



MATCHTUNE

MARKERS TUTORIAL

MatchTune markers compatibility



Music tracks optionally come with music events markers compatible with the following:

- AVID Media Composer (XML file) - Parts / Climax
- AVID Pro Tools (MDI file) - Parts / Tempo / Time Signature / Climax
- APPLE Final Cut Pro (FCPXML file) - Parts / Climax
- APPLE Logic Pro (AIFF, WAV file) - Parts / Tempo
- ADOBE Premiere Pro (M4A file) - Parts / Climax
- ADOBE Audition (AIFF, WAV file) - Parts / Tempo
- STEINBERG Cubase
- STEINBERG Nuendo
- BLACK MAGIC Davinci Resolve (EDL file) - Parts / Climax

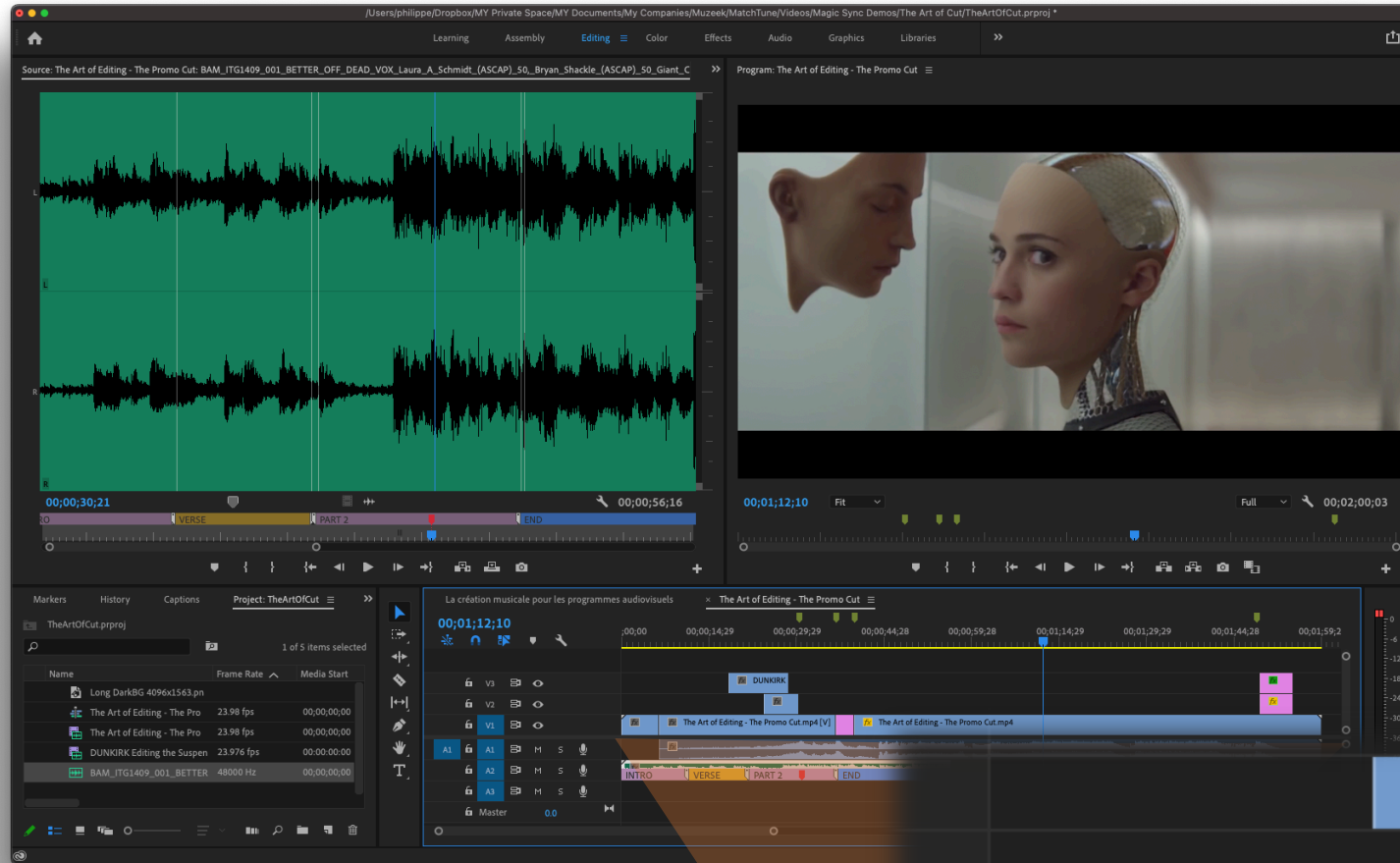


Markers file format overview

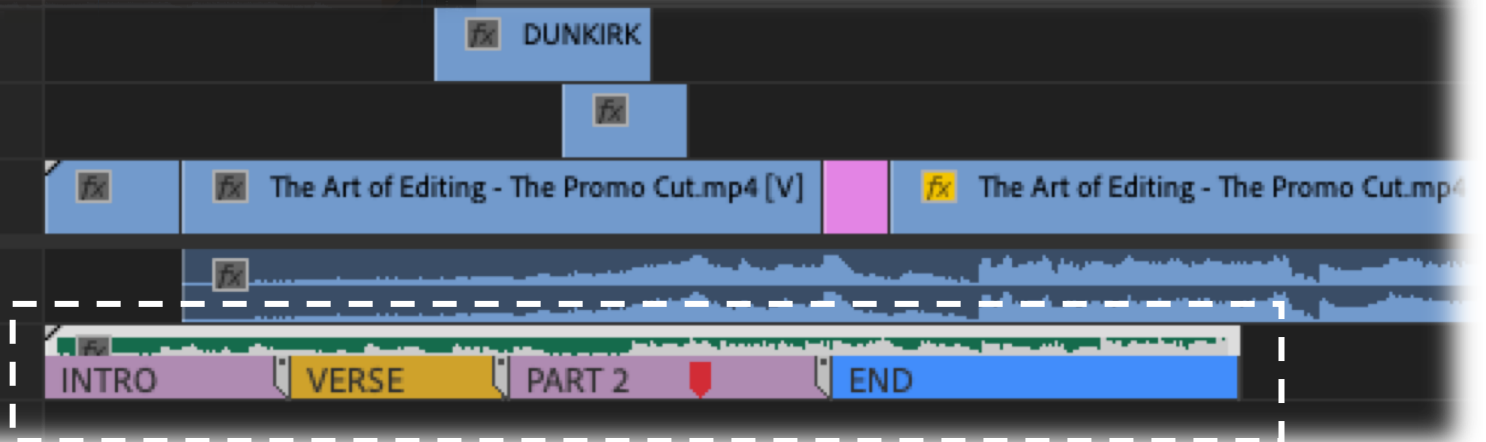


Brand	Software	File format	Features
AVID	Media Composer	XML	Markers, Climax
AVID	Pro Tools	MDI	Markers, Tempo, Time Signature, Climax
APPLE	Final Cut Pro	FPCXML	Markers, Climax
APPLE	Logic Pro	AIFF, WAV	Markers, Tempo, Climax
ADOBE	Premiere Pro	M4A	Markers, Climax
ADOBE	Audition	AIFF, WAV	Markers, Tempo
BLACK MAGIC DESIGN	DaVinci Resolve	EDL	Markers, Climax

ADOBE Premiere Pro Markers



- Available markers are music parts and climax
- Simply drop a m4a music file from MatchTune into the timeline



AVID Pro Tools Markers



