



eMAM and Adobe Premiere Panel Guide

Version 3.8

April, 2017

Notice



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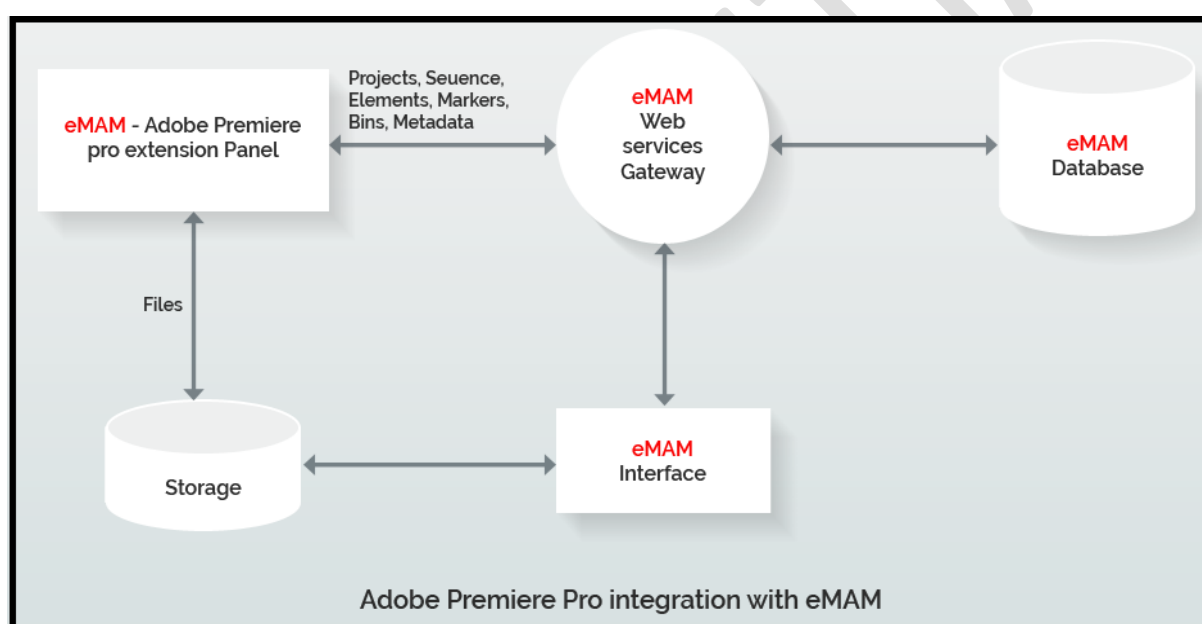
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Introduction

eMAM is a powerful and flexible media asset management which allows you to easily work with content from any global location on any web browser or through native iPad and android applications. eMAM can integrate multiple workflows for a variety of different organizations. Adobe Premiere Pro is a powerful editing tool offering a rich feature set integrated with entire Adobe product line for the entire range of video, audio and images requirements.

Together eMAM and Adobe Premiere Pro offer a seamless integration. Editors can access the MAM system using an extension panel within Adobe Premiere Pro so they can access all of the content without leaving the editing desktop. eMAM tools can be used from a tablet or any web enabled device, anywhere, anytime, to review, annotate, mark, perform rough cuts, create projects and assign projects to editors. The combined strengths of the eMAM and Adobe Premiere Pro systems can power multiple workflows.



With the built-in panel, eMAM can now make editing an open process through its powerful media asset management tools. In a shared editing environment, multiple editors can work on the same Premiere Pro project from a shared centralized storage environment. eMAM manages content in such an environment and can now open up the editing and media management workflows for worldwide collaboration and flexible storage possibilities. The extension panel can now easily export projects from an editor's desktop to eMAM, or input projects, categories (folders), or individual assets. Beyond projects, eMAM can also manage project versions, bins, assets, and categories.

Getting started

System Pre requisites: Adobe recommends standard hardware and software requirements for Adobe Premiere Pro which is same for the eMAM panel too. The eMAM panel is HTML5 based, so it is only supported in CC versions of Adobe Premiere Pro. *(To know more about your Premiere Pro version refer to Pg.110)*

- ✓ [Premiere Pro CC 2017 \[11.1.0 \(222\) Build WINDOWS/MAC\]](#)
- ✓ [Premiere Pro CC 2015.4 \[10.4.0 \(30\) Build WINDOWS/MAC\]](#)
- ✓ [Premiere Pro CC 2015.3 \[10.3.0 \(171\) Build WINDOWS/MAC\]](#)
- ✓ [Premiere Pro CC 2015.2 \[9.2.0 \(41\) Build MAC\]](#)
- ✓ [Premiere Pro CC 2015.0 \[9.0.2 \(6\) Build WINDOWS\]](#)

Install eMAM Panel: You can install eMAM panel using any of the below two methods:

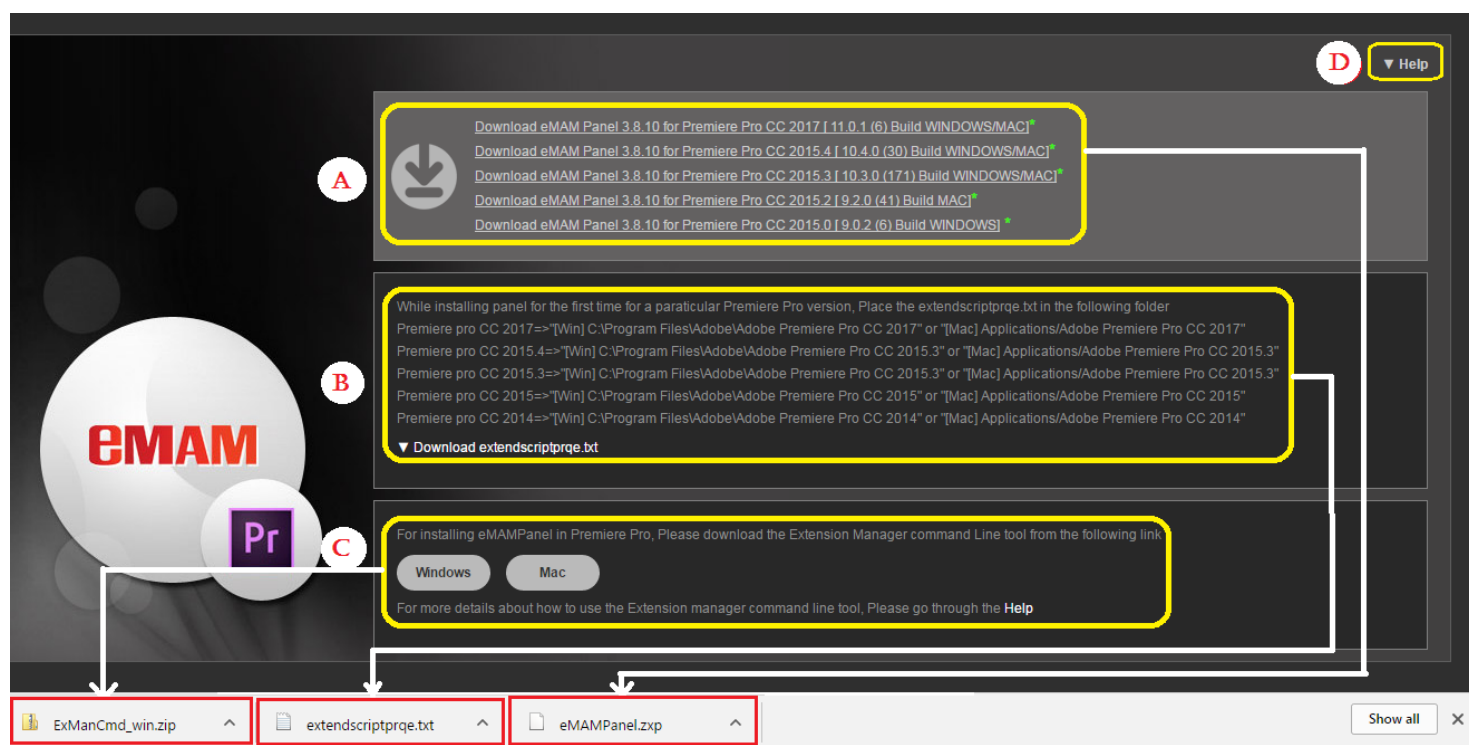
- I. Download and install latest eMAM Premiere panel from eMAM download.htm page or,
- II. Download and install eMAM panel from Adobe exchange website

I. Download and install latest eMAM Premiere panel from eMAM download.htm page

Once Adobe Premiere Pro is installed on your machine, get the URL/the name of the server running your eMAM system from your unit admin, IT department, or from the eMAM support team to insert it into the URL below.

<http://eMAMServerName/eMAMDirector/Premiere/download.htm>

Follow the steps below to download and install the eMAM panel in Premiere:



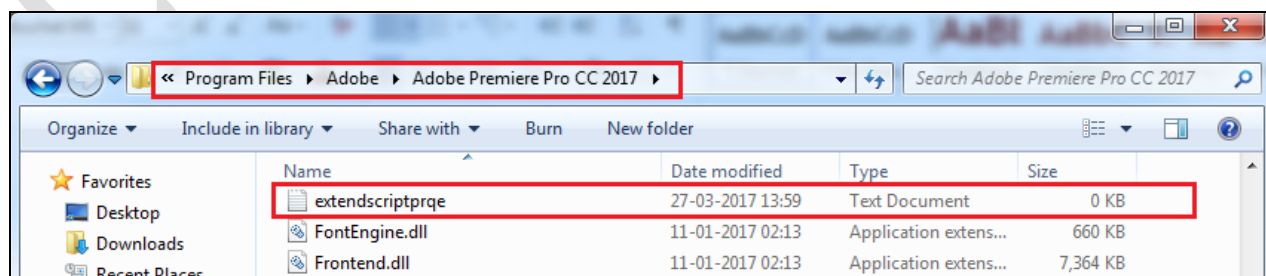
Premiere panel download window

Download A, B and C components as per your system requirement/specifications (as shown in above figure):

A Click and download the latest Premiere panel (Windows/MAC) from the list:

- [eMAM Panel 3.8.10 for Premiere Pro CC 2017 \[11.0.1 \(6\) Build WINDOWS/MAC\]](#)
- [eMAM Panel 3.8.10 for Premiere Pro CC 2015.4 \[10.4.0 \(30\) Build WINDOWS/MAC\]](#)
- [eMAM Panel 3.8.10 for Premiere Pro CC 2015.3 \[10.3.0 \(171\) Build WINDOWS/MAC\]](#)
- [eMAM Panel 3.8.10 for Premiere Pro CC 2015.2 \[9.2.0 \(41\) Build MAC\]](#)
- [eMAM Panel 3.8.10 for Premiere Pro CC 2015.0 \[9.0.2 \(6\) Build WINDOWS\]](#)

B Download extendscriptprqe.txt: If you are installing Panel for the first time in your Premiere Pro CC version, download and place the 'extendscriptprqe.txt' file in the respective folder <C:\Program Files\Adobe\Adobe> *Premiere Pro CC 2017*



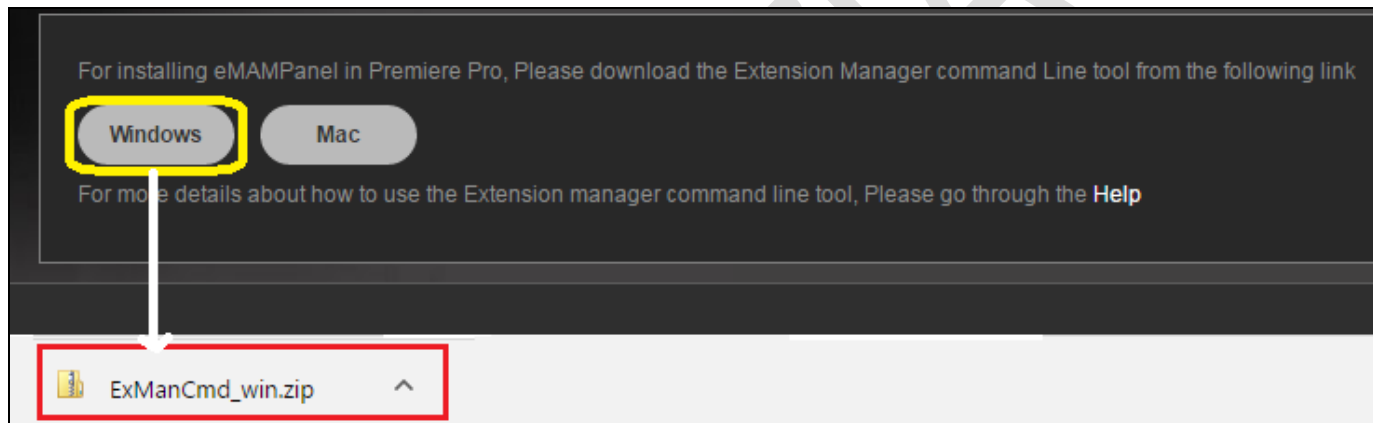
NOTE: This file is a BLANK text file which is a requirement of Adobe.

- C **Download the Extension Manager command Line tool:** Depending on where you are installing eMAM panel, click on **Windows** or **MAC** to download Extension Manager Command Line tool zip file.
- D **Help doc:** Refer Help doc for any assistance with eMAM Panel installation.

1) Windows

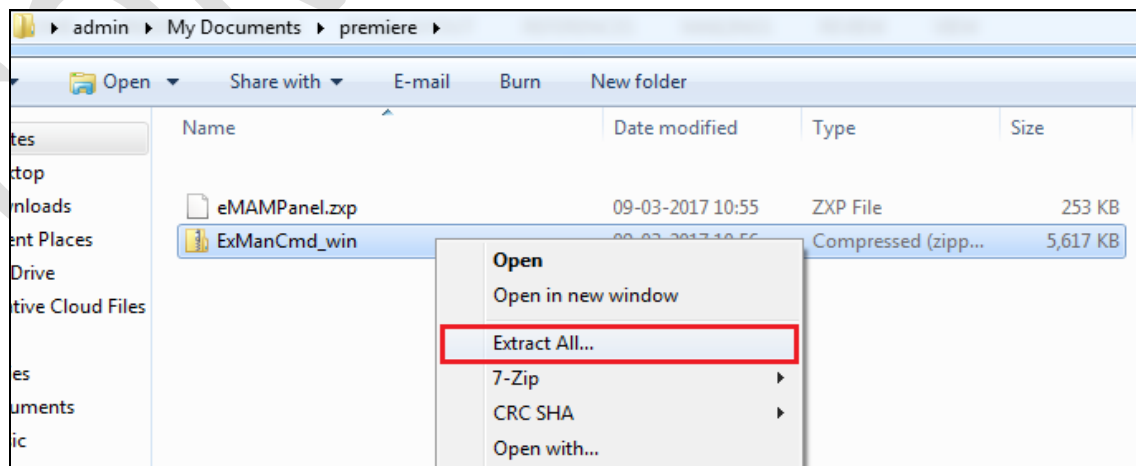
Before doing eMAM panel installation, please ensure, Adobe Premiere Pro window is closed.

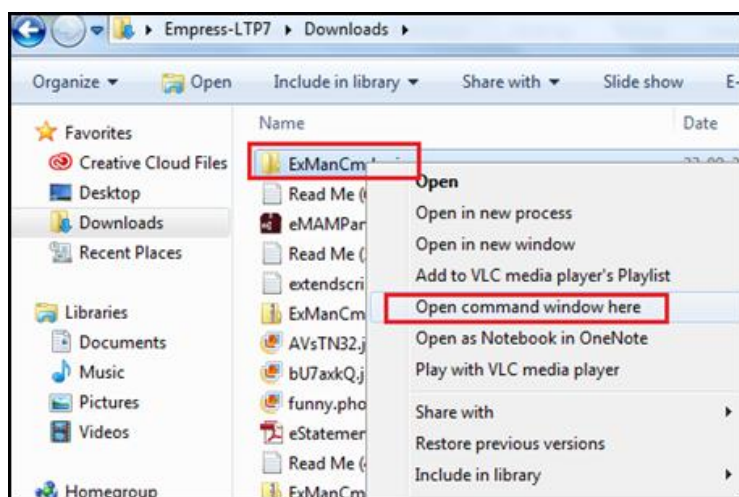
1. Click on the **Windows** button and download **Extension Manager Command Line** tool zip file



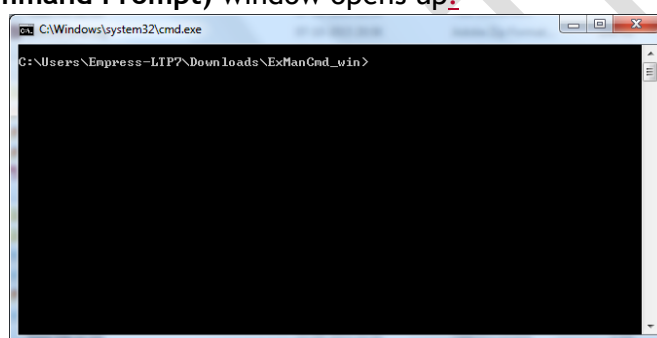
Extension Manager Command Line tool for Windows

2. Go to the **ExManCmd_win** zip file downloaded location. Extract the contents from the downloaded zip. Copy the **ExManCmd_win** in Windows to any system location. Press **SHIFT+mouse right click** and select **“Open command window here”**.

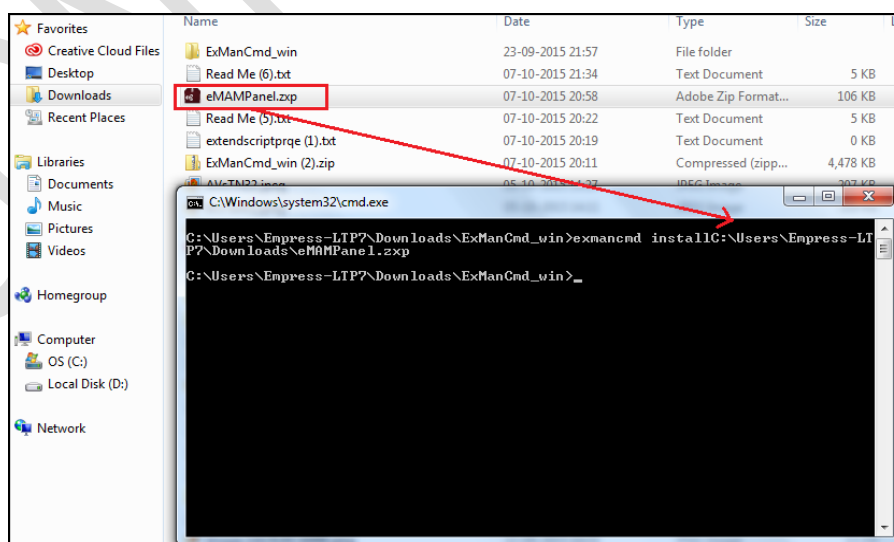




4.3. Cmd.exe (Command Prompt) window opens up.



2.4. Type `exmancmd"space"/install"space"` and drag and drop the eMAMPanel.zip file and press "Enter". *Please ensure Adobe Premiere Pro application is closed or terminated before updating eMAM panel.*

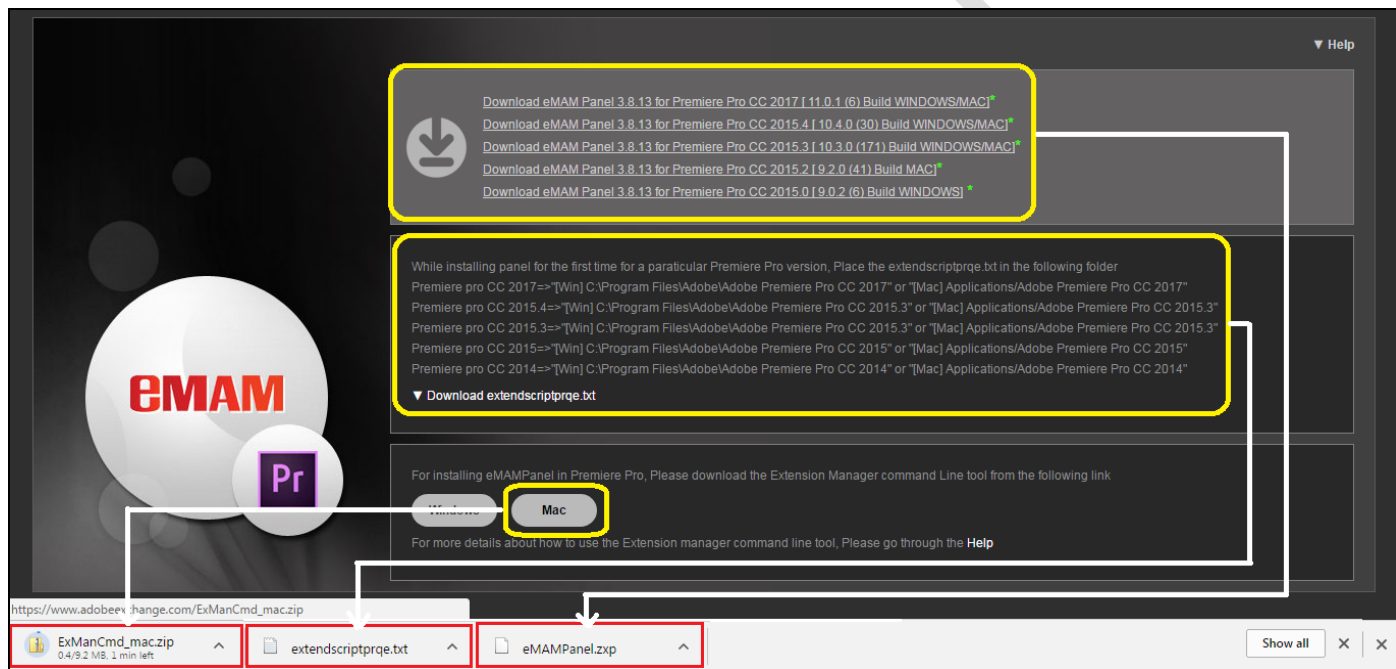


3.5. eMAM panel is now successfully installed on your machine and ready for use.

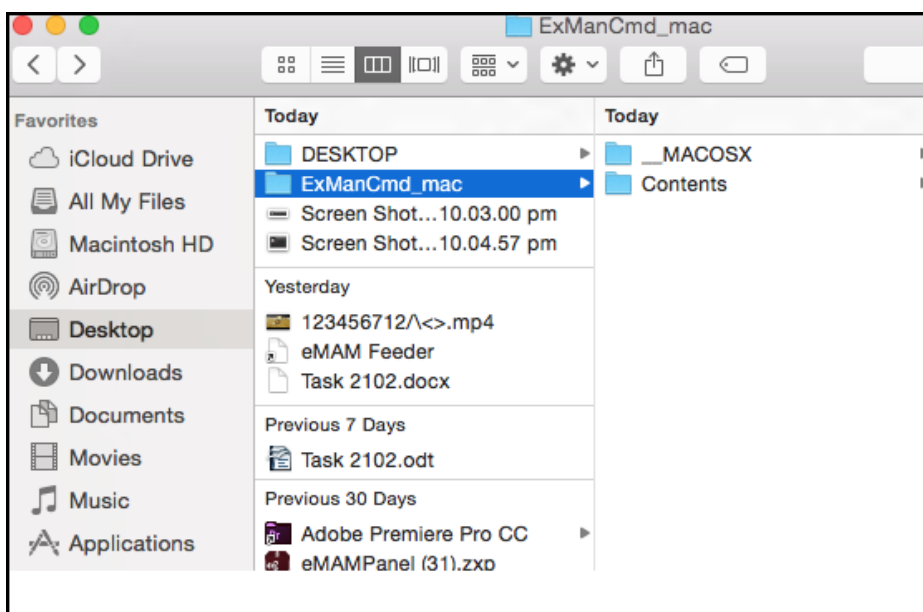
2) MAC

To install eMAM panel in a MAC, follow steps below:

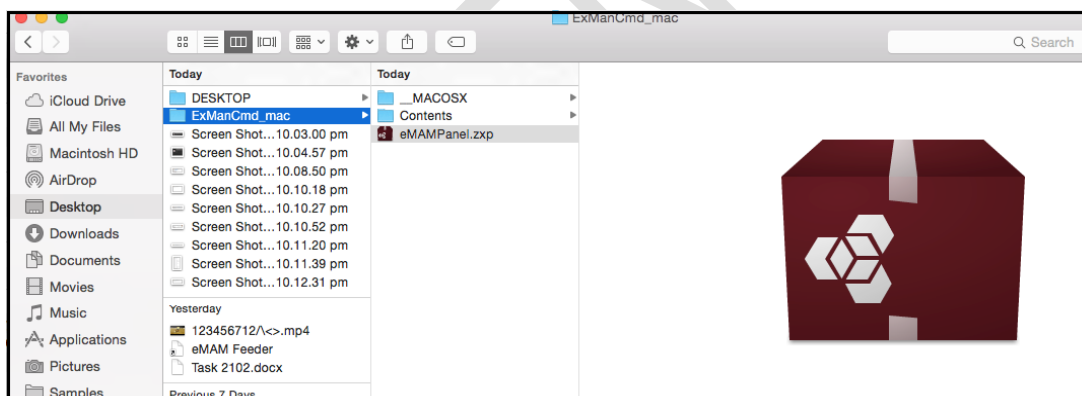
1. Open eMAM download.htm page in MAC and download three main components as shown in below screenshot.



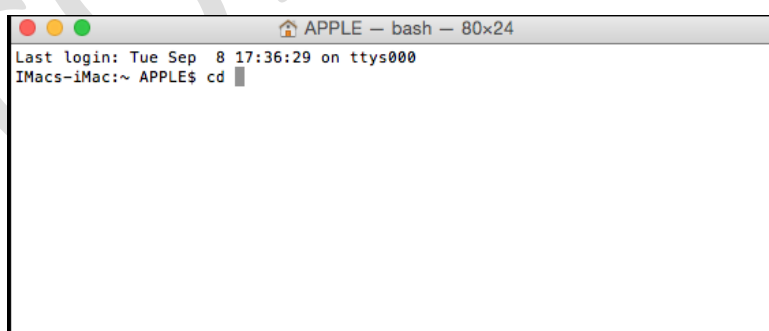
- 4.2. Copy ExManCmd_mac to the desktop



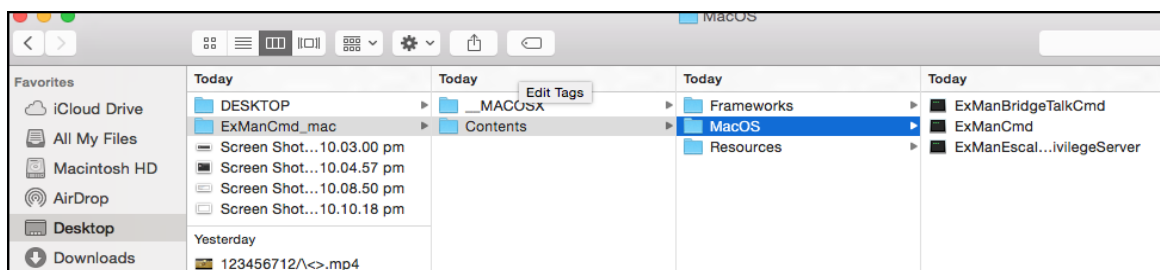
2.3. Copy the eMAM panel.zip file also to the ExManCmd_mac



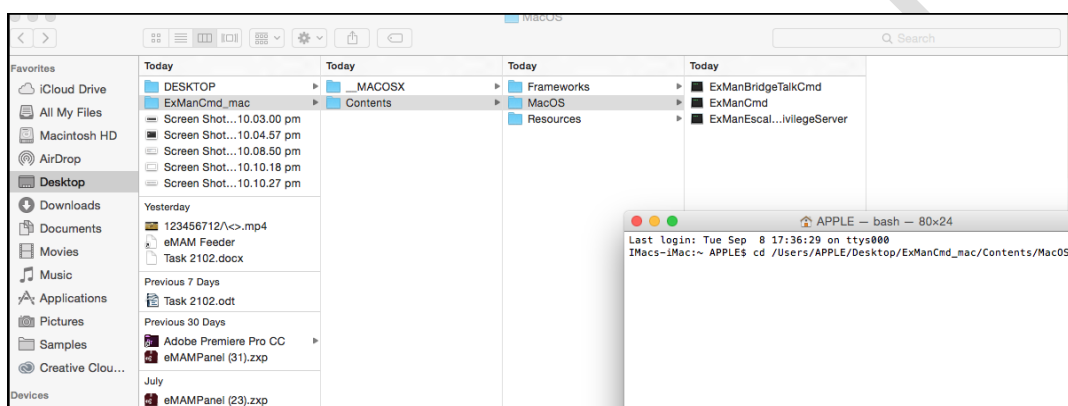
3.4. Open the terminal



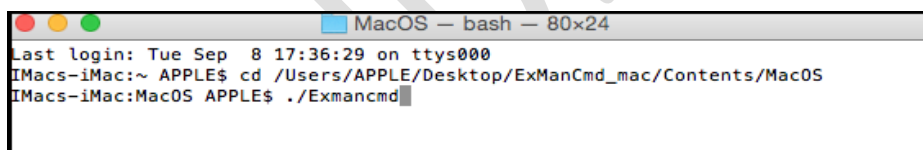
4.5. Go to the Contents MacOS folder



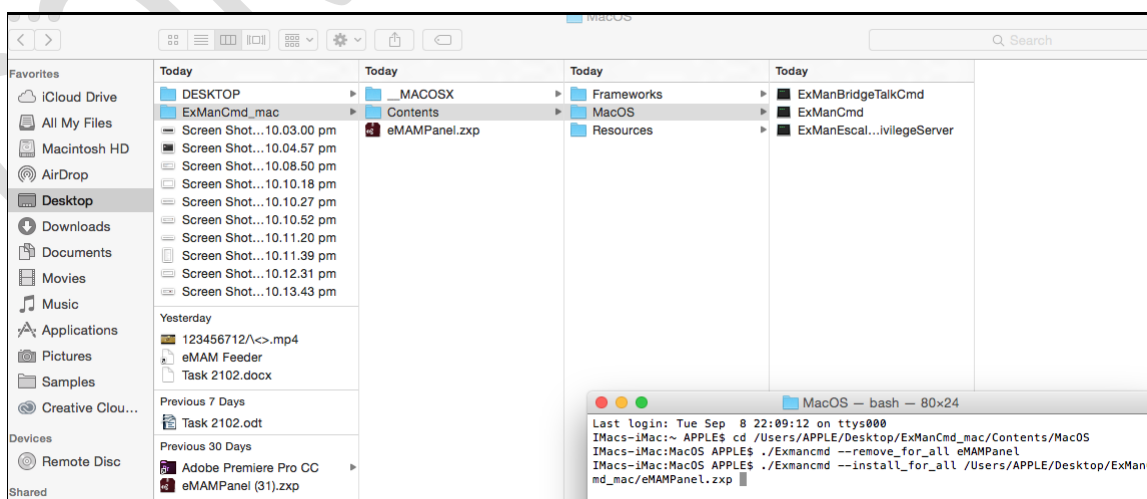
5-6. Type `cd` in terminal and drag and drop the **MacOS** folder after a space to terminal



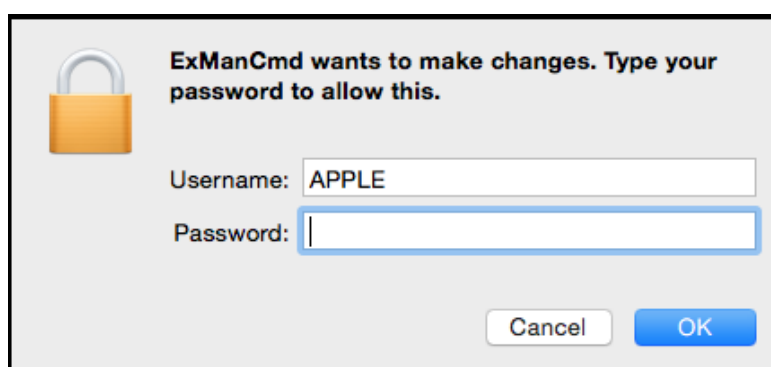
6-7. Use the **ExManCmd** command to install or remove panel



8. Use `--install_for_all` and drag and drop the **eMAMpanel.xzp** file after a space



7.9. Type in the Admin credentials



8.10. Successful installation message will be shown

```

MacOS — bash — 80x24
Last login: Tue Sep  8 22:09:12 on ttys000
IMacs-iMac:~ APPLE$ cd /Users/APPLE/Desktop/ExManCmd_mac/Contents/MacOS
IMacs-iMac:MacOS APPLE$ ./Exmancmd --remove_for_all eMAMPanel
IMacs-iMac:MacOS APPLE$ ./Exmancmd --install_for_all /Users/APPLE/Desktop/ExManC
md_mac/eMAMPanel.zxp
Install extension /Users/APPLE/Desktop/ExManCmd_mac/eMAMPanel.zxp for user anoop
successfully!
Install extension /Users/APPLE/Desktop/ExManCmd_mac/eMAMPanel.zxp for user APPLE
successfully!
Install extension /Users/APPLE/Desktop/ExManCmd_mac/eMAMPanel.zxp for user premi
ere successfully!
IMacs-iMac:MacOS APPLE$ █

```

Upgrade/Install latest version of eMAM panel in Windows and MAC:

- Download the latest premiere panel from <http://eMAMServerName/eMAMDirector/Premiere/download.htm>
- Click on the Windows/MAC button and download Extension Manager Command Line tool zip file
- Follow 2, 3, 4 steps of the Extension Manager Command line tool (Windows and MAC) as described above.

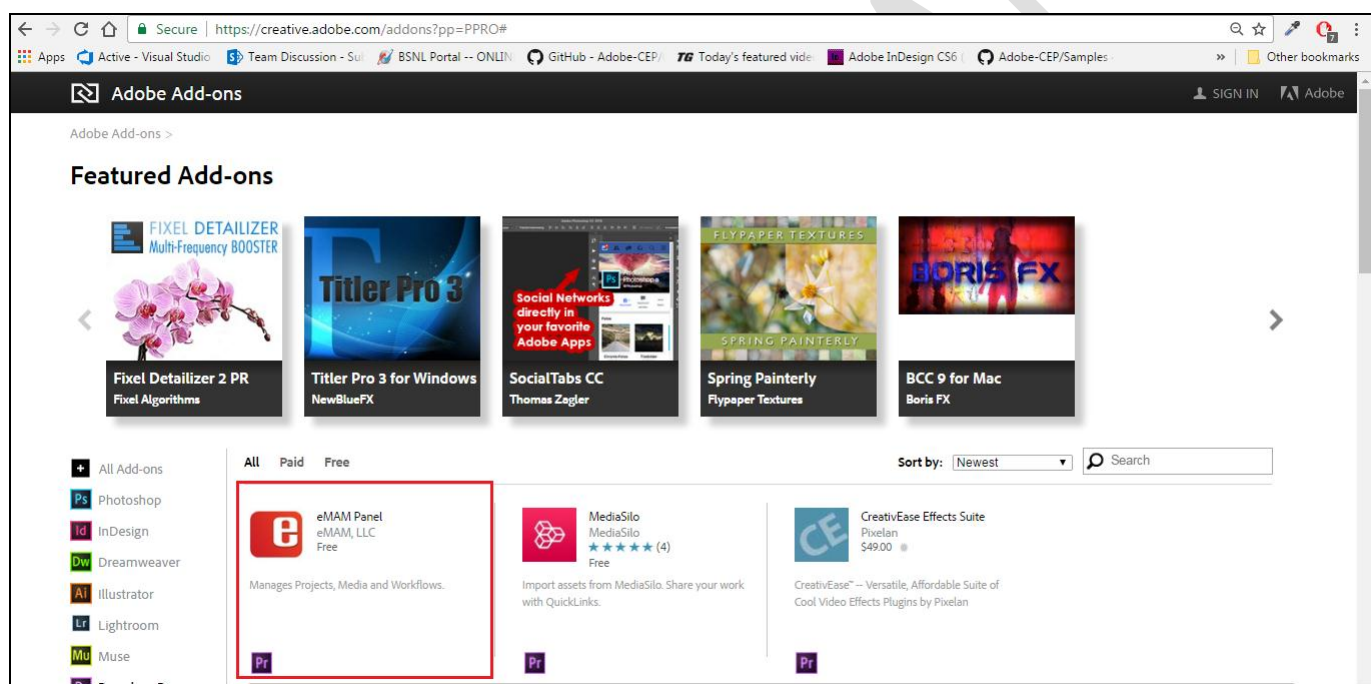
For additional help, please check the following link too.

<https://helpx.adobe.com/extension-manager/using/command-line.html> Or
Refer **Help** doc on the top right hand side of eMAM download.htm page

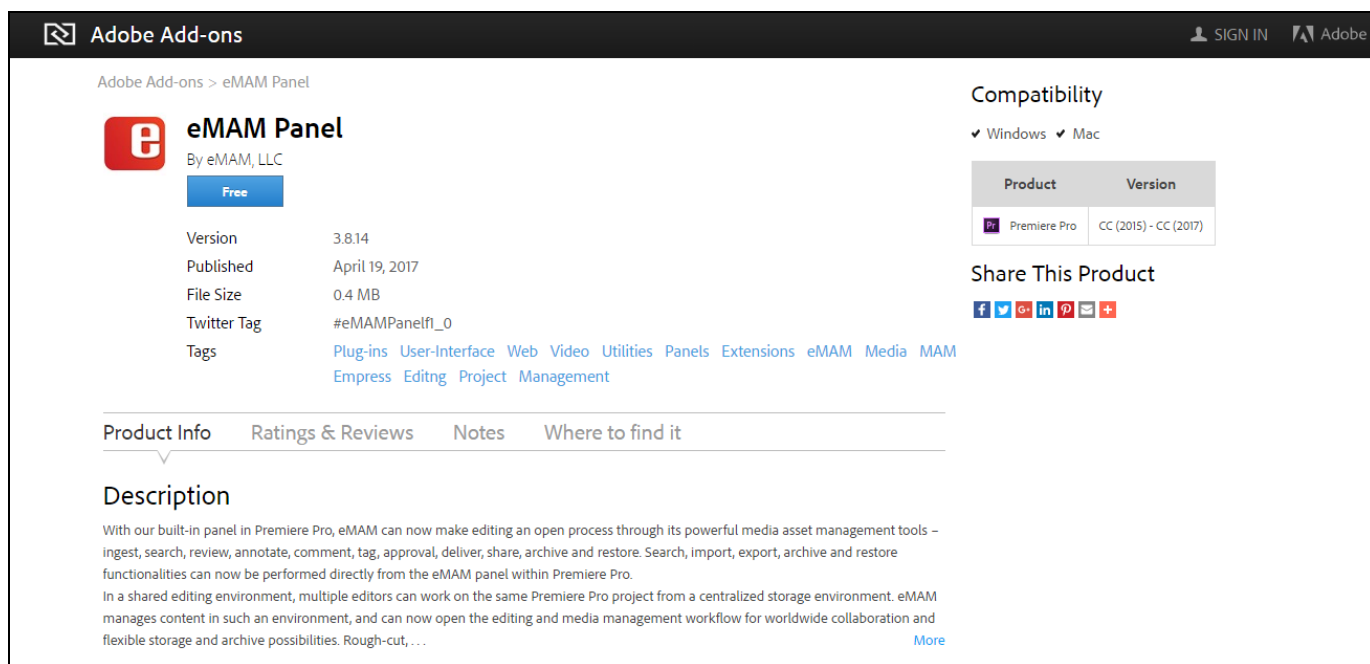
II. Download and install eMAM panel from the Adobe exchange website

eMAM panel is now available as an Add-on in the Adobe exchange website. You can now get the eMAM panel installed directly from the Adobe add-ons website. Login to the Adobe add on page with the same creative cloud Id which is used to open Premiere Pro. Also make sure Creative cloud Application is also running with the same id in the machine.

<https://creative.adobe.com/addons?pp=PPRO>



Search for word 'eMAM' leads to eMAM panel for Premiere. Click on the eMAM panel icon and download it.



