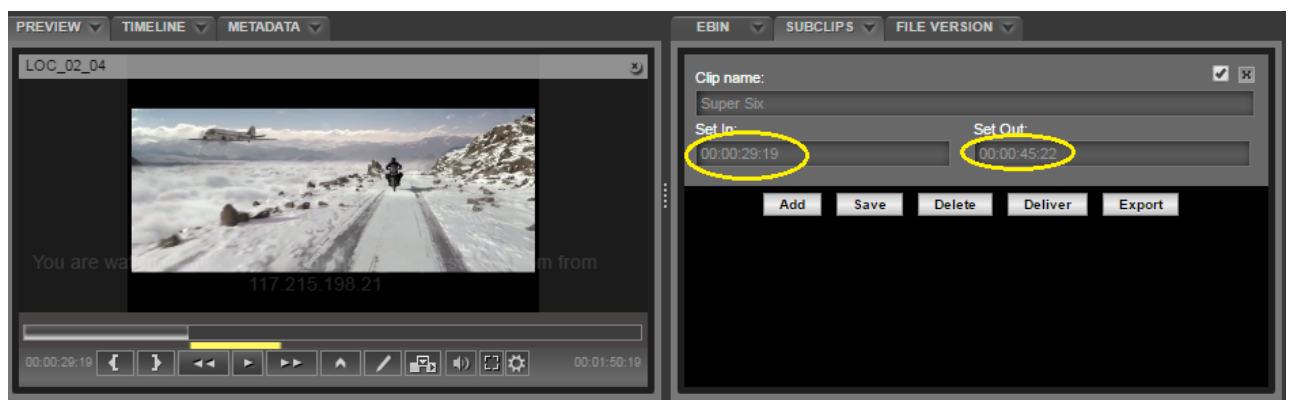
To import subclips and markers of a video asset, follow the steps below:

- Select any asset with subclips and markers under the **Assets** tab and click on **Import**.
- Subclips and markers in the video asset gets imported to eMAM Panel as markers (see below)
- Subclips can be identified with their description <<eMAM-subclip>> and two different Set In and Set Out points.



Asset with subclips displayed in Adobe

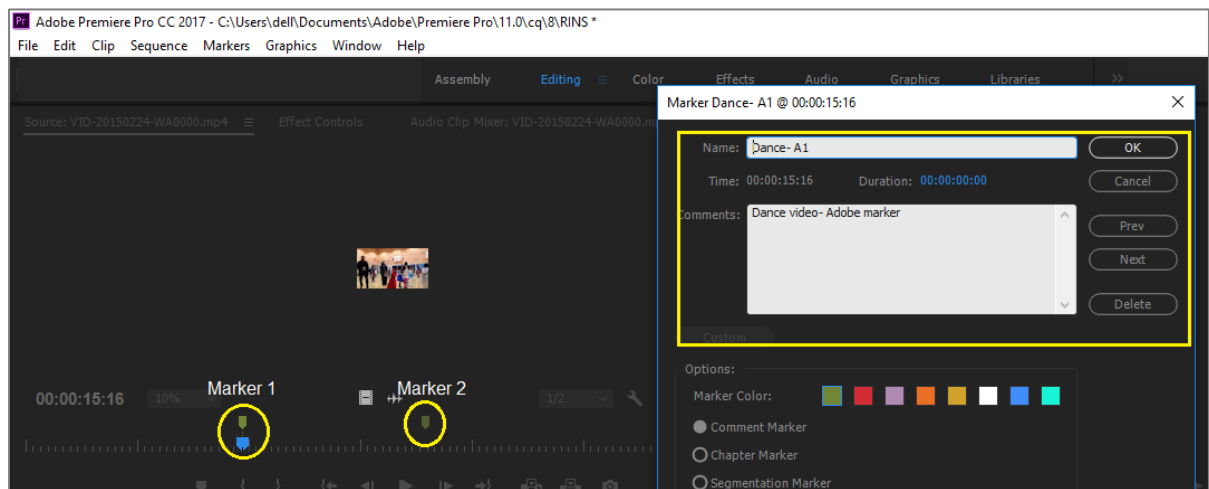
After import of the asset, when you compare *Set In* and *Set Out* points in the eMAM Director and Adobe Premiere, it would be the same.



Asset with subclips in eMAM Director

✓ **Markers and Comments created and saved in the Adobe Premiere Pro can be exported to eMAM.**

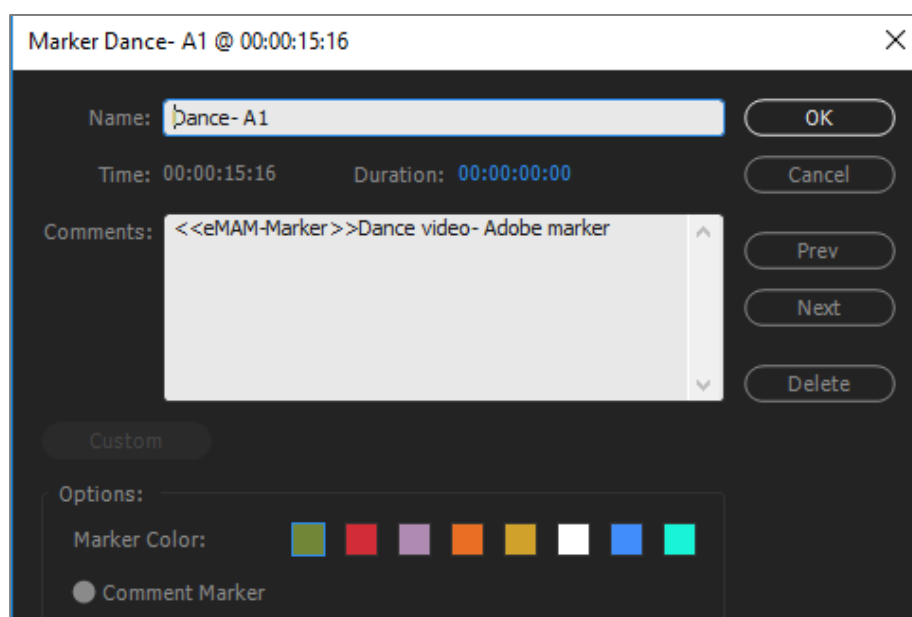
1. Create markers and add comments in Adobe Premiere Pro for a Project.



2. Export the project to eMAM.
3. Under the Markers widget in the eMAM Director interface, all the markers created in the Adobe Premiere Pro are displayed after export.

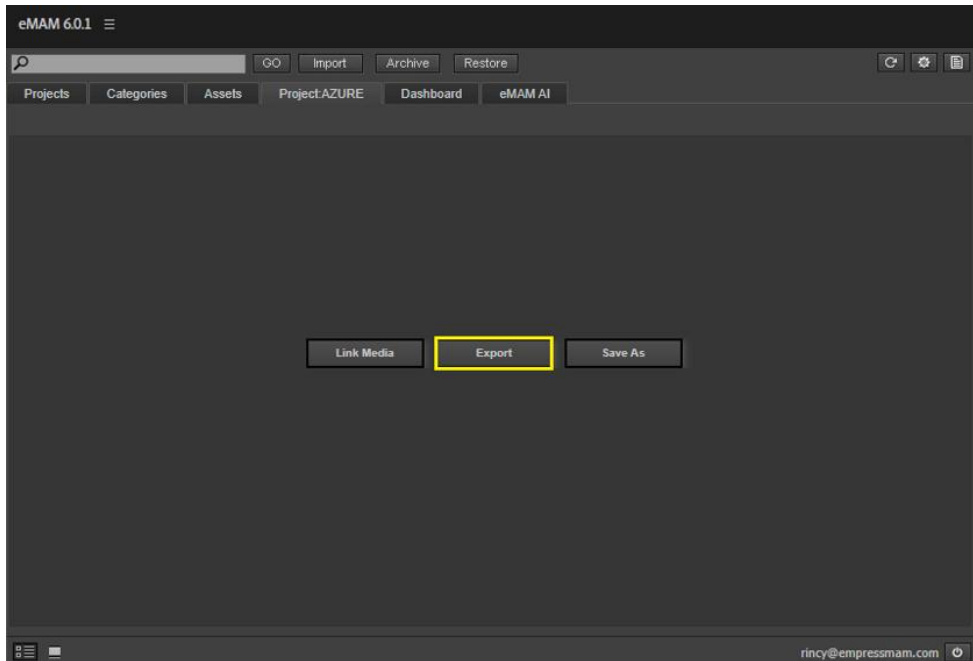


Note: When the same markers when imported back to eMAM, will be displayed as eMAM markers as shown below:

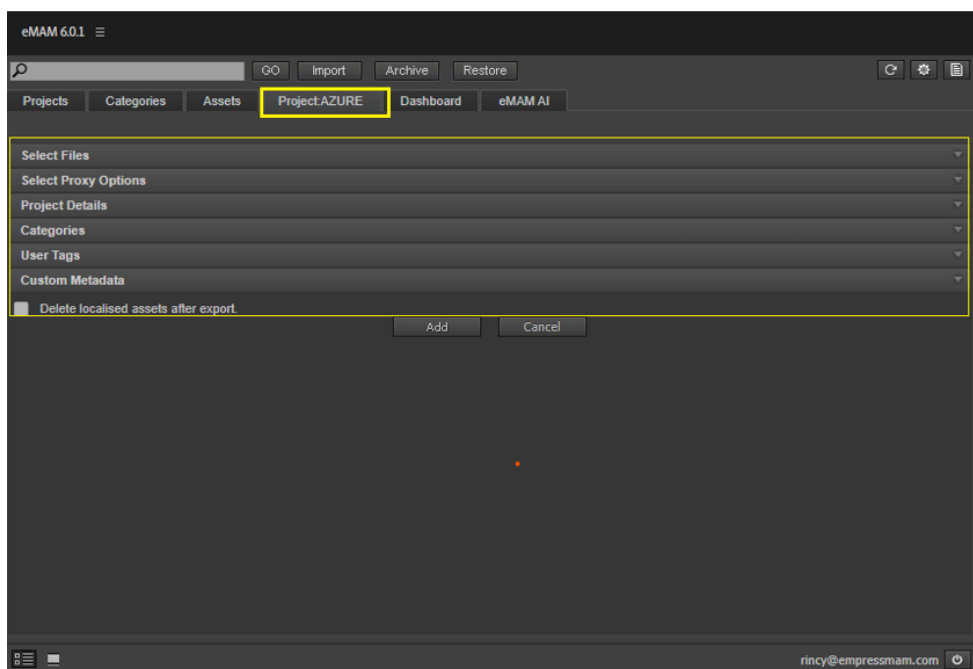


B. EXPORT

The export function can be used to export Premiere projects and their contents(*assets & sequences*) from Premiere to eMAM. You can import an existing project from eMAM, edit it, and then export it back to eMAM as a new version of that project. This helps to upload a completed Premiere project and its contents to the centralized eMAM storage for sharing, review and approval etc. by creating the same project structure in eMAM. You can also create a new Premiere project and export it to eMAM, or you can also import an existing project and export it back to eMAM as a new project. When a *Checked-out* project is exported back to eMAM, it will be automatically *Checked-in* to eMAM with a new version. When assets are ingested from Premiere using lambda ingest profiles with mezzanine settings, a mezzanine file get ingested to the associated bucket.

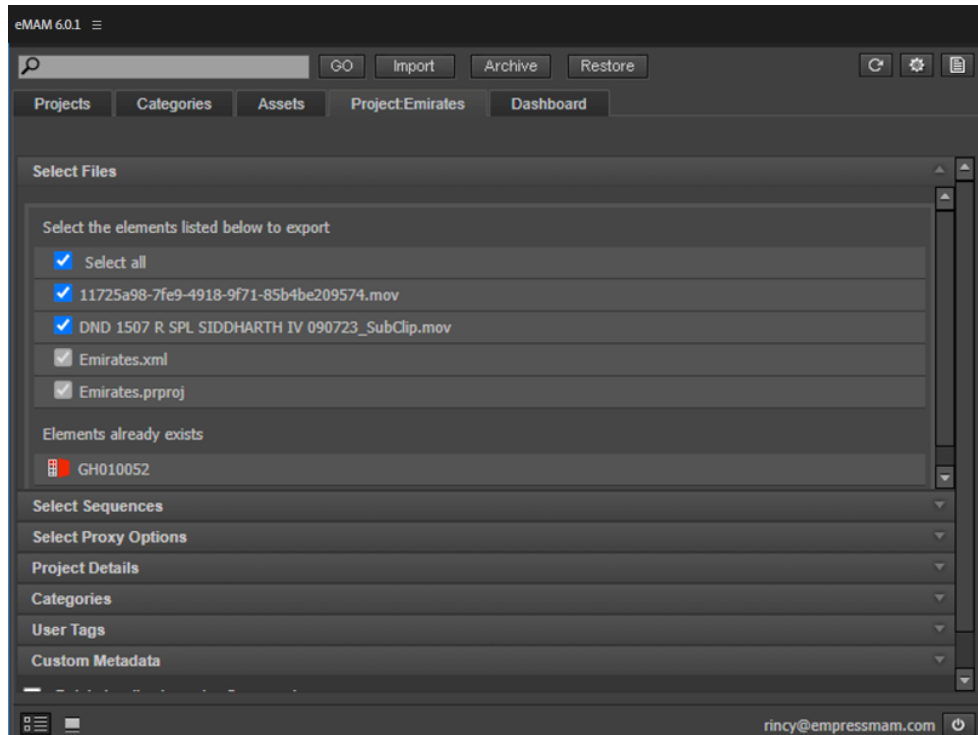


Option to export project from eMAM Premiere panel



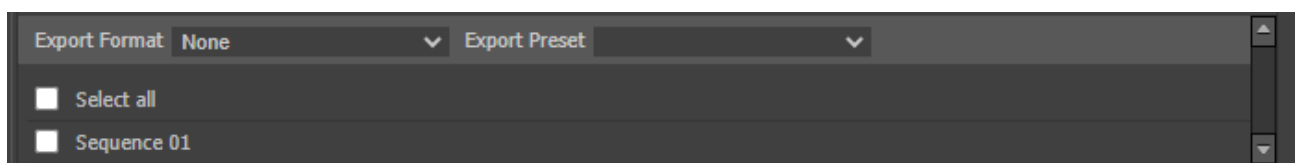
Export window to select files, transcoders etc.

1. **Select Files:** Select all the files in the project which need to be exported back to eMAM. All the assets including the new files imported to Adobe project, .prproj file, xml file and the files imported from eMAM to the Premiere project (📺 symbol) will be displayed here. An XML file is also exported as part of the project version when files are exported from Premiere to eMAM. This xml file will have all the details of the assets and sequences included in this project which can be used in other NLE systems. Select the desired ones using check boxes. You can also multi selection of assets (shift + click) on export.



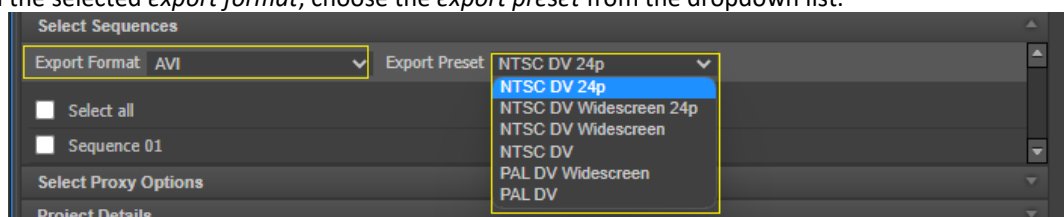
Project metadata window- Select files

2. **Select Sequences:** Select the sequences which you would like to transcode and ingest into eMAM as a new asset. You can also re import the sequence asset and export it back to eMAM as a new version of the sequence asset. *Export format* and *Export pre-set* under *Select Sequence* option will load both project level export pre-set and AME system pre-sets. Sync AME pre-sets button (*settings window*) can used to load and save the newly added custom pre-set from the Media Encoder. Refer [Preset configurations](#) for more details on *Export Preset*.



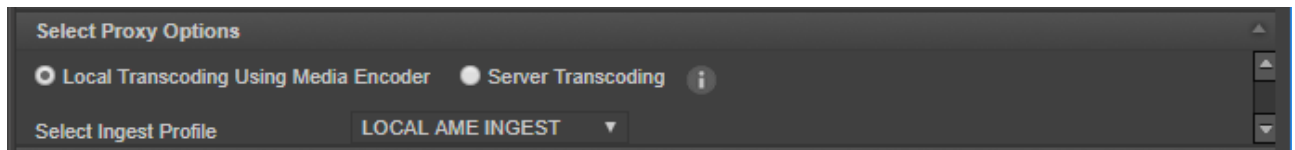
Project metadata window-Select sequences

Based on the selected *export format*, choose the *export preset* from the dropdown list.



Export pre-set and AME system pre-sets

3. **Select Proxy options:** eMAM needs a proxy copy for preview. You can decide whether this is made locally on your desktop using *Adobe Media Encoder* or made on the eMAM server (*eMAM Managed Transcoding*). Select the Transcoding type (***Server transcoding or Local Transcoding using AME***) and the ingest profile. eMAM uses two types of transcoding:



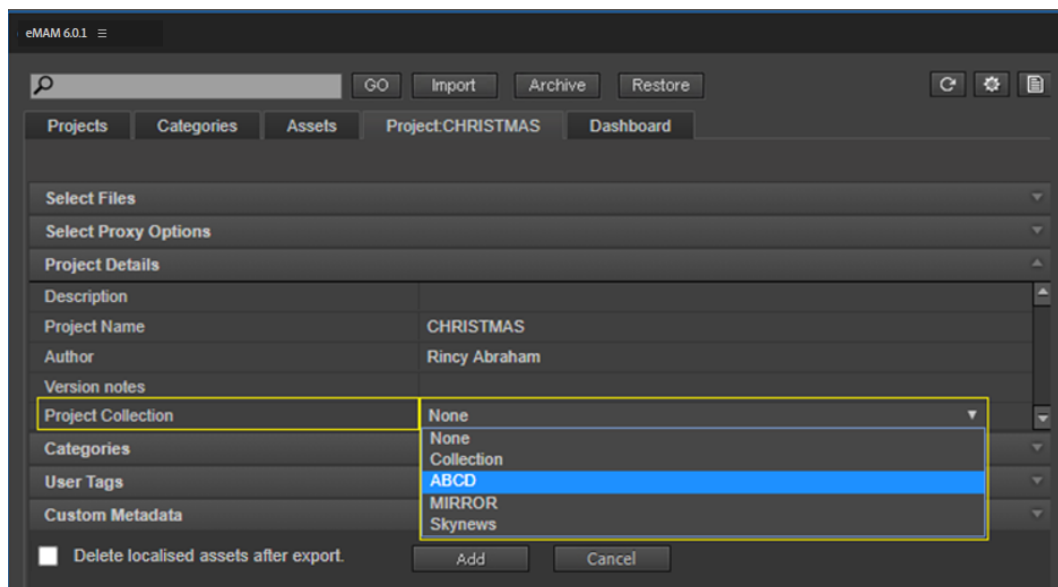
Project metadata window-Select eMAM Proxy options

4. **Project Details:** Under this tab, you can add the project details such as project name, description, author, and version notes.

Project Details	
Description	
Project Name	123RINS
Author	
Version notes	

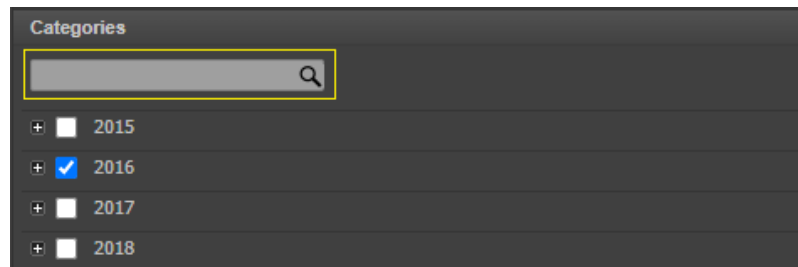
Project metadata window-Project details

When a project is exported for the first time from Premiere to eMAM, you will have option to assign it to any collection under the *Project Details* section. But on the version exports, collection dropdown will not be displayed in the *Project details* section.



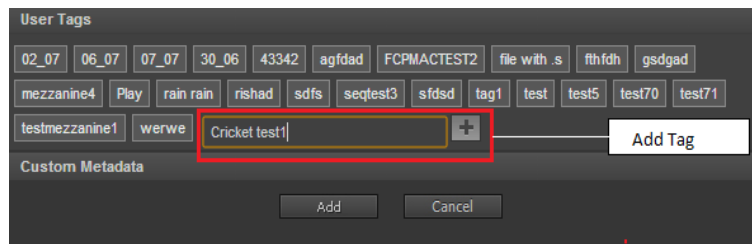
Collection drop-down to assign to a collection.

5. **Categories:** Under this tab, a list of categories will be displayed. You also have option to search from the list of categories. When a project is re-exported with new assets, the categories are selected by default.



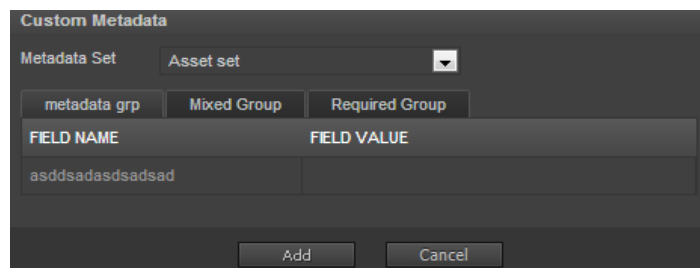
Project metadata window-Categories

6. **User Tags:** Select from the list of Tags created in the eMAM interface or you can add a new tag.



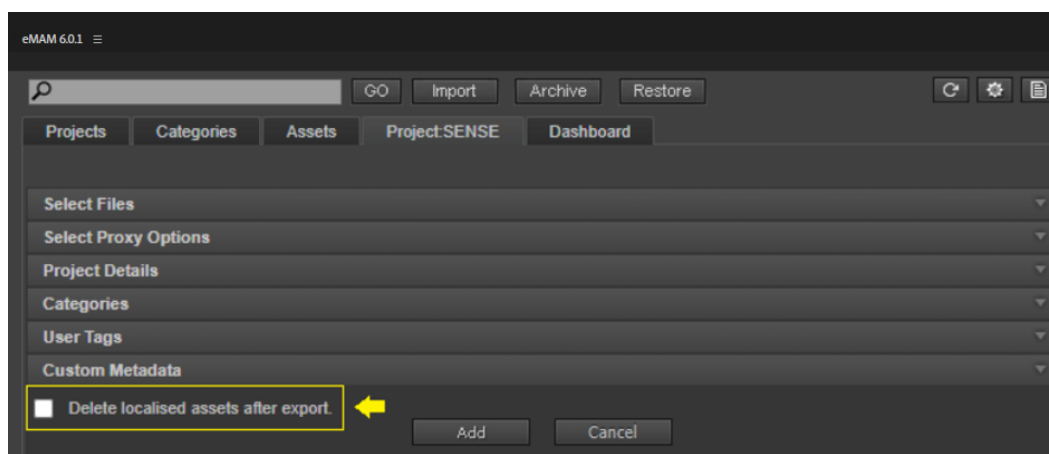
Project metadata window-User tags

7. **Custom metadata:** Fill in all the required custom metadata fields for the new project and click **ADD** to start the Export. Note: You have option to multi select for multi select custom metadata fields.



Project metadata window-Custom Metadata

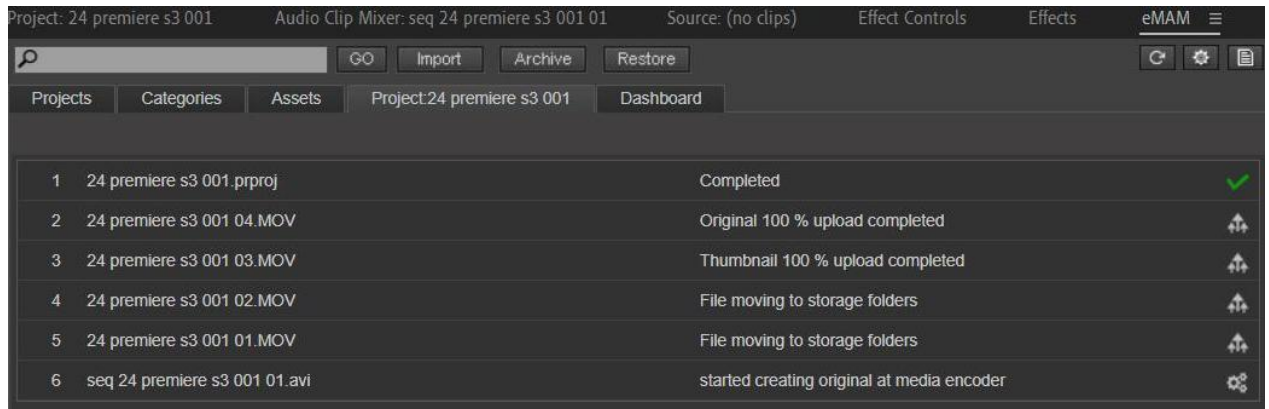
8. **Delete localized assets on export:** If this checkbox is enabled, all the assets that were localized on import will get deleted.



If no assets were localized for this project, this checkbox is greyed out.

☐ Delete localised assets after export.

When you click on **Add** button, real-time progress of each uploading file (*original, proxy, thumbnail, mezzanine* etc.) using eMAM Uploader, SigCLI or AWS_SDK is displayed under the *Projects* tab. During export, all the files are encoded and uploaded asynchronously to eMAM. One asset is picked up for encoding, then it moves it for *Uploading*. Once it gets uploaded (*ingest queue status is updated to Added*), it is moved to the ingest folder for ingest to the eMAM system. When one asset is moved for *Uploading*, another asset is picked up for encoding. You can see the details of the export progress of each asset. This process is repeated for all the assets. So, by the time the last asset is encoded, all the other assets might be already in the eMAM system.

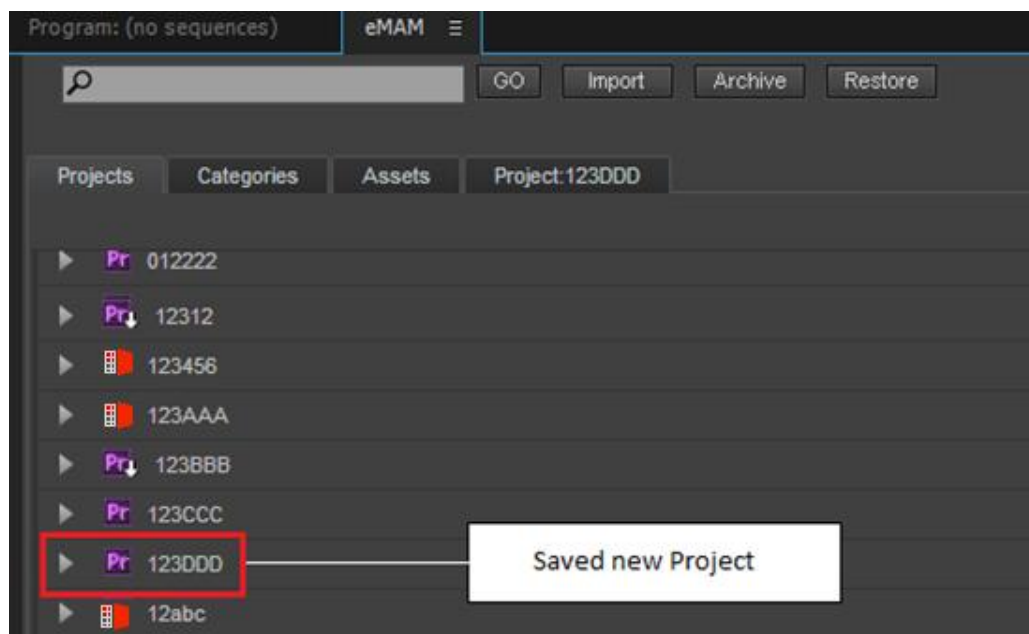


Project	Asset	Status	Progress
1	24 premiere s3 001.prproj	Completed	✓
2	24 premiere s3 001 04.MOV	Original 100 % upload completed	↑↓
3	24 premiere s3 001 03.MOV	Thumbnail 100 % upload completed	↑↓
4	24 premiere s3 001 02.MOV	File moving to storage folders	↑↓
5	24 premiere s3 001 01.MOV	File moving to storage folders	↑↓
6	seq 24 premiere s3 001 01.avi	started creating original at media encoder	⚙️

Status of export progress of each asset displayed under Projects tab

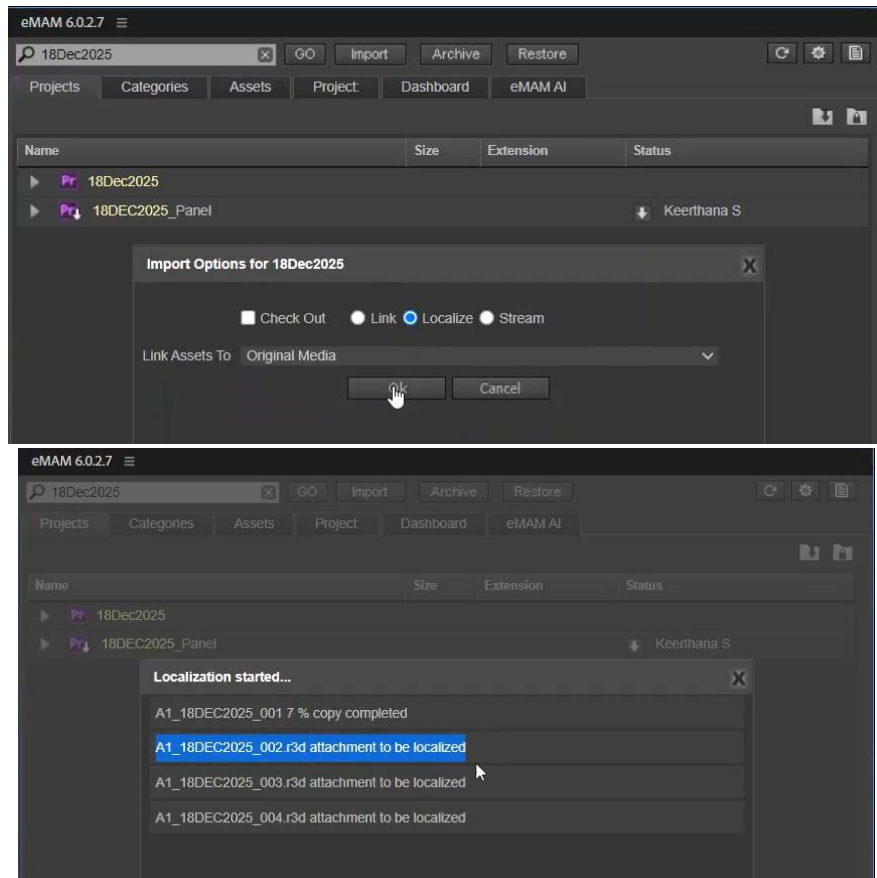
Note: If you refresh the panel at this stage, the progress displayed under the Projects tab is lost.

The edited project will now be displayed as a new project with a Premiere logo under the Projects tab in the eMAM Panel.



eMAM Panel displaying new project after export

Spanned R3D files: When a R3D spanned clip is used in Premiere, during export, the Panel will try to figure out if it's a spanned clip or not, by looking at the assets file path structure. If the parent folder is a .RDC folder, the Panel will assume that it is a spanned R3D clip and then process the files inside that folder as a spanned R3D file. Users can localize the **Spanned R3D clip**.

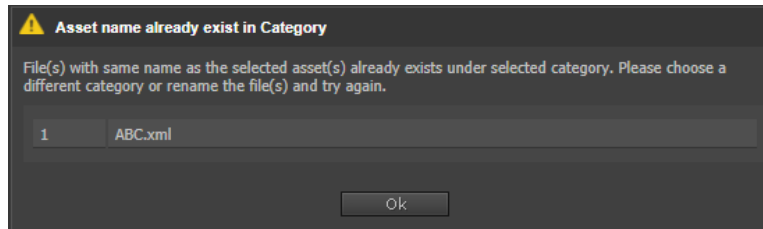


If a user indexes an R3D folder with spanned clips, the first R3D file is successfully copied to the eMAM folder but while the third R3D file is being copied (attachment stage), the Panel is closed or there is a storage connectivity issue. In this case, on reexport of project, remaining R3D files get exported to eMAM and the last copied files are cleaned up from the storage too.

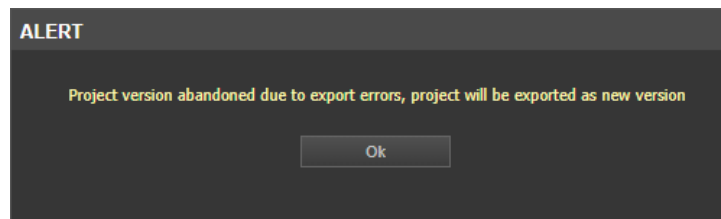
Indexed assets: When indexed media is imported to panel, and then exported back, eMAM can check for the indexed path location in eMAM asset versions tab. So, if an asset is imported from an indexed storage path, which is there in eMAM DB, during export button click, the panel will identify it as eMAM asset

File(s) with same name as the selected asset(s) already exists under selected category.

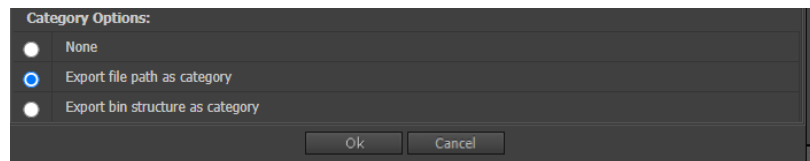
If during export you get the error below, you can choose a different category or rename the file(s) and try again.

**Project version abandoned due to export errors; project will be exported as new version.**

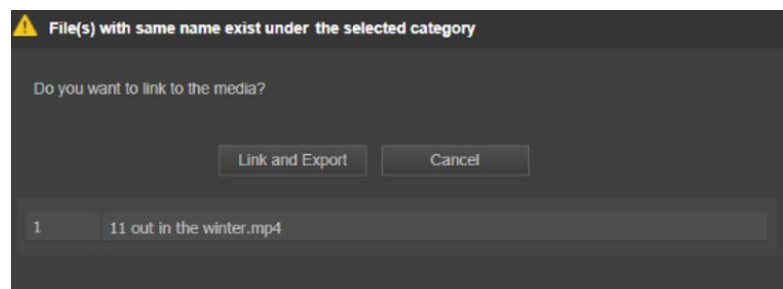
If there were errors during export of previous version, the message below is displayed. You will be asked to export the project as a new version.



Link & export workflow: On export, instead of ingesting a duplicate new file from local as a new asset to the eMAM system, users now have option to link to the existing file in the same category in eMAM. On export, eMAM panel can now detect the duplicate files (if any) at the destination category. This will be dependent on the category selected on export & the *Category options* settings configurations.

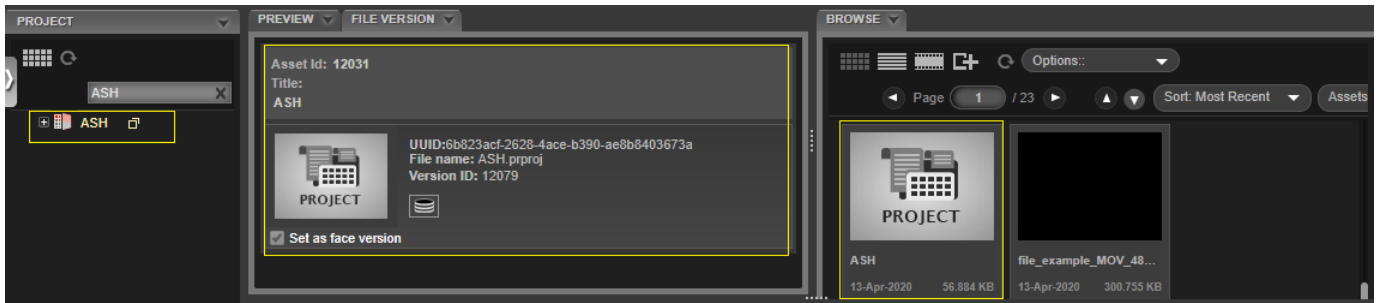


A popup window displays *“File with same name already exists under the selected category. Do you want to link the media?”*



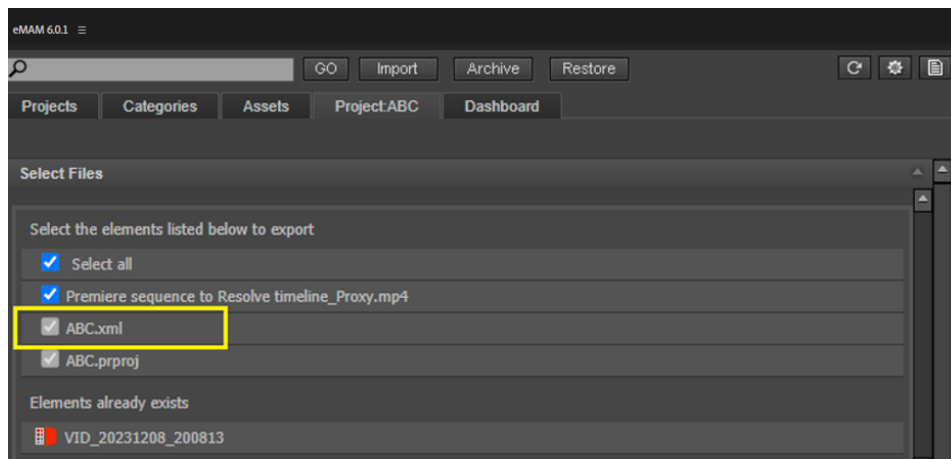
On click of *Link and Export*, instead of re-ingesting the same file, it will link the eMAM *asset version id* and *asset id* to the new project version created on export. Note: *Only duplicate files will get linked. New files will be ingested to eMAM on export.*

Project files: eMAM Projects created with storage profiles also have *project assets/placeholder* created in eMAM. The project file (*.prproj*) is treated as an asset during export and is ingested to eMAM as an asset with UUID name and is mapped to the eMAM Project asset as a new version. Since the Project files are automatically saved as assets, you need not save them separately in other storage locations and they can now be archived, restored and purged like any other asset.

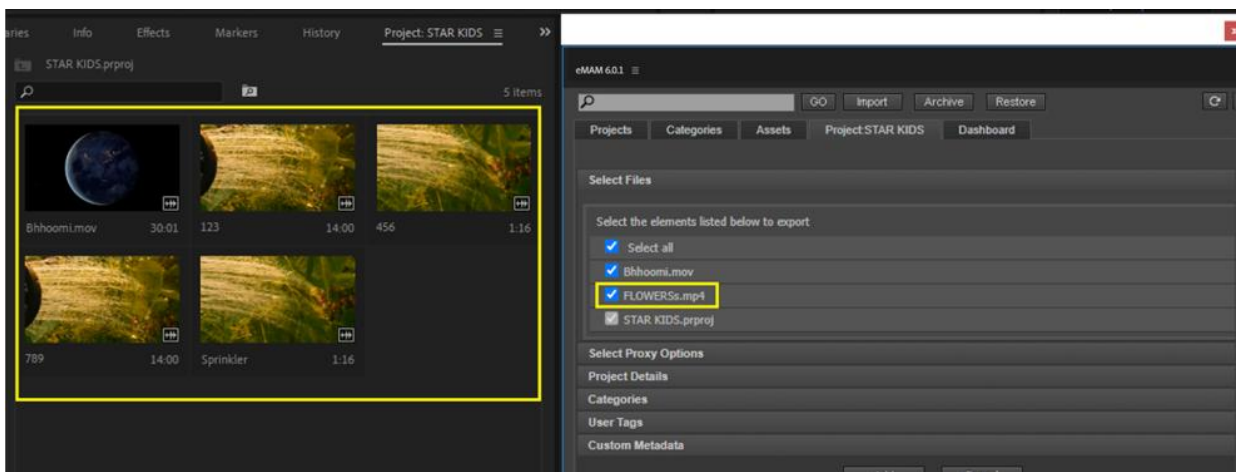


Project file with UUID under File version widget and as project asset under Browse widget

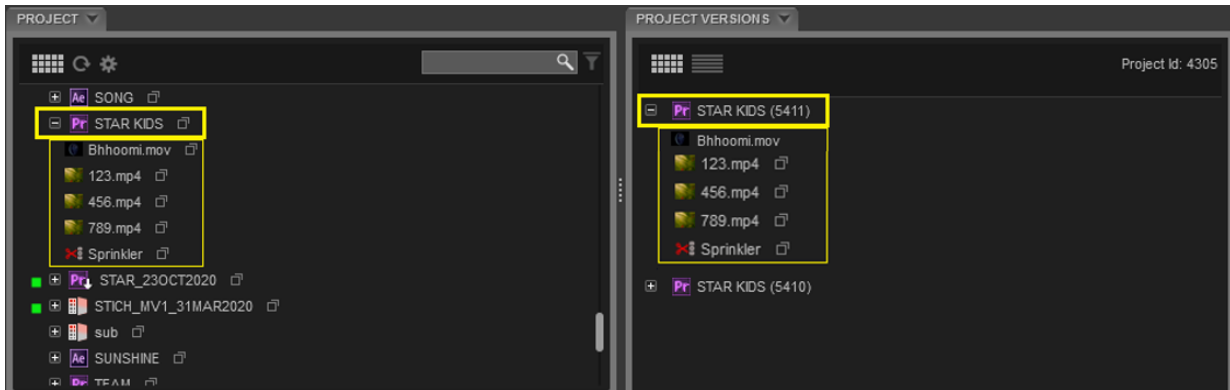
FCP XML File: On export from Premiere to eMAM, along with .prproj file an FCP XML file with details of all the assets, sequences in the project, is also created and exported to eMAM.



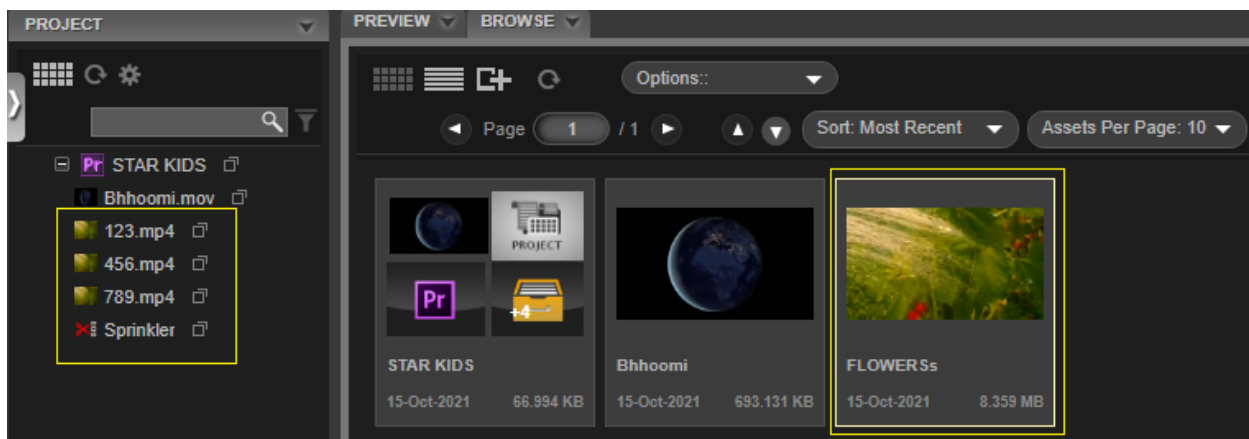
Project Elements: If there are multiple elements in a project, during export eMAM links all those with the original file name. After export multiple elements will be pointing to the same asset.



