



Introducing the AAF Edit Protocol

Press Conference

Interoperability Campus
NAB 2004



What is AAF?

- An organization
 - Users, large manufacturers, independent developers
 - Dedicated to developing a workflow-enabling technology
 - www.aafassociation.org
- A file format for metadata and material interchange
 - Optimized for broadcast and post-production
 - “super EDL”
- An open, extensible technology
 - AAF has an Open Source SDK and is available to anyone for free
 - IPR policy protects contributors and implementers
- An industry standard
 - Vendors announcing implementations in their products at NAB



AAF Protocols

- A new specification from the AAF Association
- Codifies the AAF operating practice for a particular domain
 - Reflects the collective experience of AAF implementers
- First Protocol is **Edit Protocol**
 - “Super EDL” AAF baseline
 - Stores Edit Decisions, Visual Effects, Audio Metadata, Comment Markers, File “Attachments”...*and more*
 - Format-Independent: Supports any resolution, frame rate, aspect ratio, etc.
 - Flexible: supports extensions without “breaking” the baseline



Edit Protocol Precepts

- Simplest structure
- Accuracy and Predictability
- Import/export model
- Application feature set not prescribed



Edit Protocol - details (1)

- Edit Decisions
 - Describes how to assemble a program from sources
 - Works with file, tape and film sources interchangeably
 - Defines a host of source metadata, including source and record time codes, edge codes, physical source names, frame- and sample-accurate clip definitions, comments markers, clip names, track names, track layout
- Embedded Files
 - Defines a mechanism for “attaching” any related whole files including video proxies, audio and video media files, scripts, logs, etc.



Edit Protocol - details (2)

- Visual Effects information
 - Defines a standard way for interchanging visual effects with parameters that may vary over time, including dissolves, SMPTE wipes, 2D DVE effects, frame repeat effects, motion and speed change effects, flip and flop effects, basic keys, mattes and composite layering effects
- Audio Data
 - Defines a standard way for interchanging audio edits, clip-based gain, track-based gain automation, stereo pan, fade in and out, symmetrical and asymmetrical cross fades and MIDI data



Demonstrations

- Adobe Premiere Pro, After Effects
- Avid Xpress DV
- BBC aafviewer
- BBC Technology Windows MediaPlayer plug-in