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Using QuickTime® with Linux® Workstations

Autodesk®

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Using QuickTime with Linux Workstations

Summary

Working with QuickTime Movie Files and Linux Workstations

QuickTime® movie files cannot be directly imported or exported from Autodesk® Effects and Editing workstations on Linux®. You can use Autodesk Cleaner® XL to convert files to a compatible format.

Cleaner XL is a full-featured encoding application that can be used to both encode QuickTime movie files, or convert existing files into a format usable in Linux.

To import QuickTime movie files to an Autodesk Effects and Editing workstation on Linux, you must first use Cleaner XL on a Windows® PC to convert the QuickTime movie to a recognized file format. The conversion procedure is described in this chapter.

To export QuickTime movies from an Autodesk Effects and Editing workstation on Linux, you have two options using Cleaner XL:

- You can set up a rendering network using Autodesk Backburner™ so that you can send jobs directly from the Autodesk Effects and Editing workstation for encoding using Cleaner XL on a Windows PC. See the "Network Encoding with Cleaner XL" chapter in your application's user's guide.
- You can manually convert files exported from the Autodesk Effects and Editing workstation to QuickTime movies using Cleaner XL on a Windows PC. This export procedure and conversion process is described in this chapter.

For general information on using Cleaner XL, including its capacity to encode other types of files to be Linux compatible, see the *Autodesk Cleaner XL User's Guide*.

Exporting Files for Cleaner XL Encoding

The recommended workflow for generating a QuickTime movie file from an Autodesk Effects and Editing workstation on a Linux workstation is the following:

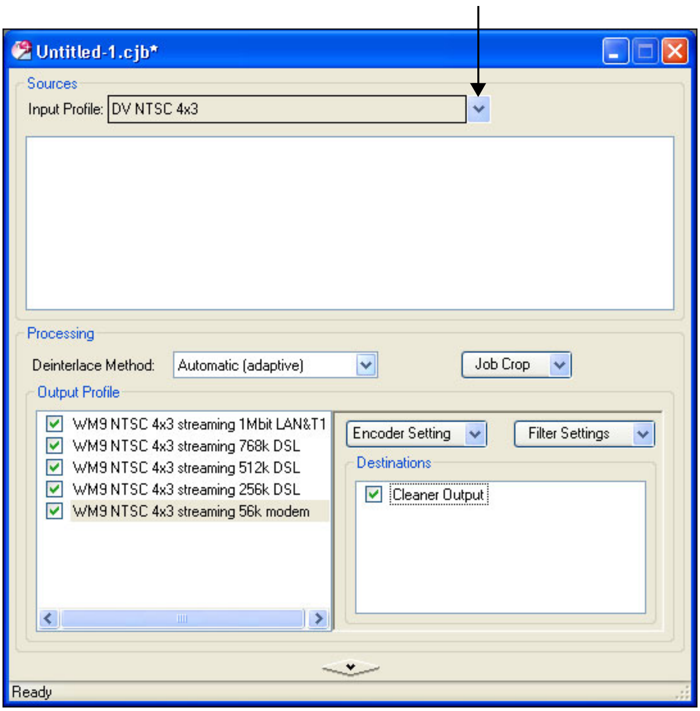
- Select the clip you want to export, and then export it as a sequence of TARGA® (TGA) files.
- If there is audio in the clip, export it separately as an AIFF file.
- Transfer the exported files from the Linux system across the network to a Windows PC.
- In Cleaner XL, load the TGA files and then encode them using one of the included QuickTime movie file output profiles.

Encoding the QuickTime Movie File in Cleaner XL

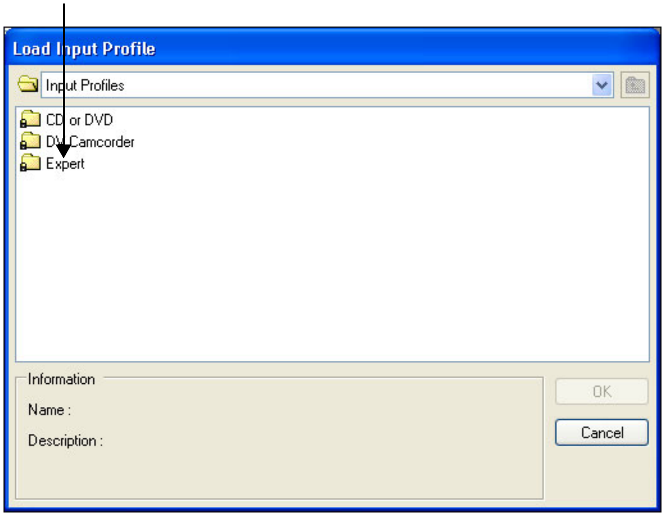
Once the files are on the Windows PC, you can encode them into a QuickTime movie file.