The screenshot shows the Avid Pro Tools interface with a timeline containing markers. A dialog box titled "MIDI Import Options" is open, showing the "Destination" section with "New Track(s)" selected and "Instrument Track" chosen. The "Location" is set to "Session Start". The "Import tempo map from MIDI File" checkbox is checked. The "Memory Locations" window is also visible, showing a list of markers.

#	Name	Min:Secs	Bars Beats		Comments
1	INTRO	0:00.042	1 1 076	0	
2	R 2	0:08.691	5 1 076	0	
3	R 3	0:17.340	9 1 076	0	
4	R 4	0:25.988	13 1 076	0	
5	R 5	0:34.637	17 1 076	0	
6	R 6	0:43.286	21 1 076	0	
7	R 7	0:51.934	25 1 076	0	
8	R 8	1:00.583	29 1 076	0	
9	R 9	1:09.231	33 1 076	0	
10	R 10	1:17.880	37 1 076	0	
11	R 11	1:26.529	41 1 076	0	
12	R 12	1:35.177	45 1 076	0	
13	R 13	1:43.826	49 1 076	0	
14	R 14	1:52.475	53 1 076	0	
15	R 15	2:01.123	57 1 076	0	
16	R 16	2:09.772	61 1 076	0	

- Available markers are music parts, climax, tempo and time signature
- Create new session
- Import the audio file
- Import (or drag and drop) the MatchTune midi file
- Make sure you've checked import tempo map from MIDI file
- Markers should appear on the audio track in the timeline

AVID Media Composer Markers



The screenshot displays the AVID Media Composer interface. The Markers window is open, showing a list of markers with columns for #, Marker Name, TC, End, Track, and Part. The Project Properties dialog is also open, displaying the Raster (HD 1080) and Edit Rate (24 fps) settings. The Timeline at the bottom shows two audio tracks, A1 and A2, with a waveform and markers.

