

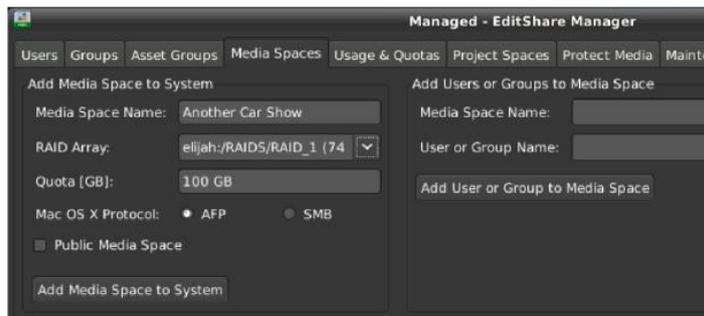
Guide to Using Adobe Creative Suite with EditShare 7 & Flow 3.3

EditShare is much more than just shared storage for your video assets; here we look at smart ways to use Adobe Creative Suite with ES 7 and Flow 3.

Basics:

Protocols

With modern Mac's running El Capitan or Yosemite there is little to choose between afp and smb performance. These modern OS do not require DAVE to provide a reliable smb 2 layer. At an all Mac site stick with afp, but in a combined Mac and PC environment choose smb.

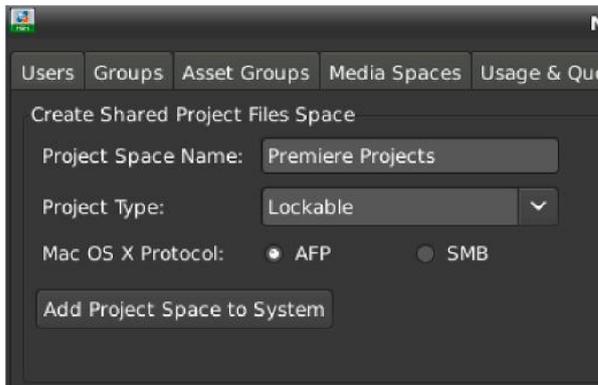


Shared Project

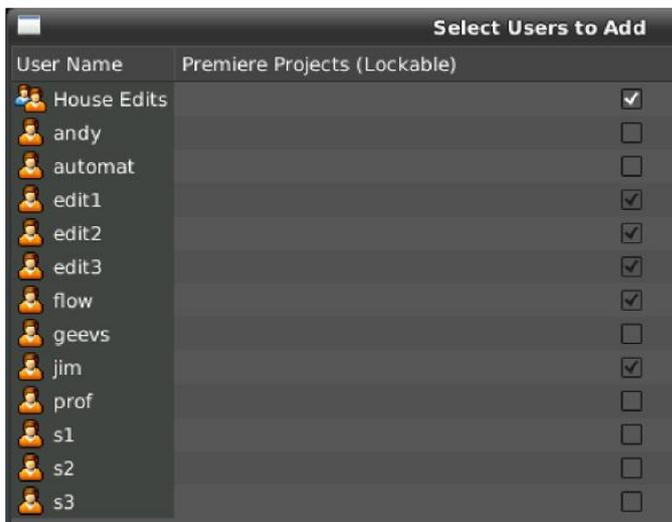
Adobe defaults to storing Premiere Pro and After Effects project files (.prj and .aep) alongside the media. So this is what you do:

- 1 Place your media in Managed media spaces so you can drag and drop direct from Flow to Premier.
- 2 In the Managed Editshare manager make a Shared Project (lockable) space.
- 3 When you start Premiere give the EditShare managed media space as the destination of the project so that all Adobe files end up on the Editshare media space.
- 4 When you save the Premiere project ensure you save to the Shared Projects space and not the Media space. In this way other Editshare Connect users will be able to take ownership of the project and you can see who has any Premier project open