To encode a QuickTime Movie file from an image sequence and audio file:

1. Open Cleaner XL.
2. Click the Input Profiles list, and then choose Load.



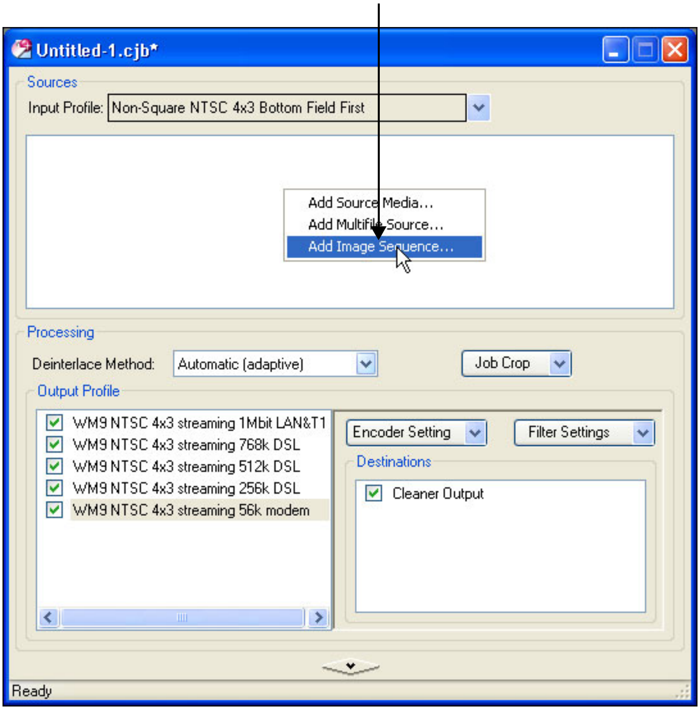
3. Navigate to the Expert Input Profiles folder.



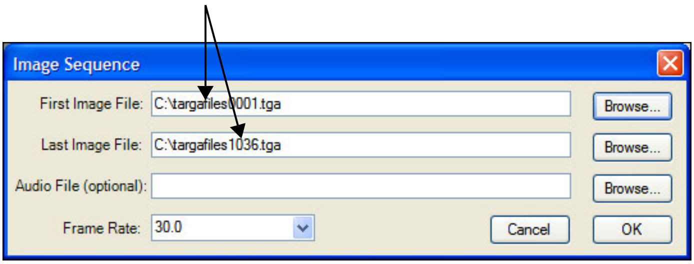
4. Select a profile that corresponds to the type of file you exported from the Autodesk Effects and Editing workstation.

NOTE: Generally, you export non-square pixels, Bottom Field first.

5. Right-click in the Source window and choose Add Image Sequence.



6. In the Image Sequence dialog, select the first and last image in the image sequence.

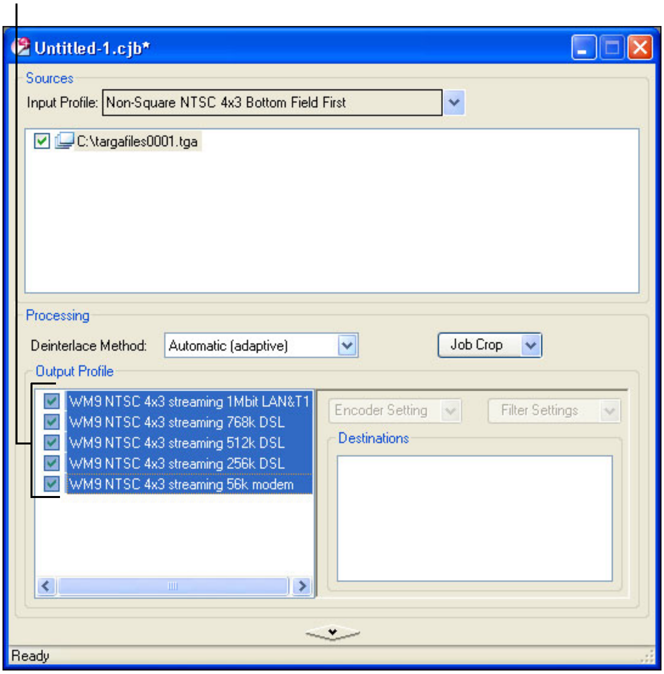


7. Optionally, include an audio file by clicking the Browse button next to the Audio File field and selecting a file, such as a corresponding AIFF file exported from the Autodesk Effects and Editing workstation.

   The audio file will be encoded into the QuickTime movie file.

8. Click OK.

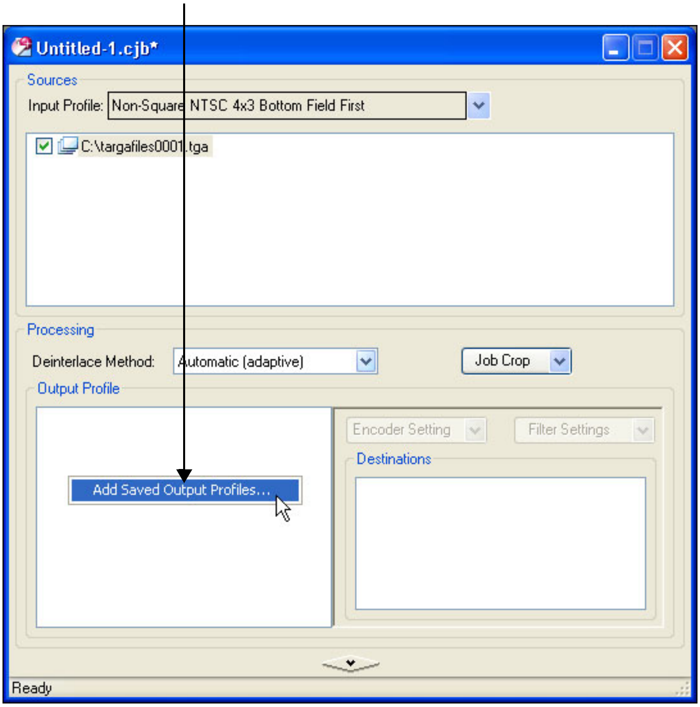
9. In the Output Profiles area, select all the profiles.



