

Export Formats

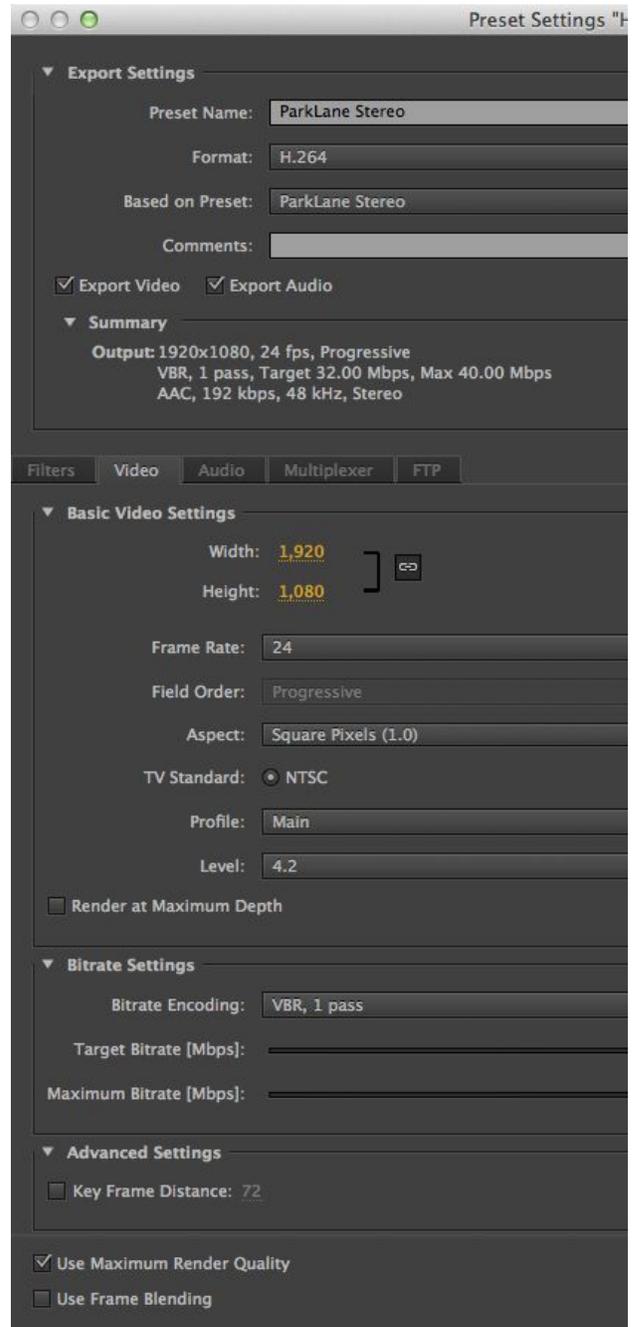
H.264 for stereo.

This will create a single file which can be loaded onto the PS3. Your hard drive must be a FAT32 drive for the PS3 to recognize it. a USB thumb drive (there is one available in the tech office, if you don't own one)

Use the "Parklane Stereo" preset in Media Encoder, or manually use the settings in the image:

The Preset file may be found on **Zoetrope** in the **!Department Documents / Media Encoder Presets** folder.