Adobe Add-ons > eMAM Panel

eMAM Panel
By eMAM, LLC
Free

Version: 3.8.14
Published: April 19, 2017
File Size: 0.4 MB
Twitter Tag: #eMAMPanel_0
Tags: Plug-ins User-Interface Web Video Utilities Panels Extensions eMAM Media MAM Empress Editing Project Management

Compatibility
✓ Windows ✓ Mac

Product	Version
Premiere Pro	CC (2015) - CC (2017)

Share This Product
f t g+ in p e +

Product Info Ratings & Reviews Notes Where to find it

Description
With our built-in panel in Premiere Pro, eMAM can now make editing an open process through its powerful media asset management tools – ingest, search, review, annotate, comment, tag, approval, deliver, share, archive and restore. Search, import, export, archive and restore functionalities can now be performed directly from the eMAM panel within Premiere Pro.
In a shared editing environment, multiple editors can work on the same Premiere Pro project from a centralized storage environment. eMAM manages content in such an environment, and can now open the editing and media management workflow for worldwide collaboration and flexible storage and archive possibilities. Rough-cut, ... [More](#)

For additional help, please check the following links too:

<https://helpx.adobe.com/extension-manager/using/command-line.html>

MAC Eg:

`/Macos-iMac:~ APPLE$./Exmancmd --install /Users/APPLE/Downloads/eMAMPanel.zxp`

For other version updates for Premiere, use the following links:

Windows:

<http://www.adobe.com/support/downloads/product.jsp?product=98&platform=Windows>

Mac:

<http://www.adobe.com/support/downloads/product.jsp?product=98&platform=Macintosh>

Uninstall/Remove eMAM Panel in Windows:

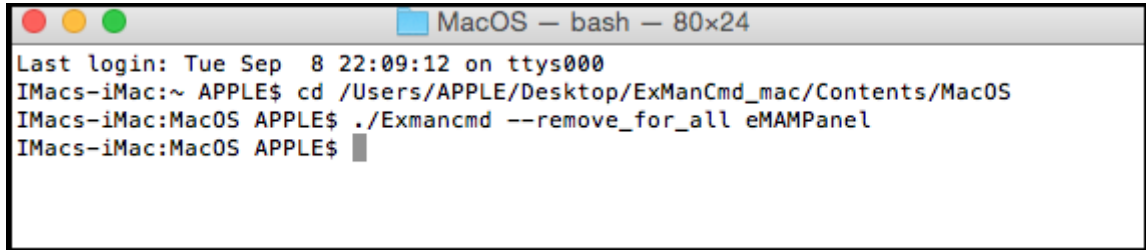
- Use ExManCmd "space" /remove "space" eMAM Panel



- Use ExManCmd "space" /remove for all eMAMPanel

Uninstall/Remove eMAM Panel in MAC

- Use **ExManCmd --remove eMAMPanel** to remove eMAM panel
- Use **ExManCmd--remove_for_all eMAMPanel** to remove panel for all users



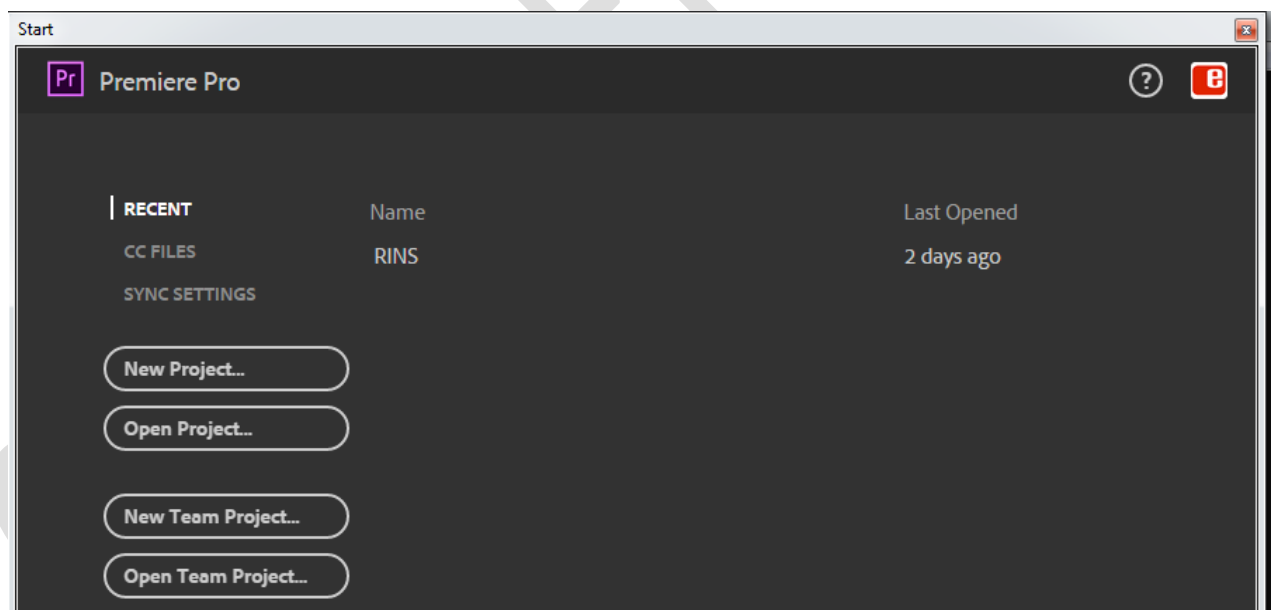
```

MacOS — bash — 80x24
Last login: Tue Sep  8 22:09:12 on ttys000
IMacs-iMac:~ APPLE$ cd /Users/APPLE/Desktop/ExManCmd_mac/Contents/MacOS
IMacs-iMac:MacOS APPLE$ ./Exmancmd --remove_for_all eMAMPanel
IMacs-iMac:MacOS APPLE$
  
```

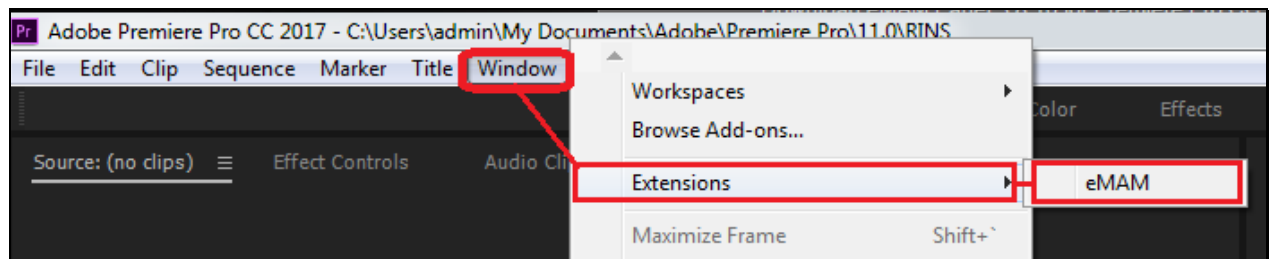
Note: A root user cannot uninstall eMAM panel using above remove for all command.

Open eMAM Premiere Panel

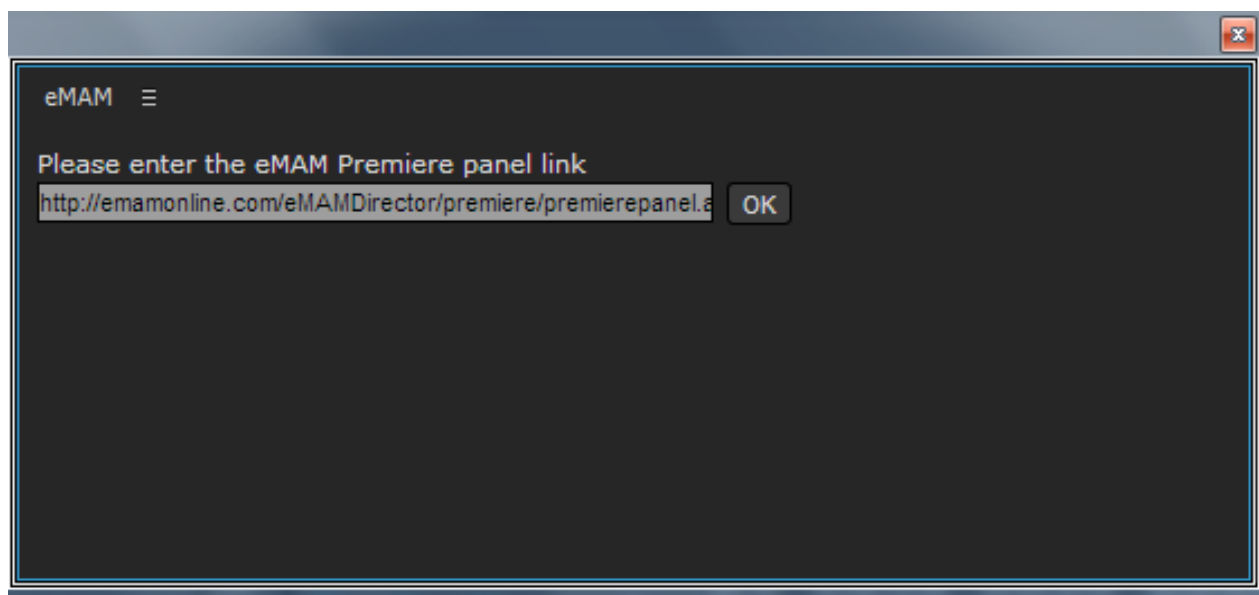
- Launch Adobe Premiere Pro and create a new project.



- Under the Project and go to **Windows>>Extensions>>eMAM** and open the eMAM Panel



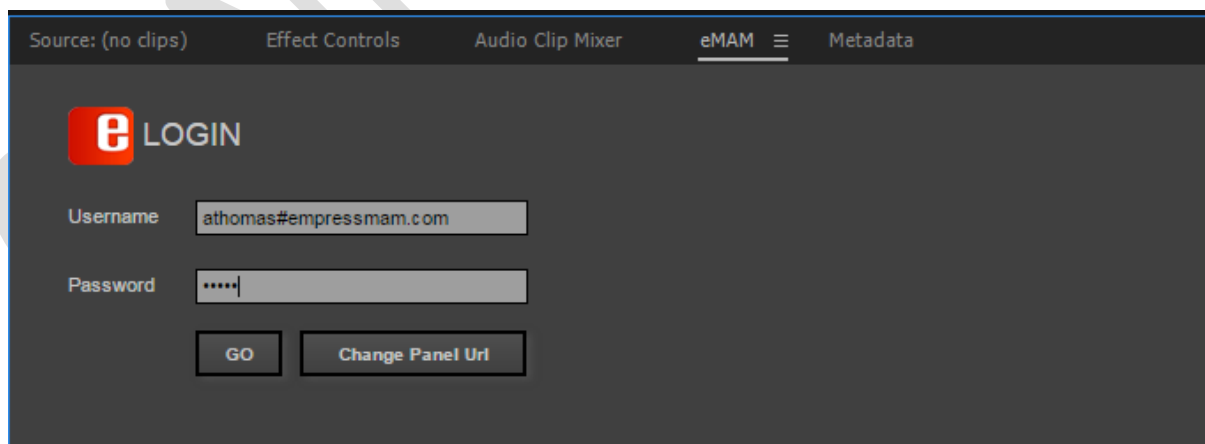
- c. For the Premiere panel link, change the server name field with your eMAM Server name and click OK. Eg: <http://adobe.emamonline.com/eMAMDirector/premiere/premierepanel.aspx>



eMAM Premiere panel link window

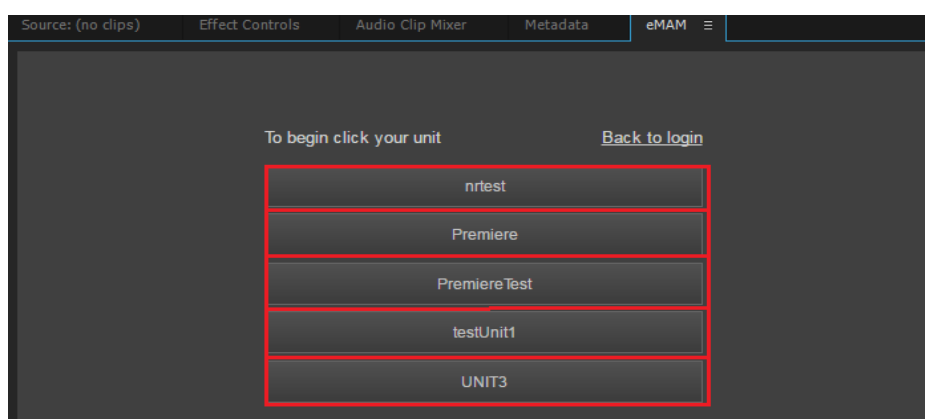
From the 3.7.0.8 version onwards, eMAM panel will be by default redirected to eMAMOnline.com. Users can change the panel link to the corresponding eMAM server by clicking on the "Change Panel Url" button and change the eMAMOnline.com to the corresponding eMAM server name.

- d. Login to eMAM panel, using the eMAM login credentials provided by your eMAM unit administrator.



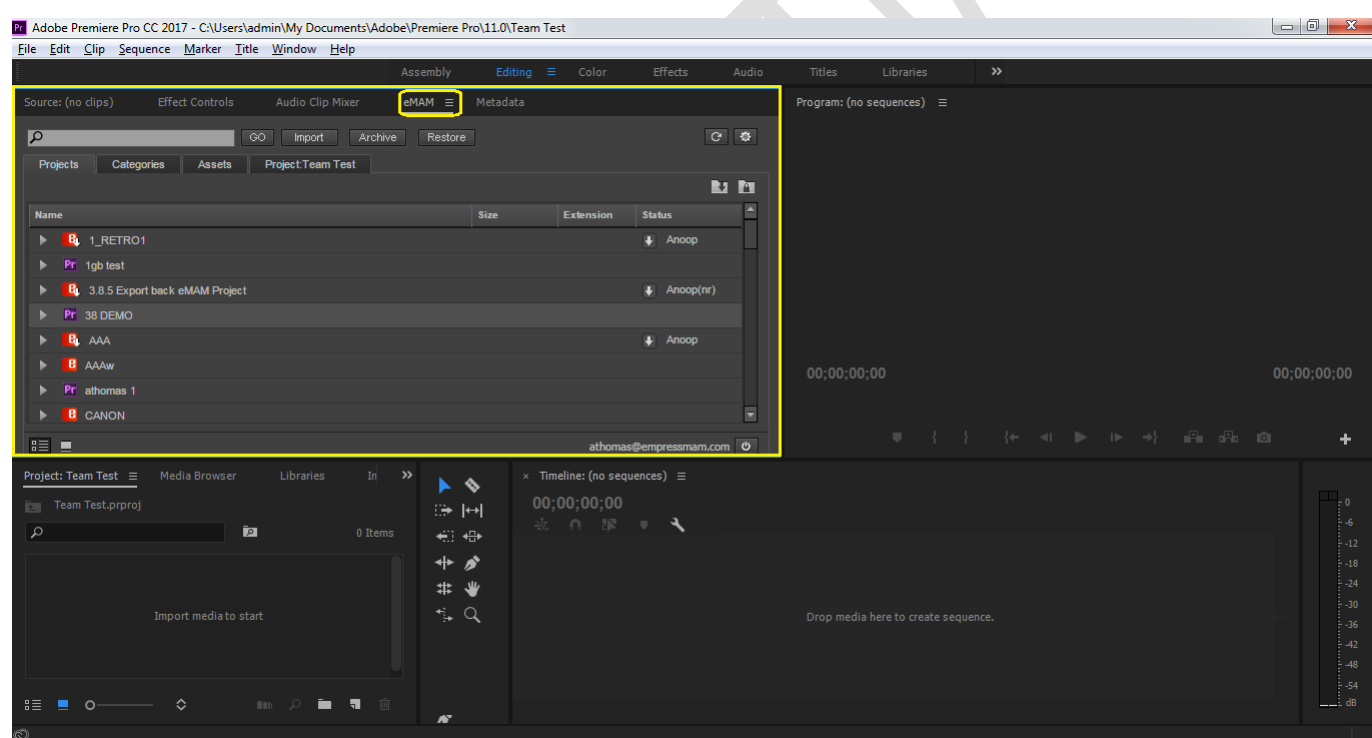
eMAM panel login window

- e. If a user profile is associated with multiple units, you will be asked to choose a unit at login. After the first login, it will automatically login with the same credentials. You can click on the logout button if you want to remove the credentials for the next login.



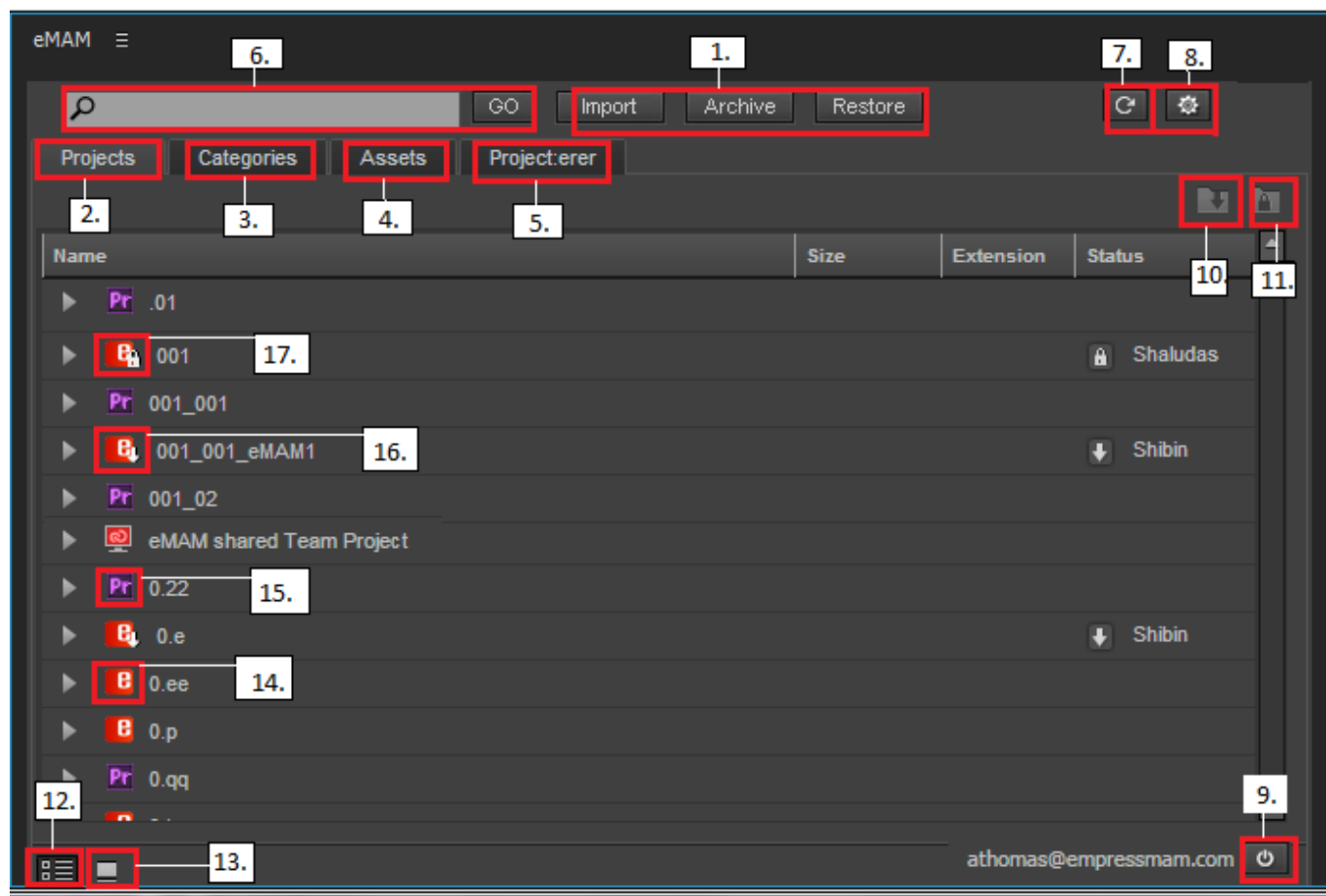
Multi unit login window

f. eMAM panel opens up Adobe Premiere as shown below.









eMAM Panel Overview

Shown below is an eMAM panel window view. Details and description of various tabs and buttons are described below.

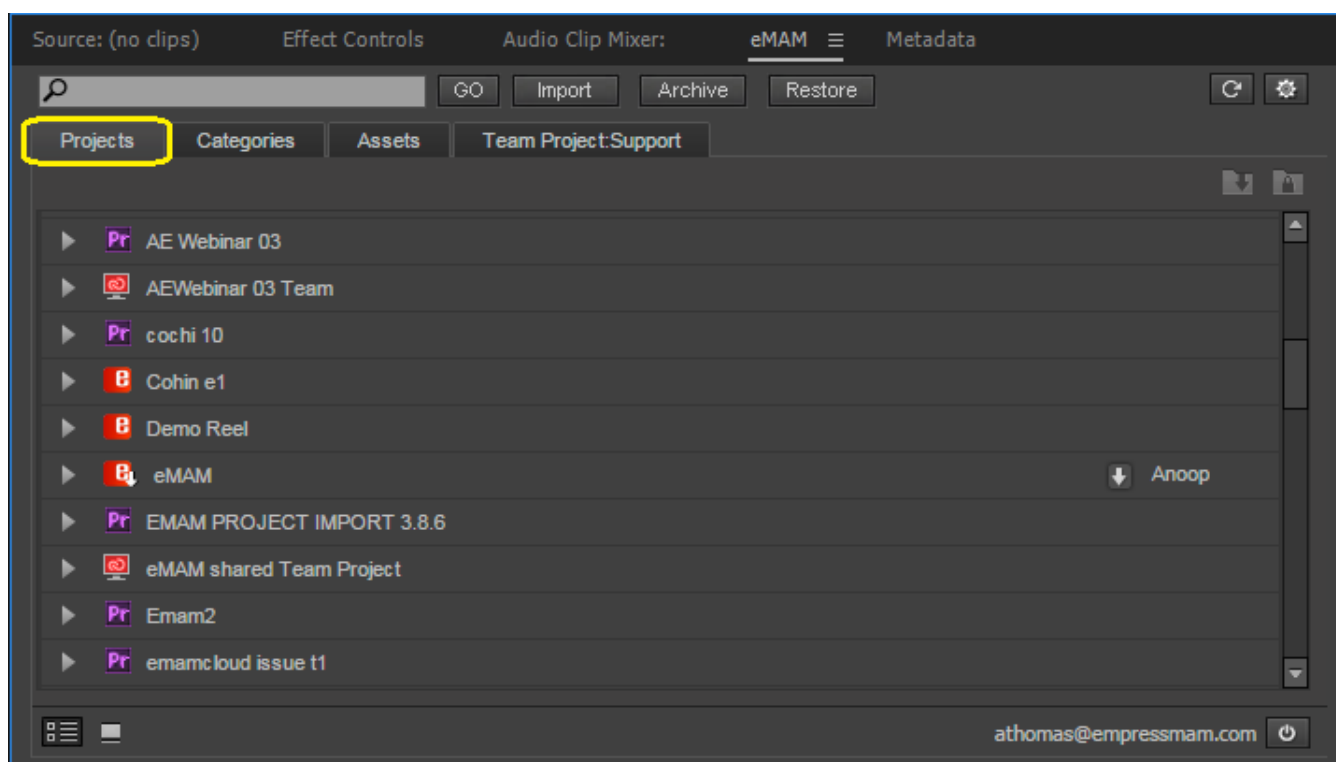


eMAM panel window

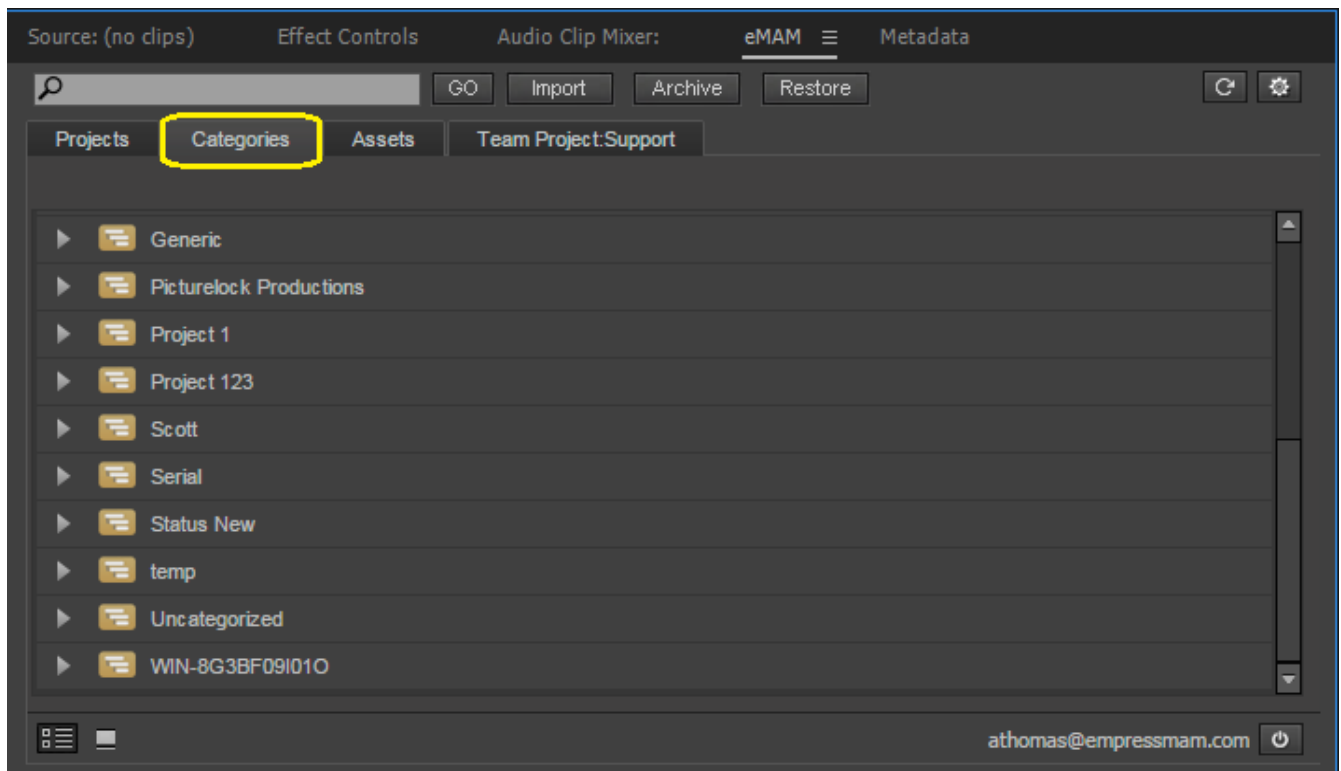
1.	Function tabs	<i>Import</i>	Using Import tab, you can import project/categories/assets from eMAM to Adobe premiere for editing.
		<i>Archive</i>	Archives assets to the default archive locations, as set in Super admin.
		<i>Restore</i>	Restore tab helps to restore assets from storage/archive.
2.	Projects		Displays projects, whether created in the eMAM interface or in the Premiere
3.	Categories		Displays categories created in the eMAM interface
4.	Assets		Displays assets ingested into the eMAM interface
5.	Adobe Projects tab	<i>Export</i>	Using the Export button, you can export edited projects from Premiere to eMAM.
		<i>Save as</i>	Using the Save As button, an edited project can be saved to any desired location.
6.	Search		Based on which tab is selected (Projects/Categories /Assets) and the search characters entered, search results will be shown.
7.	Refresh 		You can refresh the page to see the latest changes made in the eMAM interface.
8.	Settings 		You can make changes in the eMAM panel settings, as detailed below.
	<i>Export Preset settings</i>		You can configure various export formats.
	<i>Project File Storage Settings</i>		You can specify where the project file is stored when it is exported to eMAM.
9.	Logout 		Click on this symbol to logout from the eMAM panel.
10.	Check Out/Check In 		<p>You can check OUT a selected project. Other users can still access the project, and can only save changes to the project as a different version.</p> <p>You can check IN a project so others can edit the current version.  This symbol is only visible under Projects tab.</p>
11.	Lock/Unlock 		<p>You can lock/unlock any project by clicking on this symbol. A locked project cannot be imported or used by others. This symbol is only visible for Projects under Projects tab.</p>

12.	List view 	You can view Projects/Categories/Assets in list view instead of folders.
13.	Folder view 	You can view Projects/Categories/Assets as folders by clicking on this symbol. <i>More information below</i>
14.		Project created in Adobe Premiere. (.prproj)
15.		Project created in the eMAM interface.
16.		Shared Team Project
17.		Checked out eMAM project
18.		Locked eMAM project
19.		Checked out Premiere project
20.		Locked Premiere project
21.		A Sequence
22.		A Bin
23.		A Category

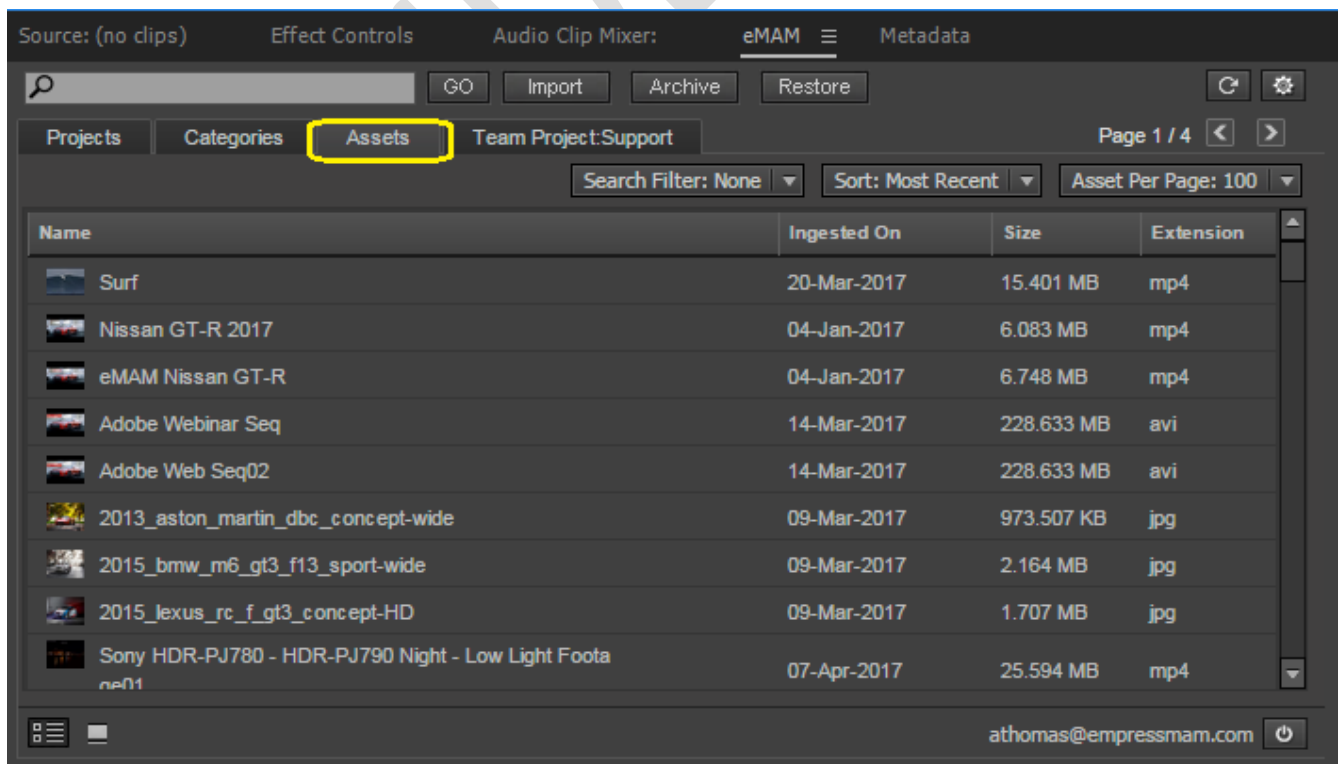
1. **Projects Tab:** This tab displays all the projects in the eMAM system. This includes projects created in eMAM interfaces, Premiere projects and Team projects.



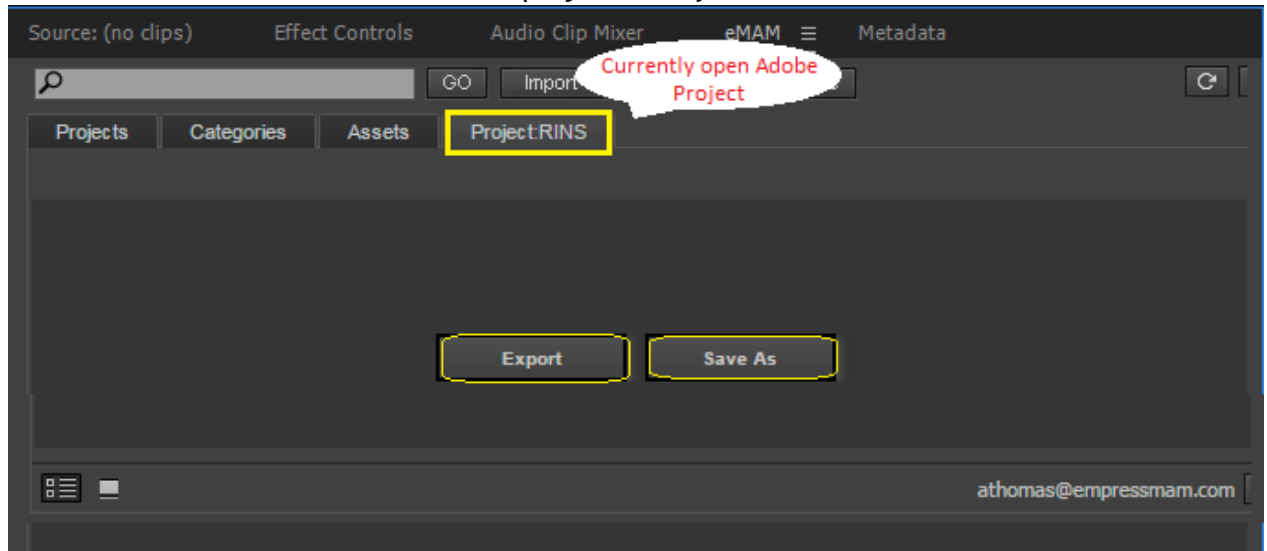
2. **Categories Tab:** This tab displays all the categories created in the eMAM system.



3. Assets Tab: This tab displays all assets in the eMAM system



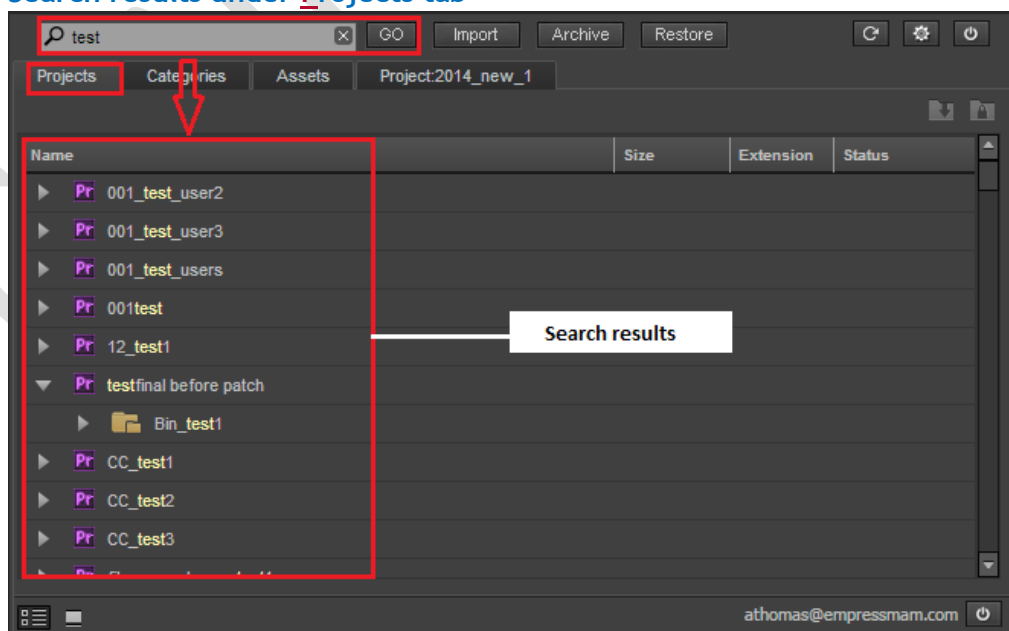
4. **Adobe Projects tab:** This tab shows the currently opened Adobe Project with an option to Export and Save it.
- Export:** You can export the current project from Premiere to eMAM.
 - Save as:** You can save the current project to any desired location.



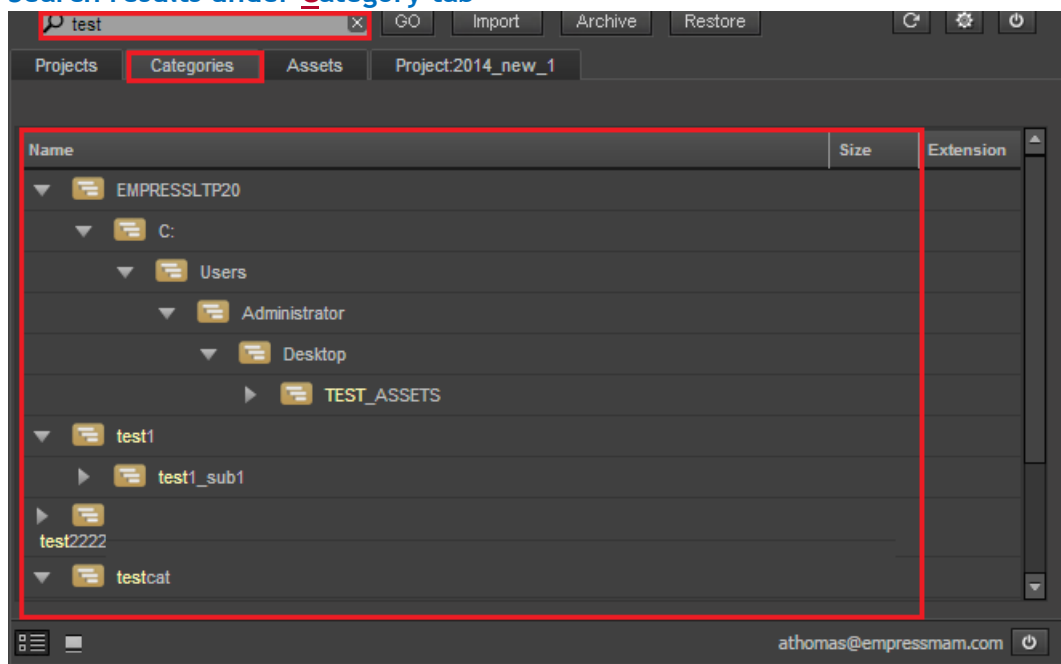
Currently open project with Export and Save As options

5. **Search:** Depending on which tab is chosen, you can use this function to search for projects, categories, or assets with the given name. Type in the Search phrase and click on GO.

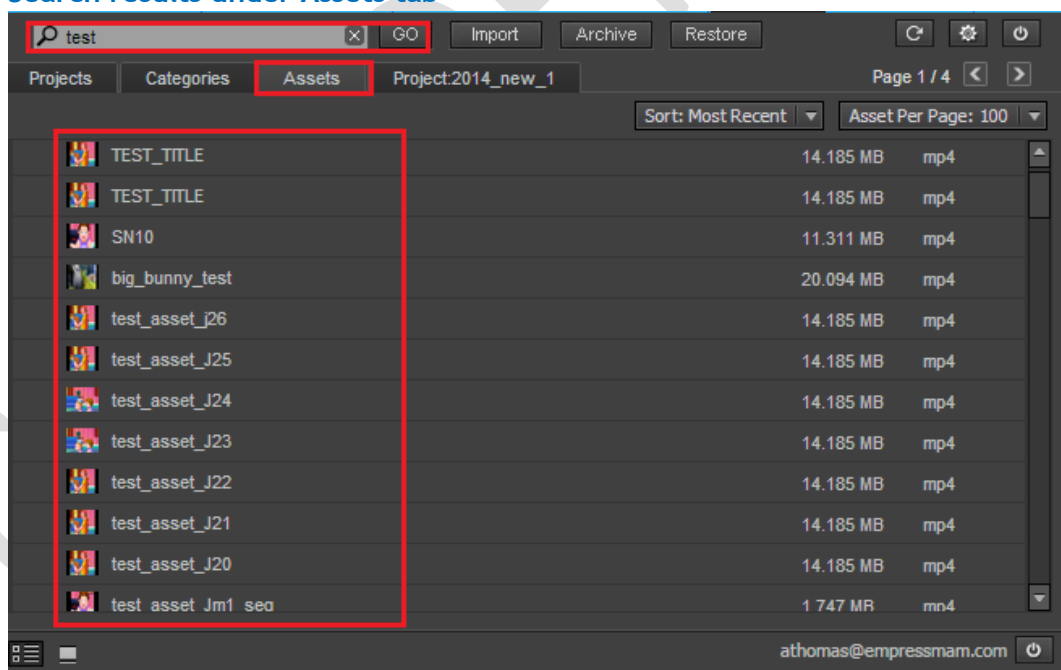
▪ **Search results under Projects tab**



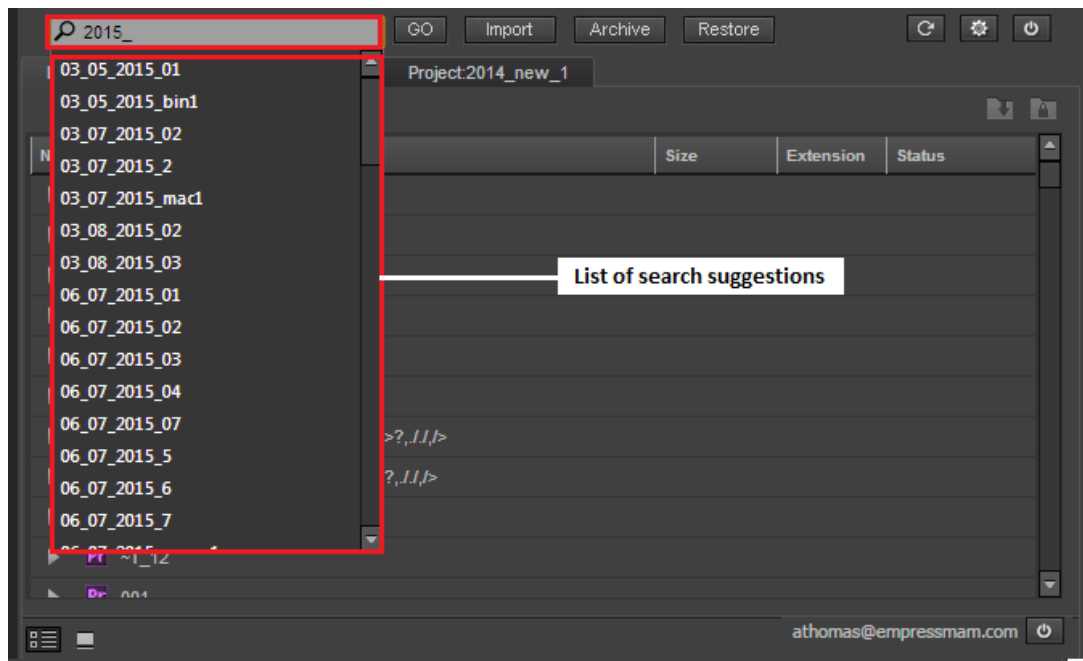
- Search results under **Category** tab



- Search results under **Assets** tab

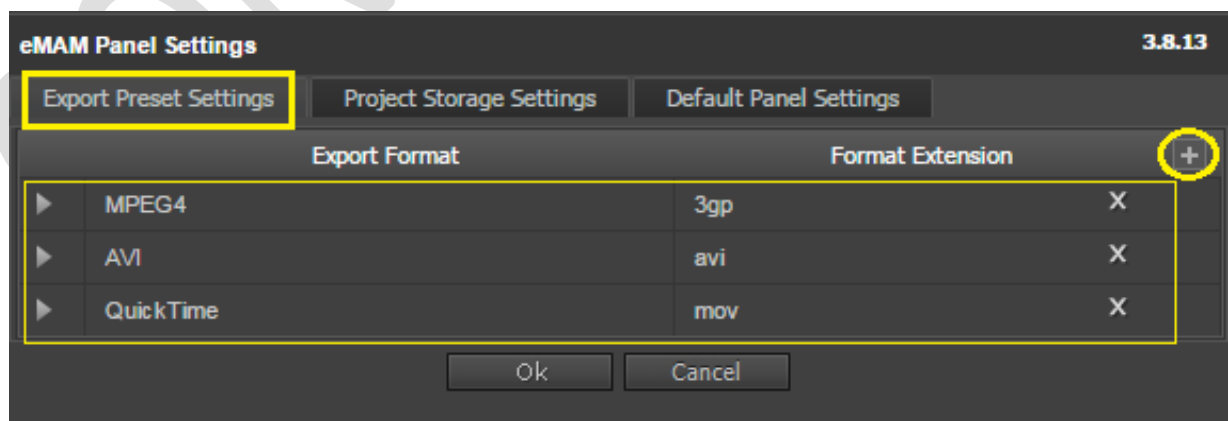


Search will also display list of suggestions for the keywords entered.



6. **Settings:** The settings button allows you to make changes in eMAM panel settings like adding sequence export presets, Project file saving path etc.

