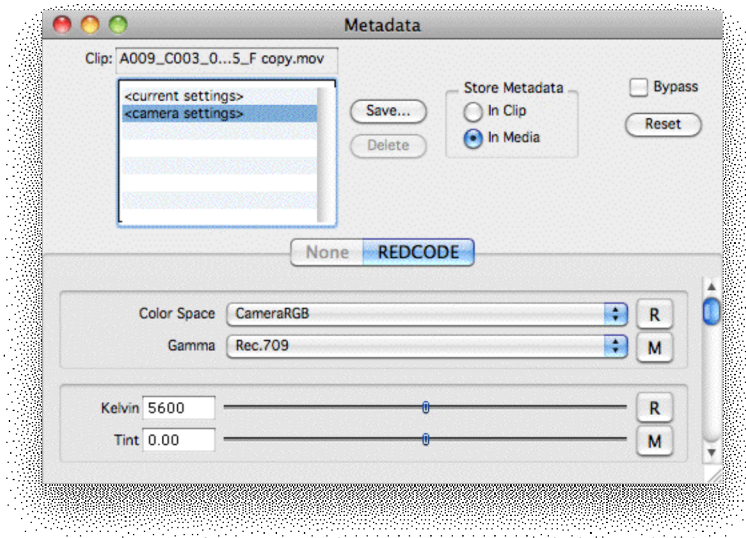


Metadata Window

Media 100 Suite v2.0 has the ability to edit metadata settings for REDCODE .R3D clips (from RED cameras.)



The Metadata window

Metadata

REDCODE .R3D clips have associated information such as color space, ISO speed, exposure settings, etc. This information can be modified to change the look of the video without affecting the video data itself and without rendering. There are utilities such as REDCine-X that can modify this metadata. Media 100 Suite honors the changes you make in those utilities and includes a Metadata window to make some of those changes without leaving the application. Just select a REDCODE .R3D clip and open the Metadata window (from the Metadata button in the Edit Clip panel, the tools menu, the contextual menu, or press Cmd+Shift+U).

You can create one or more presets from the Metadata window which you can then apply to other clips to quickly apply the same adjustments. You can choose to associate the metadata changes either at the clip level or on the REDCODE .R3D media itself. When you select the Media radio button, all clips based on that media will automatically adopt the new settings, and other REDCODE-aware applications will use it as well. The metadata is written in a .RMD file associated with the .R3D media file. If you store metadata with the clip, you can create different effects for the same media in different clips, but those effects will not be visible to other applications at the media level.

Metadata is only applicable to REDCODE .R3D files in this version of Media 100 Suite. When any other type of clip is being edited, the Metadata window switches to the “None” tab.