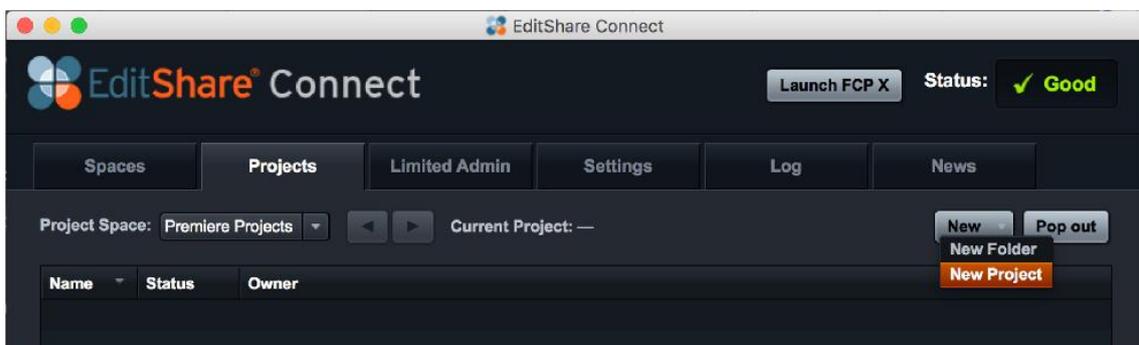
On Server:
Make shared projects space in Managed – EditShare Manager



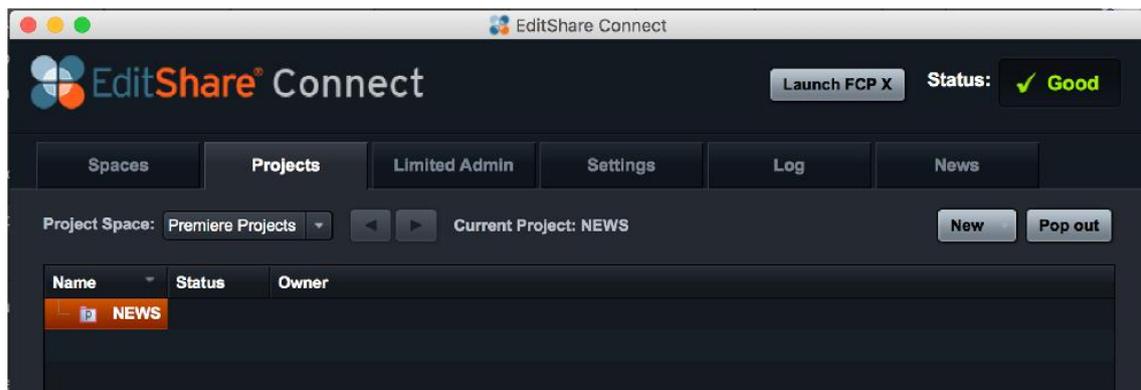
add users to this space



On Client in EditShare Connect mount the space and then select New Project



Name the Project, in this case NEWS



Open Premier, New Project, select a Managed Media Space to hold all your scratch files, do not put these into a shared project space !

New Project

Name: Veyron promo 2017

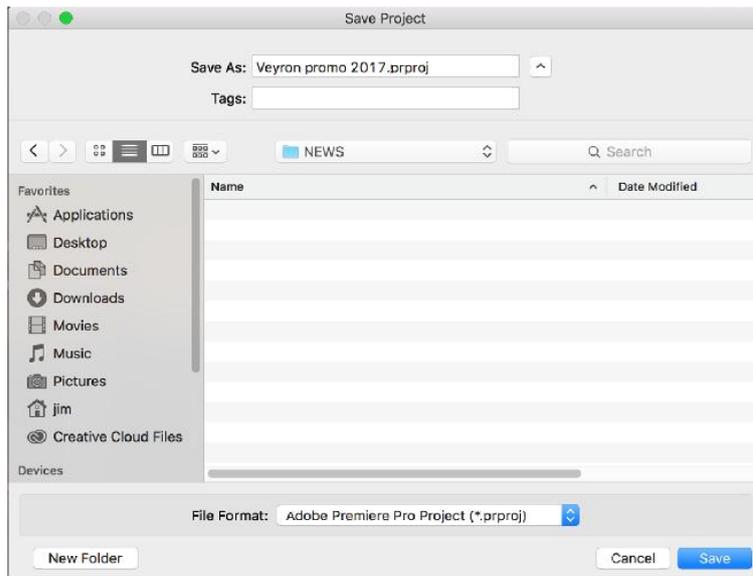
Location: /Volumes/Car Show Episode 5001_1 Browse...