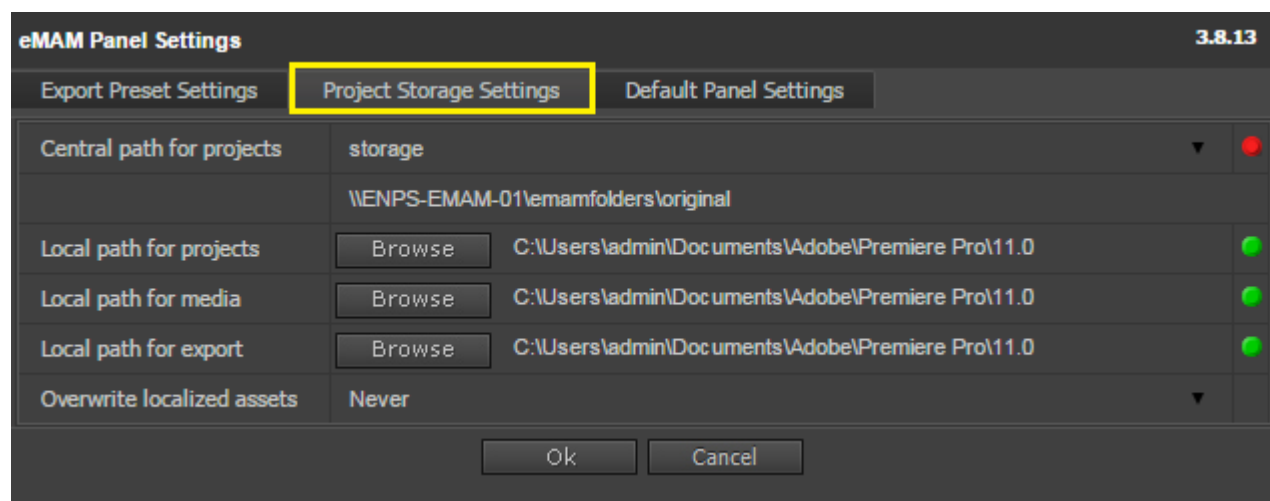
- a. **Export Preset settings:** You can configure various export formats if you are exporting sequences with the current project. You can see the Export format and Export preset under the Select sequences option. Premiere will automatically export an h.264 mp4 version for preview in eMAM, but will also export the sequence(s) in the format you select here. Under a particular format, you can create any number of presets from the settings window.
Eg: If you select quick time for export format then the sequence will make a seq.mov format along with seq.mp4.



Export panel settings window

To add a new format, just click on  icon. Key in Preset name and Preset extension and click OK.

a-b. Project File Storage settings: Using this option, you can define where the Premiere Project file needs to be stored when it is exported to eMAM. You can select from any of the storage profiles configured in the Super Admin from a dropdown list.





Project file storage settings window

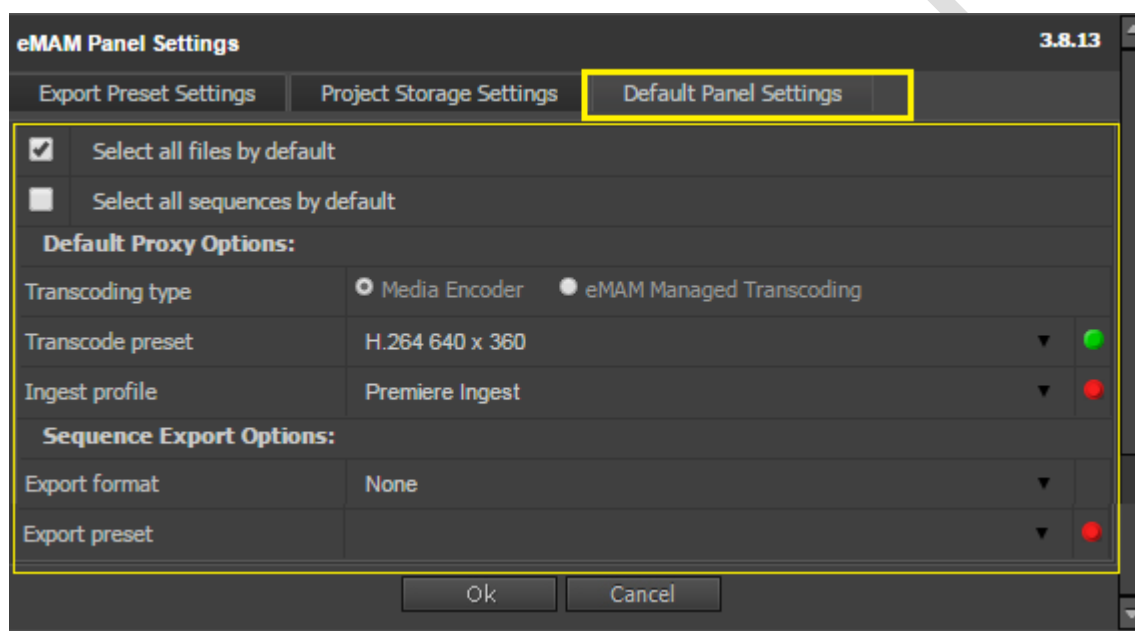
All the storage profiles configured in Super Admin console will be available under storage profile dropdown list. You can also create a separate Storage profile for project storage under storage configuration in Super Admin console and all Premiere projects files will be saved in this location after export.

Using Localize option, eMAM users can work in an environment without direct connection to the eMAM central storage. Refer Localize section on Pg.30 for more details
This requires some changes in Default panel settings:

- Central path for projects - eMAM storage location for project files
- Local path for projects - Store the importing project locally.
- Local path for Media - Store the assets in the importing project locally. Multiple users can point to the same 'Local path for media' assets, so that they don't need to localize the asset which are already localized by another user.
- Local path for export - Store the exporting project file and its contents before uploading to cloud
- Overwrite localized assets - Overwrite options for media that already exist in Local path: Always, Never, If size is different, If created date is different.
If a user Imports an asset which already exists in 'Local path for media', eMAM will either replace it or use the existing asset in the 'Local path for media' depending up on the 'Overwrite localized assets' flag selection.

- : Red icon indicates no connection to the mentioned UNC path
: Green icon indicates connection established with the mentioned UNC path



b-c. Default Panel Settings: Here you can set default values for proxy options, sequence export options etc. which will be used in the Metadata popup window during export.





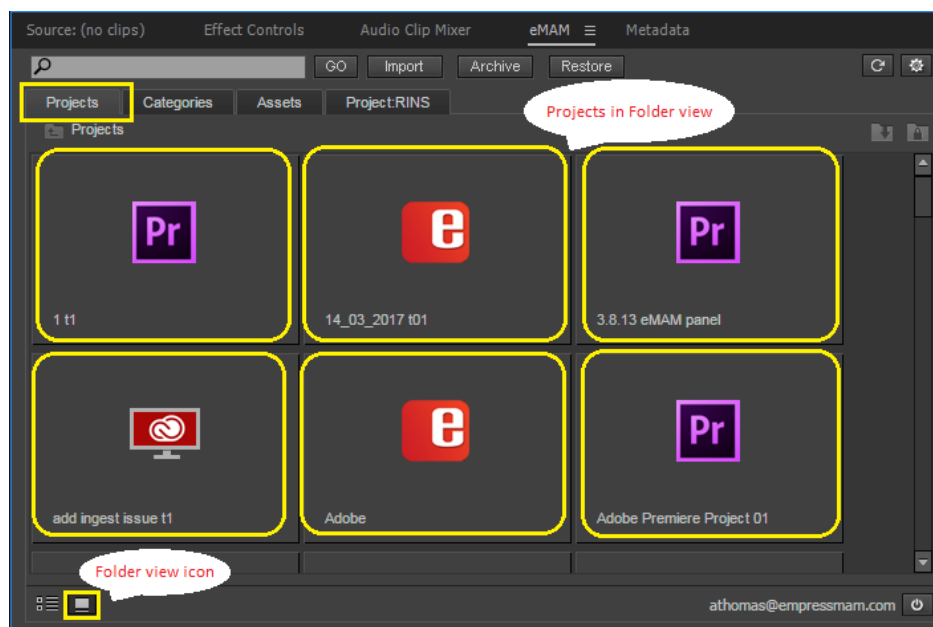
Default Panel Settings window

You can set default values for below and click OK:

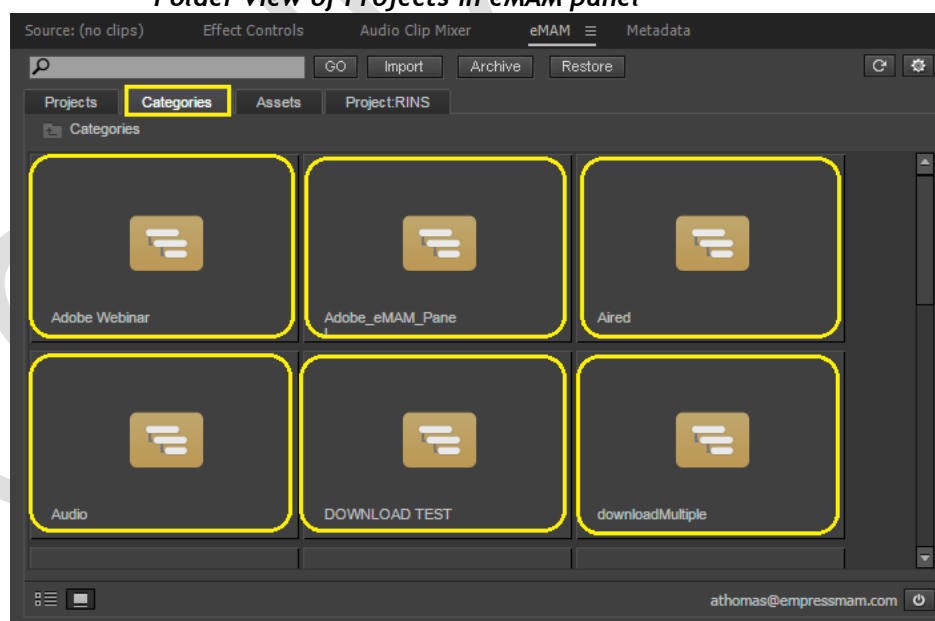
- a. Select all files by default (checkbox)
- b. Select all sequences by default (checkbox)
- c. Default Proxy options: You can also set your preferred ingest below options as default:
 - Transcoding type: Media encoder or eMAM Managed Transcoding.
 - Transcode Preset: Select any option from dropdown list
 - Ingest Profile: Select any option from dropdown list
- d. Sequence Export Options: You can set preferred sequence export options:
 - Export format: Select any option from dropdown list
 - Export Preset: Select any option from dropdown list

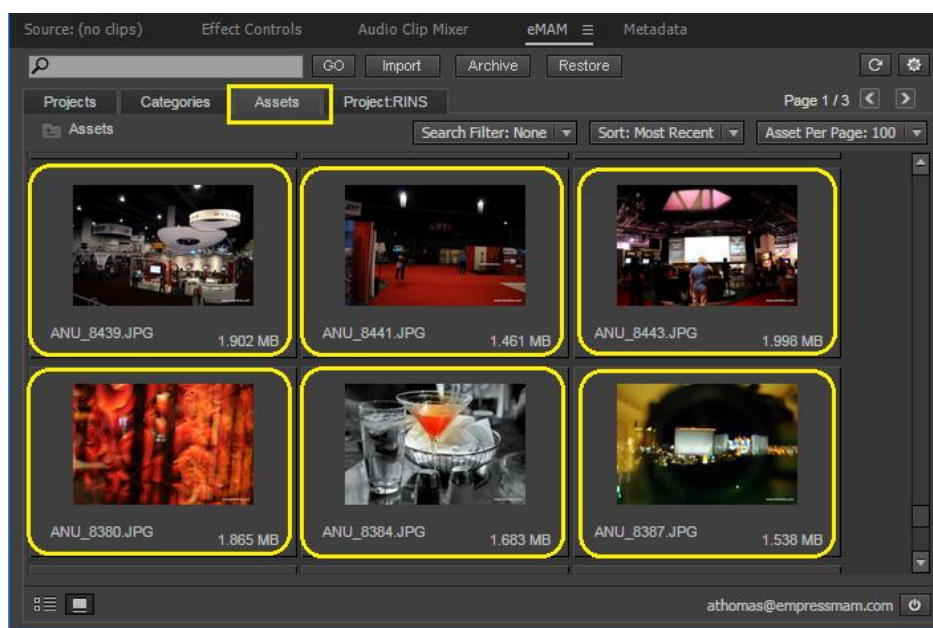
- : Red icon indicates no connection to the mentioned UNC path
: Green icon indicates connection established with the mentioned UNC path

7. **Folder view:** You can view Projects/Categories/Assets in folders/thumbnails by clicking on  symbol. To revert back to list view, click on  symbol.



Folder view of Projects in eMAM panel

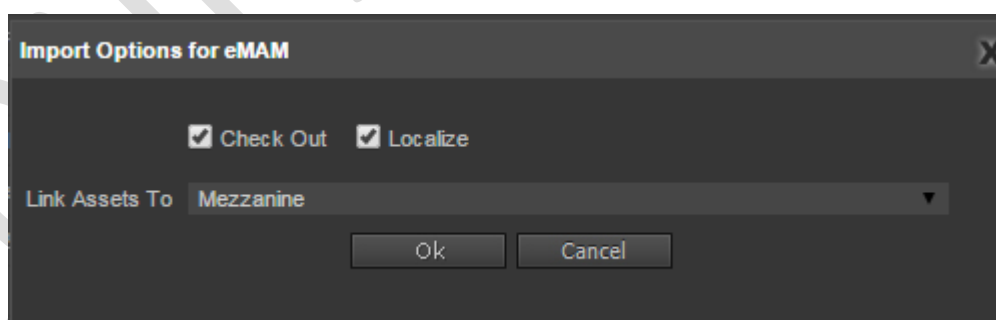




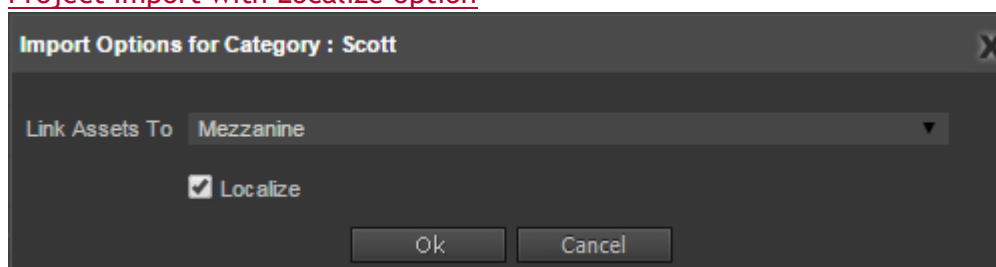
8. **Localize:** Using Localize option, eMAM users can work in an environment without direct connection to the eMAM central storage. Now you can work from home or during travel etc. and can share your work with people at different locations. Project elements will link back to the eMAM storage only when the project is exported back to eMAM. This requires some changes in Default panel settings described in Page.

eMAM panel workflow using Localization:

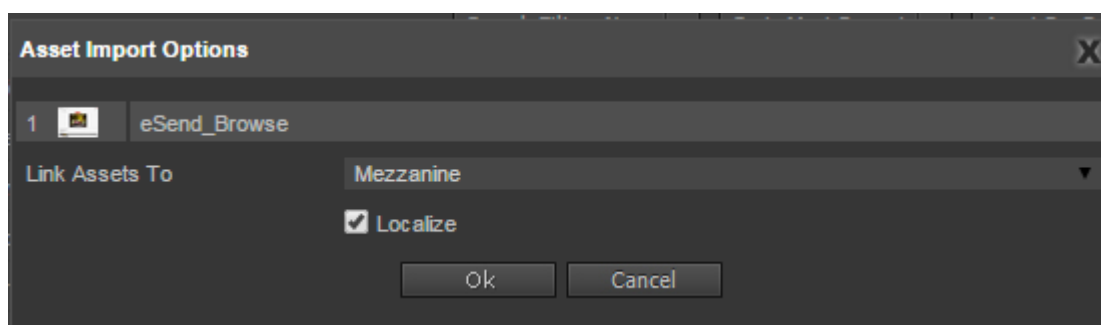
- a) Select a Project/category/asset and click on Import button. Project local path and asset local path is already defined in the Settings window



Project Import with Localize option

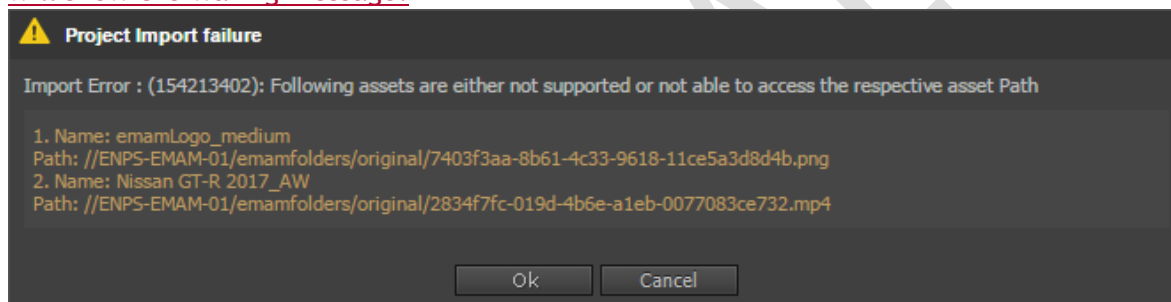


Category Import with Localize option

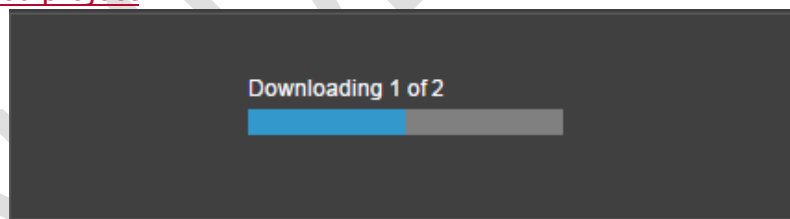


Asset Import with Localize option

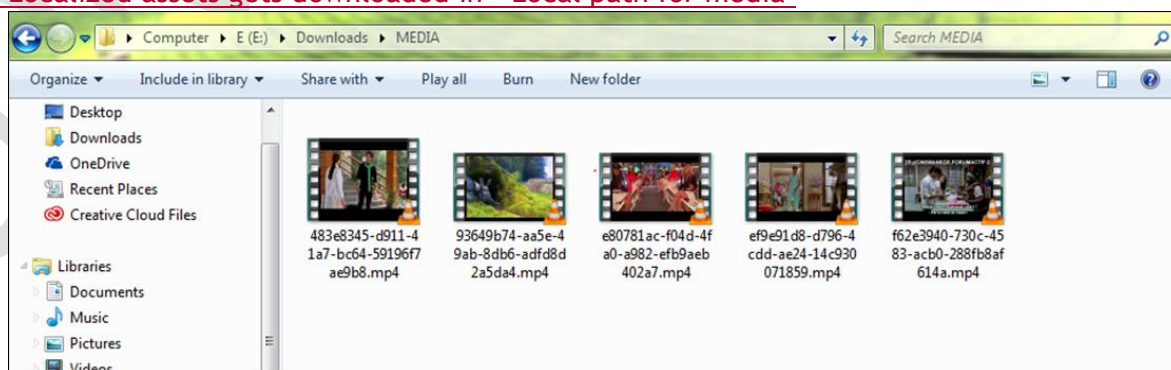
- b) If Project file or any assets cannot be accessed from the client machine, panel will show the warning message:



- c) However, if the project file and all the assets can be accessed from the client machine eMAM panel will start to download the assets to the local folder. Once all the assets are downloaded completely eMAM panel will link the assets to the imported project

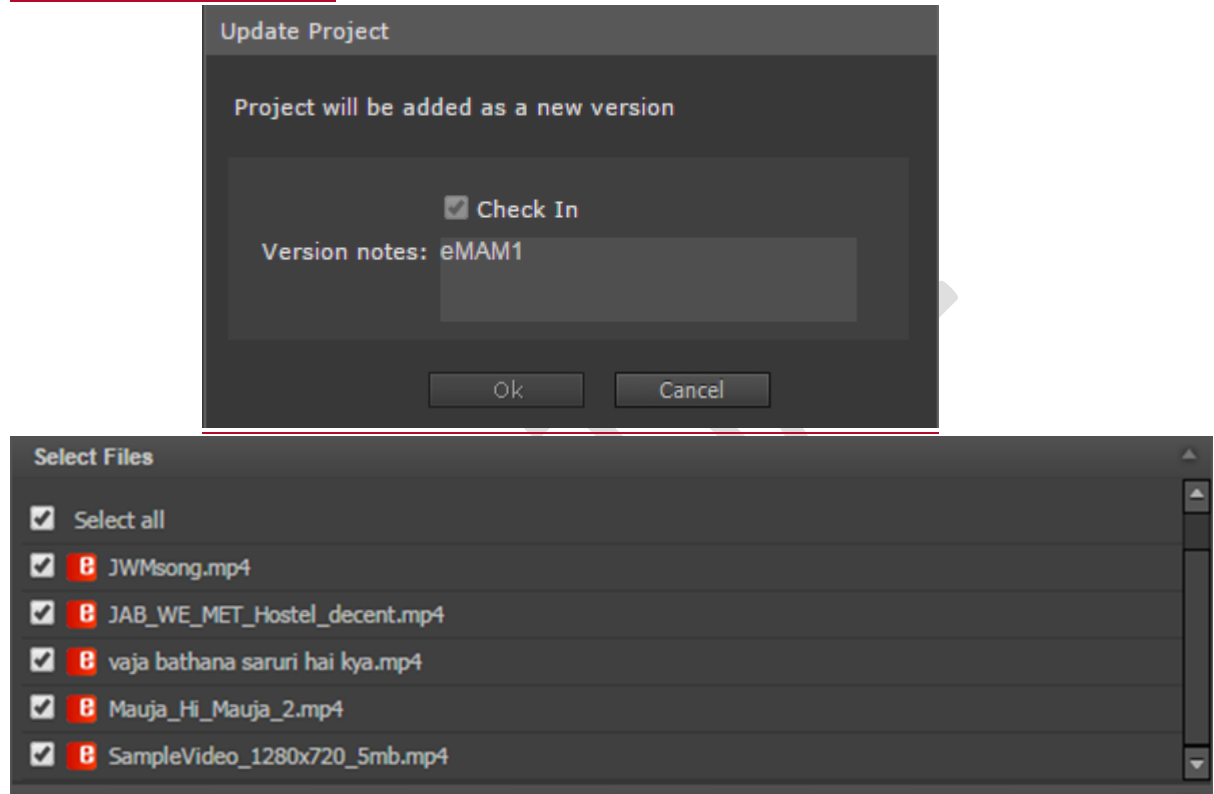




- d) Localized assets gets downloaded in 'Local path for media'

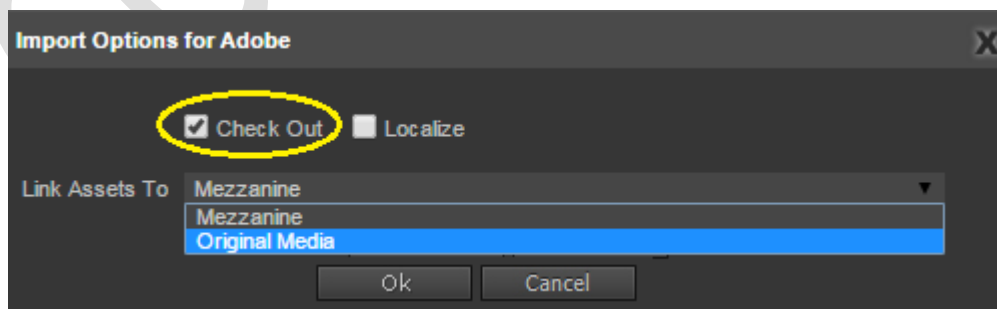


- e) If any of the assets already exist in the download location, eMAM panel will find that by using the UUID name comparison, and will either use the same asset or replace them, depending on the "Overwrite localized assets" value (Never, Always, if size is different).

- f) Downloaded and linked file details will be saved in an xml file along with the Project file.
- g) When the project is exported back to eMAM, eMAM panel will link the assets to central storage location.

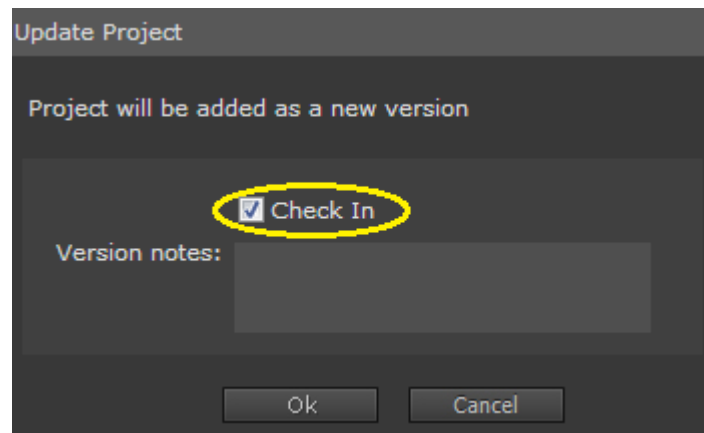


8-9. Checked Out: When you import any project to Premiere, it gets automatically checked out (not for Adobe Premiere Pro CC) with this symbol  /  which means at a time only you will be able to work on that particular project in Premiere. Other users will NOT be able to import the same version of the project.



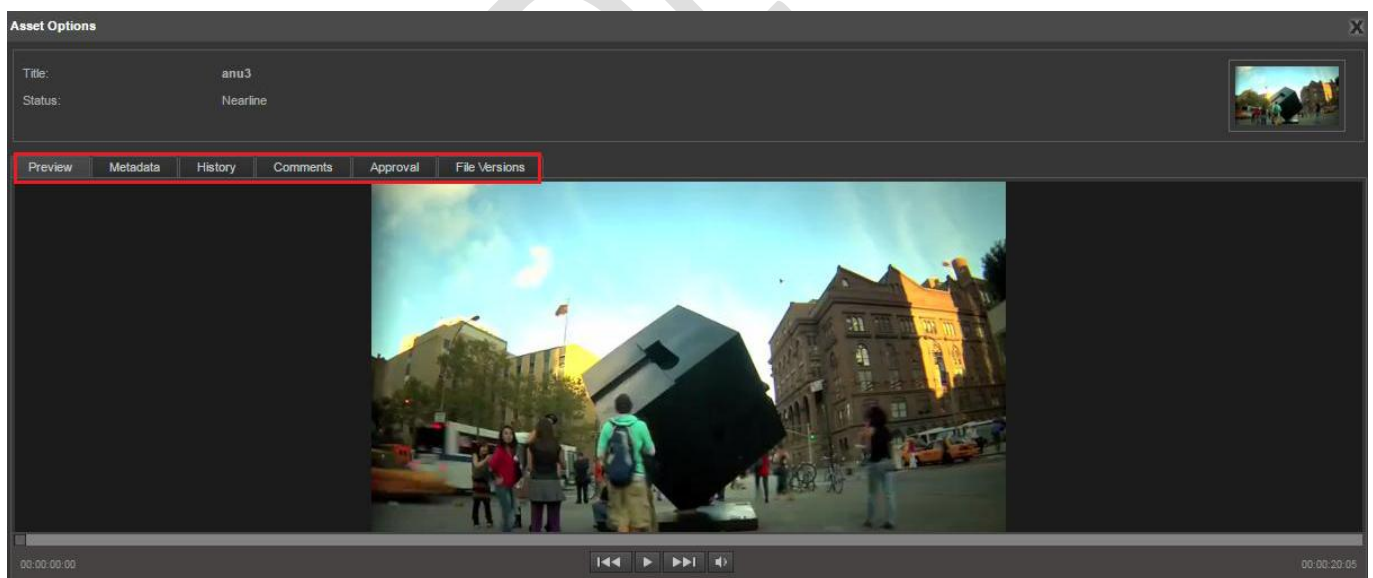
Import options window with Check Out option

9.10. Checked In: When you export a project to eMAM, it automatically gets checked in, so other users can now import this project and work on it. This **option** will be checked by default and user cannot change that. This ensures that whenever export happens the project gets checked in and a new version is created.



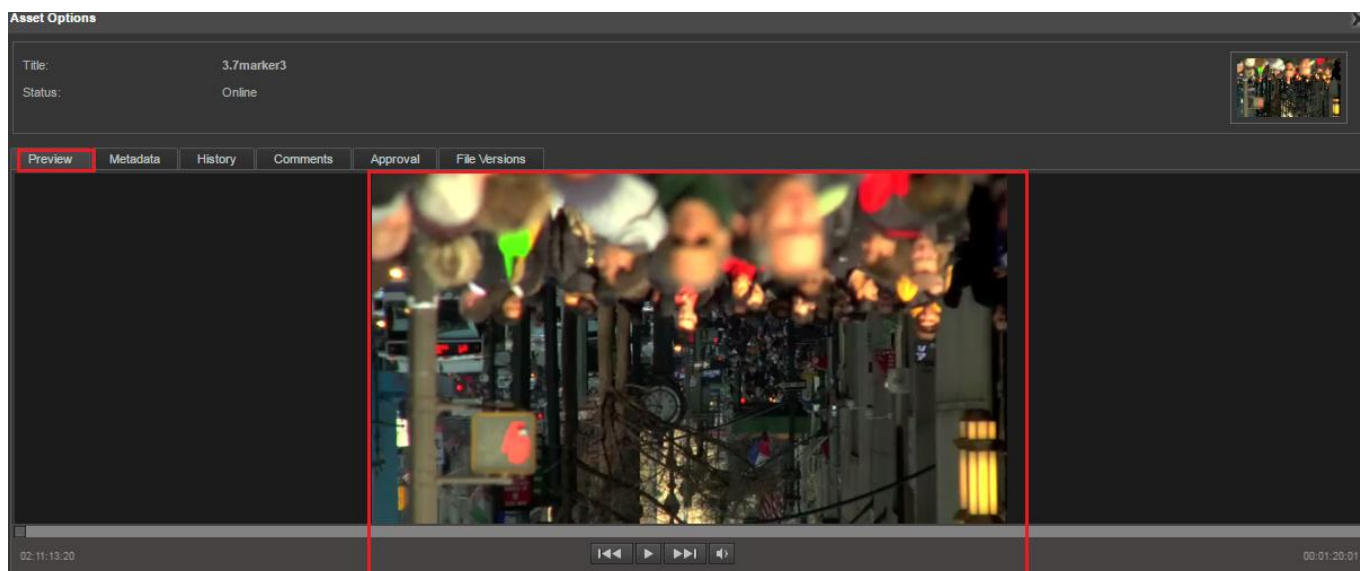
Option to check in during Export

10.11. Asset Options window: When you double click on any asset under Projects/Categories/Assets tab, asset options window pops up. Various asset options tabs like Preview, Metadata, History, Comments, Approval, File versions are available.

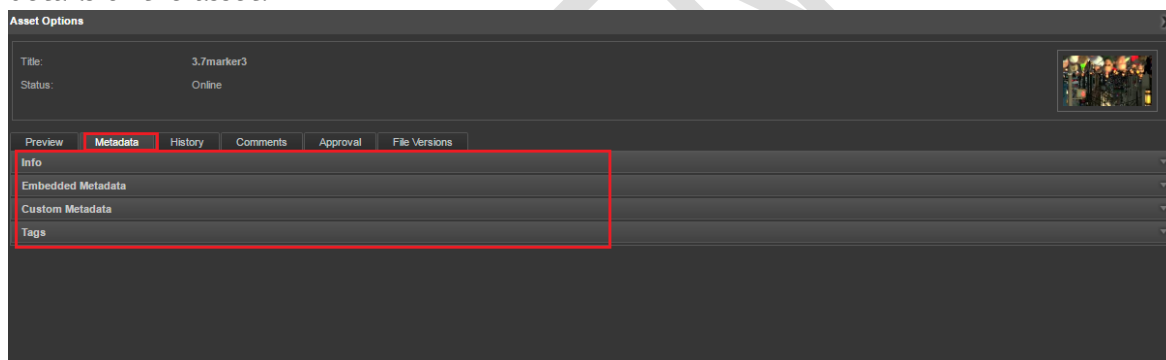


Asset Options window

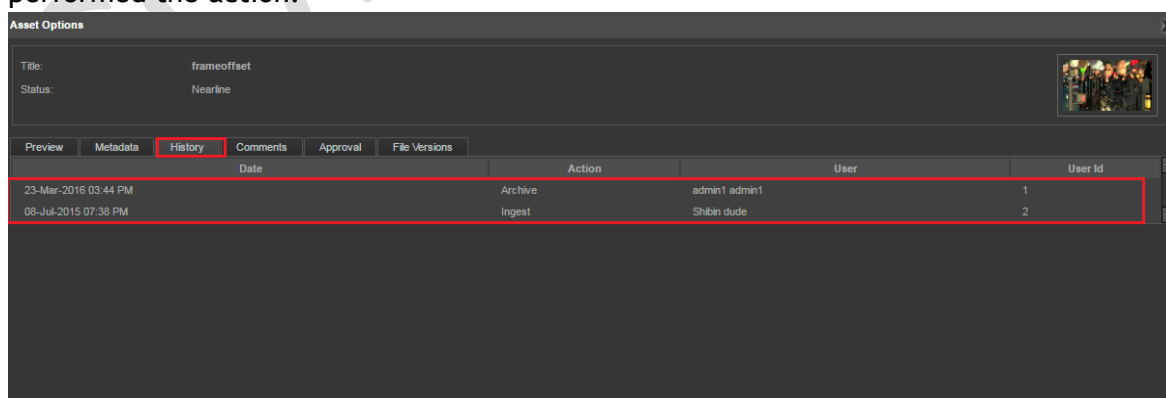
- a. **Preview tab:** Users can preview any asset individually and view its properties like name, status etc.



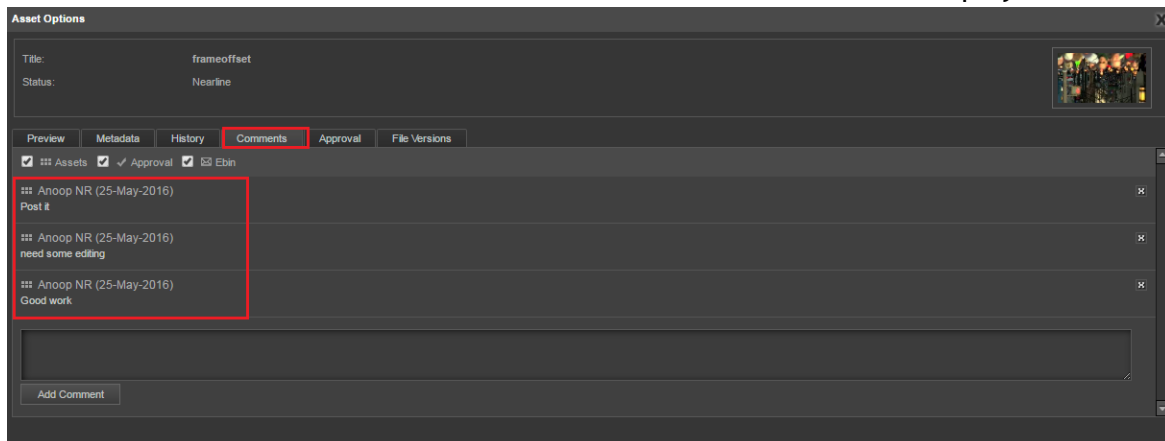
- b. **Metadata tab:** Users can see all metadata details of the asset like Info, Embedded metadata, Custom metadata, and tags under different fields. They also have the option to edit metadata details of the asset.



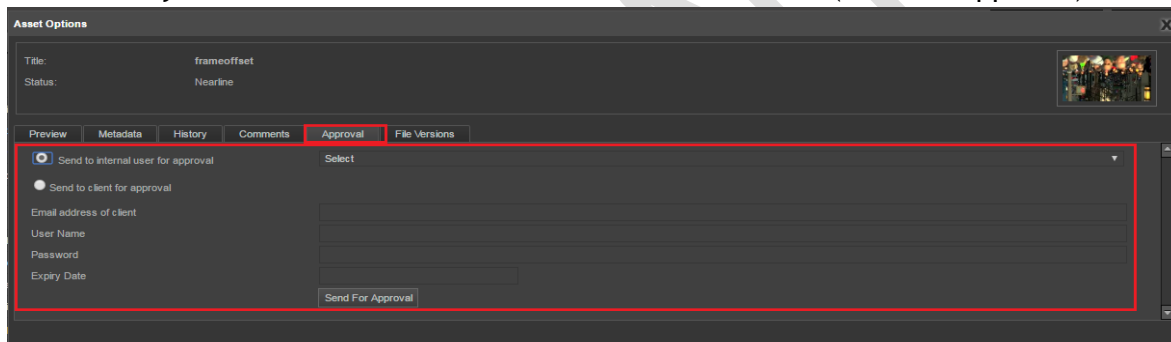
- c. **History tab:** History tab displays asset details and entire history of functionalities used on the asset. It displays Date of Actions, Action Performed, User Name and id of the user who performed the action.



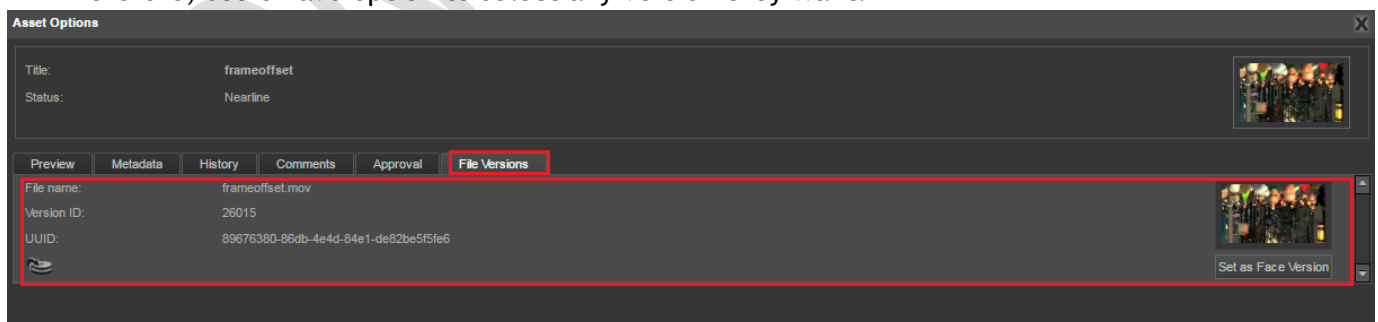
- d. **Comments tab:** Displays user name, comment written by the user and date when the comment was written. Comments written on different interfaces are displayed here.



- e. **Approval Tab:** Users may require asset to be approved by another person, internal or external to the organization. An asset can be sent for approval to another eMAM user (internal approval) or externally as a link to someone who has no access to eMAM (external approval).



- f. **File versions:** File version displays all the different versions created for the same asset. Therefore, users have option to select any version they want.



Main functions

A. IMPORT

The **I**mport function can be used to import eMAM managed content (Asset/Project/Category) from eMAM to a Premiere project located in a client machine for editing works. It can be used to import an entire project or bins, categories, assets or sequences (rough cuts) created in eMAM. During import, the assets added to your Premiere project will be linked to the central eMAM storage location. In order to import the assets to the Premiere client machine, Premiere client location should have the network access permissions to the eMAM storage location. If you are working in a MAC, eMAM storage location should be mounted as a volume to the Premiere machine.

- **Project**: Projects can be imported from eMAM to Premiere for editing. Select the Project

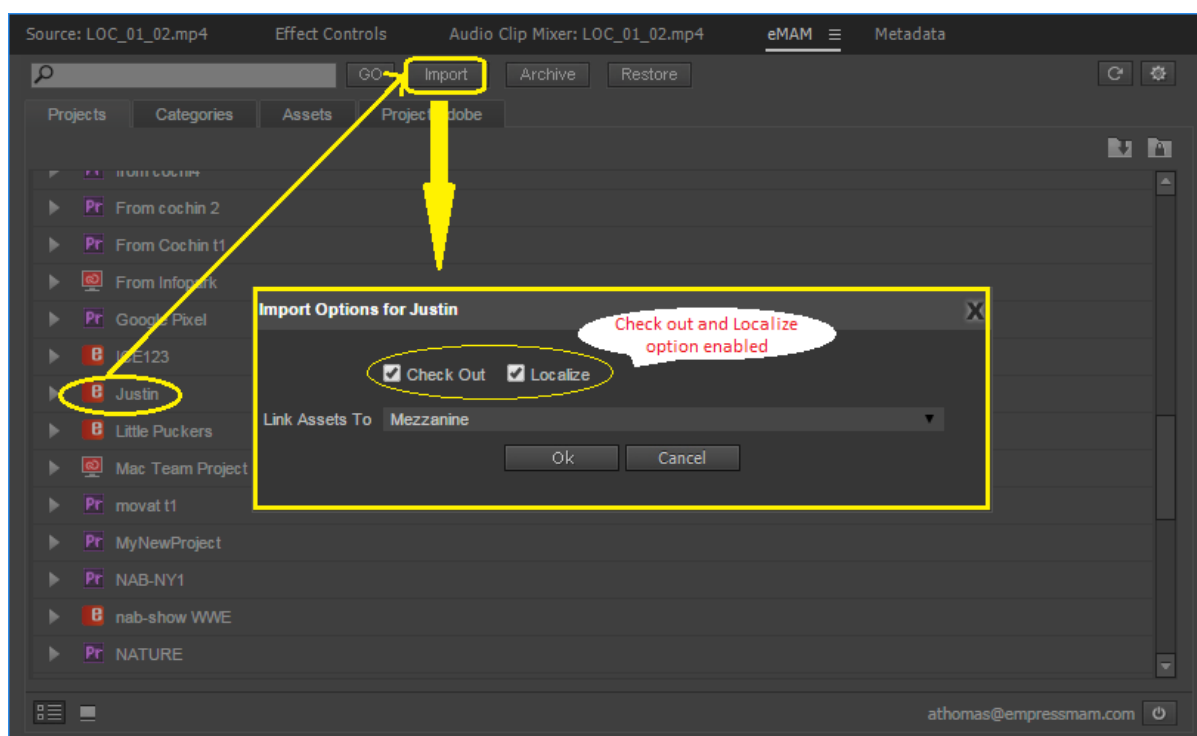
(Premiere Project  or an eMAM Project ) from the Projects tab and click on **Import**. There can be 2 types of project imports.

