

Blackmagic Cinema Camera Metadata Import

The following steps will allow you to repurpose the custom metadata that can be entered on the camera during a production. The QuickTime AMA link does not provide for any of the metadata tracks to be imported when linked, so the workaround is to create an ALE file in Resolve and merge that ALE into the AMA linked clips in the bin. The following is an example of the custom metadata for this one clip:

The screenshot displays a video player interface for a clip named `bmcc_001_2013-04-20_0447_C0000.mov`. The video frame shows a close-up profile of a white dog's head. The interface includes playback controls (Play, Stop, Previous, Next, Full Screen) and a timeline showing the clip's duration from `04:47:14:00` to `04:47:29:12`, with a total duration of `00:00:15:13`.

The Metadata panel is expanded, showing the following information:

- File Name: `bmcc_001_2013-04-20_0447_C0000.mov`
- Directory: `/Volumes/Macintosh HD/Users/michael/Desktop`
- Duration: `00:00:15:13`
- Resolution: `1920 x 1080`
- Frame Rate: `23.976 fps`
- Codec: `DNxHD`

The Description field is empty. The Notes field contains the text `Interior house living room`. Other fields include Shot (`1`), Scene (`3A`), Angle (`MED`), and Keyword (`living room house dog`). The Audio panel on the right shows a waveform with a volume scale from `0` to `-80` dB and a track selection bar with buttons numbered 1 through 8.

Please see the User Guide for Resolve and Media Composer for more detail, but these are the basic steps:

1. Open files in Resolves, use “filename” as REEL ID (conform assist in settings)
2. Create timeline and export as ALE. Currently there is no option to output the REEL ID as Tape or Source File, and if you are planning on merging the ALE to an AMA linked file, the ALE will need to be edited in a text editor. The ALE will look like this as exported (notice the highlighted TAPE).

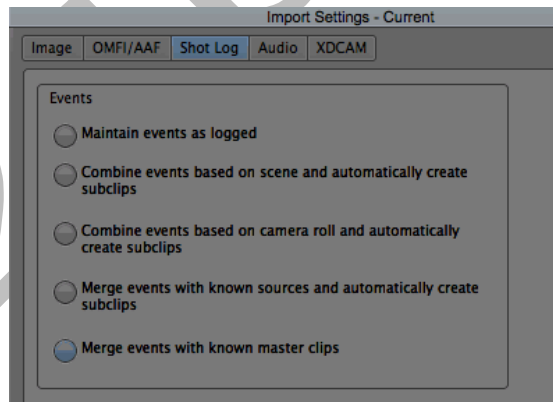
1	Heading
2	FIELD_DELIM TABS
3	VIDEO_FORMAT 1080
4	AUDIO_FORMAT 48khz
5	FPS 23.976
6	
7	Column
8	Name Tracks Start End Take Tape UNC FPS Reel # Scene Shoot date Manufacturer DESCRIPT Comments Audio
9	
10	Data
11	<u>bmcc_001_2013-04-20_0447_C0000</u> .mov VA1A2 04:47:14:00 04:47:29:13 bmcc_001_2013-04-20_0447_C0000 /Volumes/Macintosh HD/
12	

Highlight the “Tape” column and change it to “Source File” as seen here:

1	Heading
2	FIELD_DELIM TABS
3	VIDEO_FORMAT 1080
4	AUDIO_FORMAT 48khz
5	FPS 23.976
6	
7	Column
8	Name Tracks Start End Take Source File UNC FPS Reel # Scene Shoot date Manufacturer DESCRIPT Comments Au
9	
10	Data
11	<u>bmcc_001_2013-04-20_0447_C0000</u> .mov VA1A2 04:47:14:00 04:47:29:13 bmcc_001_2013-04-20_0447_C0000 /Volumes/Macintosh HD/
12	

Click “save”.

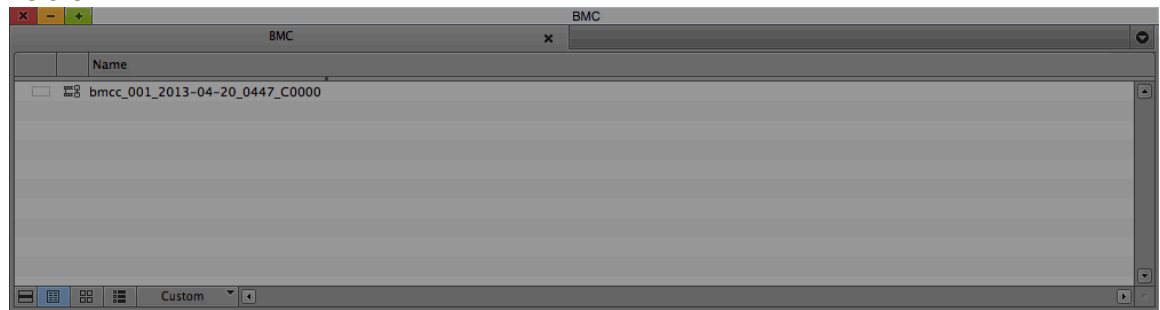
3. In the Avid Media Composer bin, highlight the clip(s) and then select File>Import. Click option button, then make sure the Shot Log tab settings look like:



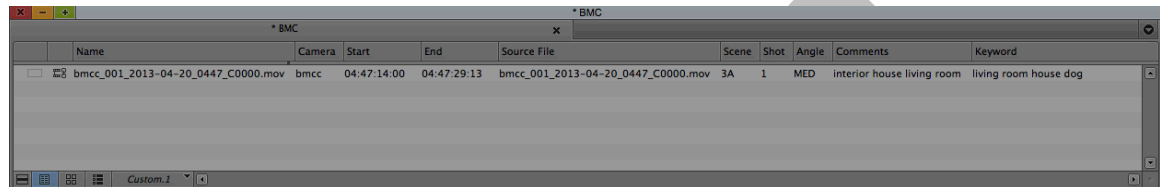
“Merge events with known master clips” is active.

4. Navigate to the edited ALE file, select, and click OK. The before and after ALE merge on the clip will look like:

Before:



After:



You'll notice that the clip now carries the custom metadata as seen in Resolve in addition to all the statistical metadata such as timecode, codec type, frame rate, etc. Make sure to merge the ALE before you enter any new additional metadata in the Avid Media Composer bin, as a merge after the fact will delete any of the additional custom metadata during the merge process unless it is defined in the ALE to start with.