

Premiere AAF Export plug-in

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The Premiere AAF export plug-in exports a Premiere Pro (v7.0) project to an AAF file. It has been tested on Avid Xpress DV 3.5.4 for Windows.

AAF version specification: V1.0.1 (2002-11-10)

<http://aafassociation.org/html/specs/aafspec-v1.0.1-draft-021110.pdf>

To install the plug-in (if the latest version is not installed by Premiere Pro):

Copy the AAF plug-in (the entire AAF folder) to the Adobe\Premiere Pro\Plugin-ins folder.

To export a Premiere project as an AAF file:

1. Open the Premiere project.
2. With the Project window active, choose Project > Export Project as AAF, and then specify the location and name for the AAF file.

Supported Effects and Transitions

Video transitions:

- Dissolve / Cross Dissolve
- Iris (Iris Cross, Iris Diamond, Iris Round, Iris Shapes, Iris Square)
- Page Peel / Page Turn
- Slide / Push
- Slide / Slide
- Stretch / Stretch
- Wipe (Band Wipe, Barn Doors, Clock Wipe, Inset, Wipe, Zig-Zag Blocks)
- Zoom / Zoom
- Zoom / Zoom Boxes

Video effects: Ignored

Audio transitions: Ignored

Audio effects: Ignored

In summary, the AAF export plug-in translates the above video transitions from Premiere to (Avid Xpress DV) AAF. Other effects and transitions are ignored.

Important Note: For the Premiere project to be converted to AAF file and imported correctly by Avid Xpress DV (XDV):

1. A Transition object shall only appear in a Track between two Segment objects. The length of each of these Segments shall be greater than or equal to the length of the Transition.
2. If a Segment object has a Transition before it and after it, the sum of the lengths of the surrounding Transitions shall be less than or equal to the length of the Segment that they surround.

Violations of the above two requirements (stated in AAF specification) might lead to incorrect import or exception in XDV.

Empty tracks

Ignored.

Clip Speed info

Ignored.

Nested Sequences

The AAF export plug-in builds the master sequence from the nested sequences recursively directly (because Avid Xpress DV do not support linking to the nested sequences). Thus, in the AAF file, there's no linking between the master sequence and the nested sequences. Markers in the nested sequence will not be converted.

The nested sequence is handled in a similar way as in XDV when dragging one sequence into the other. The relative positions within the nested sequence generally do not change (unless conflicting with original master sequence segments). If there are segments in the master sequence that are overlapped with those of the nested sequence, they will be placed before or after the nested sequence segments depending on the start position. If their start positions are before those of the nested sequence segments, they will be placed before the nested sequence segments.

Titles

Not supported. Titles will appear as offline media ("Media Offline") in Avid Xpress DV.

Imported Graphics

Supported.

Audio

Cuts-only audio is supported. Pan and gain information are not translated. Mono and stereo audio are supported, 5.1 audio is not supported. For stereo audio, the audio channels are separated into two tracks in the Avid Xpress DV sequence.

Batch Capture/Re-digitize media

This is supported by keeping the tape name in the AAF file.

Other Premiere project issues:

When importing the converted AAF file into Avid Xpress DV, the media files cannot be automatically relinked. You have to Batch Import the media files using Offline Files. This is because Avid Xpress DV accepts only MOB-IDs it generates. If Avid Xpress DV has never seen the MOB-IDs before, the media won't relink automatically.

Avid Xpress DV does not use grouped clips, so clips grouped in the Premiere project will not stay grouped in Avid Xpress DV.

Bars and Tone, Black Video, Color Matte, and Universal Counting Leader items that can be added to a project (e.g., File > New > [item]; or right-click New Item > [item]) will appear as offline media (“Media Offline”) in Avid Xpress DV.

Bins in a project are not converted to separate bins in Avid Xpress DV. All sequences/media from all bins are added to the current bin the AAF file is being imported into in Avid Xpress DV.

Clip and sequence markers (except the Sequence In/Out markers) are converted to locators (markers) in Avid Xpress DV. The sequence markers are placed in the Timecode track in Avid Xpress DV. The Chapter, URL, and Frame Target fields are not converted because there are no equivalents in Avid Xpress DV. Sequence In/Out markers are not converted.

Important Note: The AAF plug-in ignores markers located beyond the end of the sequence or clip to prevent Avid Xpress DV from generating an exception error.

The current time position (MZ.EditLine property in the Sequence element of the project file) in Premiere is converted to the equivalent position (position indicator location) in Avid Xpress DV.

Note: If the current time position is placed beyond the end of a sequence in the Premiere project, after the exported AAF is imported by Avid Xpress DV, the current time position is placed at the end of a sequence instead of at the actual position.