10. Right-click the selected profiles, and then choose Remove.

11. When prompted to remove, click OK.

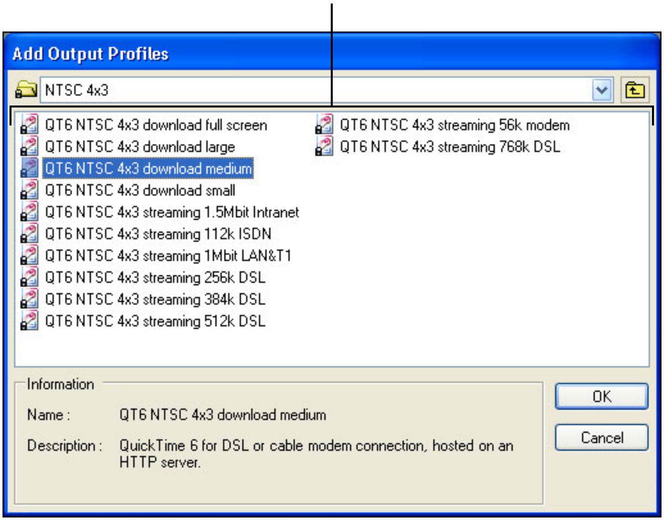
12. In the Output Profile window, right-click again, and choose Add Saved Output Profiles.



13. In the Add Output Profiles dialog, navigate to the QuickTime output profiles.

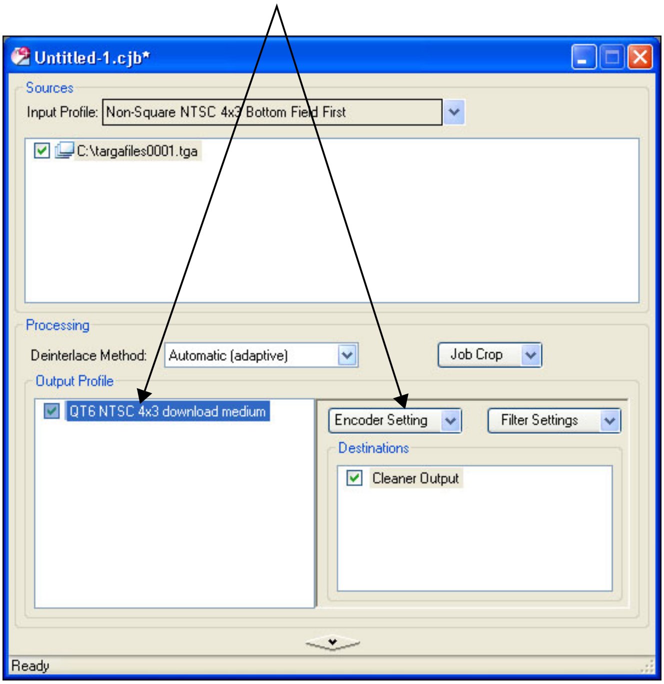
14. Double-click the resolution to which you want to encode, for example, NTSC 4x3.

15. Select an output profile for the QuickTime file and then click OK.

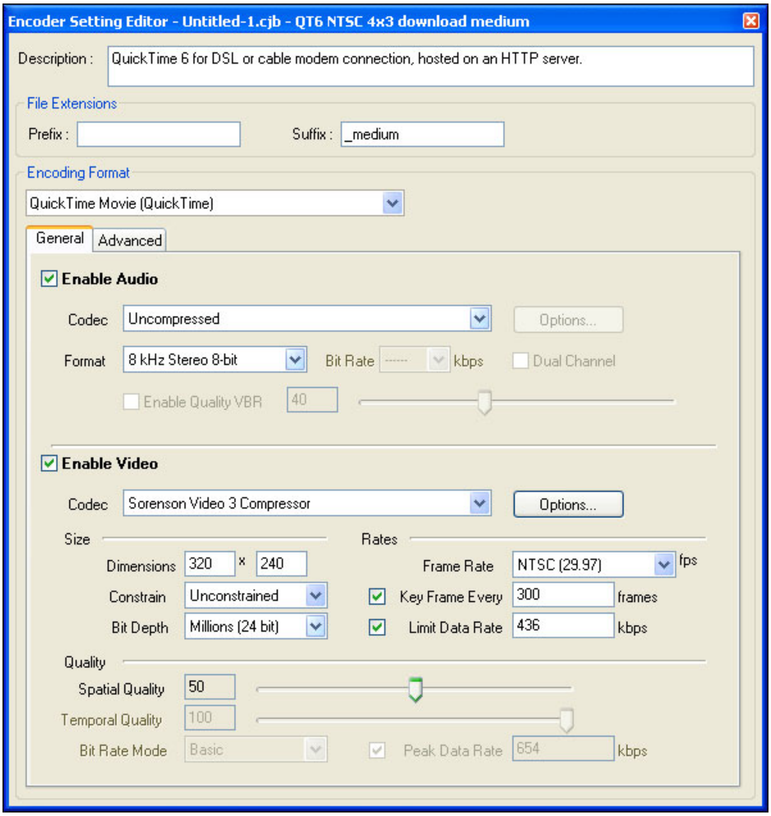


NOTE: It is possible to change the Default Job template and not have to do these steps all the time. Simply Save Job as Template, go to Preferences, and set this job as the Default Job.

16. Select the output profile, and then click Encoder Settings.



The Encoder Setting Editor appears.