General **Scratch Disks**

Captured Video:	Same as Project	Browse...
Path:	/Volumes/Car Show Episode 5001_1	78.50 GB
Captured Audio:	Same as Project	Browse...
Path:	/Volumes/Car Show Episode 5001_1	78.50 GB
Video Previews:	Same as Project	Browse...
Path:	/Volumes/Car Show Episode 5001_1	78.50 GB
Audio Previews:	Same as Project	Browse...
Path:	/Volumes/Car Show Episode 5001_1	78.50 GB
Project Auto Save:	Same as Project	Browse...
Path:	/Volumes/Car Show Episode 5001_1	78.50 GB
CC Libraries Downloads:	Same as Project	Browse...
Path:	/Volumes/Car Show Episode 5001_1	78.50 GB

Cancel OK

Then save the project file to the shared project space like this

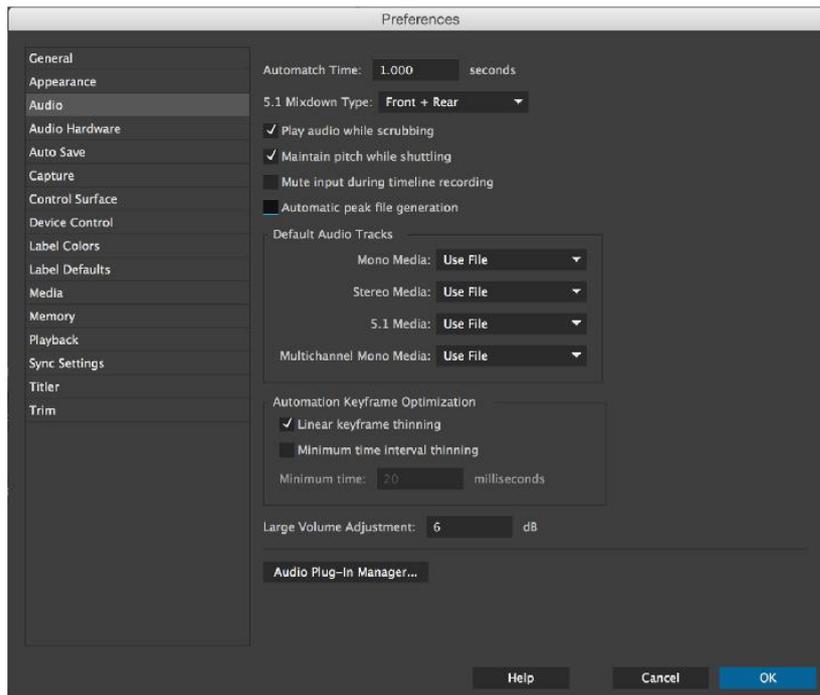