#	Marker Name	TC	End	Track	Part
0001	R 2	01:00:0...		A1	1
0002	R 3	01:00:1...		A1	1
0003	R 4	01:00:2...		A1	1
0004	Climax 1	01:00:2...		A1	1R 5: 1
0005	R 6	01:00:3...		A1	1
0006	R 7	01:00:4...		A1	1
0007	R 8	01:00:4...		A1	1
0008	R 9	01:00:5...		A1	1
0009	R 10	01:01:0...		A1	1
0010	R 11	01:01:1...		A1	1
0011	R 12	01:01:1...		A1	1
0012	R 13	01:01:2...		A1	1

Project Properties dialog:

Before continuing:
The project must establish a raster (size of the image) and edit rate (frames per second).
Based on the clip you are adding to the Timeline, Media Composer will set the project to:

Raster: HD 1080 Edit Rate: 24 fps

Otherwise choose another Raster or Edit Rate from the above menus.

Cancel OK

- Available markers are music parts, climax
- Import or drag and drop the audio file to your clip folder
- Drag and drop the audio file from the clip folder to the timeline
- Set the bitrate to 24 fps
- Then Tools > Markers
- Right click on the markers window > Import Markers
- Then choose the corresponding MatchTune *.txt file

APPLE Logic Pro Markers



- Available markers are music parts, tempo and climax
- Import or drag and drop the AIFF or the WAV file to a new track
- Then you have all the markers
- Don't change the tempo after importation or you will move the markers

APPLE Final Cut Pro Markers



The screenshot shows the Apple Final Cut Pro interface. On the left, there is a sidebar with a search bar labeled 'Rechercher' and tabs for 'Plans', 'Balises', and 'Rôles'. Below these is a table with 21 elements. The main area displays a timeline with a blue audio track labeled 'JGM_JGM_0032_01401' and several markers. A clapperboard overlay is visible in the bottom left corner, containing the following information:

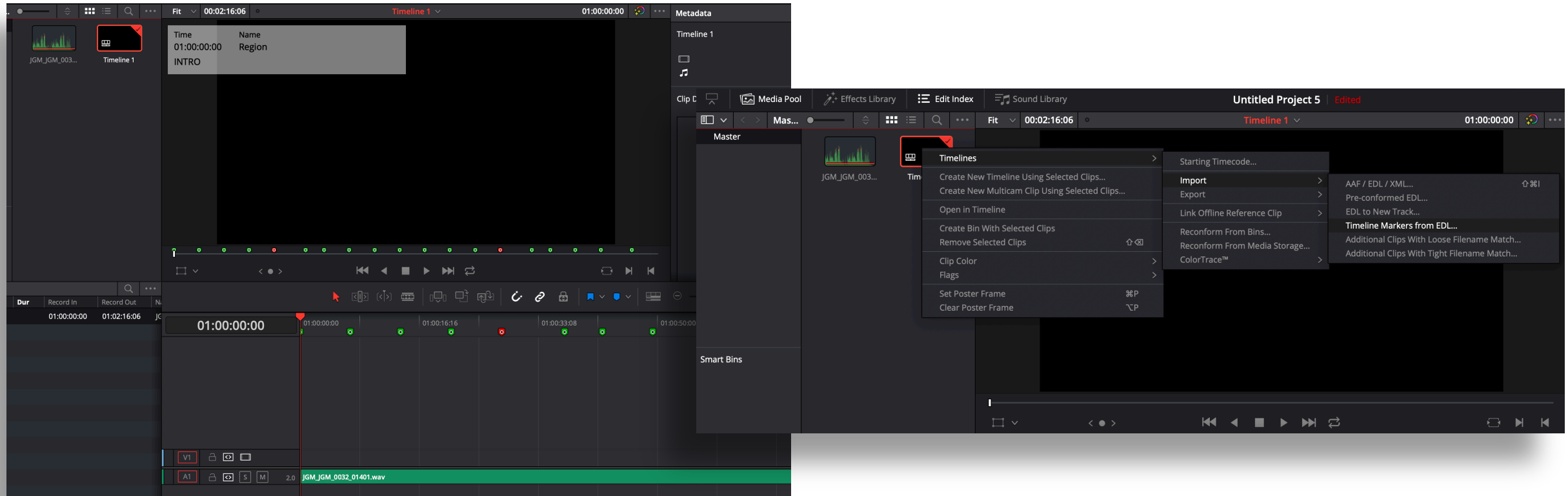
Nom	Position	Notes
INTRO	00:00:00:02	
R 2	00:00:07:03	
R 3	00:00:14:04	
R 4	00:00:21:06	
R 5	00:00:28:07	
Climax 1	00:00:28:08	
R 6	00:00:37:03	
R 7	00:00:42:10	
R 8	00:00:49:11	
R 9	00:00:56:13	
R 10	00:01:03:14	
R 11		
R 12		
R 13		
R 14		
R 15		

