CyRes •))) Post Audio

This document will serve as a "How-To" regarding the Cyber Resonance services for postproduction audio including workflows, scheduling, file transfer and file delivery.

For all non-scheduling related business matters please reach out to wrl@cyberresonance.com (Wayne Lappi – 310.621.6281)

# Scheduling

Sessions are scheduled via email. Send your email to <u>postaudio@cyberresonance.com</u> A response can be expected within 24 hours. If you have an emergency and need a faster turnaround time, please call 321.246.6307 and we will do our best to accommodate.

Required Email fields

- 1. Project Name
- 2. Duration of video (include cutdowns or re-versioning)
- 3. Date(s)
- 4. Estimated hours needed (2 hour minimum)

If you are uncertain of approximately how many hours the project may take, please call 321.246.6307. You will only be charged for the number of hours we spend on the audio regardless of how many hours listed in the email. If more hours are needed to finish the audio than was estimated, we will do our best to accommodate you that same day.

#### **Optional Email fields**

- General Mix Notes: the overall vision of the audio and project overall. Be as descriptive as possible. The more information the better.
- Spotting Notes: includes any specific sound effects, NAT sounds or ambiences to add with approximate time code(s).

# File Transfer

The CyRes facility has a fiber connection – with 1Gb up/down speeds, so receiving or sending files is ultra-fast.

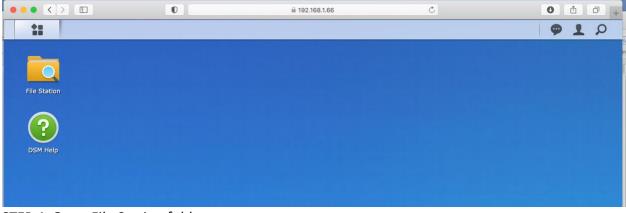
### Recommended: CyRes Network Attached Storage

Files may be uploaded/downloaded using our Synology 14TB (TLS/SSL encryption) NAS. STEP 1. Email <u>postaudio@cyberresonance.com</u> to receive the username & password. STEP 2. Type in the following URL in your web browser <u>http://quickconnect.to/CRCFL01</u>



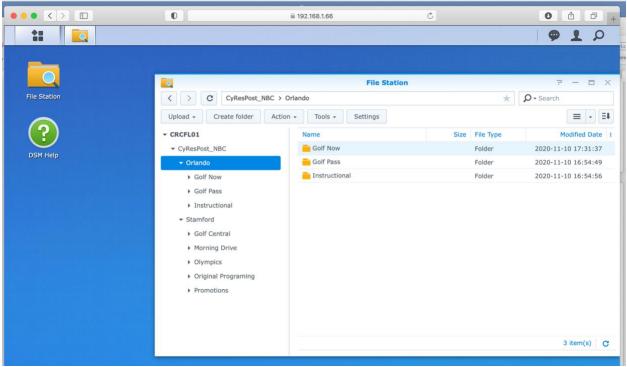
STEP 3. Enter your username/password and click "Sign In"