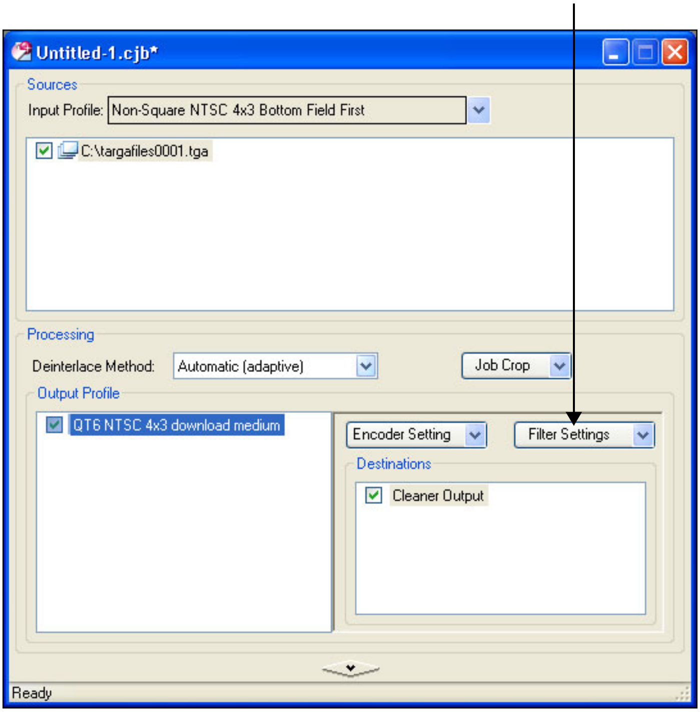
17. In the Encoder Setting Editor, set up the QuickTime codec parameters as needed.

    NOTE: Be sure to clear the Enable Audio check box if your job does not include an audio file. Otherwise, you will get a warning message asking if you are sure that you wish to continue encoding without audio.

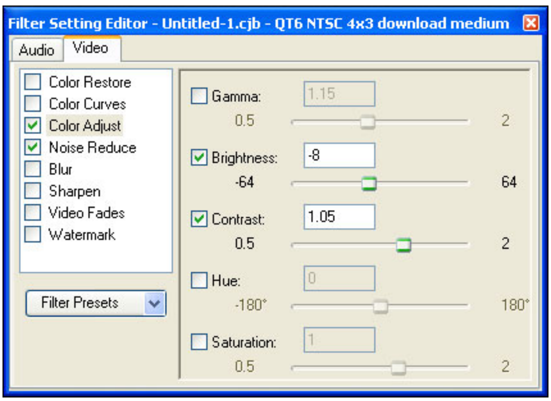
    HINT: You can add a prefix or suffix to the encoded QuickTime file name. The prefix/suffix is appended to the original name.

18. Close the Encoder Setting Editor.

19. Click Filter Settings.

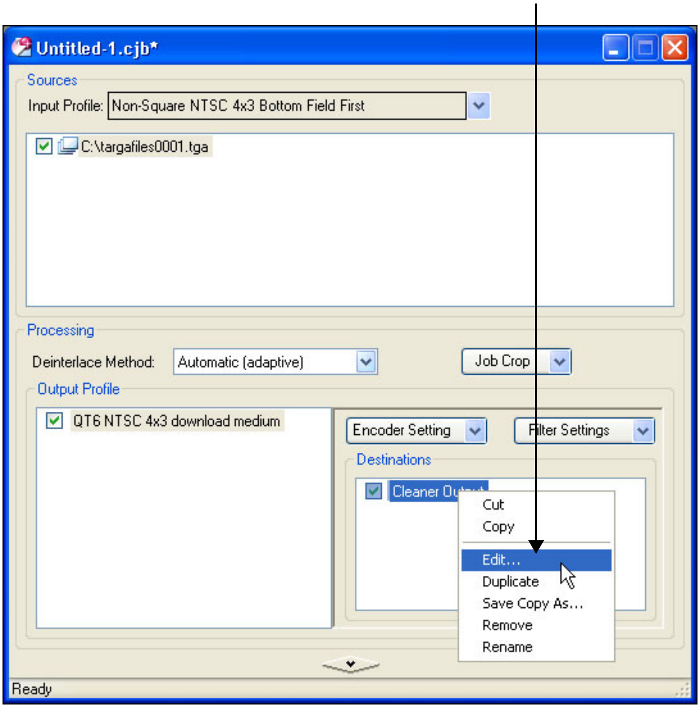


The Filter Setting Editor appears. This window allows you to apply image processing filters to the encoded output file. By default, Color Adjust and Noise Reduce are enabled. You may want to modify settings in this window prior to outputting.



20. Close the Filter Setting Editor.

21. In the Destinations window, right-click Cleaner Output, and then choose Edit.



22. In the Destination Editor, enter the path for the output movie file.

HINT: You can save the encoder settings for reuse at a later time in a job template by choosing Job | Make Job Template, and then naming the job. When you want to reuse the template, choose File | New | New Job from Template. Alternatively, you can save the output profile to reuse at a later time: see "Output Profile Group" in the Job Window chapter of the *Autodesk Cleaner XL User's Guide*.

23. In the Job menu, choose Encode Now.

24. You are prompted to save the encoding job settings.

25. You can monitor encoding progress in the Job Queue window.

If you expand the bottom of this window, you will see a graphical preview of of your encoding at approximately one frame per one to two seconds, depending on your system's processing power.

26. Encoded jobs appear on the Completed tab of the Job Queue window when encoding is complete.

Importing Files after Cleaner XL Encoding

To import a QuickTime movie file into an Autodesk Effects and Editing workstation on a Linux workstation, you have to first use Cleaner XL to encode the movie file into an image sequence and, optionally, a separate audio file.