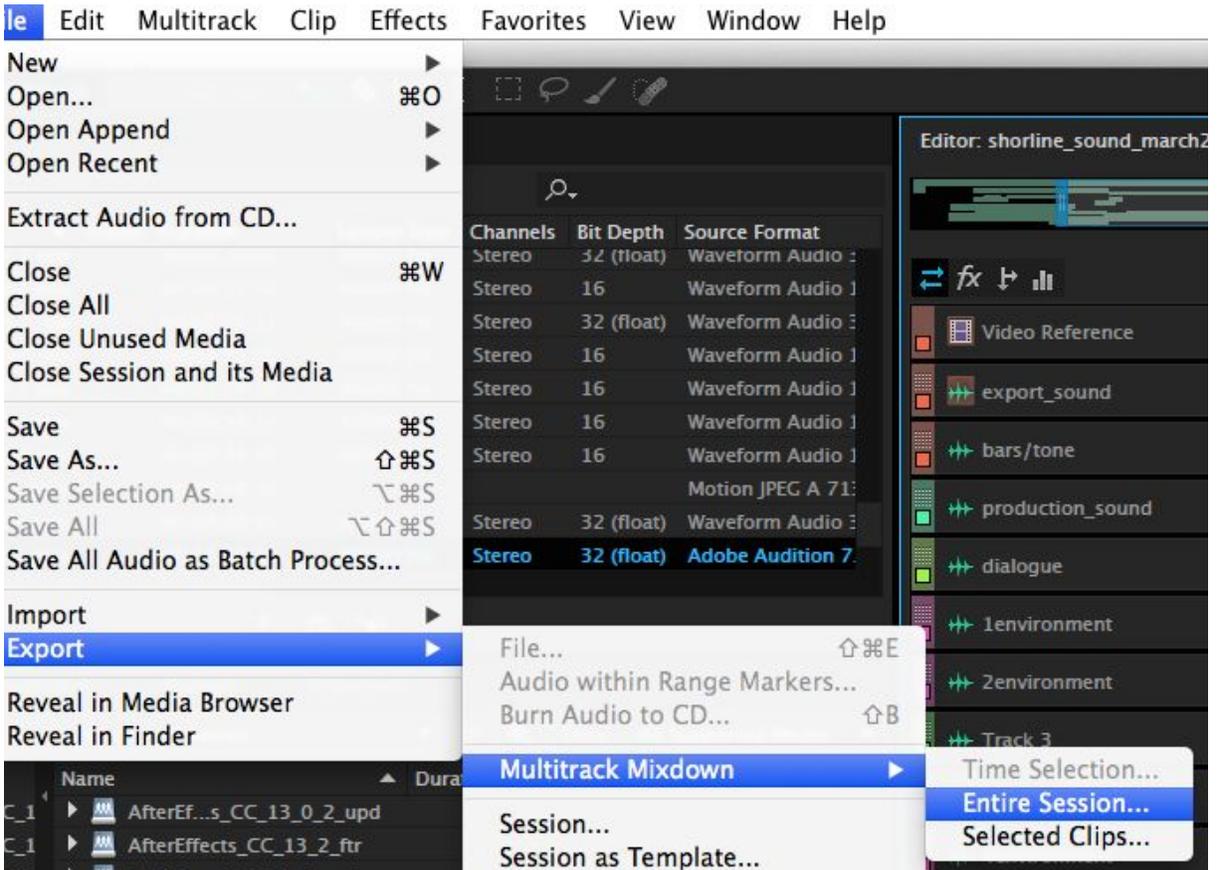
There are two versions - fast and slow. The fast version is MPEG2, which as the name implies, will encode faster. Expect about 2x real time for encoding with this preset. The slow version encodes at about 7x real time, but results in a smaller h.264 file with equivalent or better quality. These encode times are noted in the preset names.



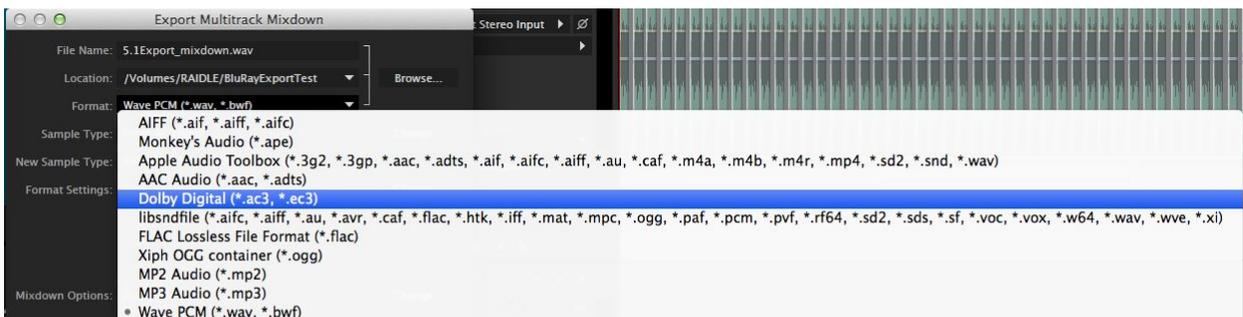
Bluray for 5.1

To prepare a 5.1 for playback on the PS3 we will begin in Audition. These instructions assume you have correctly set up your Audition session with 5.1 mastering.