The clapperboard overlay also displays the following information:

- Project Name: JGM_JGM_0032_01401
- Date and Time: 17/12/2020 10:59
- Timecode: 00:02:16:08

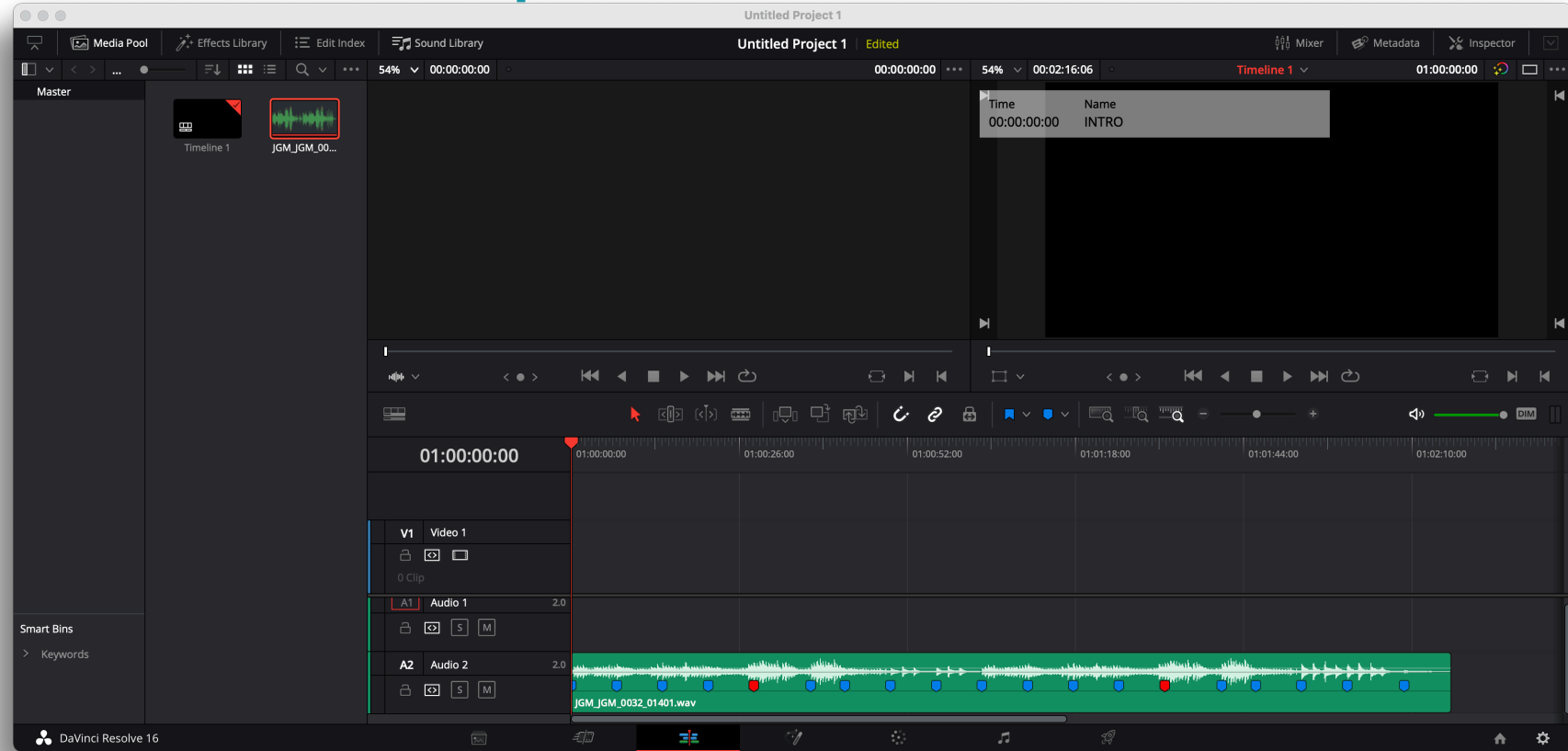
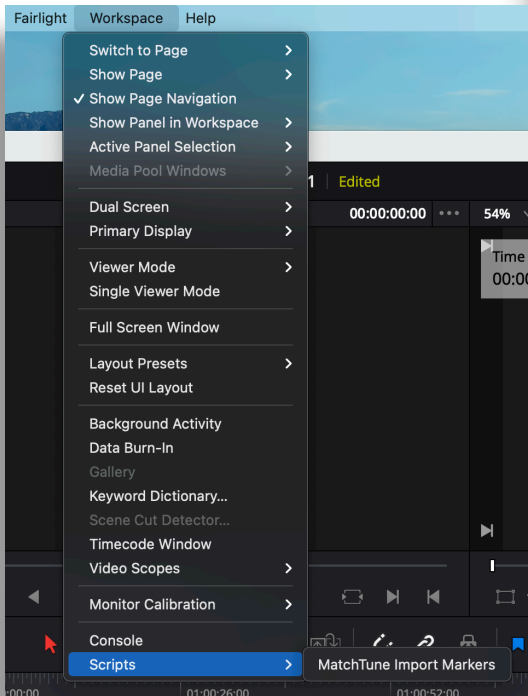
- Available markers are music parts, climax
- Place your Audio file and the *.fcpxml in the same folder
- From the file > import XML
- Then double click on the project with the audio name
- Then you have all the markers and the marker list