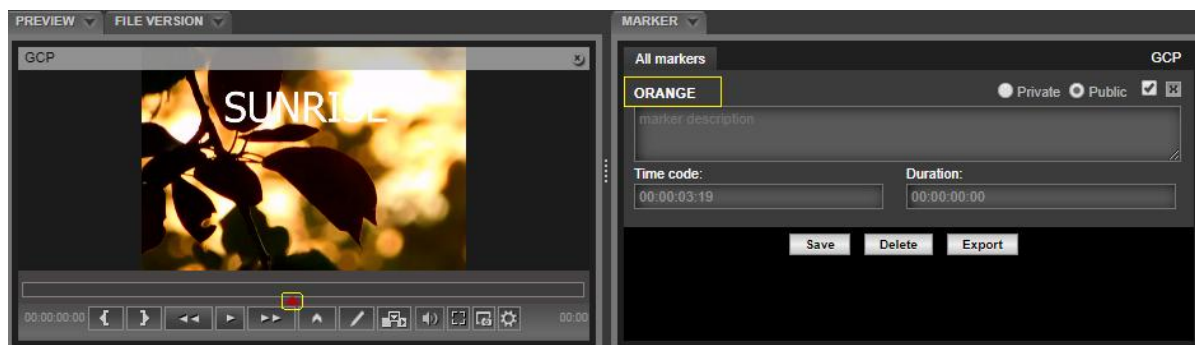
All the elements exported back to eMAM will be displayed under the *Project & Project Versions* widget.



Click on any of the elements in the *Project* widget and it will point to the original asset. Here multiple elements point to the same media or asset.

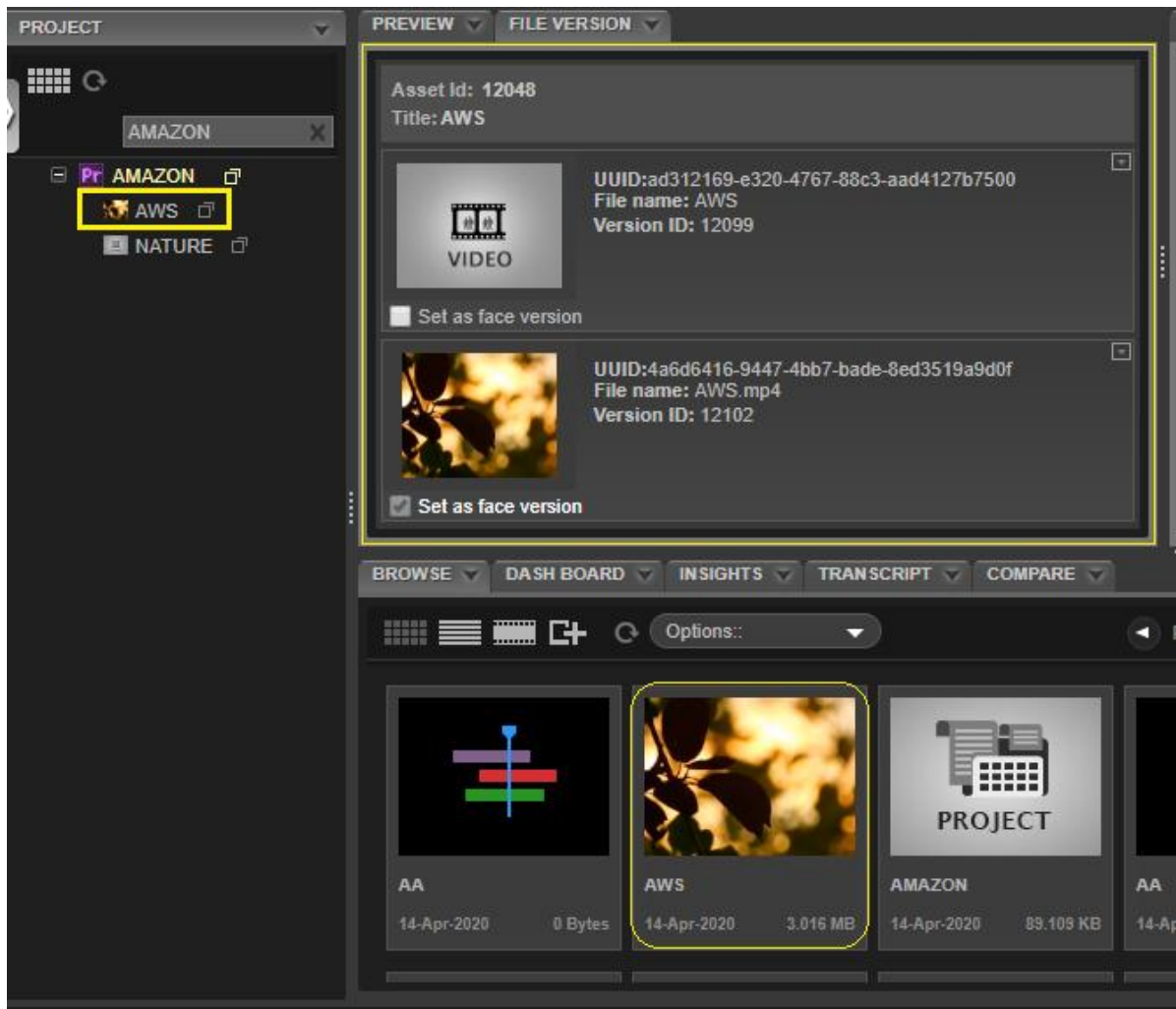


Sequences imported and exported to & from eMAM are created as an asset in eMAM (placeholder) and can be previewed and played in the Preview widget of the eMAM Director interface. eMAM also allows editors to add markers to these sequences in the Preview widget.



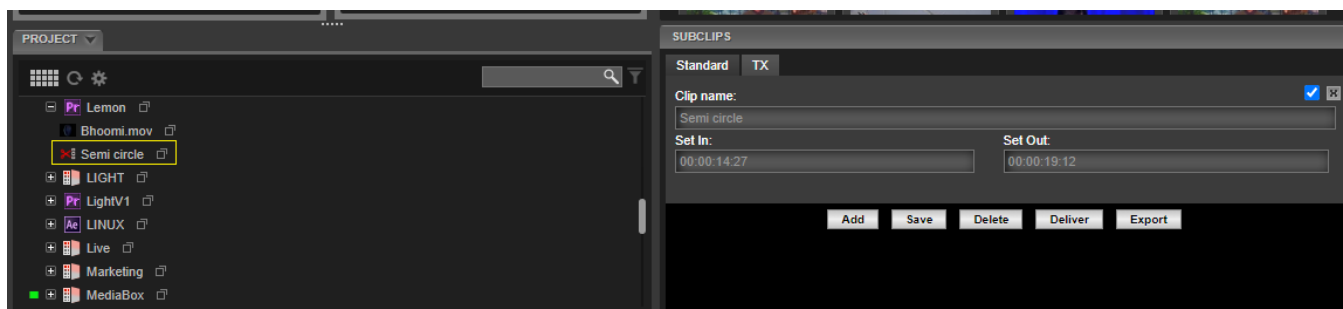
Sequence exported back to eMAM played in Preview player with added marker

A **new version of a sequence** is created after import and export (*with sequence*) of the sequence which can be viewed in the *File Versions* widget. This can be for proxy only or original with proxy. However, If the sequence is not selected, it will not create a placeholder.

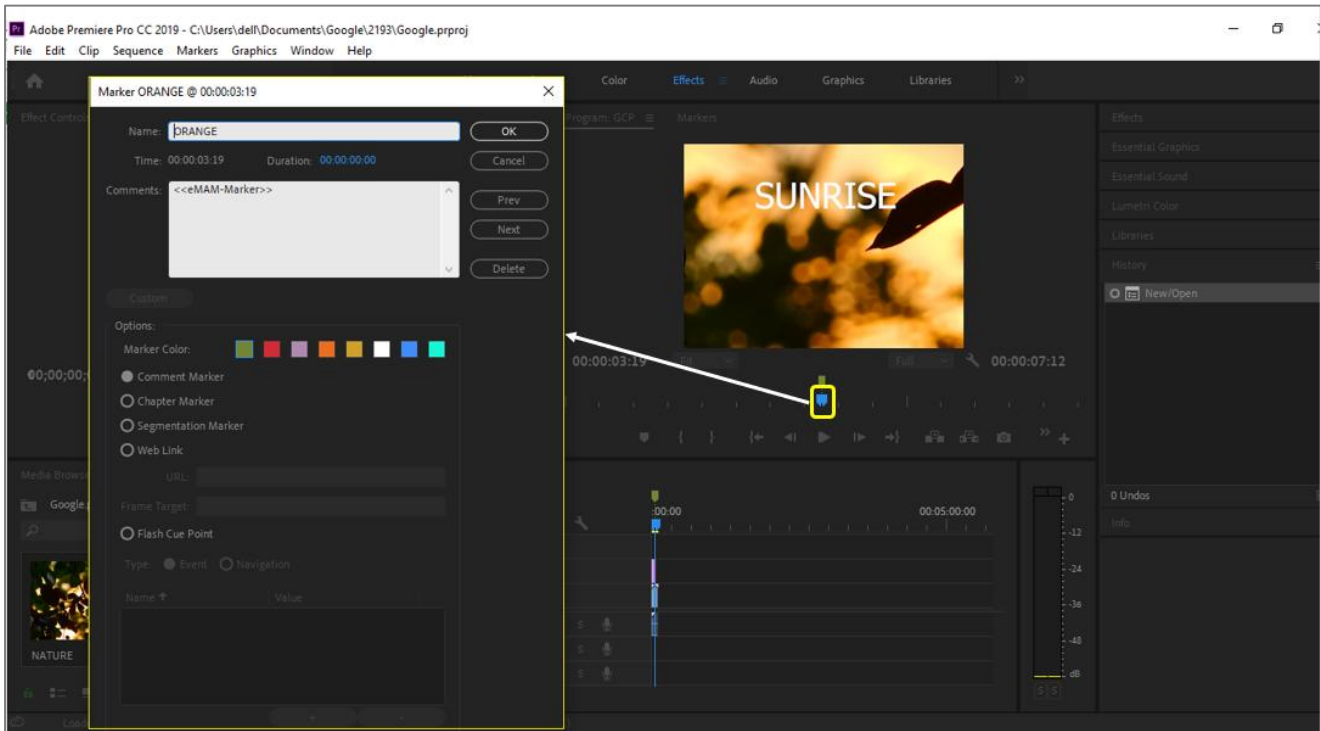


New version of a sequence is created after export

Subclips created in Premiere can be exported to eMAM and it will be displayed as a separate element under Project widget along with subclips details under *Subclips* widget.



Markers added to sequences in eMAM can be imported back to Adobe Premiere Pro (as shown below):

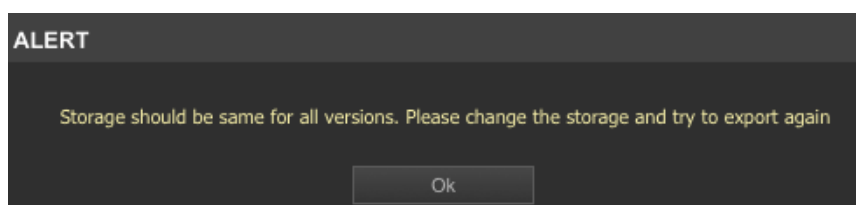


Sequence Markers created in eMAM can be imported to Adobe Premiere Pro.

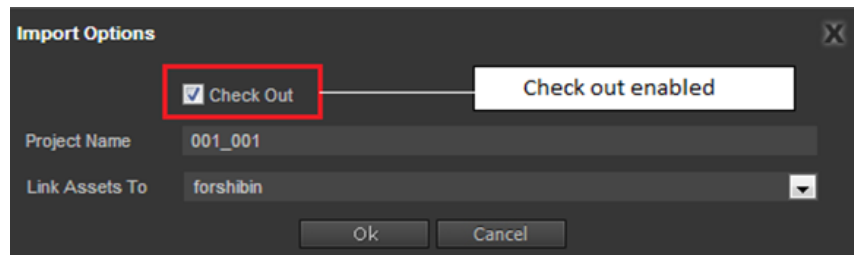
Premiere users should be associated with a *Managed Transcode* ingest profile in order to export the contents to eMAM using eMAM Panel. You can export assets from Mac to ingest folders with local folder configurations too unlike earlier eMAM versions, where you could export from Mac only to Network/Mac configured ingest profiles. The export function also supports workflows where Premiere Pro is used as a desktop ingest source for content into the eMAM library. Steps for the export process are:

- i. The Adobe Premiere Pro CC Project is saved automatically. If the Adobe Premiere Pro CC project already exists in eMAM, the editor can update it or create a new project. The Project will be checked into eMAM automatically.
- ii. The editor can choose the files and sequences from the list for export.
- iii. The editor can enter project details, add tags, assign it to categories, and update custom metadata. The system will move elements from local storage to centralized storage managed by eMAM. To avoid duplicate files in the system, the editor will be informed if one or more elements already existed in the eMAM library.
- iv. Proxy copies for search and preview in eMAM can be made locally using Adobe Media Encoder CC or can be done from a server-based transcoder.

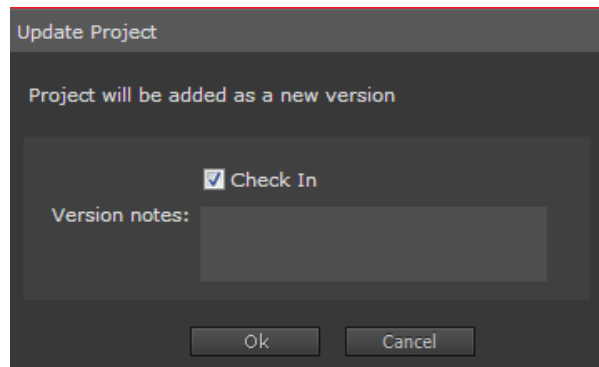
Premiere projects exported back to eMAM can contain multiple bin structures with assets and sequences. The same asset can be imported to multiple bins from eMAM and can be exported back. Assets imported from eMAM which have special characters in the name (such as /: *? " < > |) can be exported back to eMAM. Note: *During export, the storage profile of the project and the storage profile associated with the ingest profile should be the same. else it would throw below error:*



- **Export of Project checked out during import:** When you export a project back to eMAM that you checked out during import, then an **Update project** window will appear. You can save the changes as a new version of the project. You can also **Check In** the project and add **version notes**.

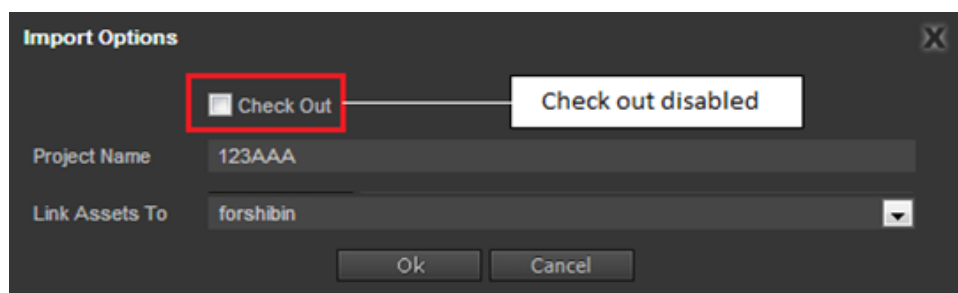


Import options window with Check Out option

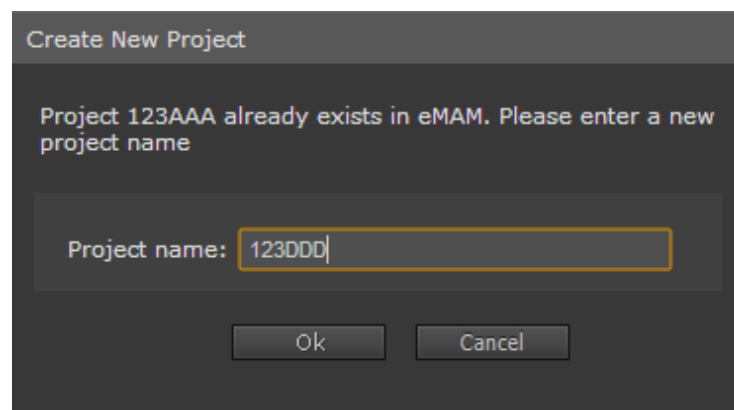


Check in option window during export

- **Export of Project not Checked out during Import:** After editing, if you try to export a project for which the **Check Out** option was disabled during import, eMAM will ask to save it with a new project name if the same name already exists in eMAM.

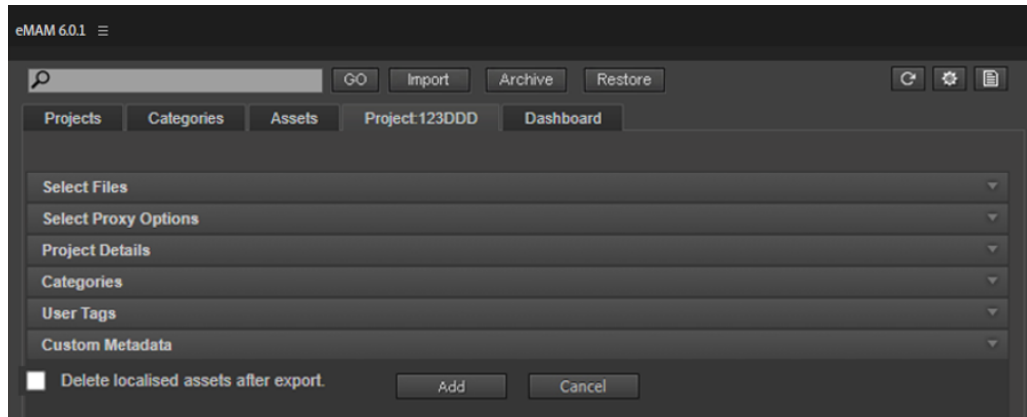


Import option window with check out option



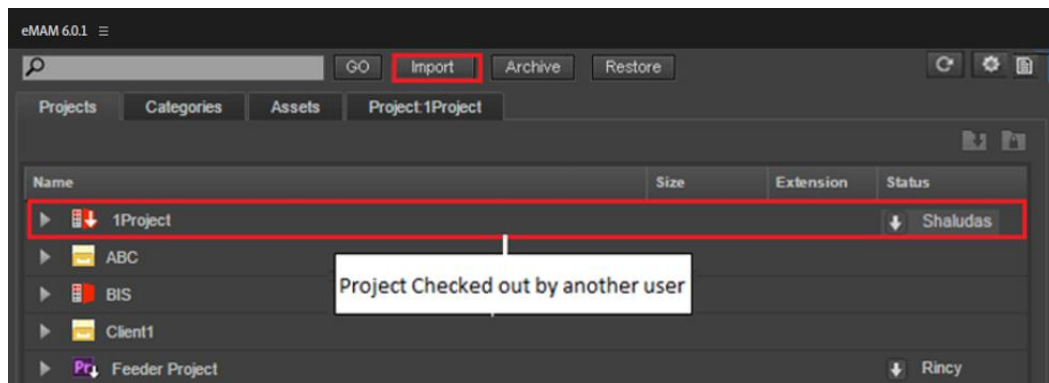
Create new project window

Enter new project name and click **OK**. **Project Metadata** window pops up. In this window, you will be asked to fill in all metadata details for the new project before you proceed.



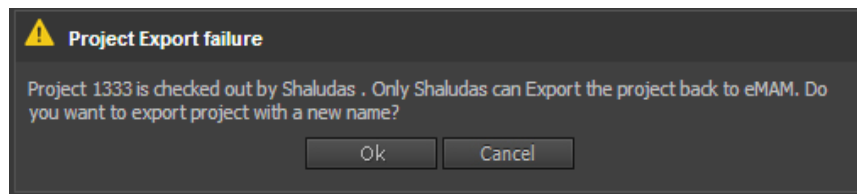
Project Metadata window

- **Export of a project already checked out by another user:** You can import a project that is already checked out by another user:



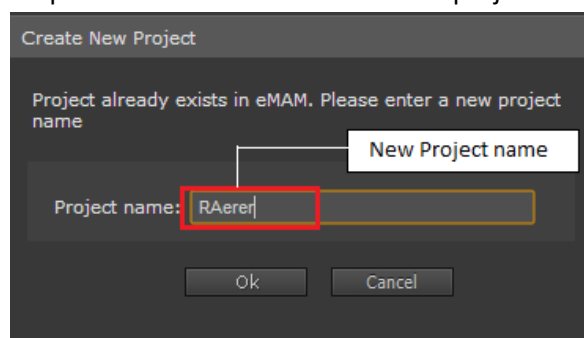
eMAM Panel window displaying project checked out by another user

After editing, if you try to export it back to eMAM, the warning below pops up. It indicates the user who checked out the project and asks if you want to save it under another name. This avoids editing conflicts on the same project.



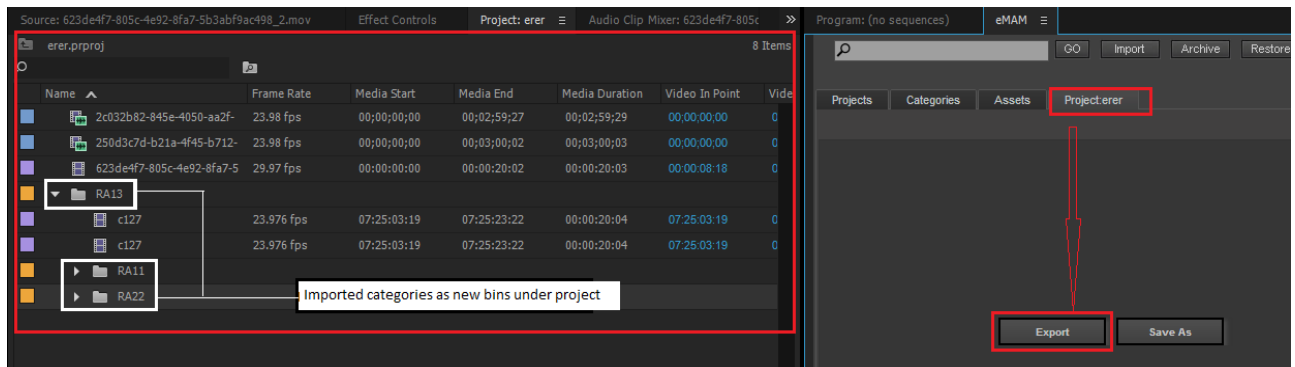
Message displayed when user tries to export project checked out by another user

You can either cancel the export or click **OK** and create a new project.



Create new project window

- **Export of categories imported as bins:** Categories imported from eMAM come in as new bins under the current project. These bins get exported as bins to eMAM. Bins and the contents inside them will also be exported as bins in the project. If you want to associate any of the exporting assets with a category, you need to select those categories from the metadata window under categories tab.



Category gets imported as a Bin in Premiere

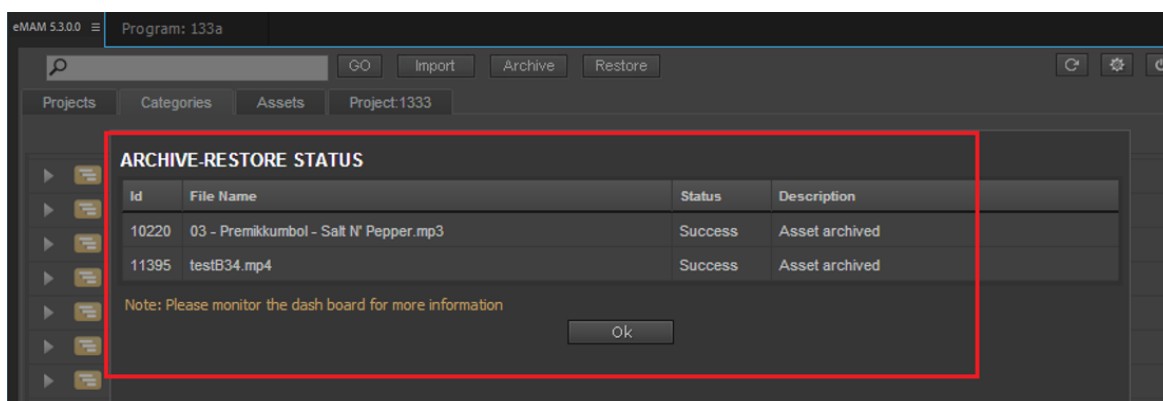
Click on **Link Media** button to check for the duplicate files already existing in the same category. Note: Re link is not possible if multiple elements are linked to same media or if multiple elements have same name. Once all the files are relinked click on the **Export** button under projects tab in the eMAM Panel. Projects and bins get exported to eMAM. A new window opens with various tabs.

Under **Select files** tab, select the files for export. Fill in other tabs like, select eMAM proxy options, Projects, Categories, User tags and Custom metadata and click on **Save** button.

C. ARCHIVE/RESTORE

Archive can be performed for projects, categories and assets. Archive moves the project media and associated elements of the selected Premiere Pro CC project into a pre-set archive location to conserve editing storage and permanently secure the media. Proxy copies will be kept in the current eMAM managed storage for power search, preview, and collaboration tools in the eMAM web or tablet interfaces.

Click on a project/bin, a category or assets and click on the **Archive** button. The Archive-Restore status window pops up, displaying the file name and its status.



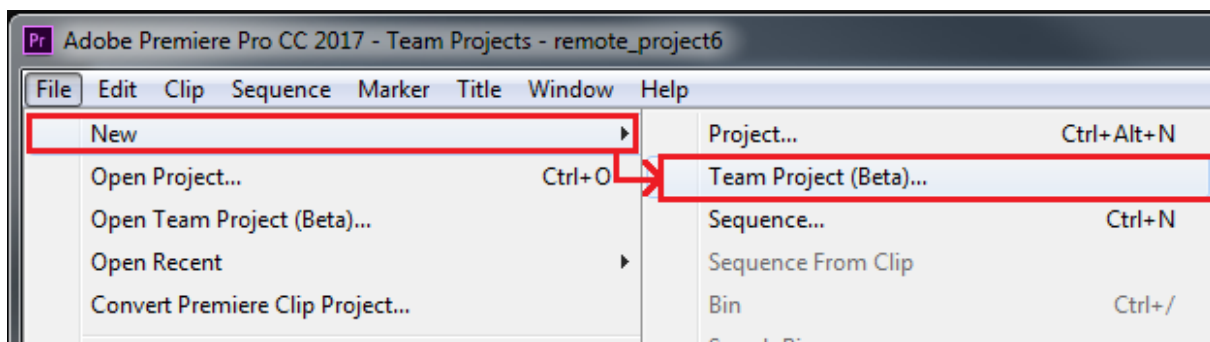
Archive/Restore status window

Adobe Team Projects

Team Projects' is a hosted service in Adobe Creative Cloud that allows editors and motion graphics artists with Team or Enterprise license to collaborate and share the sequences/compositions in real time. Others assigned to a team project will have a notification when another user changes a project. Team Project features like version control, conflict resolution, sharing sequences and compositions are built into CC 2017 versions of Premiere Pro, After Effects and Prelude. Use Adobe Team projects to work simultaneously on shared video projects. Editors can share a team project without fear of overwriting someone else's efforts. Adobe Team Project is saved in Creative Cloud database for collaboration purpose.

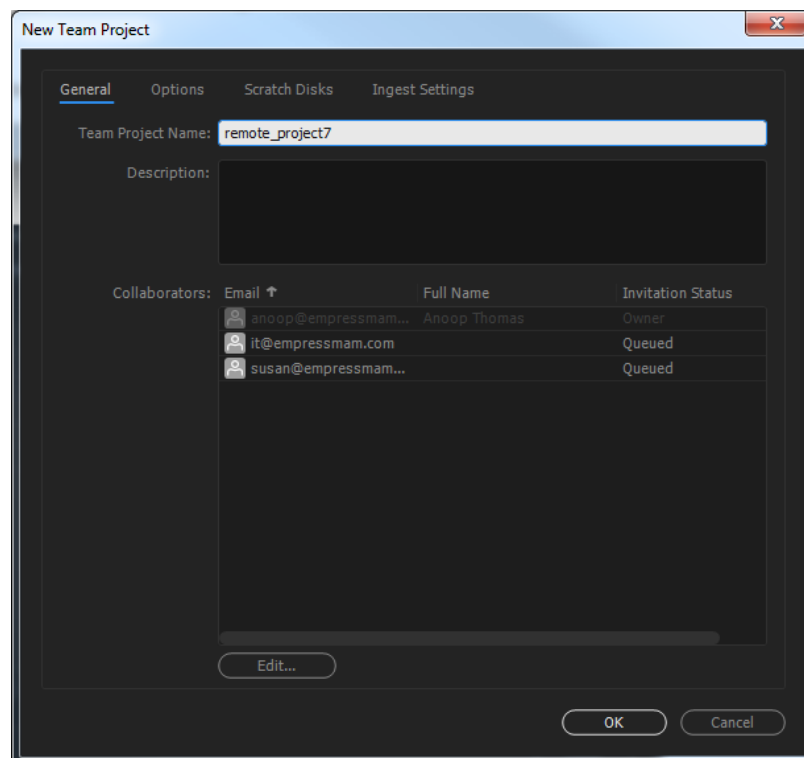
Open Adobe Team Projects

- Create New Team Project using the "New Team Project" button in the Manage Team Projects window or from the menu option **File->New->Team Project (Beta)**



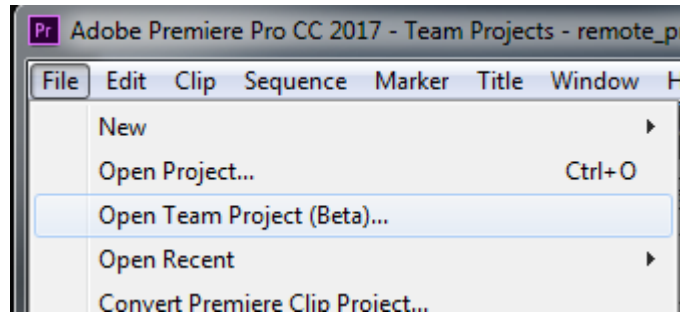
Open New Team Project

- Project Name and Team Members can be added from the *New Team Project* window.



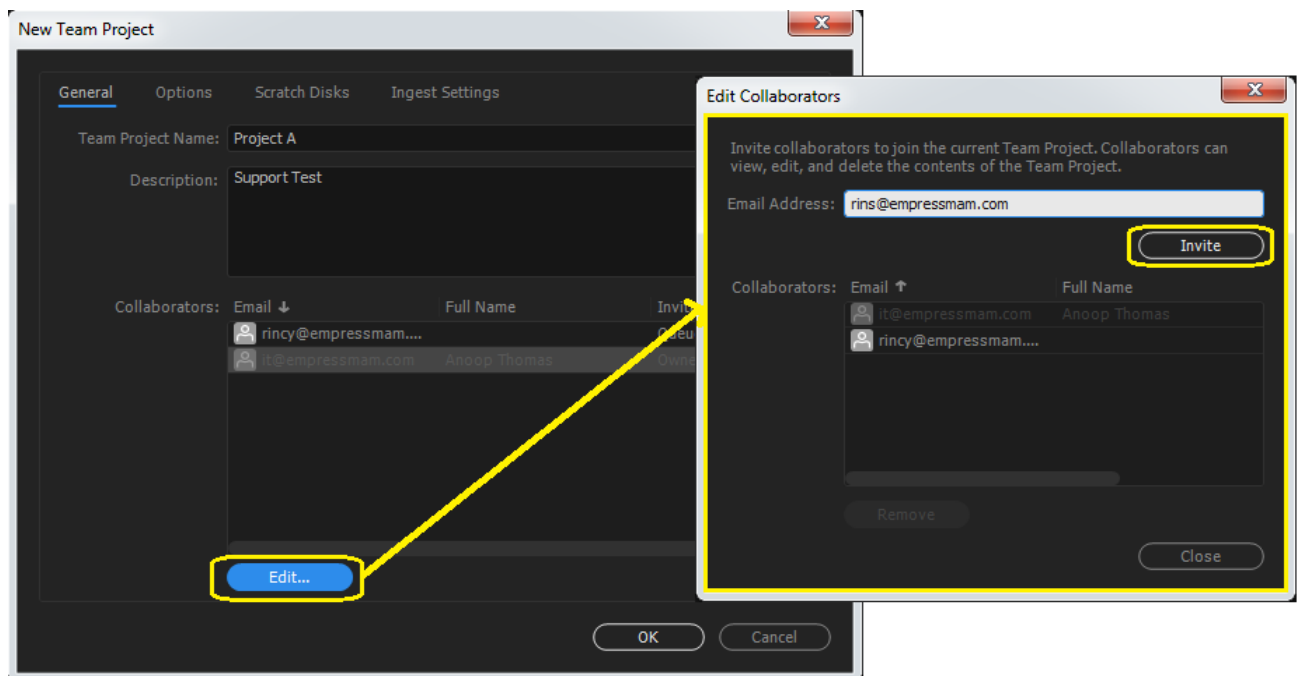
Create New Team project

- c) Open existing Team Project using Premiere Pro-> **File -> Open Team Project (Beta)** option.



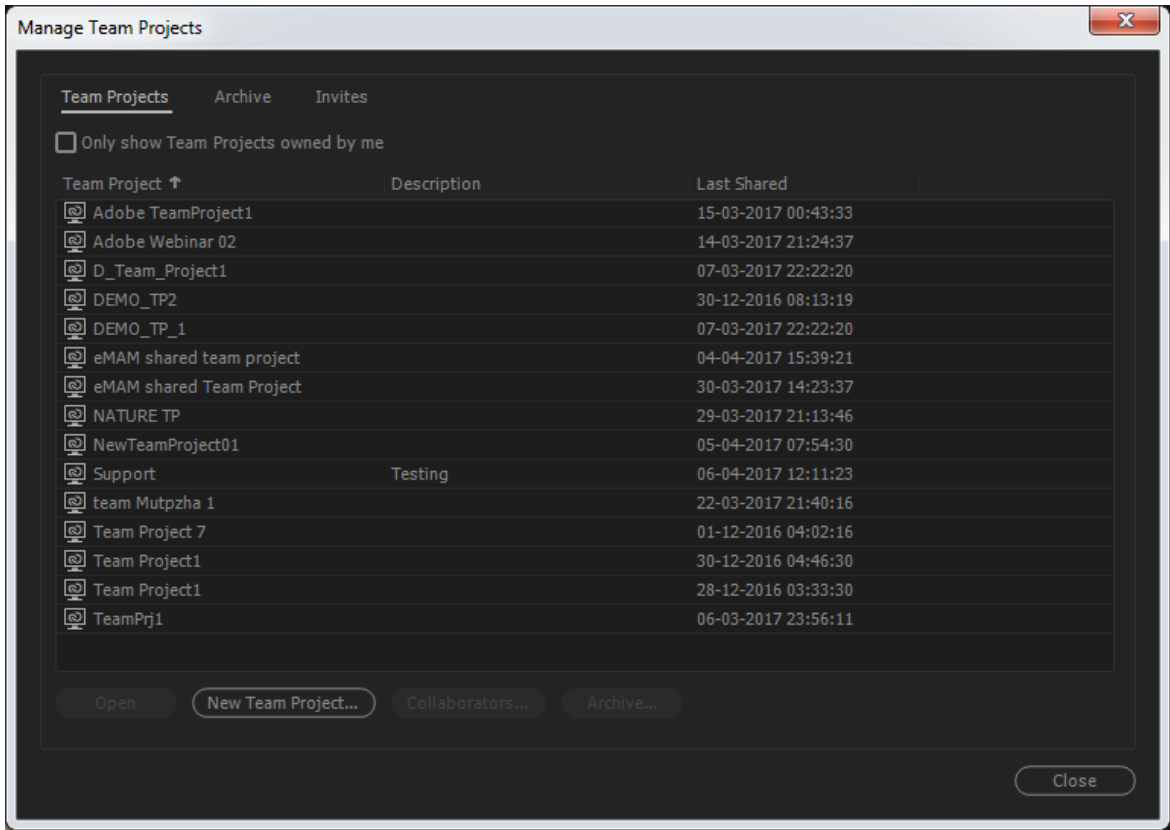
Open Team Project (Beta)

- d) Give your team project a name and invite collaborators to work on it by clicking *Edit*, adding their email addresses to the queue, and then clicking *Invite*. Click OK to close the dialog box. All collaborators will receive a notification in their *Creative Cloud Desktop* application, where they can either accept or reject your invitation.



Send Invite to team members

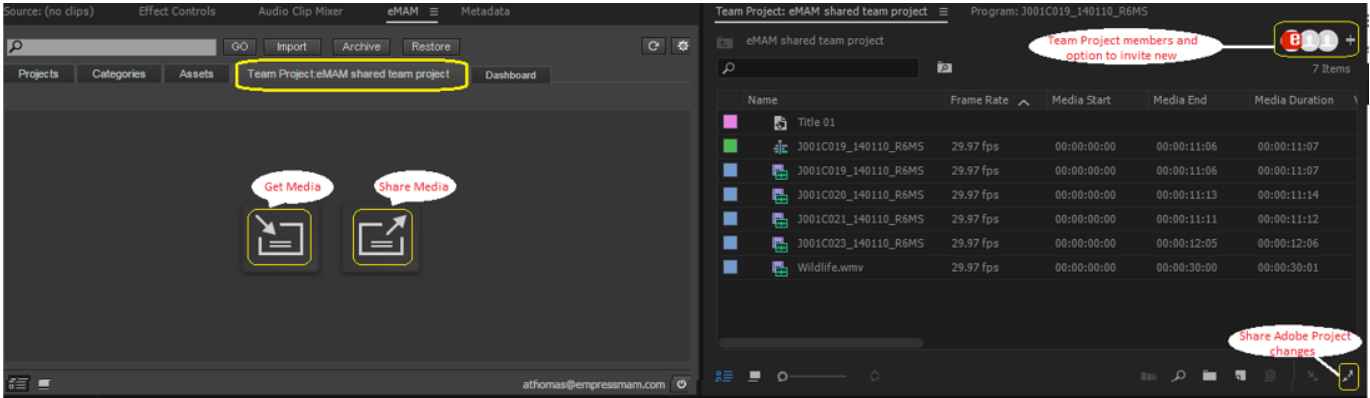
- e) An existing project can be selected and opened from the *Manage Team Projects* window. (Make sure you are connected to Creative Cloud).



Manage Team Projects

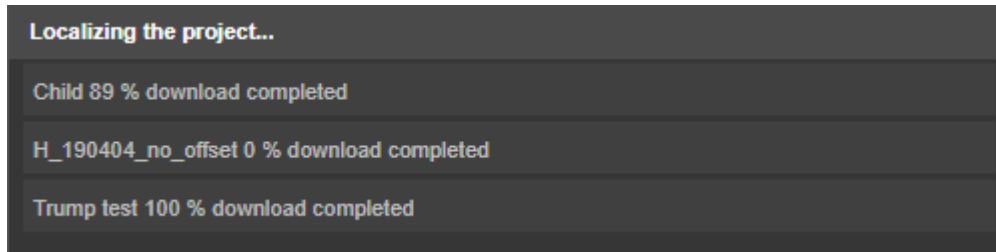
Overview of Team Projects tab

By default, eMAM Panel will have the Team Project tab opened when the panel is loaded inside a Team Project and will have Get Media and Share Media options. (No Export and Save as options).



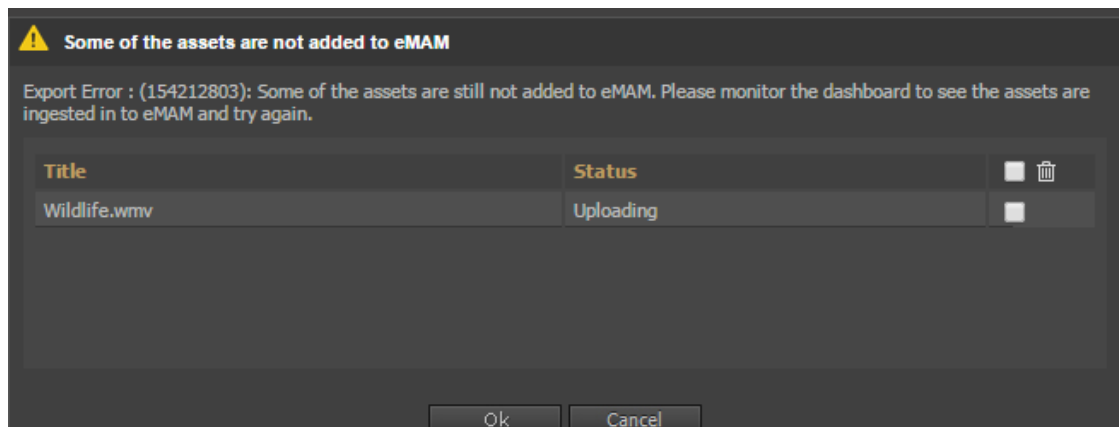
Open Team Projects tab

- a. **Get Media** : Import assets from eMAM and Local using Get Media option. This will sync the media from eMAM system to the currently opened Team Project.
- If the media is available in eMAM central storage accessible by the Premiere Pro system, 'Get Media' option will make the link to the media.
 - If the eMAM managed storage location by eMAM is not accessible from Premiere Pro, eMAM Panel will try to download the media to the local storage location configured in the panel using localize option. Download progress will be displayed in a pop-up window. Once the media is available in the local storage location, eMAM Panel will automatically relink the media for the respective assets based on the UUIDs in eMAM.



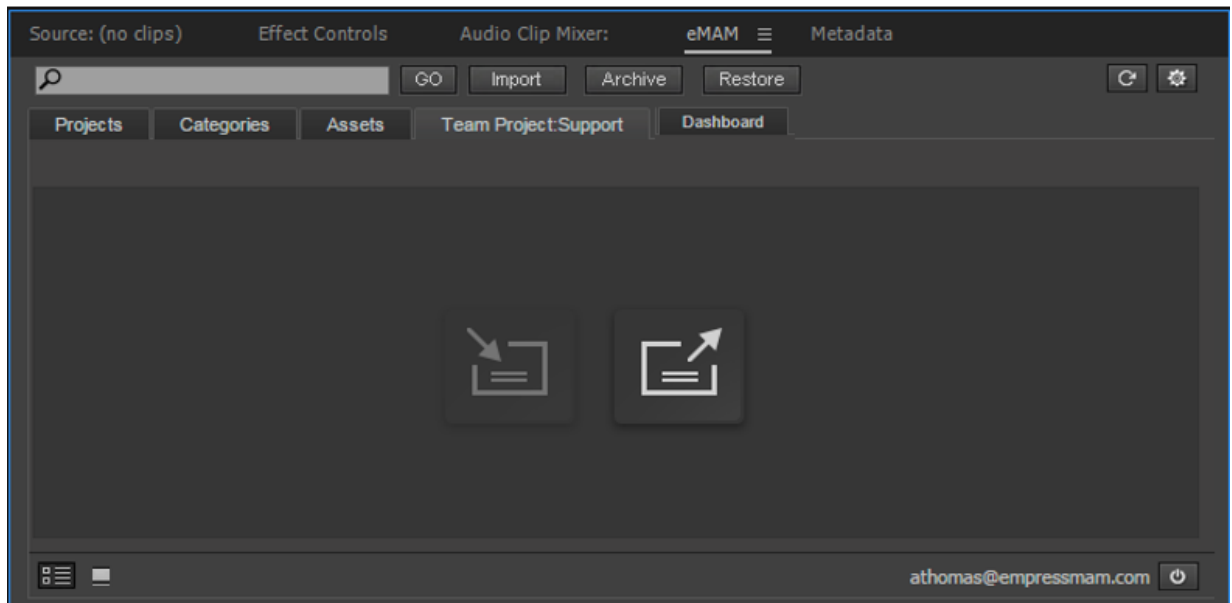
Download progress

- If the media used inside the Team Project is still under progress when user is trying to do the 'Get', warning message will come showing the status of the pending assets being ingested into eMAM.