In Audition export a 5.1 WAV. Use the **File -> Export -> Multitrack Mixdown -> Entire Session...**

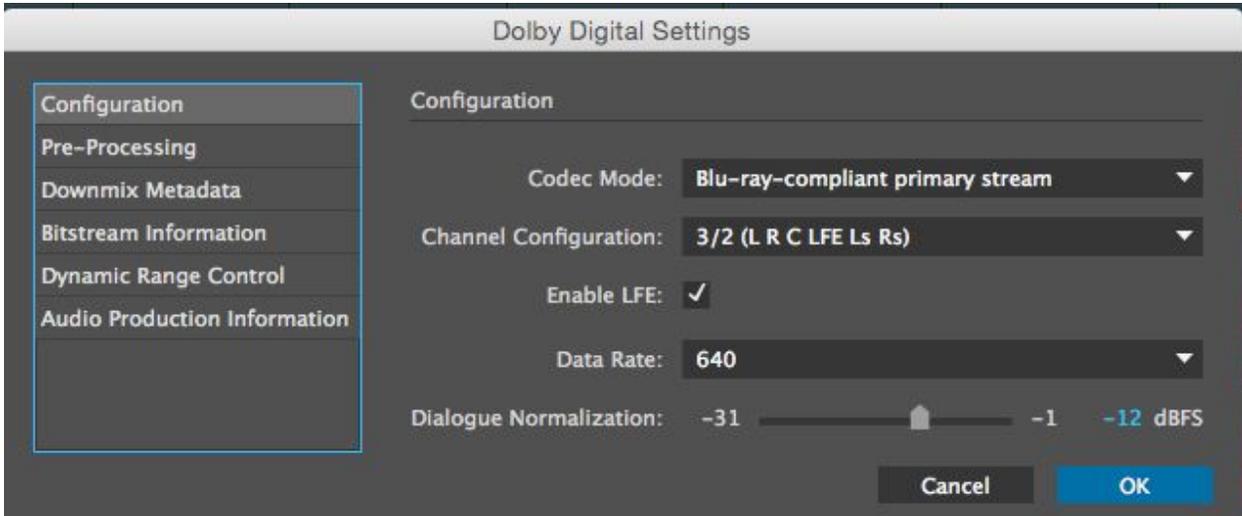


Check that you are using **Dolby Digital (*.ac3, *.ec3)** as your **Format**.



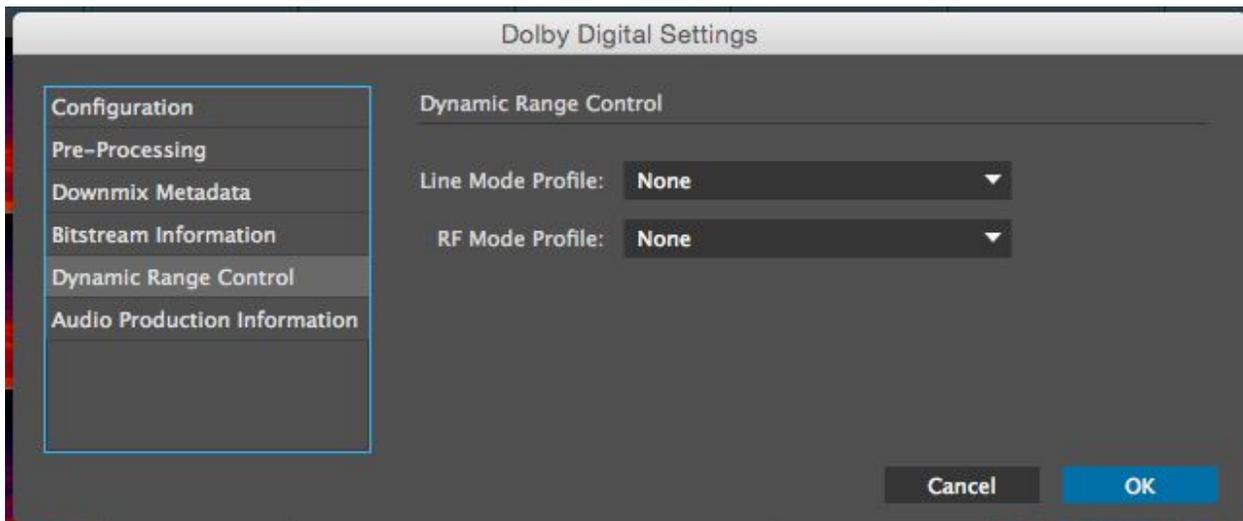
There are three areas of interest in the **Format Settings** dialogue:

1. Configuration



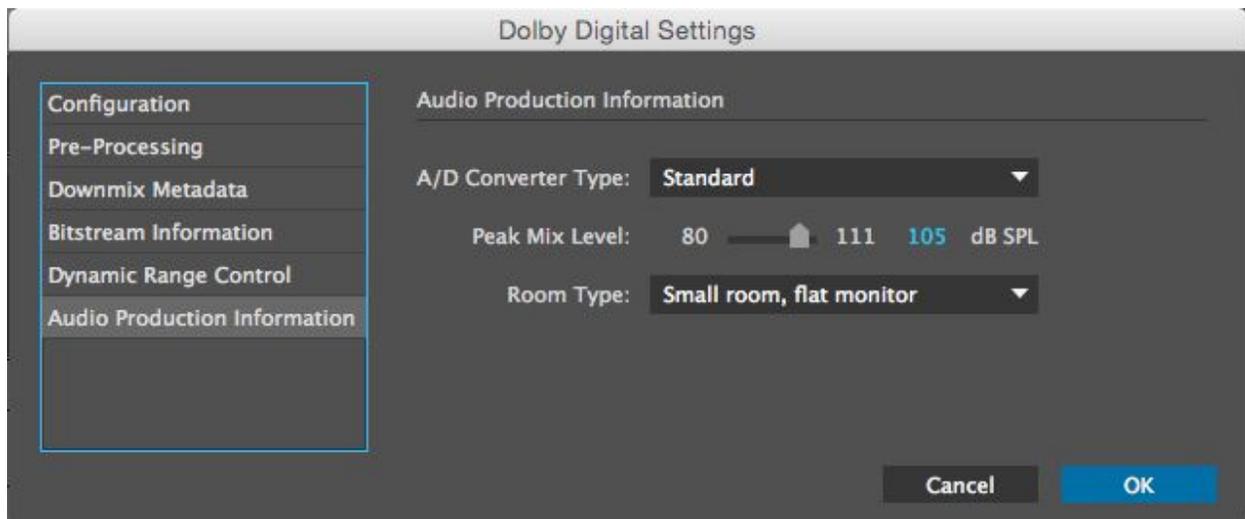
- Change your **Codec Mode** to **Blu-ray-compliant primary stream**.
- Set **Data Rate** to **640**
- Set **Dialogue Normalization** to **-12**

2. Dynamic Range Control



- Set **Dynamic Range Control** to **None** for both options

3. Audio Production Information



- **Peak Mix Level = 105**
- **Room Type = Small room, flat monitor**

Export with these settings. You will get a .AC3 single file. This is your programme sound.

Now back to Premiere. These instructions assume you are using *Premiere CC 2014*. Other versions may differ slightly in the interface, but should generally be the same as far as core options go.

Export your picture lock sequence. Use the **ParkLane-5.1FAST-2xRT** or **Parklane-5.1SLOW-7xRT** codec presets or use the settings shown below. Please note that NEITHER settings exports audio. We have that already in our AC#, so we want only picture from Premiere:

For MPEG2 BluRay
(ParkLane-5.1FAST-2xRT):

The screenshot displays the 'Export Settings' panel of a video software interface. The 'Format' is set to 'MPEG2 Blu-ray' and the 'Preset' is 'ParkLane-5.1FAST-2xRT'. The 'Output Name' is 'ParkLane-5.1FAST-2xRT.m2v'. Under 'Summary', the 'Output' details are: '/Volume...DLE/BluRayExportTest/ParkLane-5.1FAST-2xRT.m2v NTSC, 1920x1080, 24 fps, Progressive, Quality 100, 00:05:0... VBR, 1 Pass, Min 25.00, Target 30.00, Max 35.00 Mbps No Audio'. The 'Source' details are: 'Sequence, Prores5.1Example 1920x1080 (1.0), 24 fps, Progressive, 00:05:00:00 48000 Hz, 5.1'. Below this are tabs for 'Effects', 'Video', 'Audio', 'Multiplexer', 'Captions', and 'Publish'. The 'Basic Video Settings' section includes: Quality (100), Video Dimensions (1920 x 1080), Frame Rate (24), Field Order (Progressive), Aspect Ratio (Square Pixels), TV Standard (NTSC), Profile (Main), and Level (High). The 'Bitrate Settings' section includes: Bitrate Encoding (VBR, 1 Pass), Bitrate Level (Custom), Minimum Bitrate (25 Mbps), Target Bitrate (30 Mbps), and Maximum Bitrate (35 Mbps). The 'GOP Settings' section includes M Frames (3). At the bottom, there are checkboxes for 'Use Maximum Render Quality', 'Use Previews', and 'Use Frame Blending', and a text label 'Estimated File Size: 1072 MB'.