- ✓ Import of eMAM project which is created in eMAM and does not have a project file (.prproj) associated with it.
- ✓ Import of Premiere project which was exported to eMAM using eMAM panel. During import a copy of the project will be created in the destination folder with the assets linking to eMAM storage locations

There are various possible import scenarios:

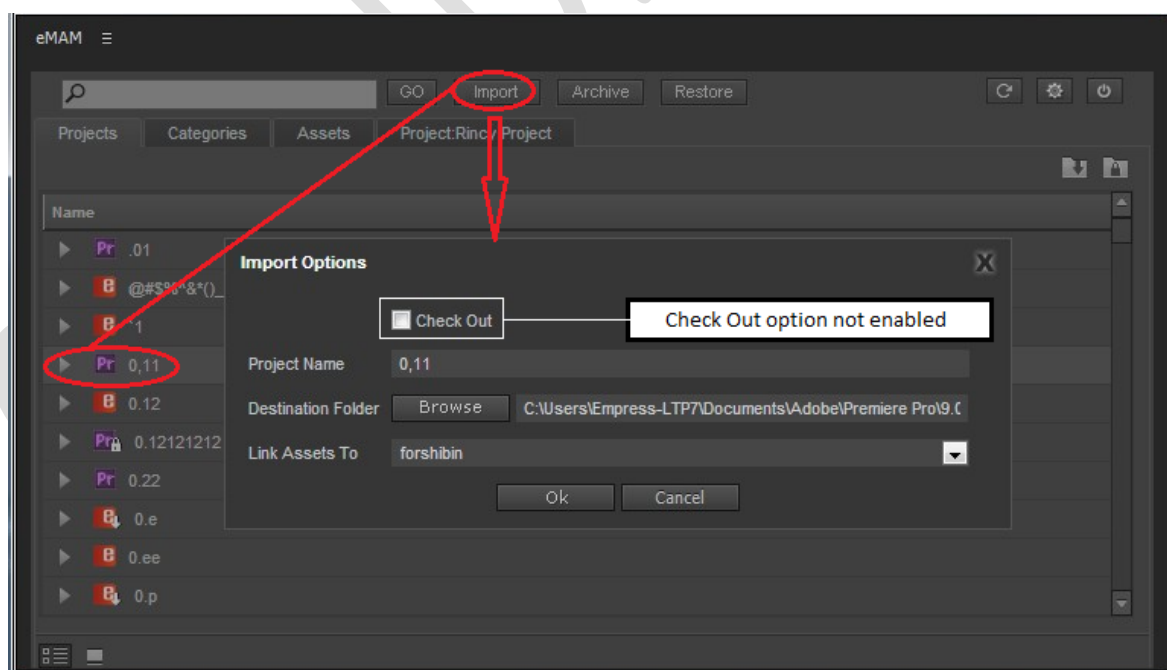
1. **Import project with checkout option enabled**: In the Projects tab, click on the project which needs to be imported to Premiere. Click on the **Import** button. A new **Import options** window pops up. Fill in all the details and enable **Check out and Localize** button. Now this

project will be checked out and will be visible to others users as  or .



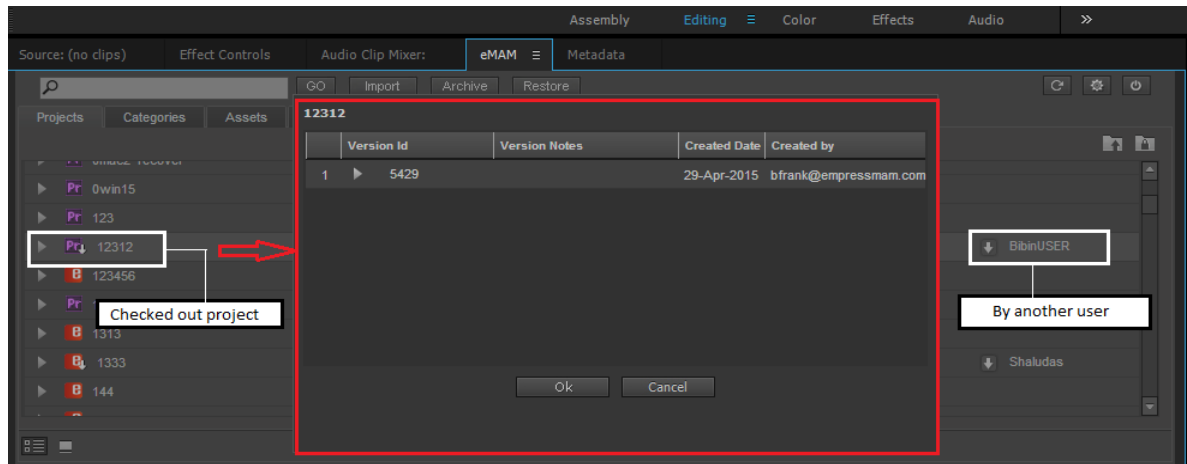
Import project with check out option enabled

2. **Import project without check out option enabled:** You can import any project to Premiere without checking the **Check out** option in Import Options window.



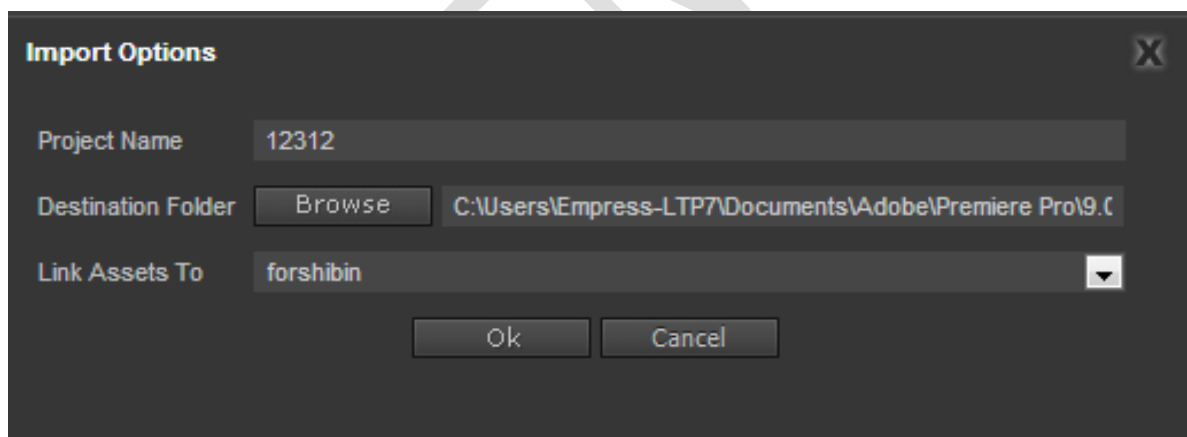
Import project without check out option enabled

3. **Import of an already checked out project by another user:** When you try to import any project already checked out by another user, a pop up window asks you to select the version of that project that needs to be imported. Choose and click **OK**.



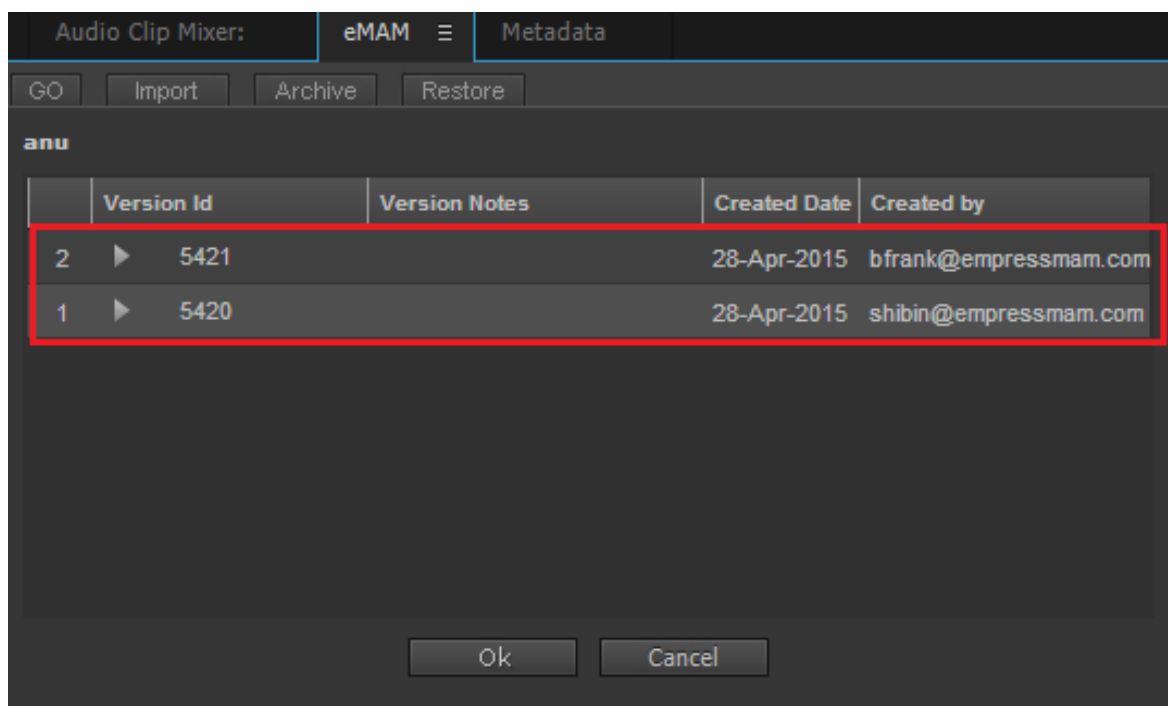
Window listing versions of that project

Then Imports options window pops up. Fill in the details and click **OK**.



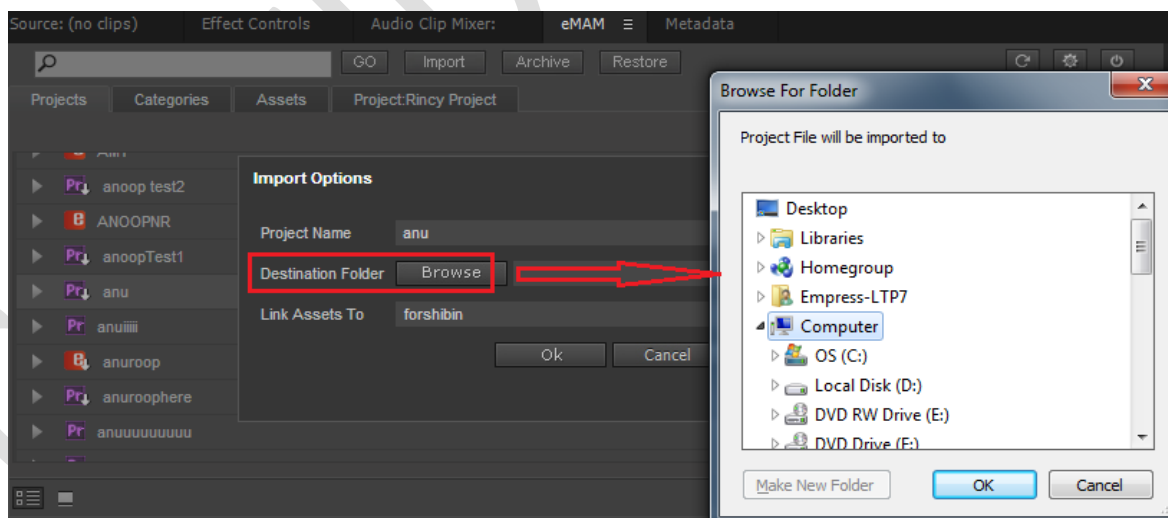
Import options window

4. **Import different version of a project:** If any project has multiple versions, when you click on **Import**, a new window will pop up with different version details listed for that project. You can select the version that needs to be imported to Premiere and click **OK**.



Window listing versions of that project

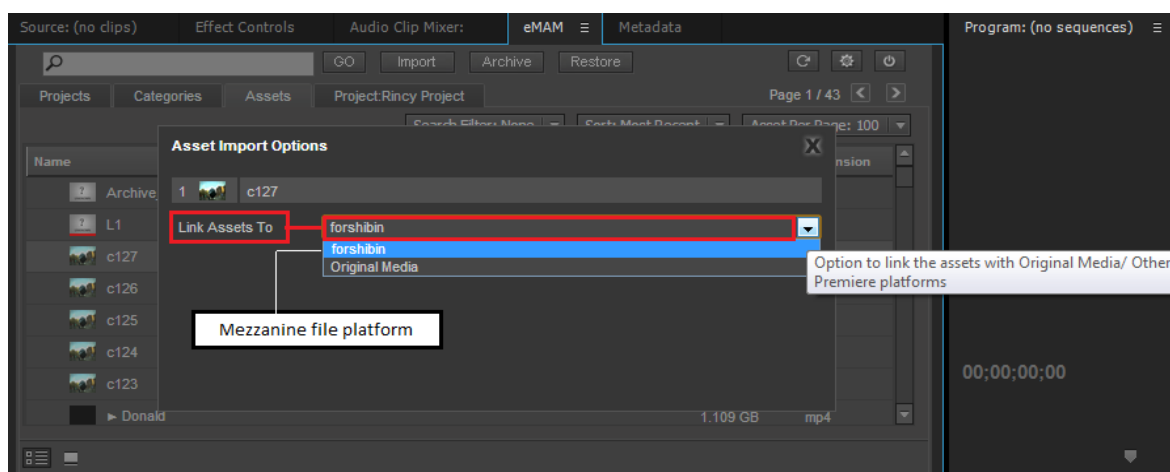
5. **Import project to the desired location in a local machine:** You can import any project to your local machine by choosing the desired location path using **Browse of Destination folder** in the **Import Options** window.



Option to import project to desired location in a local machine

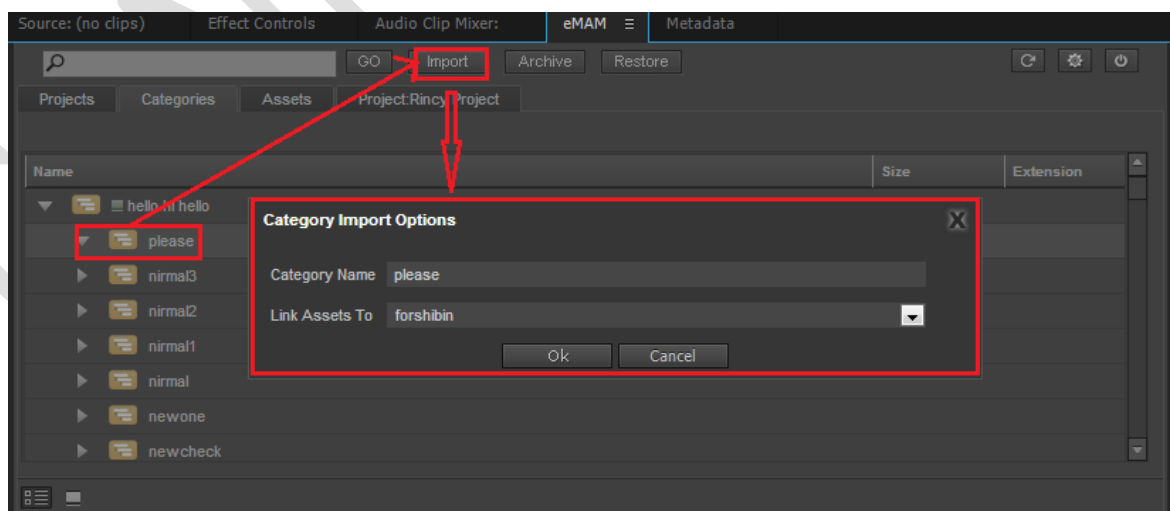
6. **Option to select mezzanine file format for assets during import:** You can select mezzanine (intermediate/proxy edit) file format of an asset during import by linking assets to other mezzanine platforms (formats) in the **Import Options** window. If you have an ingest profile which has a mezzanine platform configured, then it will be selected by default. This will import the mezzanine file format of the assets to the Premiere project. If there is no

mezzanine format available for an asset, then the original format will be imported, even if you select a mezzanine platform.



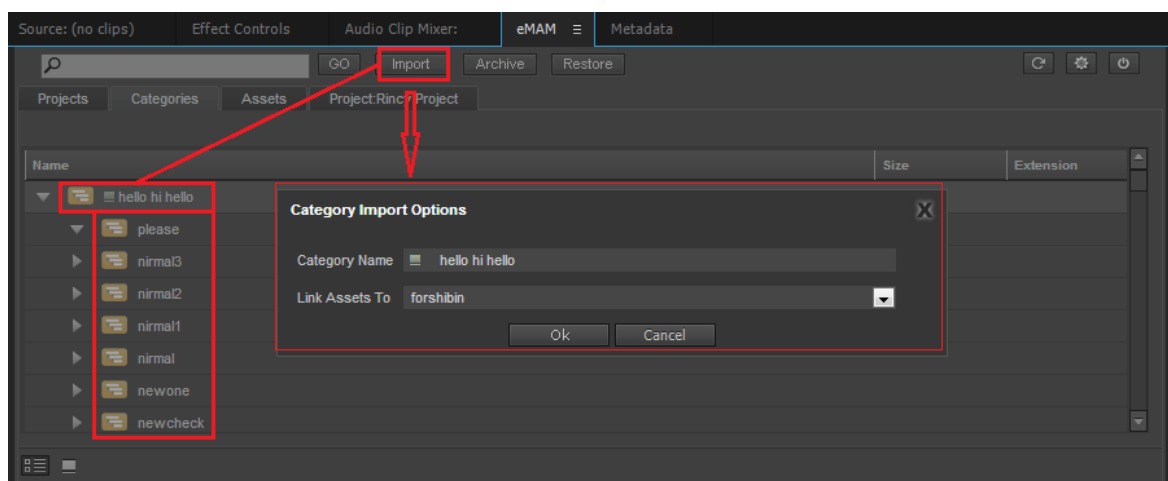
Mezzanine files format selection for assets during import

7. **Import of process from source assets:** You can import assets ingested with process from source option, so they will be transcoding without moving them.
- **Category:** Categories under categories tab can be imported to Premiere. Select the Category which needs to be imported from Category tab and click on **Import**. Import can happen for:
 - **Import of Single category:** A single category can be imported by clicking on that category and then the **Import** button. A **Category Import Options** window pops up. Fill in the details and click **OK** to import that category to Premiere.



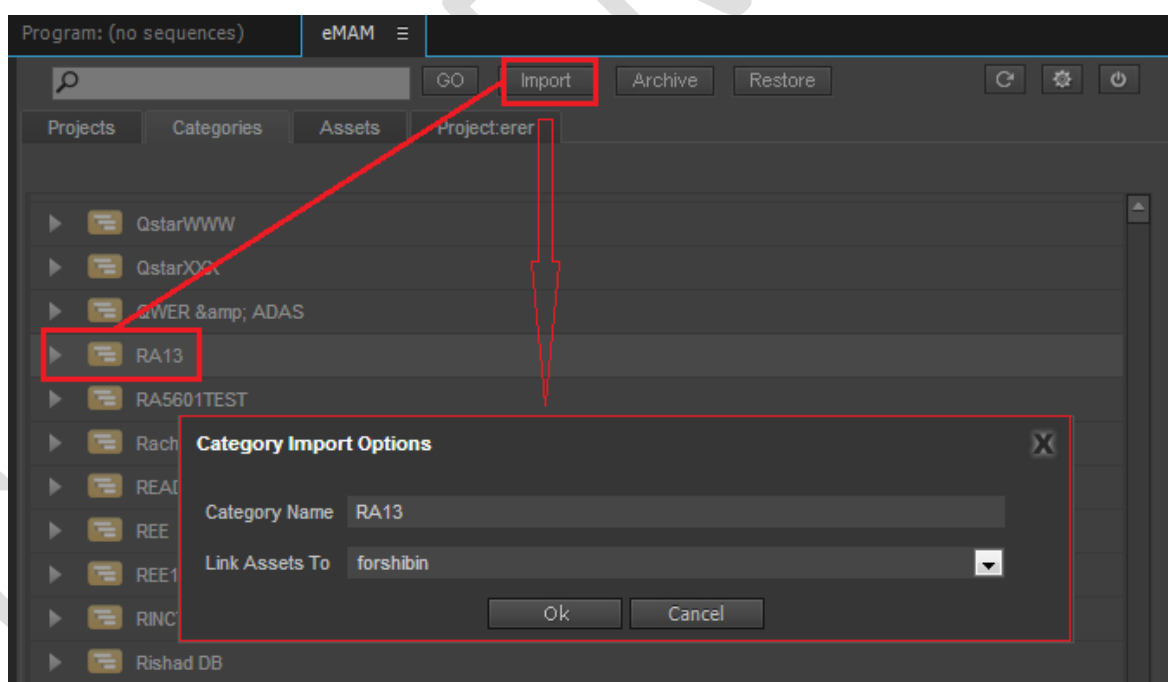
Category Import options window

- **Import of Multiple categories:** Multiple categories (category and its sub categories) can be imported to Premiere.



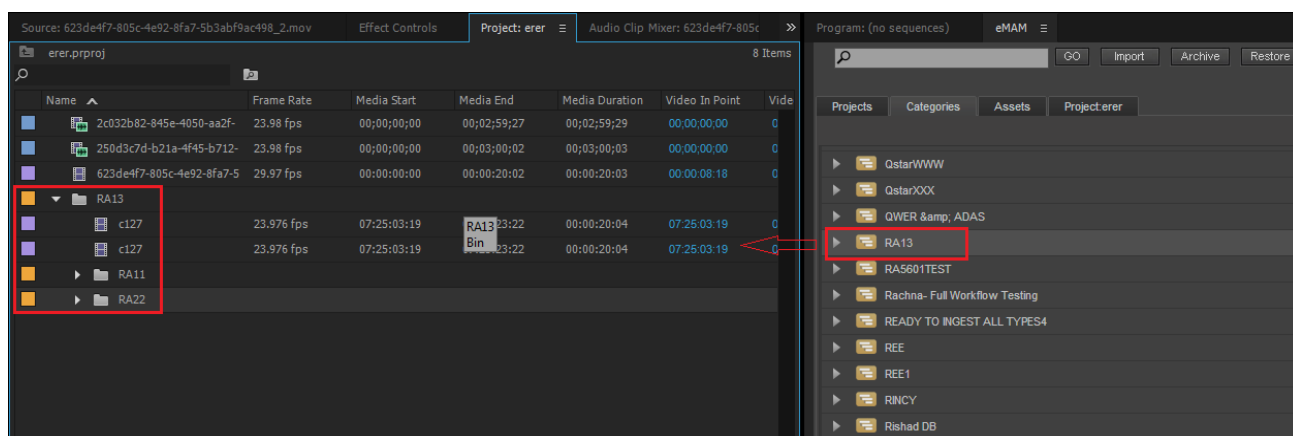
Import of Multiple categories

- **Import of assets inside category:** You can import assets inside categories to Premiere.
- **Categories get imported as bins:** Categories imported from eMAM come in as new bins under the current project. New categories will not be created. Under the Categories Tab, select the category which needs to be imported to Premiere and click Import.



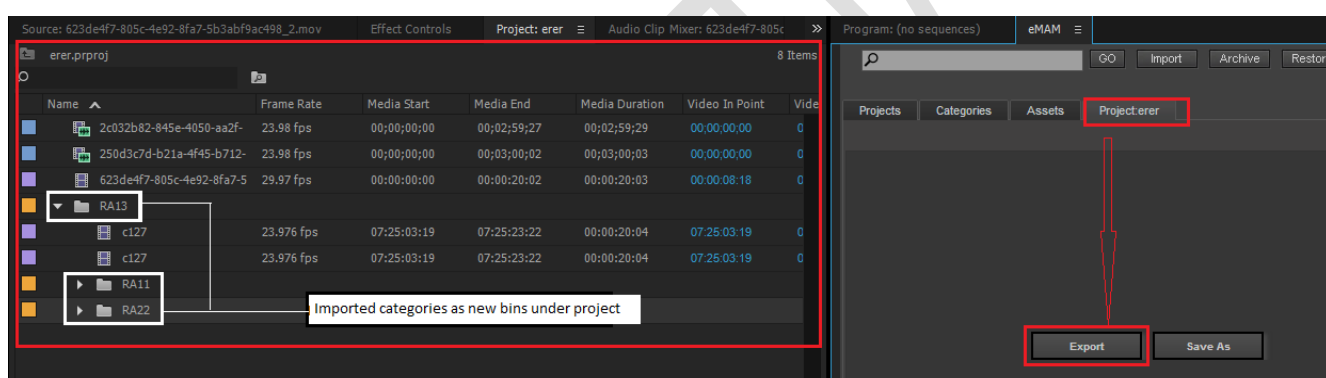
Category Import options window

Category Import options window pops up. Fill in the necessary details and click OK.



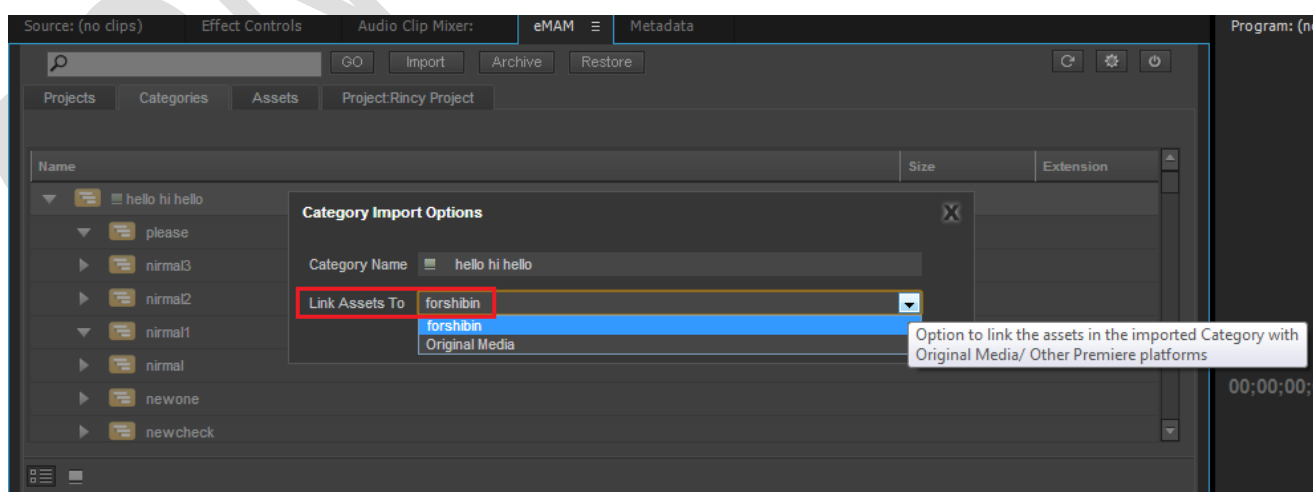
Category gets imported as Bin to Premiere

The category and its sub categories get added to the current project as bins.



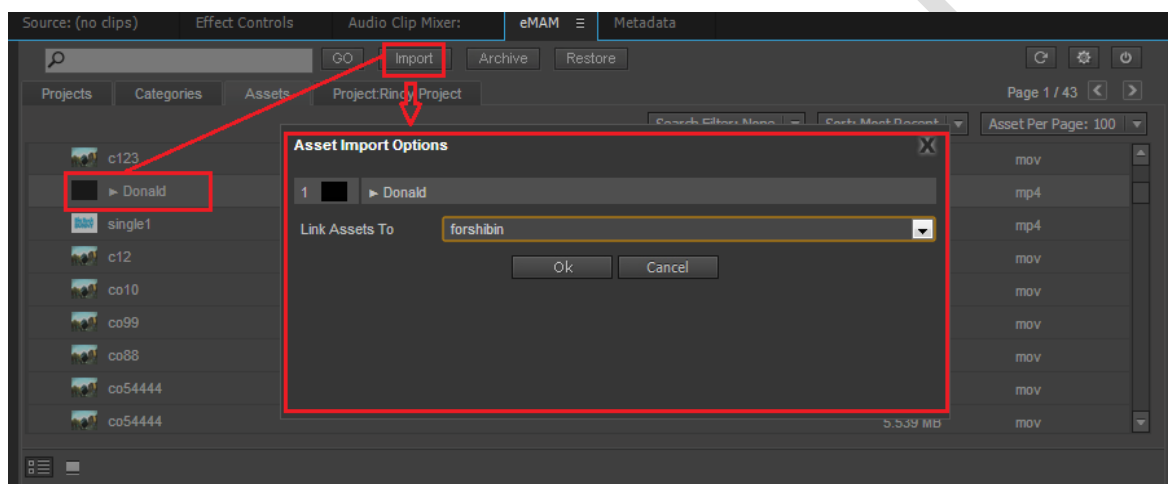
Category gets imported as a Bin in Premiere

- **Option to select mezzanine file format for assets during import:** You can select a mezzanine file format of an asset during category import by linking assets to other mezzanine platforms in the **Category Import Options** window.



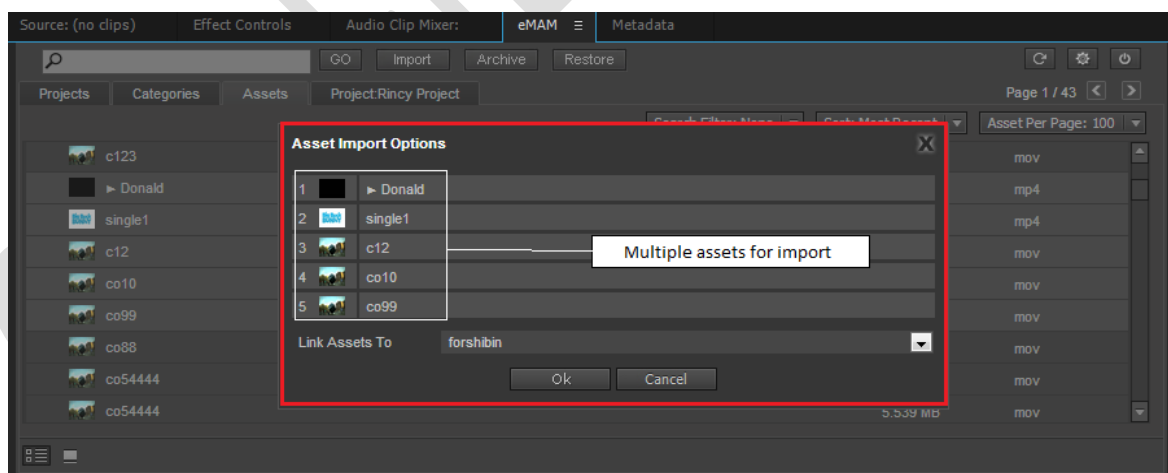
Mezzanine files format selection for assets during category import

- **Import of process from source assets:** Users can import assets ingested with process from source option during Category import to Premiere.
- **Asset:** Assets under assets tab can be imported to Premiere. Select the asset which needs to be imported and click **Import**. Various scenarios during asset Import are:
 - **Import of single asset:** An asset can be imported to Premiere by selecting that asset under Assets tab and clicking on Import button. **Asset Import Options** window opens up. Fill in the details and click **OK**.



Asset import options window

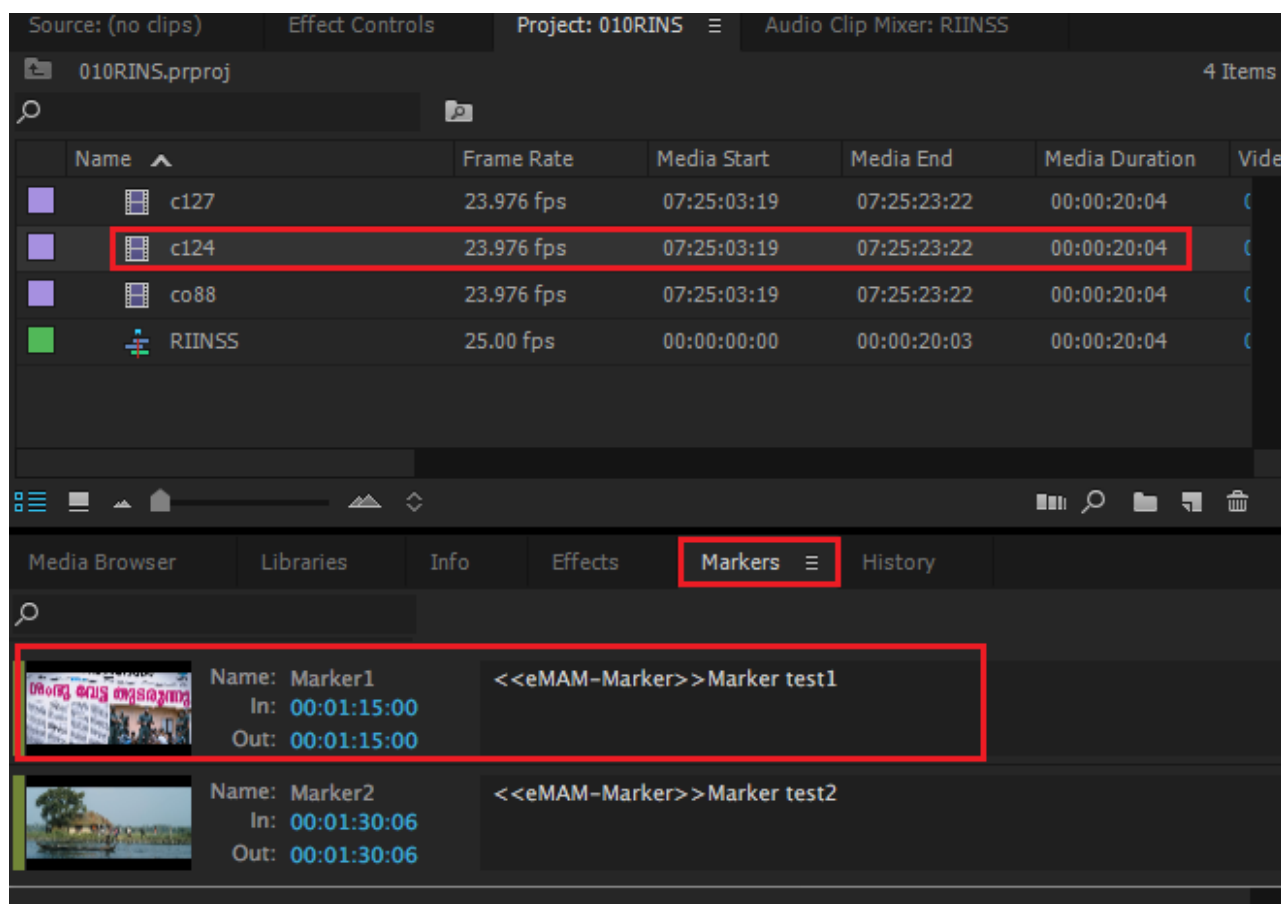
- **Import of multiple assets:** Multiple assets can be imported to Premiere.



Multiple assets import window

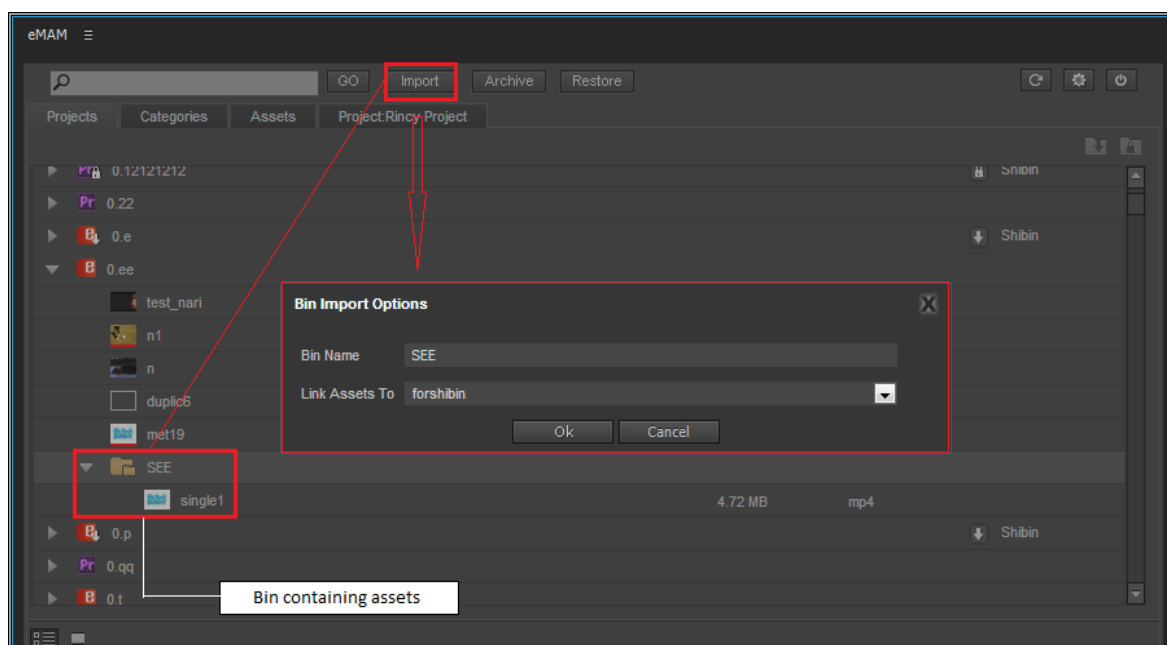
- **Option to select mezzanine file format:** If assets are ingested to eMAM with other platform options (mezzanine files), you will have the option to link to those other platform files during import.

- **Marker regeneration from eMAM to Premiere assets:** Markers added to assets in eMAM are recreated into the Premiere assets after import with marker name, description and duration details. Markers imported from eMAM will come with a suffix <<eMAM-Marker>>.



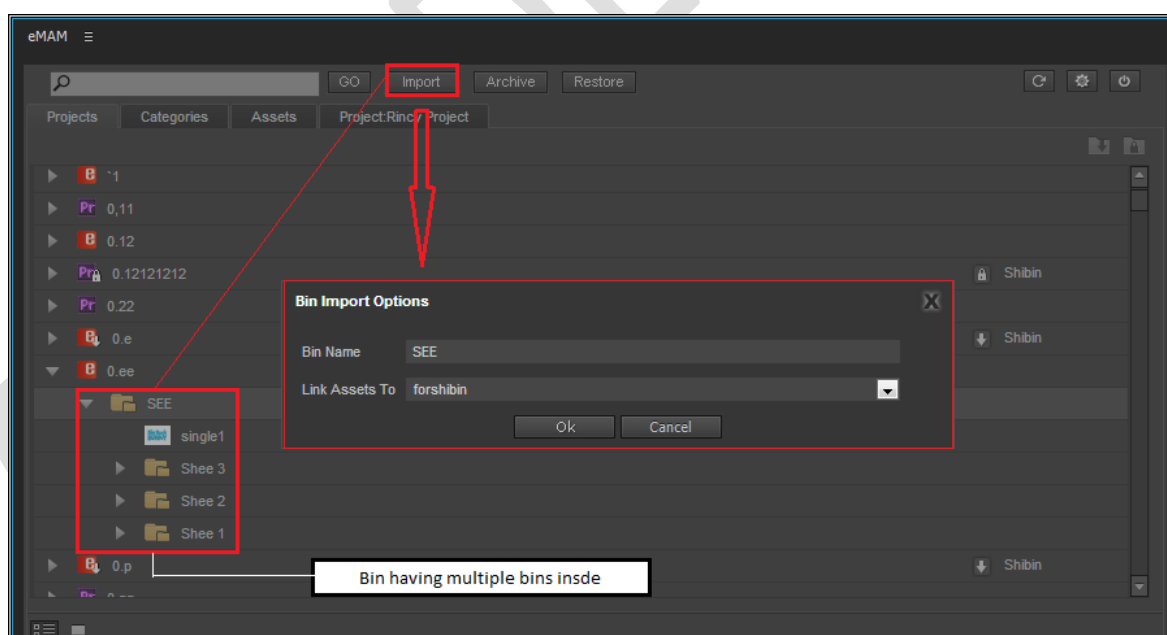
All the assets imported from eMAM to your Premiere project will be linked directly to the new project/ project version. They will not be ingested again.

- **Import of process from source assets:** The eMAM panel supports the importing of assets processed (transcoded) from their source location.
- **Bin:** Select a bin inside a project or a bin inside another bin and click on **Import**. Import will create the same bin structure in the existing Project.
 - **Import a bin containing assets:** You can import a bin which has assets inside. A **Bin Import options** window will pop up.



Bin import options window

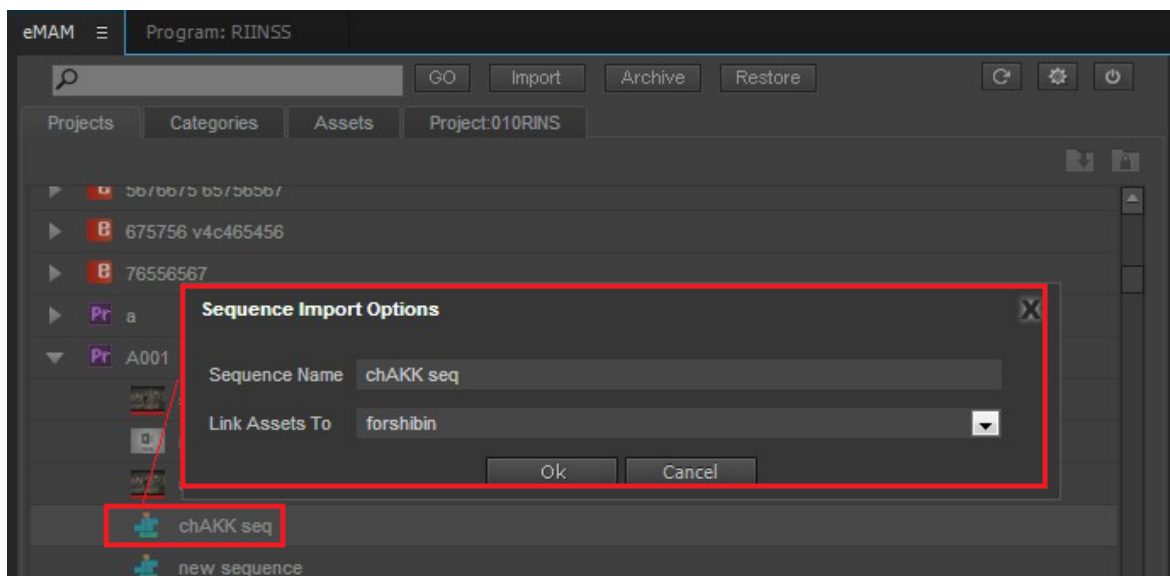
- **Import a bin which has multiple bins inside:** You can also import a bin which has multiple bins inside. Select a bin inside a project or a bin inside another bin and click on import. Import will create the same bin structure in the existing Project.