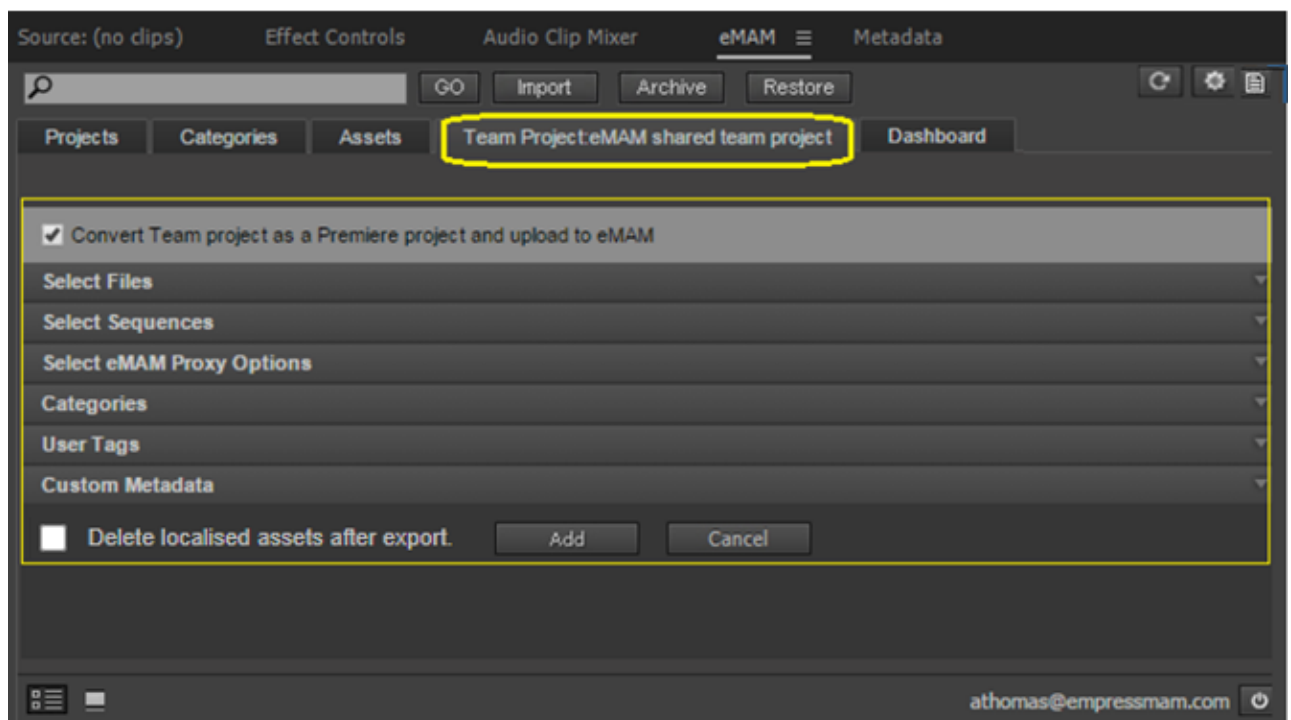
Warning message window

- Once the process is completed, eMAM Panel will link the media automatically either to eMAM central storage or to the downloaded assets. If any of the media is not shared to eMAM, user may inform the team member who have added those media to the Team Project to share them to eMAM, using eMAM Panel 'Share' option.
- If the Team Project is not available in eMAM, *Get Media* option will be disabled.



Get Media option disabled if team project is not available in eMAM

- b. **Share Media** : Share option will sync the media from Team Project to eMAM. This option will upload the new media used in Premiere Project to eMAM. Users will get the option to select Media, encoder or the server-based transcoder to make proxy. If the team project does not exist in eMAM, clicking on *Share Media* button will automatically create the project in eMAM. eMAM core product will be changed to handle the Team Project with different logo and settings.



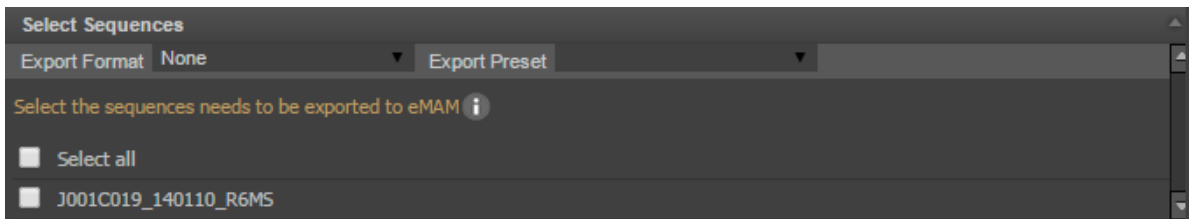
Export window

- **Convert Team Project as a Premiere Project and upload to eMAM** (checkbox): Enable or disable it.
- **Select Files:** Select files for export to eMAM.



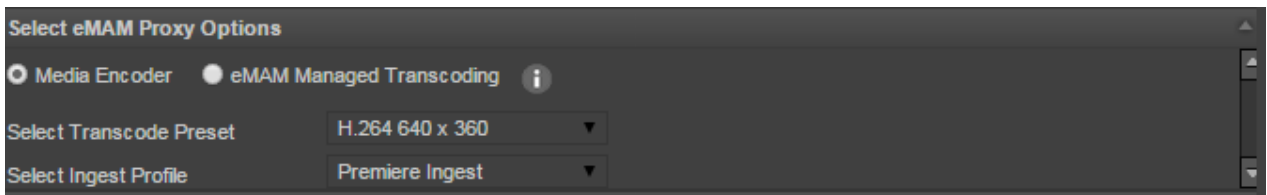
Select Files tab

- **Select Sequences:** Select sequences for export to eMAM.



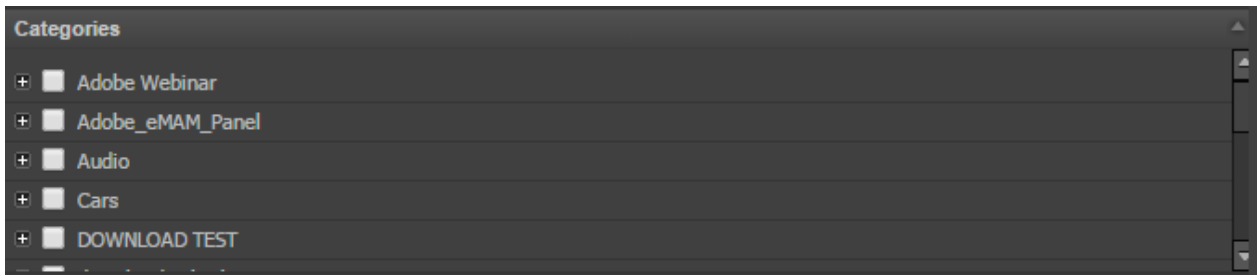
Select Sequences tab

- **Select eMAM Proxy options**



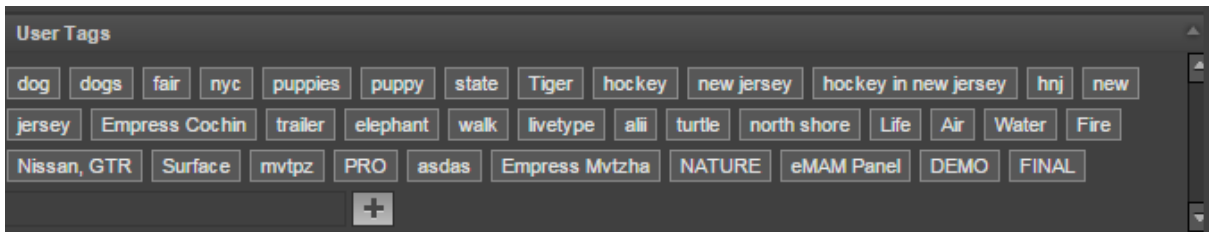
eMAM Proxy options

- **Categories:** Select categories.



Categories

- **User Tags:** Select tags.



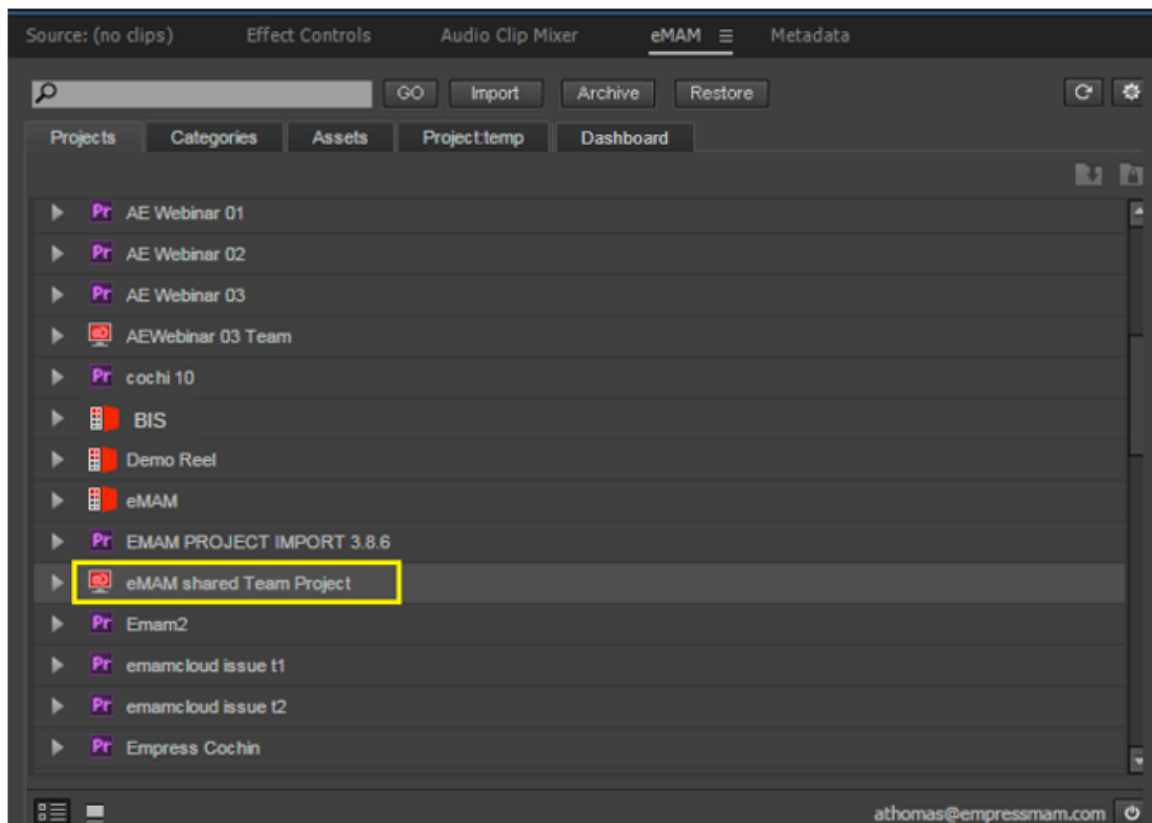
Tags

- **Custom Metadata:** Enter custom metadata details and click **Add**.

Custom Metadata

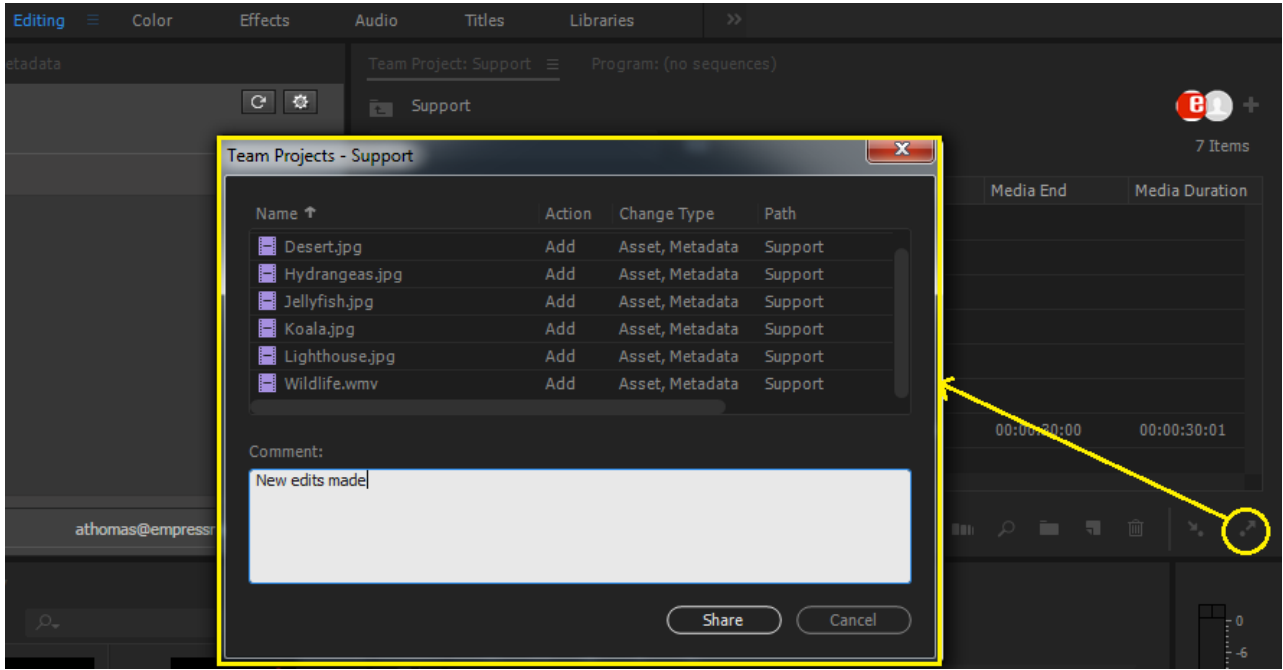
- **Deleted localized assets on export:** Enable this checkbox to delete the localized assets (if any) on export.

Project gets saved in eMAM as share team project.

*Projects tab*

User must wait for the share process to finish before sharing the project changes to another team member through creative cloud otherwise the other team member will not be able to access the new media. To avoid this delay, we always recommend ingesting the media to eMAM system and then import that media using the eMAM Panel.

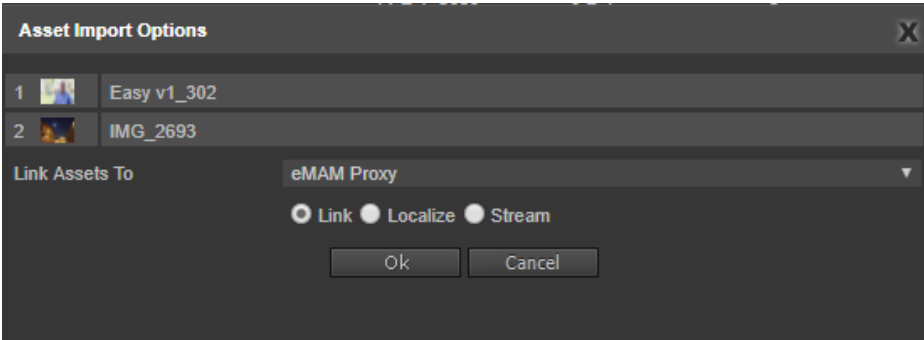
Share *Adobe Team* project changes by choosing **Edit > Team Project > Share My Changes**.



Share Team project changes

c. Assets Tab

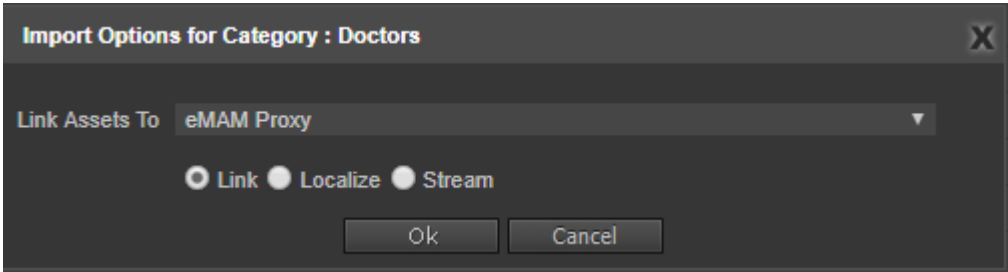
Users will get an option to import the original or mezzanine media into the currently opened Team Project. If the Premiere Pro CC machine is not connected to the central storage, localize option can be used to download the media to the workstation.



Asset import Options window

d. Categories Tab

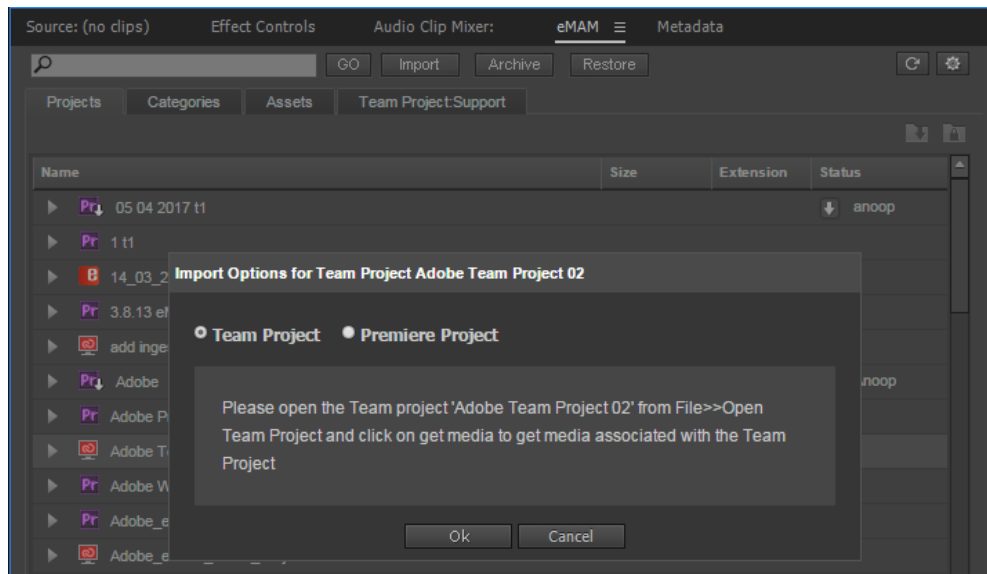
Users will get an option to import the categories as bins into the currently opened Team Project. Additional options are included to link to the Original or Mezzanine media with localize option.



Category import options window

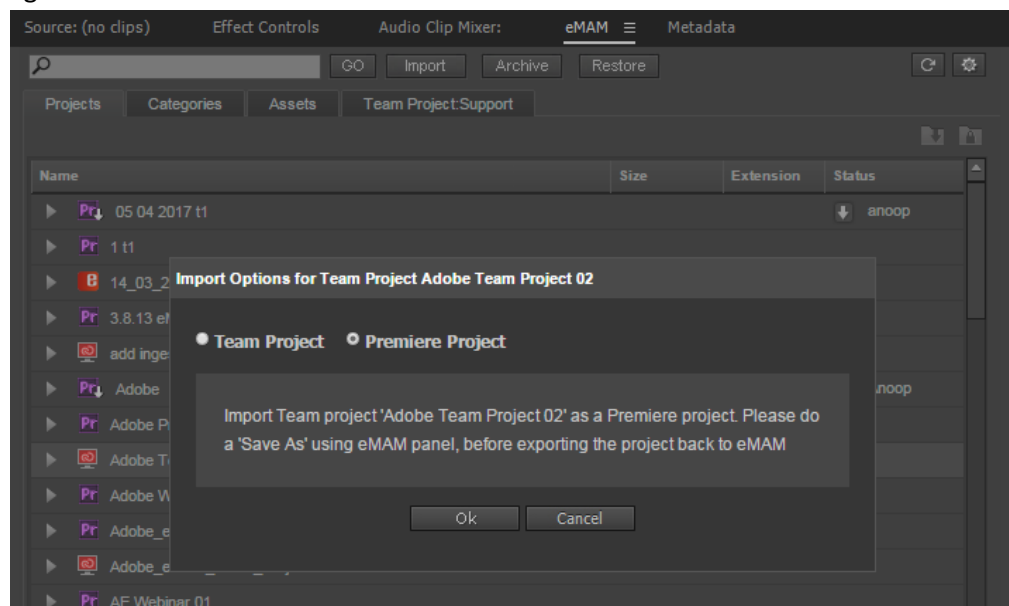
e. Projects Tab

A new icon will be used to differentiate the Team Project, eMAM Projects and Premiere Pro projects. If a user tries to import a Team Project from eMAM Panel, options will be displayed to import the project as Team Project or Premiere Project.



Message window to choose type of project during import

If the user chooses the 'Team Project' import option, user will be instructed to use the Premiere Pro to open the team project (*this is because there are no APIs available to open a team project from the Panel*). If the editors are working on a centralized storage environment, Premiere Pro will automatically link to the media. If Premiere Pro cannot connect to the eMAM managed storage location, 'Get Media' option in the panel can be used to localize a copy of the media. 'Get Media' option can be also used to link to the newly ingested media in the eMAM.



Import options for Team project

If the "Premiere Project" import option is chosen, eMAM will open the last snapshot of the Team Project as Premiere Project. This option is useful to share the Team Project to non-team members with individual Premiere Pro CC licenses. (*Refer use case 4 below*).

f. Process Flow:

Get Media

- a. On Click of 'Get' media button, panel will search for the currently opened Team Project in eMAM. (Get option will be disabled if the Team Project does not exist in eMAM)
- b. Panel will identify the missing assets and newly added assets.
- c. A message box will be displayed with the option to link to the Original or Mezzanine copy. Localize option can be used if there is no access to central storage.
- d. Display the progress bar to show the progress
- e. Once the process is completed, eMAM Panel will link the media automatically either to eMAM central storage or to the downloaded assets.

Share Media

- a. On "Share" media button click, panel will create a new project entry in eMAM with project type as Team Projects (database/gateway/director changes required to handle the team projects).
- b. Like a normal premiere project all the project details and version details will be stored in eMAM.
- c. Premiere Pro keeps a local snap-shop of the Team Project as .prproj file in the local workstation and eMAM takes a copy and upload that to the central storage.
- d. The Metadata window (current export window) will not be having the current project details tab.
- e. By clicking on the Add button on the Share window (current export window) the selected files and the sequences will be copied to eMAM ingest location in order to sync with central storage.
- f. Ingest manager will pick up the uploaded files one by one and add them to the Team Project in eMAM.
Once all the assets are ingested to eMAM we can see them mapped under the Team Projects in eMAM Projects widget and the Projects tab in eMAM Panel.

g. Case Scenarios

Let us understand team project and its functions under various scenarios listed below:

1. **User 1 creates a Team Project, imports media from eMAM and shares the changes with User2 in the same network.**
 - a. As both user 1 and user 2 work in the same network, eMAM managed storage location will be accessible by both the users and sharing the project changes will be instantaneous with good internet connection to Adobe Creative Cloud.
 - b. Team Projects will manage the Windows and MAC environments automatically.
 - c. Team Projects will automatically link to the media in the central storage and no further linking is required.
2. **User 2 shares the changes with User 3 (*same team*) working from a different location.**
 - a. As the Premiere Pro workstation of User 3 does not have access to central storage, the media will be offline in the project.
 - b. User 3 can click on '*Get media*' button in the eMAM Panel.
 - c. As the Team Project and the media already exist in the eMAM system, User 3 can use the *localize* option.
 - d. Once the media is downloaded, User 3 can work normally.
 - e. The eMAM Panel will relink the media to the downloaded assets based on the UUID name in the eMAM system.

3. User 3 adds local media to the Team Projects and shares the changes.

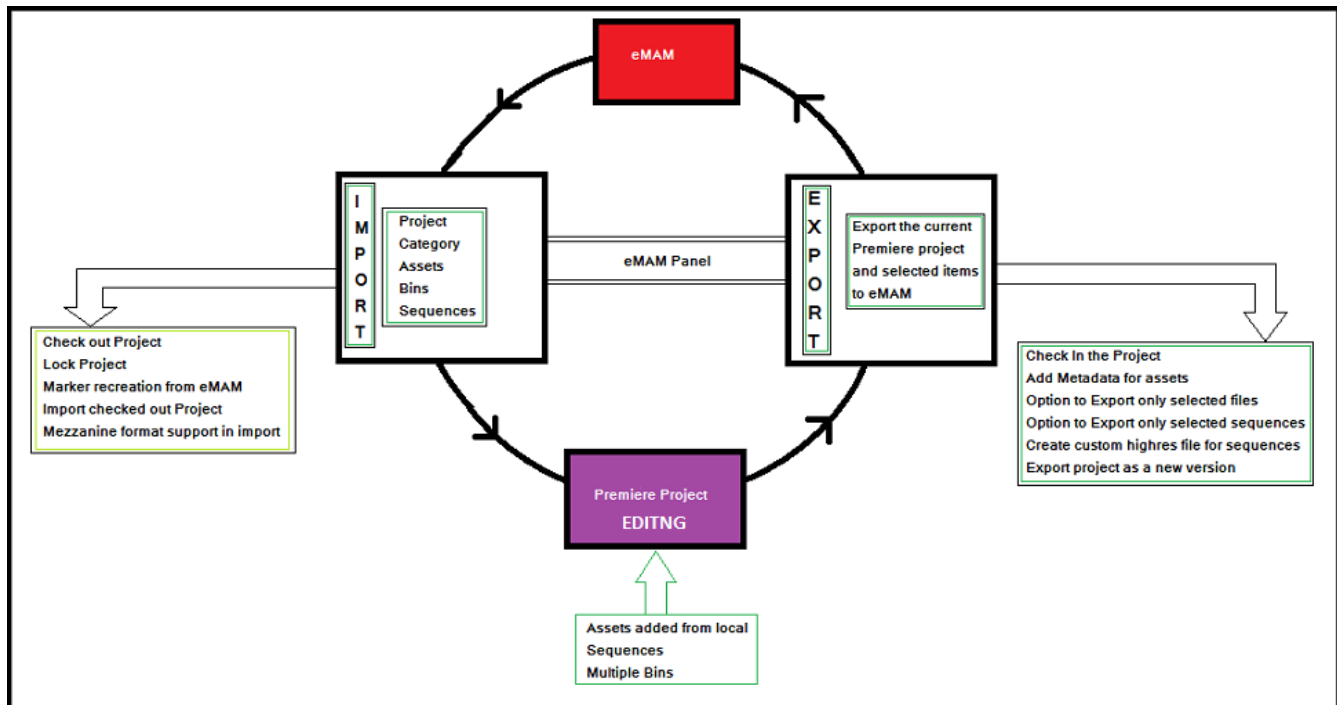
- a. User 3 used the direct import option to add the media from local hard drive to the Team Project.
- b. User 3 shares the project changes from Premiere (*without sharing the media*).
- c. User 2 tries to get the changes in Premiere Pro but gets an offline message because the media is not available in the central storage.
- d. User 2 informs User 3 to open the Team Project again and use the 'Share' option in Premiere Panel.
- e. User 3 will now get the options to select the local media, sequence, metadata, tags and category/project assignment option. On click of *Add*, eMAM will upload the media from the workstation of User 3 to the centralized storage environment.
- f. User 3 waits until the export process to finish. User 2 can monitor this progress from the eMAM Ingest dashboard.
- g. Once the export is finished and the media is ingested to eMAM, User 2 can use the "Get" media option inside eMAM Panel. As the media is available in central storage, Premiere Pro will link to the media. (*no need to localize*).

4. User4 with individual CC license from different location tries to import Team Project from eMAM Panel.

- a. User4 will be given options to import the Team project as a Premiere project or as a Team Project itself.
- b. As User4 does not have the Team Project option, only way is to import the project as Premiere Project and export the Premiere project with a different name. During import, eMAM Panel will provide the option to select any version of the Team Project.
- c. As User4 is working from a different location, he/she has to localize the assets.
- d. User4 uses the export option to sync back the changes to the eMAM and a new project will be created in the eMAM.
- e. User 1 and 2 can still import the project from User4 but not as Team Project.

eMAM/Adobe Premiere Edit Workflow

Using Adobe Premiere Pro, you can now import content, edit, and then export it back to eMAM.



eMAM/Adobe Premiere workflow

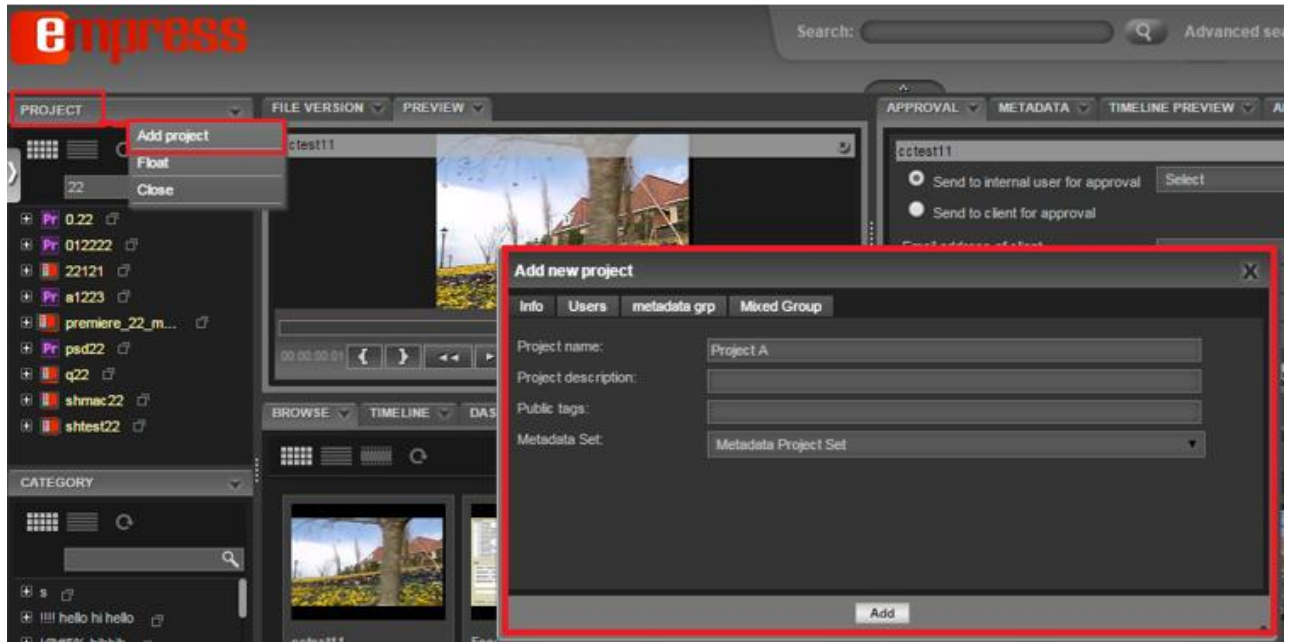
Basic Import and Export steps for a simple workflow:

1. Create a new project or open an existing project in Adobe Premiere.
2. Open eMAM Panel and click Window>>>Extension>eMAM. Login with username and password from admin.
3. Once logged in, you will see all the Projects/Categories and Assets you have permission for.
4. Select the Project/Category or assets you wish to import and click Import.
5. Make edits using Adobe Premiere.
6. When ready, you can send your Adobe Premiere project into eMAM storage by clicking on *Export*.
7. eMAM will detect whether any project with same name already exists in the storage.
8. If yes, you may update it as a new version the project or rename the project.
9. eMAM will prompt you to enter metadata info for the project and its assets.
10. eMAM detects if assets are already managed in storage and whether new media have been added.
11. eMAM will prompt whether you would like to export the new assets into the eMAM storage. If so, eMAM can trigger the proxy transcode process.
12. eMAM can also trigger premiere sequences for preview.
13. The chosen sequences will be exported to eMAM along with one xml file which will have all the details of the assets and sequences included in this project which can be used in other NLE systems. This xml file can be downloaded or shared through eBIN.

Basic Import and Export Workflow with eMAM & Premiere

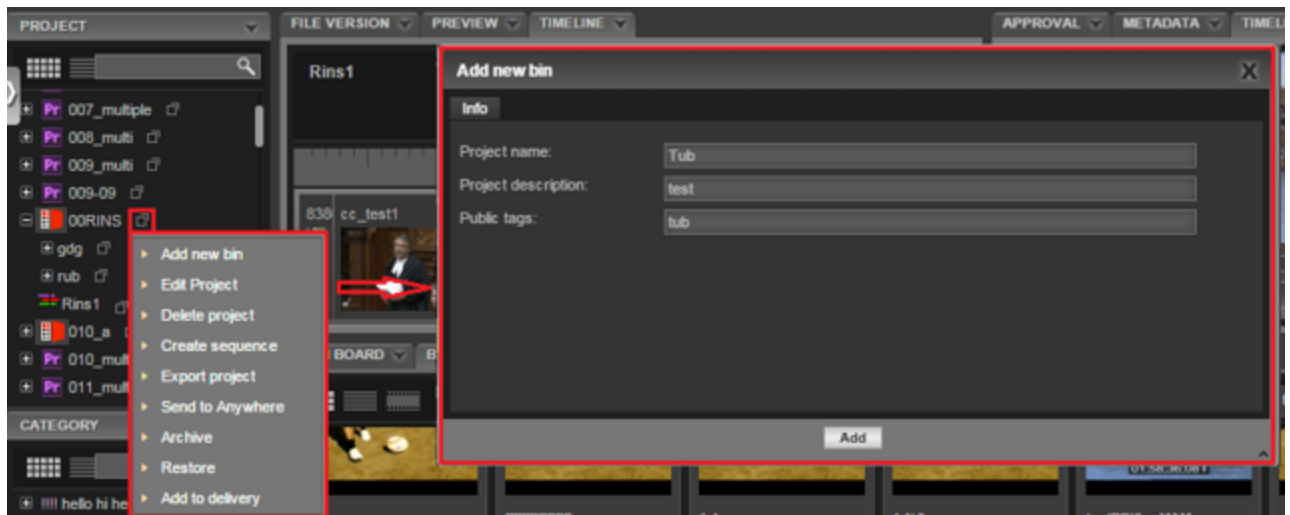
eMAM:

1. In the eMAM Director Interface, create a new Project to manage media going to Premiere. Add files which need editing in Adobe Premiere.



Add new project window

2. Create new bins under the project and drag assets to their appropriate bins (Videos, Audio).

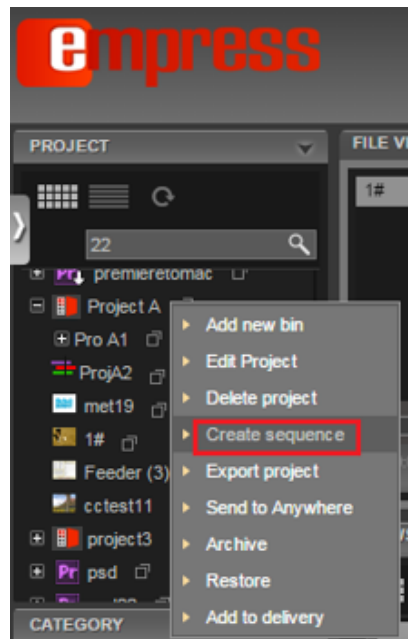


Add new bin window

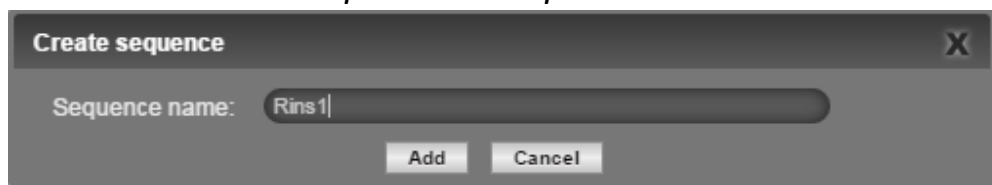
3. Create a new sequence for Rough Cuts –



You need permission for the Timeline and Timeline Preview Widgets.

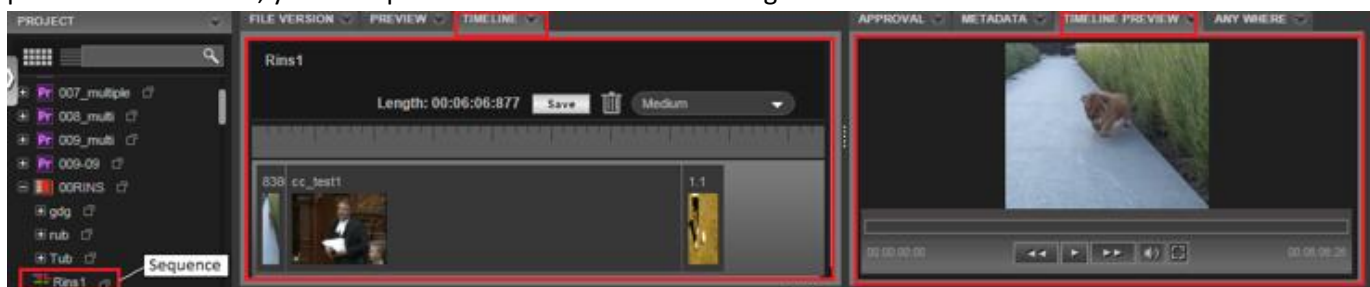


Option to create sequence



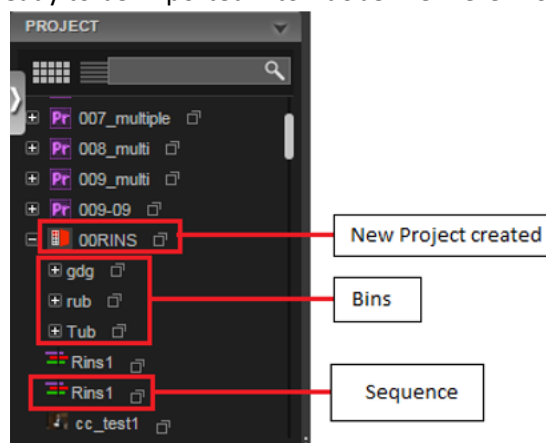
Create sequence window

4. Drag the assets and sub-clip media you want in your timeline into the Timeline Widget and Click “Save”. To preview this timeline, you can open the “Timeline Preview” widget.



Sequence created saved and displayed in Timeline and Timeline widget

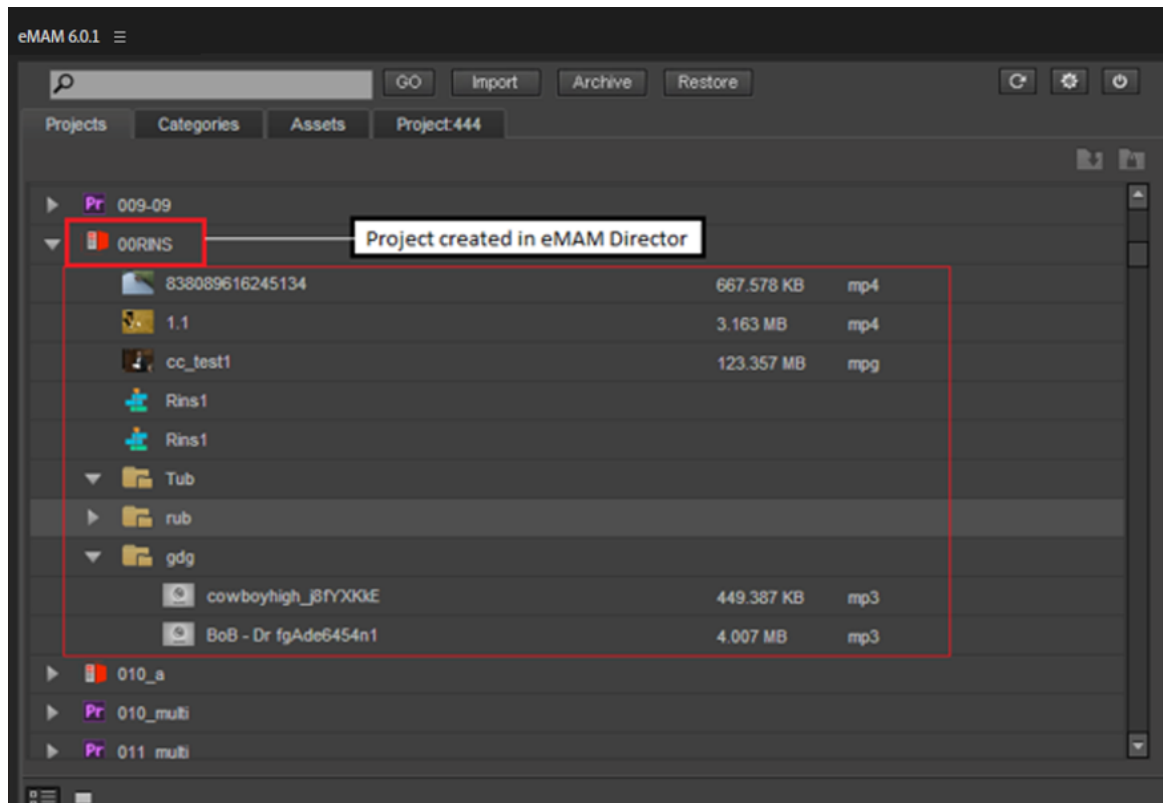
5. Project is now ready to be imported into Adobe Premiere Pro.