Export Settings

Format: MPEG2 Blu-ray

Preset: ParkLane-5.1FAST-2xRT

Comments:

Output Name: ParkLane-5.1FAST-2xRT.m2v

Export Video Export Audio

Summary

Output: /Volume...DLE/BluRayExportTest/ParkLane-5.1FAST-2xRT.m2v
NTSC, 1920x1080, 24 fps, Progressive, Quality 100, 00:05:0...
VBR, 1 Pass, Min 25.00, Target 30.00, Max 35.00 Mbps
No Audio

Source: Sequence, Prores5.1Example
1920x1080 (1.0), 24 fps, Progressive, 00:05:00:00
48000 Hz, 5.1

Effects **Video** Audio Multiplexer Captions Publish

Basic Video Settings

Quality: 100

Video Dimensions: 1920 x 1080

Frame Rate: 24

Field Order: Progressive

Aspect Ratio: Square Pixels

TV Standard: NTSC PAL

Profile: Main

Level: High

Render at Maximum Depth

Bitrate Settings

Bitrate Encoding: VBR, 1 Pass

Bitrate Level: Custom

Minimum Bitrate [Mbps]: 25

Target Bitrate [Mbps]: 30

Maximum Bitrate [Mbps]: 35

GOP Settings

M Frames: 2 3

Use Maximum Render Quality Use Previews

Use Frame Blending

Estimated File Size: 1072 MB

For H.264 BluRay (ParkLane-5.1SLOW-7xRT):

Export Settings

Preset Name: Parklane-5.1SLOW-7xRT

Format: H.264 Blu-ray

Based on Preset: Parklane-5.1SLOW-7xRT

Comments:

Export Video Export Audio

Summary

Output: 1920x1080 (1.0), 24 fps, Progressive
VBR, 2 pass, Target 35.00 Mbps, Max 35.00 Mbps
No Audio

Effects **Video** Audio Multiplexer Captions Publish

Basic Video Settings

Video Dimensions: 1920 x 1080

Frame Rate: 24 fps

Field Order: Progressive

Aspect: Square Pixels (1.0)

TV Standard: NTSC PAL

Profile: Main High

Level: 4.0 4.1

Render at Maximum Depth

Bitrate Settings

Bitrate Encoding: VBR, 2 pass

Bitrate Level: Custom

Target Bitrate [Mbps]: 35

Maximum Bitrate [Mbps]: 35

Advanced Settings

Key Frame Distance: 23

Macroblock Adaptive Frame-Field Coding

Use Maximum Render Quality Use Previews

Use Frame Blending

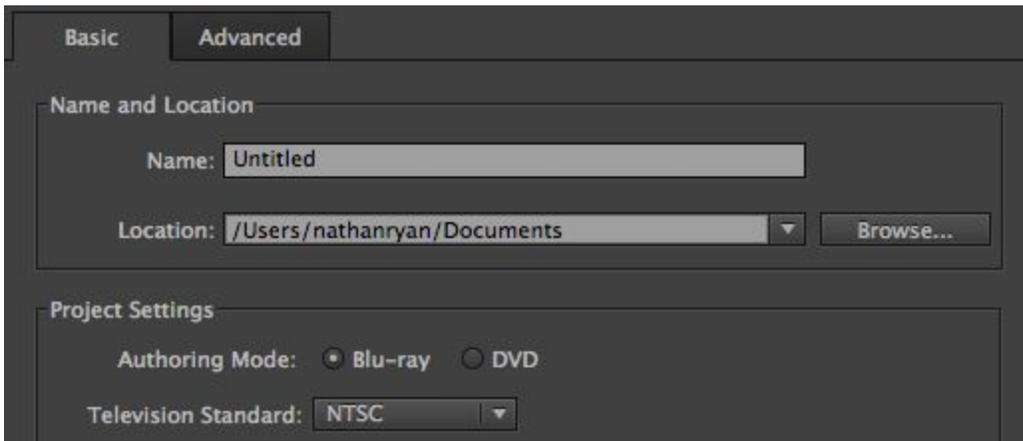
Quality between the two exports should be comparable. **If time permits, use H.264. If you are doing a quick test, or your timeline is under 15 minutes, use MPEG2.**

So, now we have either a m2v (MPEG2 Video) or m4v (MPEG4 video) file from Premiere in the BluRay specification. Now we move to our final step:

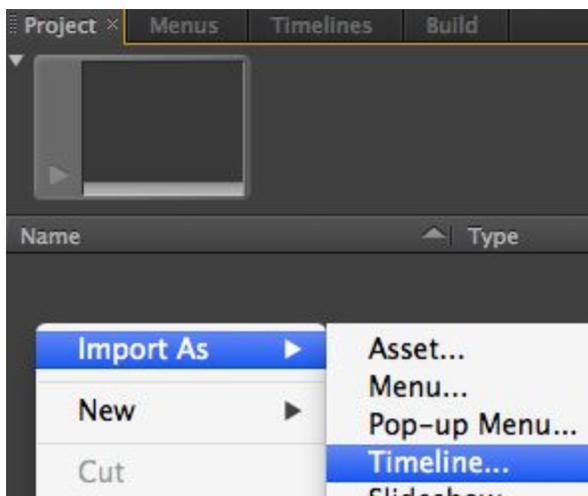
Encore CS6. Adobe Encore is a DVD/BluRay authoring software that installs with Premiere CS6 in the Creative Cloud Suite. There is no CC version of Encore. There is no installer for Encore alone. If you have questions about the mechanics or logic, take it up with Adobe.



Upon launching Encore you will be greeted with a splash screen. Choose "New Project" Then you will get this screen:



Choose **Blu-ray**

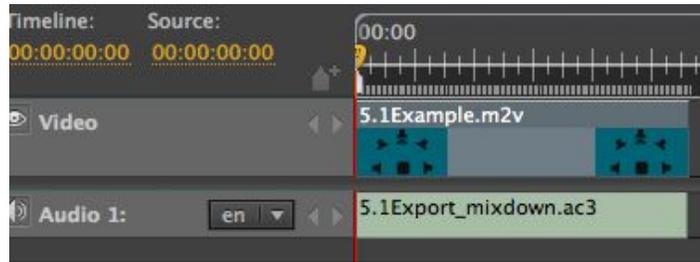


In the **Project** window right click select **Import As -> Timeline...**

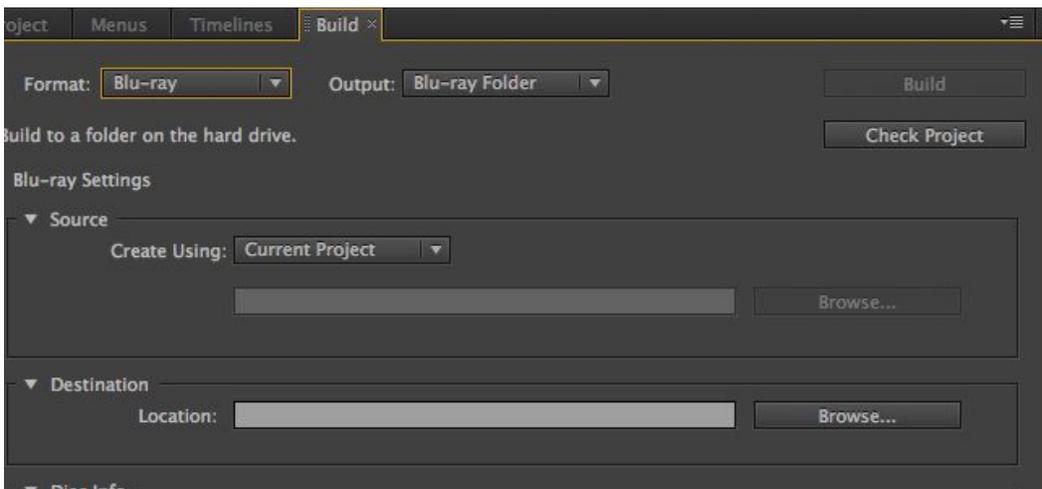
Find your m2v/m4v video file in the browser window and hit open. It will be imported and placed on a Timeline.

Next **Import As -> Asset...** and select your audio. It will be added to your **Project** window. Drag your audio down to the **Timeline**.

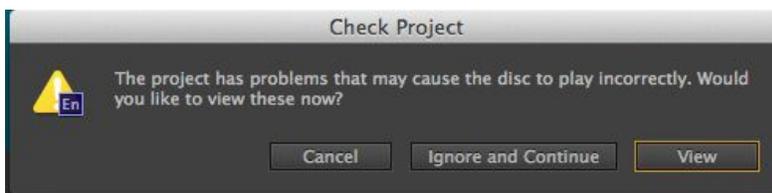
Make sure they are in sync. They *should* be the same length.



Once you are satisfied that everything is in order, you may proceed to final export. Use the **Build** panel.