Import of multiple bins

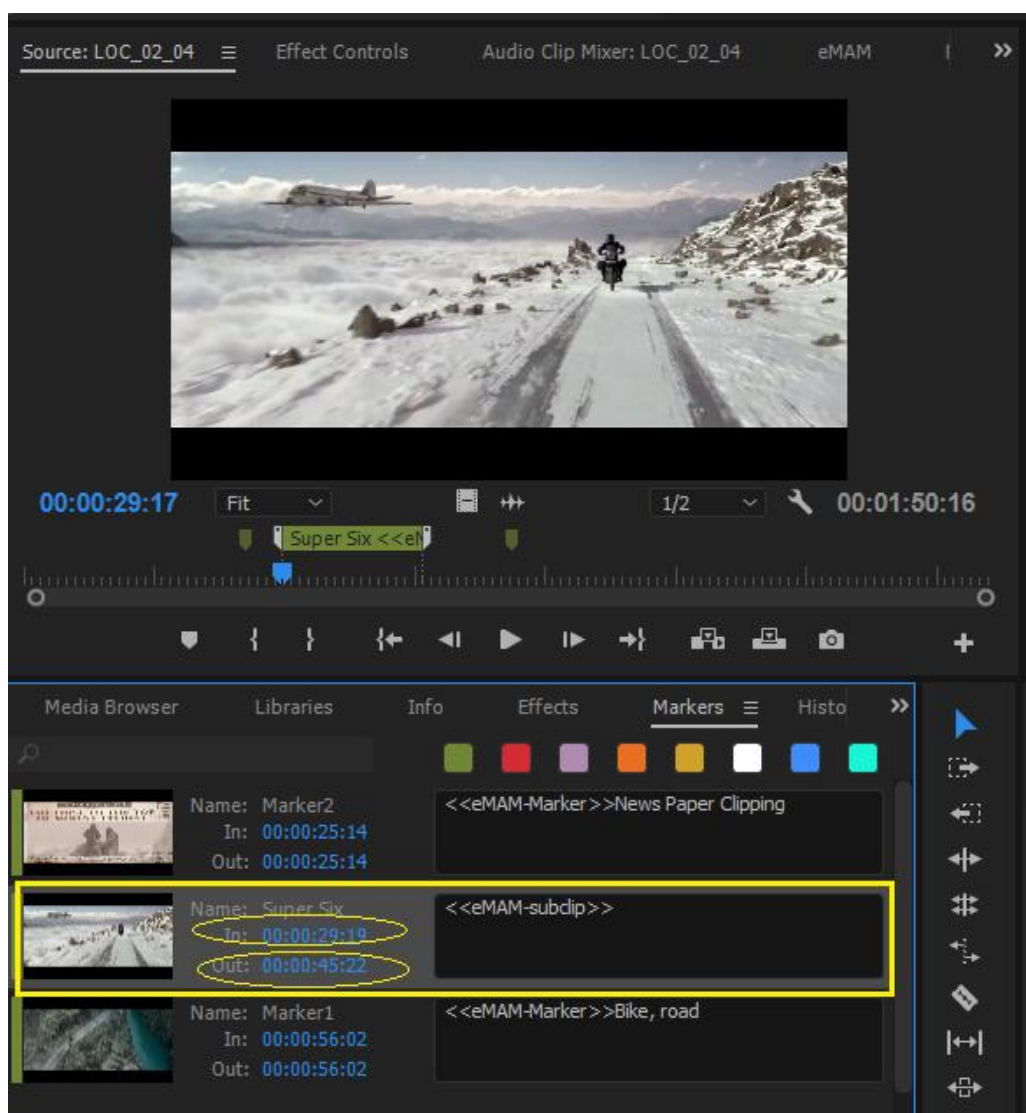
- **Import of process from source assets:** Bins with assets processed from source can also be imported to Premiere.

- **Sequence:** Select a sequence under a project and click on Import. Sequence import options window pops up.

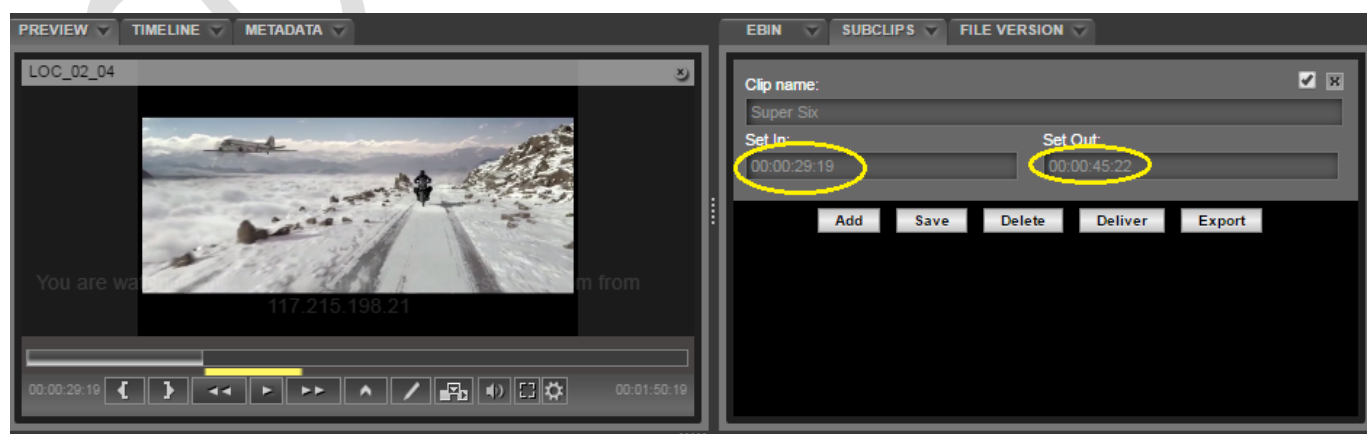


Sequence import options window

- **Subclips and Markers:** Subclips and markers can be imported to eMAM panel. Subclps when imported will reflect as markers in a video file. Set In point and Set Out point of subclips will be marked as two separate markers in the video file. But if any Project/ category is imported, subclips under them do not get imported to eMAM panel. Markers on the other hand gets imported to eMAM panel both in case of asset import or project/category import.
1. Select any asset with subclips under Assets tab and click on Import.
 2. Subclips and markers in the video asset gets imported to eMAM panel as markers(See Below)
 3. Subclips can be identified with their description <<eMAM-subclip>> and two different Set In and Set Out points.



After import of the asset, when you compare Set In and Set Out points in eMAM Director and Adobe Premiere, it would be the same.



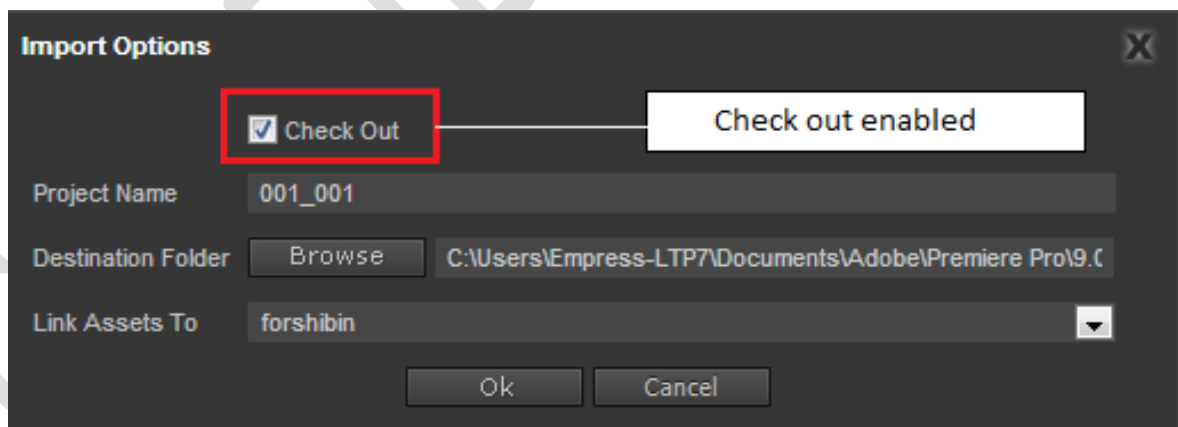
B. EXPORT

The export function can be used to export Premiere projects and their contents from Premiere to eMAM. This helps to upload a completed Premiere project and its contents to the centralized eMAM storage for sharing, review and approval etc. by creating the same project structure in eMAM. You can create a new Premiere project and export it to eMAM. You can import an existing Project from eMAM, edit it, and then export it back to eMAM as a new version of that project. You can also import an existing project and export it back to eMAM as a new project. Premiere user should be associated with an OriginalAndProxy/ManagedTranscode ingest profile in order to export the contents to eMAM using eMAM Panel. You can export assets from a Mac to ingest folders with local folder configurations too unlike earlier eMAM versions, where you could export from Mac only to Network/Mac configured ingest profiles.

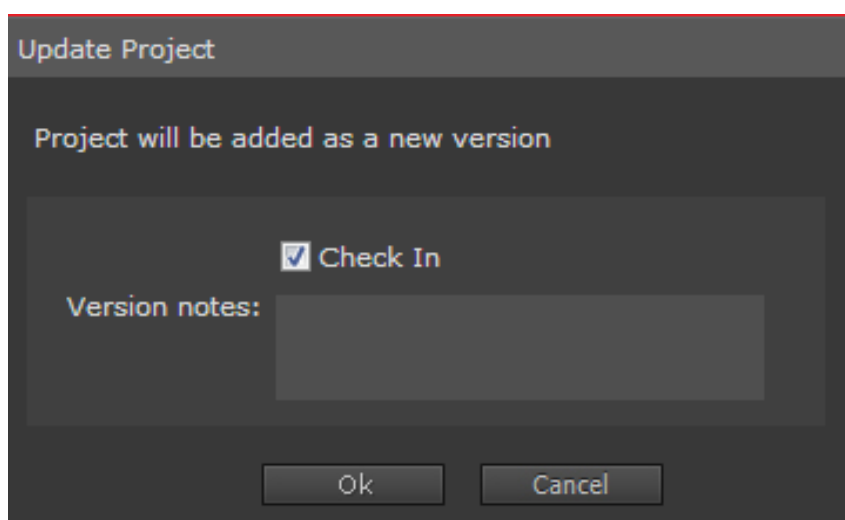
• Project

Premiere projects exported back to eMAM can contain multiple bin structures with assets and sequences. The same asset can be imported to multiple bins from eMAM and can be exported back. Assets imported from eMAM which have special characters in the name (such as / : * ? " < > |) can be exported back to eMAM.

- **Export of Project checked out during import:** When you export a project back to eMAM that you checked out during import, then an **Update project** window will appear. You can save the changes as a new version of the project. You can also **Check In** the project and add **version notes**.

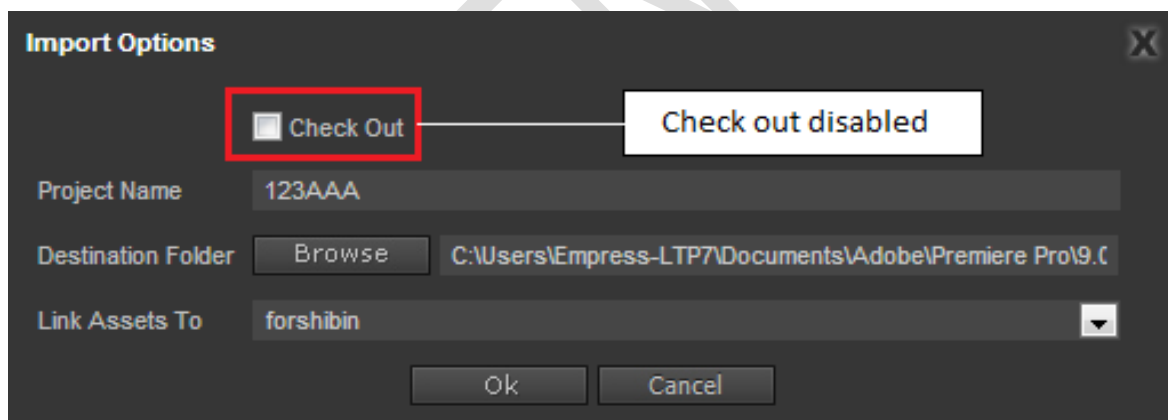


Import options window with Check Out option

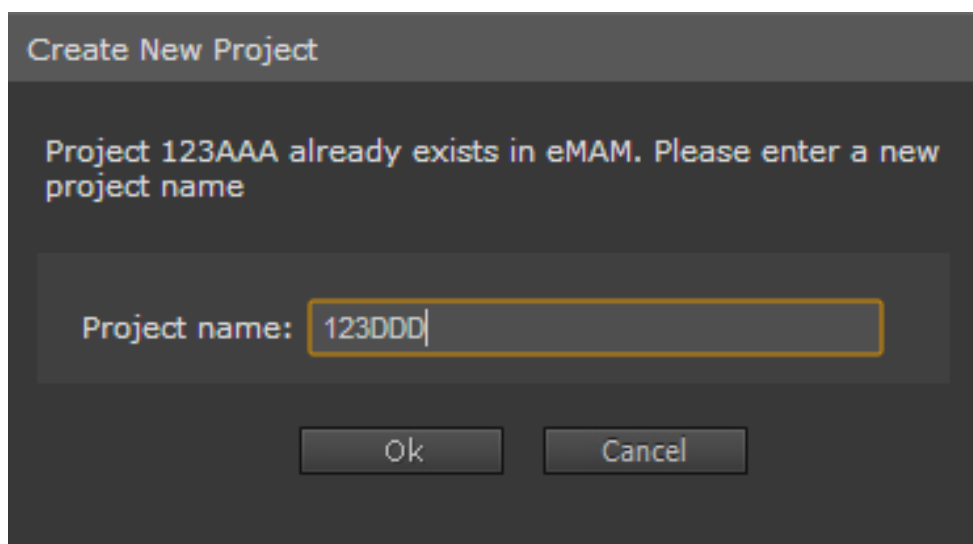


Check in option window during export

- **Export of Project not Checked out during Import:** After editing, if you try to export a project for which the Check Out option was disabled, eMAM will ask to save it with a new project name if the same name already exists in eMAM.

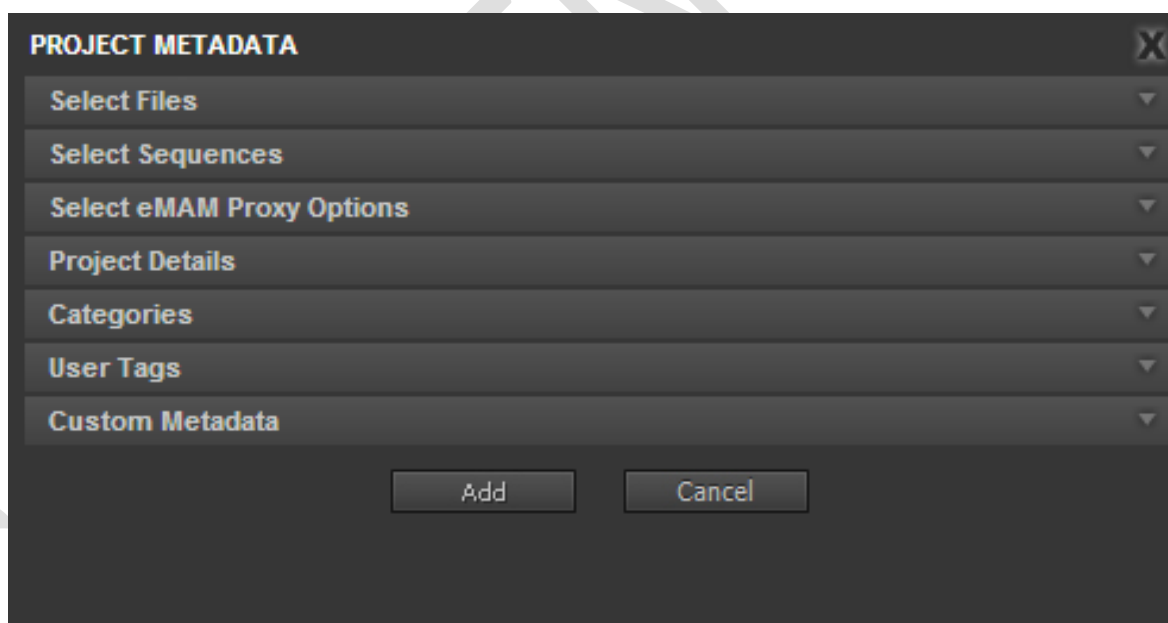


Import option window with check out option



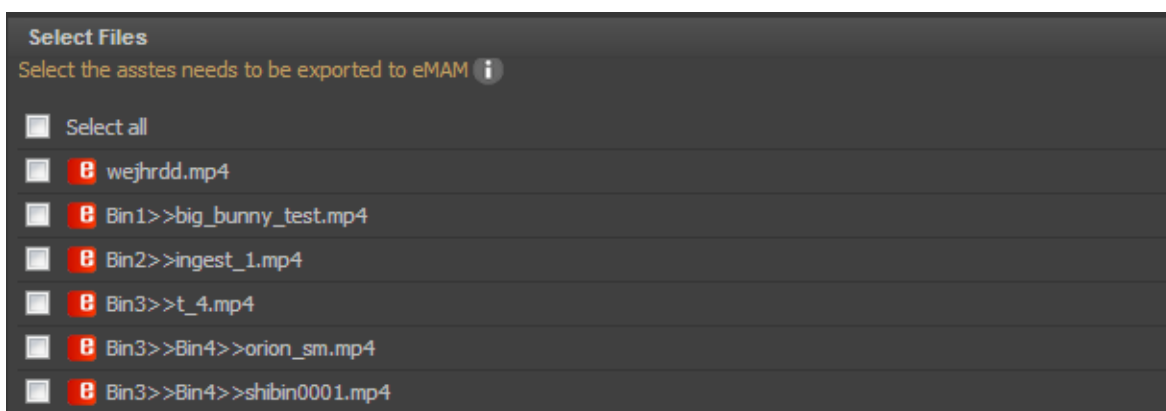
Create new project window

Enter new project name and click **OK**. **Project Metadata** window pops up. In this window, you can fill in all metadata details for the new project.



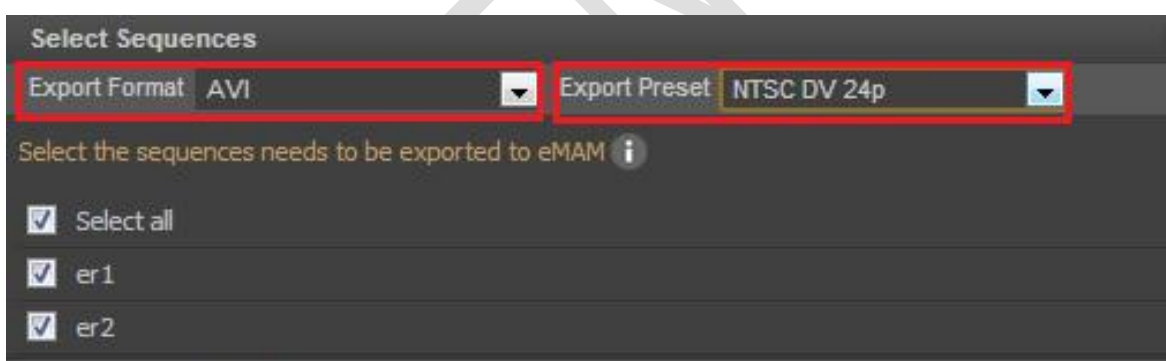
Project Metadata window

- ✓ **Select Files:** Select the files in the project which needs to be exported back to eMAM. All the assets imported from eMAM to the Premiere project will be marked with an "e" symbol in front of the select files tab.



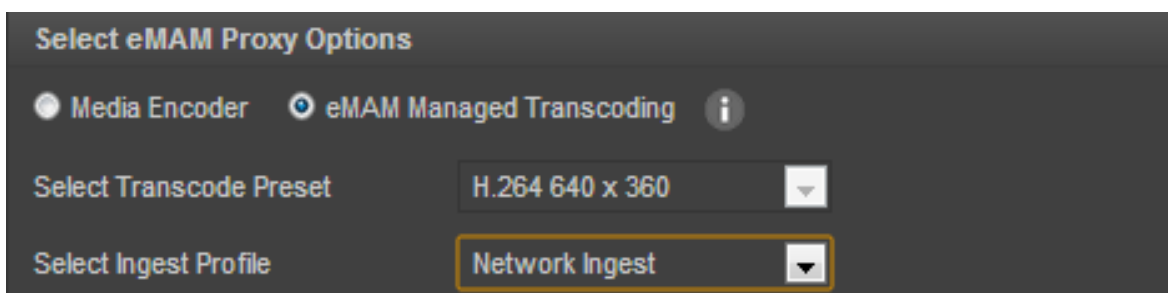
Project metadata window- Select files

- ✓ **Select Sequences:** Select the sequences which need to be exported to eMAM. All the selected sequences will be ingested to eMAM each time a project is exported. You can select the export presets if you want to create an extra format for the rendered sequence in addition to the mp4 proxy file created for eMAM preview. Authorized users can download these formats from the eMAM director browse interface with the download option. *(For more info on Export Preset settings, please refer Pg:16)*



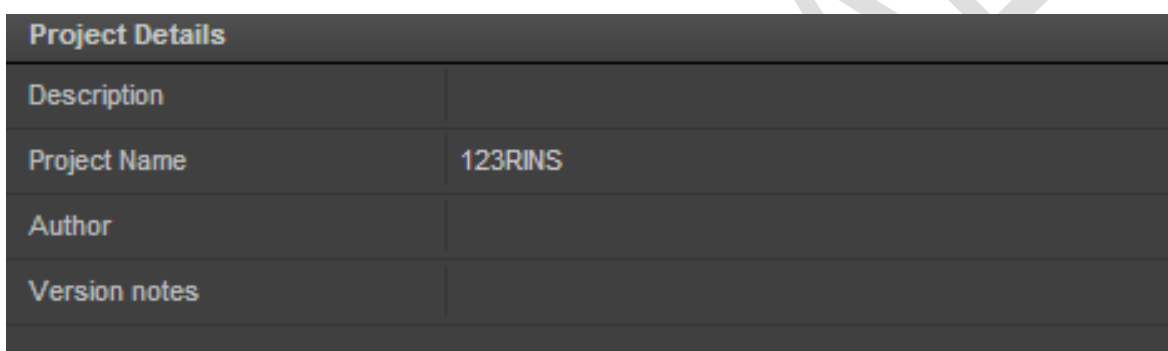
Project metadata window-Select sequences

- ✓ **Select eMAM Proxy options:** eMAM needs a proxy copy for preview. You can decide whether this is made locally on your desktop using Adobe Media Encoder or made on the eMAM server (eMAM Managed Transcoding). In order for you to export from your Premiere panel, your system administrator/IT staff needs to set you up with eMAM ingest profile that is either original+proxy or managed transcoding. There should be either a network or a local folder path associated with the ingest folder for exporting from a Windows machine. Similarly, there should be either a network or a Mac path associated with the ingest folder for exporting from a Mac machine.



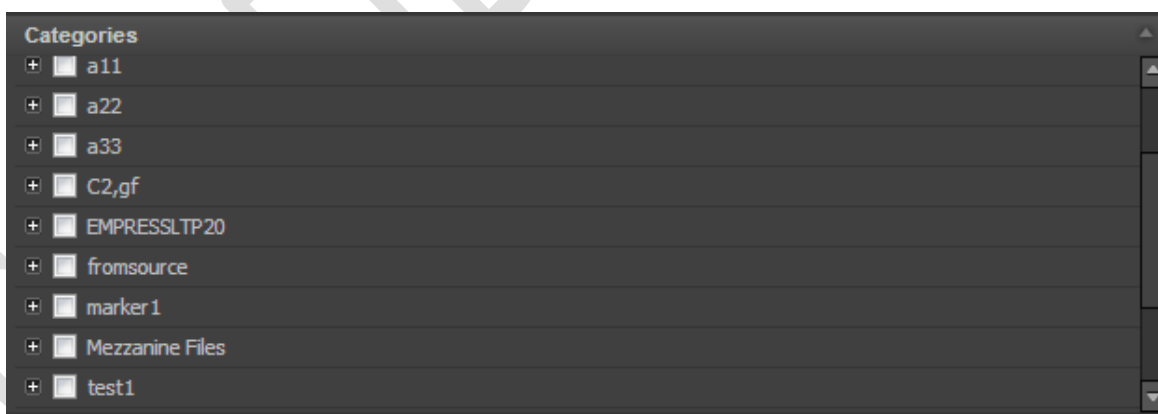
Project metadata window-Select eMAM Proxy options

- ✓ **Project Details:** Under this tab, you can view the project details such as project name, description, author, and version notes.



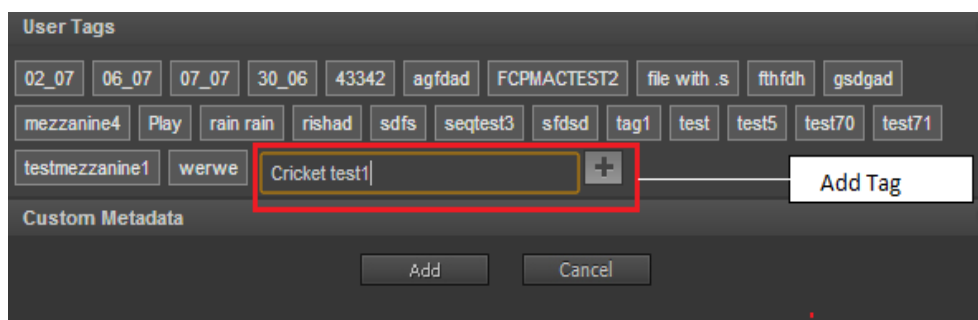
Project metadata window-Project details

- ✓ **Categories:** Under this tab list of categories will be displayed which can be selected for this new project.



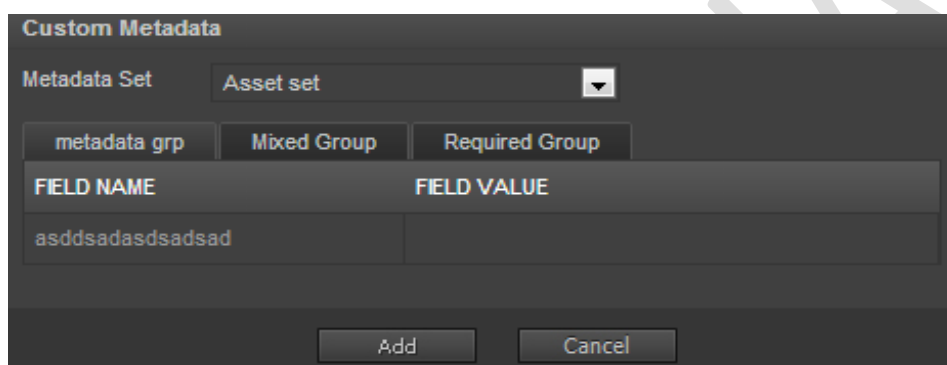
Project metadata window-Categories

- ✓ **User Tags:** Select from the list of Tags created in the eMAM interface or you can add a new tag.



Project metadata window-User tags

- **Custom metadata:** Fill in all the required custom metadata fields for the new project and click **ADD** to start the Export

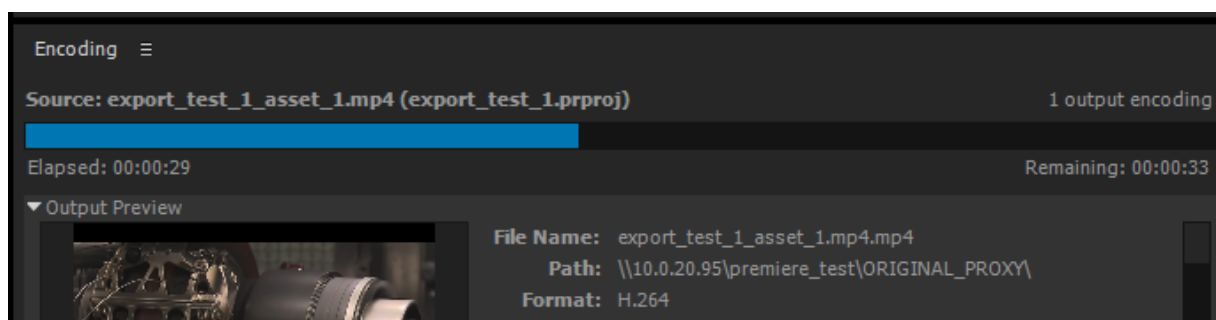


Project metadata window-Custom Metadata

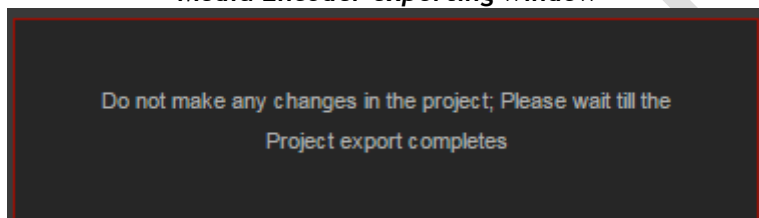
It will take some time to export the sequences (*Media encoder window opens up and encodes the jobs and once this process is complete, control is passed on to Premiere*).



Media encoder opening window

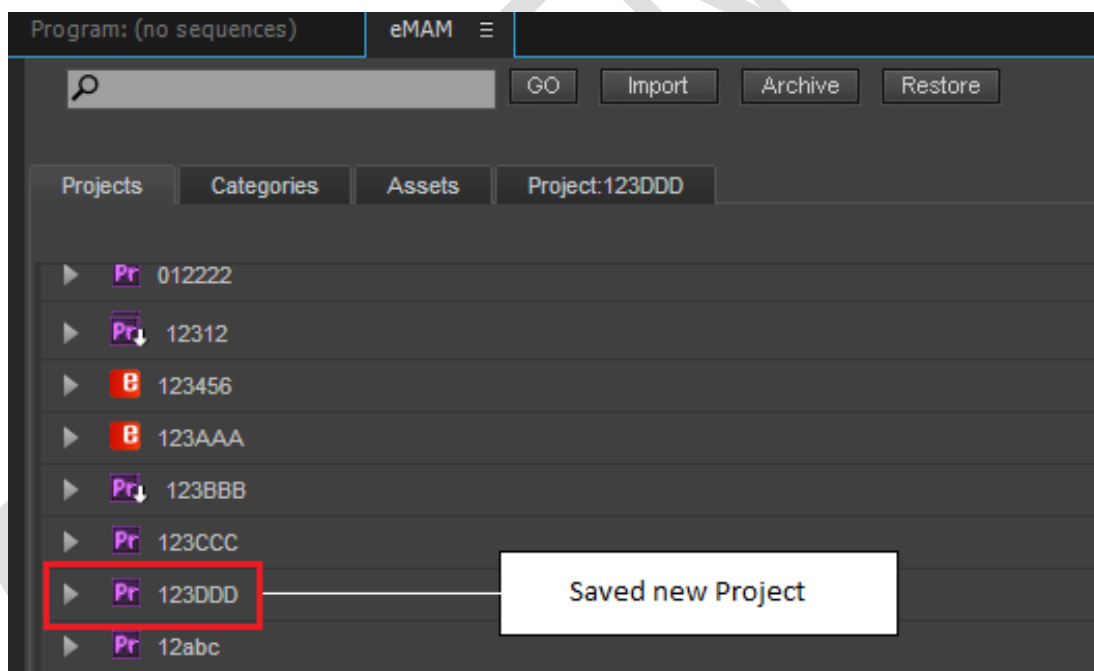


Media Encoder exporting window



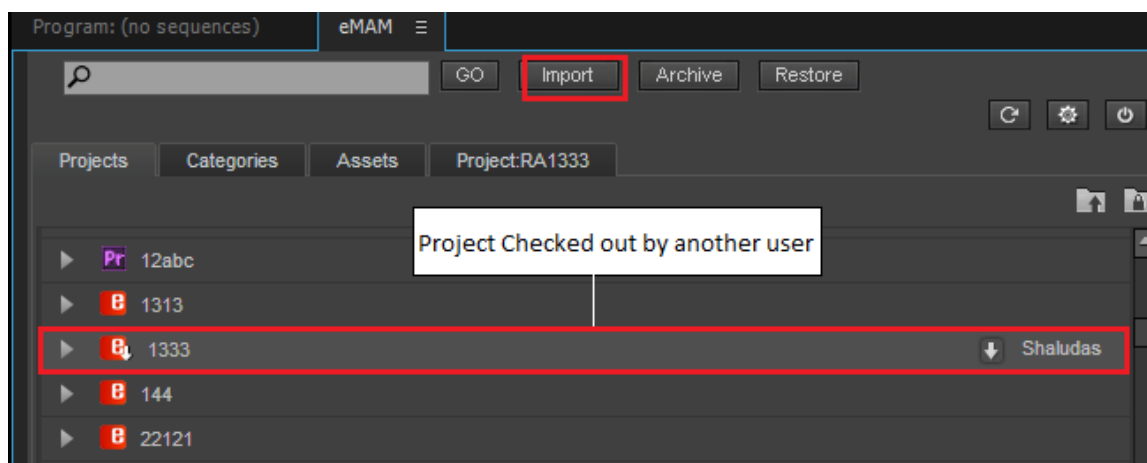
Please wait window

The edited project will now be displayed as a new project under the Projects tab in the eMAM panel.



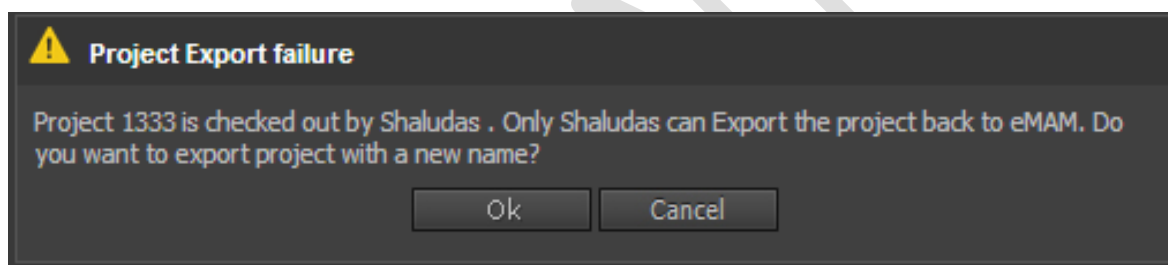
eMAM panel displaying new project after export

- **Export of a project already checked out by another user:** You can import a project that is already checked out by another user:



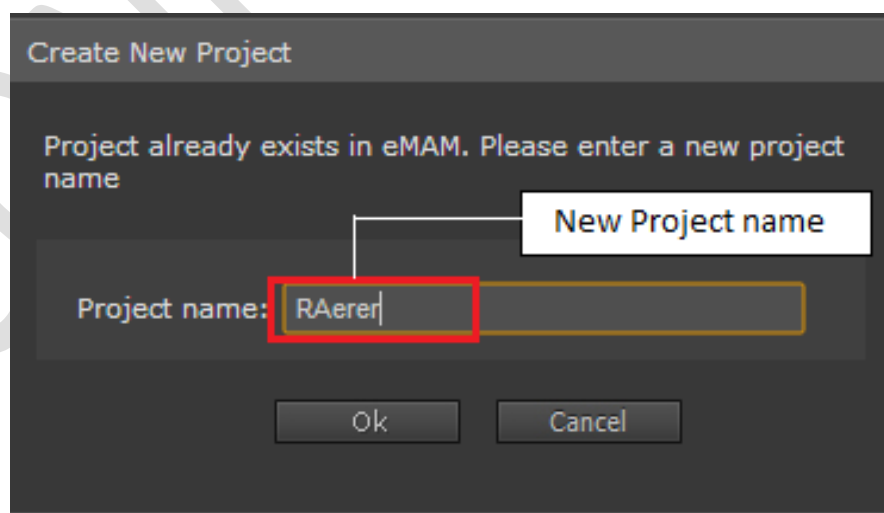
eMAM panel window displaying project checked out by another user

After editing, if you try to export it back to eMAM, the warning below pops up. It indicates who checked out the project and asks if you want to save it under another name. This avoids editing conflicts on the same project.



Message displayed when user tries to export project checked out by another user

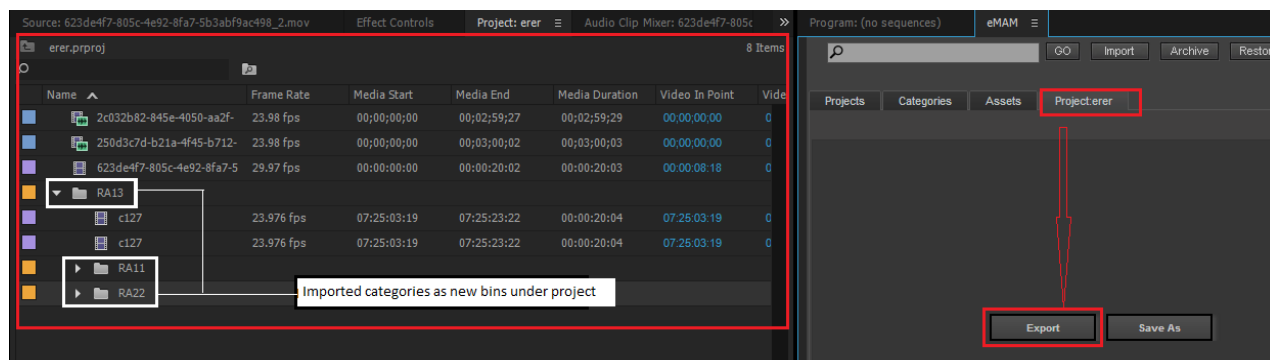
You can either cancel the export or click **OK** and create a new project.



Create new project window

• Category

- **Export of categories imported as bins:** Categories imported from eMAM come in as new bins under the current project. These bins get exported as bins to eMAM. Bins and the contents inside them will also be exported as the bins in the project. If you want to associate any of the exporting assets with a category, you need to select those categories from the metadata window under categories tab.

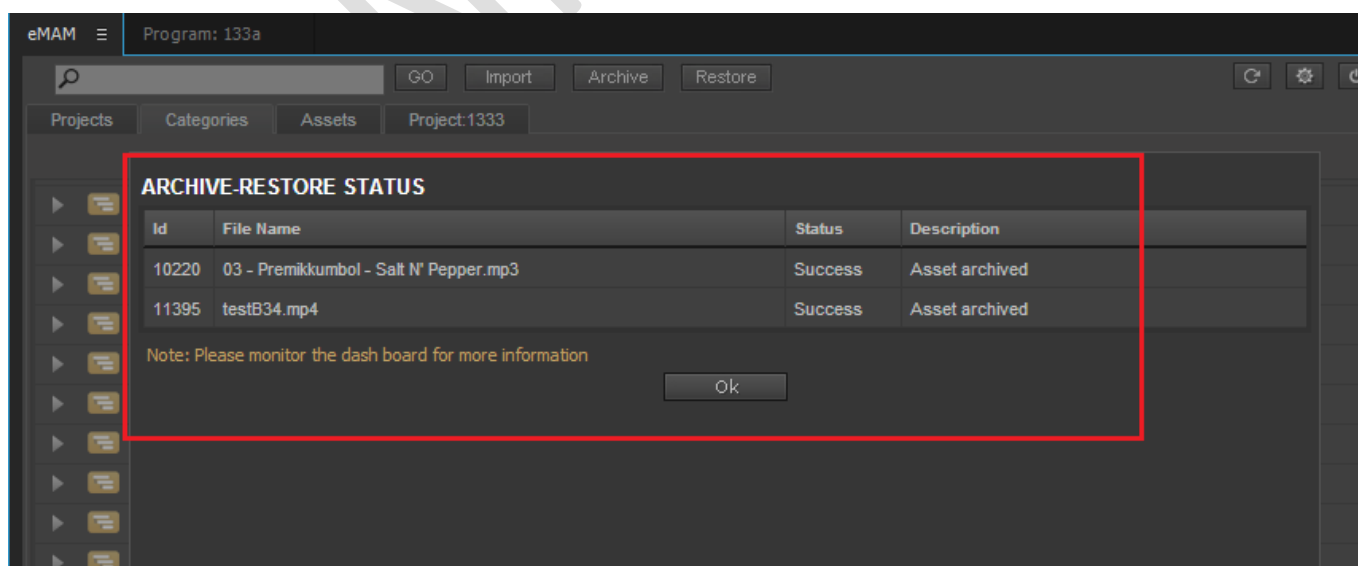


Category gets imported as a Bin in Premiere

Click on the **Export** button under projects tab in the eMAM panel. Projects and bins get exported to eMAM. Imported categories get exported as bins and not as categories.

C. ARCHIVE/RESTORE

Archive can be performed for projects, categories and assets. Click on a project/bin, a category or assets and click on the Archive button. The Archive-Restore status window pops up, displaying the file name and its status.



