Mixed Video Formats

Media 100 Suite v2.0 allows you to place video clips of any size, format or frame rate into programs of any other size, format or frame rate.

Mixing Sizes

Video clips that have a different size from your program can be dropped or pasted into the program just like a matching clip. There is no Conform dialog or warning. The clips are added to the program and automatically assigned a Motion Editor setting to resize them (with black bars if necessary to adapt the program's frame aspect ratio). You can then adjust the Motion Editor settings for optimum sizing. The Motion Editor provides high quality rendering in the new frame size with high performance preview while you edit. You can then adjust the Motion Editor settings for optimum sizing.

Mixing Frame Aspect Ratios

Video clips that have a different frame aspect from your program can be dropped or pasted into the program just like a matching clip. There is no Conform dialog or warning. The clips are added to the program and automatically assigned a Motion Editor setting to resize them with black bars. You can then adjust the Motion Editor settings for optimum sizing. The Motion Editor provides high quality rendering in the new frame aspect with high performance preview while you edit.

Mixing Frame Rates

Video clips that have a different frame rate from your program can be dropped or pasted into the program just like a matching clip. There is no Conform dialog or warning. The clips are added to the program. If the frame size and frame aspect ratio match the program, the clips do not require a Motion Editor filter. They will play at the program frame rate. If the frame rates are substantially different or the playback speed looks unnatural, you can create a TimeFX clip to compensate.

Mixing Interlaced/Progressive

Video clips that have a different interlacing standard from your program can be dropped or pasted into the program just like a matching clip. There is no Conform dialog or warning. The clips are added to the program. If the frame size and frame aspect ratio match the program, the clips do not require a Motion Editor filter. They will play at the program frame rate. Clips and programs are not deinterlaced for playback or rendering, so some interlacing effects may be visible.

Audio Rates

In addition to their audio frequency, audio clips currently have a video frame rate associated with them. Media 100 Suite v2.0 does not provide audio frequency conversion to match the program, nor does it provide audio frame rate conversion to match the program. This means that audio clips and video clips synchronized with audio clips can only be dropped into programs that match the clips' frame rate and audio frequency. We hope to address this limitation in a future update.

Realtime Playback
Current computer technology is not able to play multiple streams of full quality 4K video at a reasonable cost. Also, the high quality image manipulation algorithms used in the Motion Editor window exceed the computer's ability to process video in realtime. Fortunately, editing decisions do not usually require full quality realtime 4K playback. To play REDCODE media and Motion Editor effects in realtime, Media 100 Suite decodes REDCODE at a very low quality, and it uses a faster algorithm for Motion Editor effects. When such clips are rendered, Media 100 Suite uses higher quality but slower routines. The Catch Frame window in pixel-accurate mode uses those higher quality routines to allow you to preview your final output without having to render.