

Sony XDCAM EX™ Workflow

Using Sony Vegas® Pro 9.0

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1 – Introduction

XDCAM EX Overview



The Sony XDCAM EX format provides another tapeless format for HD video acquisition and storage. XDCAM EX format is a cost-effective addition to the XDCAM HD family.

The primary difference between XDCAM HD and XDCAM EX format is the recording medium. Rather than using the Sony Professional Disc media for recording video, XDCAM EX uses solid state SxS™ removable media, based on the latest ExpressCard® technology, the successor to the older CardBus® PC card technology. Both ExpressCard and CardBus are PCMCIA standards. With the proper drivers installed, SxS media may be read by any Macintosh® or PC fitted with an internal ExpressCard slot or externally-connected reader.

You can also use the camera as a reader by connecting it through the USB port. However, unlike XDCAM HD, XDCAM EX devices are only capable of being accessed via file-based methods. They do not support VTR emulation. The PMW-EX1 and PMW-EX3 cameras have an HD-SDI output that can be used in a manual control mode.

Vegas Pro 9 Overview



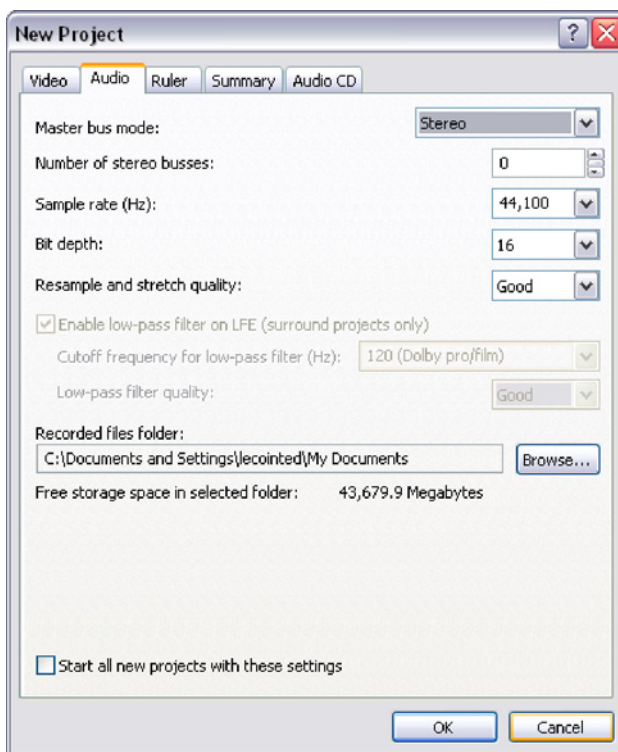
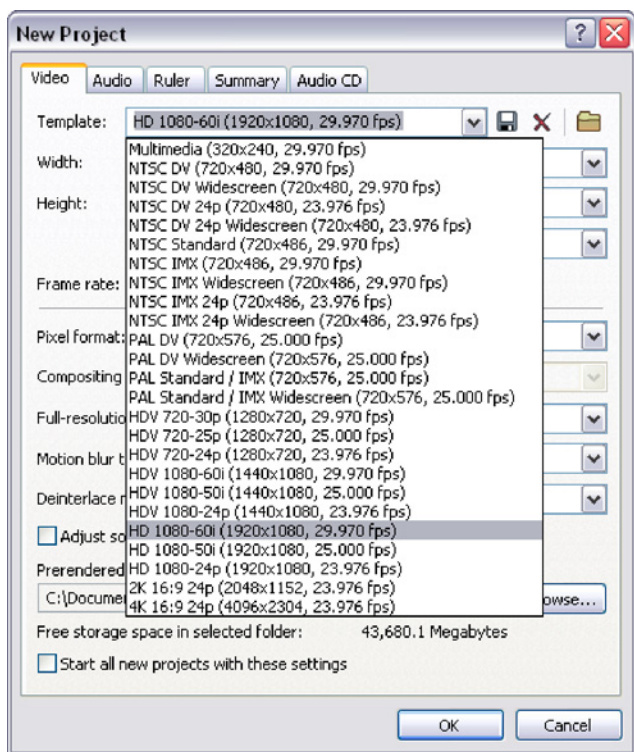
The Vegas Pro 9 collection integrates two powerful applications that work seamlessly together to provide an efficient and intuitive environment for video and broadcast professionals. This comprehensive suite offers the most robust and progressive platform available for content creation and production. With broad format support, superior effects processing, unparalleled audio support, and a full complement of editorial tools, the Vegas Pro 9 collection streamlines your workflow. From acquisition to delivery, from camera to Blu-ray Disc™, the Vegas Pro 9 collection delivers exactly what you need to produce outstanding results.