You will see the project appear in EditShare Connect like this

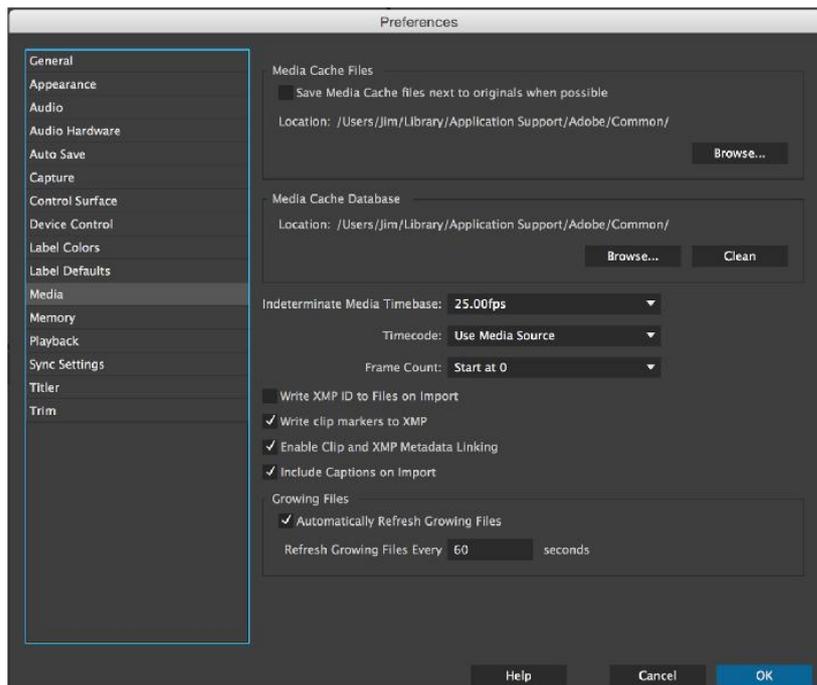


Slow or sticky performance when editing or opening projects?

In Premiere Pro – Preferences - Audio, turn off “Automatic peak file generation” – you will see a significant improvement.



Also ensure the cache is on a local SSD or similar fast drive and regularly clean the media cache database here;



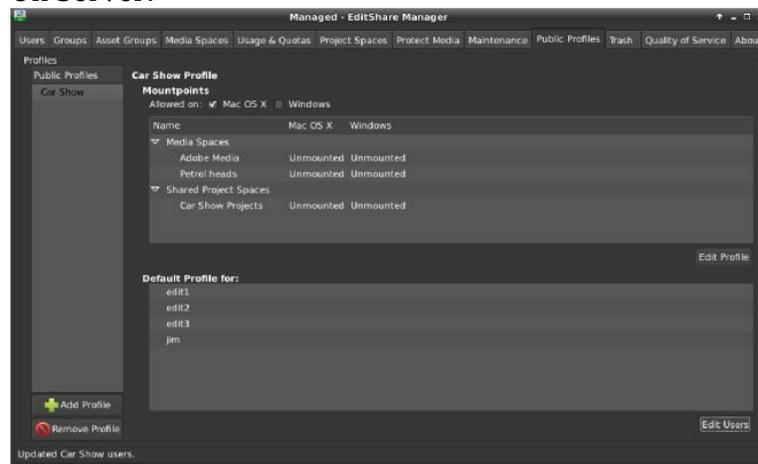
New Features in EditShare 7 and Flow 3.2

Profiles

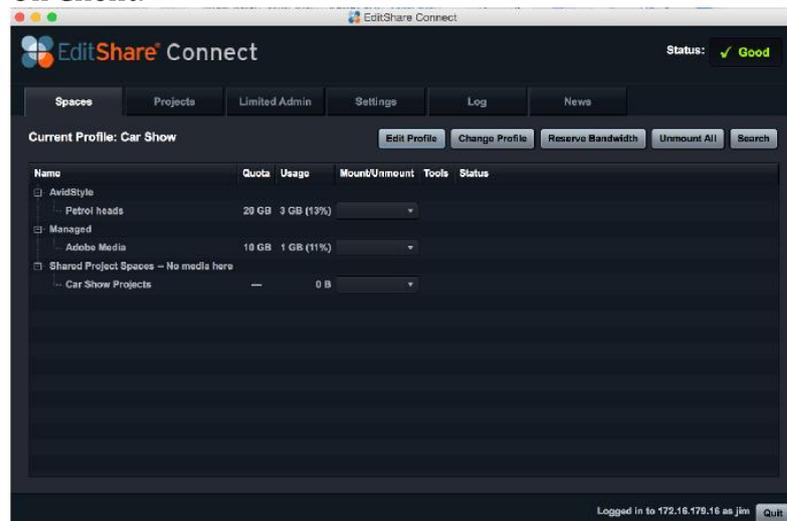
If you use a number of media spaces for one job and then need to switch to another, it is very time consuming to manually un-map and remap drives, more so in Windows where the drives letters have to be correct.