The current recommended workflow for converting a movie file to an image sequence/audio file is the following:

- In Cleaner XL, load the movie file, and then convert it to a TGA sequence and AIFF file.
- Transfer the exported files from the Windows PC across the network to the Autodesk Effects and Editing workstation.
- On the Autodesk Effects and Editing workstation, import the TGA and AIFF files, and then combine video and audio elements of the clip.

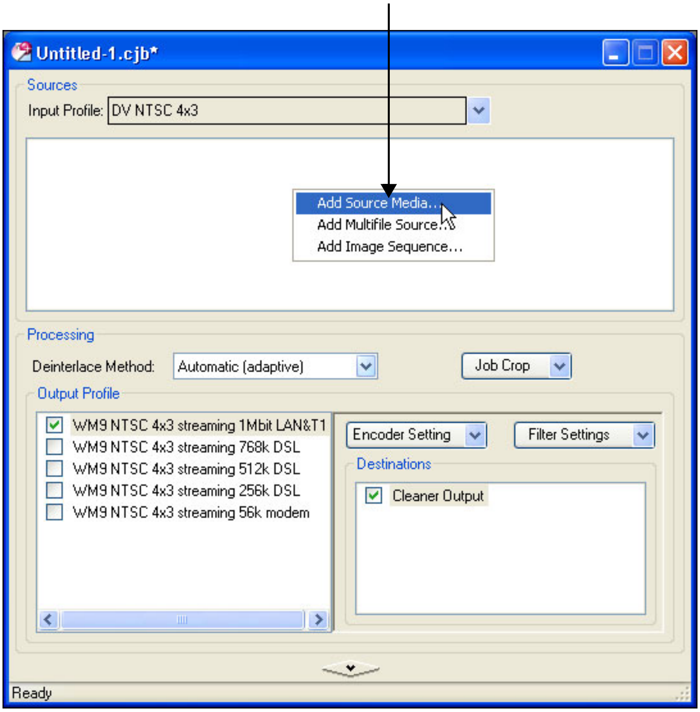
Converting a Movie File to TGA and AIFF Files

To import a movie file into an Autodesk Effects and Editing workstation, you must first separate the movie file into a TGA image sequence and a sync AIFF file.

To create an image sequence and a separate audio file from a QuickTime Movie File:

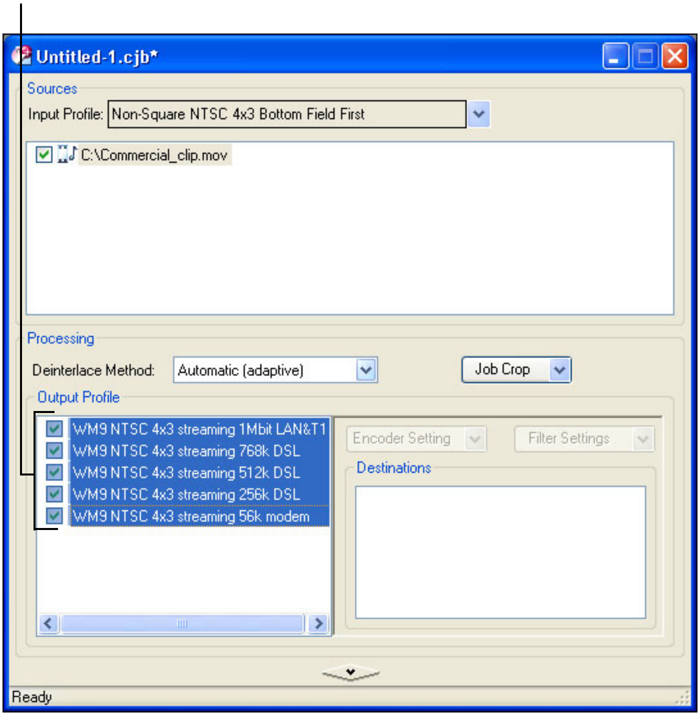
1. Open Cleaner XL.
2. Click the Input Profiles list, and then choose Load.
3. Select the input profile that matches the movie file you are converting to still images.

4. Right click in the Input Profiles area, and then choose Add Source Media.



5. Select the media file you want to convert.

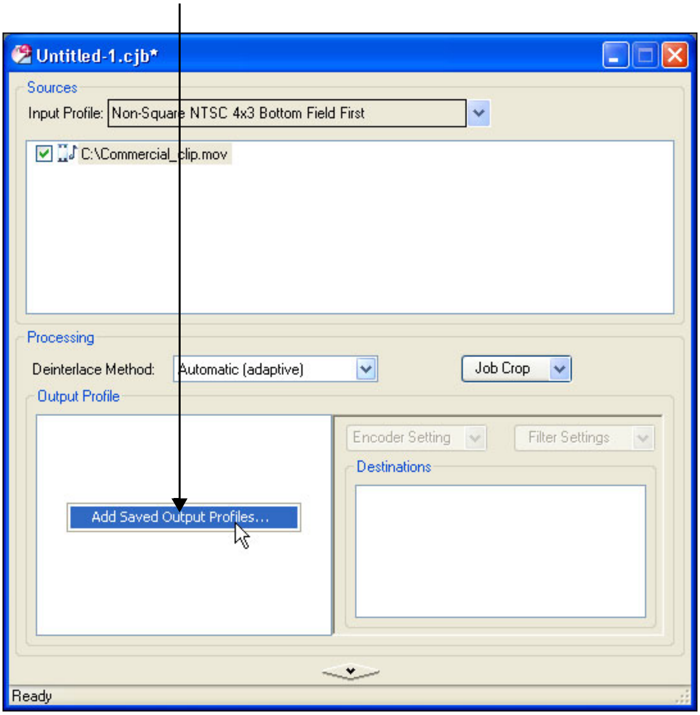
6. In the Output Profiles area, select the profiles.