Prior to this version, users needed to utilize the free XDCAM EX Clip Browser™ software tool to “rewrap” the recorded .mp4 files into .mxf files for editing. That extra step is now a thing of the past since Vegas Pro 9 natively supports the XDCAM EX .mp4 file format. For more information on XDCAM EX Clip Browser and its use with previous versions of Sony Vegas Pro, please [click here](#). As a result of this native support, Vegas Pro 9 also supports direct-editing. This feature allows the user to edit content located on the SxS card without importing the footage onto local storage.

Vegas Pro 9.0 XDCAM EX Workflow

Setting Up a Project

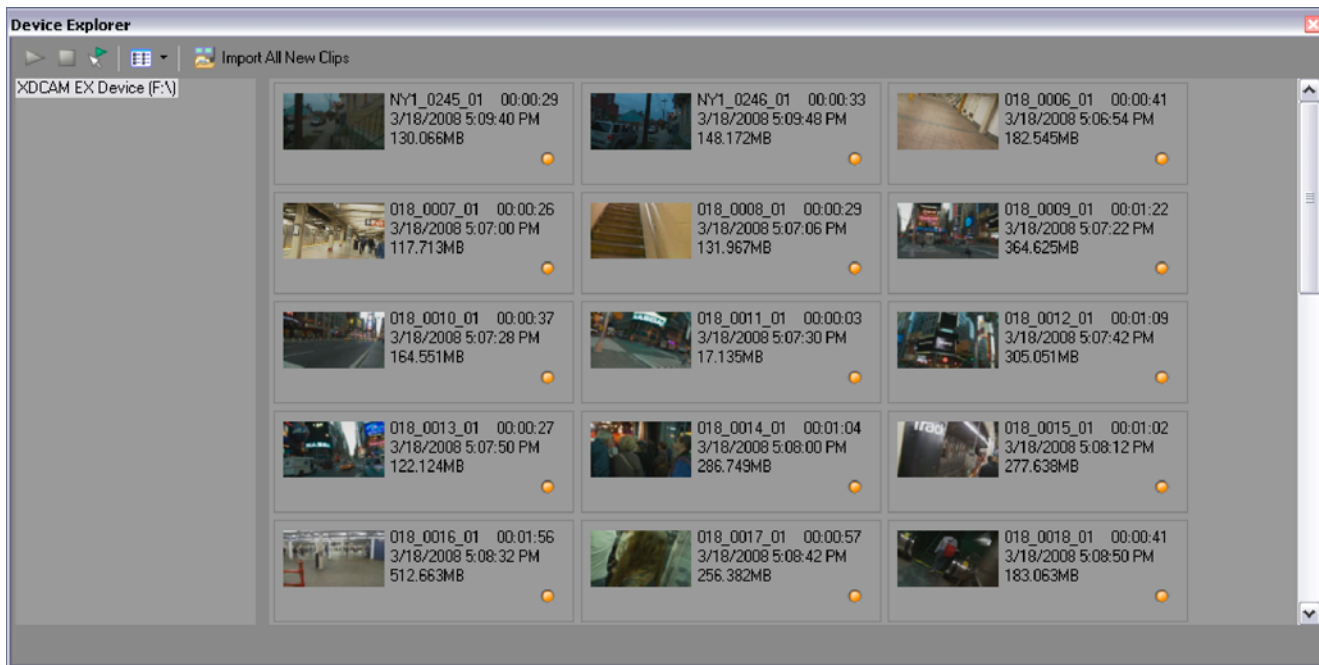
- 1- Navigate to File → New
- 2- In the **New Project** dialog window, select the appropriate settings:



Note: For the purposes of this document, we will select a resolution of 1920x1080 at a frame rate of 60Hz (29.970 frames per second).

