



Using MXF media with Nuendo 5



Advanced Post, Live and Audio Production System



# Using MXF media with Nuendo

Nuendo 5 supports audio files in the MXF (Material Exchange Format) container format. This is particularly useful if project data from non-linear video editing systems is delivered as AAF (Advanced Authoring Format) files referencing MXF audio.

General information about MXF media in Nuendo projects:

- MXF container files in the OP1a (import only) and OP-Atom formats are supported.
- MXF media are not automatically converted in Nuendo. If you prefer to have the audio in WAV or AIFF format, select the imported MXF files in the Pool and convert them using the Convert Files function on the Media menu.

## MXF as a part of AAF projects

Typically, AAF projects from newer non-linear editing systems reference MXF files rather than WAV or AIFF audio.

To import MXF media from an AAF project into Nuendo, you have the following options:

- On the File menu, open the Import submenu and select the "AAF..." option.  
Nuendo 5 imports the AAF file and adds the MXF media from the AAF project as audio events to the project, same as with any other audio files.
- In the Pool, click the Import button to import individual MXF media (clips) independently from an AAF file.  
⇒ Multi-channel audio in MXF media is not split onto separate tracks. Instead, a single multi-channel track is created in Nuendo.

## MXF as multi-track containers

Particularly in broadcast workflows, MXF is often used to manage multi-track projects including video. Nuendo 5 can import this kind of MXF media in two ways:

- As a new project, by selecting the MXF option from the Import submenu of the File menu.

For each audio track contained in the MXF file, a separate audio track is created. The video track from the MXF file is ignored.

⇒ If the audio data inside the MXF file is stored in interleaved format, e.g. in D-10 format, no separate audio tracks are created. In such a case, after importing the MXF, use the "Multi-Channel to Mono..." option on the "Convert Tracks" submenu of the Project menu to split the audio into separate mono files.

- As an audio file, imported via the Pool or using drag and drop.

The content of the MXF file is imported and referenced as one audio clip. Multi-channel audio in MXF media is not split onto separate tracks. Use a multi-channel track in Nuendo instead.

## Important notes for importing MXF media as projects

The Nuendo project references media files inside the MXF container using relative paths. In order to keep these paths intact, the relative location of the MXF file and the Nuendo project file (.npr) must not be changed. Otherwise Nuendo will not be able to locate the MXF media files any longer.

The following file-based operations in Nuendo do not work if the project uses referenced media from inside the MXF file:

- Prepare Archive
- Back up Project
- Export OMF or AAF
- Uploading tracks using the Network functions

⇒ In case you want to use the above functions or if you need to have the media files consolidated in the project folder for other reasons, use the Convert Files function on the Media menu to convert the MXF files to WAV format.

## MXF as a recording format

If you plan to record content with AAF as the target format, using MXF as the recording format is recommended as no additional conversion is required.

1. In the Project Setup dialog, open the "Record File Type" pop-up menu and select the MXF option.  
Each audio clip will result in a single MXF file (OP-Atom format).
2. Record and edit all the audio that you need.
3. On the Project menu, open the Export menu, and select the "AAF..." option.

Make sure to export the project with file references only. For more information about exporting AAF, see the chapter "File handling" in the Operation Manual.

## **MXF as export audio file format**

You can also export an audio mixdown in the MXF (OP-Atom) format:

- In the Export Audio Mixdown dialog, open the “File Format” pop-up menu and select the MXF option.

For more information about exporting audio mixdowns, see the chapter “Export Audio Mixdown” in the Operation Manual.