7. Right-click the selected profiles, and then choose Remove.

8. When prompted to remove, click OK.

9. Right-click again in the Output Profiles area, and then choose Add Saved Output Profiles.



NOTE: It is possible to change the Default Job template and not have to do these steps all the time. Simply Save Job as Template, go to Preferences, and set this job as the Default Job.

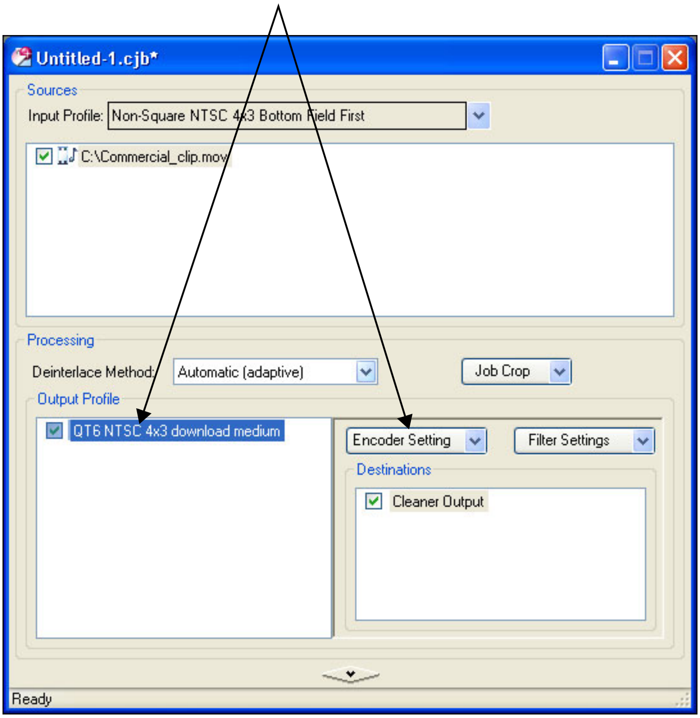
10. In the Add Output Profiles dialog, navigate to the QuickTime folder, and then double-click it.

11. Double-click the resolution to which you want to encode, for example, NTSC 4x3.

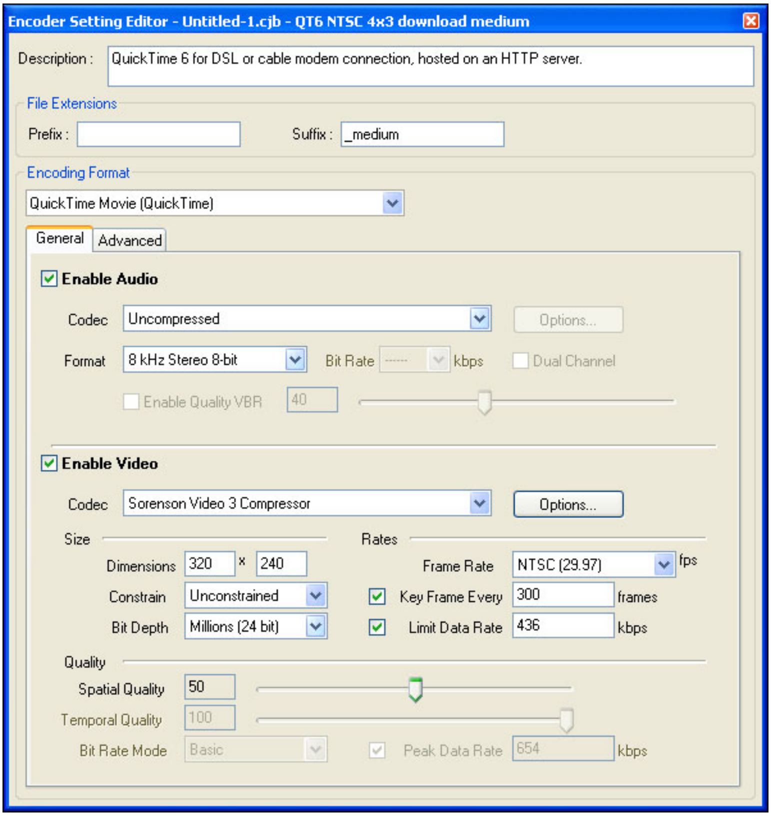
12. Select any of the output profiles.

NOTE: The profile you select here does not matter as the settings are customized to create still images.