Project tab displaying Projects/bins and sequences

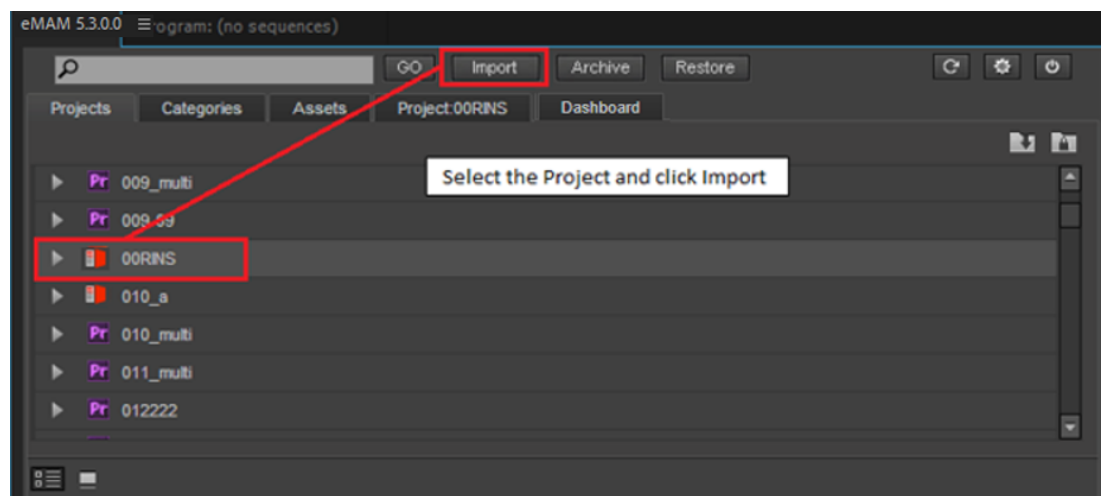
Adobe Premiere Pro:

1. Launch Adobe Premiere Pro.
2. Open the eMAM Panel in Adobe Premiere by clicking **Windows>Extensions>eMAM**.
3. Login using the eMAM login credentials.
4. If you belong to more than one unit, then select your unit. For any clarification, you can contact your unit administrator.
5. The eMAM Panel opens up and displays all the projects created in both eMAM and Premiere under the Projects Tab.



eMAM Panel displaying project created in eMAM Director interface

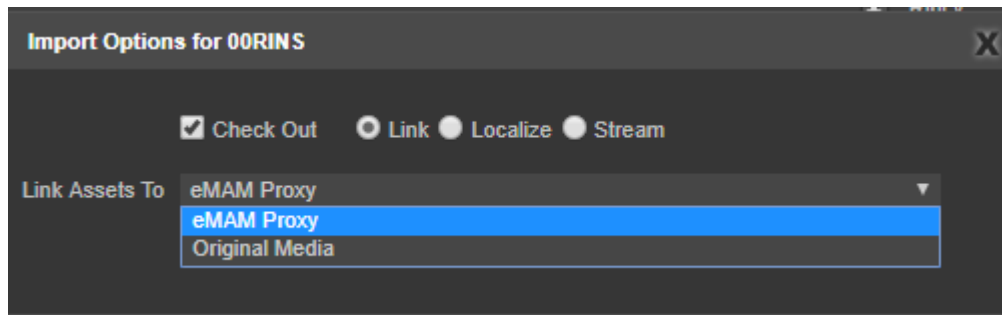
6. From the Projects Tab, select the eMAM project created in eMAM and Click “**Import**”.



Import process in eMAM Panel window

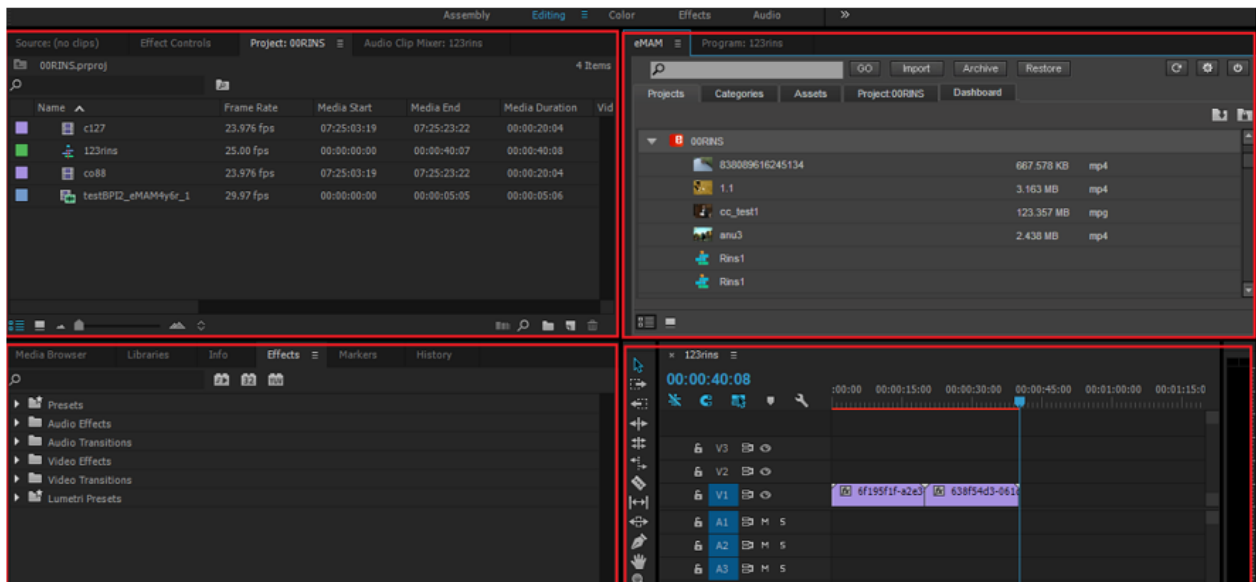
7. The Import Options window pops-up. Make sure the location of the Premiere project is correct and select Link to assets “Original Media”. The Checkout option will be automatically selected.

➡ *Need to manually select Checkout for Adobe Premiere Pro CC.*



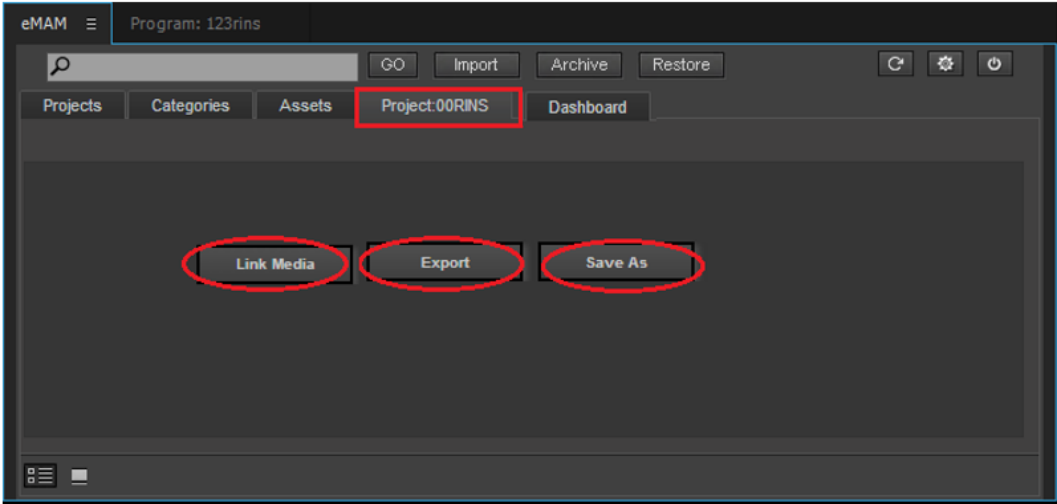
Import options window

8. The Project Media and Sequence will appear in the Premiere interface with the rough-cut sequence on the timeline. If you have added markers in the eMAM Interface, they will also appear in the Timeline and Media Player section in the Premiere.



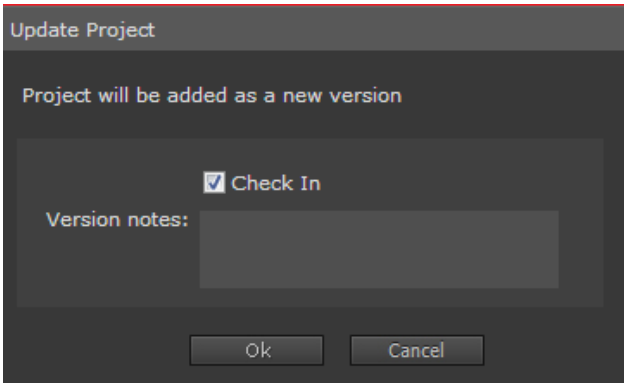
Window displaying projects imported to Premiere

9. Begin your edits and add new media from external drives or from the eMAM Panel (*Categories and Single Assets*)
10. When the editing is complete, and the Sequence is “Ready for Review”, save the project, then click on “**Export**” to send all edit references back to eMAM.



Export and Save as option under currently open project in Premiere

11. Each time a same project is exported back to eMAM, you will be asked to add version notes. An **Update project** window will pop up to save the changes as a new version of the project. eMAM will continue to manage saved versions. You will also have an option to enable **Check In** and add **Version notes**.



Update project window

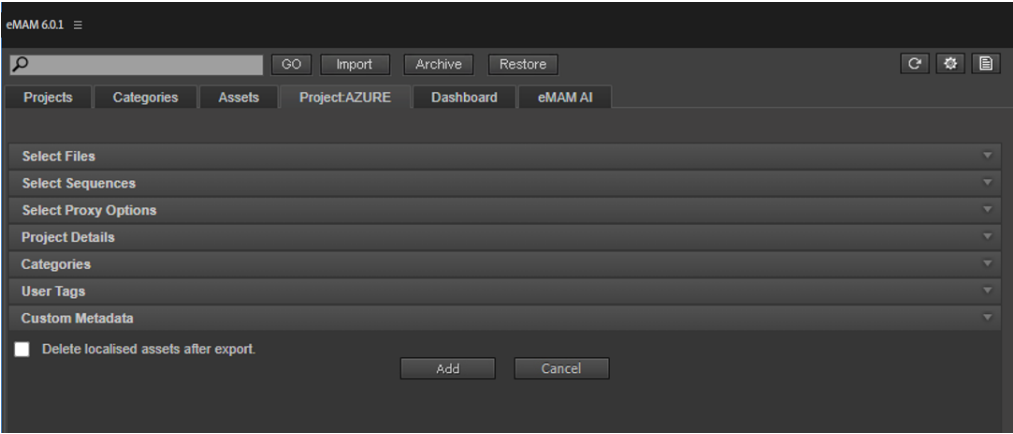
A screenshot of a table titled 'BIS' showing project versions. The table has five columns: an index column, 'Version Id', 'Version Notes', 'Created Date', and 'Created by'. There are three rows of data. Below the table are 'Ok' and 'Cancel' buttons.

	Version Id	Version Notes	Created Date	Created by
3 ▶	21	New assets added	23-Apr-2018	rincy@empressmam.com
2 ▶	20	version added	23-Apr-2018	rincy@empressmam.com
1 ▶	17		20-Apr-2018	rincy@empressmam.com

Project versions

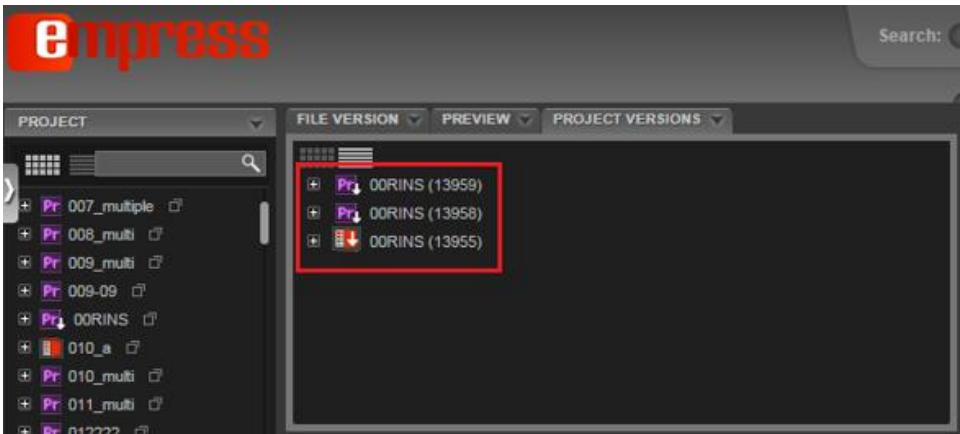
Next time you select this project for Import, you will be prompted to choose the version for import.

12. Fill in Project Metadata details for the new version. During export, eMAM will make proxy versions for preview for all the new local assets and all the sequences. Project is now added as a new version of the same project and sequence is also added as a new version of the sequence.



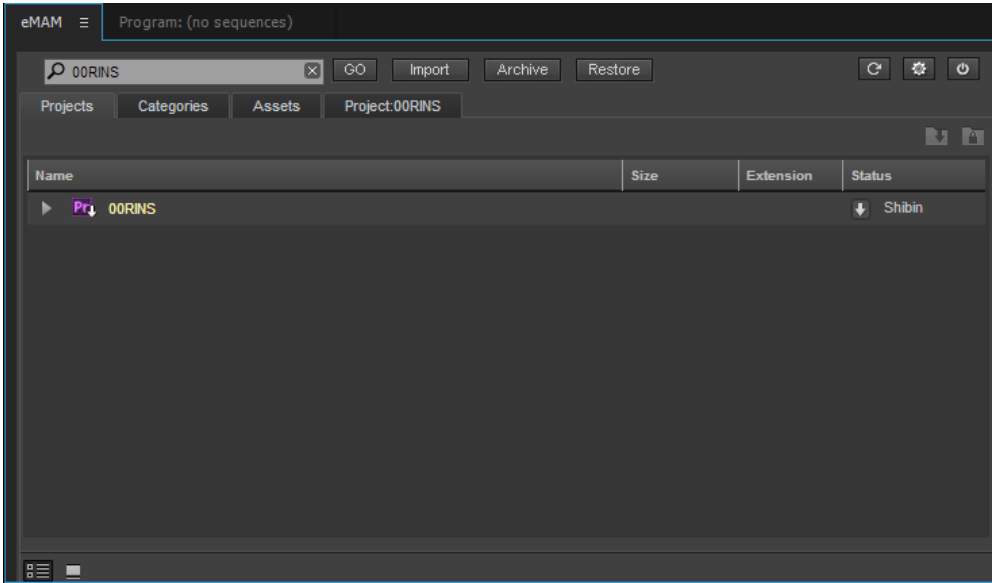
Project metadata window

13. Within the eMAM Director Interface, the new Premiere project will appear in the “Projects” widget window. You can open the “Project Versions” Widget in your workspace to see both the eMAM and Premiere project versions.



Project version tab displaying different versions of a project

14. In Premiere, editors will be able to see the Premiere Project in the eMAM Panel and import it into their workstation and manage the Project Versions



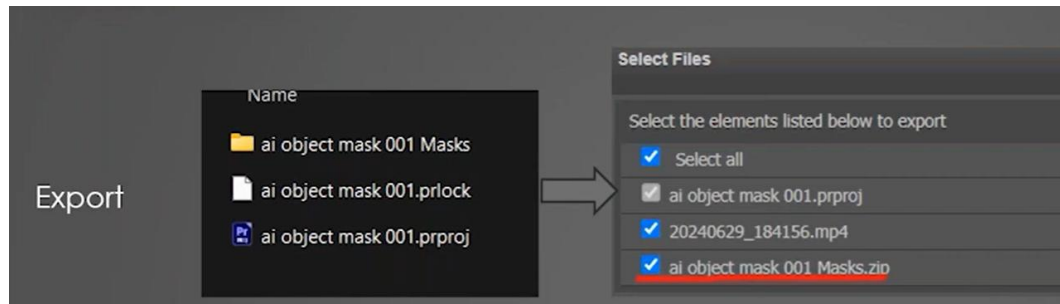
eMAM Panel displaying updated version of the Project

Notes:

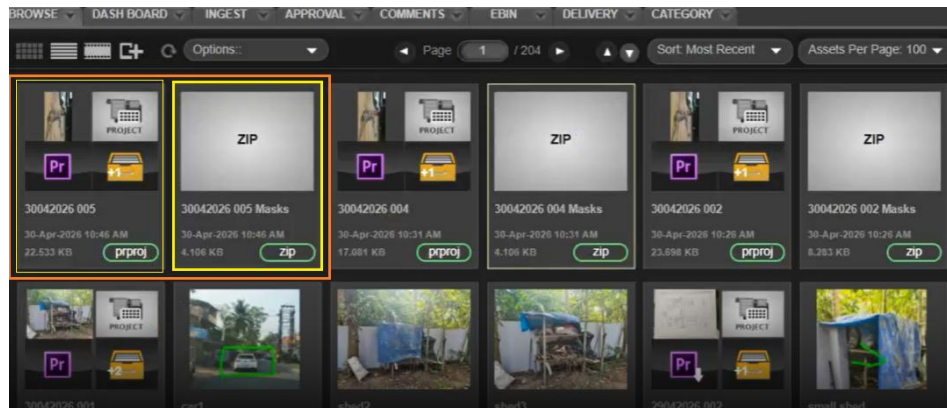
- AI Object Masking:** Adobe Premiere Pro introduced AI-powered Object Masking, allowing editors to isolate and track objects or people for effects, privacy blur, and color corrections. Unlike traditional masks, Object Mask data is stored externally in a <Project Name> Masks folder to prevent project file bloat and improve performance.

eMAM panel now supports AI Object masking workflow.

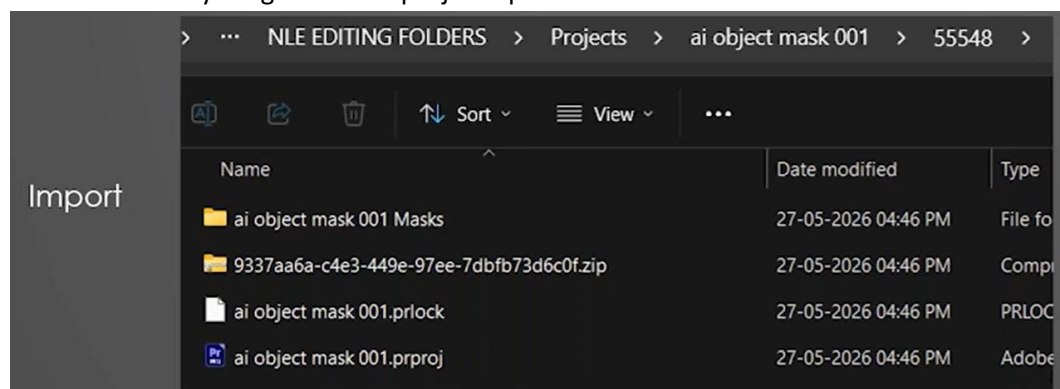
Export: AI Object mask folder is created next to the project folder which has .prmf file. During export, panel automatically detects the masked folders compresses and zips it to the project folder and uploads it into eMAM as a managed asset along with project asset.



After export, the mask zip file is also displayed along with project asset in the Browse widget.

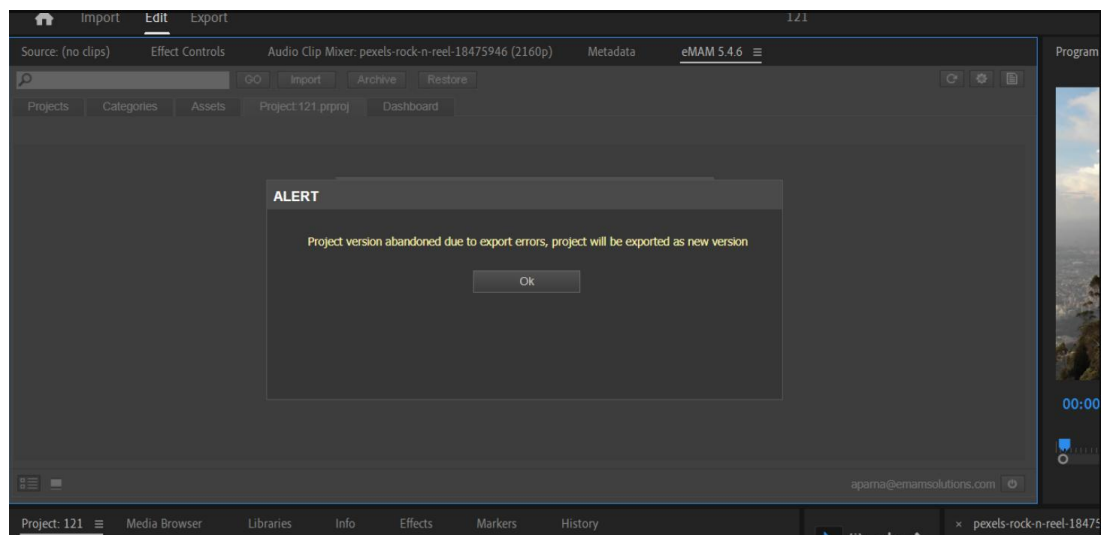
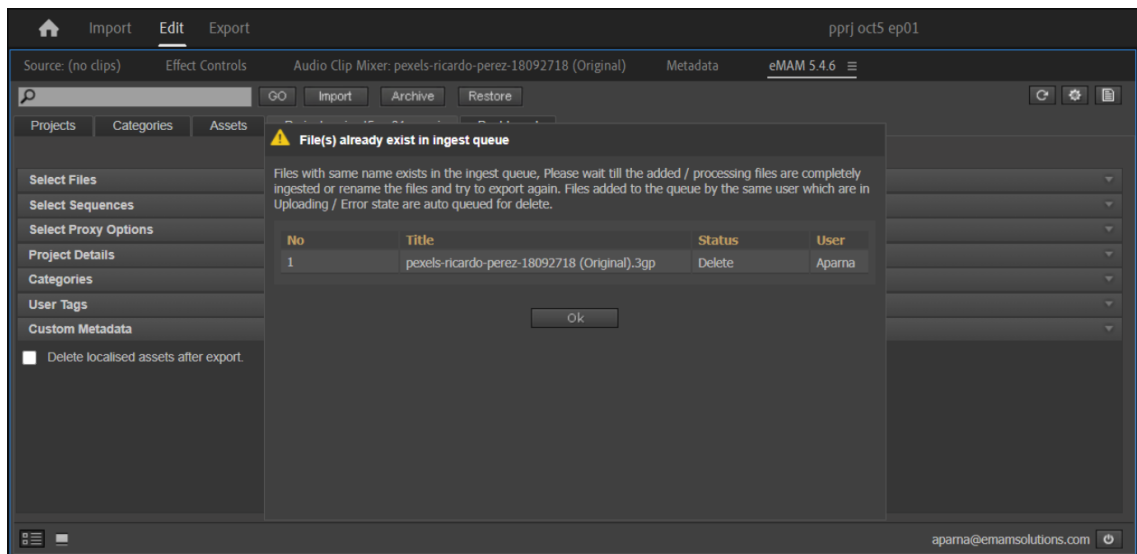


Import: During import the masked package(mask.zip) is downloaded or copied next to the project file, restored (unzipped mask folder) to the project location. The Premiere automatically reconnects everything when the project opens.

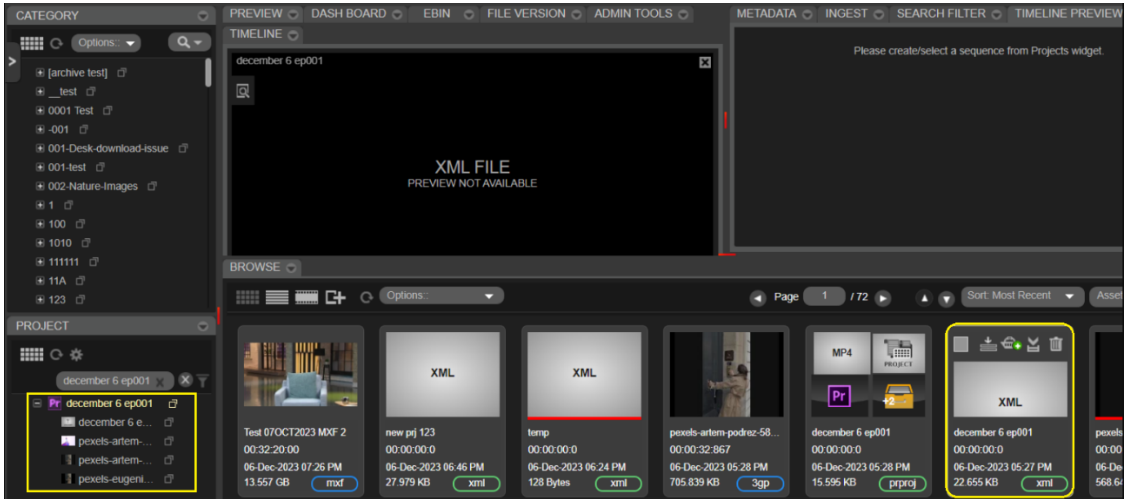
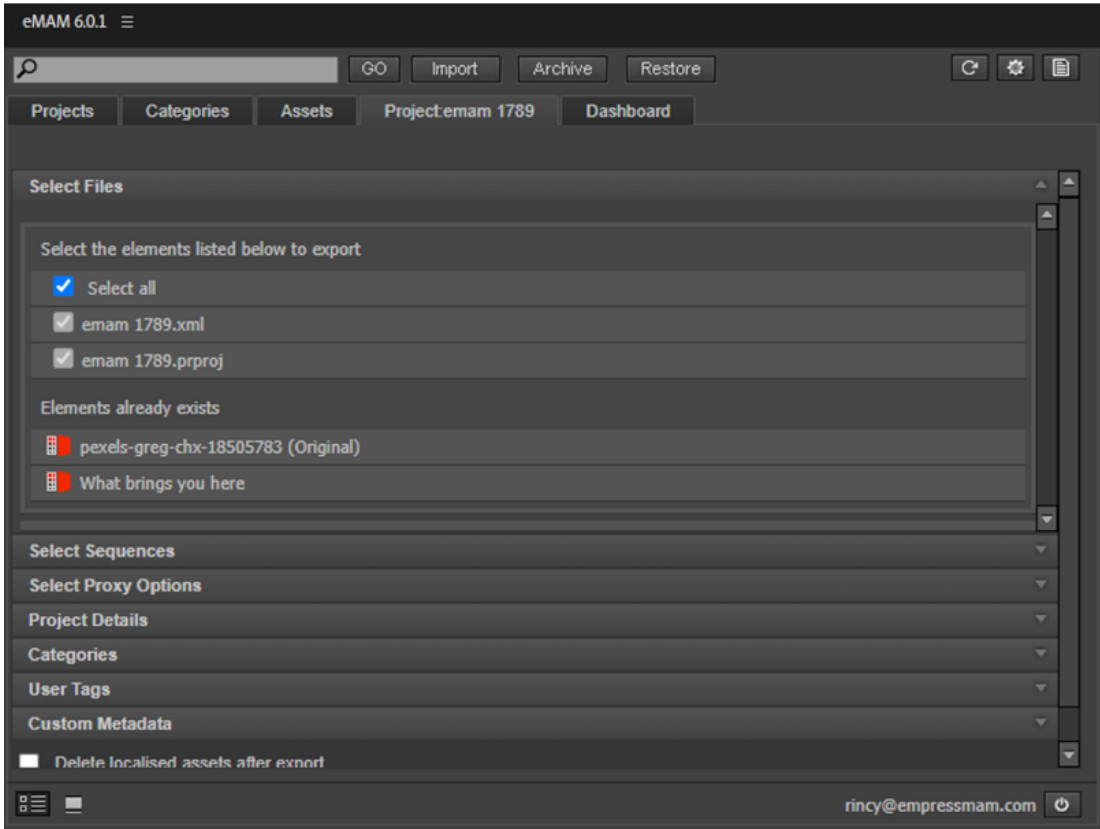


Version export: Also supports version export- allows updated masks to be uploaded as a new version into eMAM.

- When you try to export a project and the asset gets stuck at error state, then you have option to export the project as a new version.



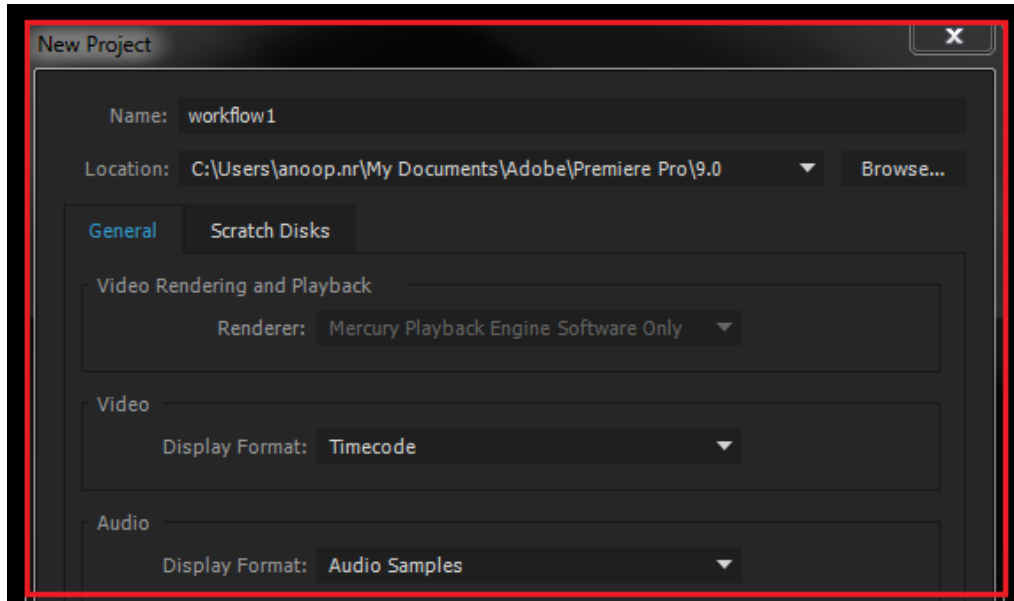
- An XML file is now exported as part of project version when files are exported from Premiere to eMAM. This xml file will have all the details of the assets and sequences included in this project which can be used in other NLE systems. This xml file can be downloaded or shared through eBIN.



Sample Workflow Scenarios

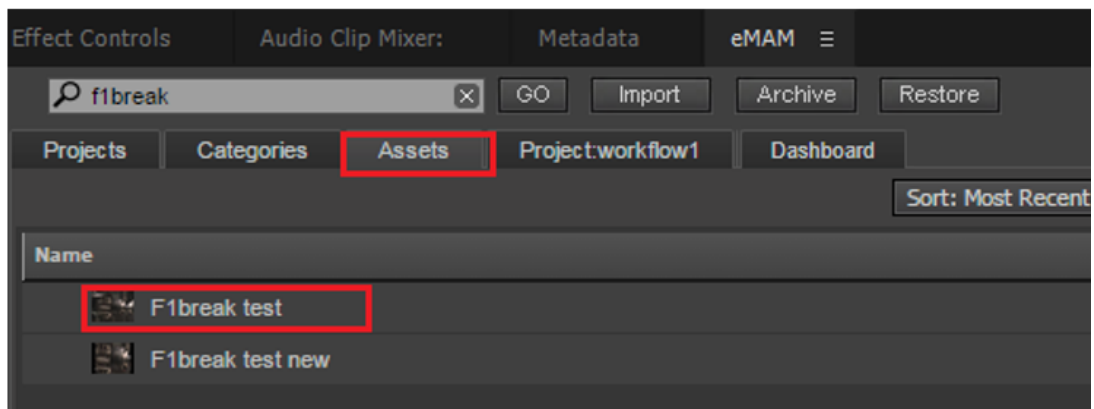
I. Workflow 1: Import assets from eMAM/local drive and export the project to eMAM.

1. **Create Project:** Create a new premiere project e.g.: workflow1

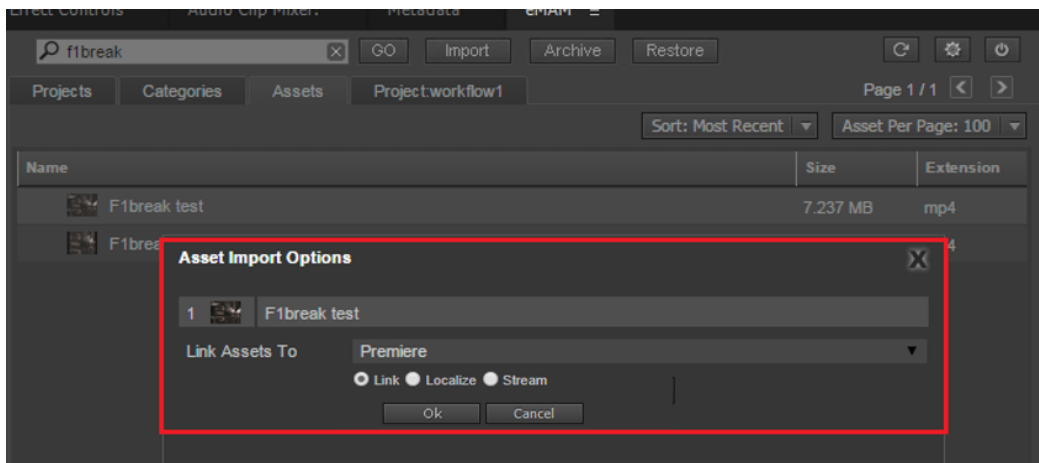


2. Import assets

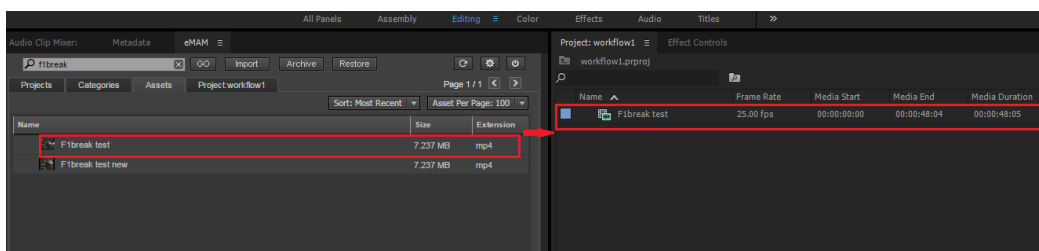
- 2.1 *To import assets already existing in eMAM*, go to assets tab, search for the asset, select it and click on *Import*.



Select from the “Link Assets To” dropdown option depending on whether you need to link with the original media or the mezzanine format. In this case, we have selected Mezzanine format Premiere.

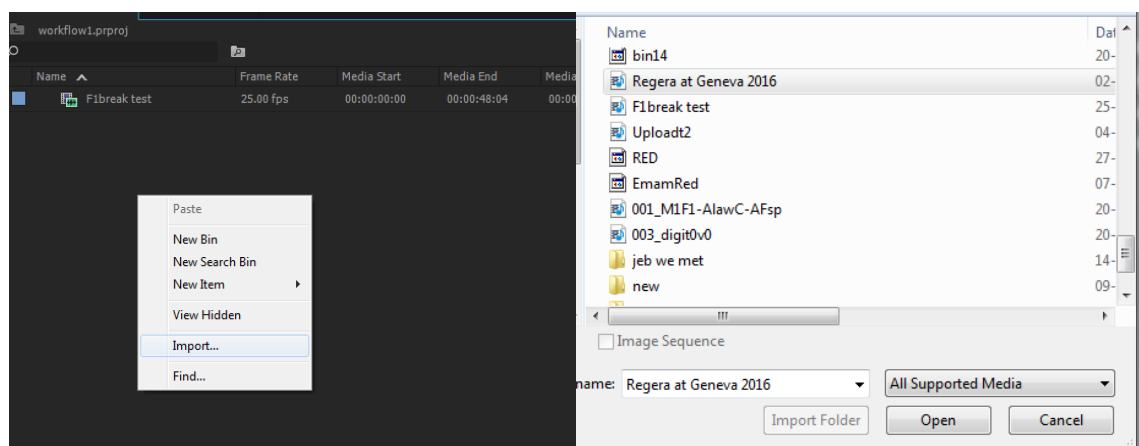


This will import the 'F1break test' asset from eMAM to Premiere project workflow1

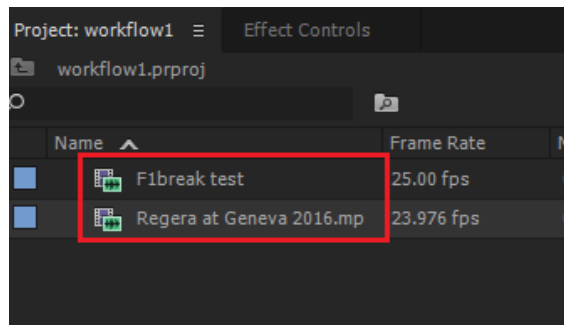


You can import multiple assets from eMAM like this, but make sure, the machine in which Premiere pro is running is able to connect to the eMAM asset storage location. **In case of a MAC, you need to mount the storage volume to the machine.**

- 2.2 **Import Assets from local folder:** Under Premiere projects tab, right click and select "Import". Select the file from local desktop.



Now you have two assets in the project 'F1break test' and 'Regera at Geneva 2016.mp'. One imported from eMAM, and the other one added from local drive.

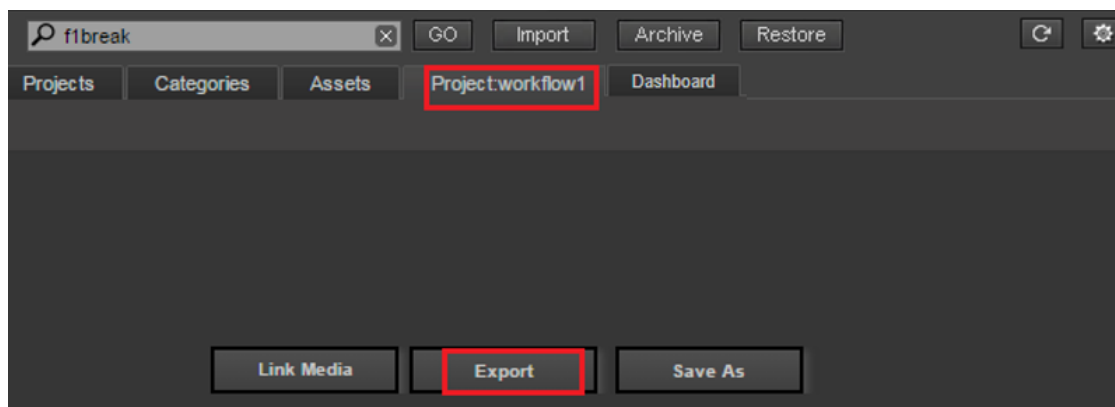


3. Now **create a sequence** and do some editing on those clips

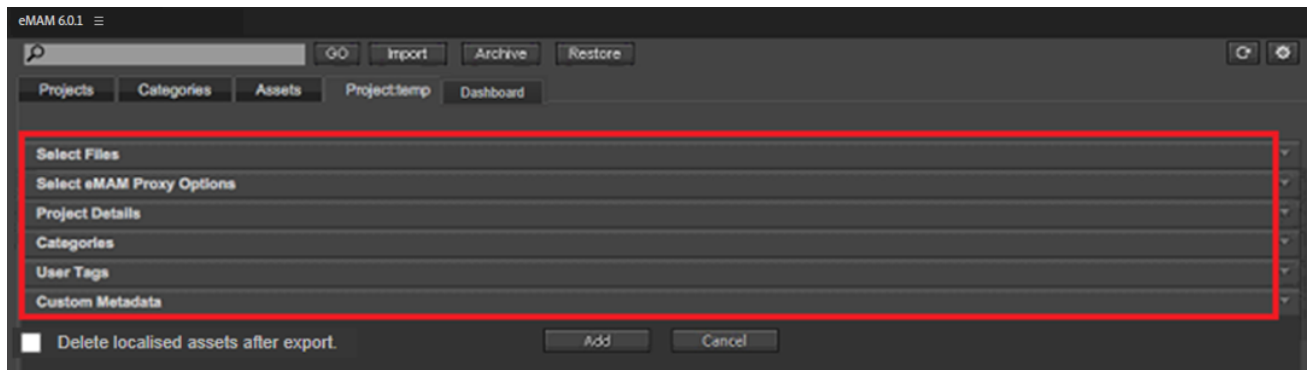


Once you are done with editing, you can export the project to eMAM.

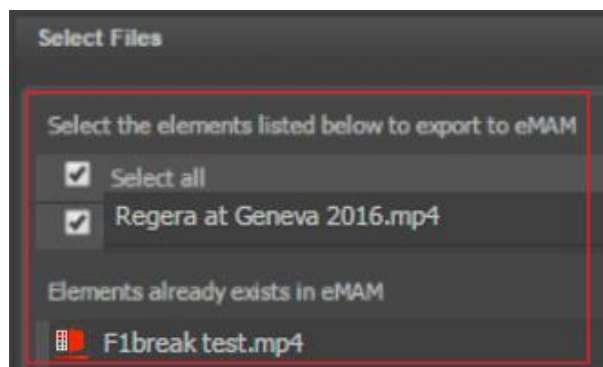
4. **Export Project to eMAM:** Go to the Project tab in the eMAM Panel and click on “Export”



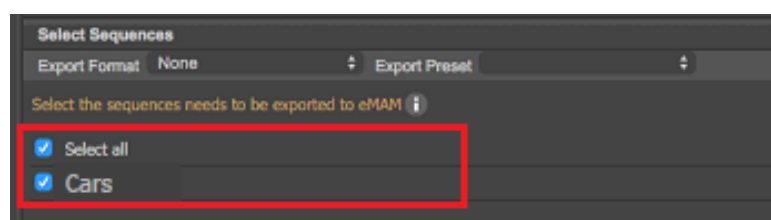
5. **Project Metadata** window will open up to confirm below details:



5.1 **Select Files:** Based on which are the files and sequences that needs to be exported as part of the project into eMAM, select those files. Under Select Files tab, we can see that there are two assets in the Premiere project: the asset already exists in eMAM and the other one is a new asset added from the local drive. *eMAM Panel will not list the effects, title etc. in the select files tab.*

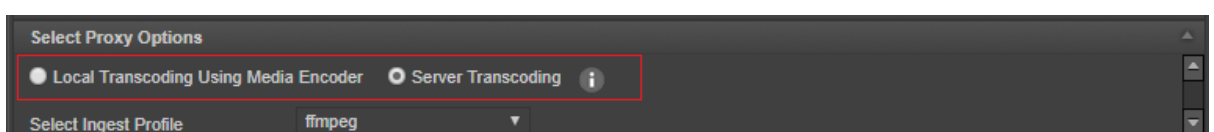


5.2 **Select Sequences:** Here you can see the new sequences that were created in the project. There is also an *Export Format* and *Export preset options*, which can be used to create the high-res sequence format after the final editing. If same sequences are detected in eMAM during export, new versions are created for the same sequences in eMAM.

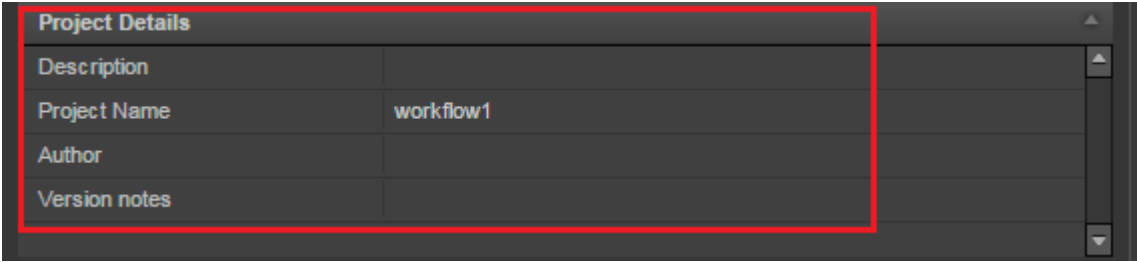


5.3 **Select eMAM Proxy options:** Here you can select how to create the proxy files for eMAM. You can either select:

- **Adobe Media encoder:** This will use the editing Premiere pro machine for creating the Proxy. *(In this case, we can use only the "OriginalWithProxy" ingest profile)*
- **eMAM Managed Transcoding:** In this option Server transcoders will do the Proxy creation.