Detailed mapping for converted video transitions:

Direction	Premiere Direction Number
SW	64
SE	32
S	4
W	8
E	2
NW	128
NE	16
N	1

Premiere	Avid Xpress DV
Cross Dissolve	Blend / Dissolve

Premiere Wipe/Wipe	Avid Xpress DV
if Direction = W; default -->	Edge Wipe / Horizontal
if Direction = SW -->	Edge Wipe / Lower Left Diagonal
if Direction = SE -->	Edge Wipe / Lower Right Diagonal
if Direction = NW -->	Edge Wipe / Upper Left Diagonal

if Direction = NE -->	Edge / Upper Right Diagonal
if Direction = N -->	Edge Wipe / Vertical
if Direction = E -->	Edge Wipe / Horizontal with Reverse Set
if Direction = S -->	Edge Wipe / Vertical with Reverse Set

Important Note:

Although the AAF plug-in supports the “Reverse” option, because Reverse does not work for Edge Wipe / Horizontal and Edge Wipe / Vertical in Avid Xpress DV’s AAF import, four of the Premiere Wipe/Wipe transitions will be seen coming in an opposite direction when imported by XDV 3.5.4. These four wipes are: Direction=W with Reverse set, Direction = N with Reverse set, Direction = E, and Direction = S.

Premiere Wipe/Barn Doors	Avid Xpress DV
if Direction = N or S -->	Edge Wipe / Vert Open
if Direction = W or E; default -->	Edge Wipe / Horz Open

Premiere Wipe/Clock Wipe	Avid Xpress DV
if Direction = N; default -->	Shape Wipe / Clock

Premiere Wipe/Inset	Avid Xpress DV
if Direction = SW -->	Box Wipe / Bottom Left to Top Right
if Direction = SE -->	Box Wipe / Bottom Right to Top Left
if Direction = NW; default -->	Box Wipe / Top Left to Bottom Right
if Direction = NE -->	Box Wipe / Top Right to Bottom Left

Premiere Wipe/Band Wipe	Avid Xpress DV
if Direction = West to East -->	Shape Wipe / Horizontal Bands with Reverse set

Note: Only Horizontal Band Wipe is converted. The conversion needs to add an additional requirement: Number of bands = 6. Currently, all “Horizontal Band Wipe” are converted to “Shape Wipe / Horizontal Bands” regardless of the custom setting.

Premiere Wipe/Zig-Zag Blocks	Avid Xpress DV
Wipe/Zig-Zag Blocks	Matrix Wipe / Zig Zag

Note: Wipe/Zig-Zag Blocks: The conversion needs to add an additional requirement: Horizontal == 8, Vertical == 6. Currently all “Wipe/Zig-Zag Blocks” are converted to “Matrix Wipe / Zig Zag” regardless of the custom setting.

Premiere Slide / Push	Avid Xpress DV
if Direction = S -->	Push / Bottom to Top
if Direction = W; default -->	Push / Left to Right
if Direction = E -->	Push / Right to Left
if Direction = N -->	Push / Top to Bottom

Premiere Slide / Slide	Avid Xpress DV
if Direction = SW -->	Conceal / Bottom Left to Top Right
if Direction = SE -->	Conceal / Bottom Right to Top Left
if Direction = S -->	Conceal / Bottom to Top (ConcealUp)
if Direction = W; default -->	Conceal / Left to Right
if Direction = E -->	Conceal / Right to Left
if Direction = NW -->	Conceal / Top Left to Bottom Right
if Direction = NE -->	Conceal / Top Right to Bottom Left
if Direction = N -->	Conceal / Top to Bottom (ConcealDown)

Premiere Page Peel / Page Turn	Avid Xpress DV
if Direction = SW -->	Peel / Bottom Left Corner
if Direction = SE -->	Peel / Bottom Right Corner
if Direction = NW; default -->	Peel / Top Left Corner
if Direction = NE -->	Peel / Top Right Corner

Premiere Stretch / Stretch	Avid Xpress DV
if Direction = NW; default -->	Squeeze / Top Left
if Direction = NE -->	Squeeze / Top Right
if Direction = SW -->	Squeeze / Bottom Left
if Direction = SE -->	Squeeze / Bottom Right
if Direction = S -->	Squeeze / Bottom to Top
if Direction = W -->	Squeeze / Left to Right
if Direction = E -->	Squeeze / Right to Left
if Direction = N -->	Squeeze / Top to Bottom

Premiere Iris / Iris Cross	Avid Xpress DV
if Reverse = true -->	Shape Wipe / 4 Corners
Note: if Reverse = false, Iris Cross is ignored.	