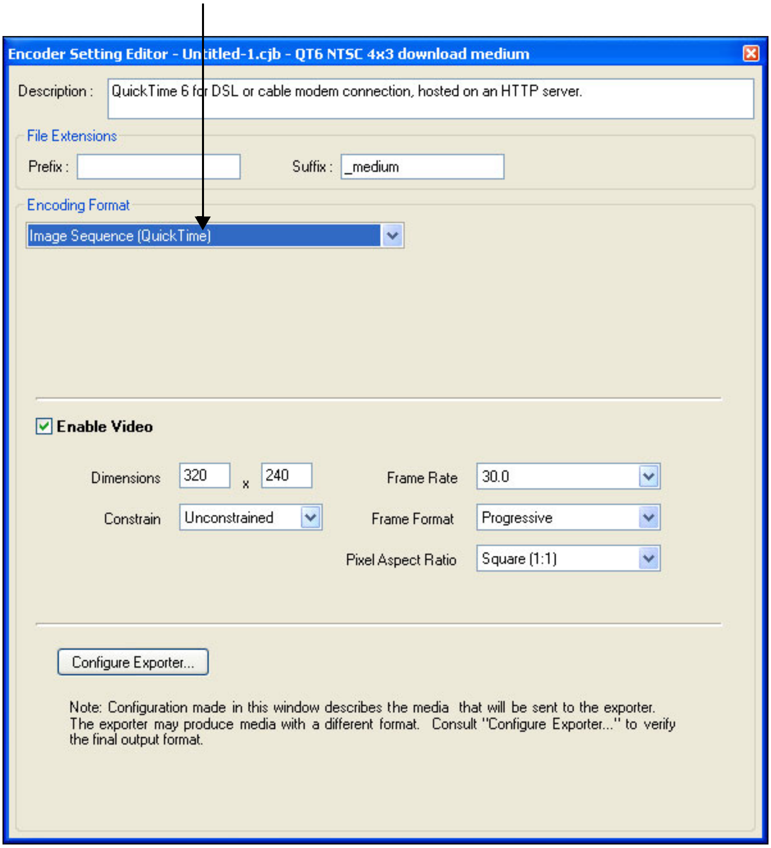
13. Select the output profile, and then click Encoder Settings.



The Encoder Setting Editor appears.



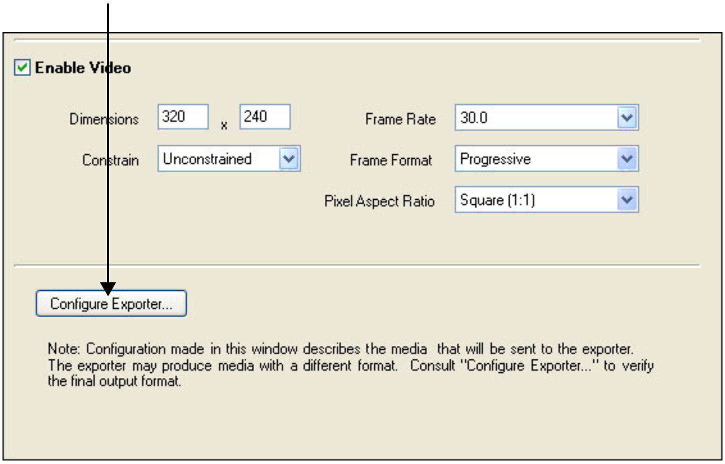
14. In the Encoding Format list, select Other | Image Sequence (QuickTime).



15. Enter the resolution for the exported stills in the Dimensions fields. This should be the same frame size as the input movie file or the TGA files will be distorted.

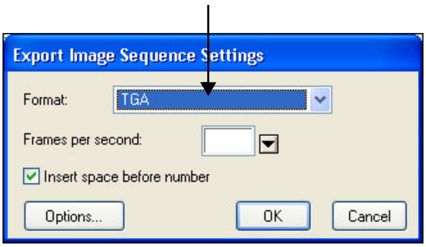
16. Select a frame rate, frame format, and pixel aspect ratio that exactly matches the input movie file. If the frame rate differs, you will experience sync problems after importing the file into an Autodesk Effects and Editing workstation.

17. Click Configure Exporter.

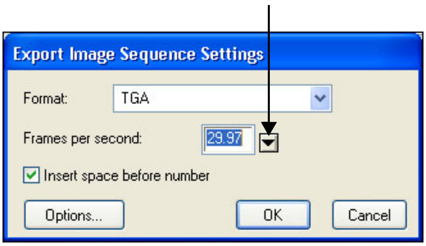


The Export Image Sequence Settings dialog appears.

18. In the Format list, select TGA.



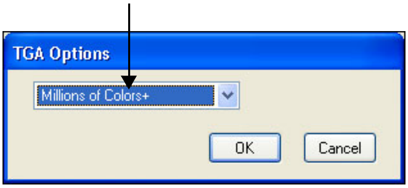
19. Select the Frames per second value of the output TGA sequence.



20. Click Options.

The TGA Options appear.

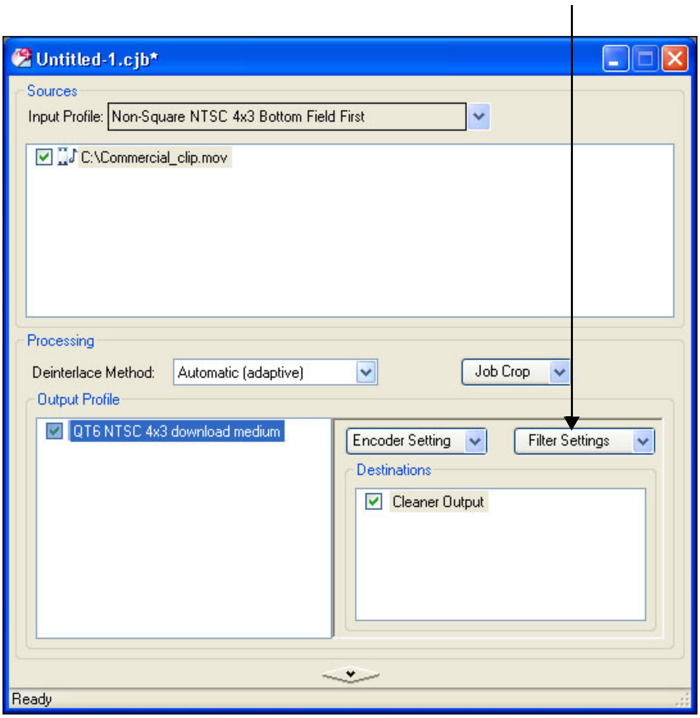
21. Select Millions of Colors +, and then click OK.