#### Once logged in the following screen will appear

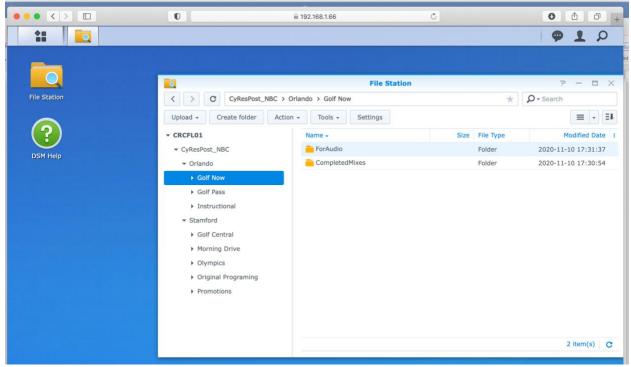


#### STEP 4. Open File Station folder

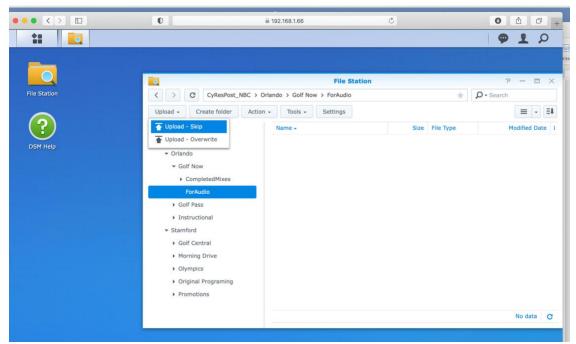




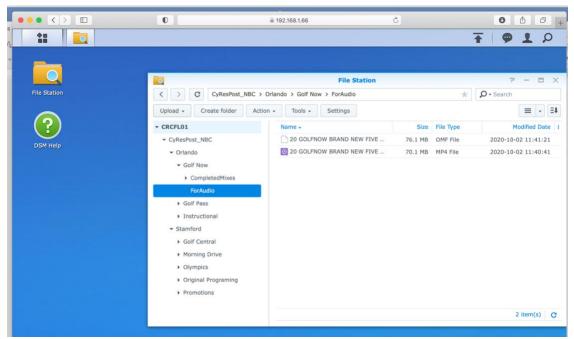
STEP 5. Navigate to your company's folder.



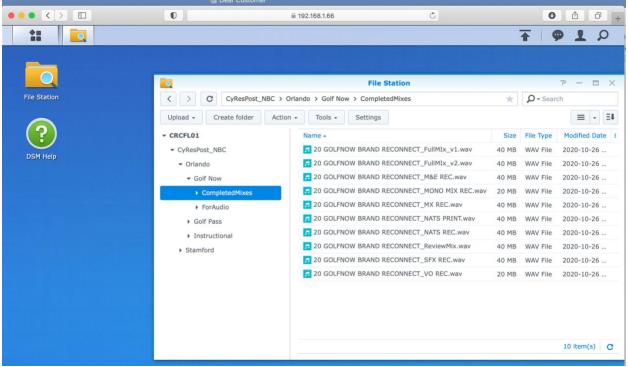
STEP 6. Open the folder named "ForAudio"



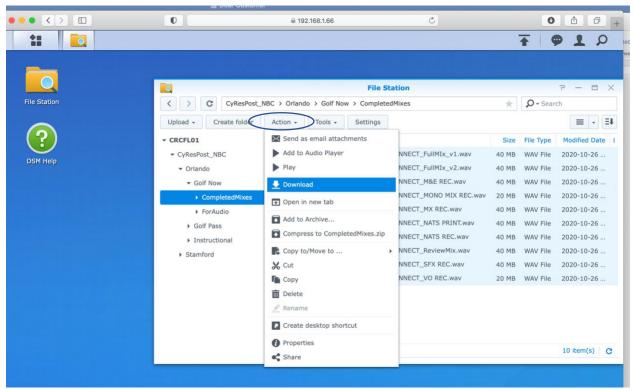
STEP 7. Click "Upload" and select the files to upload (can also drag and drop)



Files will populate once upload is complete



STEP 8. Open the folder "CompletedMixes" and select the files to download



STEP 9. Click the Action button and choose the Download option.

<u>Alternatives</u>: commercial file sharing platforms SENDING AUDIO to Cyber Resonance CyRes accepts most file sharing platforms including We Transfer, Microsoft One Drive, Drop-Box, and High Tail. RECEIVING AUDIO from Cyber Resonance CyRes can send completed audio back to you via We Transfer.

## **Outputting materials for audio**

Cyber Resonance utilizes Avid Pro-Tools for audio post. Since we can't open audio and video sessions with each other's software (yet), there's a couple file formats used to transfer audio between programs: OMF and AAF. The file extensions are OMF or AAF

IMPORTANT- before you export your AAF/OMF please read OMF/AAF Prep & creation section below.

**Adobe Premiere** supports OMF and AAF files. If you are using OMF files, they have a 2-gigabyte size limitation. Therefore, its important to follow these settings when exporting your OMF.