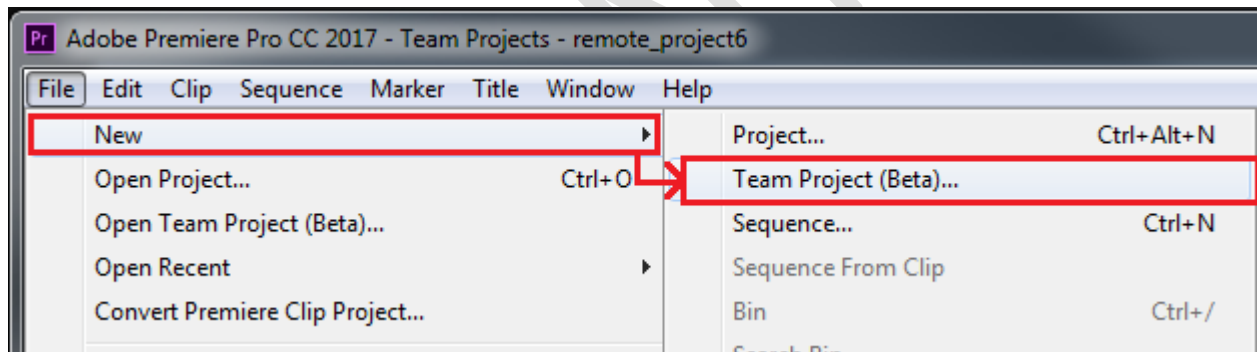
Archive/Restore status window

Adobe Team Projects

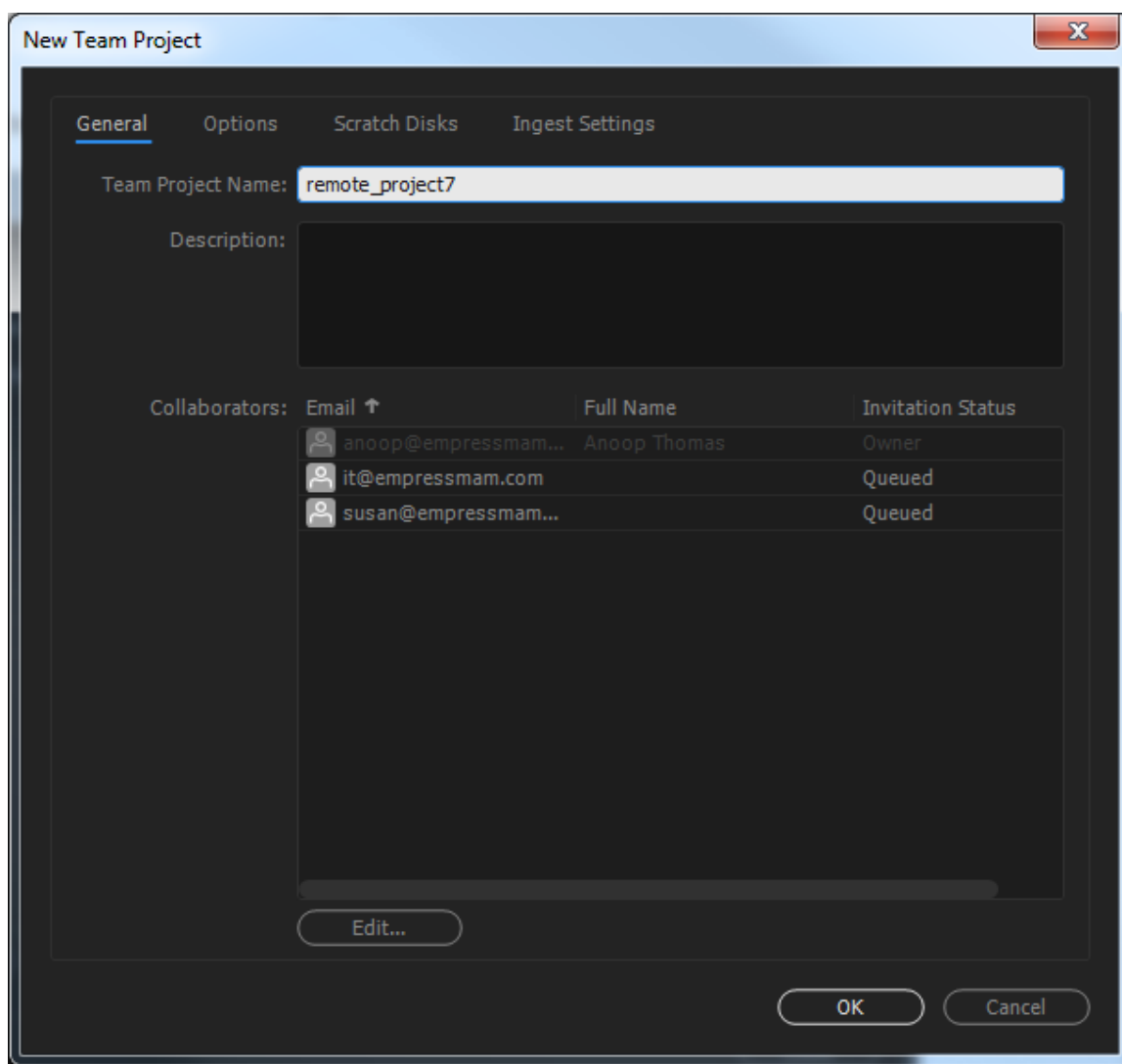
Team Projects' is a hosted services in Adobe Creative Cloud that allows the editors and motion graphics artists with Team or Enterprise license to collaborate and share the sequences/compositions in real time. Team Project features like version control, conflict resolution, sharing sequences and compositions are built into CC 2017 versions of Premiere Pro, After Effects and Prelude. Use Adobe Team projects to work simultaneously on shared video projects. Editors can share a team project without fear of overwriting someone else's efforts. Adobe Team Project is saved in Creative Cloud database for collaboration purpose.

Open Adobe Team Projects

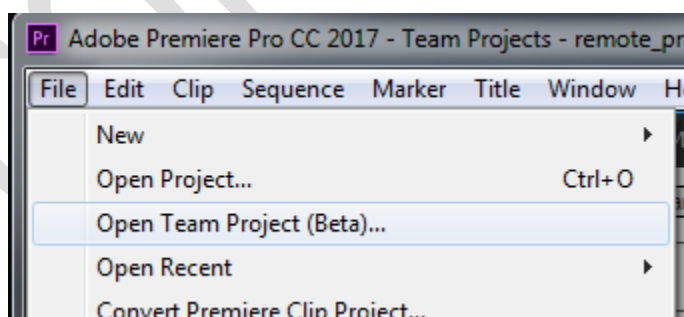
- a) Create New Team Project using the “New Team Project” button in in the Manage Team Projects window or from the menu option File->New->Team Project (Beta)



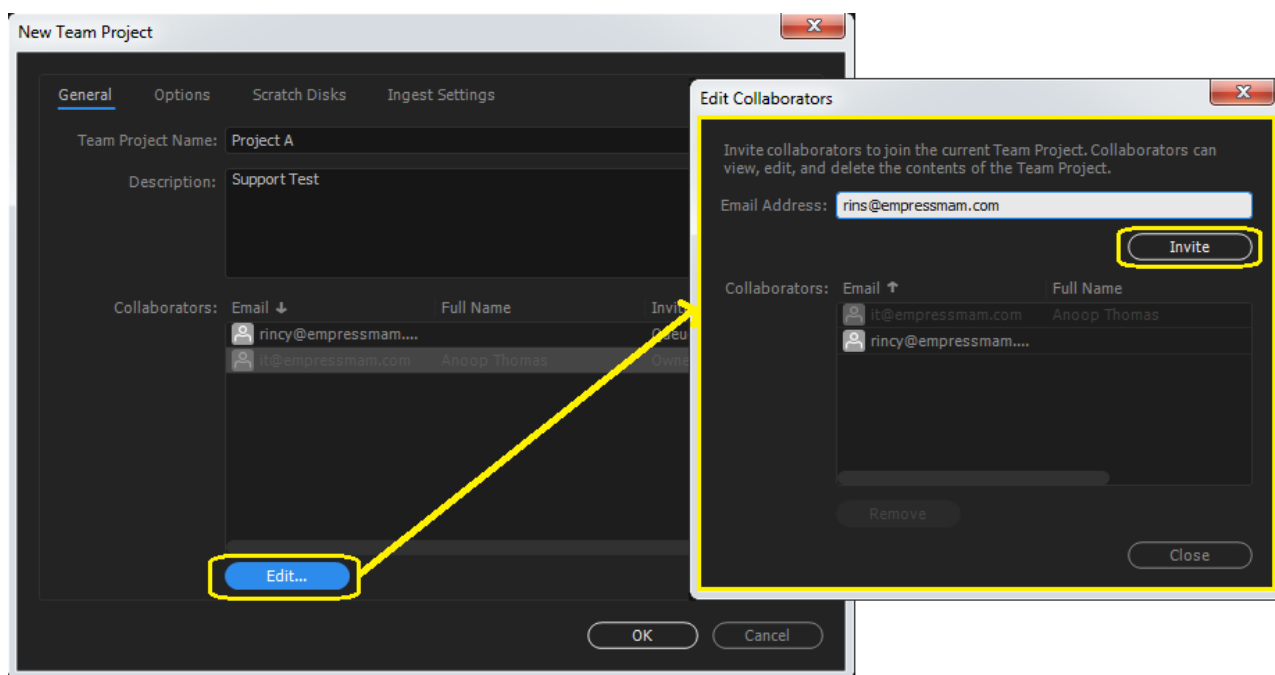
- b) Project Name and Team Members can be added from the New Team Project window.



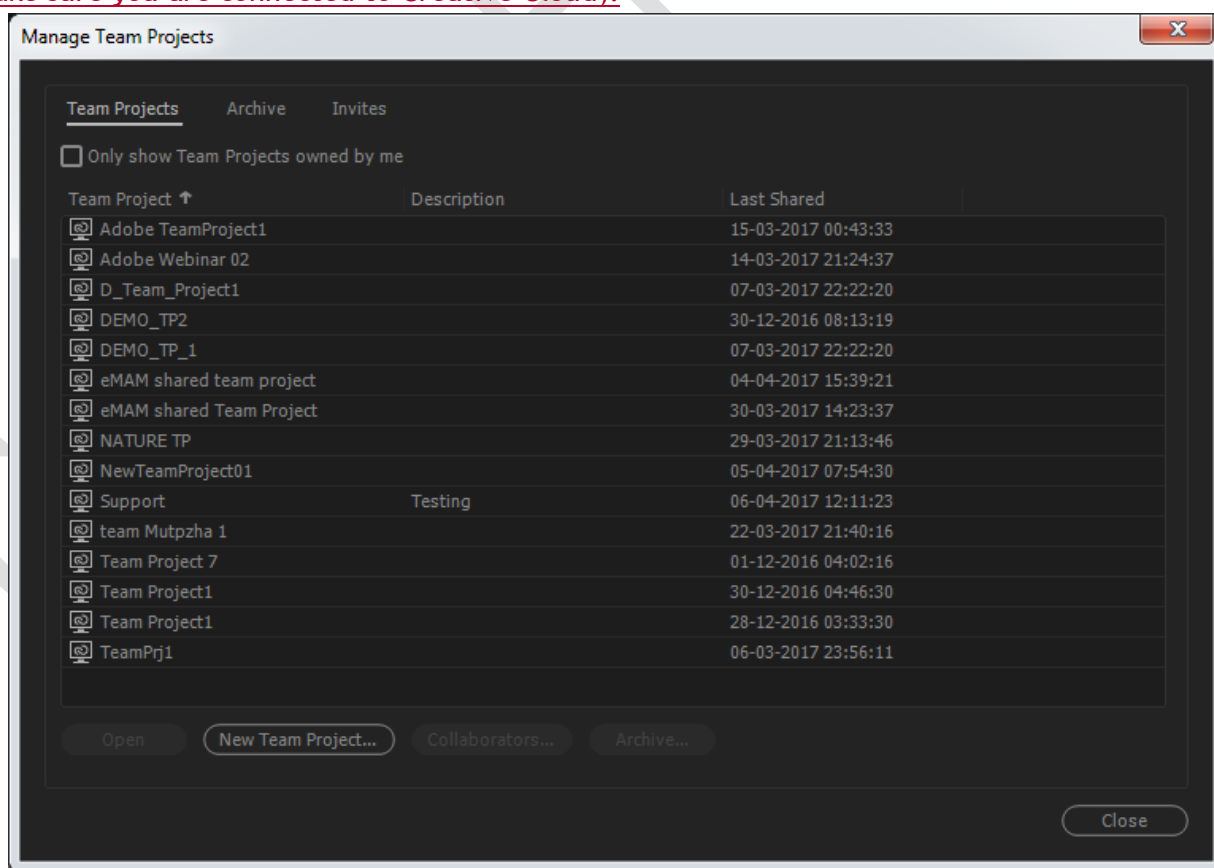
c) Open existing Team Project using Premiere Pro-> File -> Open Team Project (Beta) option.



d) Give your team project a name and invite collaborators to work on it by clicking Edit, adding their email addresses to the queue, and clicking Invite. Click OK to close the dialog box. All collaborators will receive a notification in their Creative Cloud Desktop application, where they can either accept or reject the invitation.

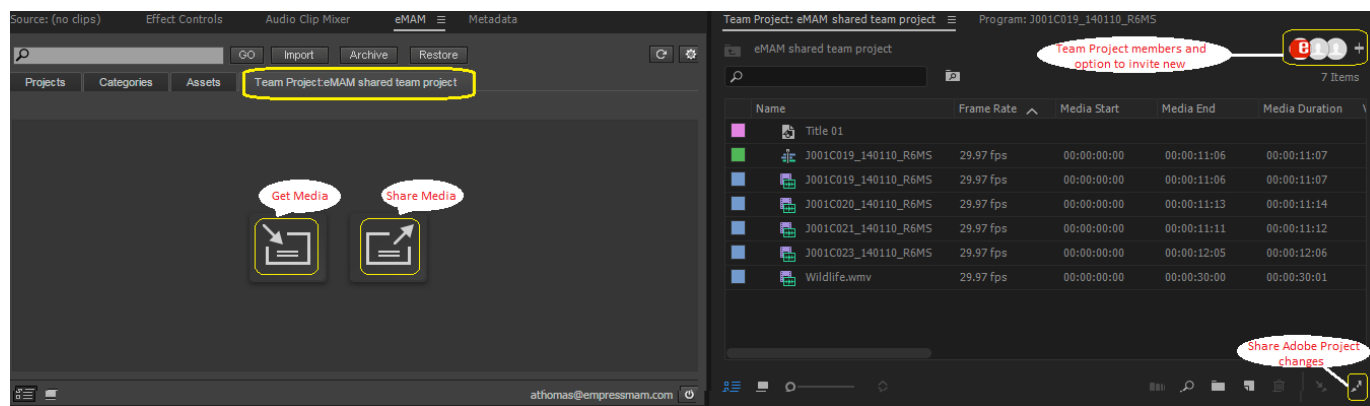



- e) An existing project can be selected and opened from the Manage Team Projects window.
(Make sure you are connected to Creative Cloud).



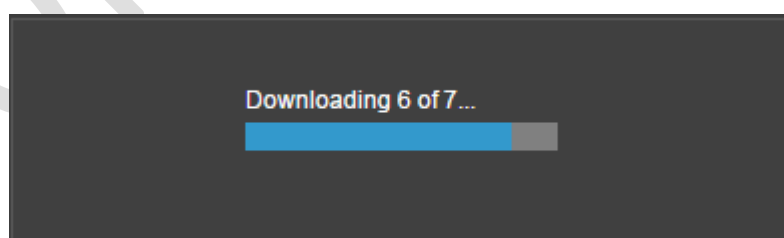
Overview of Team Projects tab

By default, eMAM panel will have the Team Project tab opened when the panel is loaded inside a Team Project and will have Get Media and Share Media options. (No Export and Save as options).

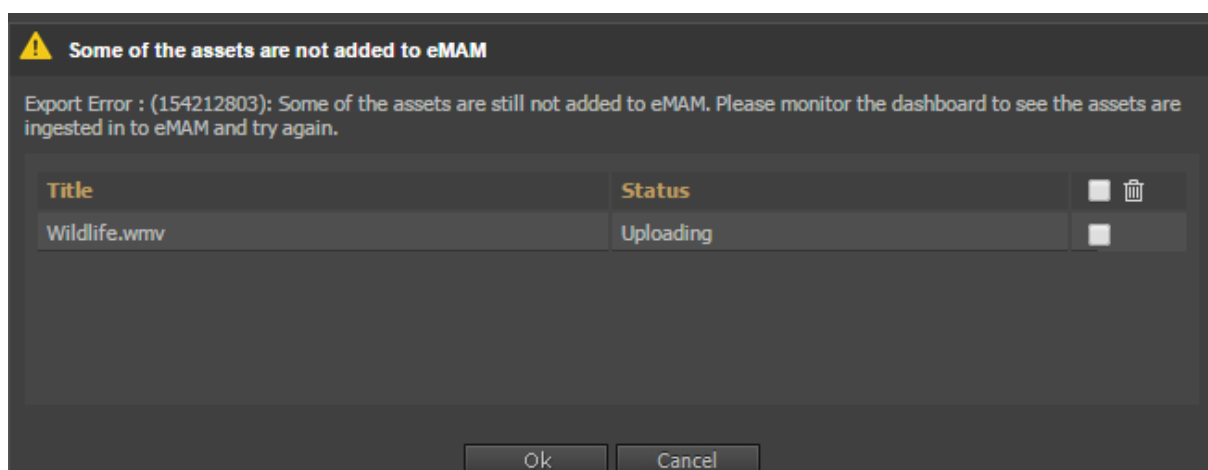


➤ **Get Media** : Import assets from eMAM and Local using Get Media option. This will sync the media from eMAM system to the currently opened Team Project.

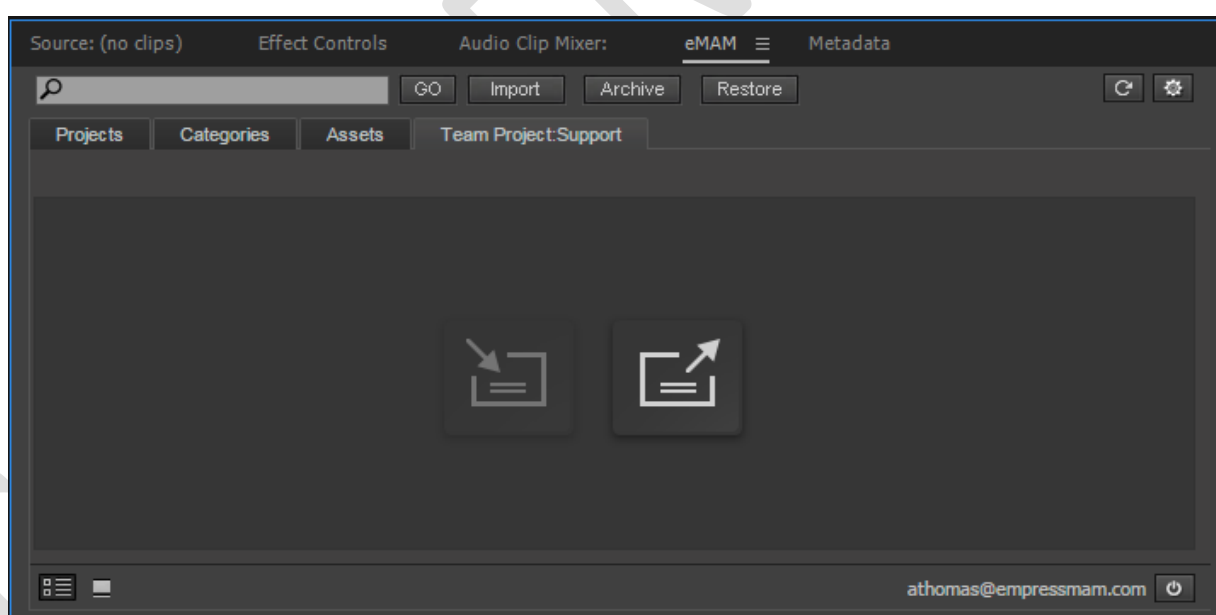
- If the media is available in eMAM central storage accessible by the Premiere Pro system, 'Get Media' option will make the link to the media.
- If the eMAM managed storage location by eMAM is not accessible from Premiere Pro, eMAM panel will try to download the media to the local storage location configured in the panel using localize option. Download progress will be displayed in a pop-up window. Once the media is available in the local storage location, eMAM panel will automatically relink the media for the respective assets based on the UUIDs in eMAM.




- If the media used inside the Team Project is still under progress when user is trying to do the 'Get', warning message will come showing the status of the pending assets being ingested into eMAM.

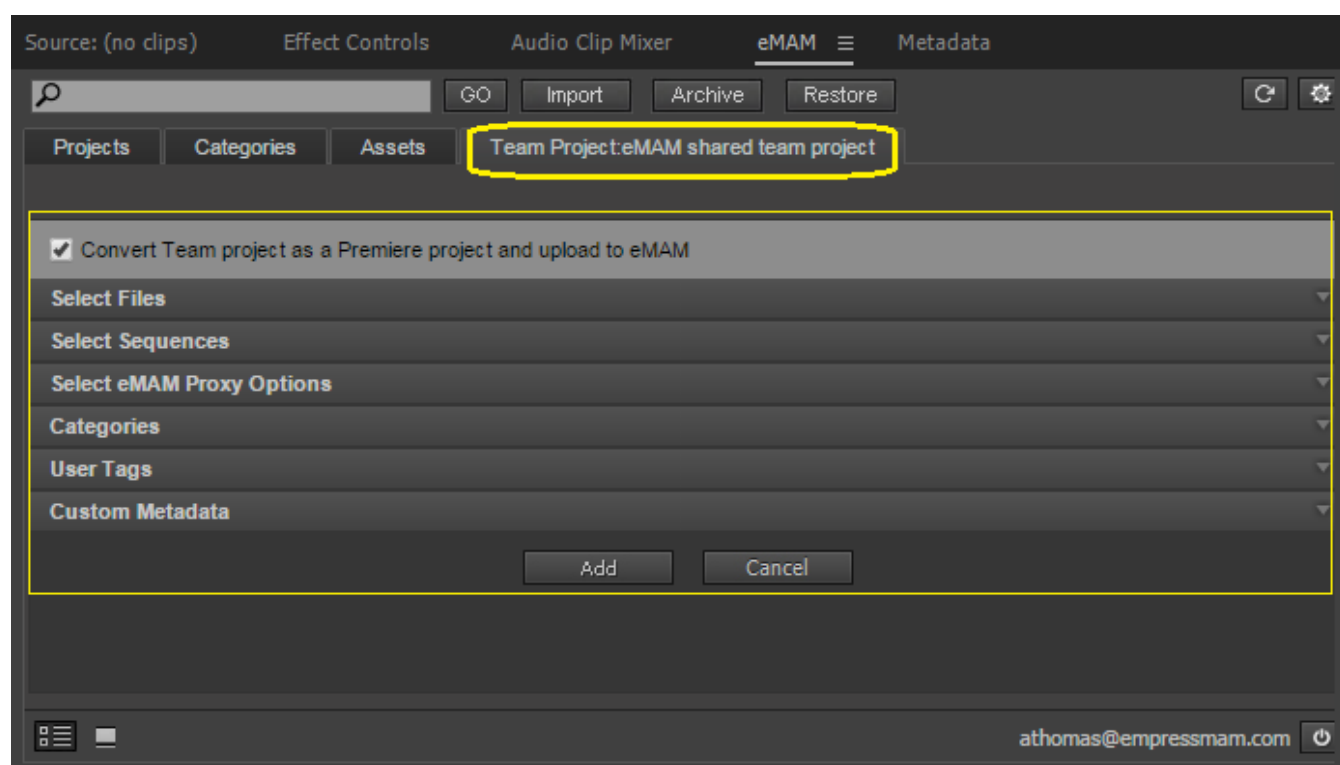


- Once the process completed, eMAM panel will link the media automatically either to eMAM central storage or to the downloaded assets. If any of the media is not shared to eMAM, user may inform the team member who have added those media to the Team Project to share them to eMAM, using eMAM panel 'Share' option.
- If the Team Project is not available in eMAM, Get option will be disabled.

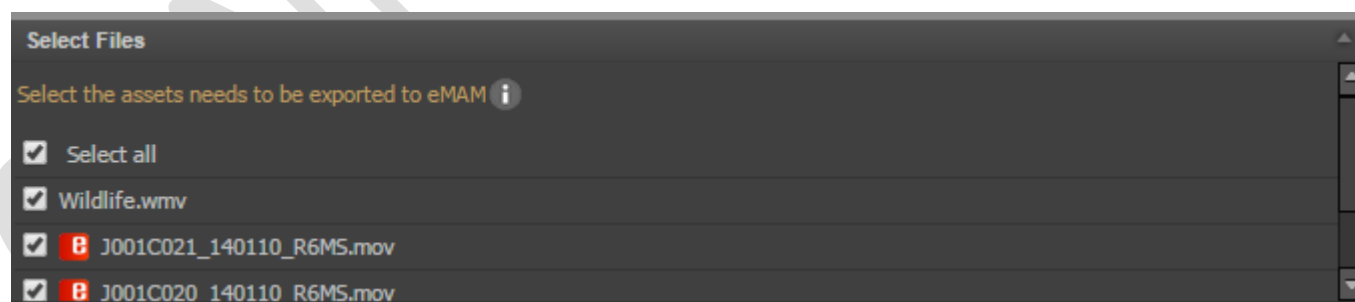


- **Share Media** : Share option will sync the media from Team Project to eMAM. This option will upload the new media used in Premiere Project to eMAM. Users will get the option to select Media, encoder or the server based transcoder to make proxy. If the team project does not exists in eMAM, by clicking on Share button will automatically create the

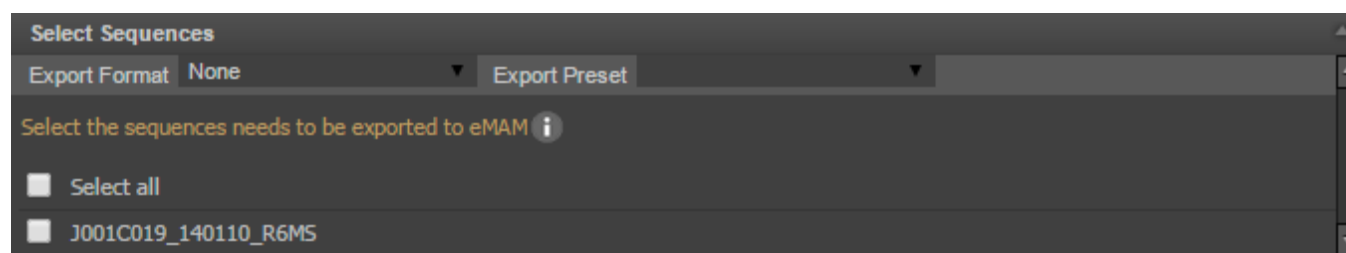
project in eMAM. eMAM core product will be changed to handle the Team Project with different logo and settings.



- Convert Team Project as a Premiere Project and upload to eMAM (checkbox): Enable or disable it.
- Select Files



- Select Sequences.



- Select eMAM Proxy options

Select eMAM Proxy Options

☒ Media Encoder ☐ eMAM Managed Transcoding ?

Select Transcode Preset: H.264 640 x 360

Select Ingest Profile: Premiere Ingest

- Categories: Select categories.

Categories

- ☒ Adobe Webinar
- ☐ Adobe_eMAM_Panel
- ☐ Audio
- ☐ Cars
- ☒ DOWNLOAD TEST

- User Tags: Select tags.

User Tags

dog dogs fair nyc puppies puppy state Tiger hockey new jersey hockey in new jersey hnj new jersey Empress Cochin trailer elephant walk livetype alii turtle north shore Life Air Water Fire Nissan, GTR Surface mvtpz PRO asdas Empress Mvtzha NATURE eMAM Panel DEMO FINAL

+

- Custom Metadata: Enter custom metadata details and click Add.

Custom Metadata

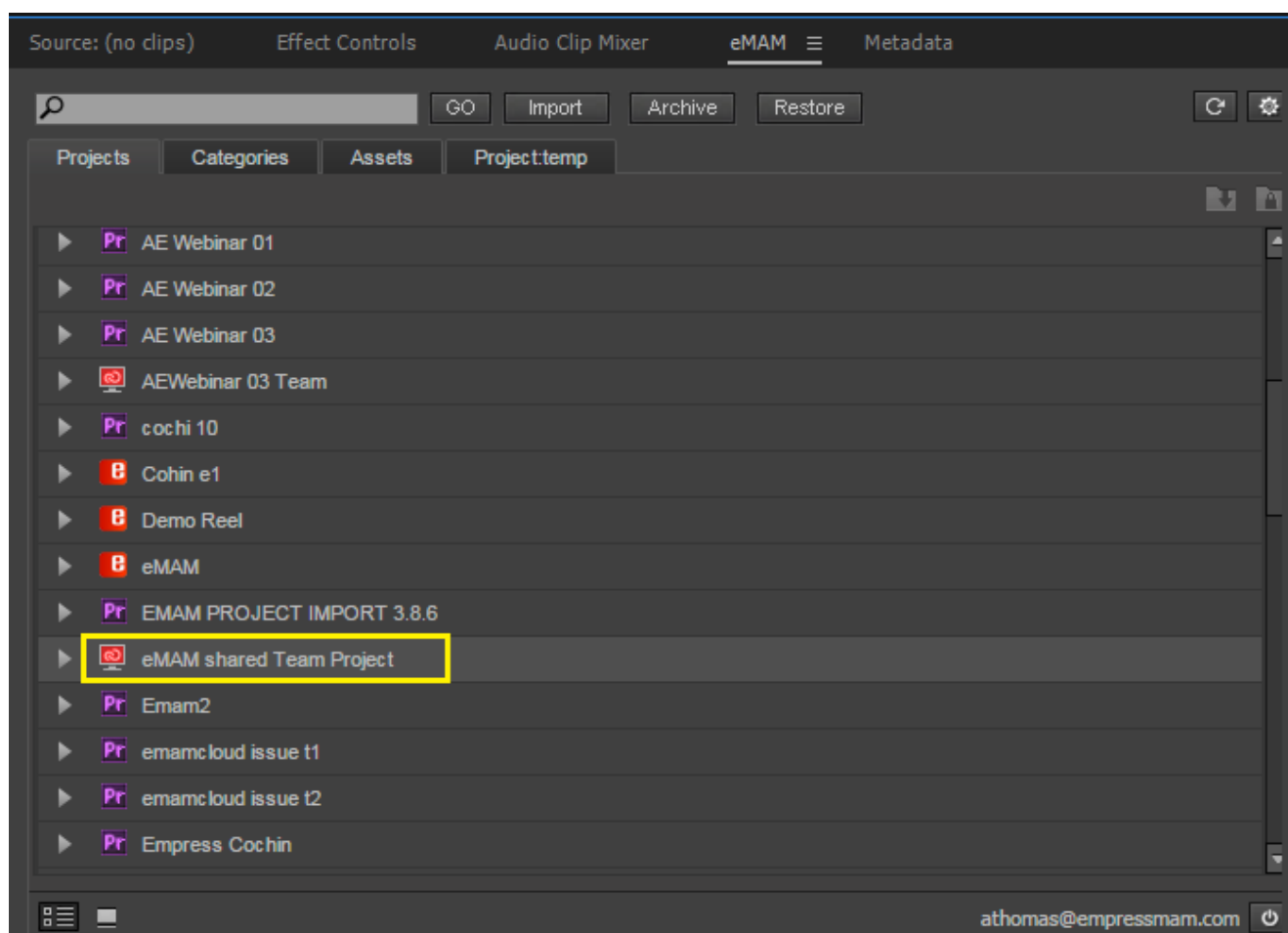
Metadata Set: eMAM

Production MOS GFateway Publish

FIELD NAME	FIELD VALUE
Uploaded by	

Add Cancel

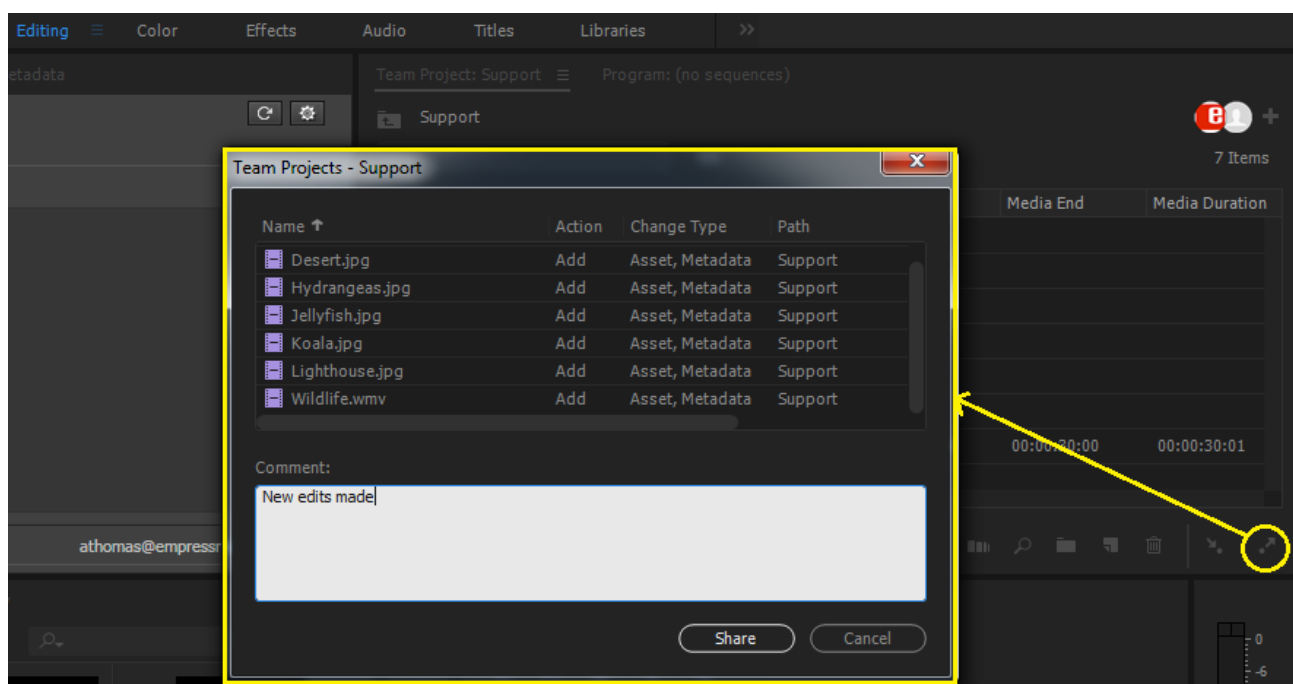
- Project gets saved in eMAM as share team project.



User has to wait for the Share process to finish before sharing the project changes to another team member through creative cloud otherwise the other team member will not be able to access the new media.

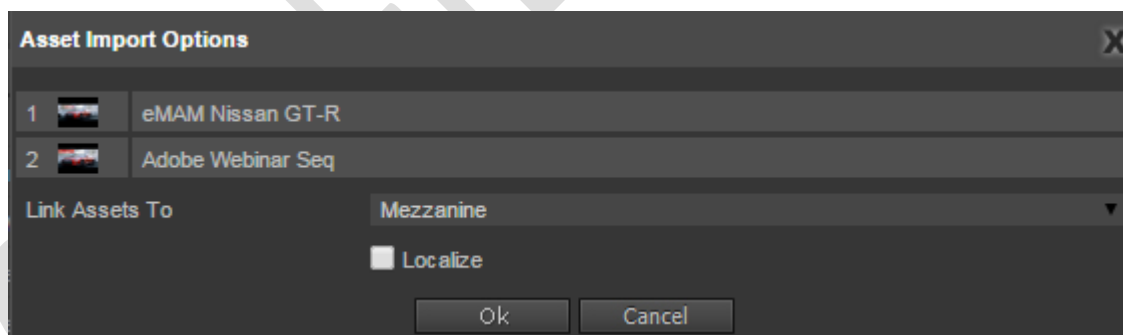
In order to avoid this delay, we always recommend to ingest the media to eMAM system and import that media using the eMAM panel.

Share Adobe Team project changes by choosing Edit > Team Project > Share My Changes.



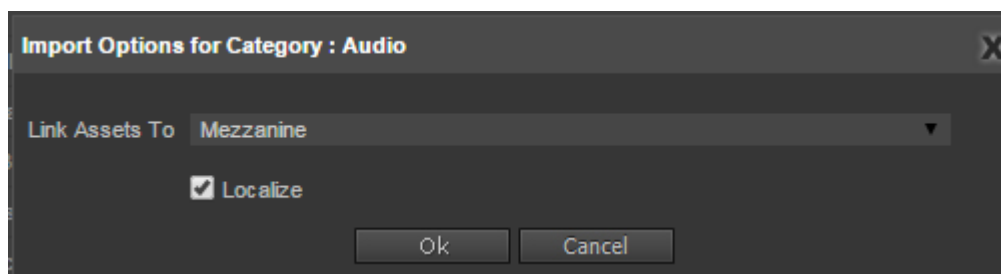
➤ Assets Tab

User will get the option to import the original or mezzanine media into the currently opened Team Project. If the Premiere Pro CC machine is not connected to the central storage, localize option can be used to download the media to the workstation.



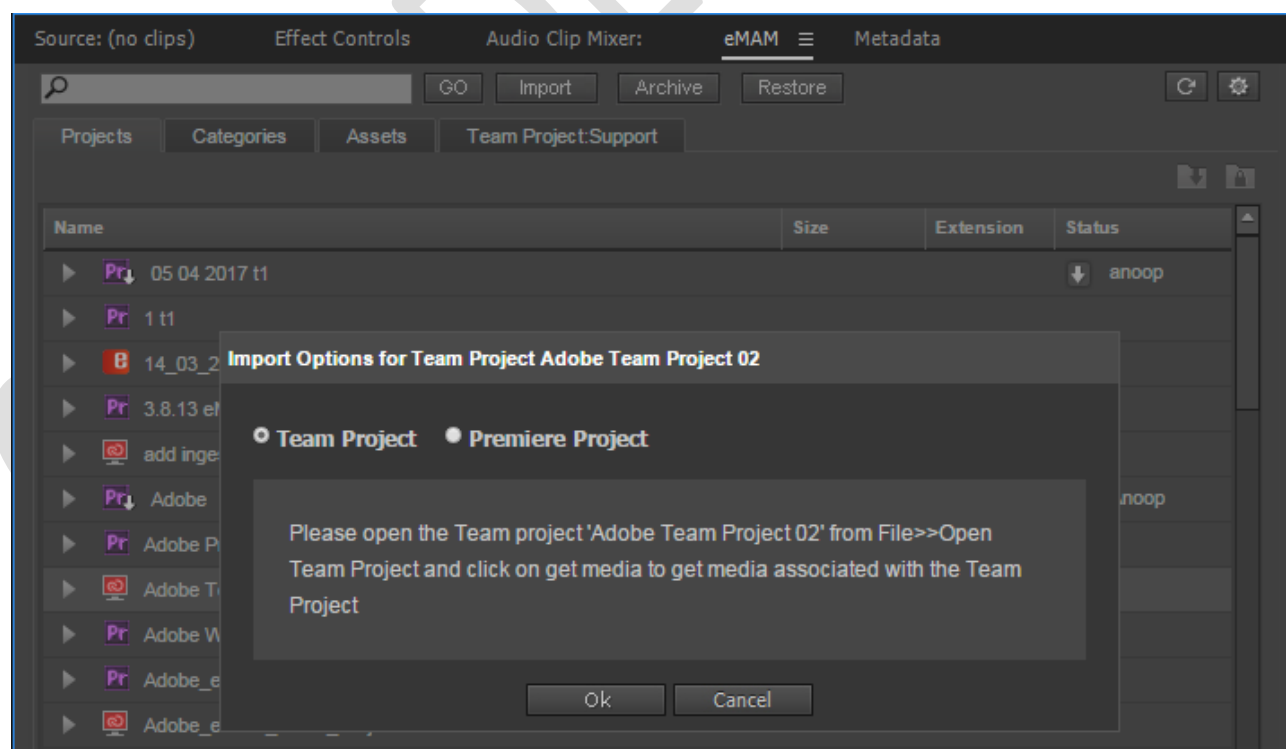
➤ Categories Tab

User will get the option to import the categories as bins into the currently opened Team Project. Additional options are included to link to the Original or Mezzanine media with localize option.

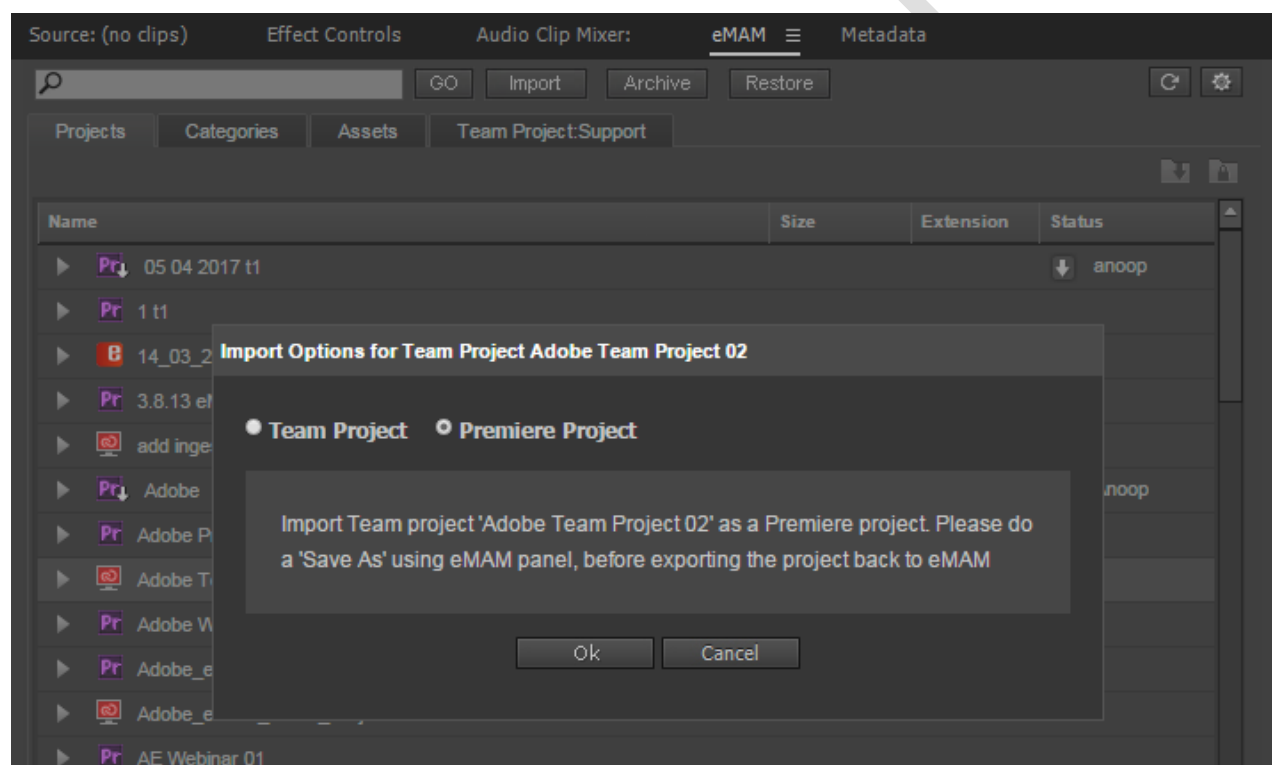


➤ Projects Tab

A new icon will be used to differentiate the Team Project, eMAM Projects and Premiere Pro projects. If a user try to import a Team Project from eMAM Panel, options will displayed to import the project as Team Project or Premiere Project.



If the user chose the 'Team Project' import option, user will be instructed to use the Premiere Pro to open the team project (*this is because there are no APIs available to open a team project from the Panel*). If the editors are working on a centralized storage environment, Premiere Pro will automatically link to the media. If Premiere Pro cannot connect to the eMAM managed storage location, 'Get' media option in the panel can be used to localize a copy of the media. 'Get' option can be also used to link to the newly ingested media in eMAM. (Refer user case 3 below)



If the "Premiere Project" import option is chosen, eMAM will open the last snapshot of the Team Project as Premiere Project. This options is useful to share the Team Project to non-team members with individual Premiere Pro CC licenses. (Refer use case 4 below).