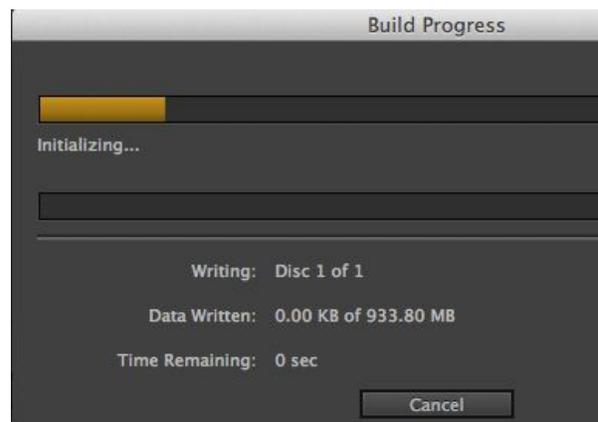


Be sure the **Format** is **Blu-ray**. The **Output** should be **Blu-ray Folder**. Under Destination **Browse...** for a location for the files to be saved.



When you click **Build**, you will get this dialogue. The problems referred to only apply if you are making an actual Blu-ray disc, we are not.

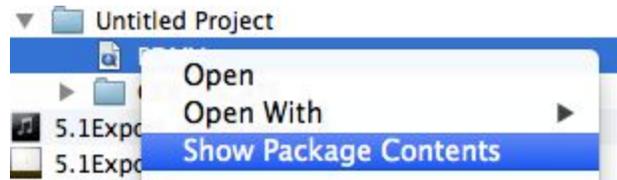
Ignore and Continue to build your project. You will get a Build Progress, which should go quickly. If you have exported your media correctly, they will not be reencoded by Encore. When this stage is complete your playback file will be buried inside several folders.





In your project folder you will see a subfolder called **Untitled Project**, unless you've taken the time to type in a project name in the build panel dialogue (not needed). You are looking for the **BDMV** folder.

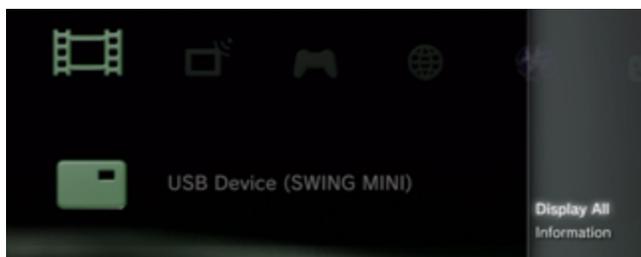
OSX 10.8 and above display this folder as a Quicktime playable file, for your "convenience". You can right click and select Show Package Contents to display the true directory structure.



▶	Folder	AUXDATA	Today, 11:23 AM	--	Folder
▶	Folder	BACKUP	Today, 11:24 AM	--	Folder
▶	Folder	BDJO	Today, 11:23 AM	--	Folder
▶	Folder	CLIPINF	Today, 11:23 AM	--	Folder
	AVCHD Content	index.bdmv	Today, 11:23 AM	132 bytes	AVCHD Content
▶	Folder	JAR	Today, 11:23 AM	--	Folder
▶	Folder	META	Today, 11:23 AM	--	Folder
	AVCHD Content	MovieObject.bdmv	Today, 11:23 AM	394 bytes	AVCHD Content
▶	Folder	PLAYLIST	Today, 11:23 AM	--	Folder
▼	Folder	STREAM	Today, 11:23 AM	--	Folder
	MPEG-...tream	00000.m2ts	Today, 11:23 AM	930 MB	MPEG-...tream

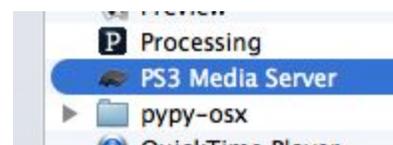
You are looking for a **m2ts** file in the **STREAM** directory. It will probably be called **00000.m2ts**. You need to copy this file to an external drive to transfer to the PS3. Rename the file based on the parameters documented in the **Naming Conventions** portion of this document. Your hard drive must be a FAT32 drive for the PS3 to recognize it. Use a USB thumb drive or there should be a hard drive in Nathan's mailbox, if you don't own one.

The PS3 is in A002. Set the projector to "HDMI2". This will allow you to test video playback. Audio playback can be tested during class by bringing the PS3 up to A208. If you plug in a FAT32 hard drive it should show up at a source in the video dialogue (look for the film strip icon).