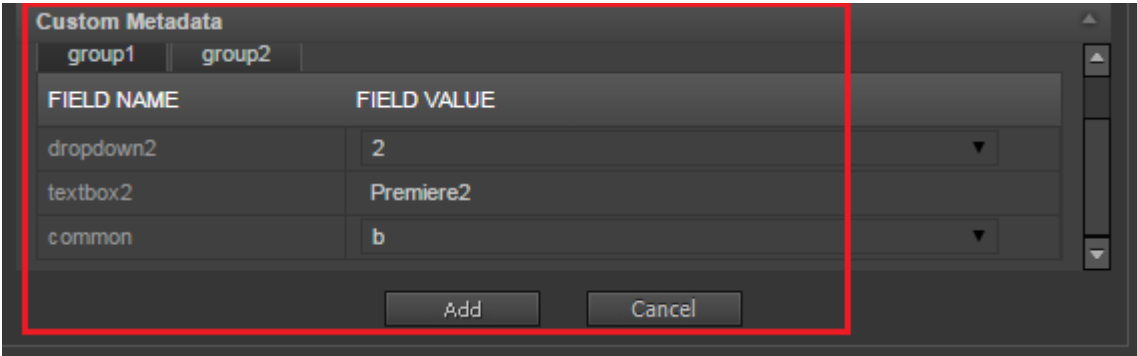
5.4 **Project Details:** We can add other project details in Project details



5.5 **Categories:** Similarly select the Categories to which the newly added assets need to be added,

5.6 **User Tags:** Select tags that need to be associated with assets.

5.7 **Custom Metadata:** Select custom metadata details.



After adding all the necessary details click on “Add” to start the export. *(Make sure you select the files and sequences that need to be added to eMAM before clicking on “Add”).* It will take some time to export the sequences and move the files to ingest folder. You can view the progress of encoding and upload of files exported to eMAM under the Projects tab. For any more editing on this project, you need to wait till the assets get ingested to eMAM.

 **File(s) already exist in ingest queue**

Export Error : (154217806): Files with same name exists in the ingest queue, Please wait till the assets are completely ingested.

1	VID-20150617-WA0000.3gp
2	VID-20150707-WA0006.mp4

Ok

6. Use the **eMAM Director Dashboard** to see the asset ingest status. Once the export is completed added items are displayed in the dashboard. Only the asset added from the local drive is listed here, since the other one already exists in eMAM.

Regera at Geneva 2016.mp4	13-May-2016 11:28 PM	Queued	Asset Queued
Cars.mp4	13-May-2016 11:28 PM	Queued	Asset Queued

Regera at Geneva 2016.mp4	13-May-2016 11:28 PM	Processing	8395256 bytes copied
Cars.mp4	13-May-2016 11:28 PM	Processing	2500822 bytes copied

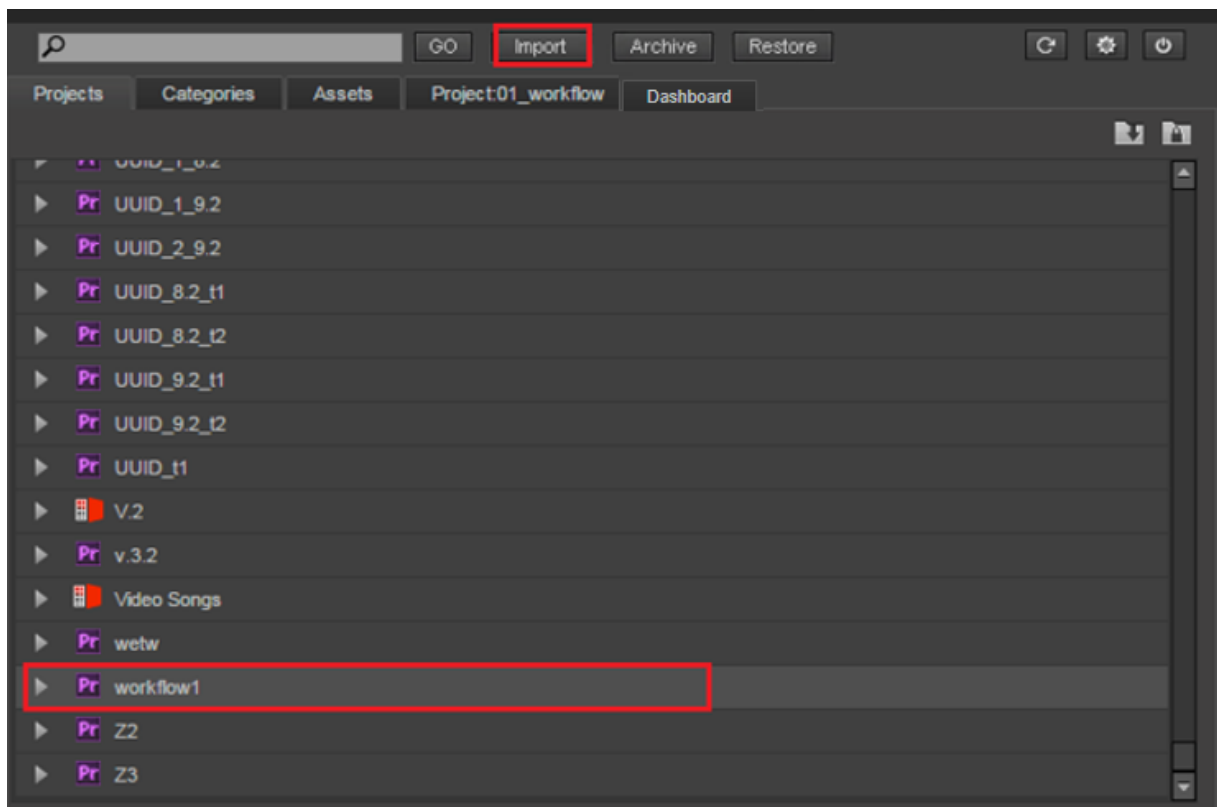
7. After the items are **ingested successfully**, you can see them under the project in eMAM Director and preview the new asset by clicking on the “PREVIEW” widget.



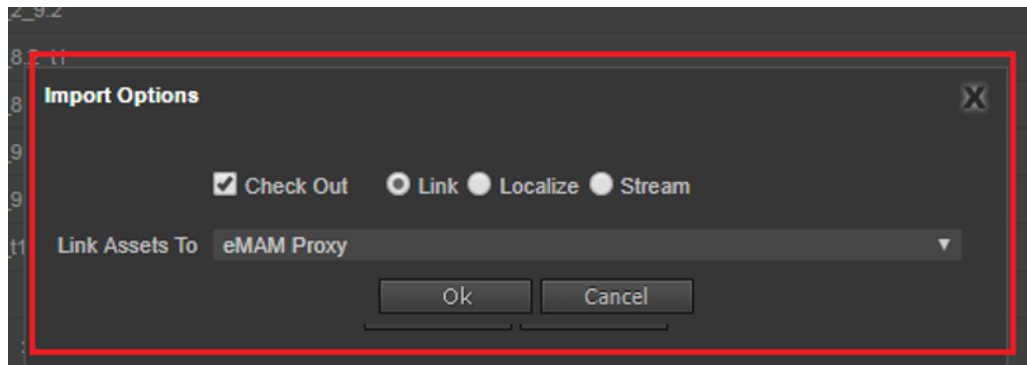
Also, click on the sequence to preview the sequence in the “TIMELINE PREVIEW” widget.

II. Workflow 2: Import already existing project from eMAM, edit and export it back as a new version.

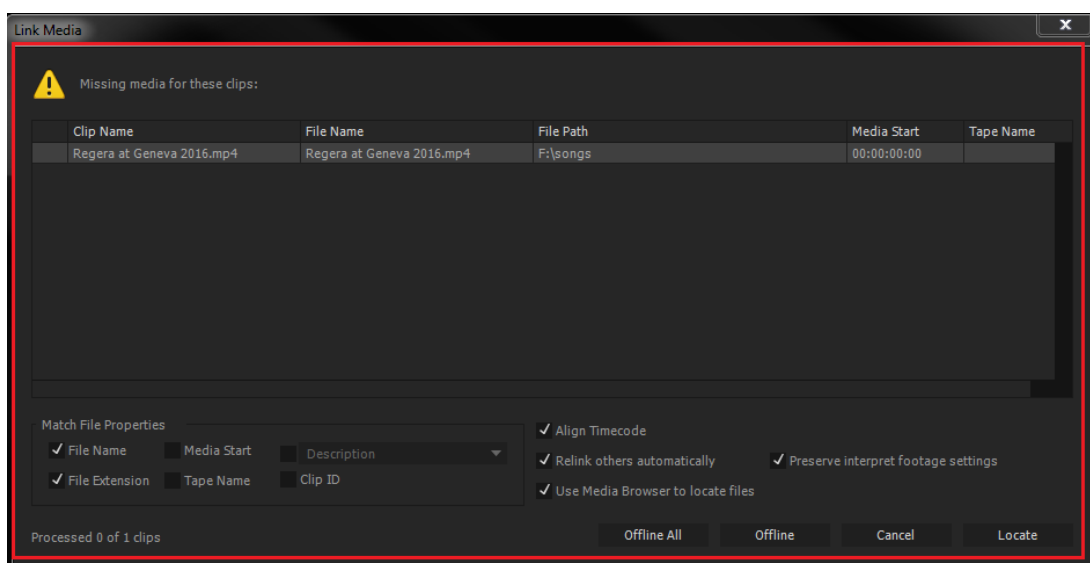
1. Select the project and click on Import.



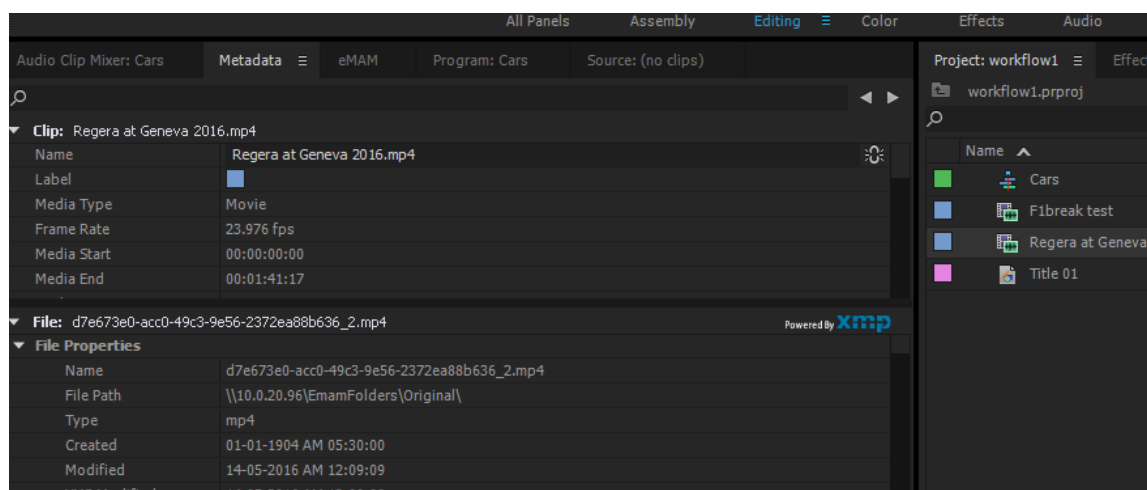
2. Import Options window opens up. Select the “Check Out” option if we want to export the Project as a new version. Also, select the local folder to which the Project gets imported. And the “Link Asset To” option to mezzanine or original file.



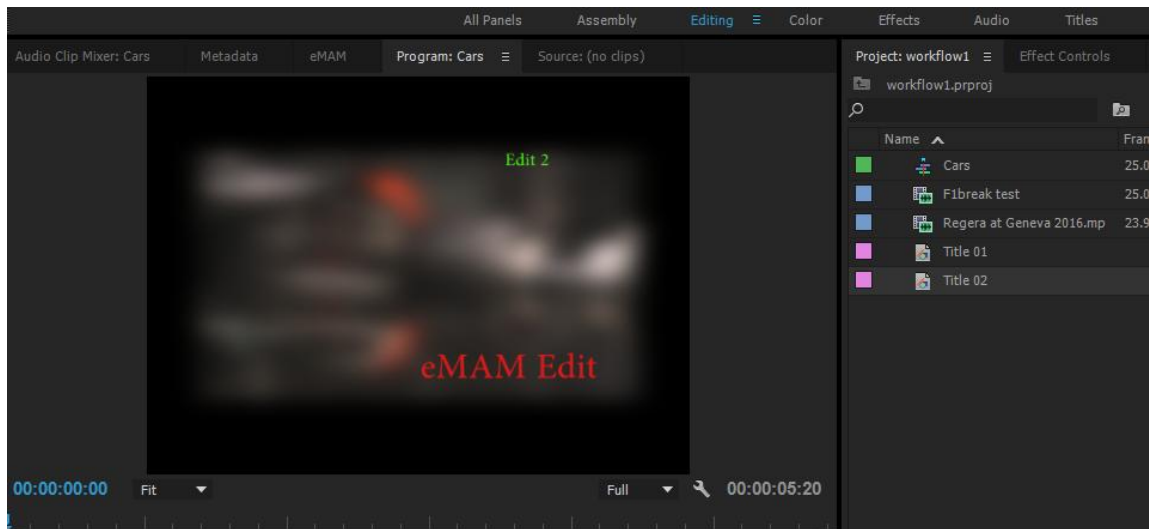
3. If the project is imported from a location other than from where the new asset (*this case "Regera at Geneva 2016"*) was added to the project during the first import, a pop up like this will be shown and we need to click on the cancel button, so that eMAM Panel will automatically re link the asset to the eMAM storage.



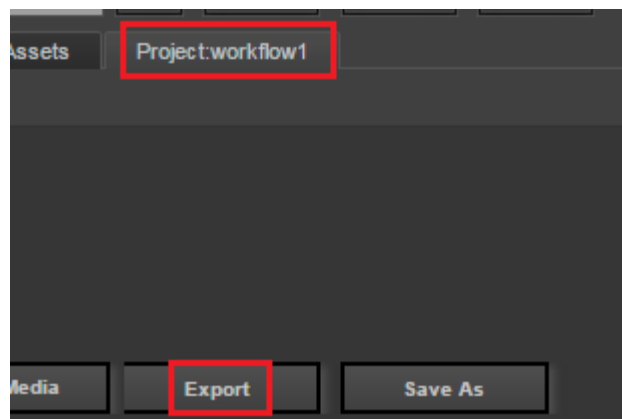
4. Once the import gets completed all the assets will be linking to eMAM storage locations.



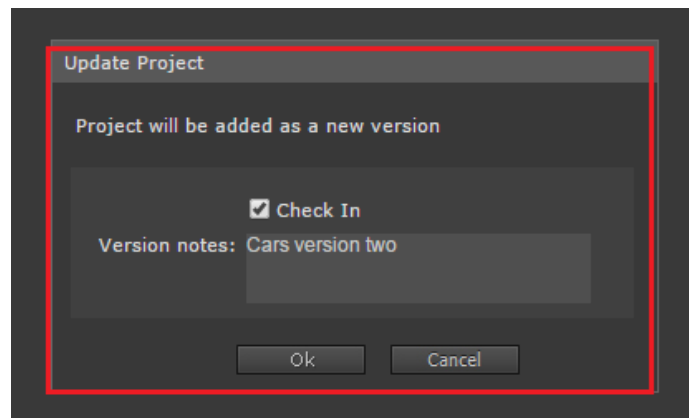
5. Do some editing: Here we have not added any new asset but have just done some effects and added a new title. So, there are no new files, only sequence is edited.



6. Export the project as a new version to eMAM: Select Project window and click on *Export*.

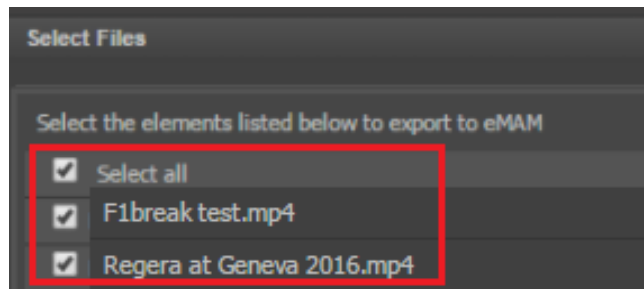


Add the Project version comments and click "OK"

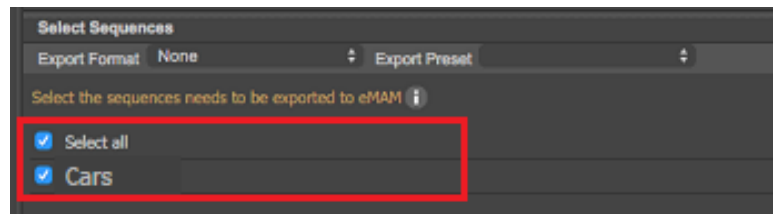


7. Project Metadata window pops up:

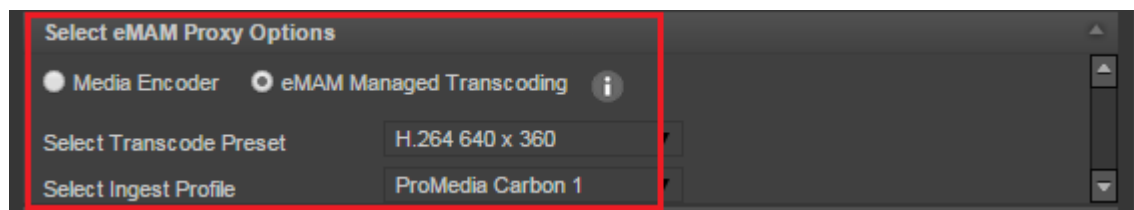
- **Select Files:** Here we can see two files having the "e" symbol, meaning that both the files are from eMAM, select them in order to add them to the new project version.



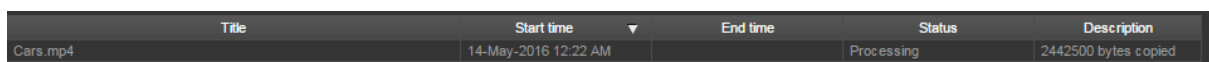
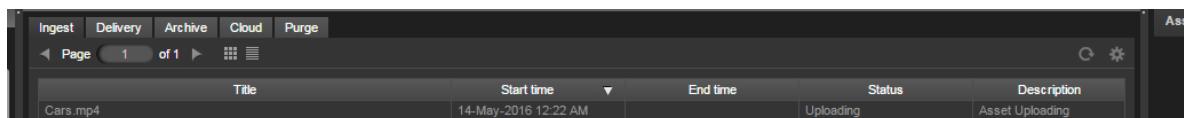
- **Select Sequences**



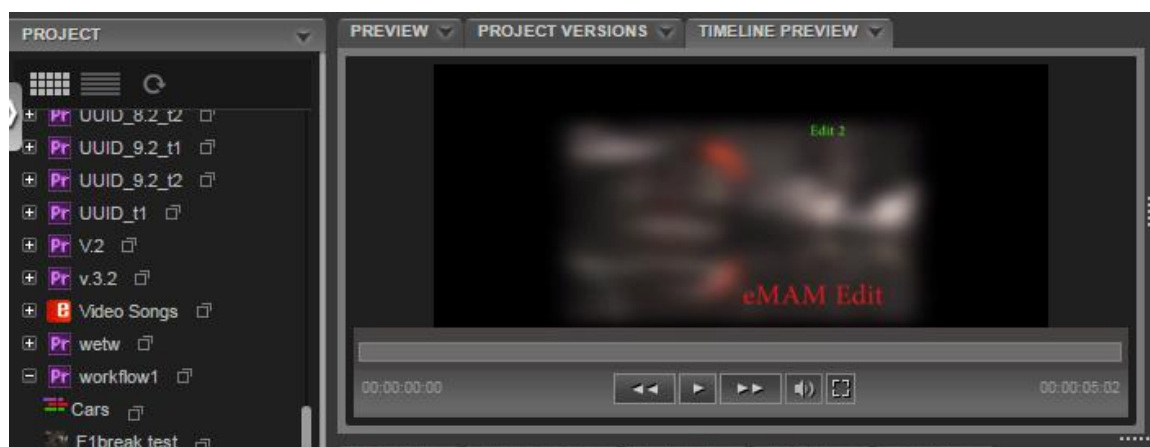
- **Select eMAM Proxy options:** Select the ingest profile and click on “Add”



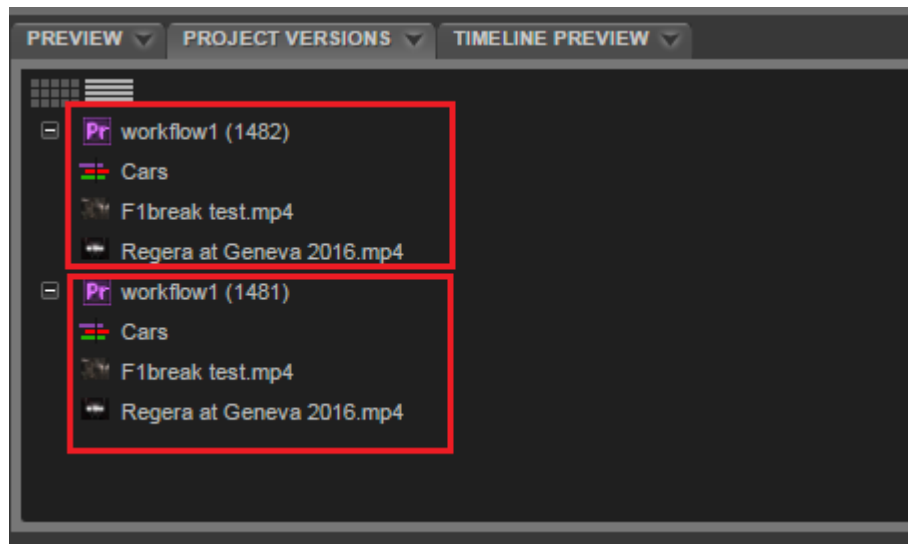
8. **Monitor the dashboard** to see file is ingested successfully to eMAM.



9. Once the processing is completed, you can see the new sequence in “**TIMELINE PREVIEW**” Widget by clicking on the sequence in the project.



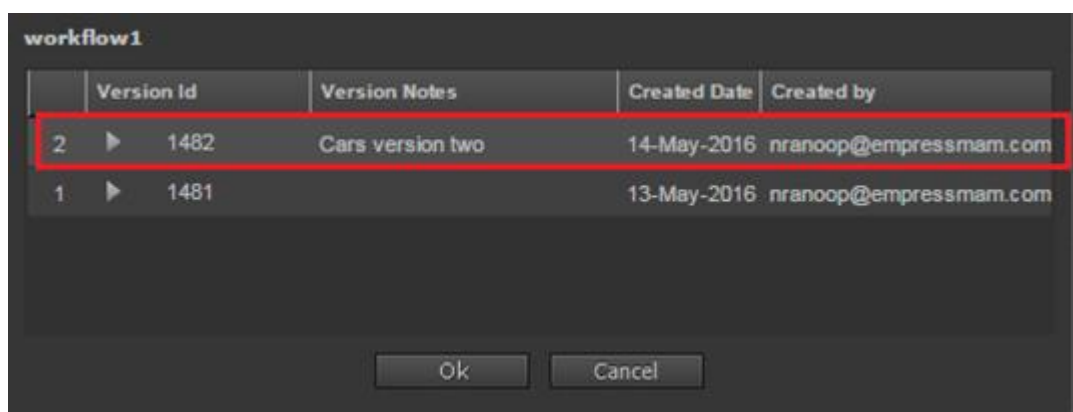
Also, you can see that there are two versions for the Project is create by looking at the “**PROJECT VERSIONS**” widget



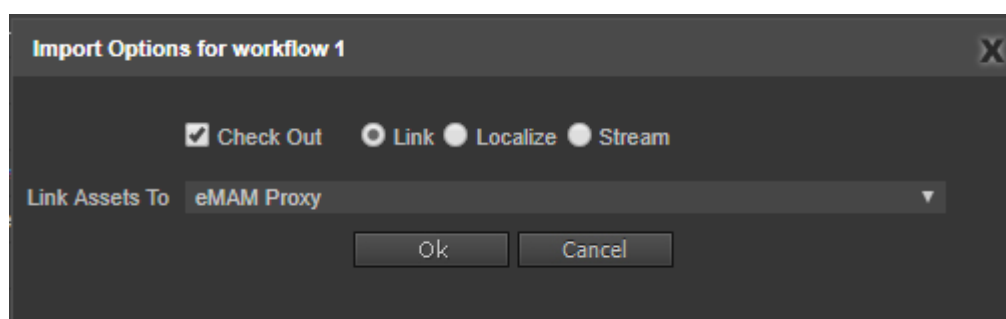
III. Workflow 3: Import already existing project from eMAM, edit and export it back as a new version with an incomplete edit.

Import already existing project from eMAM, edit and export it back as a new version with an incomplete edit so that another editor can work on the same project

1. **Import the Project:** In this case, since there are more than one version of the file, you can select the desired version from the pop up.



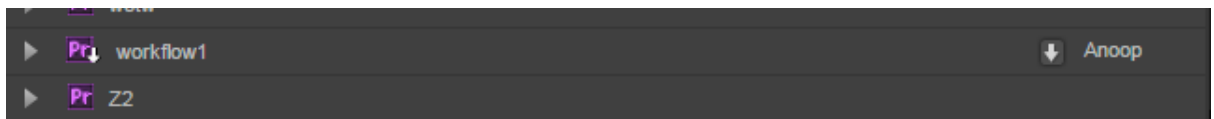
2. **Import Options window** pops up: Select 'Check Out' and select desired options and click OK. This will import the second version to the Premiere.



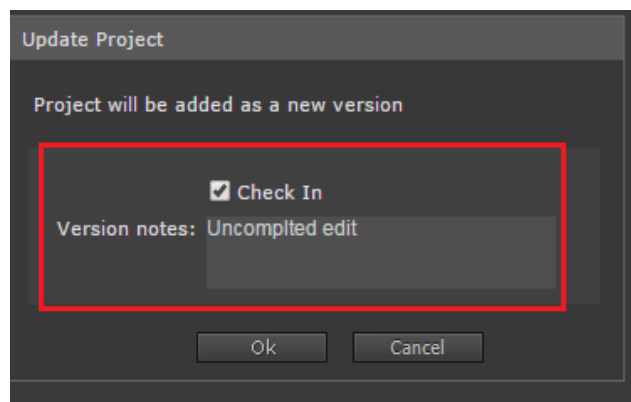
3. **Do some editing:** If the editing at workstation 1 is not complete and someone else at workstation 2 needs to work on it, current user needs to export the project back to eMAM.



4. Since you have checked out the project, other users cannot import the project, and also without exporting the project back to eMAM as a new version the next editor cannot get the changes done by workstation 1

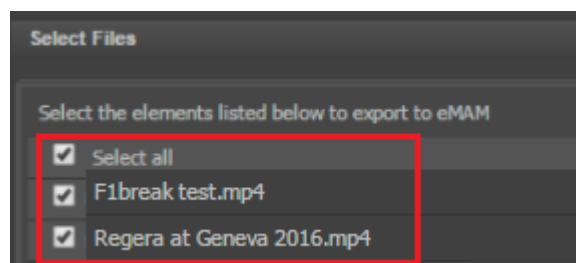


5. **Export the project back to eMAM:** But this time user doesn't need to ingest the sequence into eMAM, as it is still needed to be worked on.

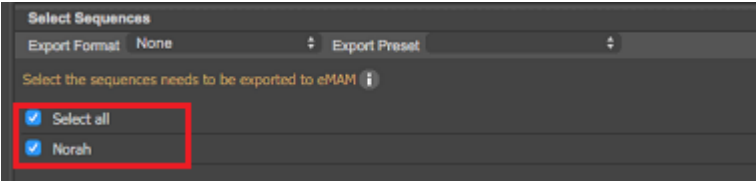


6. Project Metadata window:

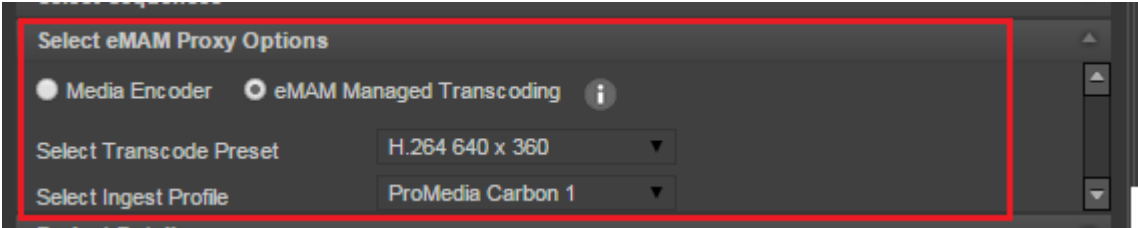
1. **Select files:** Select all the files



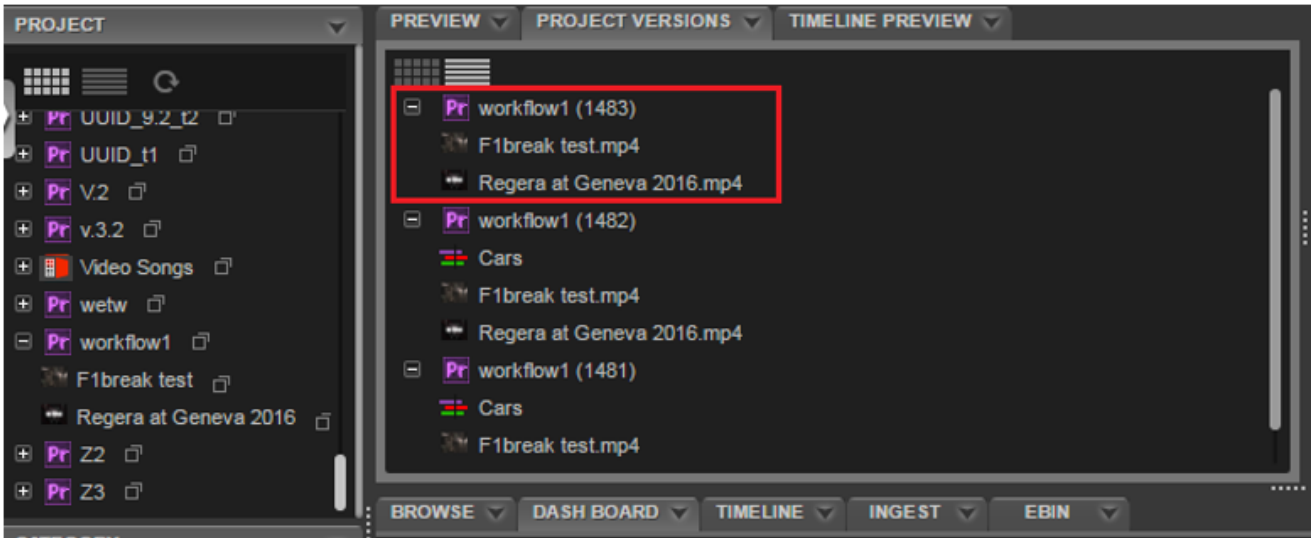
2. **Select Sequences:** Have not selected any sequences in this case as shown below.



3. Select the ingest profile and click on “Add”.

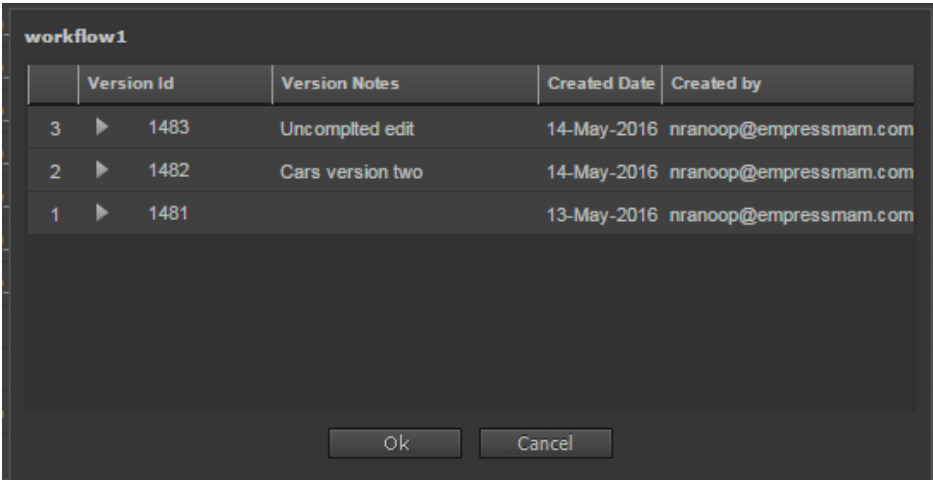


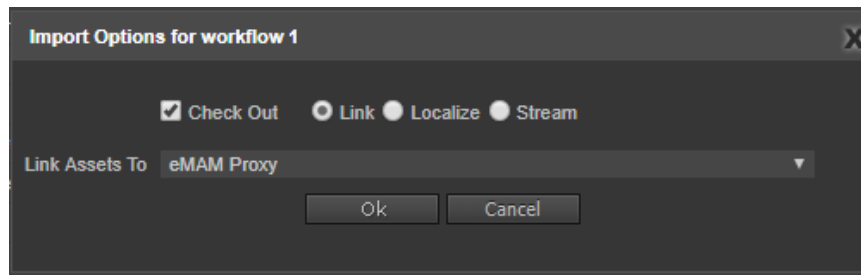
7. A new Project version created in eMAM without the sequence in it.



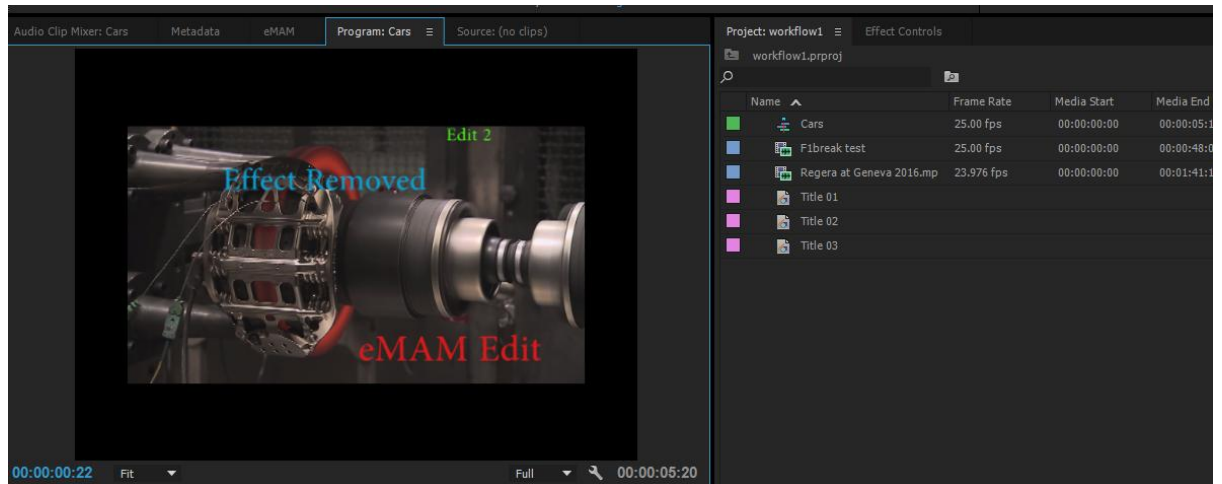
IV. Workflow 4: Import already existing project from eMAM, edit and export it back as a new version with the final edit.

1. Import the project: Select the version of the project and import it.

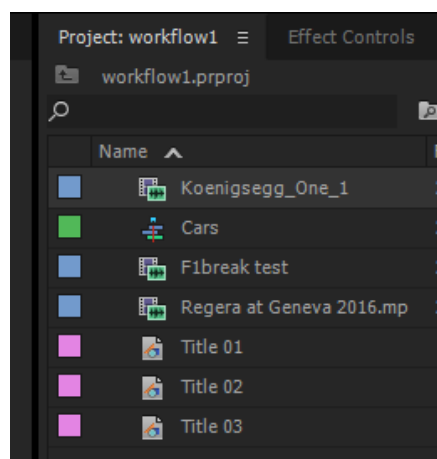
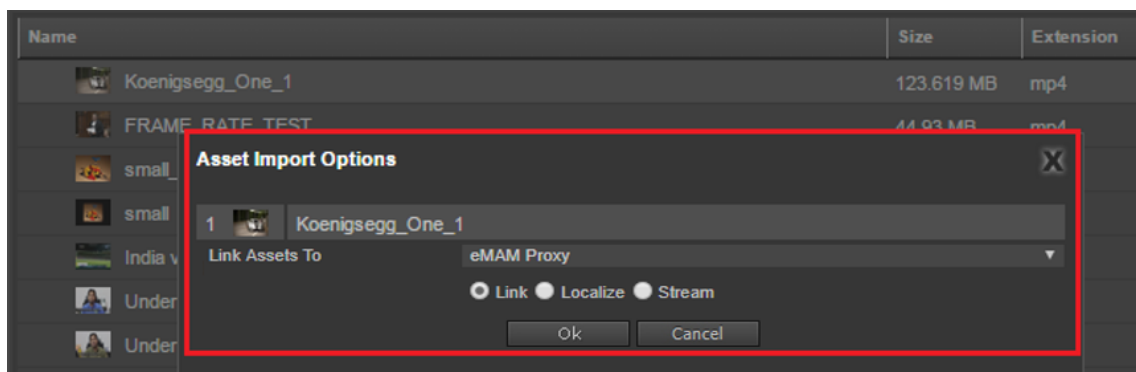




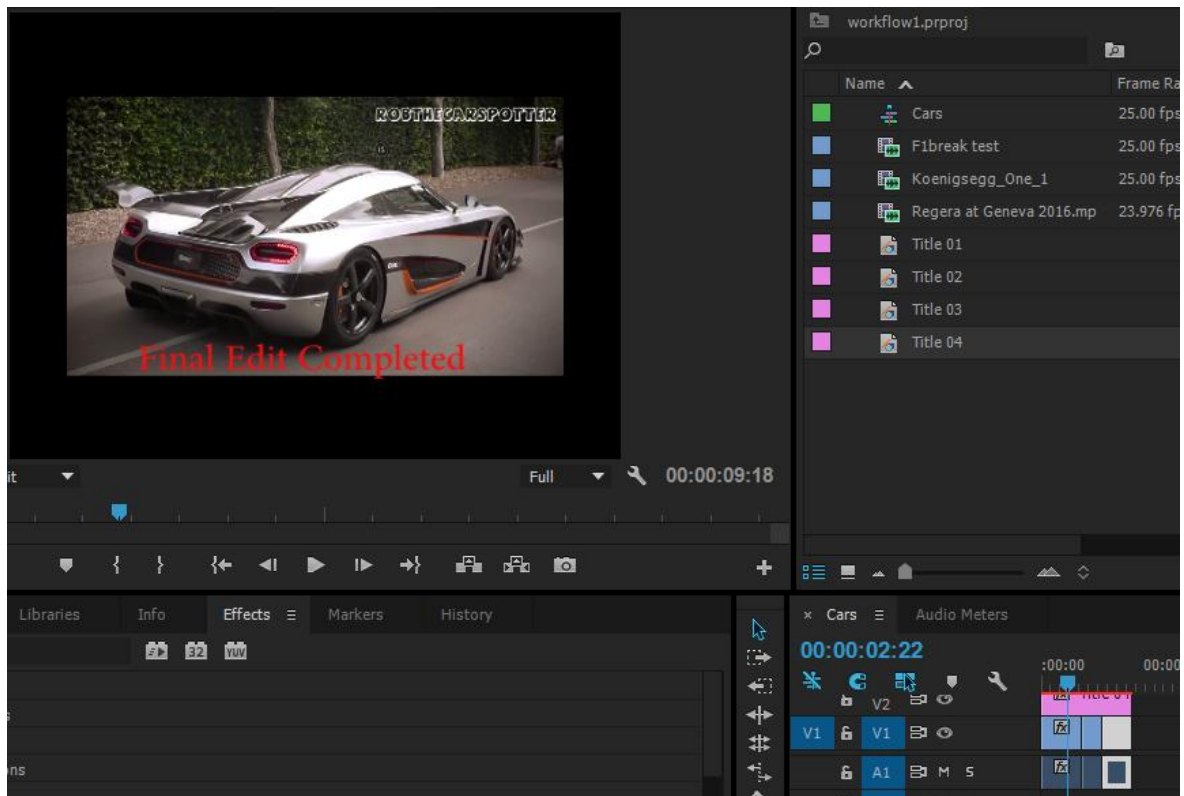
- This will import the last unfinished project to the work station 2.



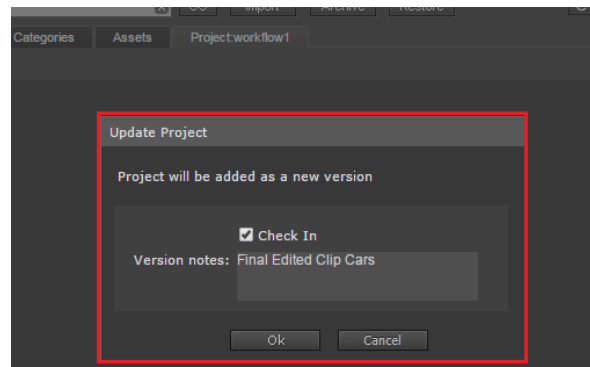
- Editors can do more editing and export the final work to eMAM. In this case, we will import a new file from eMAM for the final edit,



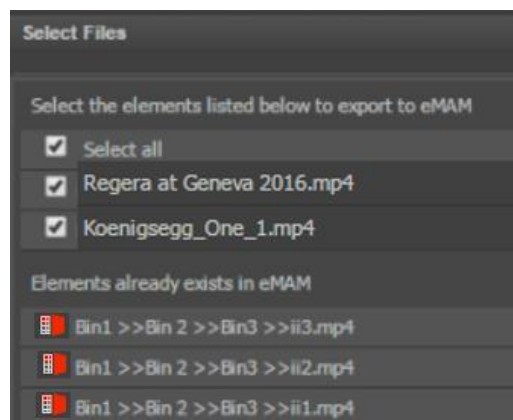
4. Do the **editing**:



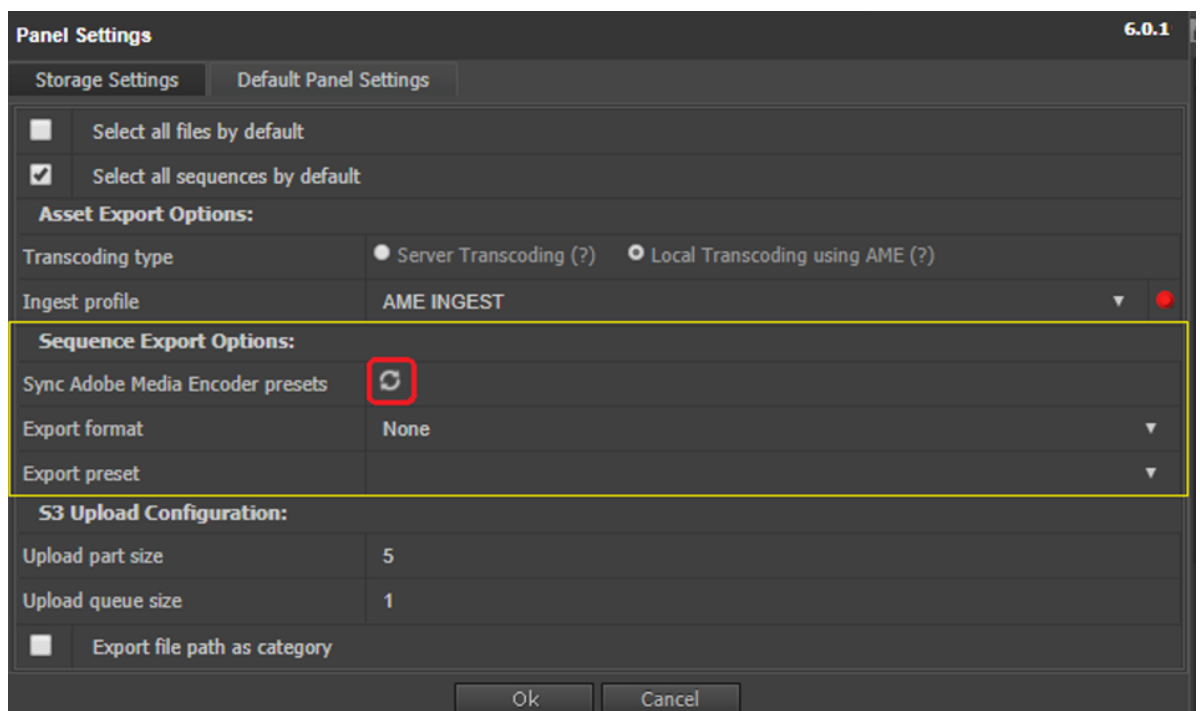
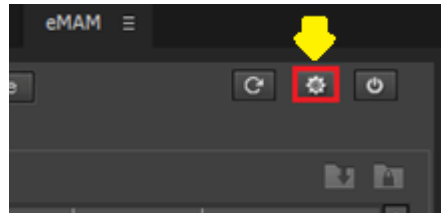
5. Export the Project back to eMAM.



