

Media Management in FCP X 10.4.9

1. What is Media Management

- 2 Types of Media Management
- Choosing a Media Storage Location
- Backup Strategy
- The Library Hierarchy
- Library & Event Examples
- Organizing Media into Libraries and Events

2. The Library Inspector

- Components of the Library Inspector
- Comparing Library Size and Storage Size
- Storing Media Inside or Outside the Library

3. Importing Media

- Setting up a Managed Library
- Setting up Events for Media
- Importing Media from a Camera Card
- Why Use Camera Archives
- Creating a Camera Archive
- When to Not Use a Camera Archive
- Importing Media from a Drive
- Importing as Leave in Place
- Understanding Media Locations in the Library Inspector
- Looking Inside the Library
- Understanding Sym Links for Leave in Place Media

4. Transcoding Overview

- Transcoding Options on Import
- The Transcode Media Command
- What is Transcoding?
- Why Transcode?
- Optimized vs. Proxy Media
- 3 Transcoding Guidelines

5. Optimizing Media

- Optimizing H.264 Media

- Better Quality vs. Better Performance
- Rendering vs. Optimizing
- Why I Turn Off Background Rendering
- Doing a Test Transcode
- Optimizing All Clips in an Event or Project
- Storage Location for Optimized Media
- Creating Space for Optimized Media

6. Working with Proxy Media

- Creating ProRes Proxies
- Proxy File Size Comparison
- Creating Small Proxies for Large Projects
- Transcoding ProRes RAW Media
- Using Proxy Preferred

7. Consolidating Media

- Consolidating In
- Consolidating Out
- Selective Consolidation-Projects
- Selective Consolidation-Clips
- Consolidating Motion Templates

8. Moving & Copying Media

- Moving and Copying Clips and Projects within a Library
- Copying Between Libraries on Different Drives
- Copying Clips Between Libraries on the Same Drive
- Understanding Hard Links
- Moving Projects and Events between Libraries
- Merging Events

9. Start

- 3 Media Management Operations
- 3 Media Management Guidelines

10. Freeing up Disk Space

- Running Out of Disk Space
- Deleting Generated Media
- Deleting Unused Clips
- Deleting vs. Rejecting
- Deleting External Media

- Deleting the Last Reference
- Reconstituting a Deleted Browser Clip
- Moving Media to Another Drive
- Creating a Managed Library Before Moving
- Summary

11. Working on the Road

- Motivation
- Library Setup
- Creating the Proxy-Only Library
- Why Copy Instead of Consolidate
- Working with the Proxy-Only (Travel) Library
- Moving the Project Back to the Main Library
- Summary

12. Editors in Different Locations

- Scenario Setup
- Getting Original Media to A Remote Editor
- Moving the Cache and Render Files
- Remote Editor Initial Open and Relink Process
- Creating and Sending a Transfer Library
- Receiving the Transfer Library
- Summary

13. Archiving a Library

- Analyzing the Library
- Reducing Library Size
- Deleting Generated Library Files
- Storing Custom Motion Content Inside the Library
- Moving and Deleting the Cache

14. Third Party Solutions

- Frame.io
- Hedge: Backup, Drive, Merge X, Postlab
- KeyFlow Pro
- Lumaforge
- Compressor

15. Custom Camera Archives

16. Creating Proxies with Compressor