➤ Process Flow:

Get Media

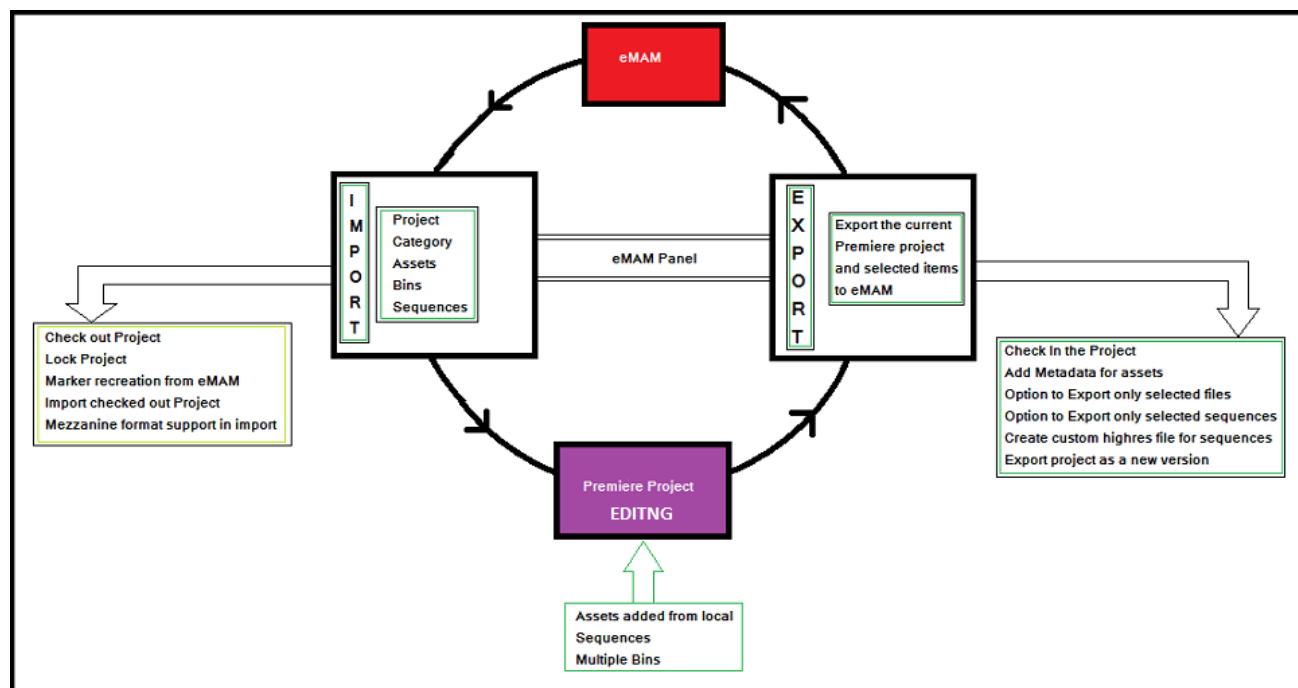
- a. On Click of 'Get' media button, panel will search for the currently opened Team Project in eMAM. (Get option will be disabled if the Team Project does not exists in eMAM)
- b. Panel will identify the missing assets and newly added assets.
- c. A message box will be displayed with the option to link to the Original or Mezzanine copy. Localize option can be used if no access to central storage.
- d. Display the progress bar to show the progress
- e. Once the process completed, eMAM panel will link the media automatically either to eMAM central storage or to the downloaded assets.

Share Media

- a. On "Share" media button click, panel will create a new project entry in eMAM with project type as Team Projects (database/gateway/director changes required to handle the team projects)
- b. Like a normal premiere project all the project details and version details will be stored in eMAM.
- c. Premiere Pro keeps a local snap-shop of the Team Project as .prproj file in the local workstation and eMAM take a copy and upload that to the central storage.
- d. The Metadata window (current export window) will not be having the current project details tab
- e. By clicking on the Add button on the Share window (current export window) the selected files and the sequences will be copied to eMAM ingest location in order to sync with central storage.
- f. Ingest manager will pick up the uploaded files one by one and add them to the Team Project in eMAM
Once all the assets are ingested to eMAM we can see them mapped under the Team Projects in eMAM Projects widget and the Projects tab in eMAM Panel.

eMAM/Adobe Premiere Workflow

Using Adobe Premiere Pro, you can now import content, edit, and then export it back to eMAM.



eMAM/Adobe Premiere workflow

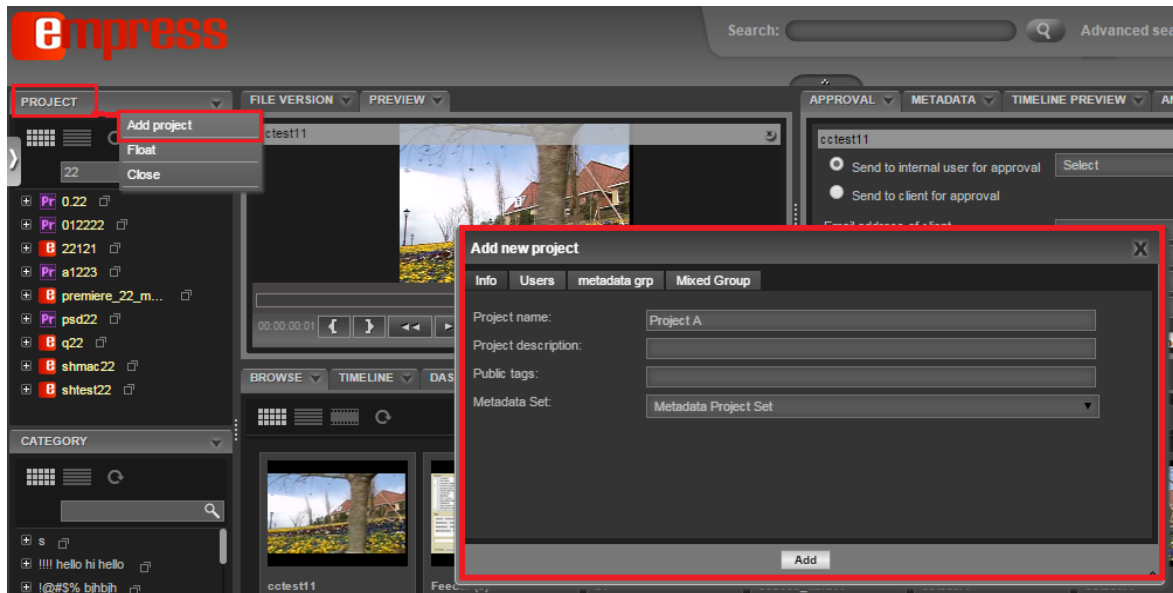
Basic Import and Export steps for a simple workflow:

1. Create a new project or open an existing project in Adobe Premiere.
2. Open up *eMAM panel*: click Windows- Extension -eMAM. Login with username and password from admin
3. Once logged in you will see all the Projects/Categories and Assets you have permission for.
4. Select the Project/Category or assets you wish to import and click *Import*
5. Make edits using Adobe Premiere.
6. When ready, you can send your Adobe Premiere project into eMAM storage by clicking on *Export*
7. eMAM will detect whether any project with same name already exists in the storage.
8. If yes, you may update with as a new version the project or rename the project.
9. eMAM will prompt you to enter metadata info for the project and its assets
10. eMAM detects if assets are already managed in storage and whether new media have been added.
11. eMAM will prompt whether u would like to export the new assets into the eMAM storage. If so eMAM can trigger the proxy transcode process.
12. eMAM can also trigger premiere sequences for preview.
13. The chosen sequences will b exported to eMAM as mp4 files. Additionally eMAM allows for project lock in, check in and checkout options.

Detailed Import and Export steps- eMAM to Premiere:

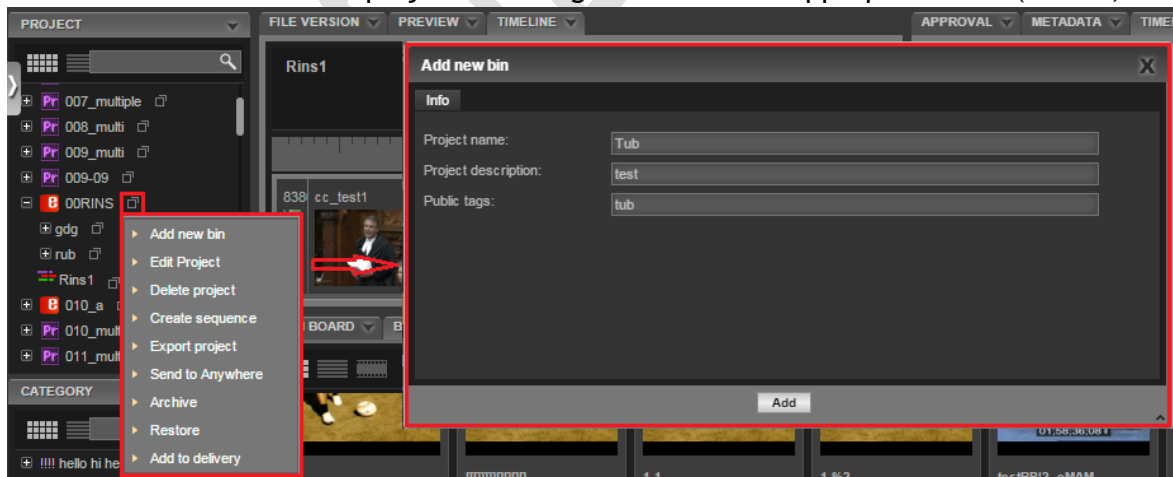
eMAM:

1. In the eMAM Director Interface, create a new Project to manage media going to Premiere. Add files which need editing in Adobe Premiere.



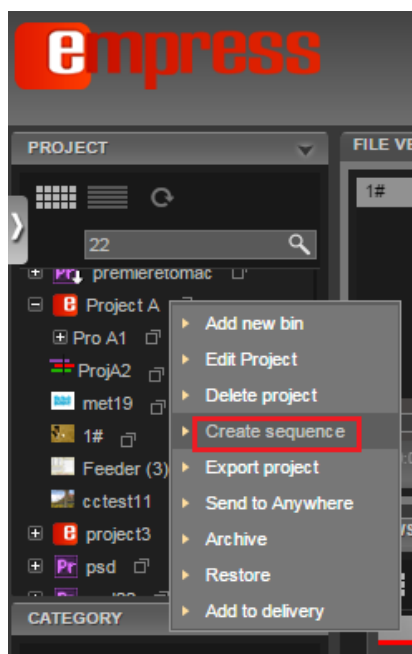
Add new project window

2. Create new bins under the project and drag assets to their appropriate bins (Videos, Audio...)



Add new bin window

3. Create a new sequence for Rough Cuts - (You need permission for the Timeline and Timeline Preview Widgets).

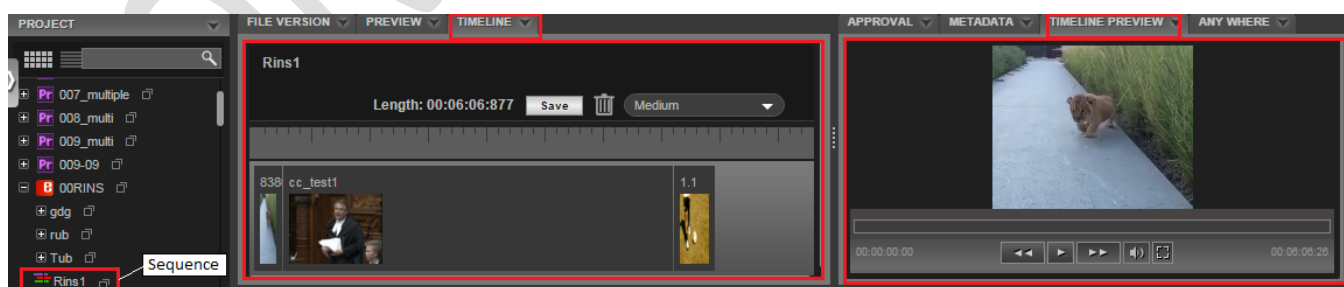


Option to create sequence



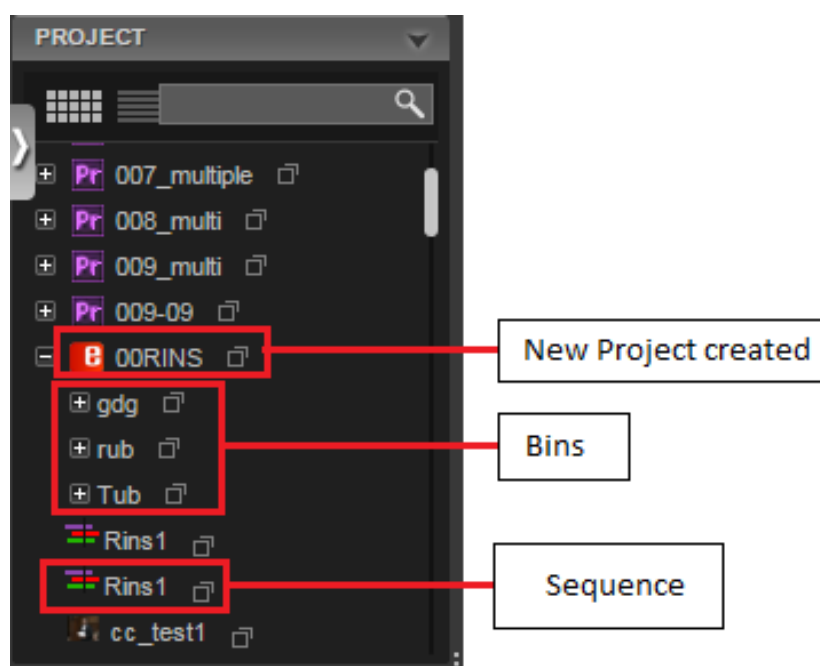
Create sequence window

4. Drag the assets and sub-clip media, you want in your timeline into the Timeline Widget and Click “Save”. To preview this time line, you can open the “Timeline Preview” widget.



Sequence created saved and displayed in Timeline and Timeline widget

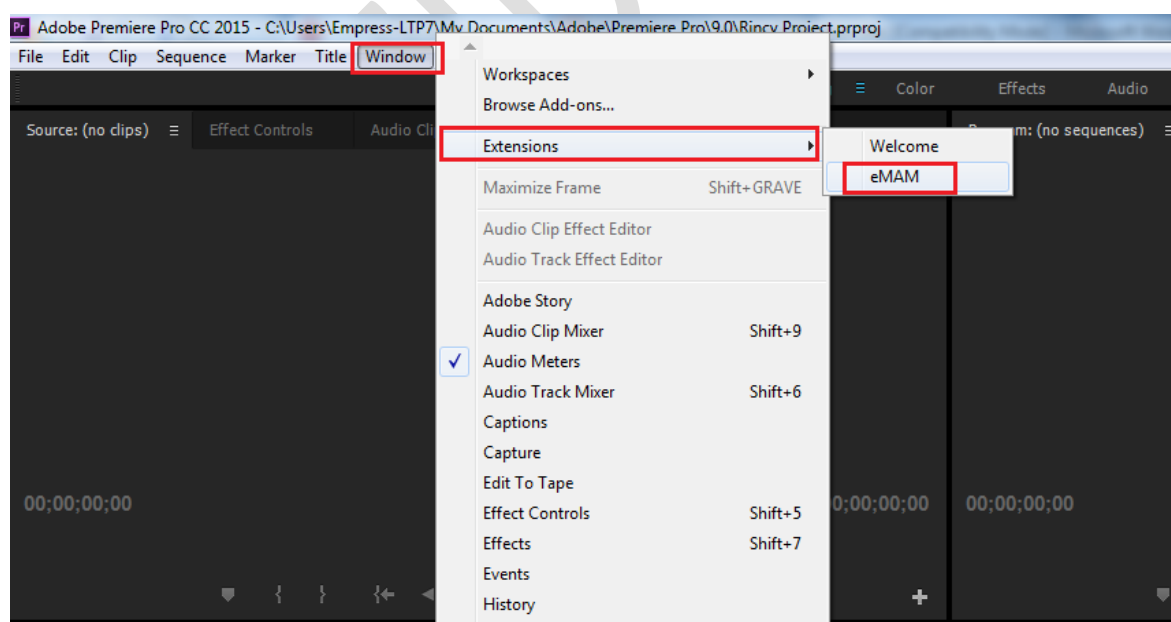
5. Project is now ready to be imported into Adobe Premiere Pro.



Project tab displaying Projects/bins and sequences

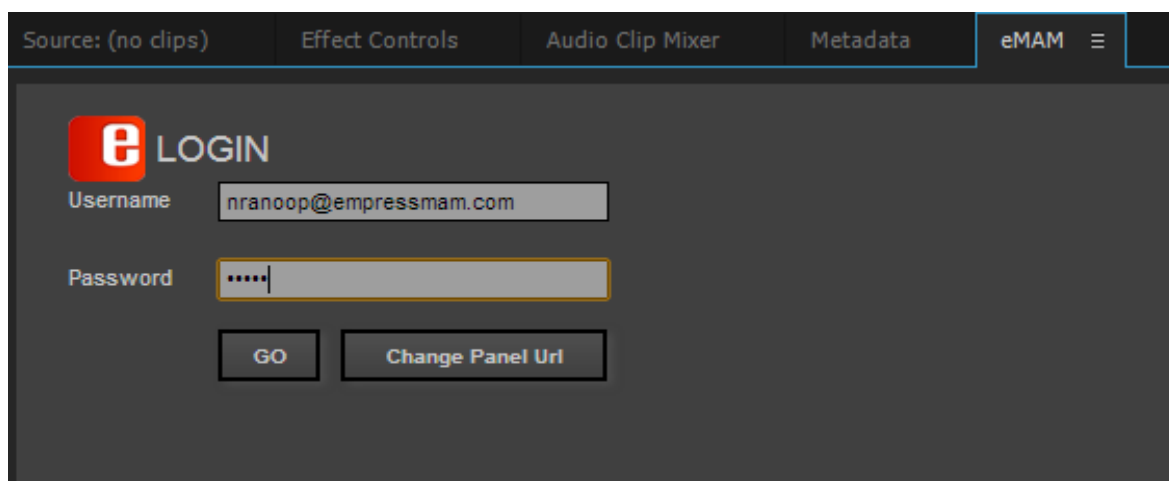
Adobe Premiere Pro:

1. Launch Adobe Premiere Pro.
2. Open the eMAM panel in Adobe Premiere by clicking Windows>Extensions>eMAM



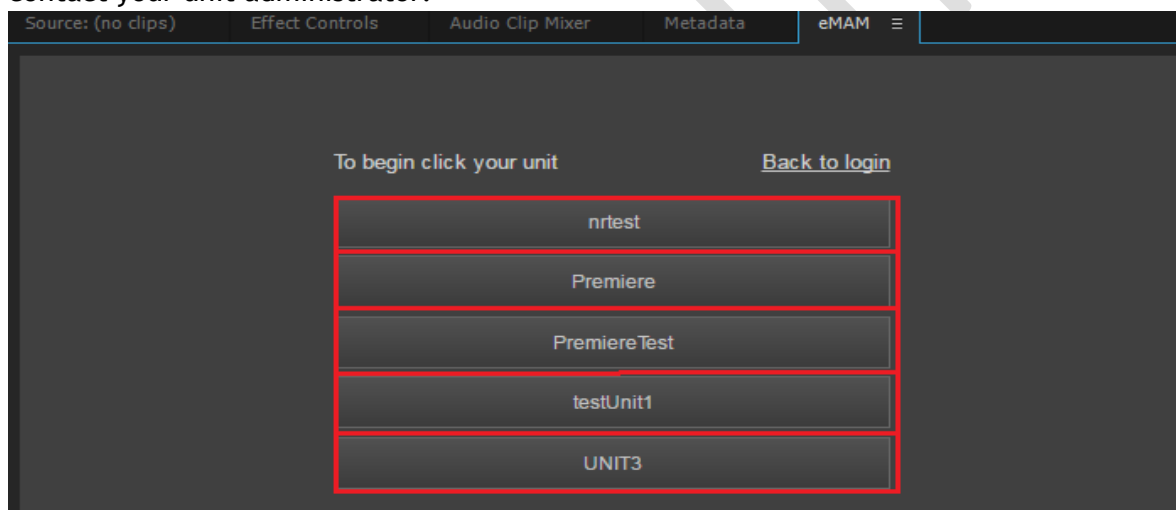
Adobe Premiere window

3. Login using the eMAM login credentials



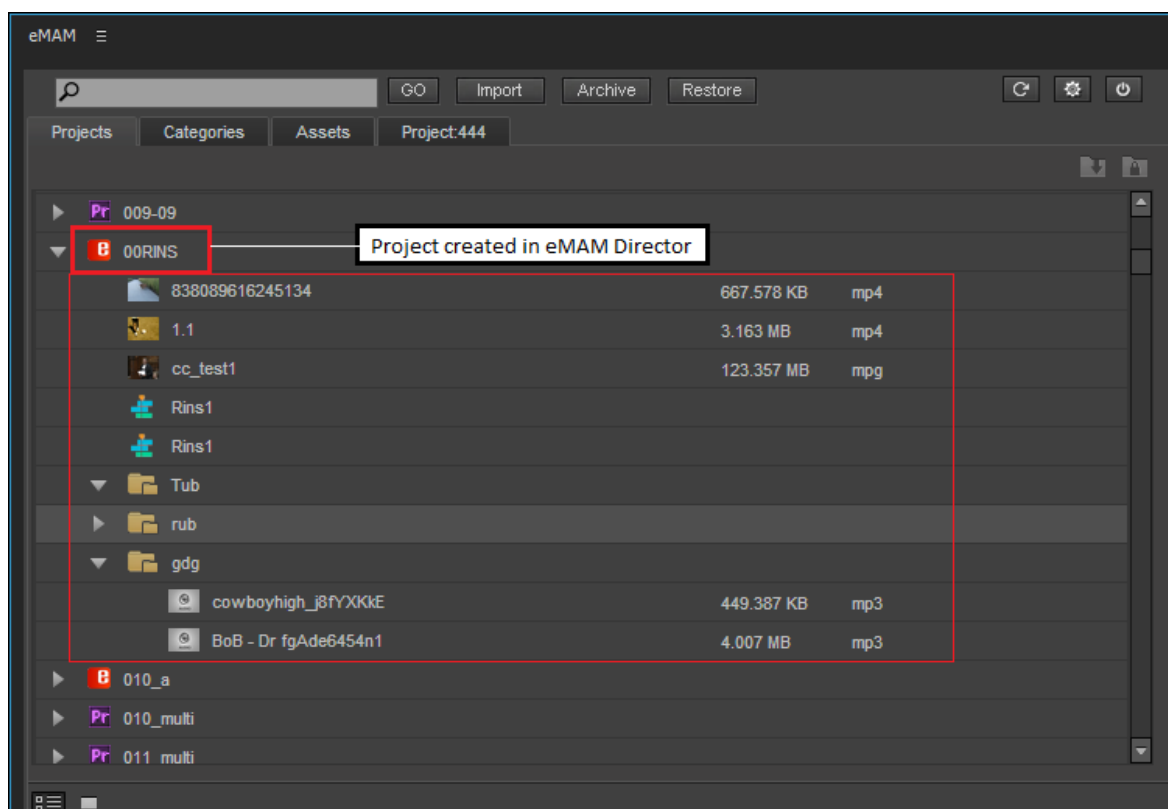
eMAM panel login window

4. If you belong to more than one unit, then select your unit. For any clarification, you can contact your unit administrator.



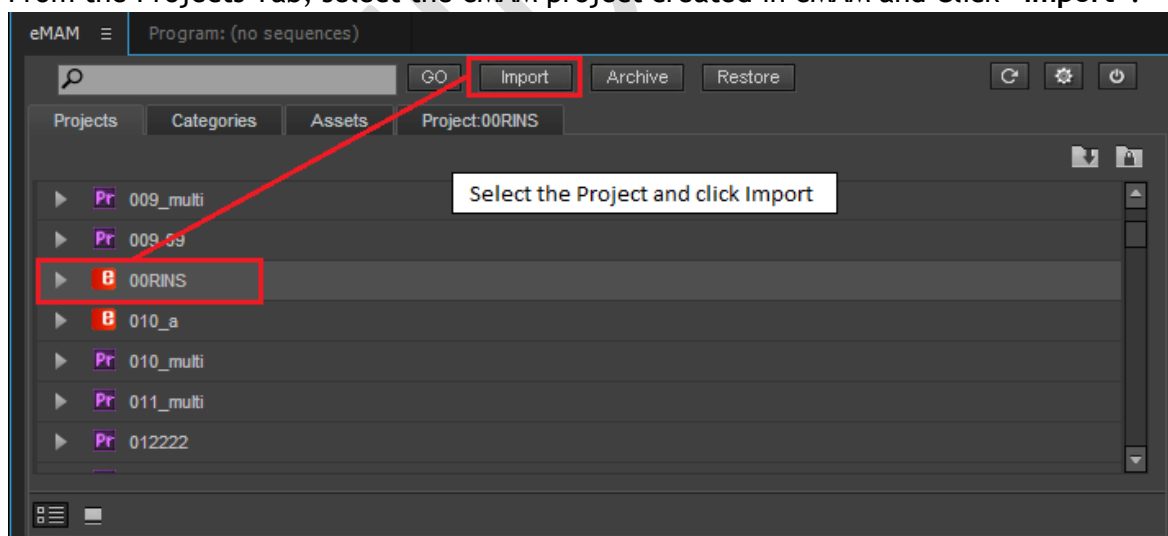
Multi unit selection window

5. The eMAM panel opens up and displays all the projects created in both eMAM and Premiere under the Projects Tab.



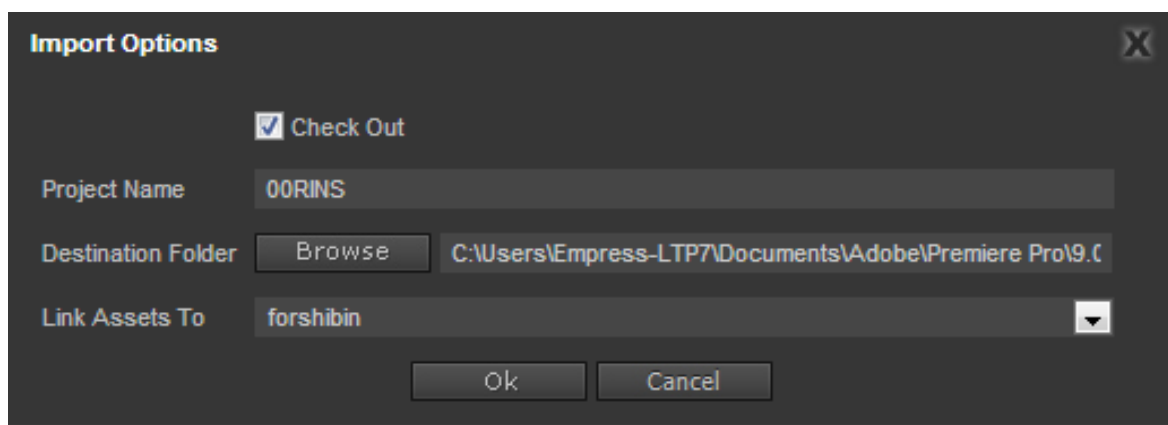
eMAM panel displaying project created in eMAM Director interface

6. From the Projects Tab, select the eMAM project created in eMAM and Click “Import”.



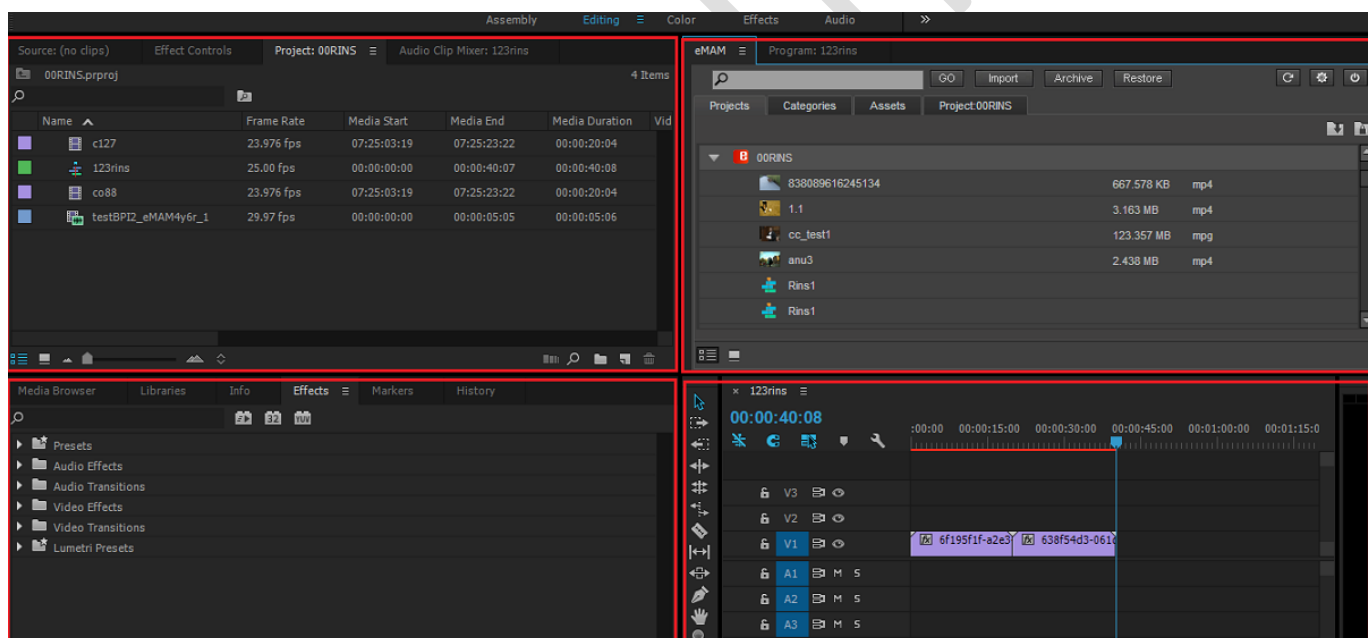
Import process in eMAM panel window

7. The Import Options window pops-up. Make sure the location of the Premiere project is correct and select Link to assets “Original Media”. The Checkout option will be automatically selected
(Need to manually select Checkout for Adobe Premiere Pro CC)



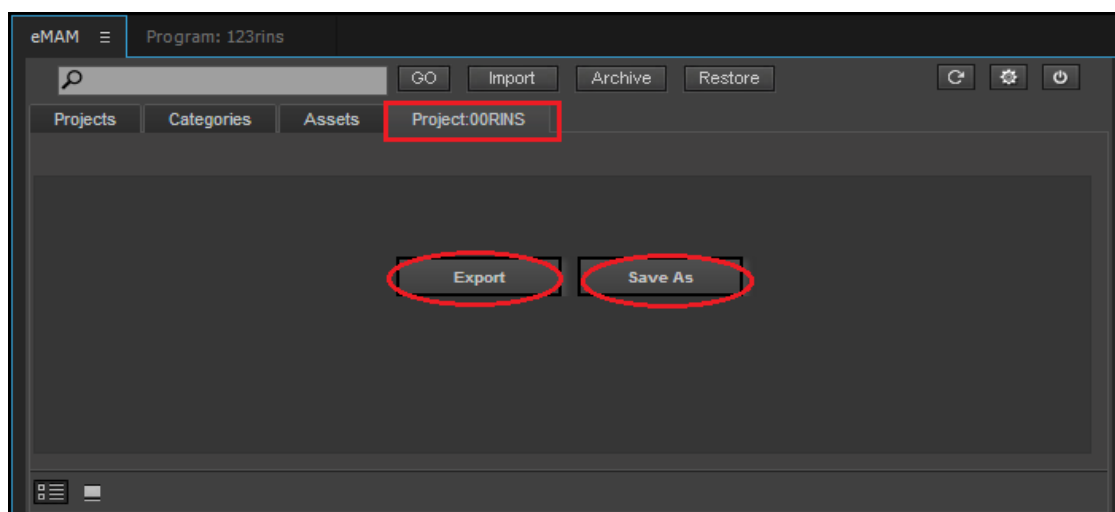
Import options window

8. The Project Media and Sequence will appear in the Premiere interface with the rough cut sequence on the timeline. If you have added markers in the eMAM Interface, they will also appear in the Timeline and Media Player section in the Premiere.



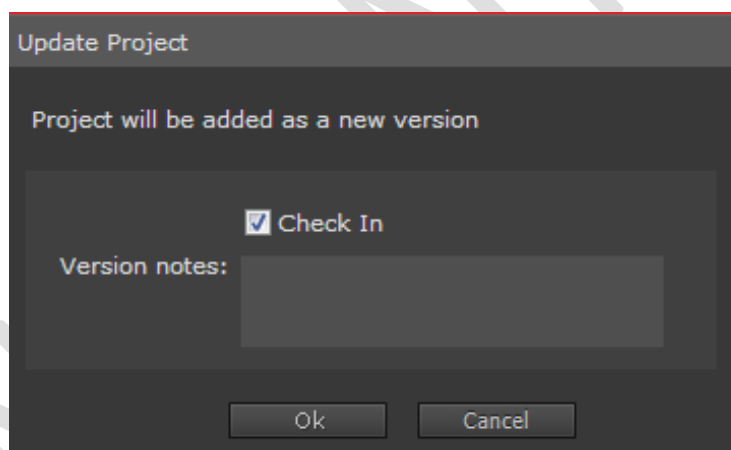
Window displaying projects imported to Premiere

9. Begin your edits and add new media from external drives or from the eMAM Panel (Categories and Single Assets)
10. When editing is complete and the Sequence is “Ready for Review”, save the project, then click on “Export” to send all edit references back to eMAM.

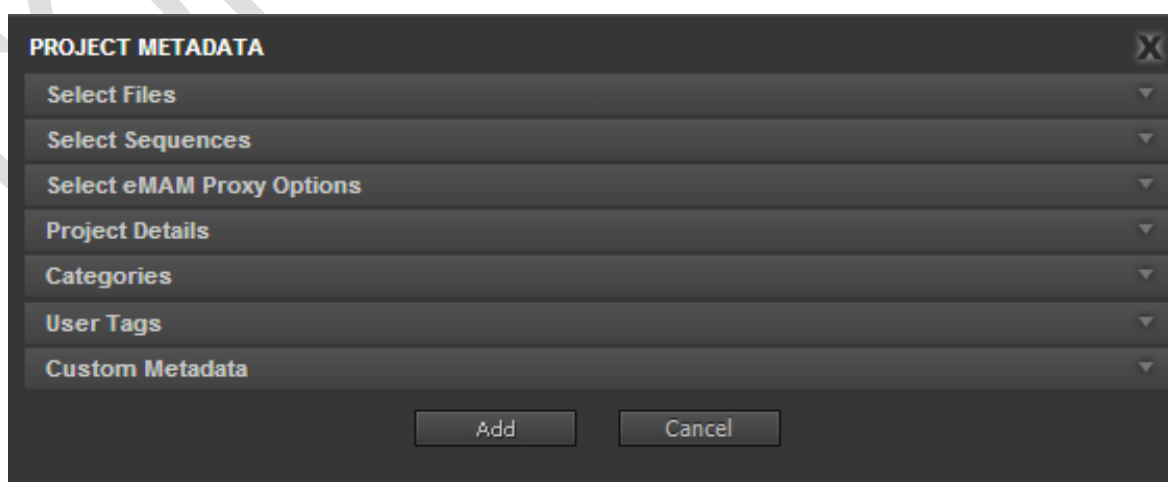


Export and Save as option under currently open project in Premiere

11. An **Update project** window will pop up to save the changes as a new version of the project. You will also have an option to enable **Check In** and add **Version notes**.



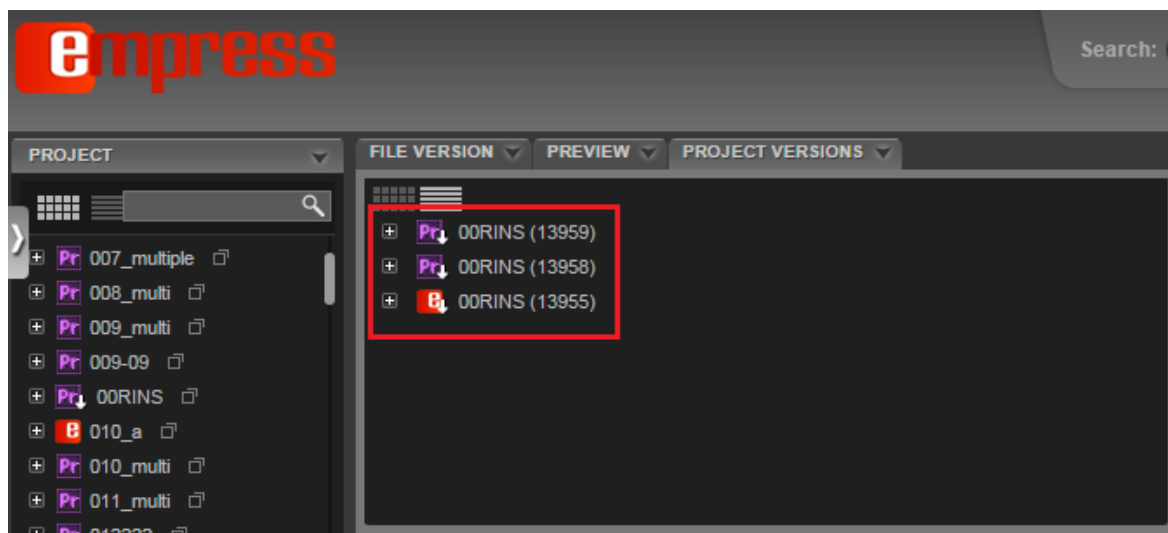
Update project window



Project metadata window

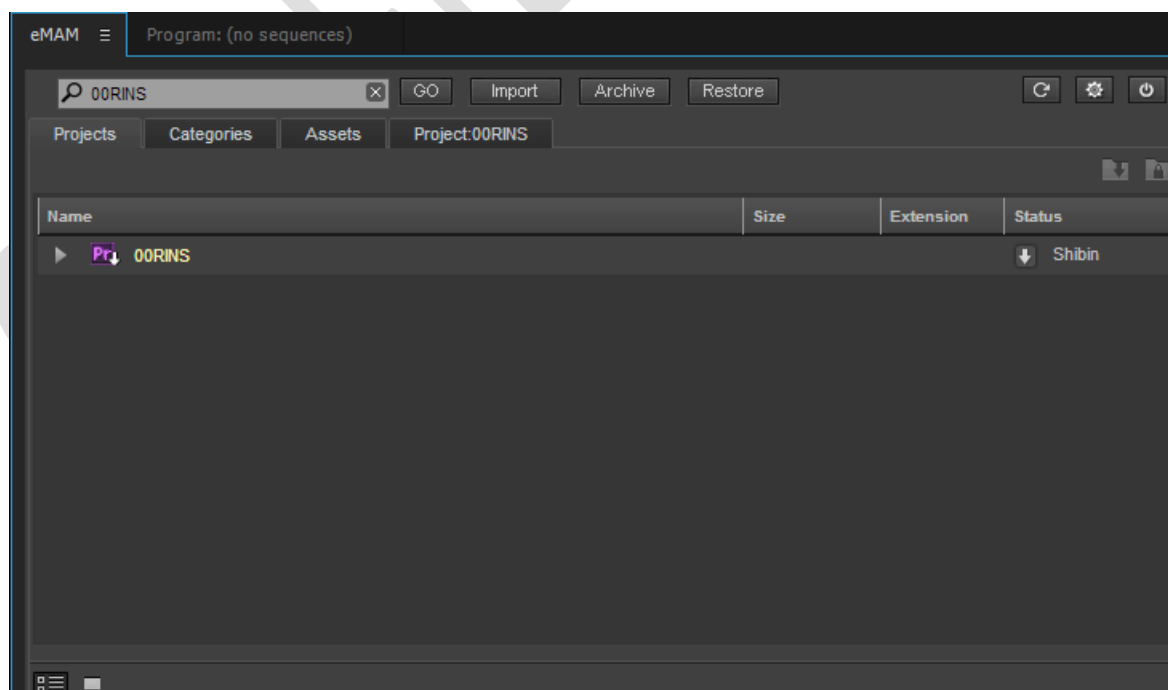
Fill in Project Metadata details for the new version. During export, eMAM will make proxy versions for preview for all the new local assets and all the sequences. Project is now added as a new version of the same project.

12. Within the eMAM Director Interface, the new Premiere project will appear in the “Projects” widget window. You can open the “Project Versions” Widget in your workspace to see both the eMAM and Premiere project versions.