Premiere	Avid Xpress DV
Iris / Iris Diamond	Shape Wipe / Diamond
Iris / Iris Round	Shape Wipe / Circle
Iris / Iris Square	Shape Wipe / Center Box

Note:
The Iris Diamond, Iris Round, and Iris Square are equivalent to the above Avid Xpress DV wipes only if the start position is set at the center.

Premiere Iris / Iris Shapes	Avid Xpress DV
Shape Type = Rectangle -->	Shape Wipe / Center Box
Shape Type = Oval -->	Shape Wipe / Ellipse
Shape Type = Diamond -->	Shape Wipe / Diamond

Note:

The above Premiere Iris / Iris Shapes are equivalent to Avid Xpress DV Shape Wipes only if Wide = 1, High = 1. However, the AAF plug-in converts the Premiere Iris / Iris Shapes to the Avid Xpress DV Shape Wipes regardless of the “Wide” and “High” parameters.

Premiere	Avid Xpress DV
Zoom / Zoom	Squeeze / Centered Zoom
Zoom / Zoom Boxes	Squeeze / Centered Zoom

Note:

The above Premiere Zoom / Zoom is equivalent to Avid Xpress DV Squeeze / Centered Zoom only if the start position is set at the center. However, the AAF plug-in converts the Premiere Zoom / Zoom to the Avid Xpress DV Squeeze / Centered Zoom regardless of the start position.

The above Premiere Zoom / Zoom Boxes is equivalent to Avid Xpress DV Squeeze / Centered Zoom only if Wide = 1, High = 1. However, the AAF plug-in converts the Premiere Zoom / Zoom Boxes to the Avid Xpress DV Squeeze / Centered Zoom regardless of the “Wide” and “High” parameters.

The reverse parameter does not work properly for the Zoom/Zoom and Zoom/Zoom Boxes conversions because of a problem with Avid Xpress DV 3.5.4.

Translated transition Parameters:

<u>Premiere</u>	<u>Avid Xpress DV</u>
Wipe type (if it's SMPTE)	SMPTEWipeNumber
Transition StartPercent/EndPercent	Level
Reverse	Reverse
BorderWidth	AvidBorderWidth
StartPosition.x, EndPosition.x	AvidXPos
StartPosition.y, EndPosition.y	AvidYPos
AntiAliasQuality	AvidBorderSoft

For other parameters that have no mapping from Premiere to Avid Xpress DV, the default values for Avid Xpress DV (XDV) are used.

Note:

1. Border will appear only on the leading edge in XDV.
2. Reverse option does not work for some transitions (please see the following note for details).
3. Border Width is rounded up or rounded down to the closest integer in the conversion to AAF/XDV (e.g., BorderWidth of 4.5 will be converted to 5, BorderWidth of 4.2 will be converted to 4, BorderWidth of 4.8 will be converted to 5.)

4. AntiAliasQuality (Off, Low, Medium and High) will be converted to AvidBorderSoft (0, 21, 42, 63), respectively. **Note:** The “width” of the antialiased edge might appear different between Premiere and XDV.

Important Note for transitions:

Although the AAF plug-in supports the “Reverse” option, because “Reverse Animation” does not work for some transitions in Avid Xpress DV’s AAF importer, these transitions will be seen coming in an opposite direction when imported by XDV 3.5.4.

So far, we have found the following transitions have this issue of “Reverse” not working in the Avid Xpress DV’s AAF importer:

Premiere	Avid Xpress DV
Wipe / Wipe (Right to Left)	Edge Wipe / Horizontal (Reverse)
Wipe / Wipe (Bottom to Top)	Edge Wipe / Vertical (Reverse)
Wipe/Clock Wipe (Direction=N with Reverse)	Shape Wipe / Clock (Reverse)
Slide/Slide (Direction=S with Reverse)	Conceal / Bottom to Top (Reverse)
Page Peel/Page Turn(Direction=NW with Reverse)	Peel / Top Left Corner (Reverse)
Iris/Iris Square (Reverse)	Box Wipe / Top Left to Bottom Right (Reverse)
Dissolve/Cross Dissolve (Reverse)	Blend / Dissolve (Reverse)

The left column of the two above columns represents the transitions in Premiere that would be seen in an opposite direction when converted to AAF and imported by Avid Xpress DV. The right column of the two above columns represents the transitions that don’t work when the “Reverse Animation” button is set. To check, create a project in Avid Xpress DV with the above transitions in the right column, check the “Reverse Animation” box, save as AAF file, then import the AAF file back into Avid Xpress DV, and you will see the directions of these transitions are wrong.