6. Since the new asset was imported from eMAM all the 3 files will be shown with an “e” symbol.

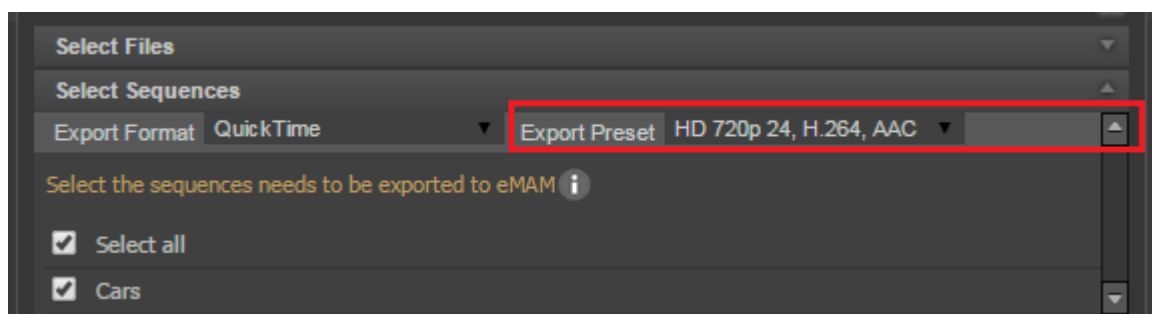


7. Since this is the final version of the edited sequence, you may need to export it with a High-resolution original file. This is where the Export format and Export presets can be used for.
8. By default, eMAM Panel has some **Export presets**, which can be changed, or user can add new formats based on their requirement. These changes can be made in the settings window, Panel presets can be synced with AME presets by clicking on the Sync button.

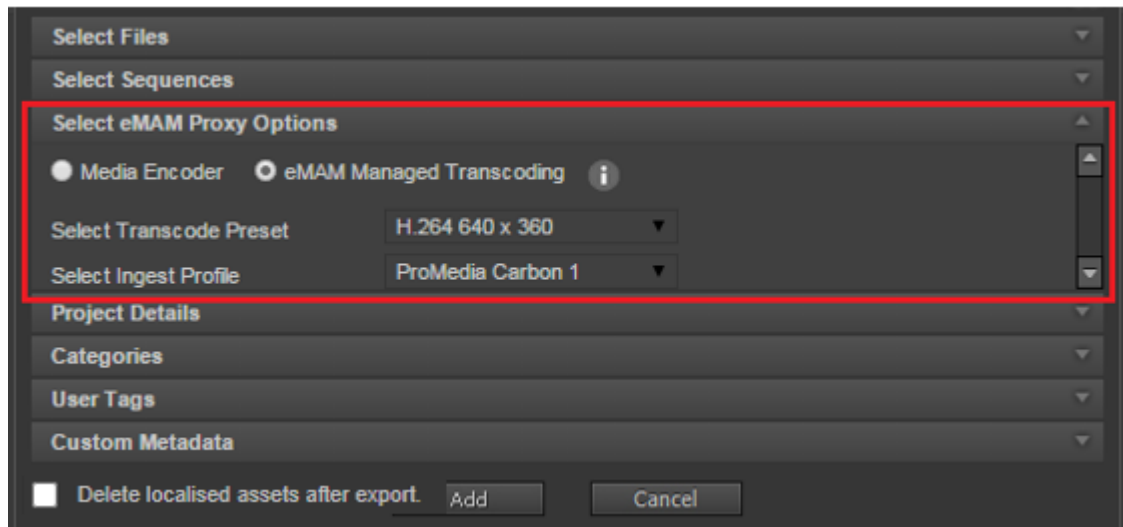


All the default options can be removed or edited, and new formats can be added too.

9. In this case, we have chosen HD 720p mov as the high res original for the sequence.

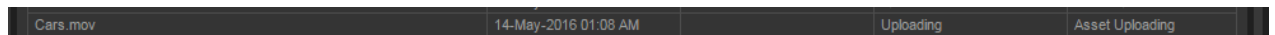


10. Now **select the ingest profile** (*Projects, categories, user tags and Custom Metadata tabs if required*) and click on **"Add"**.



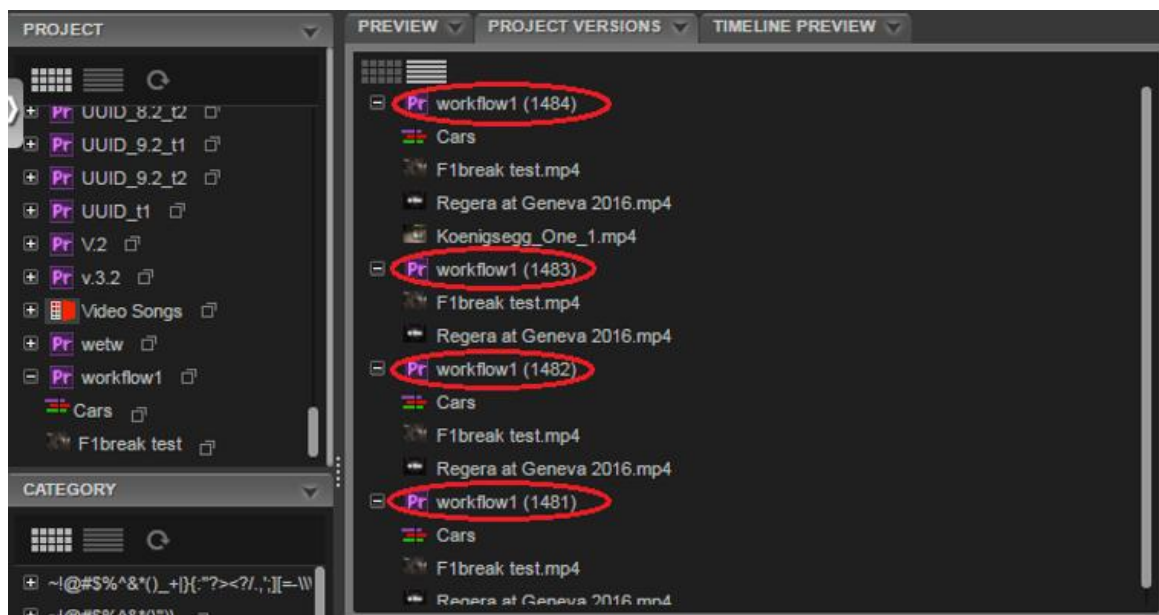
11. It will take some time to export the sequences. High res mov for the sequence is now created.

12. In the **dashboard**, you can see that the sequence has a .mov output file.

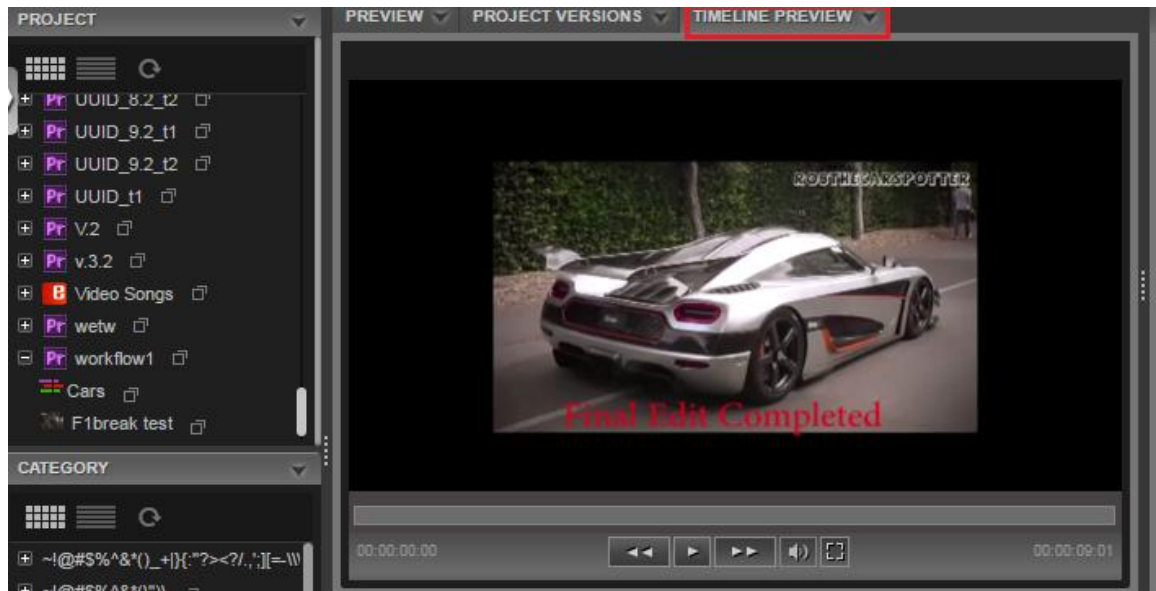


13. If you check the other two sequence ingest in the 1st and 2nd version, you will notice that the sequence output file was a .mp4 file.

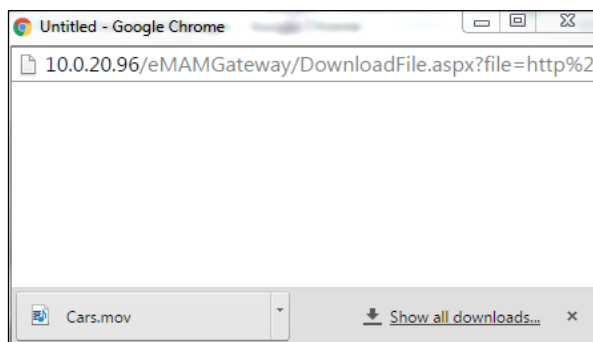
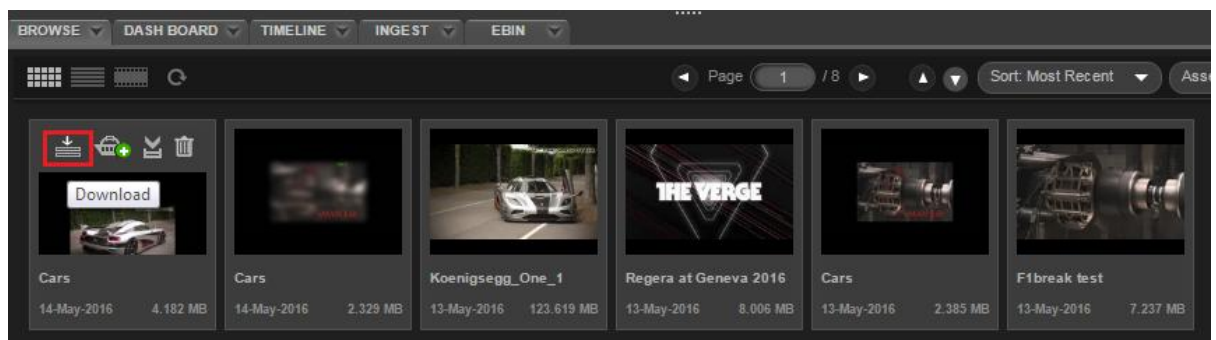
14. Once the ingest is completed, you can see the final sequence in the “**PROJECT**” widget, and all the four versions in the “**PROJECT VERSIONS**” widget.



15. Click on the sequence and you can see the final preview in the “**TIMELINE PREVIEW**” widget



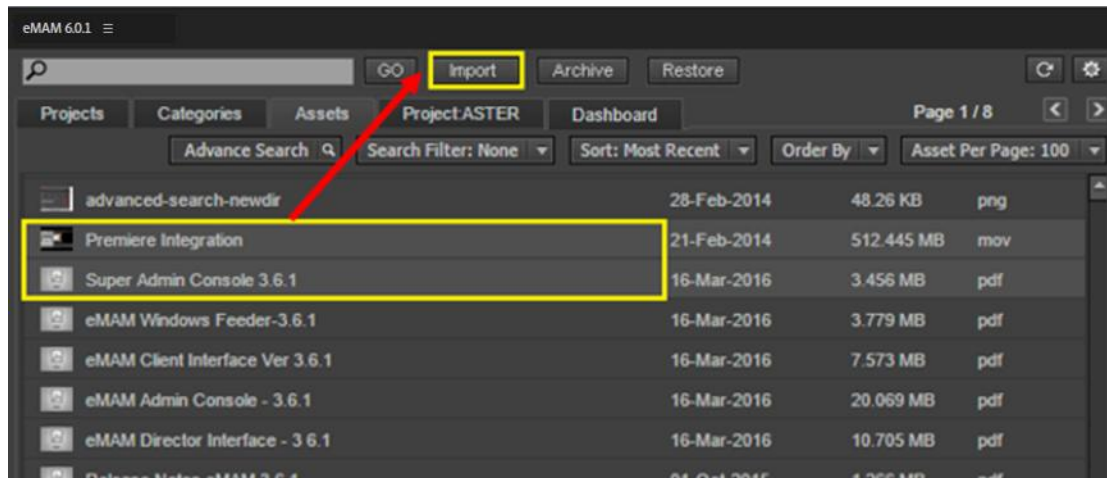
16. Also, you can see all the exported sequences as a single asset with multiple versions in the “**BROWSE**” widget too.
17. Users can download the original high-resolution Sequence file from the “**BROWSE**” widget download option.



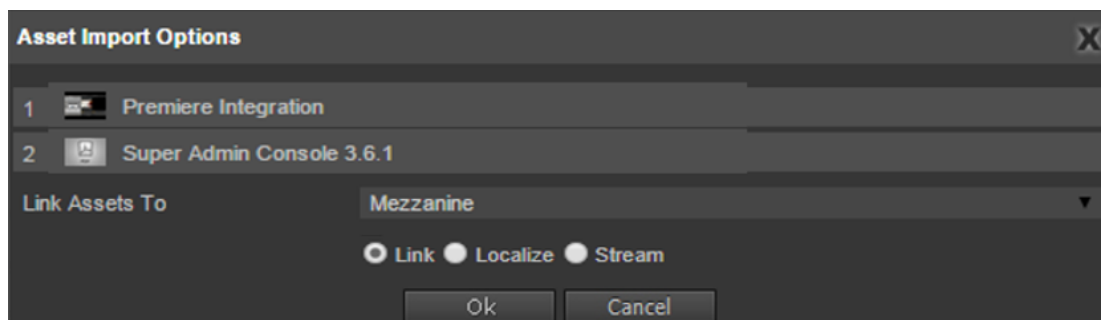
V. **Workflow 5: Re-link Mezzanine format to Original asset after edit.**

eMAM users can import the intermediate format to their project. Once the sequence is finalized, editors can re-link the media assets to their original higher resolution formats for export and delivery.

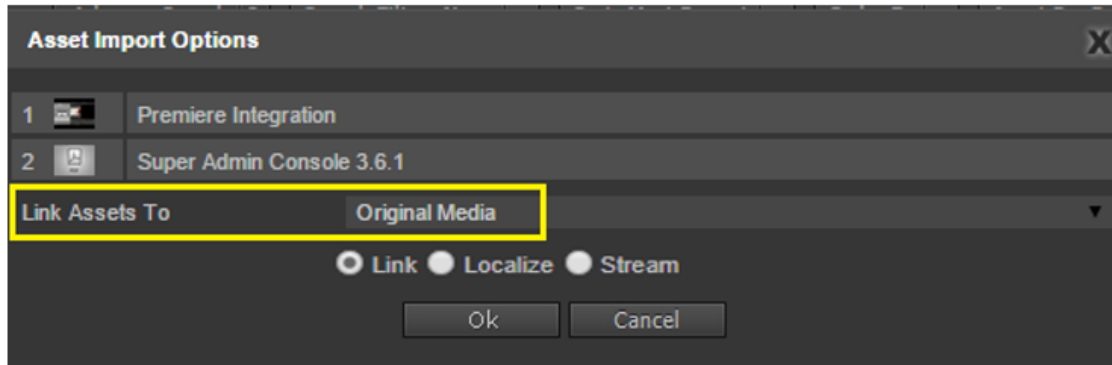
1. Select the Project/Category/Assets you wish to import by clicking on **Import** button.



2. In the *Asset Import Options* window, select the Mezzanine format for *Link Assets To* drop-down. If you have an ingest profile which has a mezzanine platform configured, then it will be selected by default. This will import the mezzanine file format of the assets to the Premiere project. On the other hand, if there is no mezzanine format available for an asset, then the original format will be imported, even if you select a mezzanine platform.



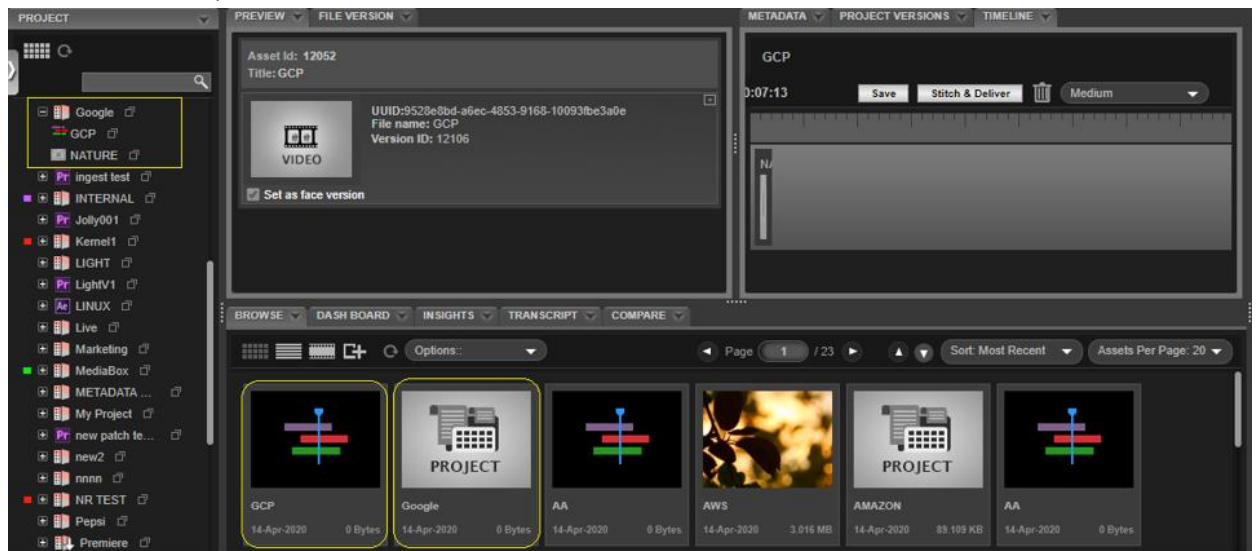
3. Make edits using Adobe Premiere. For offline editing, enable **Localize** option during Import.
4. When ready, you can send your Adobe Premiere project to eMAM storage by clicking on the **Export** button. (*Unselect the sequences in the project*)
5. Now, re-import the same project back to Premiere by clicking on **Import** button.
6. Under *Asset Import Options* window, select "Original Media" from the "Link Assets To" drop-down list. Also select the sequences to be rendered. Assets are now relinked to the Original high-resolution format and exported back to eMAM.



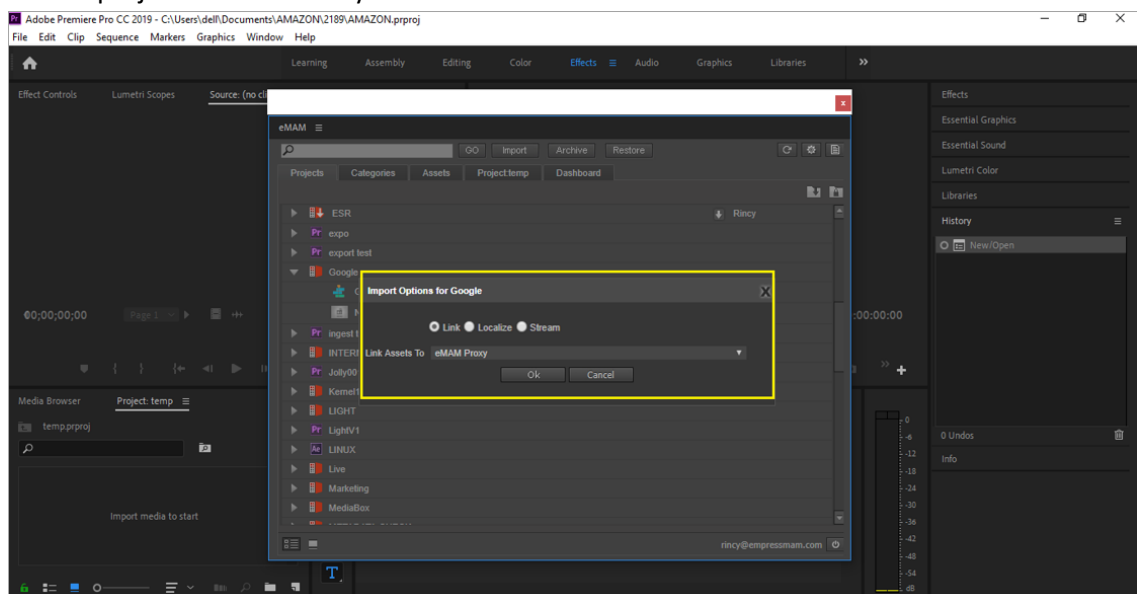
VI. Workflow 6: Proxy editing using a sequence

eMAM users can import and export sequences and also add makers to it.

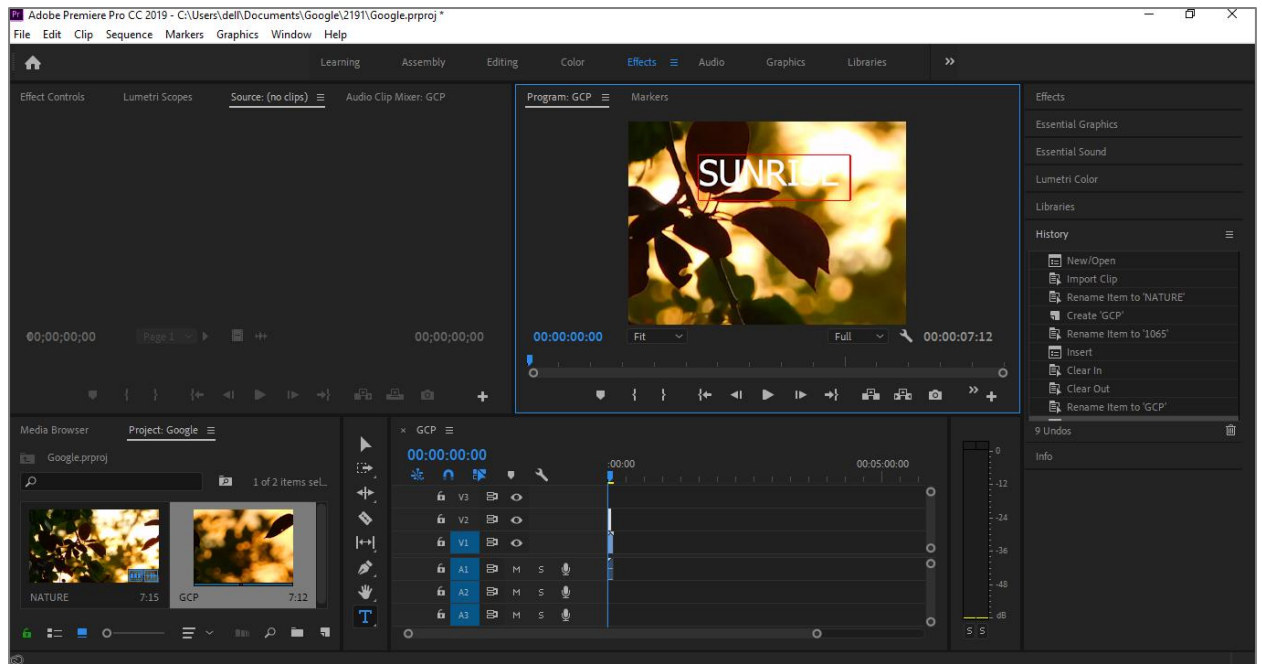
1. Create an eMAM Project with a sequence. Under the File versions widget, you can see the original file version of the sequence asset.



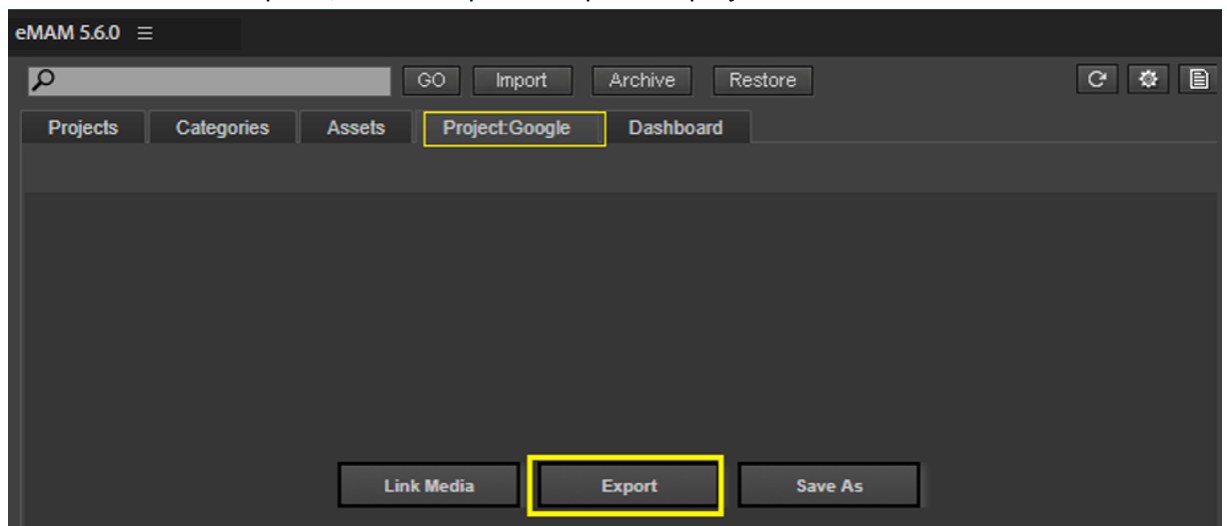
2. Import the project from eMAM system to Adobe Premiere Pro.



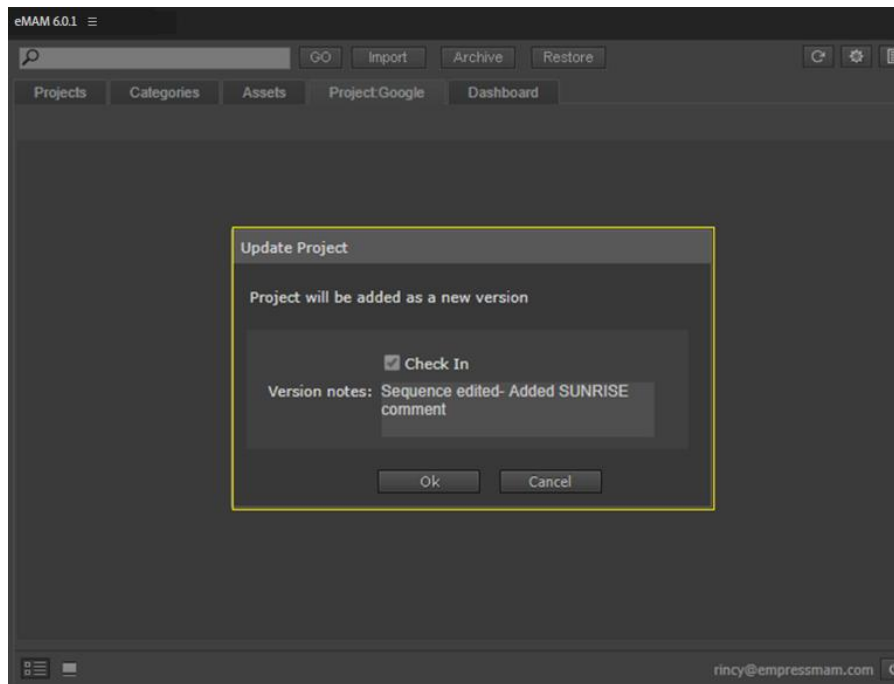
3. Make edits to the imported sequence.



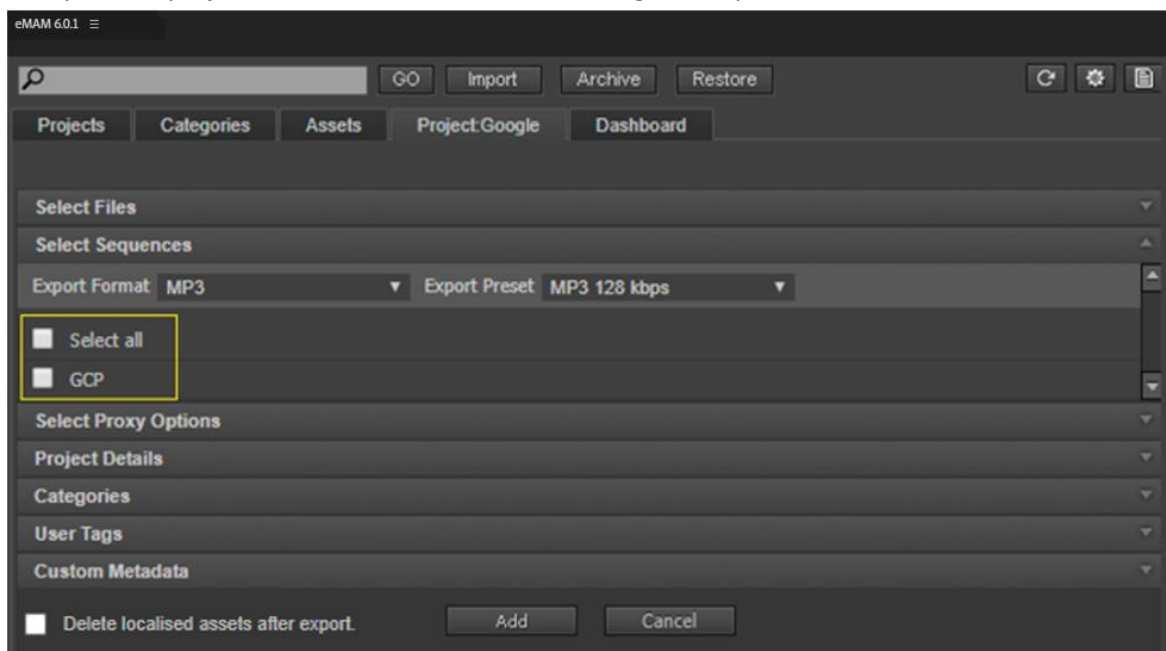
4. Now from the eMAM panel, click on export to export the project back to eMAM.



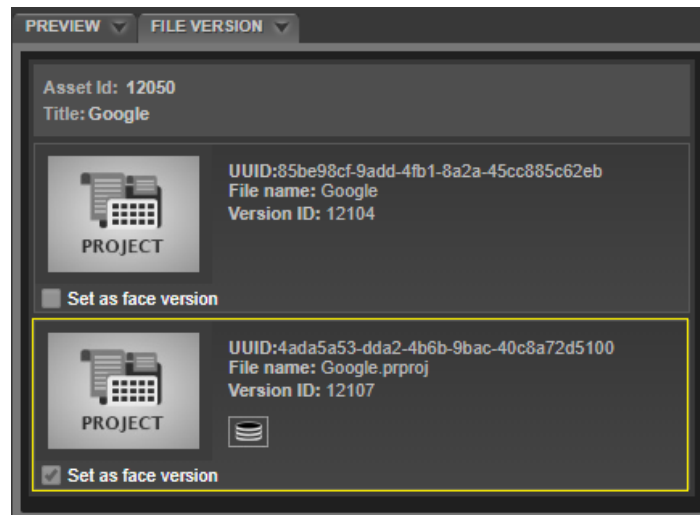
5. Update project with version notes.



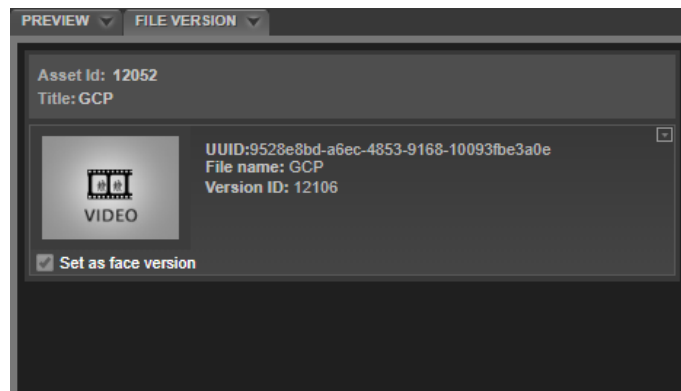
6. Now export the project back to eMAM without selecting the sequence.



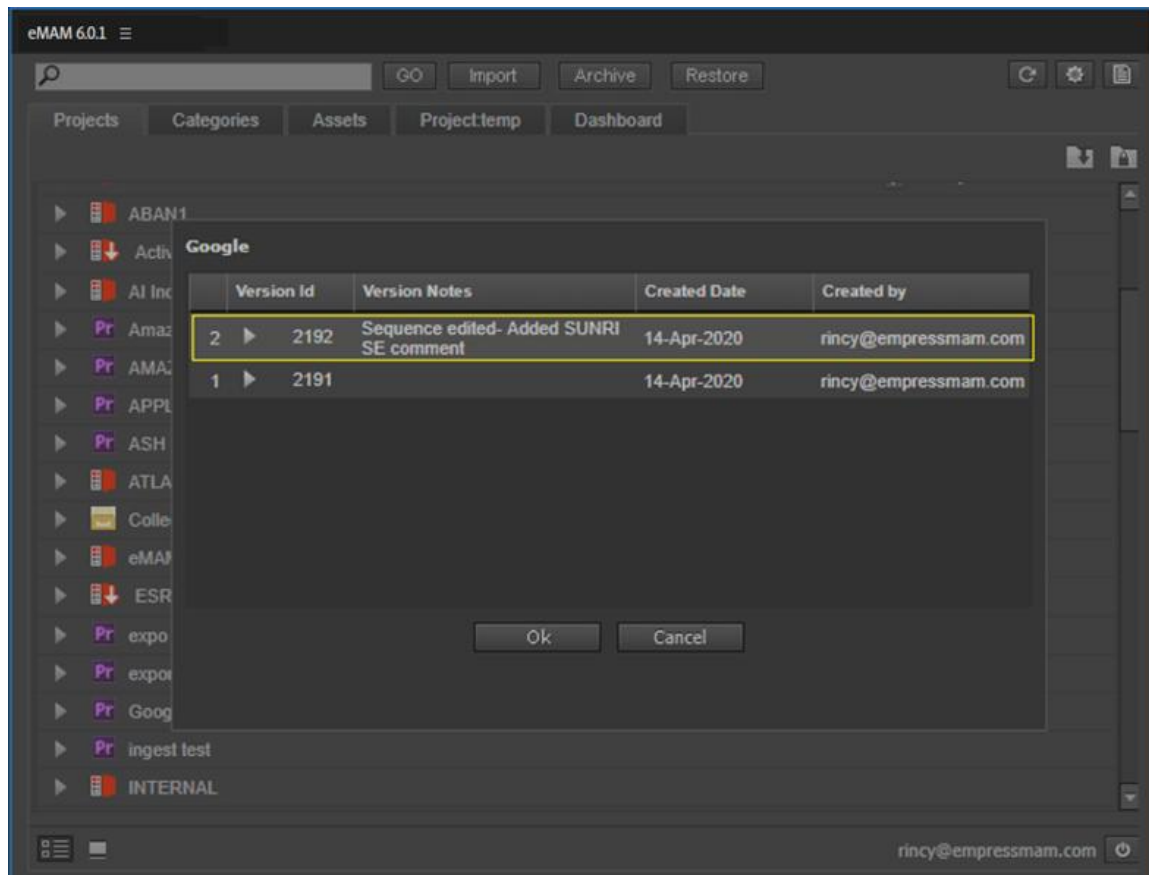
7. If you notice, the project asset will have a new version added under the File version widget.



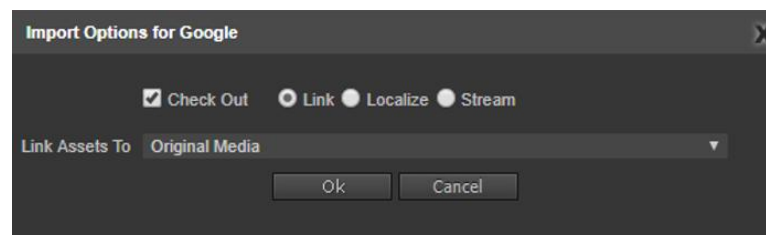
However, the sequence asset file version is the same as no new version was exported from the Adobe Premiere.



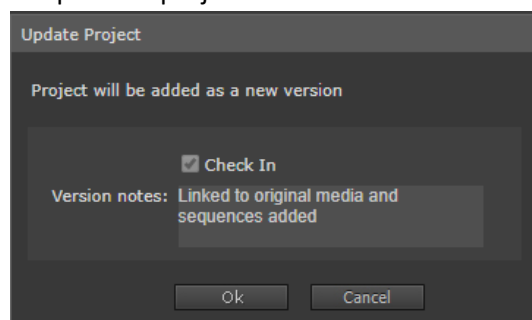
8. Now re-import the latest version of the same project to Adobe Premiere Pro.



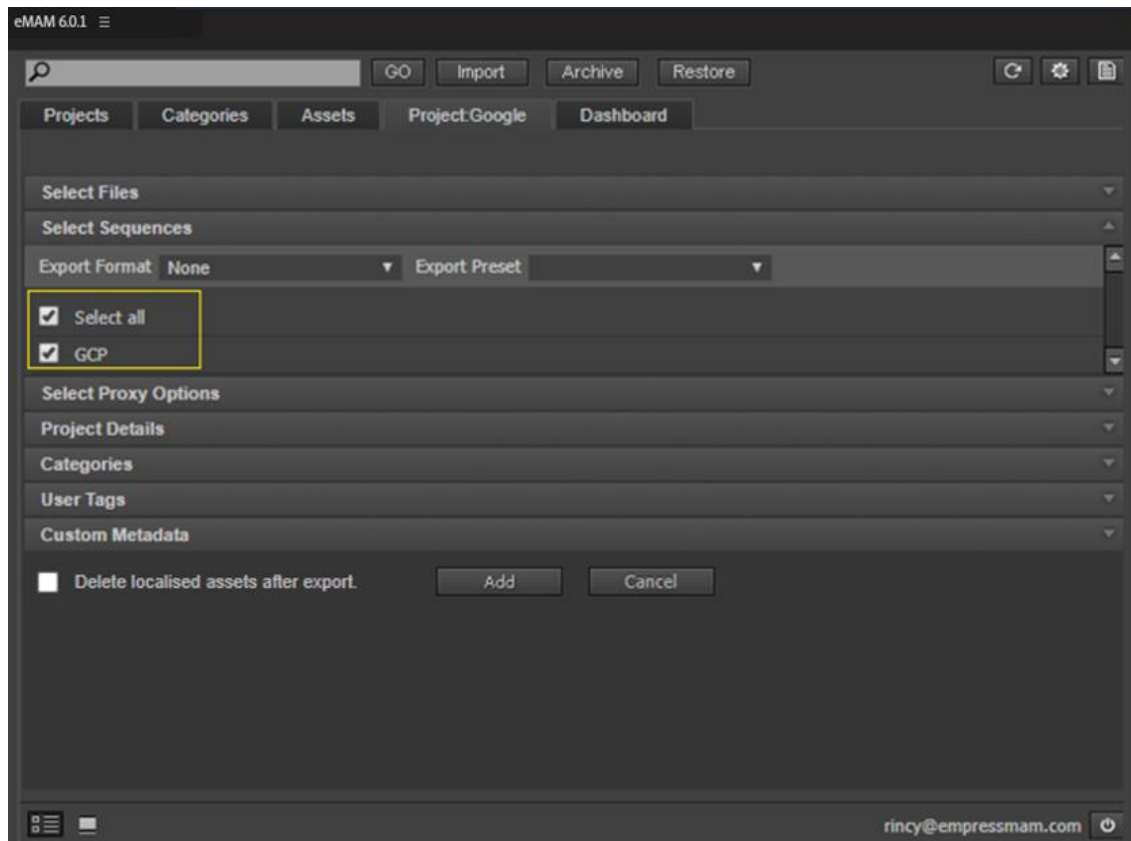
9. Link to *Original media*.



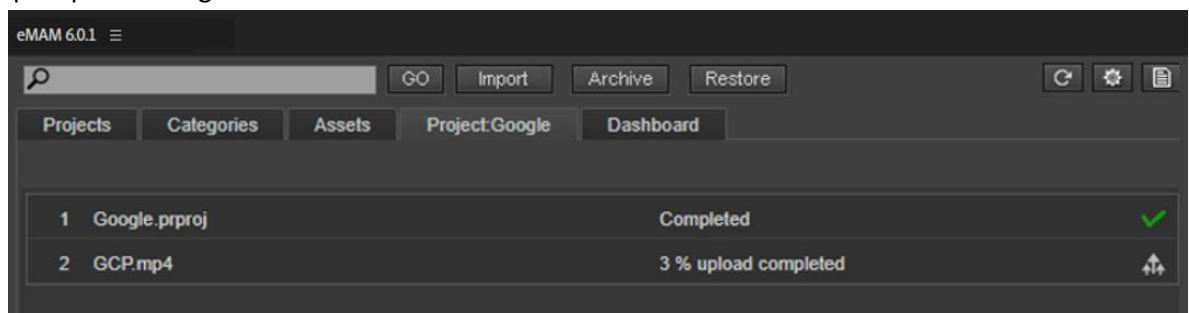
10. Now click on *Export* button to export the project back to eMAM. Add version notes.