Da Vinci Resolve Markers on timeline



- Available markers are music parts, climax
- Import or drag and drop the audio file into the media pool
- Drag and drop the audio file from the media pool to the timeline
- This create a new timeline in the median pool
- Then right click > Timelines > Import > Timeline Markers from EDL...
- Choose the EDL file and the markers shows on the timeline

Da Vinci Resolve Markers on clip



- Available markers are music parts, climax
- Install script MatchTune Import Markers in Resolve
- Drag and drop the WAV audio file from the media pool to the timeline
- This create a new timeline in the median pool
- Then select > Workspace > Scripts > MatchTune Import Markers...
- All markers should appear on the clip area

ADOBE Audition Markers



The screenshot displays the Adobe Audition interface. On the left, the 'Marqueurs' (Markers) panel is open, showing a list of markers with columns for 'Nom' (Name), 'Début' (Start), 'Fin' (End), 'Durée' (Duration), and 'Type' (Type). The markers are as follows:

Nom	Début	Fin	Durée	Type
INTRO	1:1.00		0:0.00	Repère
R 2	5:1.00		0:0.00	Repère
R 3	9:1.00		0:0.00	Repère
R 4	13:1.00		0:0.00	Repère
R 5	17:1.00		0:0.00	Repère
Climax 1	17:1.00		0:0.00	Repère
R 6	22:1.00		0:0.00	Repère
R 7	25:1.00		0:0.00	Repère
R 8	29:1.00		0:0.00	Repère
R 9	33:1.00		0:0.00	Repère
R 10	37:1.00		0:0.00	Repère
R 11	41:1.00		0:0.00	Repère
R 12	45:1.00		0:0.00	Repère
R 13	49:1.00		0:0.00	Repère
R 14	53:1.00		0:0.00	Repère
Climax 2	53:1.00		0:0.00	Repère

Below the markers panel is the 'Vidéo' (Video) panel, which is currently empty. The main workspace shows a multi-track audio project with two tracks. The top track is labeled 'Editeur: JGM_JGM_0032_01401.wav' and 'Mélangeur'. The waveform is displayed in green on a black background. The timeline at the top shows markers for 'INTRO', 'R 2', 'R 3', 'R 4', 'Climax 1', 'R 6', 'R 7', 'R 8', 'R 9', 'R 10', 'R 11', 'R 12', 'Climax 2', 'R 15', 'R 16', 'R 17', 'R 18', and 'END'. The tempo is set to 136.0 bpm. The volume level is indicated as +0 dB.

- Available markers are music parts, climax
- Import or drag and drop the AIFF or the WAV file to a new track
- Then you have all the markers
- To open the markers list windows > markers
- Don't change the tempo after importation or you will move the markers



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