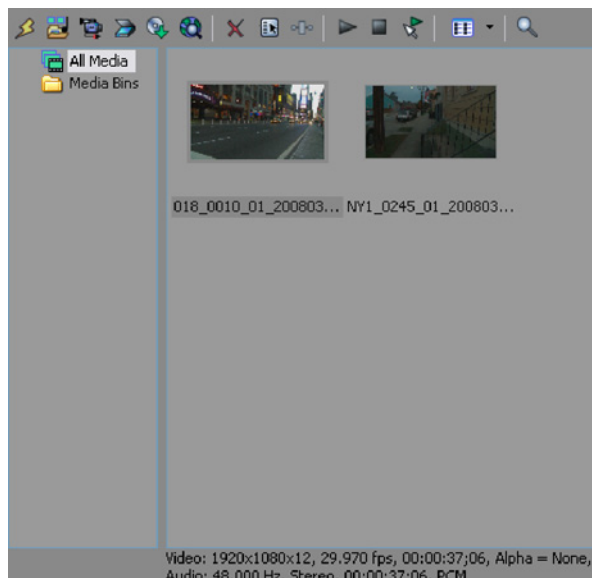
Importing Clips

- 1- Transfer your clips from your XDCAM EX device to your computer.
 - a. Install the SxS device driver.
 - b. Connect your camera (or card reader) to your computer with a USB cable.
 - c. Your camera and/or deck will prompt you to **Connect USB Now?**
Choose **Execute**.
 - d. Navigate to View → Device Explorer.



The Device Explorer window will display thumbnails of clips currently located on the SxS media card.

- 2- Select the clips you would like to import (Hold down the CTRL key and then right-click to select multiple clips). Only the selected clips will be imported to the computer's local storage.
- 3- Once all clips have been selected, click on **Import Selected Clips**.

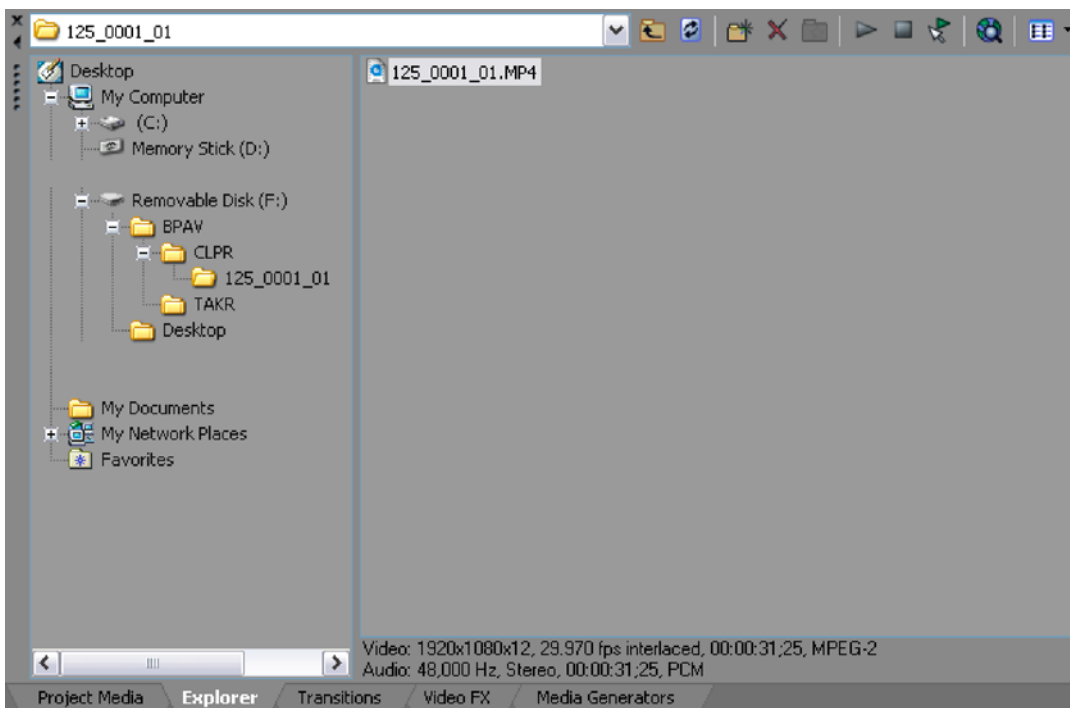


Note: If no clips are selected, the Device Explorer window will display “**Import All New Clips**.” This will import all clips located on the SxS media card to the computer's local storage. Imported Media files will now be located in one of the Media bins under the **Project Media** tab.

