

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

1. 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

1. 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

1. 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.

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**.