EditShare 7 offers the ability to build “Profiles” and then switch between these as you change task, so in the morning you are working on project X, load Profile X and you will have the 6 media spaces with all the necessary media for that project mapped, after the viewing the client leaves and you have another client coming in, just un-mount all, change Profile and all the new media spaces you need will be mapped in the correct place – easy and no yellow Post-it® list of mappings taped to your monitor.

On Server:



On Client:



Images files and Image Sequences

Flow makes proxies of still images such as Adobe Photoshop and Illustrator files and makes playable proxies of image sequences such as .dng or .jpg sequences.

Markers and Logging

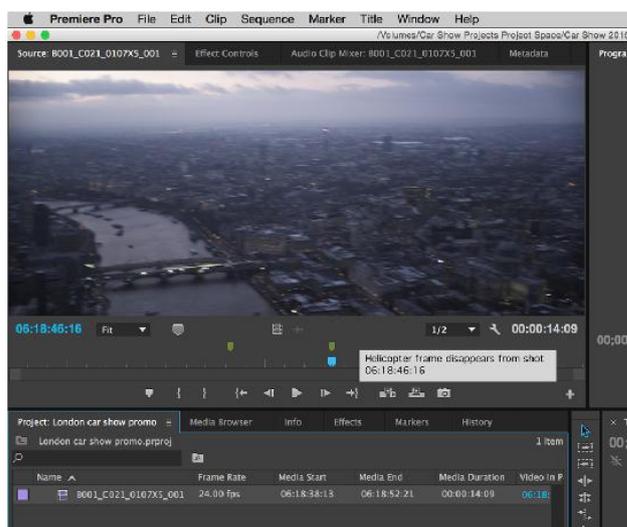
Copy media (video, audio, still's, animation sequences, *.psd's, *.ai's etc.) to the EditShare, use Flow Scan to check in and make proxies, then add Markers using the letter M and Logging (In + Out, then drag to Logging Pane) to the proxy's in Flow. Add Comments to help annotate your entries.

Markers

Use M to add a marker then enter descriptive text in the Comment field
 Drag the clip with Markers in from Flow to your open Premiere Project .



Markers show in Viewer with Comment text when you mouse over, also shows in Premiere Markers tab