OMF Export Settings							
OMF Title:	21 TCMS Launch_S	TEREO EDIT MOD	E 8 TR	$\subset$	ОК	$\supset$	
Sample Rate:	48000		~	$\subset$	Cancel	$\supset$	
Bits per Sample:	24		~				
Files:	Embed Audio		~				
Format:							
Render:	Trim Audio Files		~				
		Handle Frames:	150				
	✔ Include Pan						

Screen shot (Adobe Premiere OMF Export Settings Screen)

**Avid Media Composer** utilizes AAF files. AAF files do not have a size limitation. But its important to follow these settings when exporting your AAF.

Export Settings - Untitled						
Export As: AAF 🔻	✓ Use Marks ✓ Use Selected Tracks					
AAF Edit Protocol	Include Inactive Audio Tracks					
Pro Tools 10/12 compatibility	🖉 Enable Mask Margins					
Include All Video / Data Tracks in Sequence						
📝 Include Audio Tracks in Sequence	All Tracks 🔻					
Audio Details						
Export Method: Consolidate Media 💌						
Handle Length: 150 Frames						
📝 Include Rendered Audio Effects 🛛 📝 Render All Audio Effects						
Flatten Audio Tracks that Contain Effects						
Remove Track Effects						
Add Audio Mixdown to: Stereo						
Include Master Fader in Mixdown						
Convert Audio Sample Rate to:	Project T					
Convert Audio Bit Depth to:	Project *					
Convert Audio File Format to:	Project					
Media Destinations:	1					
Data:						
Audio: Embedded in AAF						
Save As	Save Cancel					

Screen shot (Media Composer AAF Export Settings Screen)

#### Creating Reference Video

Supported Codecs QuickTime (MOV/MP4/M4V Import/Playback)

- DNxHR
- DNxHD
- Apple ProRes 422 (including HQ, LT, Proxy)
- H.264 (c,e) (CFR only)

#### Frame Rates

The Avid Video Engine is capable of playing the following frame rates:

- 23.976
- 24
- 25
- 29.97
- 30

#### Raster Sizes.

For the best performance, we recommend the raster sizes listed below.

- 720x486 (NTSC)
- 720x576 (PAL)
- 960x720 (HD TR)
- 1280x720 (HD)
- 1280x1080 (HD TR)
- 1440x1080 (HD TR)
- 1920x1080 (HD)
- 2048x1152 (2k)
- 2048x1536 (2k)
- 1998x1080 (2k DCI Flat)
- 2048x1080 (2k DCI Full)
- 2048x858 (2k DCI Scope)
- 2048x1556 (2k Full Aperture)
- 3840x2160 (UHD)
- 3996x2160 (4k DCI Flat)
- 4096x2160 (4k DCI Full)
- 4096x1716 (4k DCI Scope)
- 4096x3112 (4k Full Aperture)



# OMF/AAF Prep & creation Best Practices checklist (VERY IMPORTANT!!!!)

#### 1. Organize your timeline

Tracks in your timeline should be organized logically by type and channel format. For example, Track 1/VO Track 2-5/Dialogue (SOTS) Tracks 6-9/ Music Tracks 11-14/NAT SOUND (B-Roll) etc... Tracks 15-20/ SFX

- 2. Include all MICS
- Include LAVS and Boom mics from the production sound.
- Dialogue clips should contain the room tone and ambience from the production sound even if they are noisy.
- Don't include duplicated mics

#### 3. <u>Remove Audio processing and effects</u>

Remove all real time audio plugins and or rendered audio effects before exporting. Including Equalization, noise reduction, compression, normalization.

4. <u>Do not mixdown or consolidate audio</u> This will destroy the handles and make editing impossible for the post audio mixer.

# **Remote Screen Sharing - Collaboration**

CyRes offers screen sharing via Zoom or Microsoft Teams and talkback via cell phoine/land line.

Benefits-

- Producer can see what the audio engineers sees including Pro Tools screen and video playback.
- Changes to the mix can be made in real time (as if producer were in the room) Expectations-
  - Your speaker playback system will be different than ours.
  - Zoom can be set up to play Pro Tools directly through the sound card with no microphone or processing and is the most transparent.