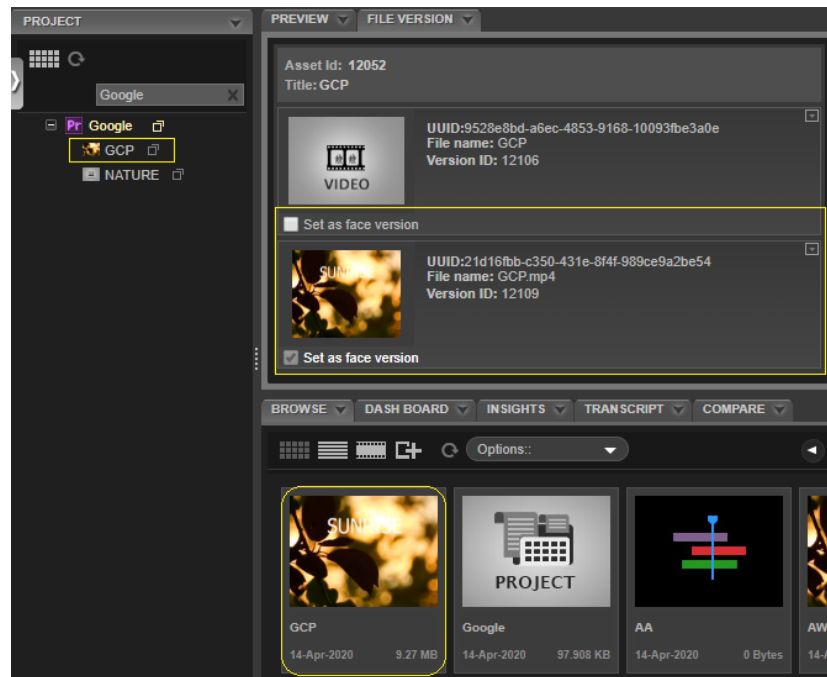
11. Select the sequence for export.



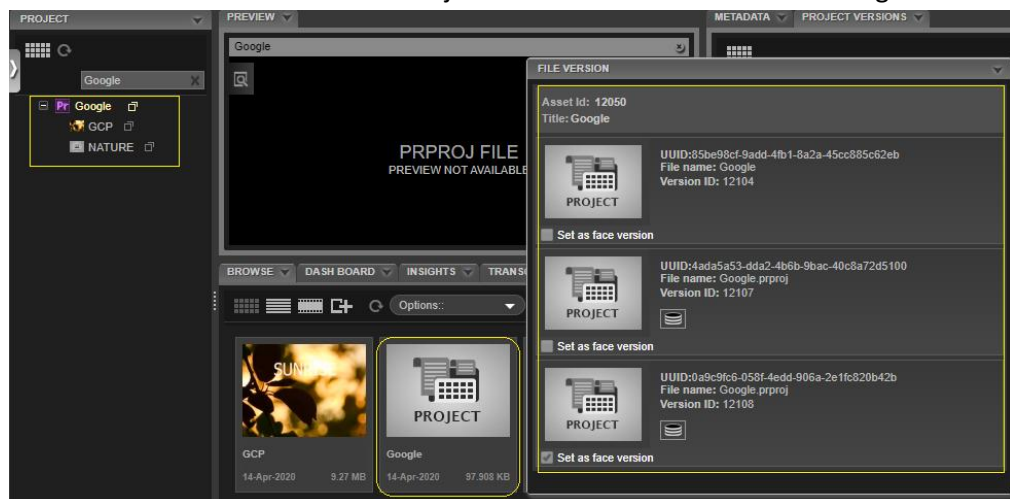
12. Export process begins.



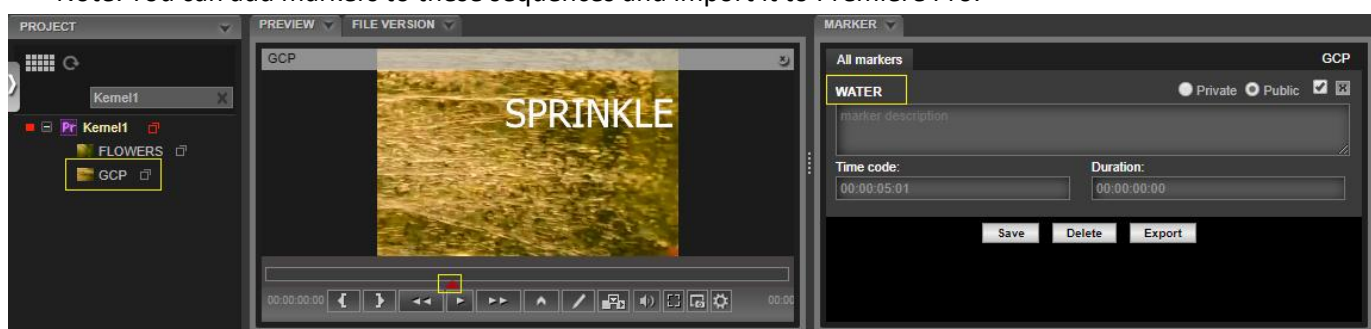
13. After successful export to eMAM, you will find a new version added to the Sequence in the File Versions widget.



Project asset: A new version added to the Project asset under the File Version widget

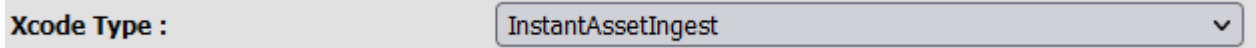


Note: You can add markers to these sequences and import it to Premiere Pro.



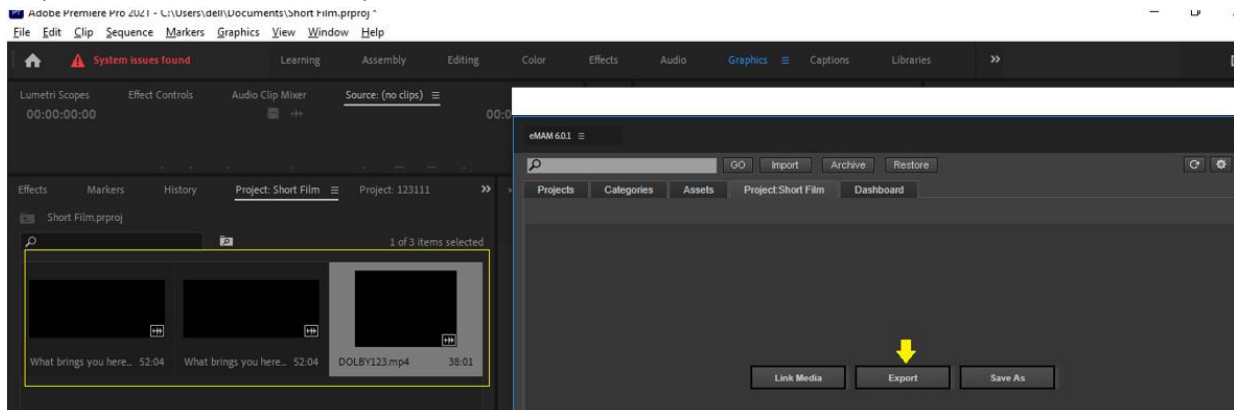
VII. Workflow 6 – Instant asset workflow

For this workflow, you need **Instant asset** ingest profiles created using *InstantAssetIngest Xcode* types in the Super Admin interface.

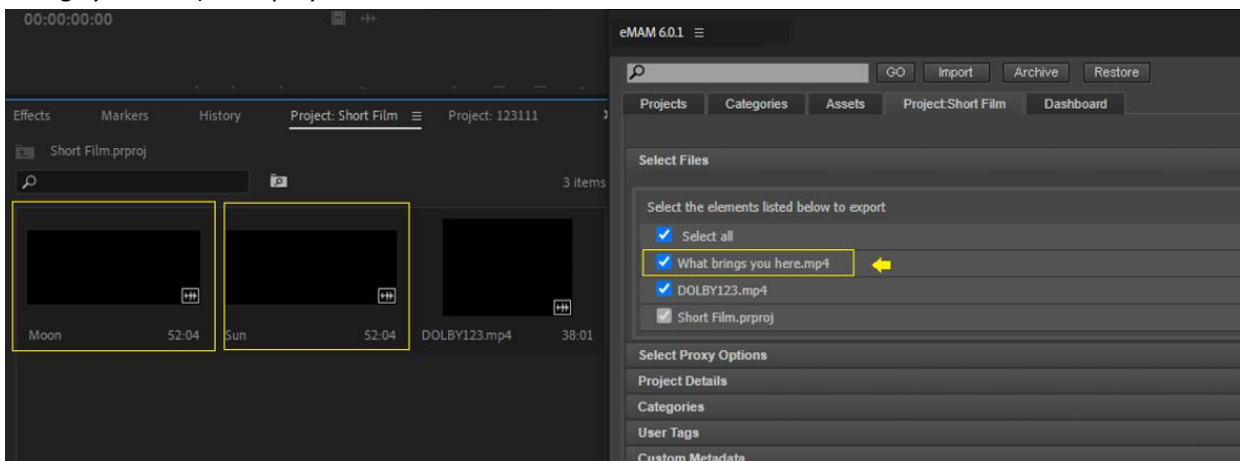


Assets exported from Premiere are uploaded to eMAM using “Instant asset” ingest profile.

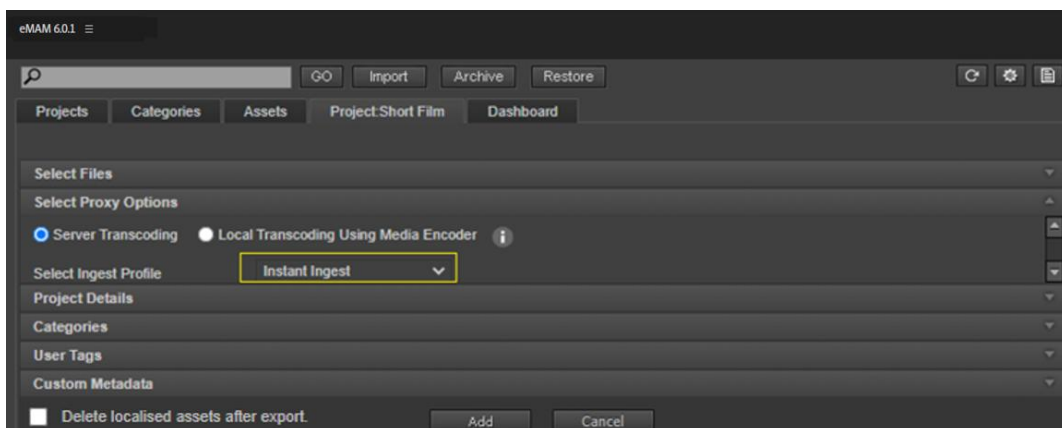
1. Create a project in Premiere, import and edit assets. Once edit is complete and the project is ready for export to eMAM, click on “Export” button.



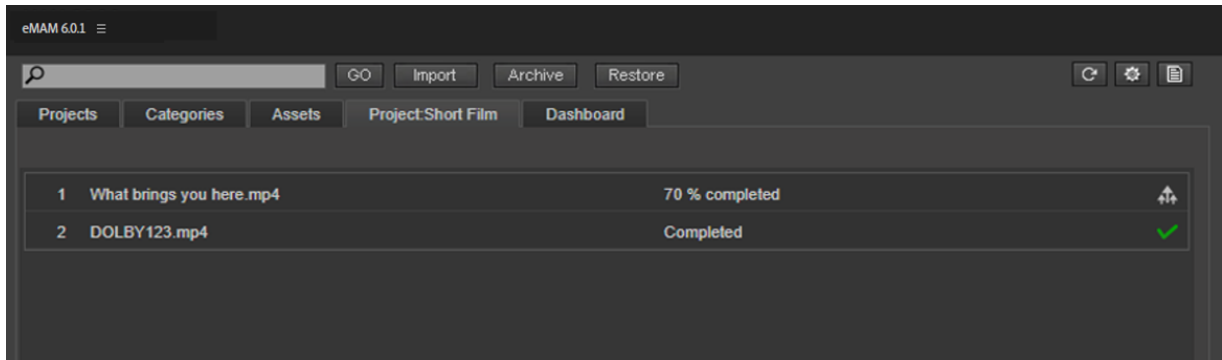
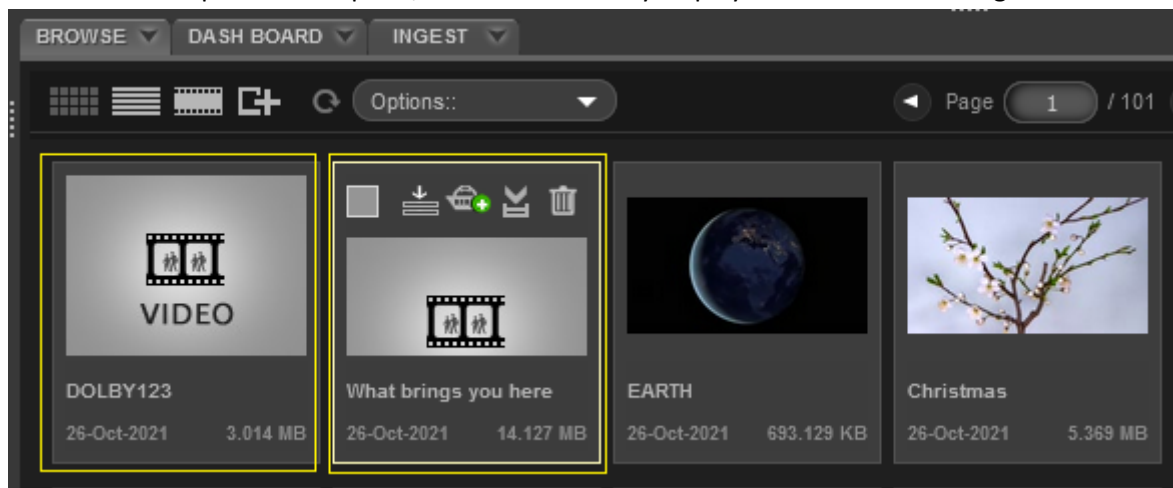
2. In the Export window, under *Select Files*, all the files added to Premiere are auto selected for export. However, since multiple elements (*Sun & Moon*) are linking to a single file, only the original file name (*What brings you here*) is displayed here.



3. Under *Select Proxy Options* tab, choose your **Instant asset** ingest profile. Fill in the remaining tabs with desired details and click on *Add* button.



4. File uploading starts.

5. As soon as the file upload is complete, assets are instantly displayed in the *Browse* widget.

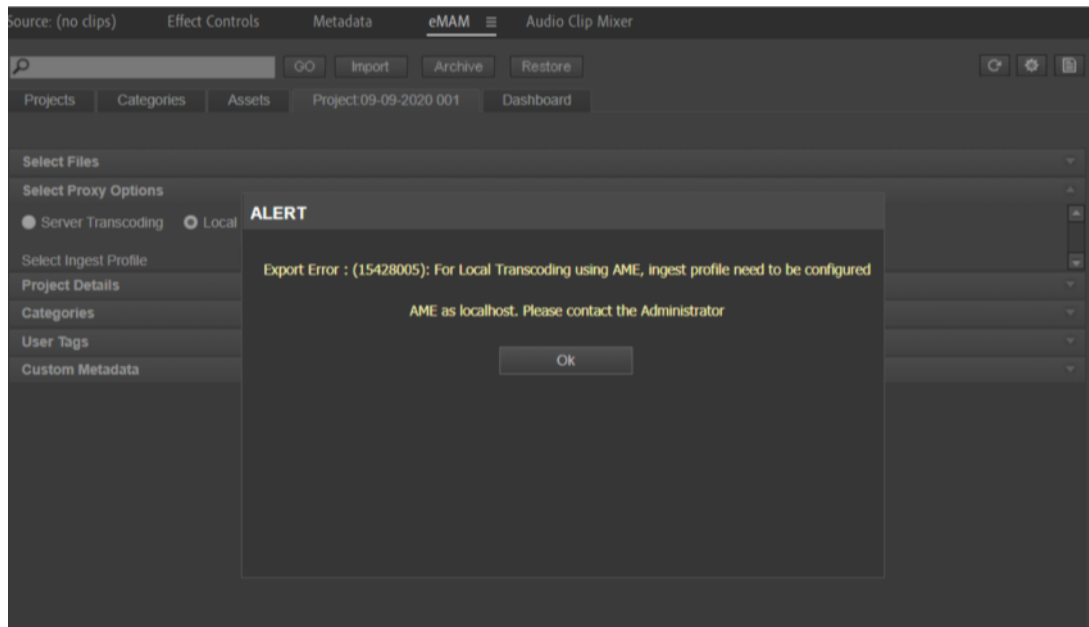
These assets do not have preview, and proxies are not generated in this workflow. Original asset and embedded metadata are only available for this instant asset. These assets can now be downloaded, delivered or imported to Premiere for editing.

If required, proxies for these assets can be generated by creating custom workflows to create proxies.

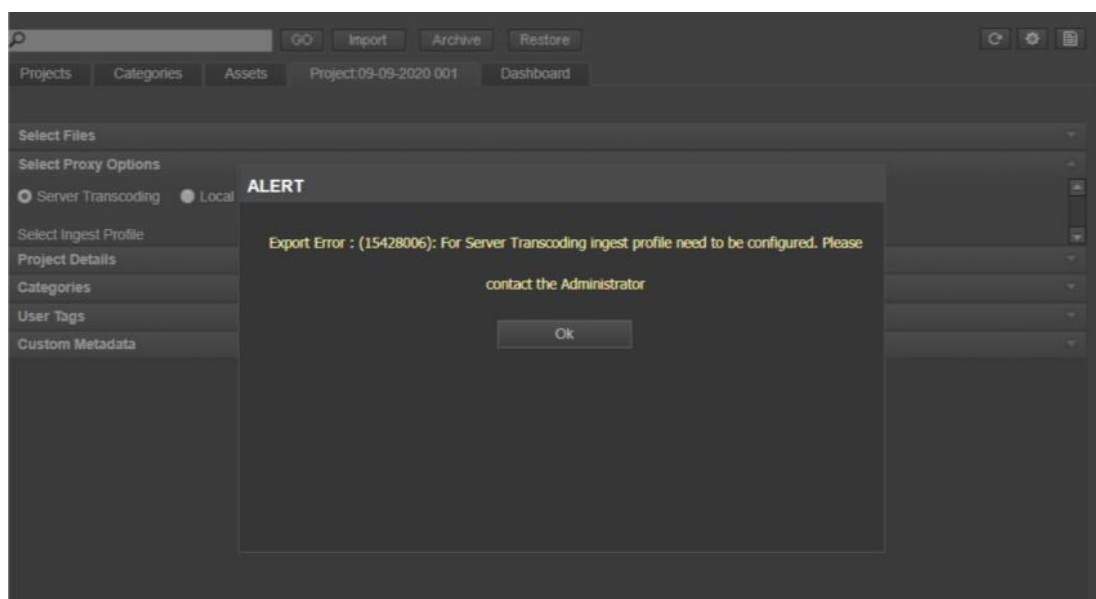
Troubleshoot

A. Error codes with description

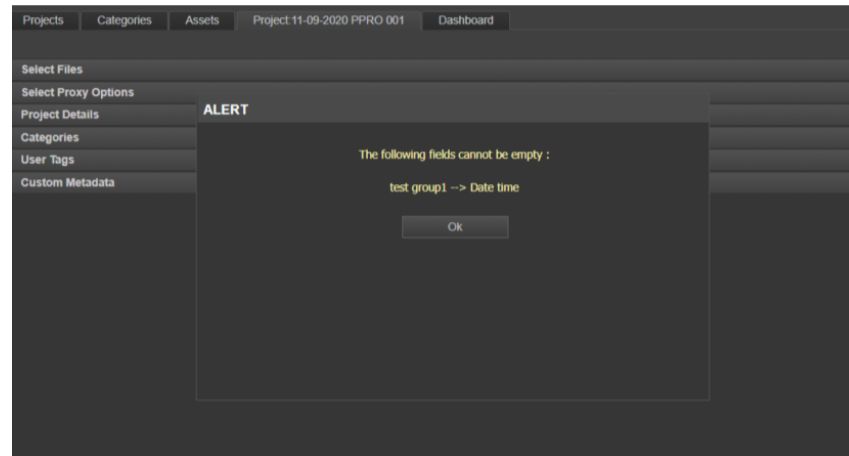
1. **Export error code 15428005:** This error appears during export when you select the Local transcoding using Media Encoder as the eMAM proxy option and there are no values to select in the dropdown for the ingest profile.
- ✓ You need to create an AME ingest profile with localhost as IP and assign that ingest profile to the panel user.



2. **Export Error 15428006:** For *Server Transcoding* proxy creation, at least one managed transcoding ingest profile needs to be configured: This error appears during export when you select *Server transcoding* as eMAM proxy option and there are no values to select in the dropdown for ingest profile.
- ✓ Create any *Managed transcoding* profile and assign that to the panel user.

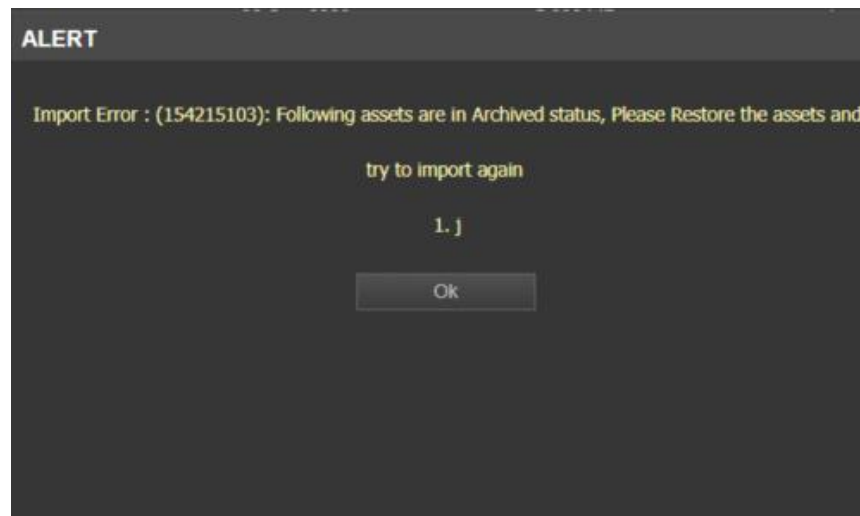


3. **Error code 15428014:** This message appears during export when the required metadata fields are empty.
- ✓ Fill in all the required custom metadata fields. Some fields are required so users can organize and find content in the eMAM system. For clarification, ask your Unit Admin or the Super Admin.



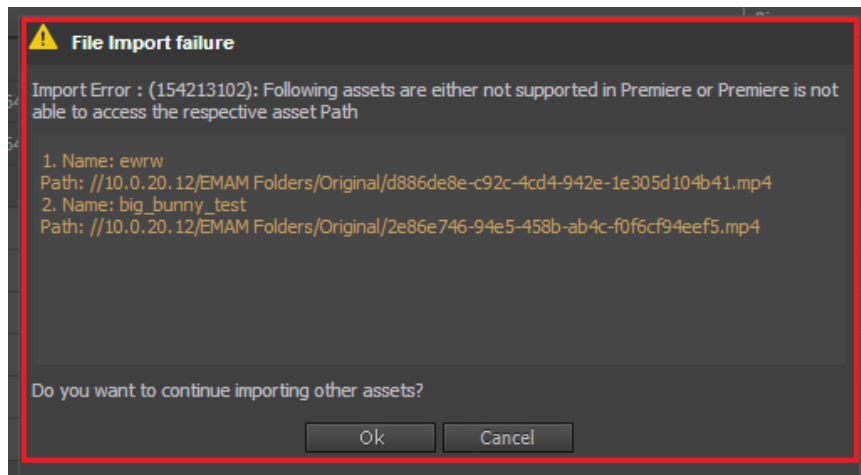
Export error window

4. **Error code 154215103:** This message appears you try to import archived assets. This error will not occur if you choose to “Link assets to” the mezzanine version: if a mezzanine version is available in current storage, then it will be imported.
- ✓ Restore the archived assets and import again.



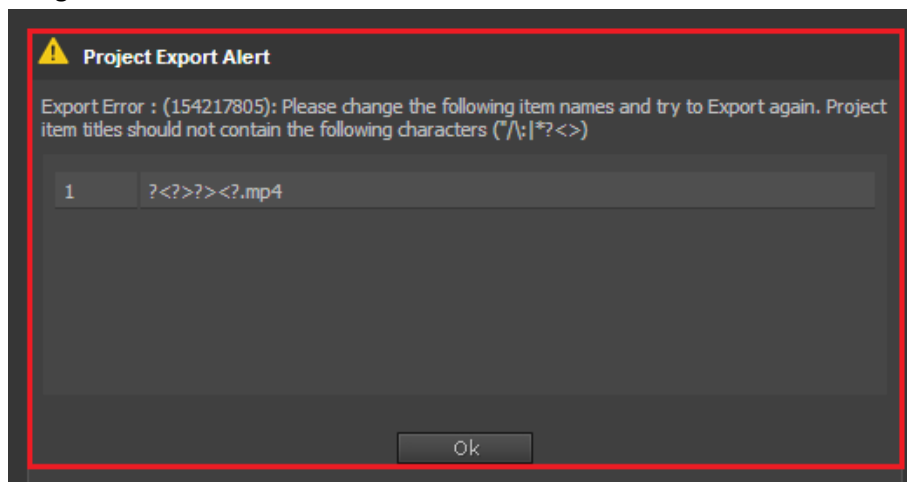
Import error window

5. **Error code 154213102:** This message appears when selected assets are either not supported in Premiere or the asset path is not accessible from the Premiere machine.
- ✓ As shown in the below screenshot, two of those assets do not have mezzanine formats and the original is Archived. You can import the available assets by clicking on **OK**, or you can stop the import by clicking **Cancel**.



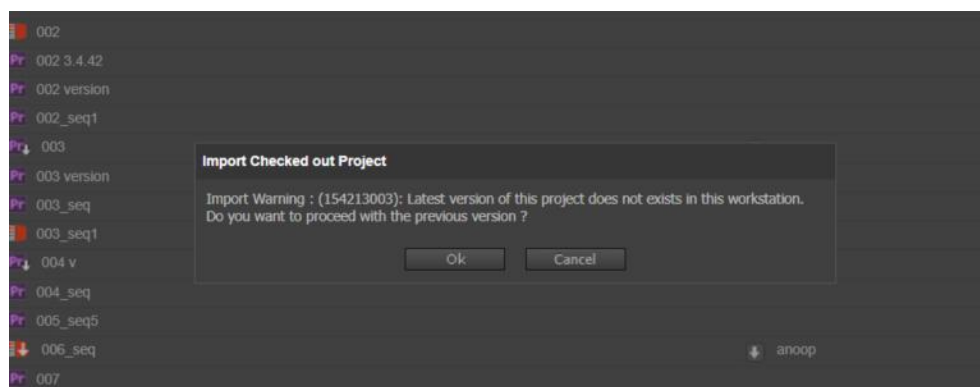
File Import failure window

6. **Error code 154217805:** This message appears during export when the file title contains special characters ("\/:|*?<>).
- ✓ Remove the special characters from the file title in the Premiere project and export the project again. You do not need to change the actual file name in the local disk.



Project Export alert window

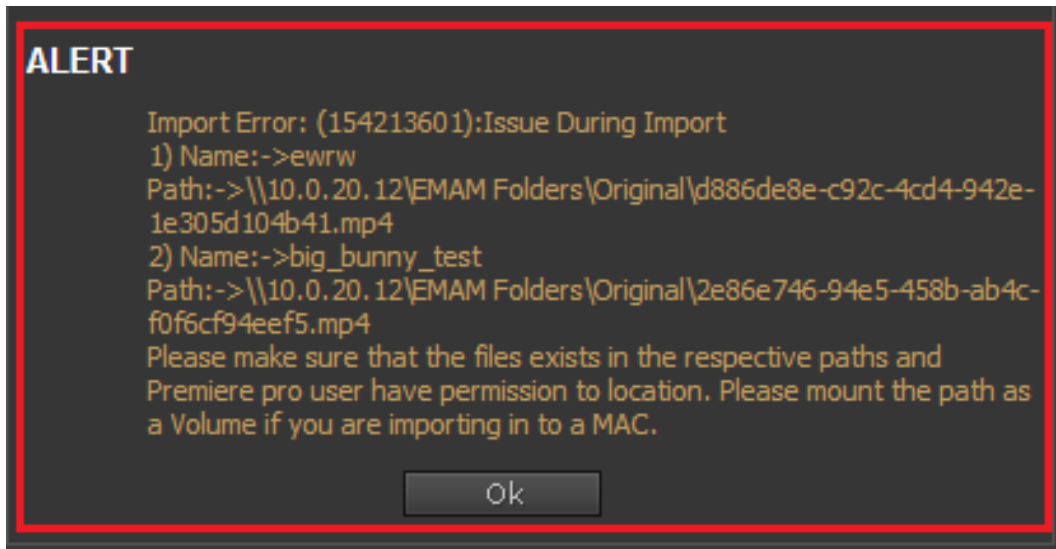
7. **Error code 154213003:** This message appears when the last imported path is accessible from the current location.
- ✓ You can select **OK** to remove the details of the checked-out project version, and then you need to import the project again to select any of the previous versions.



Import checked out project error

8. **Error code 154213601:** This message appears when you try to import a set of assets and the asset path is not accessible from the Premiere machine.

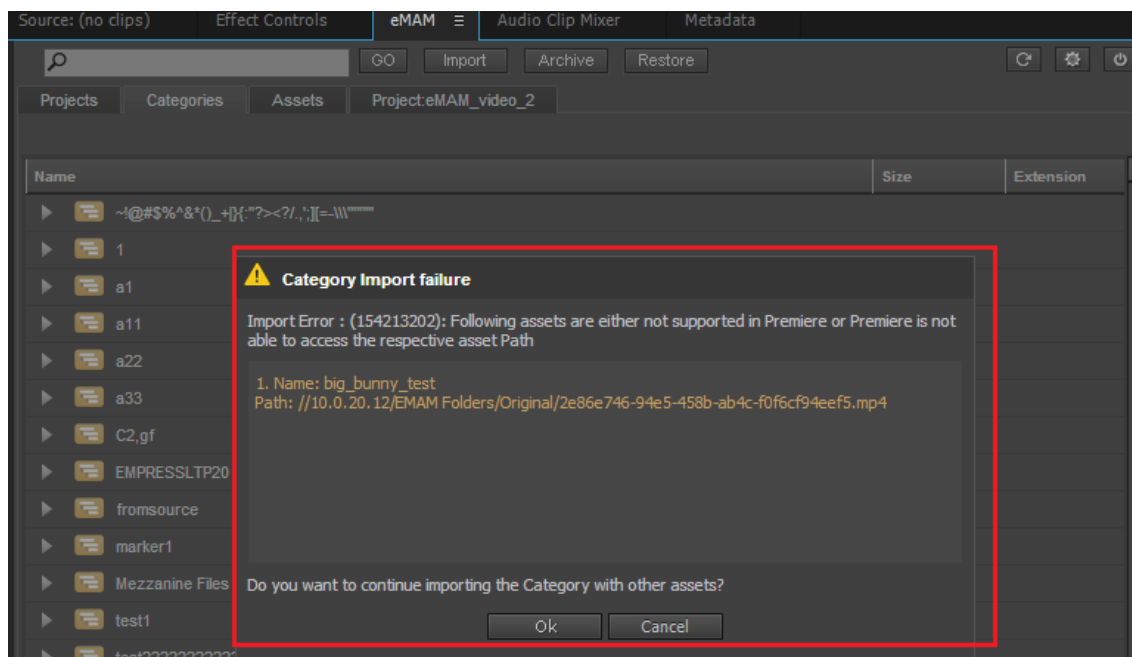
✓ Make sure that the asset location is accessible from the Premiere machine



Import error window

9. **Error code 154213202:** This message appears during category import when selected assets are either not supported or the asset location is not accessible from Premiere machine.

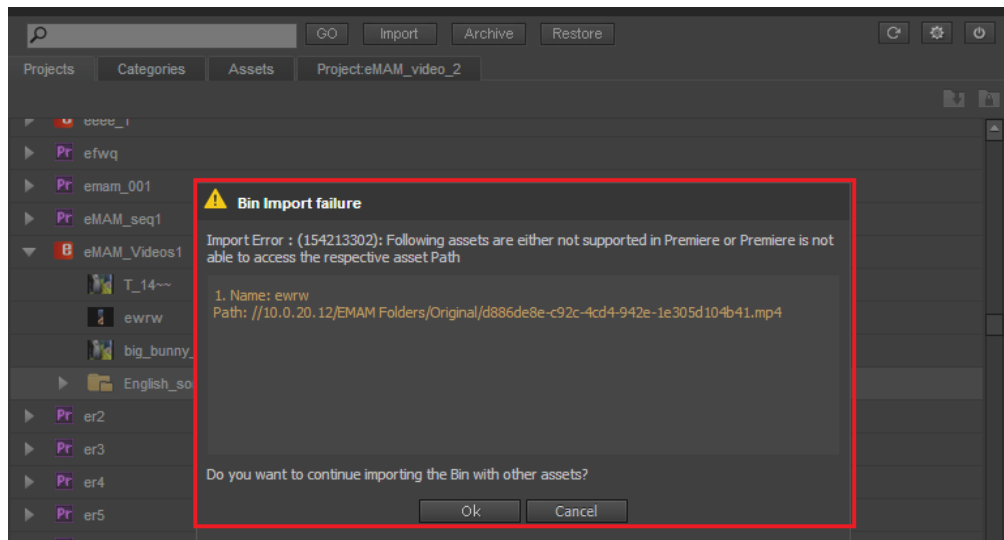
✓ Be sure that the asset location is accessible from the Premiere machine.



Category import failure window

10. **Error code 154213302:** This message appears during bin import when the selected assets are either not supported in Premiere or the asset location is not accessible from the Premiere machine.

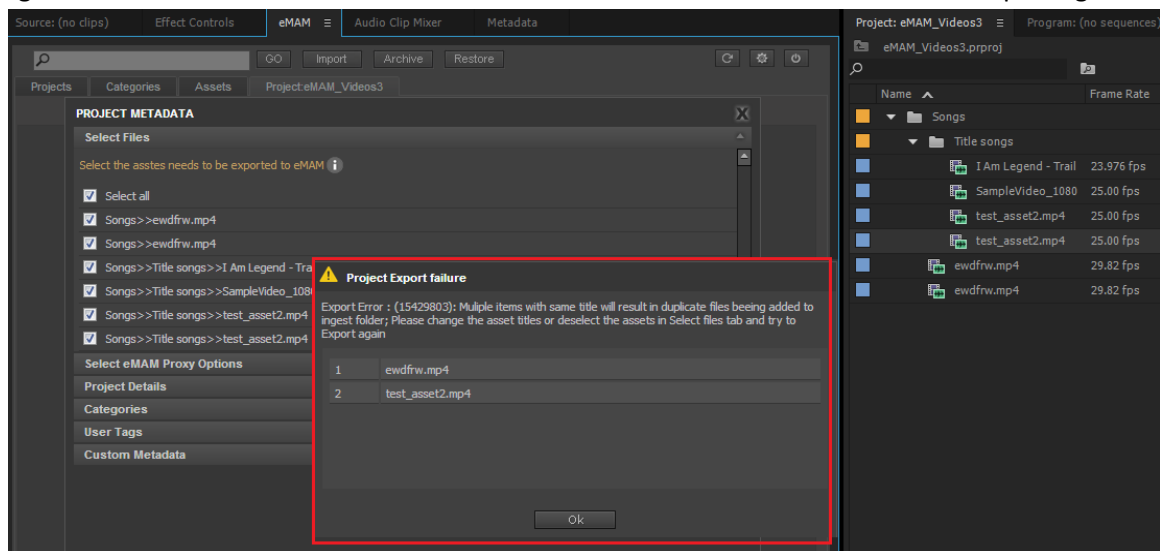
✓ Be sure that the asset location is accessible from the Premiere machine.



Bin import failure window

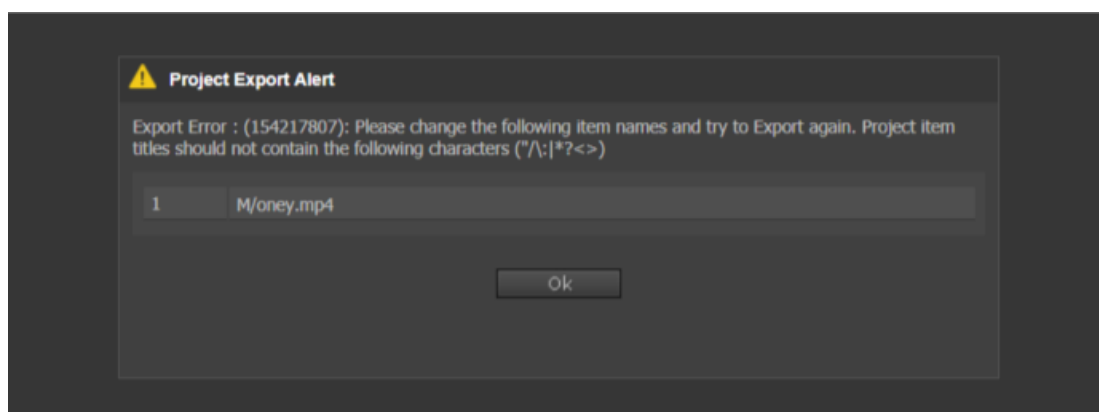
11. **Error code 15429803:** This message appears when multiple items with same title result in duplicate files being added to the ingest folder.

✓ Change the asset titles or de select assets with the same name in the select files tab. Export again.

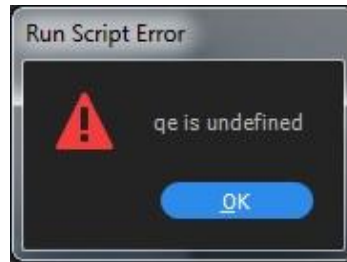


12. **Error code 15421807:** This message appears when items names include special characters.

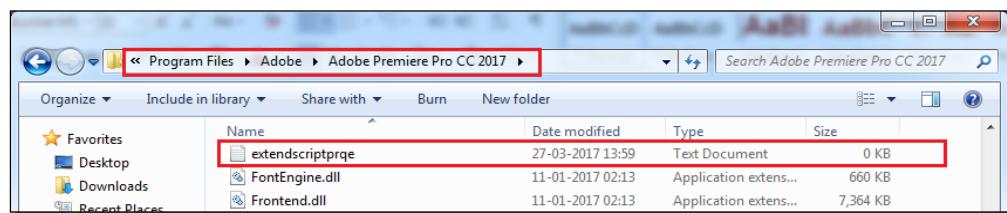
✓ Remove the special characters and export them again.



13. **qe is undefined:** While performing any task, below error message appears.

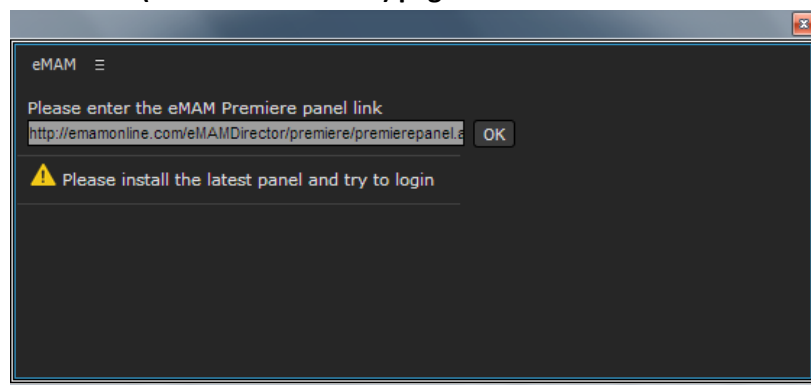


- ✓ This means, the **extendscript** file is (downloaded during eMAM Panel installation) missing. Copy the '**extendscriptprqe.txt**' file and paste it in the respective folder <C:\Program Files\Adobe\Adobe> Premiere Pro CC 2017



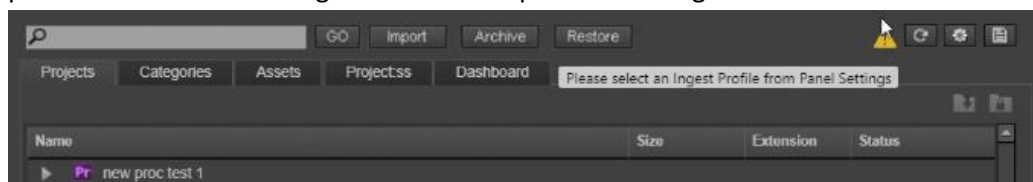
14. **Please install the latest panel and try to login:** When there is a change in version of the eMAM panel, the message below appears.

- ✓ Depending on where you have installed panel (Windows or MAC), follow steps mentioned in **Extension Manager Command line tool (Windows and MAC) page 7** to install latest version of eMAM.



Message to install latest eMAM Panel version

15. **Warning**  **symbol next to refresh button:** This warning symbol means that the configurations are incomplete/pending. When you hover over the warning system, it will display a pop-up message to configure the ingest profile. Click on the Settings button to complete the configuration.



B. How to remove assets stuck in Uploading Status from the Premiere Panel?

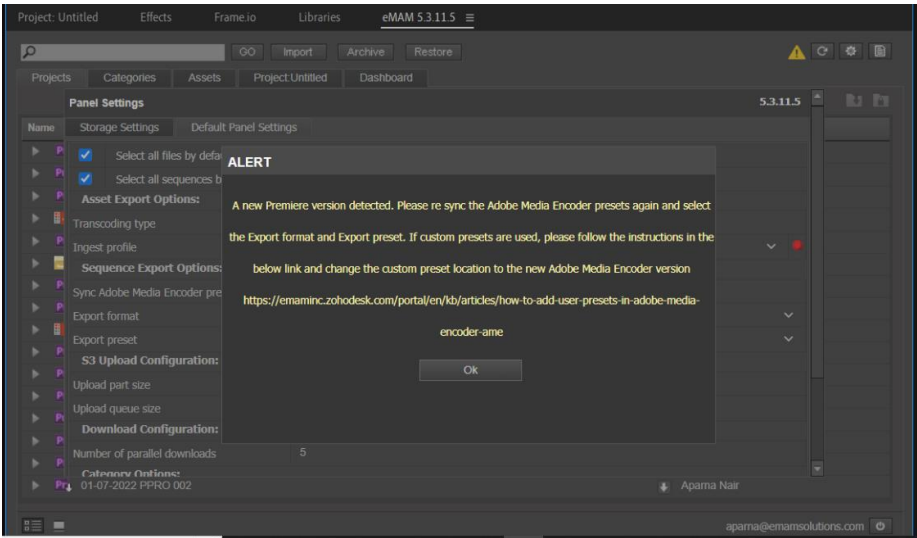
To know how to remove assets stuck in Uploading Status from the Premiere Panel, [Click Here](#).

C. How to solve eMAM Panel and eFeeder loading problem after latest Microsoft security patches?

To know ow to solve eMAM Panel loading problem after latest Microsoft security patches, [Click Here](#).