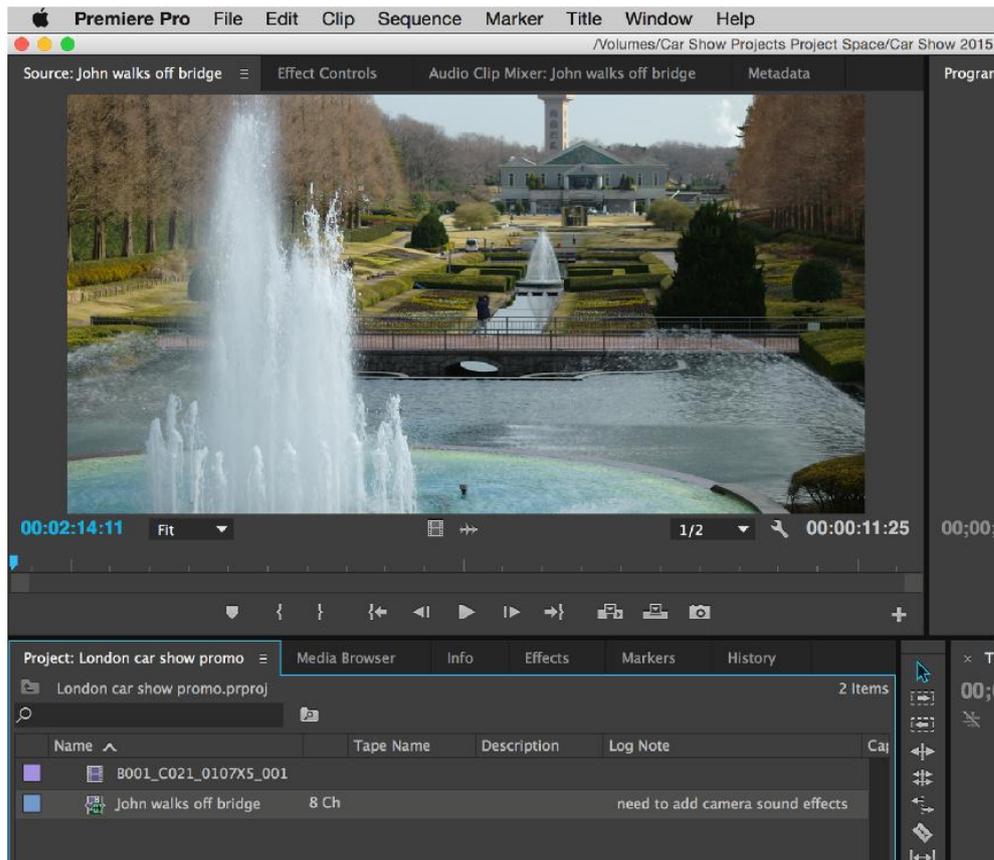


Logging = Sub-Clips

I for In, O for Out, swipe to Logging panel then add comment and sub-clip name



Drag a Log entry from Flow to your open Premiere Project –
Get the Sub Clip in the Project with correct name and the comment field fills out the Log note in the project pane



Projects

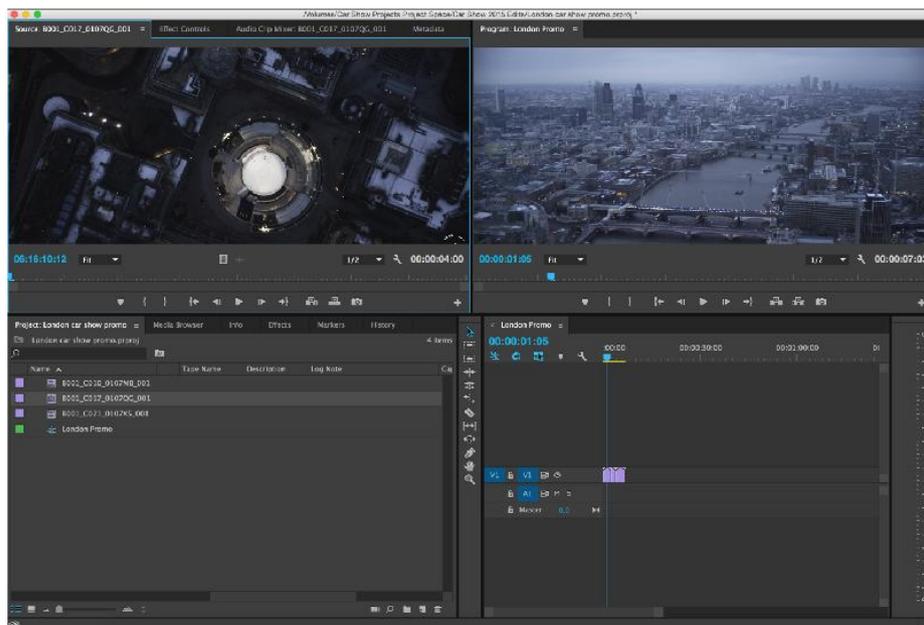
New in Flow 3 is the ability to build secure Projects with their own Sequences, and Bins using Flow Browse. In the Projects tab click **+** to add a new Project.

- Grant some of your colleagues access to it,
- Add some folders to group together clips or sub-clips, music, stills etc.
- Add a Sequences to build a timeline

The load first video clip into the viewer, select in and out and into sequence list below, add subsequent clips to build your timeline, can reorder and trim clips in timeline.



Finally drag the Sequence to your Premiere Project and it will bring all the master clips with it,



end.