XPression

Using XPression Effects with Avid Media Composer/NewsCutter

This app note describes a basic workflow for adding XPression effects to a Media Composer/NewsCutter sequence.

The procedures described here assume that both the XPression NLE Plugin and Media Composer/NewsCutter are installed on machines on the same network. Consult your facility engineer if the machines are on separate networks.

Launch Media Composer/NewsCutter

- Launch Media Composer by double-clicking on the Avid icon or use the Start menu to select Avid Media Composer or NewsCutter by double-clicking on the Avid icon or use the Start menu to select Avid NewsCutter.
- 2. Select an existing project or select **New Project**.
- 3. Select OK.

Import Clips

- 1. Right-click in the **Project Bin** and select **Input > Import Media**.
- 2. Browse for the clip you wish to import and select **Open**.

Add Clips to a Sequence

- Select a sequence or right-click in the **Project Bin** and select **New Sequence**.
 If you are creating a new sequence, enter a name for the sequence.
- 2. Select a clip in the **Project Bin**.
- 3. Drag the clip into a video track in the **Sequence Timeline**.

Add New Video Tracks to the Sequence Timeline

- If you need multiple video tracks, right-click the Sequence Timeline and select New Video Track.
- 2. Drag clips from the **Project Bin** into the new video track.



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Add XPression Effects

- 1. Select a clip in the **Sequence Timeline**.
- 2. Open the **Effects Palette**.
- 3. Select -Ross Video in the left list.
- 4. In the right list, drag the XPression CG effect onto a video track in the **Sequence Timeline**.

Open XPression Plugin

- 1. Select a video track on the **Sequence Timeline**.
- 2. Select Tools > Effects Editor.
- 3. Select the **Effects Editor** window.
- 4. In the **Effects Editor** window select **Open Editor**.
- 5. Select **Options** and select **Configuration**.
- 6. Ensure the **Host Address** and **Server Port** match your XPression Gateway settings.

Use the XPression Plugin

- 1. Select a scene template in the plugin.
- 2. Modify scene specific fields as required.

The preview window updates to reflect the changes.

3. Select **OK**.