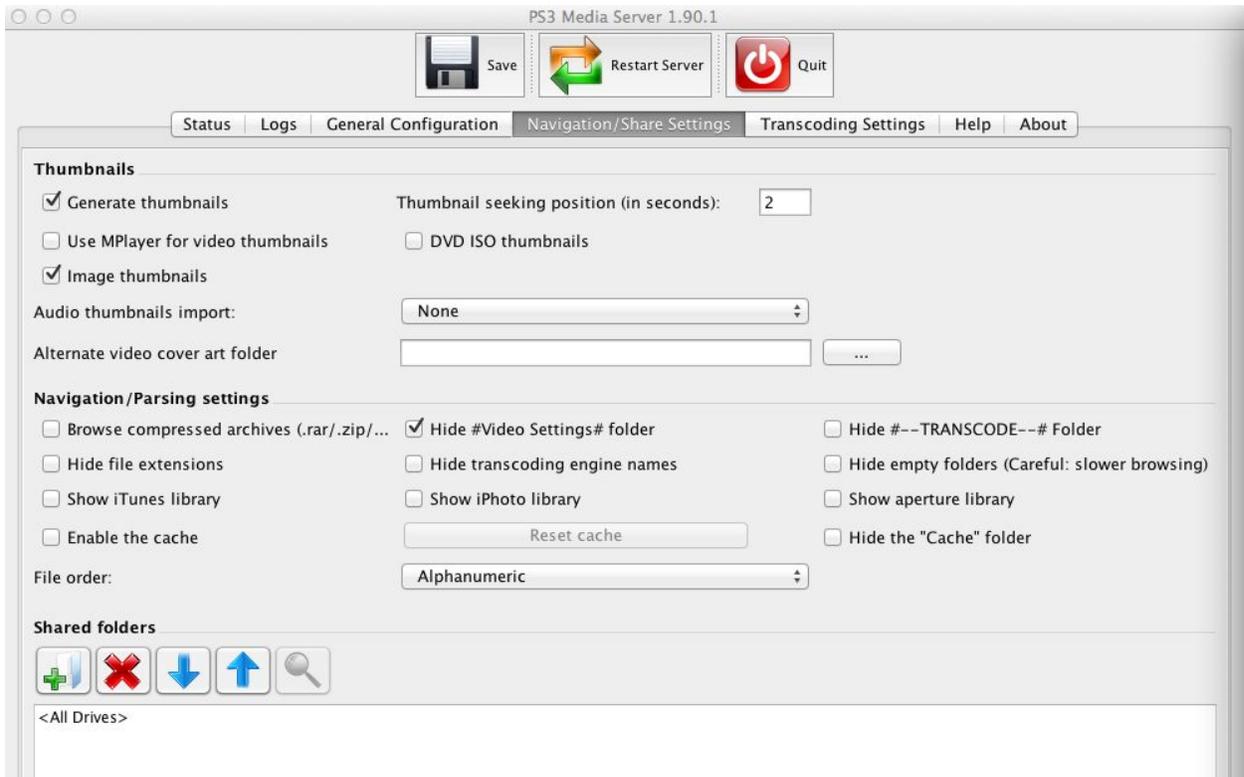
Be sure to press the green triangle button (DualShock controller or Remote control) and choose **Display All**, or else your files may not be visible.

If your file size is larger than 4.5GB then it will not copy to the FAT32 drive because of file size compatibility. In this case you may want to reencode as H.264 so your size is smaller, or if you have already exported H.264 and it



is still too large, you will have to transfer your file using *PS3 Media Server*.

PS3 Media Server will show up in the video menu on the PS3 if it is running on a computer on the network. You can browse media within shared folders (add your export folder to PS3 Media Server using the **Navigation/Share Settings** menu).



A default folder will be set up already, if you transfer your export to the Exports drive in the PS3 Media folder, and restart the server, it should show up on the PS3. You can use the triangle button to invoke a menu that will have the option for copying the media to the local drive of the PS3.

Naming Conventions

The PS3 is set to play back our files sequentially. Use double digits at the beginning of the file name to create the ordered list for screening. Odd numbers are reserved for the 3 seconds of black we play between each film. 00 is reserved for the title card which is displayed before the programme starts. This title card should display the logos of NSCAD and sponsors, as well as any other information you wish the audience to see before screening. This can be a still image, a motion graphic, animation, or anything else as long as it is silent. If the students do not provide a title card, we will recycle one from a previous year.

Example 00 title card from 2013 Thesis Screening:



Example of naming convention:

- 00 - Title Card
- 01 - 3 Seconds Black
- 02 - Film #1
- 03 - 3 Seconds Black
- 04 - Film #2
- ... etc.

Film #1,2 may be replaced with the name of the film.

A Special Note for Film II

Since Thesis and Film II are screening as one long programme the naming must carry through. This means after the thesis screening is finished there will be an intermission card with a countdown to the next show. If Film II wishes to have their own card inserted it must be designed and uploaded to the ps3, ideally for the test screening. This card must be in place no later than April 12th.