



# Importing a V-Station HD Project into Adobe Premiere Pro CS 5, CS 6, CC7

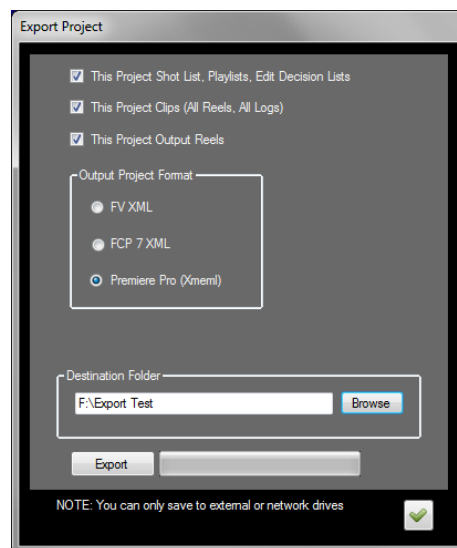
V-Station HD can output a project's content video files, the edit decision lists, and logs that can be imported into Premiere Pro. You will first export the project to an external location, such as a USB hard drive or network drive, and then import the project into Premiere Pro.

*Important: All media you import with Premiere is kept in its original location. So if you are using an external drive or network location to transfer a project, then you will want to first copy the exported video files and .xml file to the location where you want to store the Premiere Pro project. This will be explained in section B.*

## A. Export project from V-Station HD

If you've created one or more Multi-View projects based on the V-Station project files that you would like to transfer, first copy (using Window's Explorer) the desired edit decision lists (".edlx") files from the D:\MV Projects\<<mvProjectName> folder to the D:\VS Projects\<<my Project Name> folder.

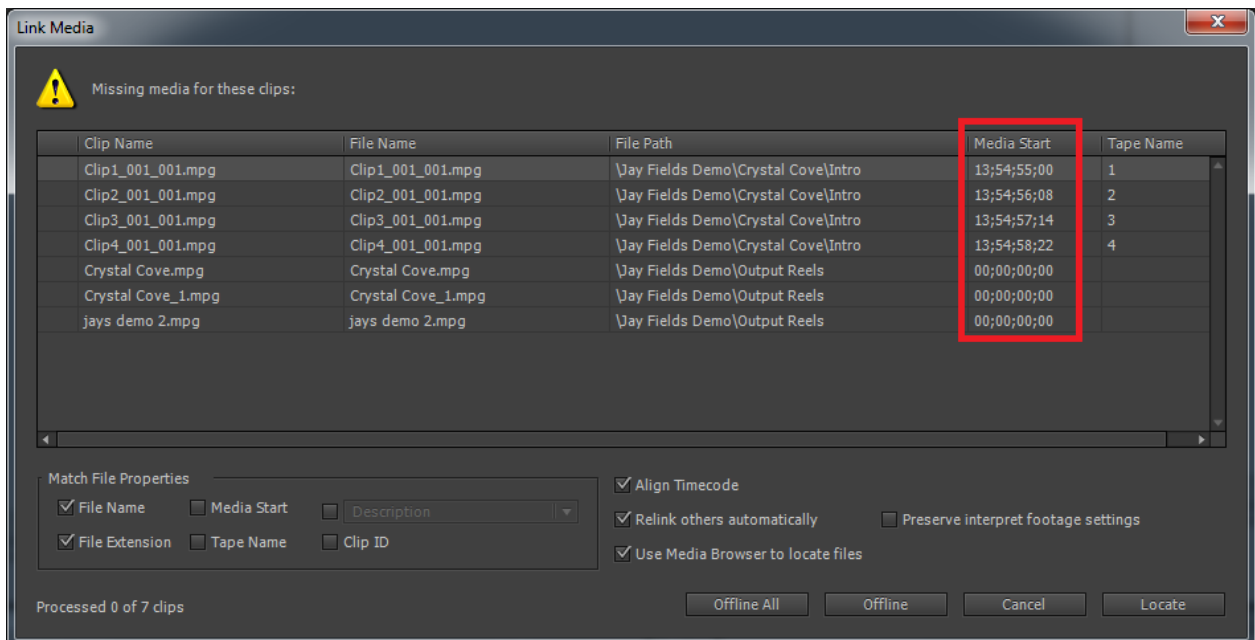
1. Launch V-Station HD (if not yet running) and click on the **Project** button in the Record Panel to bring up the Project Info panel.
2. Select the project you wish to export from this panel using the pull down **Project** combo box.
3. Click on the **Export Project** button. This will bring up the Export Project panel as shown below:



4. From the Export Project panel, check all three of the boxes to export the metadata, source files, and (optionally) output reels.
5. Choose the Output Project Format: **Premiere Pro (Xmeml)**.
6. Click on the **Browse** button to the location to export the files (e.g., external USB drive or network drive). Select or create a folder to hold the project files.
7. Click the **Export** button and wait until complete. When done, the panel will close. Then close the Project Info panel.

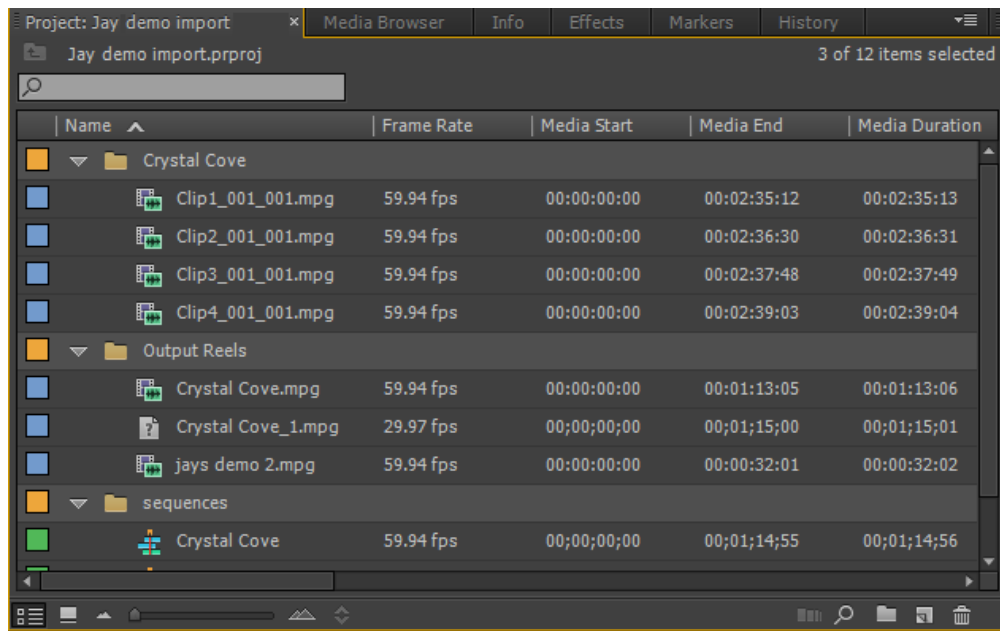
## B. Import project into Premiere Pro

1. Using Window's Explorer, navigate to the folder where you've exported the V-Station HD project. Navigate to the **\Video** folder and copy your project's name folder, e.g., "my project" folder to the disk drive and folder where the Premiere Pro project will reside. This becomes the Premiere Pro project name folder location for this project.
2. If you had also checked the box on V-Station HD to export "This Project Output Reels" of reels created in V-Station HD, then create a new subfolder called "**Output Reels**" within the Premiere Pro project name folder to hold these files. Copy the video files from the **\Video\\_Output Reels\<my projects>** folder of the same project name to the Premiere Pro project name folder. This ensures that Premiere will find these files when imported from a V-Station HD project.
3. Launch Adobe Premiere Pro and select "New Project." In the New Project Dialogue box select as the location (folder) where you copied your V-Station HD project. By default, all of your captured Video, Audio and previews are stored in this Project Folder that you've copied from V-Station HD.
4. Using Window's Explorer, open the VS Projects folder where you've exported the V-Station HD project and browse for the file **<project name>[PPRO]\_xmeme1.xml** and copy this to the parent folder where you are storing the Premiere Pro project folder. This should be placed in the folder above the project name folder for easier location of the imported files.
5. In Adobe Premiere Pro, select File >Import .Final Cut Pro XML and choose the **<projectName>[PPRO]\_xmeme1.xml** file with the name of your project and click Open. Be sure to select the one with the suffix "[PPRO] xmeme1".
6. Premiere Pro will now ask where the files are (if they can't be located). Choose "**Locate**", and navigate to the first clip and choose the matching filename. Once you've done the first one, it will usually find the others automatically. Note the checkboxes in the screen below.