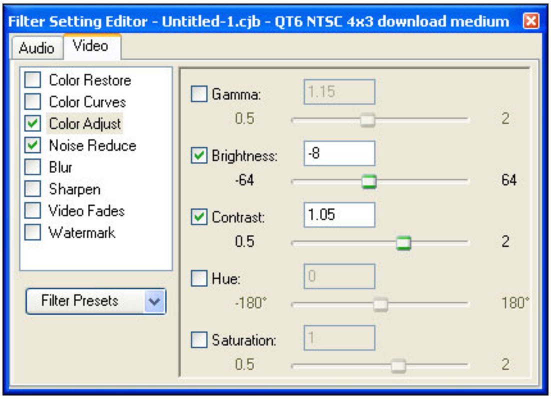
22. Click OK to close the Export Image Sequence Settings dialog.

23. Close the Encoder Setting Editor window.

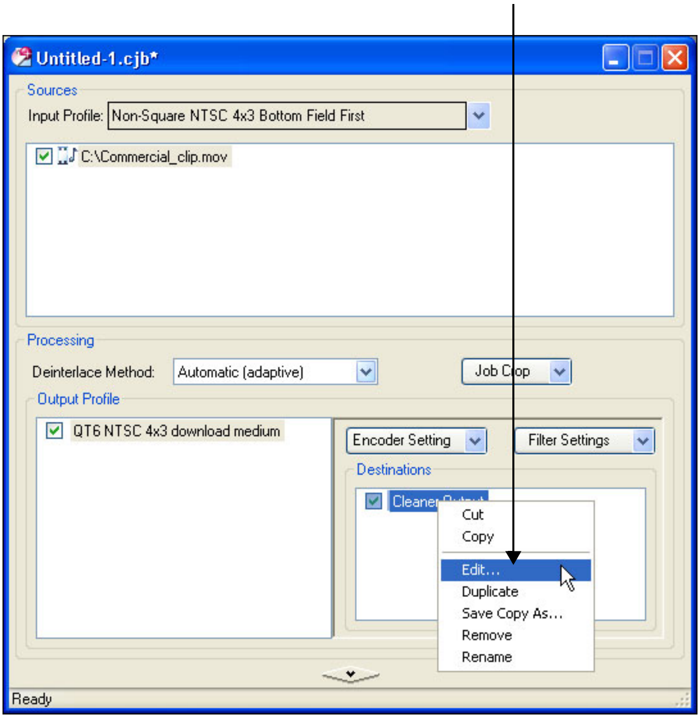
24. Click Filter Settings.



The Filter Setting Editor appears. This window allows you to apply image processing filters to the encoded output file. By default, Color Adjust and Noise Reduce are enabled. You may want to modify settings in this window prior to outputting.



25. In the Destinations area, right-click Cleaner Output, and then choose Edit.

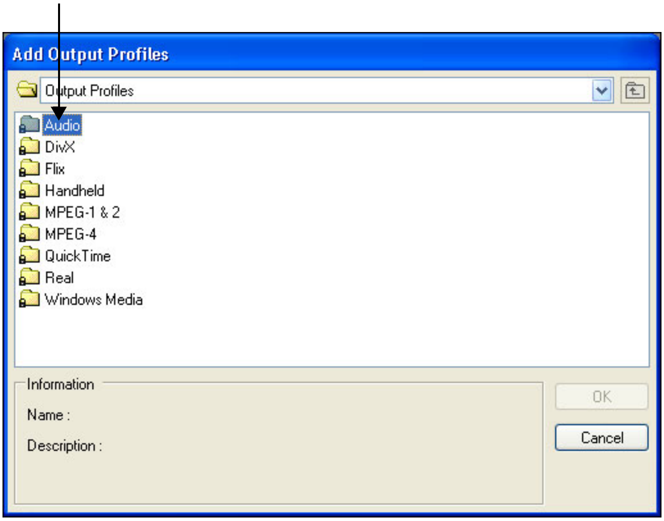


26. In the Destination Editor, enter the path for the output TGA files. If you do not need to include audio, skip to step 9 in the following procedure. Otherwise proceed to step 1.

To set up an audio file export:

1. Right-click the Output Profiles area, and then choose Add Output Profiles.

2. Double-click Audio.



3. Double-click QuickTime, select any output profile, and then click OK.

   NOTE: The profile you select here does not matter as the settings are customized.

4. Select the Audio Output Profile, and then click Encoder Settings.

5. In the Encoder Format list, select Other | AIFF (QuickTime).

6. Adjust the audio settings as needed.

7. In the Destinations area, right-click Cleaner Output, and then choose Edit.

8. Enter the path to the output file.

   HINT: You can save the encoder setting for reuse at a later time in a job template by choosing Job | Make Job Template, and then name the job. When you want to reuse the template, choose File | New | New Job from Template.

9. Select both output profiles.

10. In the Job menu, choose Encode Now.

11. You are prompted to save the encoding job settings.

12. You can monitor encoding progress in the Job Queue window.

13. Encoded jobs appear on the Completed tab of the Job Queue window when encoding is complete.

Transferring Clips to the Autodesk Effects and Editing Workstation

Once the TGA and AIFF files are created, you transfer the clips and import them on the Autodesk Effects and Editing workstation.

Importing Files to the Autodesk Effects and Editing Application on the Linux Workstation:

1. Transfer the clips from the Windows PC across the network to a directory accessible from the Linux workstation.

2. Import the TGA sequence into the Autodesk Effects and Editing application.

3. If necessary, import the accompanying AIFF audio file, and then combine the image and audio elements.