Direct-editing

Sony Vegas Pro 9 now supports Direct-editing using the Sony SxS media cards.

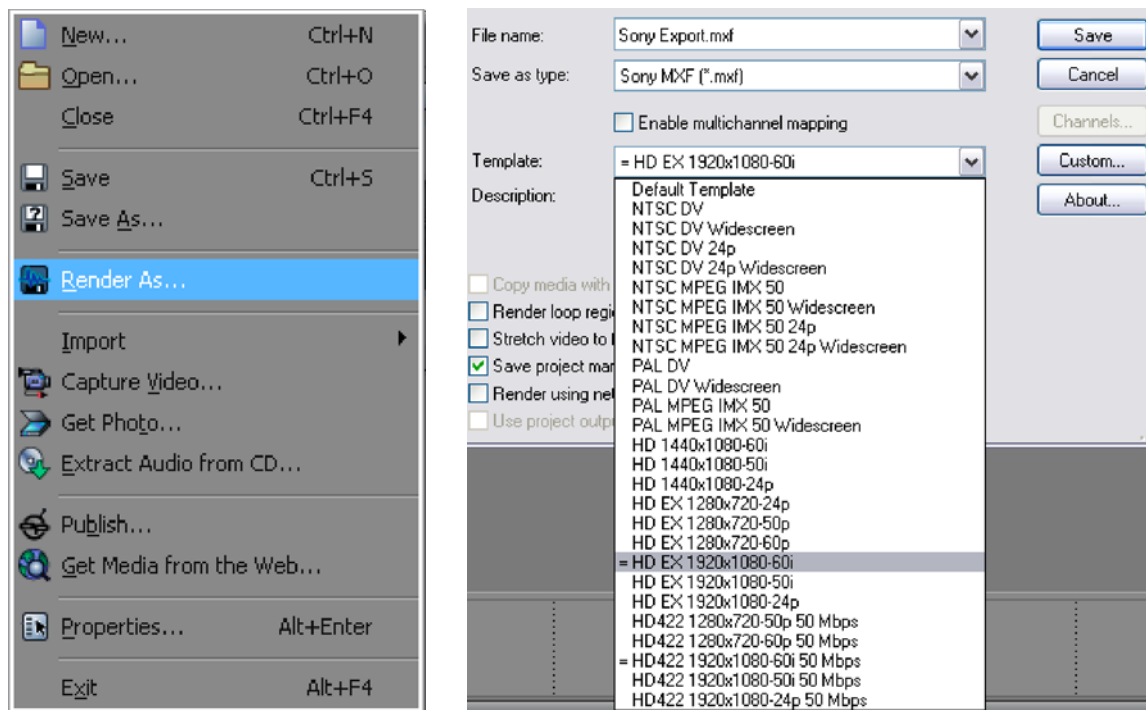
- 1- Connect the device to the editing computer via the USB 2.0 connection or the PCI Express Slot on the computer.
- 2- If required, select Execute to enable communication with Vegas.
- 3- Click on the Explorer tab and navigate to the SxS media connected to the computer



- 4- Once the SxS media has been located, navigate to BPAV → CLPR and select the folder containing the desired footage.
- 5- Drag the .mp4 file from the content folder to the Vegas timeline and begin editing.

Exporting

1- Once editing is complete, navigate to File → Render As...



2- Select the appropriate settings and render the project for the destination format.

Note: In order to achieve Smart Rendering with EX Clips, those clips must be converted and imported as .mxf files using the XDCAM EX Clip Browser software.

There is currently no spanned clip support in Vegas Pro 9 for XDCAM EX clips. In the event that a spanned clip is created, the user must use the XDCAM EX Clip Browser software to merge the clips.

For a more information on merging spanned clips or converting EX clips to .mxf files using the XDCAM EX Clip Browser software, please [click here](#).