
Audio Re-Conforming For Post

Posted by noiseboy55 - 2008/06/26 07:48

This is kind of a rhetorical question as I'm just researching something which will probably cross my path in the future that I want to be prepared for. So imagine I've fully mixed a 60 minute film. Then it goes back to the edit and they cut it down to 45 minutes, using the same footage but also adding additional shots. I've obviously done loads of work, but now everything's in a new place on the timeline, shots are shorter etc. I've got to mix this, but I've got LESS time to do it, because I've already done it once irrelevant that I've basically got a new OMF. How do I conform my original work to the new cut, in the fastest way possible, leaving me enough time to mix the new inserts?

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Re:Audio Re-Conforming For Post

Posted by bennycho11 - 2008/06/26 15:49

wanna know what I would do?...punch whoever made the changes in the face

lol, really. 'Cause cutting 15 minutes and then adding/rearranging clips on the video side messes it up on the audio side as well.

I would usually just reimport the new OMF and look to see what's the same and what's not. Saving a new session so I still have all my original edits, I'd go through and delete what I don't need from my original tracks and then delete what I already have from the new imported tracks. Hopefully there's some stuff I can drag onto existing tracks to help utilize the same EQ's, compressors, etc. Then I'd go through and work on cross fades. I always do cross fades before I worry about mixing. Finally I'd go through and remix the new regions/tracks.

There's no "fast" way that I can think of. This is one of the reasons audio is done LAST in post production. You start making changes on the video and it effects everything downstream. And then us audio guys get pissed off that we have to redo our work and we tend to half ass it because we don't have as much time. If the producer or whoever can view the rough video edit and approve it or make changes THEN....that's ideal. Have him/her sign off on the visuals and then come back to listen to the final mix after.

Of course that's an ideal world.

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Re:Audio Re-Conforming For Post

Posted by cneal - 2008/06/26 16:13

Agreed, probably no "fast" way. Obviously given specific tasks there are faster and slower ways of doing them. And the changes could be very difficult (a few seconds or frames here, there and everywhere) or just a few large cuts that you could accomplish rather quickly.

I have always been lucky (I guess), as on the TV shows that I've done audio for the producer/directors were really good at editing the show using the wide shots, locking into the takes and then I could get started on the audio while the editor then went back and put in all the B-roll, etc., which didn't effect the audio track. The best thing about a series is the workflow you get into, man by episode 13 we had it down to a science and then we didn't work on the show again for 9 months and had to start all over again. :)

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Re:Audio Re-Conforming For Post

Posted by noiseboy55 - 2008/06/26 16:57

Thanks for your replies guys - its exactly how I'm feeling!! The thing is, theres two different versions of this film, one shorter than the other - hence why I wanted to find out if I'm able to recycle my first mix. One, cos it feels like a waste of time doing it again and Two, because of my own personal sanity, plus Three - the two mixes could end up being completely different! It really is a catch 22, but I have heard theres some clever software:

<http://www.virtualkaty.com/>

That can reconform your audio from EDLs. Was hoping someone had experience of this beast, because it sounds like a

good solution. Only problem is convincing the facility to break out the £££ to get it in!! So was hoping there was something that did the same job, but at a cheaper price. Like CNeal says big chunks, no problems, just split and nudge the audio if they give you exact timecodes and frames removed. But they're completely changing it. My brains frying at the thought of it :S

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Re:Audio Re-Conforming For Post

Posted by cneal - 2008/06/26 17:36

Yeah, with major changes you have to weigh which is more work, basically starting from scratch or figuring out what changed and making the changes. Either way it is no fun. Although, on the bright side, if you can keep the clock rolling, which you should, it means more \$\$\$!

Good luck NB (if I can call you that :))!

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Re:Audio Re-Conforming For Post

Posted by bennychico11 - 2008/06/26 18:20

cneal wrote:

Yeah, with major changes you have to weigh which is more work, basically starting from scratch or figuring out what changed and making the changes.

I second this. Many times I've had to resort to just starting over again

I have not heard of the virtual katy, but maybe I'll try and take a look at the demo :)

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Re:Audio Re-Conforming For Post

Posted by noiseboy55 - 2008/06/26 18:51

I third! Starting again after knowing the material already is probably the safest bet I reckon given the timescale! better to blast through it then spend hours scratching my head and running out of time! All about the workflow.....

Check out that software and let me know how it go, if it can do what it says it does it'll be fantastic. Theres some nice comments from users in big studios as well - they swear by it.

Either way like C said(if i can call you that B)!) its all about keeping the clock rolling!!

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