*Note: Before exiting the link media screen, please copy the Media Start times (shown in the red box) for possible use later (see section c for more details). You can either take a windows snapshot or copy the values using notepad. Make sure the clip names are corresponding to each.*

7. Once the media has been linked, you will see the bins and sequences shown in the Project browser tab as shown below:



Link Media Screen

8. After importing your media, open the sequences folder in the project browser, and click on any of the ones shown. You can also click on any of the clips, and see any markers that have been imported from the event log.
9. The V-Station HD “scene” folders will be shown in the Premiere Pro Browser under the “Scene” column or under the Metadata in the source window, as well as the shot number, for easy reference.



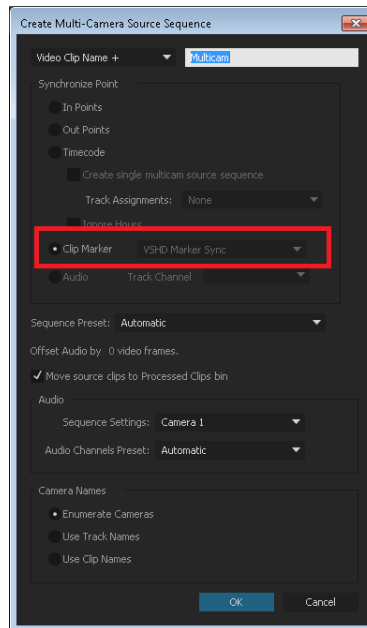
Example of Premiere Pro CC Workspace after importing a V-Station HD project

*NOTE: When using the native V-Station HD clips format when exporting the video from Premiere Pro, check both options “Match Sequence Settings” and “Use Previews”, so in this way the output will be in native h.264 Mpeg2 Transport stream as original We suggest, that re-encode after the export is done to minimize the chance of an error occurring during the export and having to wait many hours while it was re-encoding the sequence.*

## C. Creating Multi-Cam Sequences

Once the xml has been read via the import, and the media has been linked, all the bins and clip names will be shown in the **Project** window, but all the Media Start times will have been reset to 00:00:00:00 (see previous section - Link Media screen). V-Station HD version 1.1.0.53 and above will automatically create a “Sync Marker” in the event log for each clip in the shoot which will be available to use as a “Sync Point” (and then used to sync via the Clip Marker). These markers are set approximately 5 seconds after the start of the clip. They will be shown in the clips’ viewer as markers.

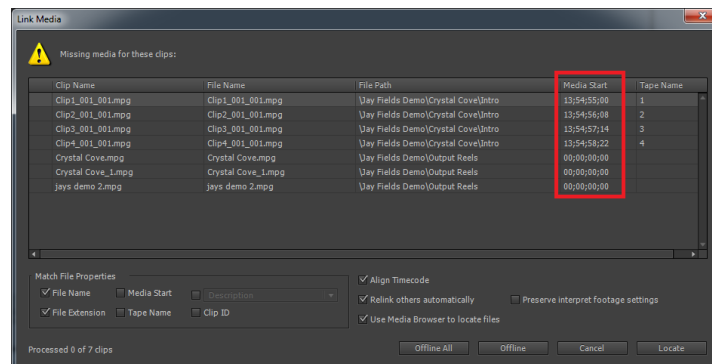
Select the clips to be in the multi-cam sequence having the same shot number, and right click and select from the menu “create a Multi-Cam Source Sequence”. This will bring up the following screen:



Using the Sync Markers that were created during the shoot, select the Synchronizing Point as Clip Marker (as shown above) and choose the “Sync Marker” (if you don’t see this, then skip to the next paragraph). Now all the camera clips from the different angles will be synchronized and you may begin doing your multi-cam editing.

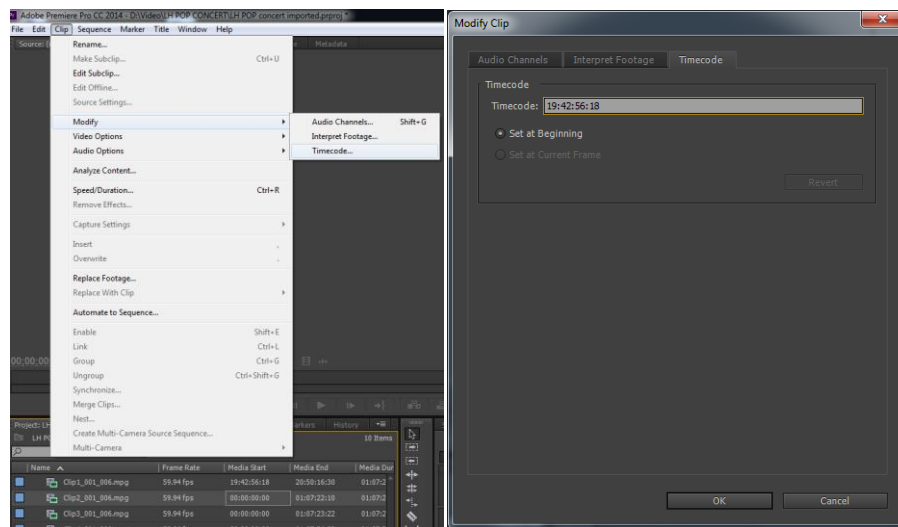
If you have an earlier version of the V-Station HD software, you can always use the NotePad editor to copy the Media Start times and synchronize using time code. The procedure is as follows:

The Media Start time shown in the **Link Media** window when importing is the equivalent of the time code start that you must now restore for each clip *before* you exit the Link Media screen.

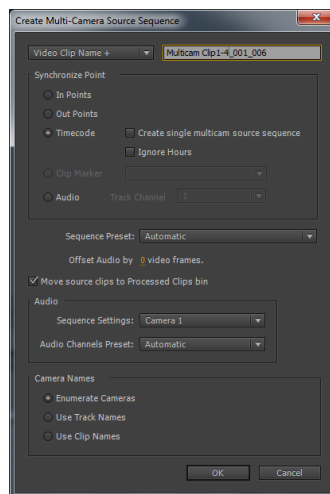


Note: You can use the Notepad editor to copy the Media Start times from the Link Media Screen or take a snapshot.

After copying each of the media start times, right click on any one of the clips in the Project Browser, and from the Premiere Pro menu, choose Clip..Modify..Time Code and paste into the Source TC the original value you had copied earlier. Ensure that the Frame To Set is “First” .



Once the timecodes have been restored select the clips to be in the multi-cam sequence having the same shot number, and right click and select from the menu “create a Multi-Cam Source Sequence” .



Now choose the Synchronize Point as Time Code and choose Create single multicam source sequence.

Also, if you have an earlier version of the V-Station HD software, you can manually create a marker on all clips, but this has to be done during the shoot by clicking on “Mark All” in the record panel and label as “Sync Marker”. This marker, then can be used to synchronize in the same method described earlier using synchronize by Synch Marker.