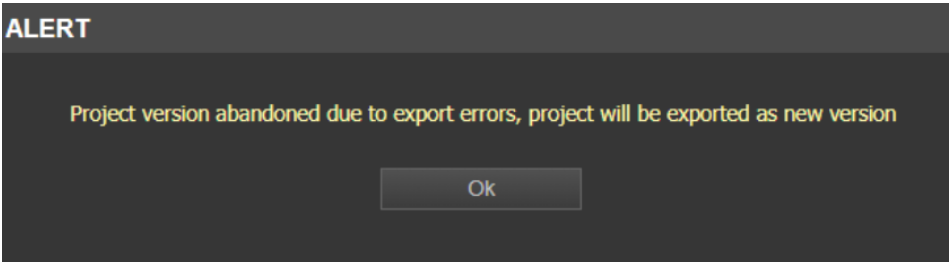
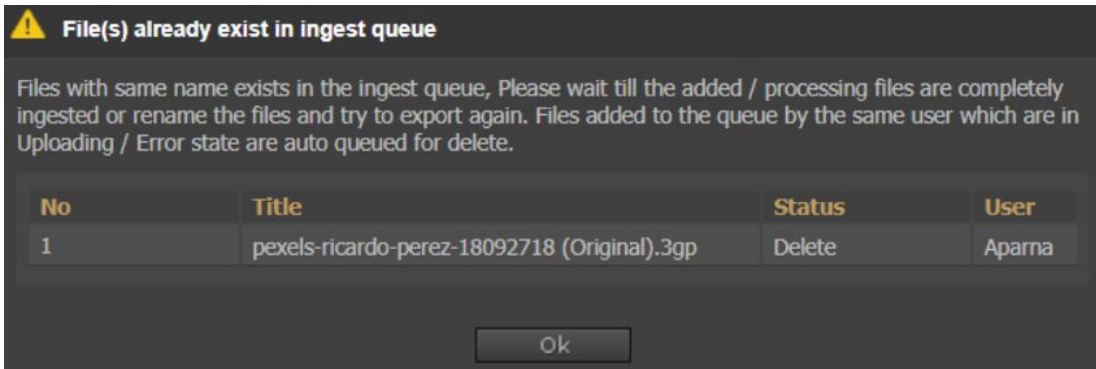
D. eMAM Panel support for Adobe 2024/2025 updates

eMAM Premiere panel is now compatible with Adobe 2024/2025 updates. Below alert message is displayed when eMAM detects a new version of Premiere.



E. How to remove assets stuck in Uploading Status from the Premiere Panel?

eMAM users now have option to manage the elements stuck in uploading status in Premiere. When a user tries to export a project and the asset gets stuck at error state, then you have option to export the project as a new version.



Exceptions for Import and Export:

- ❖ Import and export of projects with name starting with '~' symbol is not supported.
- ❖ Import and export of projects starting with '.' symbol is not supported in MAC environment
- ❖ While using the eMAM Panel in the MAC, you should make sure that there is no mounted volume with the name "Users". (Volumes/Users)
- ❖ Cannot export projects containing multiple bins with same name.
- ❖ Cannot export projects with asset title containing following special characters /: *? " < > |
- ❖ Cannot export projects which have multiple assets with same name (assets can be added locally to the Premiere project)
- ❖ Cannot Import Locked projects.

Local Transcoding with AME (Adobe Media Encoder)

A new transcoding type "Local transcoding with AME" uses Managed Transcoding ingest profiles. It will load the ingest profiles configured with the AME transcoder and AME IP as localhost. Using Direct copy (*Panel requires write permission to the high res and low-res folders*)/Upload Manager (*no permission required*)/Flight CLI/ AWS SDK options (*for assets in S3*), the panel uploads the files into their respective folders.

With local transcoding and Adobe Media Encoder as the transcoder, every job submitted to Media Encoder will make its respective proxy, thumbnails and mezzanines files in the Panel itself. eMAM now also supports image transcoding for Local transcoding using AME. Just add *eMAMImage.epr* at AME preset folder in the Gateway for proxy creation. This preset will be downloaded to local machine and can be used for further transcoding.

Super Admin configs:

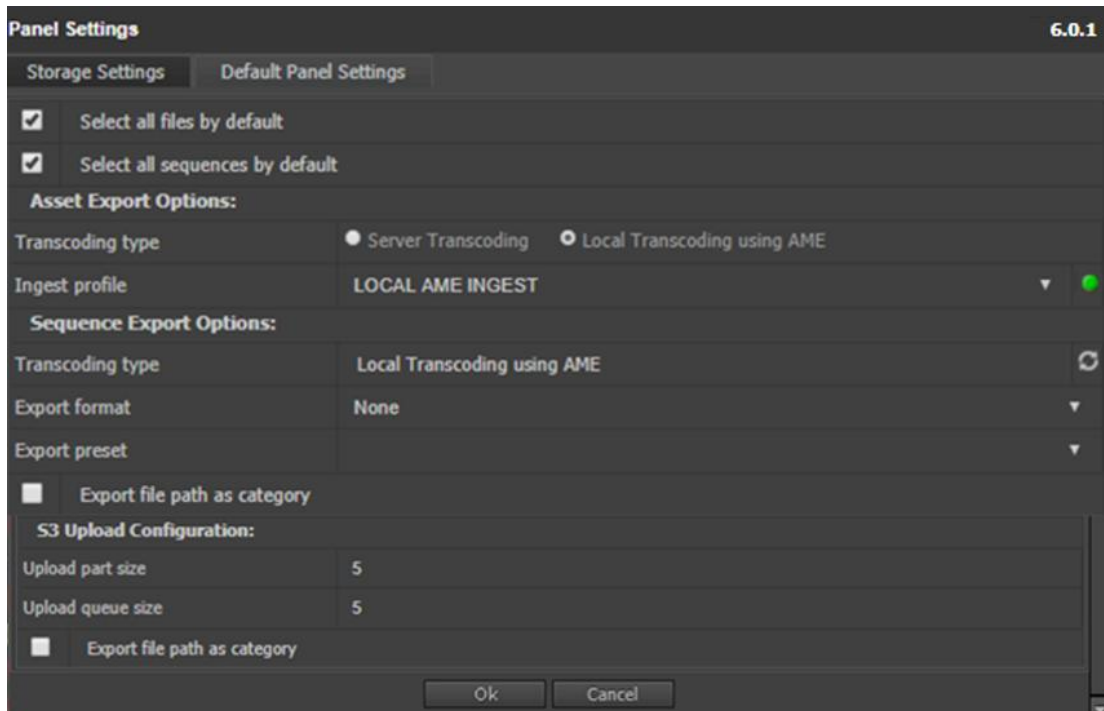
Create an Ingest profile with Managed transcoding server and below mentioned details:

Transcode Profile Name *	AME LOCAL
Transcode Server IP / Host Name *	localhost
Transcode Server *	EMAMNYFS01
Transcoder Type *	Adobe Media Encoder(AME)
AME IP *	localhost
AME Port *	8008
Video Preset	Choose File No file chosen
Audio Preset	Choose File No file chosen
Thumbnail Preset	Choose File No file chosen
AV ingest threads	1
Otherfiles ingest threads	1

- Select transcoding type as "Adobe Media encoder".
- Enter AME IP as "localhost".
- Select the default/custom presets for Video, Audio and thumbnail.
- Associate the new ingest profile with user

eMAM Premiere Panel Configs:

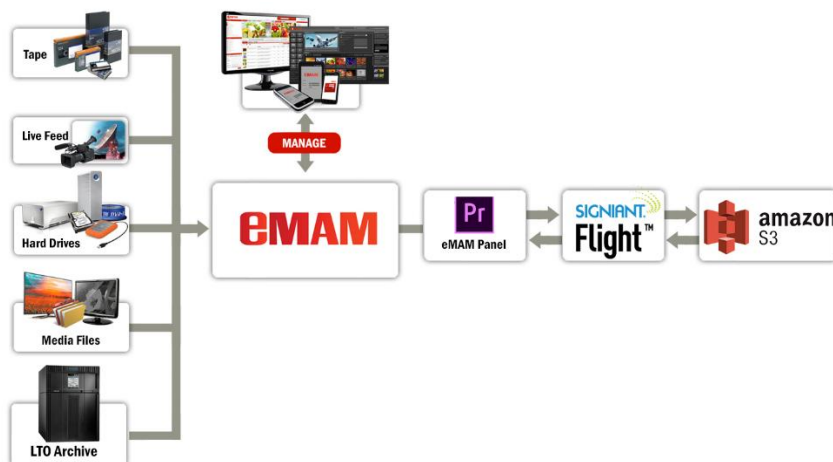
In the *Settings* window, under Asset export options, select **Local transcoding using AME** as the transcoding type. Now select from the ingest profiles listed.



Refer [Default Panel Settings](#) to know more about *Default Panel Settings* configurations.

Signiant Flight

Signiant Flight allows you to quickly, reliably, and securely move big data into and out of cloud storage. It is especially impactful when ingesting large files from multiple global endpoints or when data must travel over long distances. eMAM tightly integrates with Signiant Flight to rapidly move large sets of data in and out of Amazon S3 storage buckets. One of the new features of eMAM panel 5.1 is the option to use Signiant file transfer accelerator for assets stored in Amazon S3 for the postproduction workflows. eMAM Premiere Panel internally uses Signiant flight-command line application to upload and download contents to S3.



eMAM Super Admin Configuration

1. Create a storage profile.
2. Associate cloud storage with that profile.
3. Select “Cloud Storage Type” as S3.
4. Make sure “Delete File from Storage” flag is checked for both Original and Proxy.
5. You should be able to see new options below under “SIGNIANT FLIGHT CONFIGURATION”
6. Add “API KEY” and “SERVER” and click on Save.

The screenshot displays the 'MANAGE CLOUD STORAGE FOR ORIGINAL' and 'MANAGE CLOUD STORAGE FOR PROXY' sections. Both sections have the 'Cloud Storage Type' set to 'Amazon S3'. The 'Service URL' is 'http://s3.amazonaws.com', 'Access Key' and 'Secret Key' are masked, and 'Bucket Name' is 'cloudtestlr'. The 'Delete File From Storage' checkbox is checked in both sections. Below these sections is the 'SELECT S3 CONNECTOR SERVER' dropdown set to 'Staging37'. The 'SIGNIANT FLIGHT CONFIGURATION' section is highlighted with a red box, showing 'API KEY' and 'SERVER' fields, both masked, and 'SAVE', 'DELETE', and 'CANCEL' buttons.

7. Create an ingest profile with “Adobe Media Encoder” Transcoder and AME IP set to “localhost”
8. Associate the storage profile with Signiant Configuration to this ingest profile.

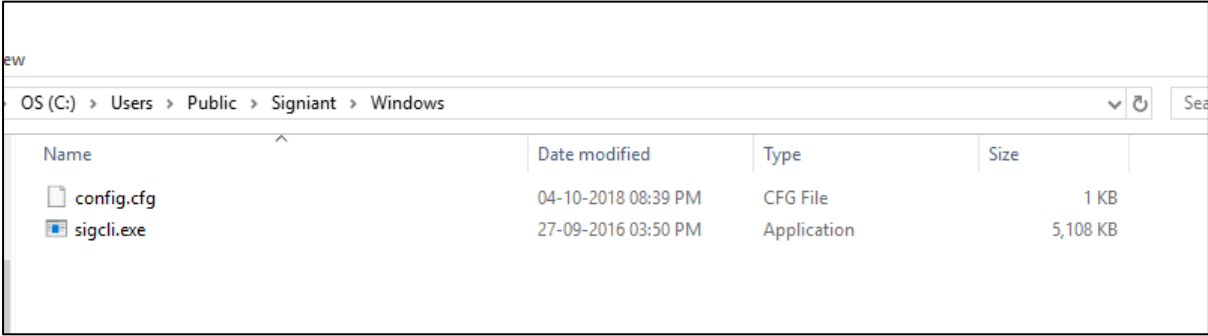
The screenshot shows the 'Ingest Profile' configuration form. The 'Profile Name' is 'Ingest To S3', 'eMAM Ingest Manager' is 'Staging37', 'Asset Folder' is 'eMAMFolders' (highlighted with a red box), 'Xcode Type' is 'ManagedTranscode', and 'Transcode Server' is 'FFMPEG'. The 'User' field is 'admin@empressmam.com', 'Ingest Path' is 'http://localhost:8080/ingest', 'Ingest Login' is 'emam', and 'Ingest Password' is masked. There is an 'Advanced Settings' link and 'SAVE' and 'CANCEL' buttons at the bottom right.

Premiere Pro client machine Configuration

1. Download the Flight CLI from <https://www.signiant.com/products/flight/cli/>
2. Put the *Signiant.exe* file in the following location, based on your machine type:

Windows:

C:\Users\Public\Signiant\Windows



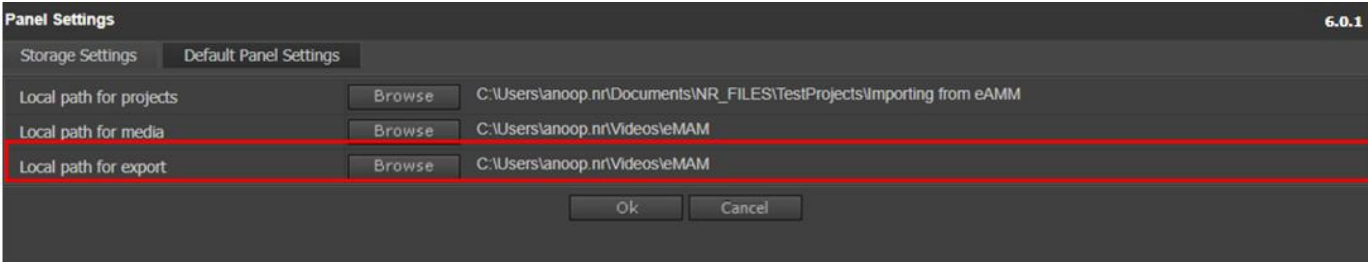
Mac:

[/Users/Shared/Signiant/Mac/](#)

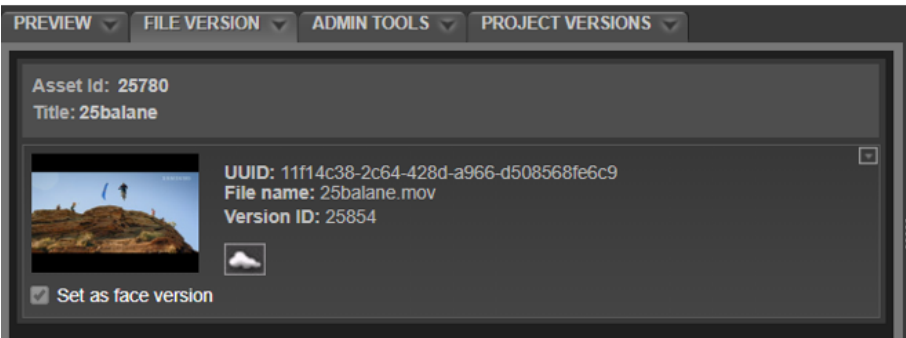
3. In the eMAM Premiere Panel, go to the *Settings* window.
4. Select Transcoding Type as *“Local Transcoding using AME”*.
5. Select the *Sequence Export options* if needed and save it.

Export Workflow

1. During export, the Premiere Panel makes proxy, mezzanine and thumbnails using Media Encoder.
2. Media Encoder creates these files with UUID name.
3. These files are encoded to the *“Local Path for Export”* folder.

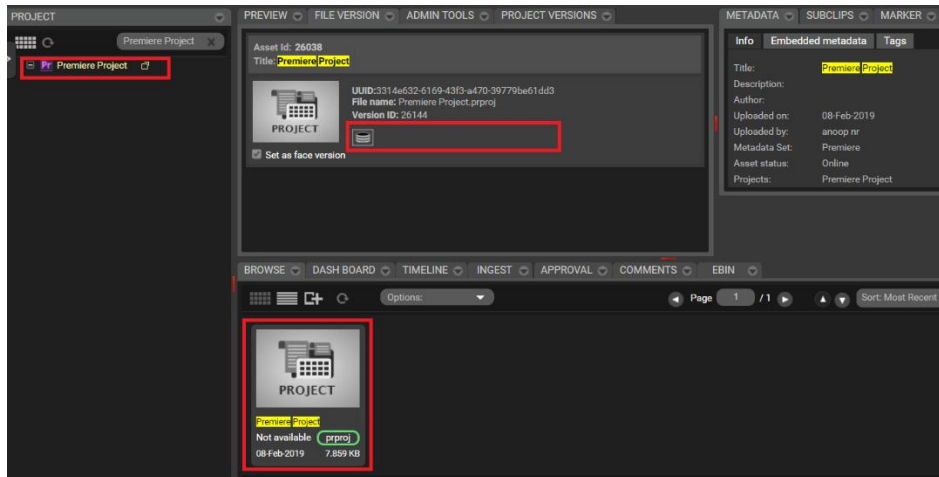


4. Metadata is extracted from the original file.
5. Panel uses *Signiant Flight CLI* to upload the original, proxy, mezzanine and thumbnail to corresponding S3 buckets.
6. After successful export, you can see the assets in the eMAM Director.

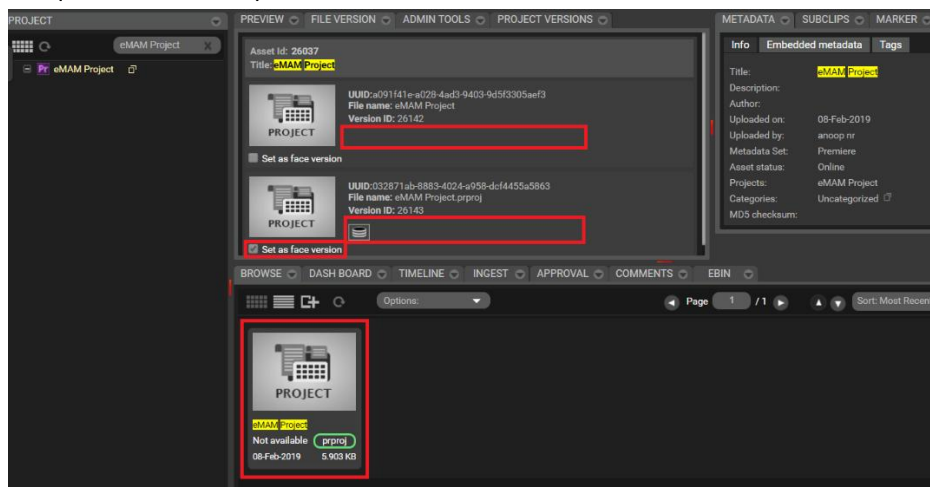


Project Assets

A “Project Asset” is a placeholder for eMAM projects. These placeholders can be linked to the project files associated with the project. “Project Asset” has no link to the assets or sequences of the actual project. It only represents the project and not its components. When a project is created in the eMAM Director interface, a project asset gets created in the Browse widget which is not associated with any physical project file. However, when a project is exported from Adobe Premiere using eMAM panel, the exported the .prproj file gets associated with the Project asset placeholder created in eMAM.

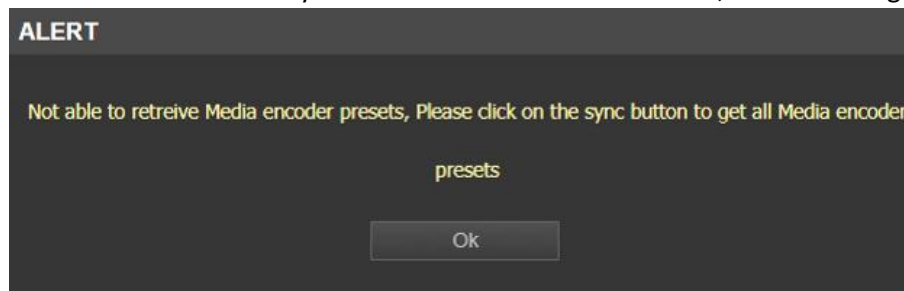


You can view the project details under the Projects Versions widget in the eMAM Director interface. If the same project is imported and exported multiple times, for each export, the .prproj file will get associated with the project asset as a new version(as shown below).

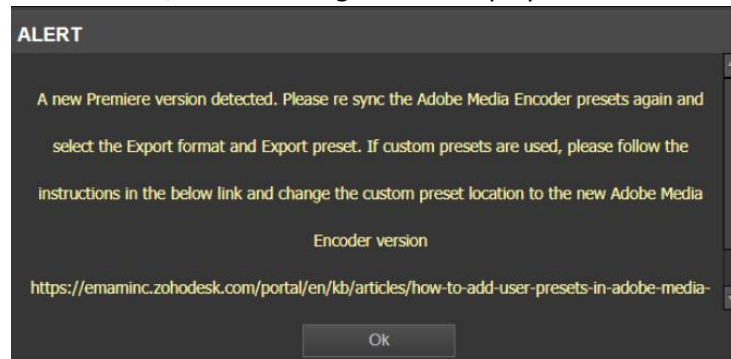


How to sync panel pre-sets with the AME pre-sets

If the pre-sets in the Premiere Panel are not in sync with the Adobe Media Encoder, below message gets displayed.

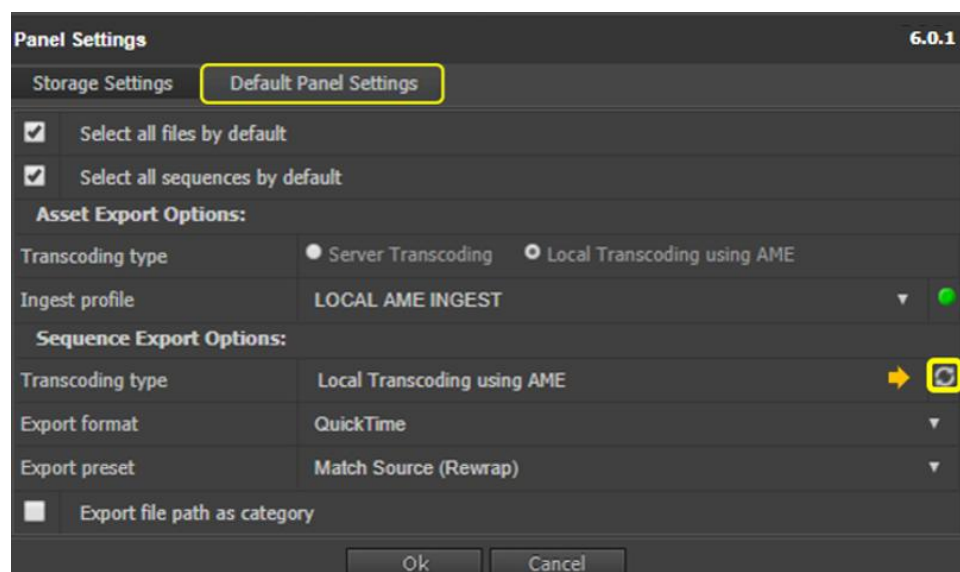


If a new version of Premiere is detected, below message will be displayed.



To sync the Premiere Panel and Adobe Media Encoder pre-sets, follow the instructions mentioned below:

1. Click on the *Settings* button and go to *Default Panel Settings* tab.
2. Click on the *Sync* button under *Sequence Export Options*, adjacent to *Transcoding type* (Local transcoding using AME) to sync the pre-sets. Note: *Make sure you have the updated and matched Adobe Media Encoder and Adobe Premiere Pro versions.*
3. Panel will launch the *Adobe Media Encoder* and get all the default pre-sets. Once the Sync process is complete, you can see all the AME Formats and pre-set in the panel.



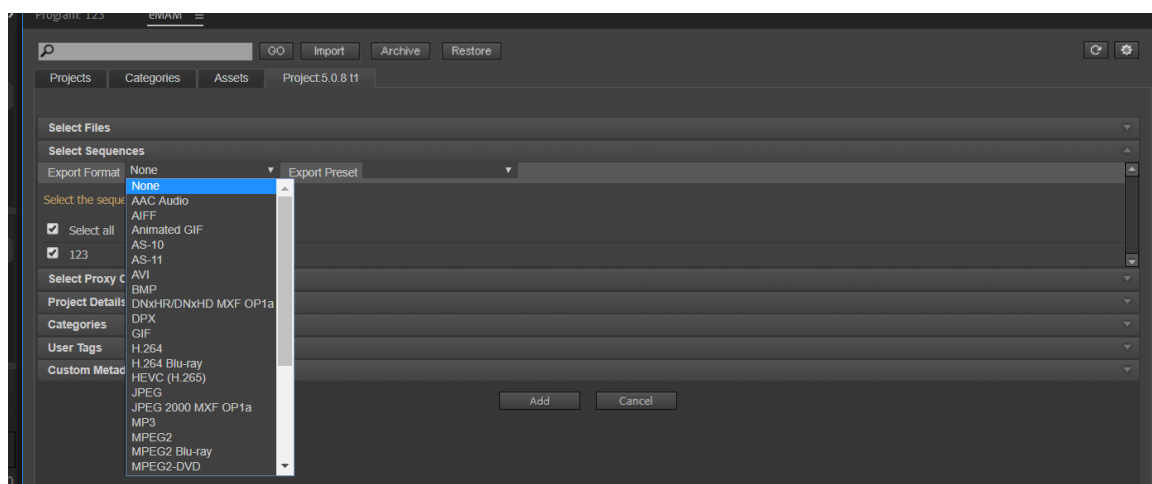
- A JSON file gets created under *C:\Users\Public\emAMPPRO_CONFIG-presetConfig.json*.

```

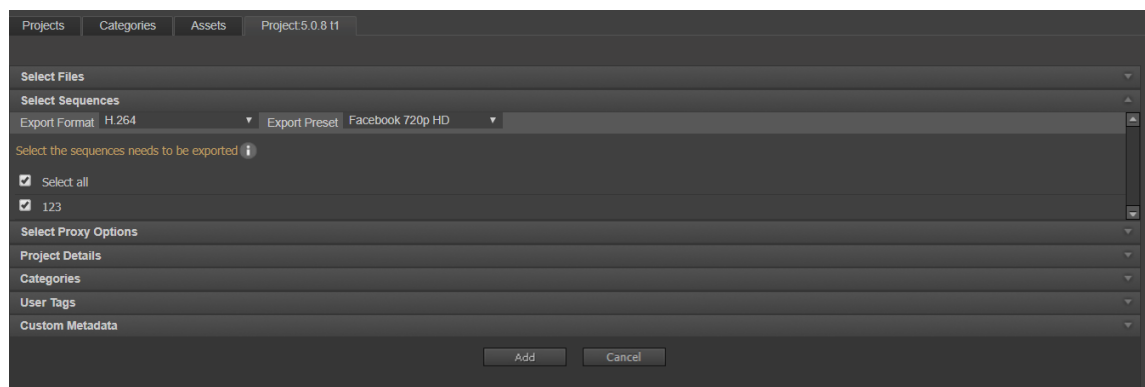
{
  "Format": "AAC Audio",
  "Presets": [
    {
      "PresetId": "d2f3857d-22e3-4401-959c-8c856e2e74b1",
      "Name": "Stereo AAC, 44.1 kHz 128 kbps",
      "Path": "C:/Program Files/Adobe/Media Encoder CC 2019/MediaIO/systempresets/4849434B_41414320/Stereo AAC, 44.1kHz 128kbps.epr"
    },
    {
      "PresetId": "82839e8a-a9f1-45d2-b21d-7011071cd26e",
      "Name": "Stereo AAC, 48 kHz 256 kbps",
      "Path": "C:/Program Files/Adobe/Media Encoder CC 2019/MediaIO/systempresets/4849434B_41414320/Stereo AAC, 48kHz 256kbps.epr"
    }
  ]
},
{
  "Format": "AIFF",
  "Presets": [
    {
      "PresetId": "3119ffd5-e786-4cea-a135-fa5bd9aall14f",
      "Name": "AIFF 48 kHz",
      "Path": "C:/Program Files/Adobe/Media Encoder CC 2019/MediaIO/systempresets/3f3f3f3f_41494666/AIFF 48kHz.epr"
    }
  ]
},
{
  "Format": "Animated GIF",
  "Presets": [
    {
      "PresetId": "b2a365a6-b6b1-4ea4-bc8a-b7c7dde29bd9",
      "Name": "Animated GIF (Match Source)",
      "Path": "C:/Program Files/Adobe/Media Encoder CC 2019/MediaIO/systempresets/47494666_47494666/Animated GIF (Match Source).epr"
    }
  ]
},
{
  "Format": "AS-10",
  "Presets": [
    {
      "PresetId": "d045aacd-3153-4871-9ba7-41aa204bc8ca",
      "Name": "AS-10 CANAL Shim Specification 50i",
      "Path": "C:/Program Files/Adobe/Media Encoder CC 2019/MediaIO/systempresets/41533130_4D583130/AS-10 CANAL Shim Specification 50i.epr"
    }
  ]
}

```

- Once that is completed, either we can select a preset for encoding the sequences or keep it as *None* and save it.
- If we choose *None*, when we export a project with sequence next time, users have the option to choose from any AME format during export.

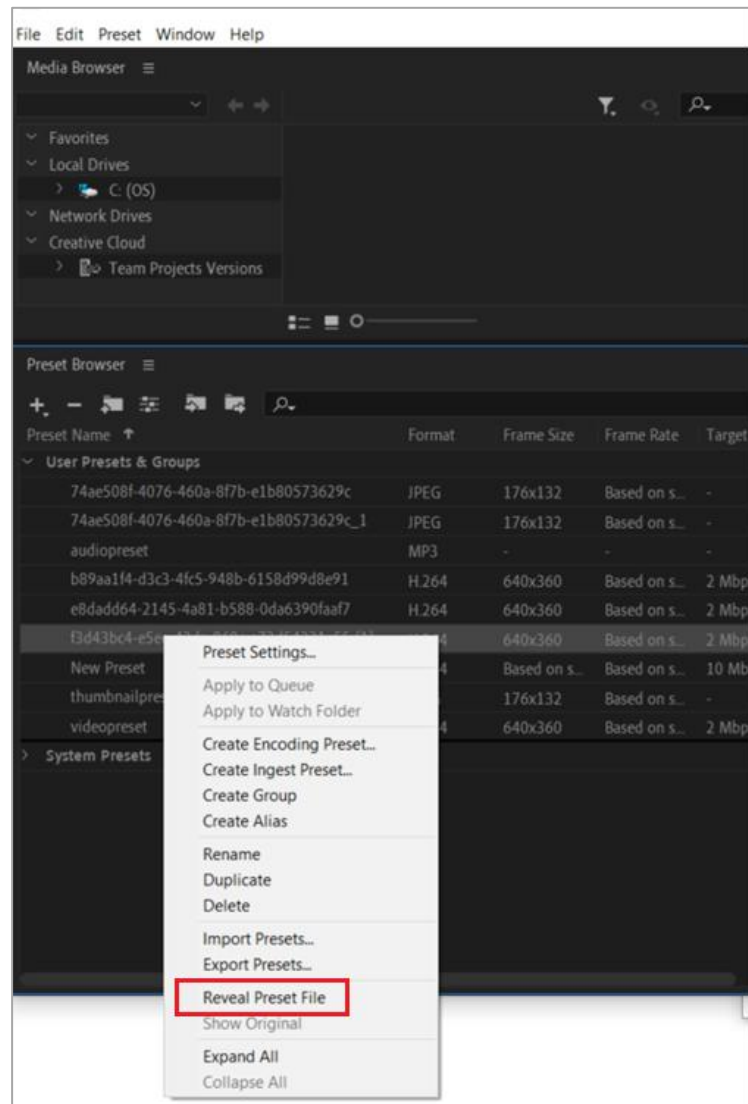


- When a user selects and sets an *AME format and the preset* in the *Settings window*, it will automatically get selected for all the subsequent sequence exports to create the high-res copy.



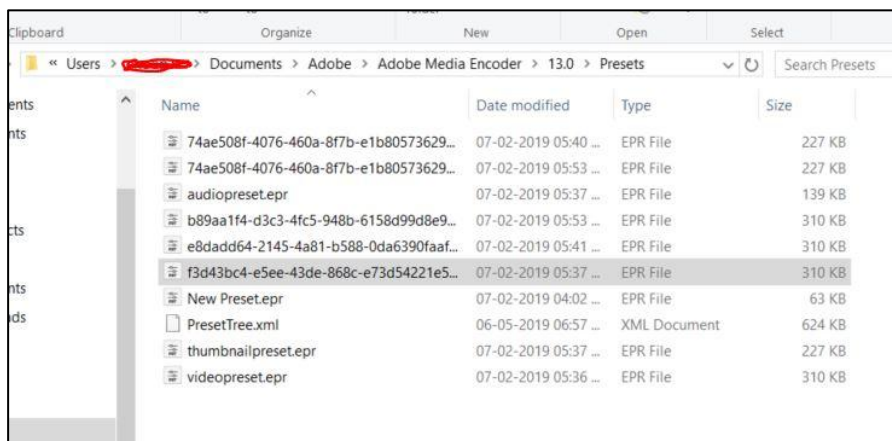
How to use custom presets created in the AME

1. Launch *Adobe Media Encoder* and get the custom preset folder path by using the *Preset Browser* tab.
2. Right click on any of the **User Presets** and click **Reveal Preset File**.



3. Copy full path of the folder containing the preset files

"C:\Users\name\Documents\Adobe\Adobe Media Encoder\13.0\Presets"



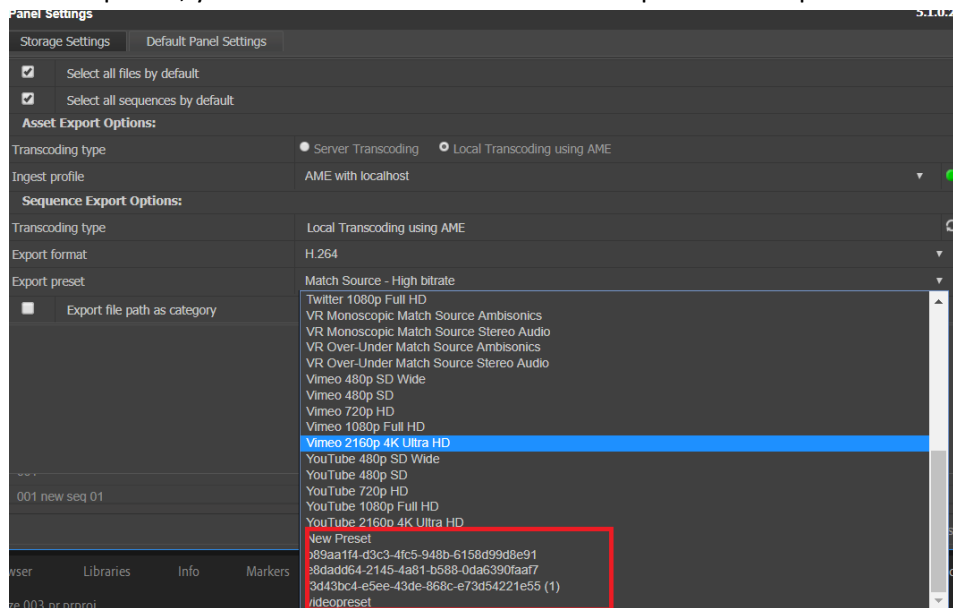
4. Go to the "C:\Users\Public\eMAMPPRO_CONFIG"
5. Open *eMAMConfig.json* in a text editor.
6. Find "presetPath" object
7. Add the new path object with forward slash path, after the existing system preset path object

```
, {"path": "C:/Users/anoop.nr/Documents/Adobe/Adobe Media Encoder/13.0/Presets"}
```

8. Final "presetPath" will look like the following:

```
"presetPath": [{
  "path": "C:/Program Files/Adobe/Adobe Media Encoder CC 2021/MediaIO/systempresets"
}, {
  "path": "C:/Users/anoop.nr/Documents/Adobe/Adobe Media Encoder/13.0/Presets"
}],
```

9. Save the *eMAMConfig.json* file.
10. Launch Adobe Premiere Pro and open the eMAM panel. Click on the *Settings* button.
11. Under *Default Panel Settings* tab, click on the **Sync** button adjacent to *Sync Adobe Media Encoder presets* under *Sequence Export Options*.
12. After the sync is completed, select any of the export format which have a custom preset.
13. The custom preset will be listed along the system presets in the Export Preset drop-down list.
14. Once the Sync is completed, you can see all the AME Formats and preset in the panel.



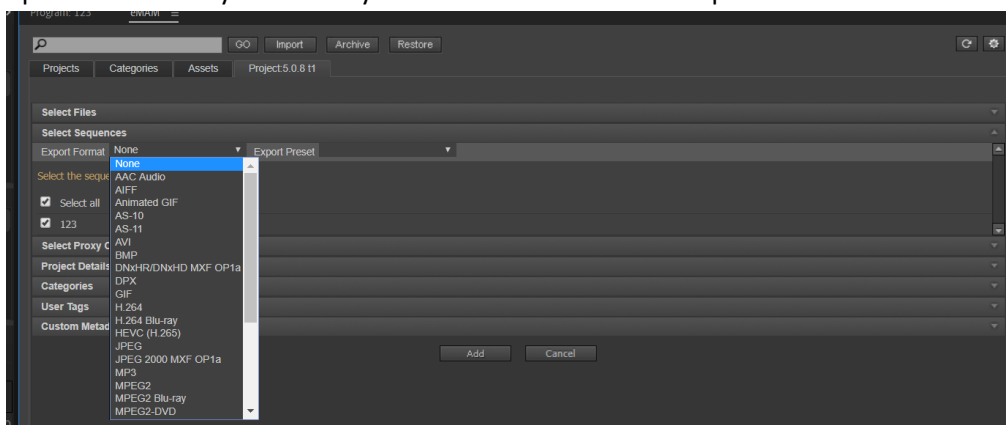
15. You can also see a new JSON file in C:\Users\Public\eMAMPPRO_CONFIG-presetConfig.json.

```
{
  "Format": "AAC Audio",
  "Presets": [
    {
      "PresetId": "d2f3857d-22e3-4401-959c-8c856e2a74b1",
      "Name": "Stereo AAC, 44.1 kHz 128 kbps",
      "Path": "C:/Program Files/Adobe/Media Encoder CC 2019/MediaIO/systempresets/4E49434B_41414320/Stereo AAC, 44.1kHz 128kbps.epr"
    },
    {
      "PresetId": "92839e9a-a9f1-45d2-b21d-7811071cd26e",
      "Name": "Stereo AAC, 48 kHz 256 kbps",
      "Path": "C:/Program Files/Adobe/Media Encoder CC 2019/MediaIO/systempresets/4E49434B_41414320/Stereo AAC, 48kHz 256kbps.epr"
    }
  ]
},
{
  "Format": "AIFF",
  "Presets": [
    {
      "PresetId": "3119ffd5-e786-4cea-a135-fa5bd9aall14f",
      "Name": "AIFF 48 kHz",
      "Path": "C:/Program Files/Adobe/Media Encoder CC 2019/MediaIO/systempresets/3F3F3F3F_41494666/AIFF 48kHz.epr"
    }
  ]
},
{
  "Format": "Animated GIF",
  "Presets": [
    {
      "PresetId": "b2a3f5af-b6b1-4ea4-bc9a-b7c7dde29bd9",
      "Name": "Animated GIF (Match Source)",
      "Path": "C:/Program Files/Adobe/Media Encoder CC 2019/MediaIO/systempresets/47494666_47494666/Animated GIF (Match Source).epr"
    }
  ]
},
{
  "Format": "AS-10",
  "Presets": [
    {
      "PresetId": "d045aacd-3153-4871-9ba7-41aa204bc8ca",
      "Name": "AS-10 CANAL Shim Specification 501",
      "Path": "C:/Program Files/Adobe/Media Encoder CC 2019/MediaIO/systempresets/41533130_40583130/AS-10 CANAL Shim Specification 501.epr"
    }
  ]
}
}
```

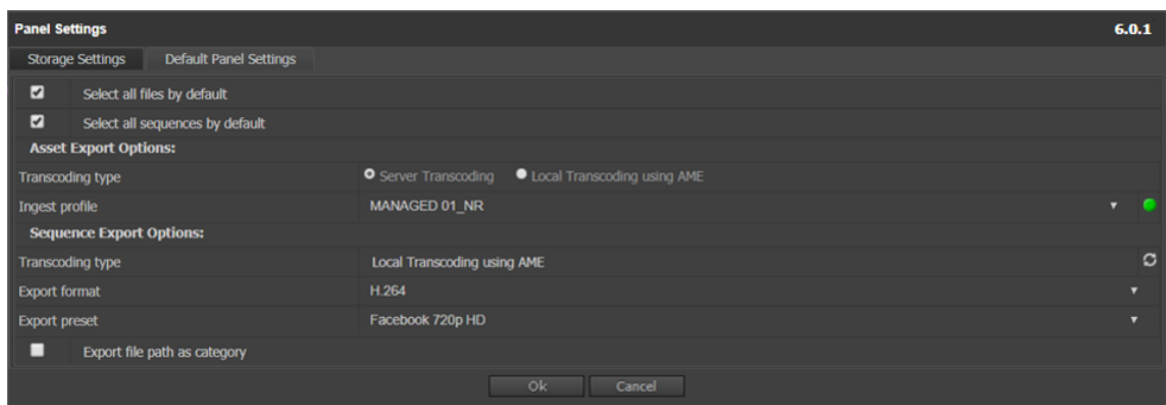
For more details refer: <https://emaminc.zohodesk.com/portal/en/kb/articles/how-to-add-user-presets-in-adobe-media-encoder-ame>

16. Once it is completed, either you can select a preset for encoding the sequences or keep it as *None* and save it.

- If you choose **None** as export format, next time you export a project with sequence, you will have option to manually choose any of the AME format in the export window.



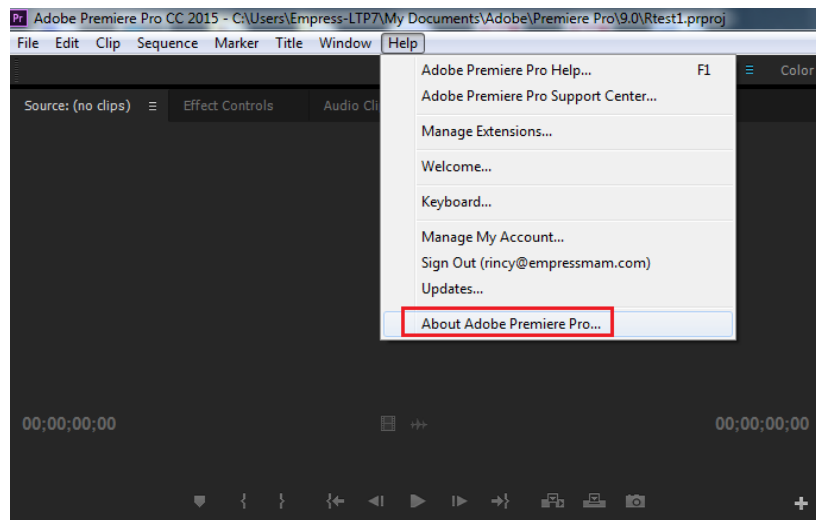
- On the other hand, if you save any specific AME export format for sequences in the *Settings* window, all the subsequent sequence exports will be based on that saved export format.



Adobe Premiere Pro version

To know about your installed Adobe Premiere Pro CC version details:

- I. Click on **Help** button from the top menu and then click on **About Adobe Premiere Pro**.



Help menu window

- II. A new window will pop up with all the details about the **Adobe Premiere Pro** version installed on your machine. In the bottom, left hand side of the window, you can see the version & build details.



Adobe Premiere Pro version details window

Get Help

For any more information or assistance, please contact eMAM Support at support@emamsolutions.com