Project version tab displaying different versions of a project

13. In Premiere, editors will be able to see the Premiere Project in the eMAM Panel and import it into their workstation and manage the Project Versions

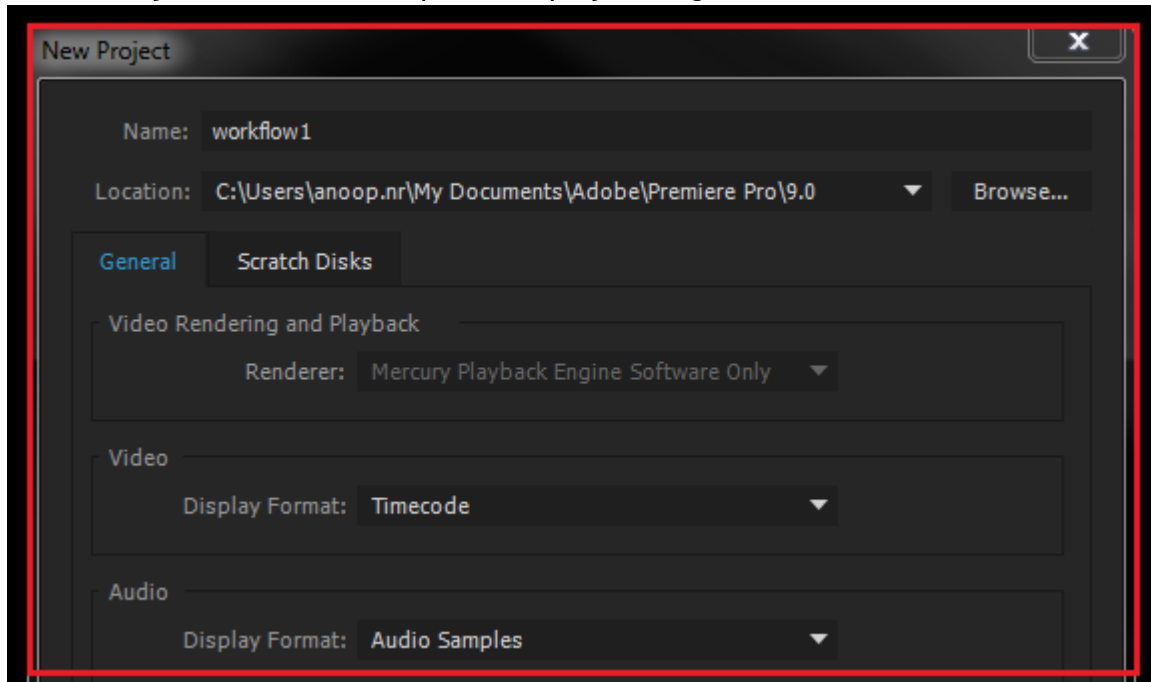


eMAM panel displaying updated version of the Project

Sample Workflow Scenarios

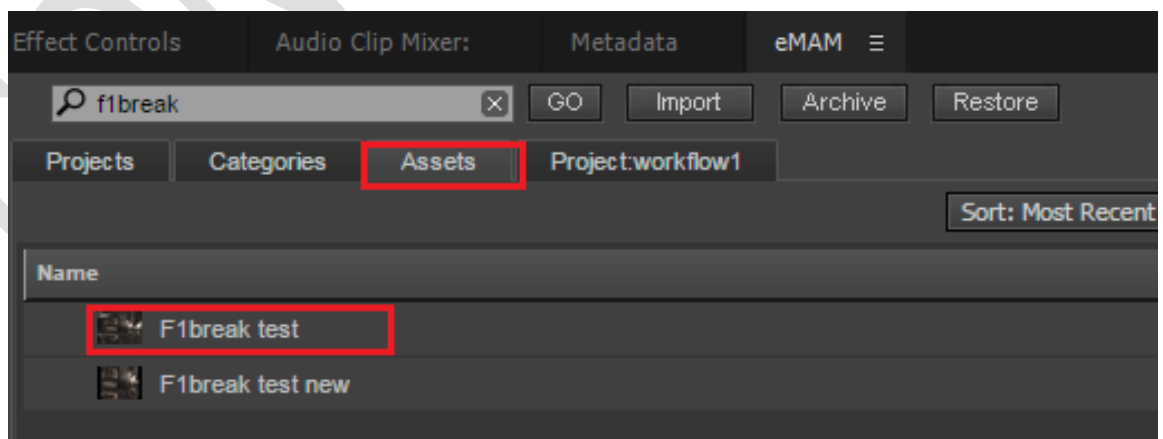
I. Workflow 1: Import assets from eMAM/local drive and export the project to eMAM

1. Create Project: Create a new premiere project e.g.: workflow1

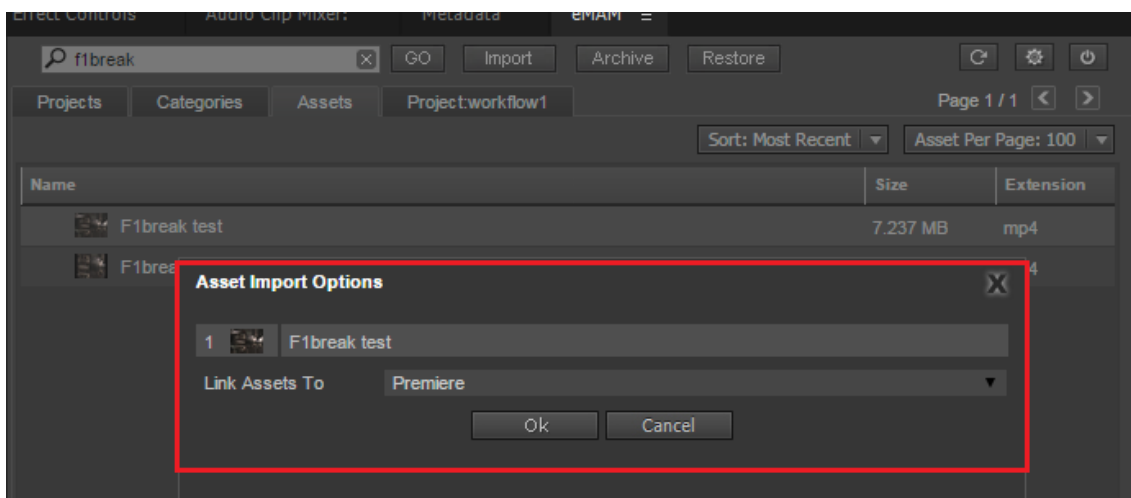


2. Import assets

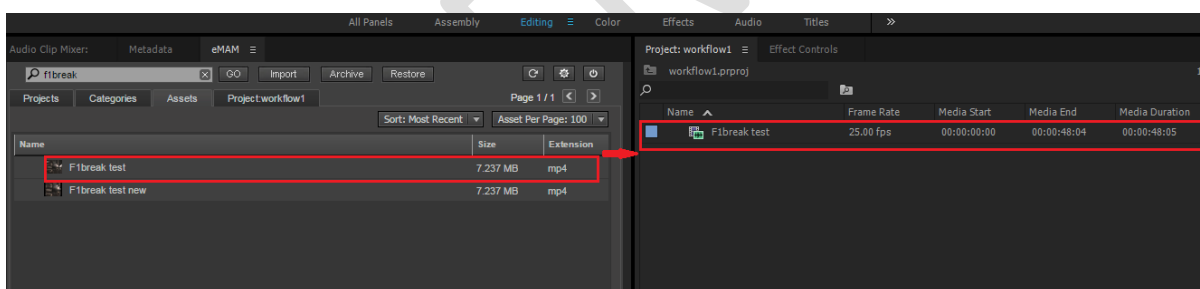
- 2.1 To import assets already existing in eMAM, go to assets tab, search for the asset, select it and click on Import



Select the Appropriate option from the “Link Assets To” option depending on whether you need to link with the original media or the mezzanine format. In this case, we have selected Mezzanine Format Premiere

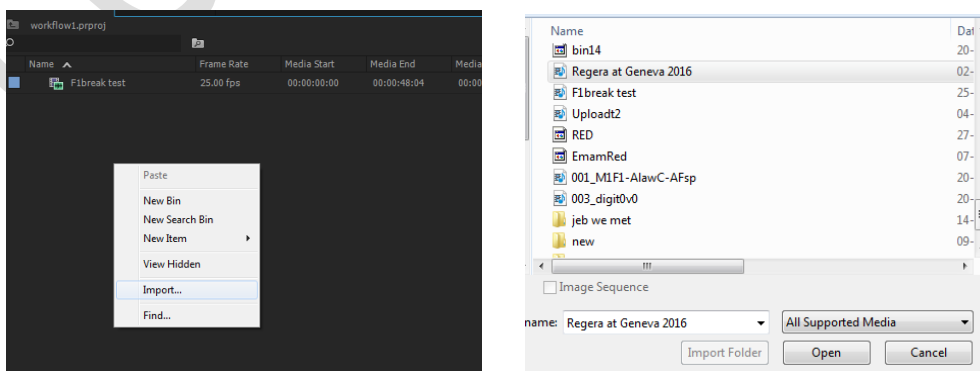


This will import the ‘F1break test’ asset from eMAM to Premiere project workflow1

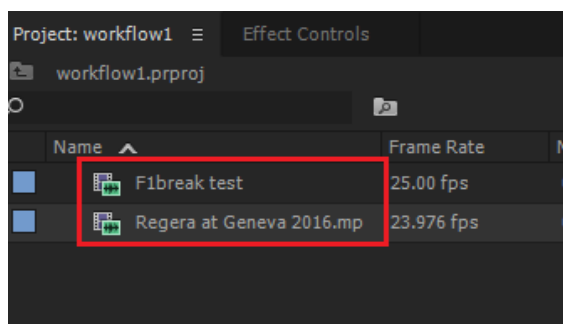


You can import multiple assets from eMAM like this, but make sure, the machine in which Premiere pro is running is able to connect to the eMAM asset storage location. **In case of a MAC, you need to mount the storage volume to the machine.**

2.2 Import Assets from local folder: Under Premiere projects tab, right click and select “Import”. Select the file from local desktop.



Now you have two assets in the project 'F1break test' and 'Regera at Geneva 2016.mp'. One imported from eMAM and the other one added from local drive.

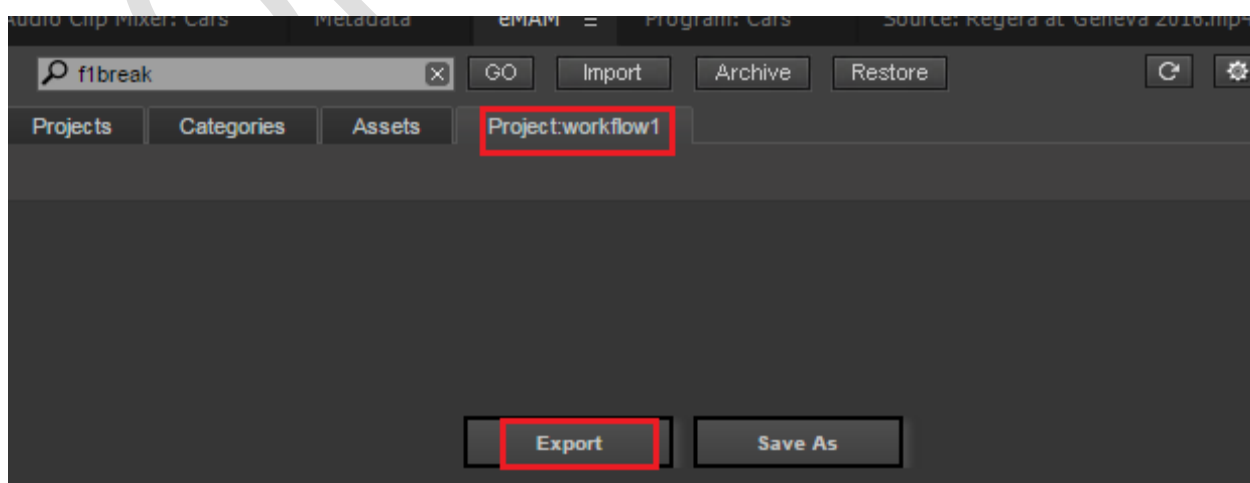


3. Now create a sequence and do some editing on those clips

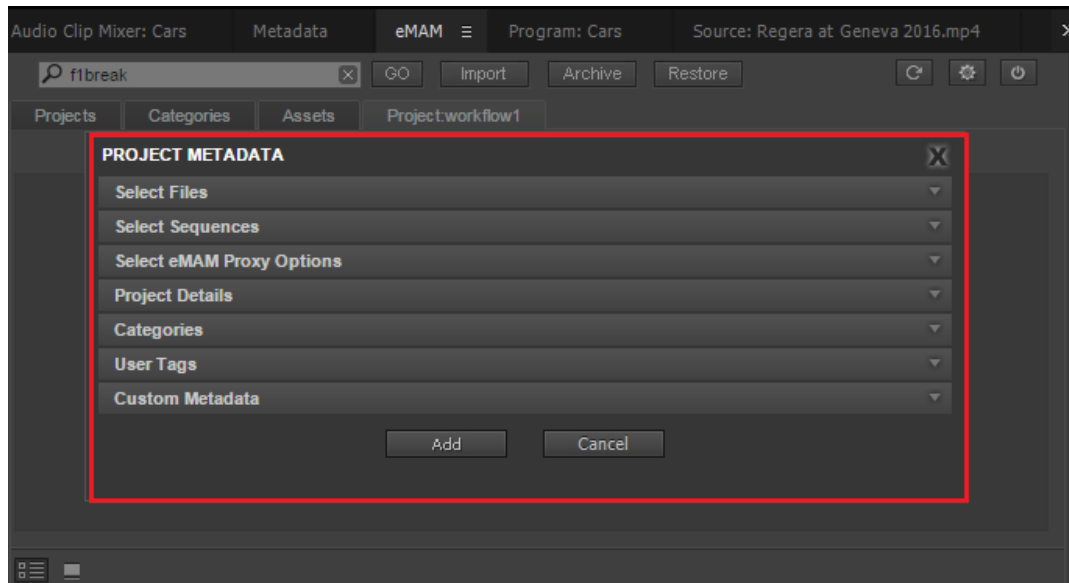


Once you are done with editing, you can export the project to eMAM.

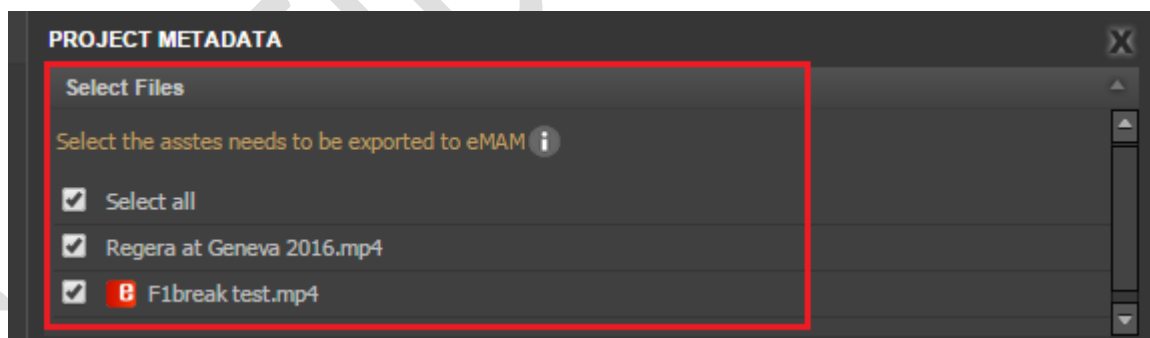
4. **Export Project to eMAM:** Go to the Project tab in the eMAM panel and click on "Export"



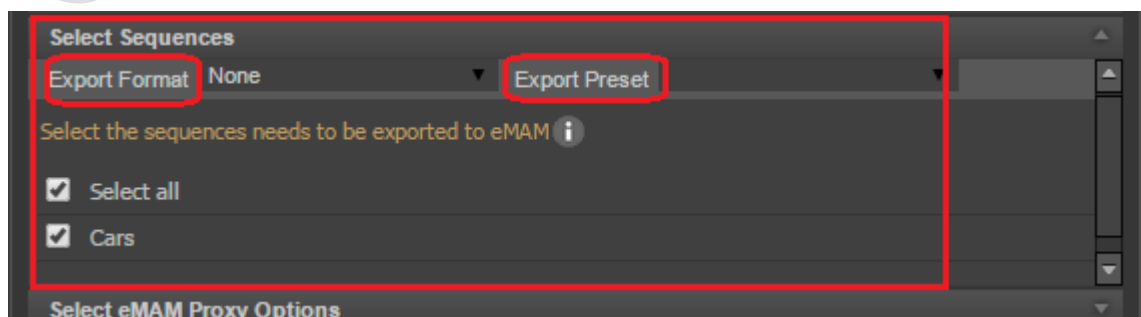
5. Project Metadata window will open up to confirm below details:



- 5.1 **Select Files:** Based on which are the files and sequences that needs to be exported as part of the project in to eMAM, select those files. Under Select Files tab, we can see that there are the two assets in the Premiere project: one with an “e” symbol which means the asset is already there in eMAM and the other one is a new asset added from the local drive. *eMAM panel will not list the effects, title etc. in the select files tab.*

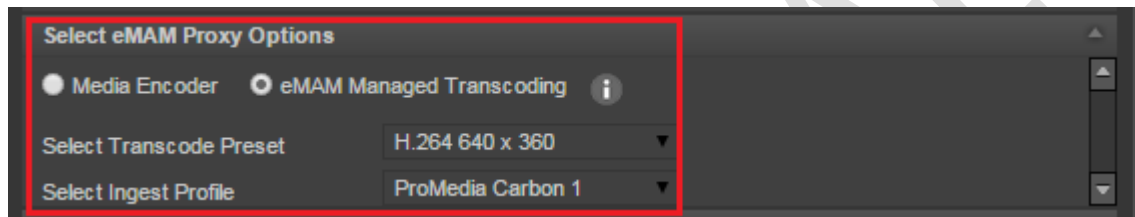


- 5.2 **Select Sequences:** Here you can see the new sequences that were created in the project. There is also an *Export Format* and *Export preset options*, which can be used to create the highres sequence format after the final editing.

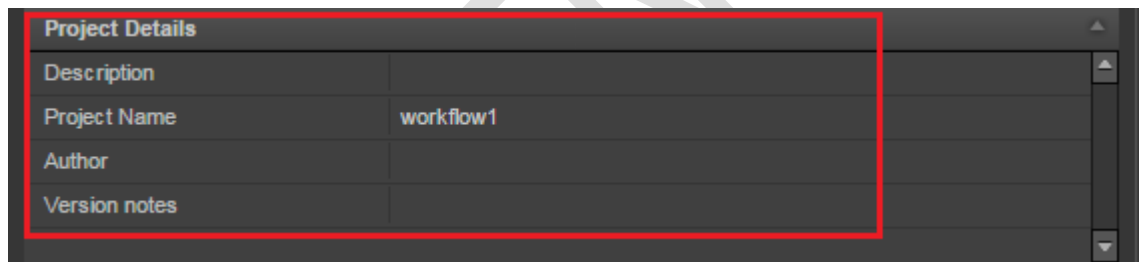


5.3 **Select eMAM Proxy options:** Here you can select how to create the proxy files for eMAM. You can either select :

- **Adobe Media encoder:** This will use the editing Premiere pro machine for creating the Proxy. *(In this case, we can use only the “OriginalWithProxy” ingest profile)*
- **eMAM Managed Transcoding :** In this option eMAM managed transcoders will do the Proxy creation. *(In this case, we can use only the “ManagedTranscode” ingest profile so we have selected the “eMAM managed Transcoding” option to create Proxy files). Here we cannot specify the “Transcoding preset” since the proxy dimensions depend up on how the transcoder is configured.*



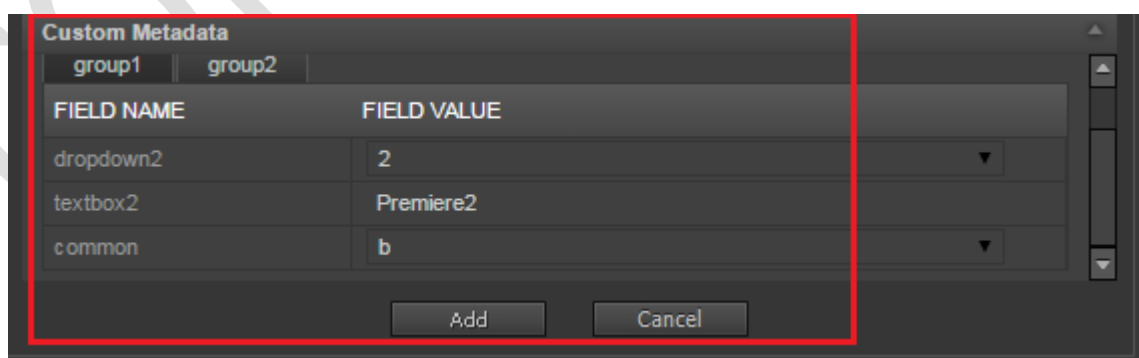
5.4 **Project Details:** We can add other project details in Project details



5.5 **Categories:** Similarly select the Categories to which the newly added assets needs to be added,

5.6 **User Tags:** Select tags that needs to be associated with assets.

5.7 **Custom Metadata:** Select custom metadata details.

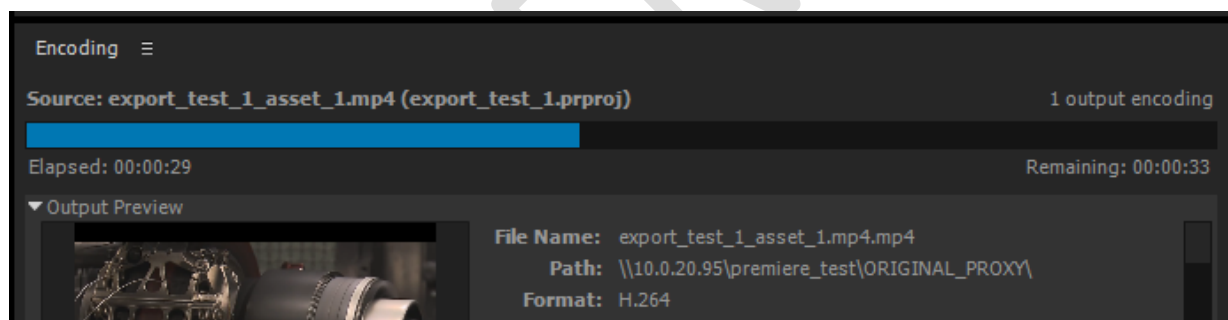


After adding all the necessary details click on “Add” to start the export. *(Make sure you select the files and sequences that need to be added to eMAM before clicking on “Add”).* It will take some time to

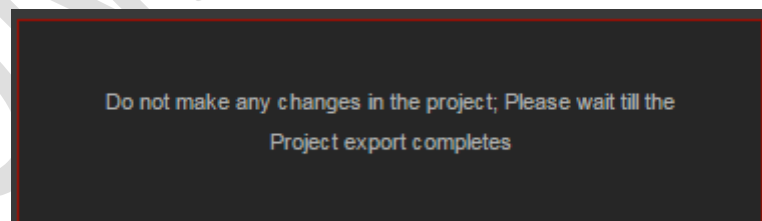
export the sequences (*Media encoder window opens up and encodes the jobs and once this process is complete, control is passed on to Premiere*). and move the files to ingest folder.



Media encoder opening window



Media Encoder exporting window



Please wait window

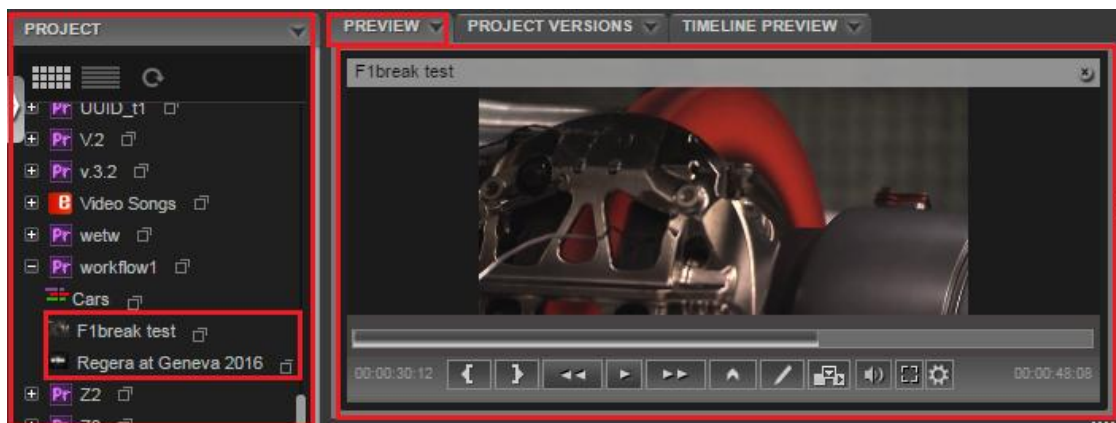
For any more editing on this project, you need to wait till the assets get ingested to eMAM.

6. Use the **eMAM Director Dashboard** to see the asset ingest status. Once the export is completed added items are displayed in the dashboard. Only the asset added from the local drive is listed here, since the other one already exists in eMAM.

Regera at Geneva 2016.mp4	13-May-2016 11:28 PM	Queued	Asset Queued
Cars.mp4	13-May-2016 11:28 PM	Queued	Asset Queued

Regera at Geneva 2016.mp4	13-May-2016 11:28 PM	Processing	8395256 bytes copied
Cars.mp4	13-May-2016 11:28 PM	Processing	2500822 bytes copied

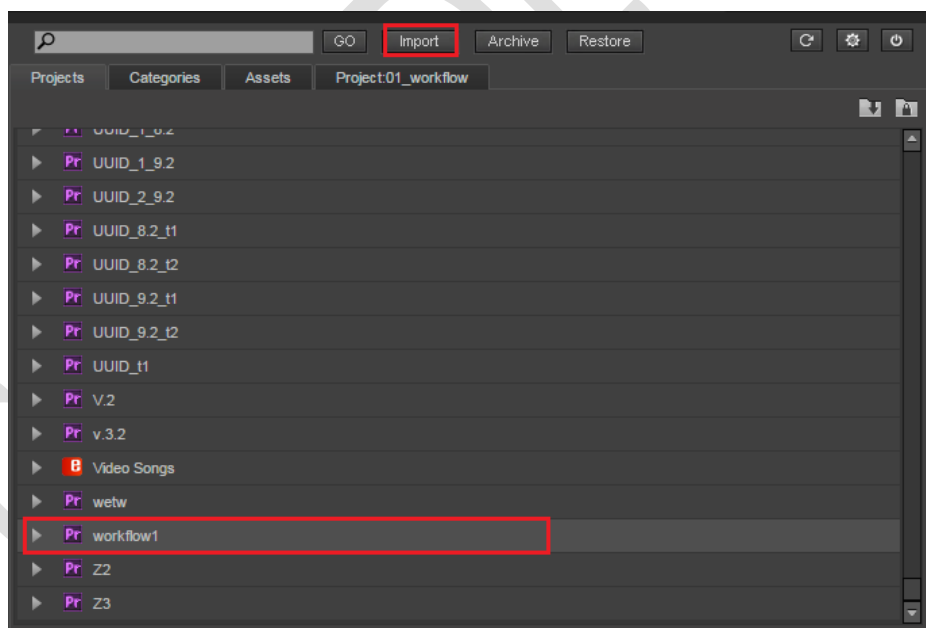
- After the items are **ingested successfully**, you can see them under the project in eMAM Director and preview the new asset by clicking on the “PREVIEW” widget



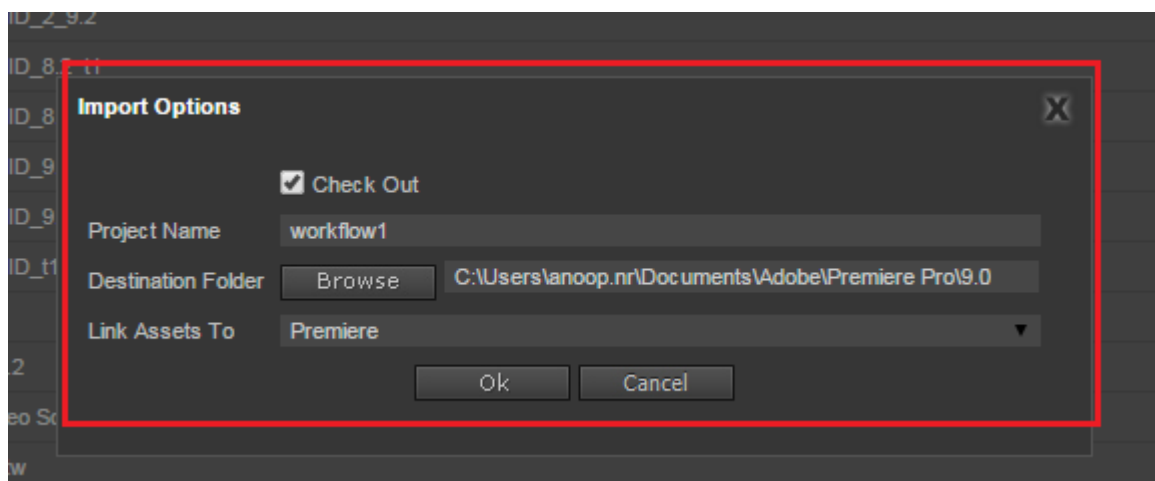
Also click on the sequence to preview the sequence in the “TIMELINE PREVIEW” widget.

II. **Workflow 2: Import already existing project from eMAM, edit and export it back as a new version**

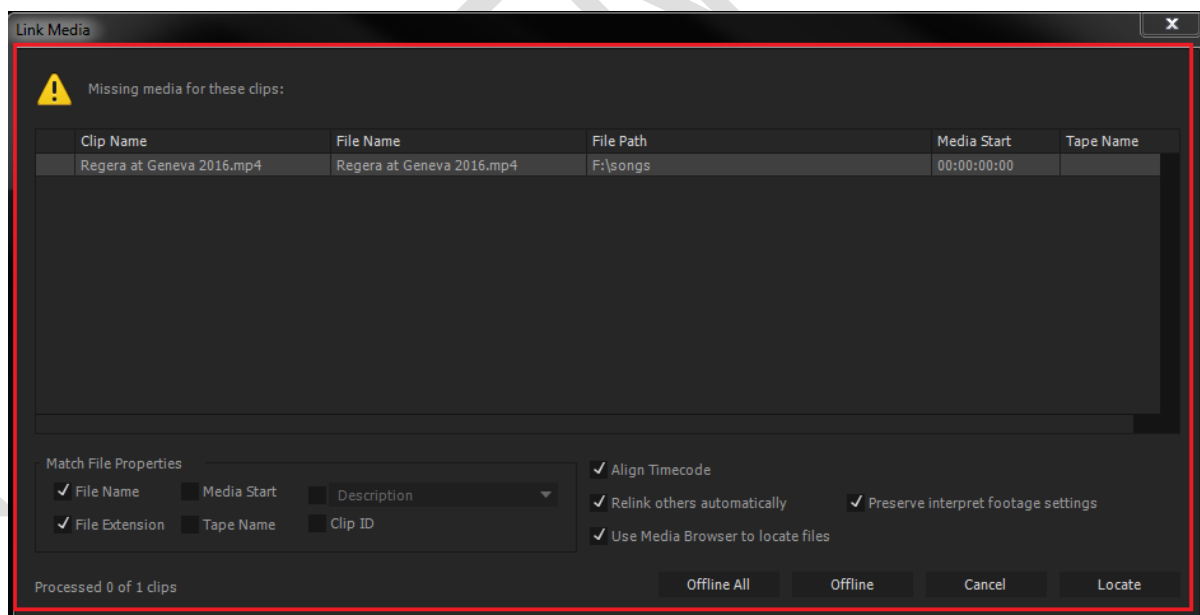
- Select the project and click on Import.



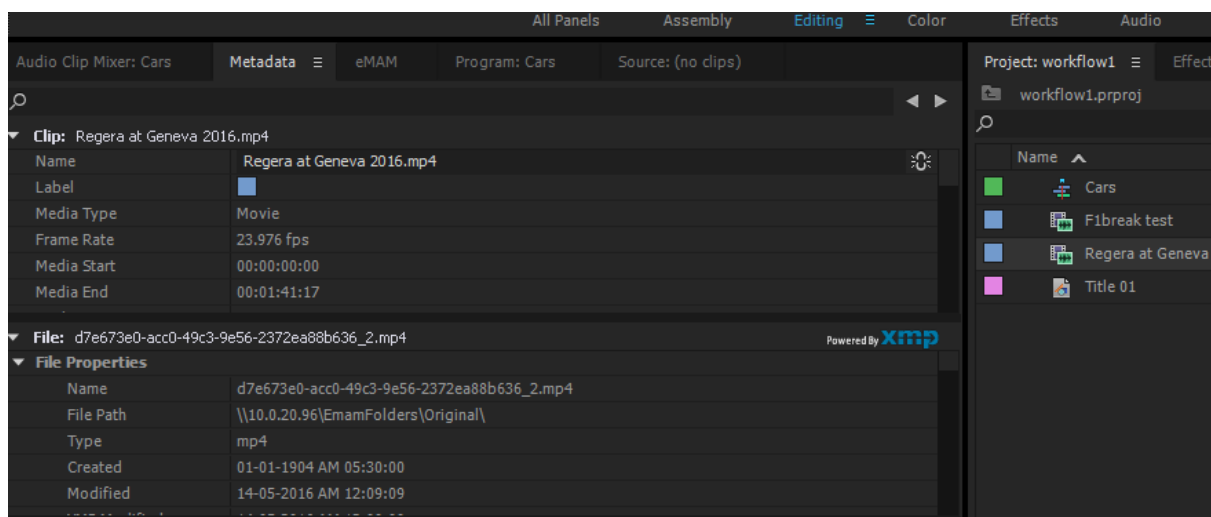
- Import Options window opens up. Select the “Check Out” option if we want to export the Project as a new version. Also select the local folder to which the Project gets imported. And the “Link Asset To” option to mezzanine or original file



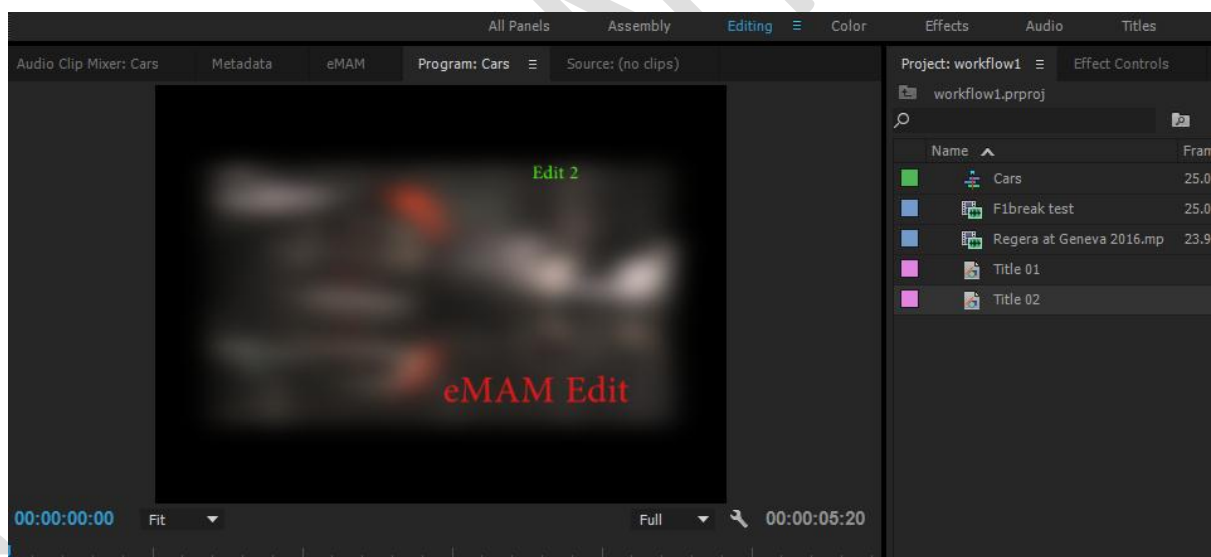
3. If the project is imported from a location other than from where the new asset (*this case "Regera at Geneva 2016"*) was added to the project during the first import, a pop up like this will be shown and we need to click on the cancel button, so that eMAM panel will automatically re link the asset to the eMAM storage.



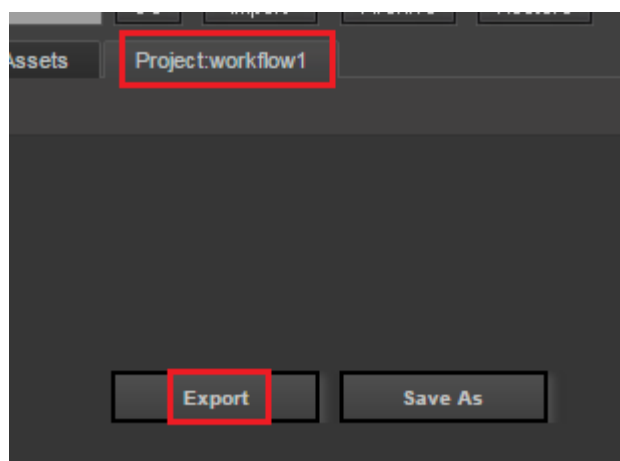
4. Once the import gets completed all the assets will be linking to eMAM storage locations.



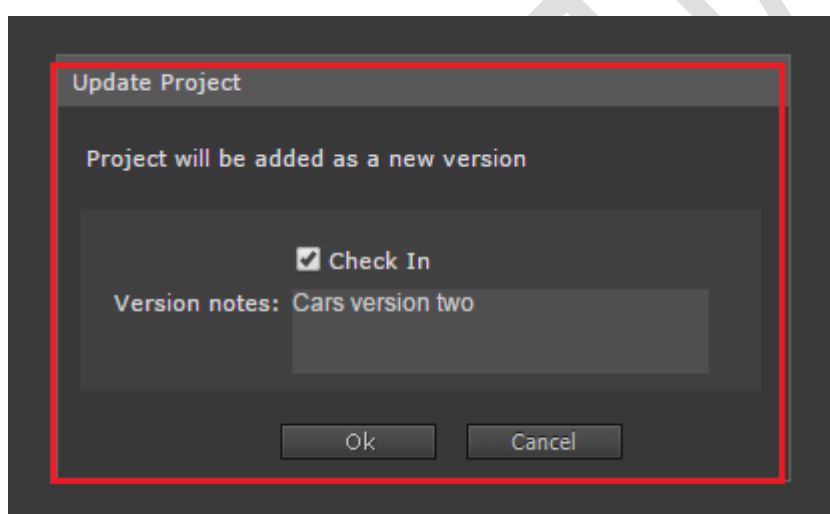
5. Do some editing: Here we have not added any new asset but have just done some effects and added a new title. So there are no new files, only sequence is edited.



6. Export the project as a new version to eMAM: Select Project window and click on Export

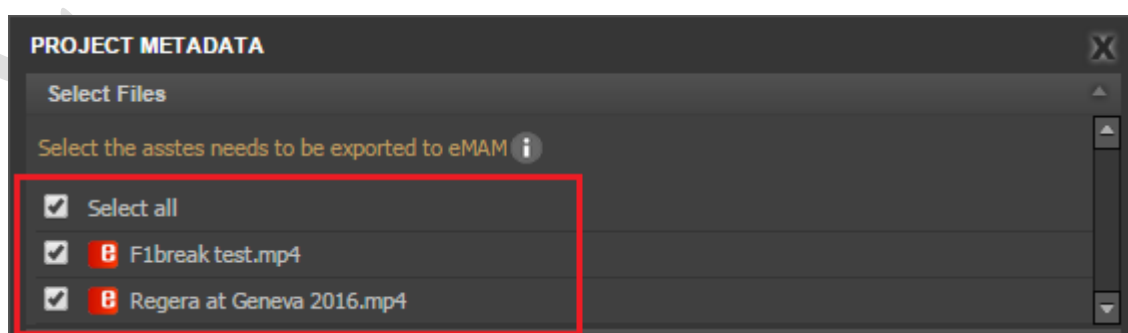


Add the Project version comments and click “OK”

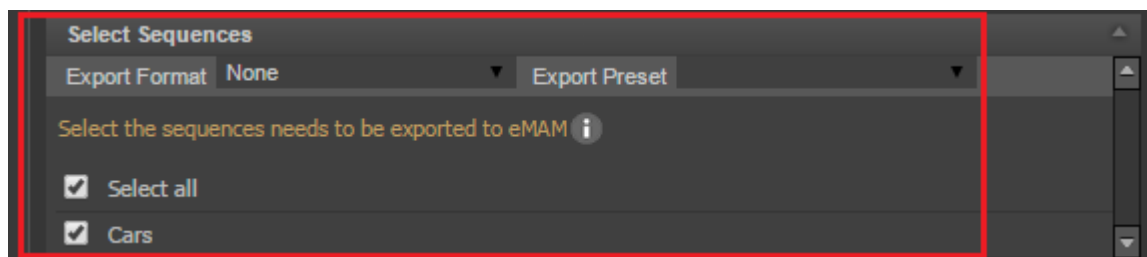


7. Project Metadata window pops up:

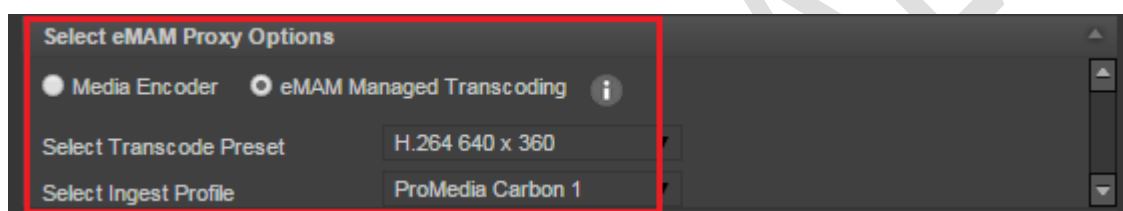
- **Select Files:** Here we can see two files having the “e” symbol, meaning that both the files are from eMAM, select them in order to add them to the new project version.



- Select Sequences



- Select eMAM Proxy options: Select the ingest profile and click on “Add”

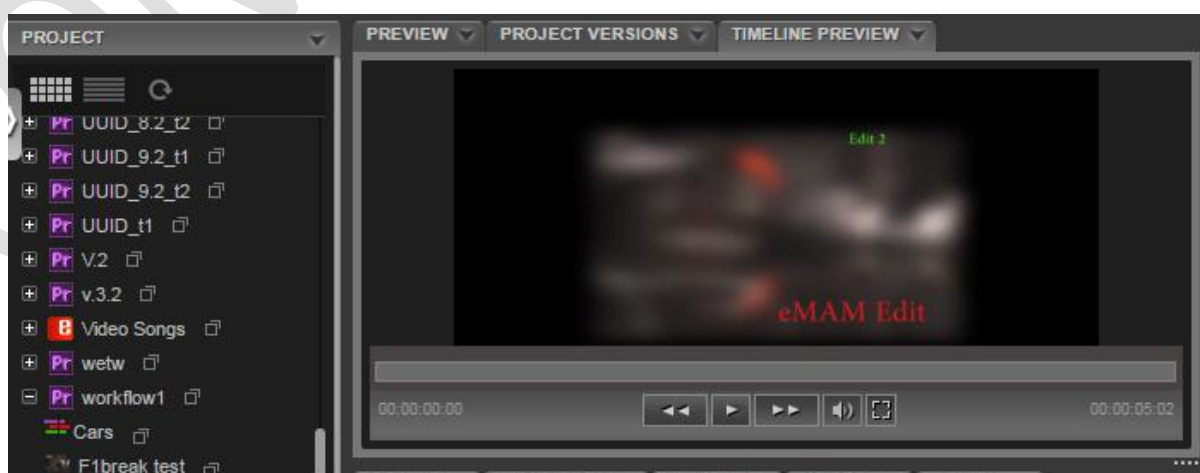


8. Monitor the dashboard to see file is ingested successfully to eMAM.

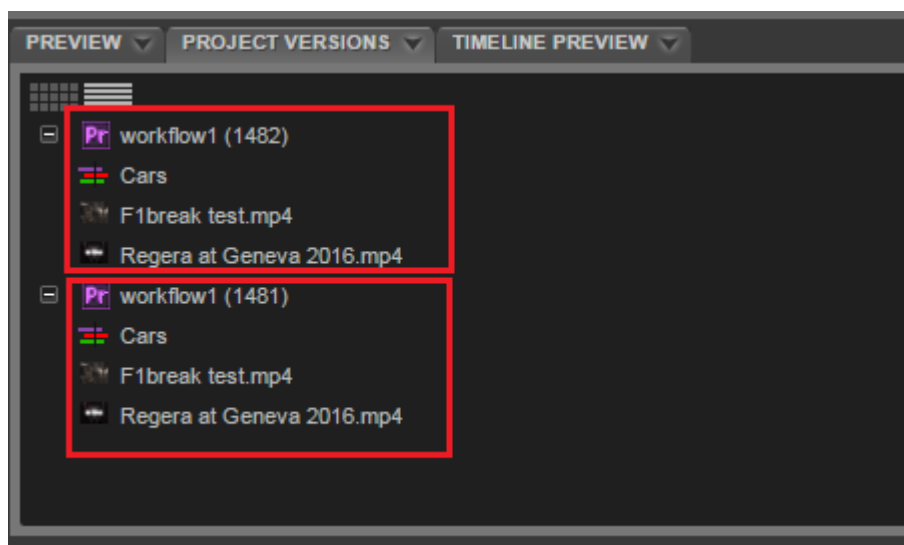
Ingest Delivery Archive Cloud Purge				
Page 1 of 1				
Title	Start time	End time	Status	Description
Cars.mp4	14-May-2016 12:22 AM		Uploading	Asset Uploading

Title	Start time	End time	Status	Description
Cars.mp4	14-May-2016 12:22 AM		Processing	2442500 bytes copied

9. Once the processing is completed, you can see the new sequence in “TIMELINE PREVIEW” Widget by clicking on the sequence in the project.

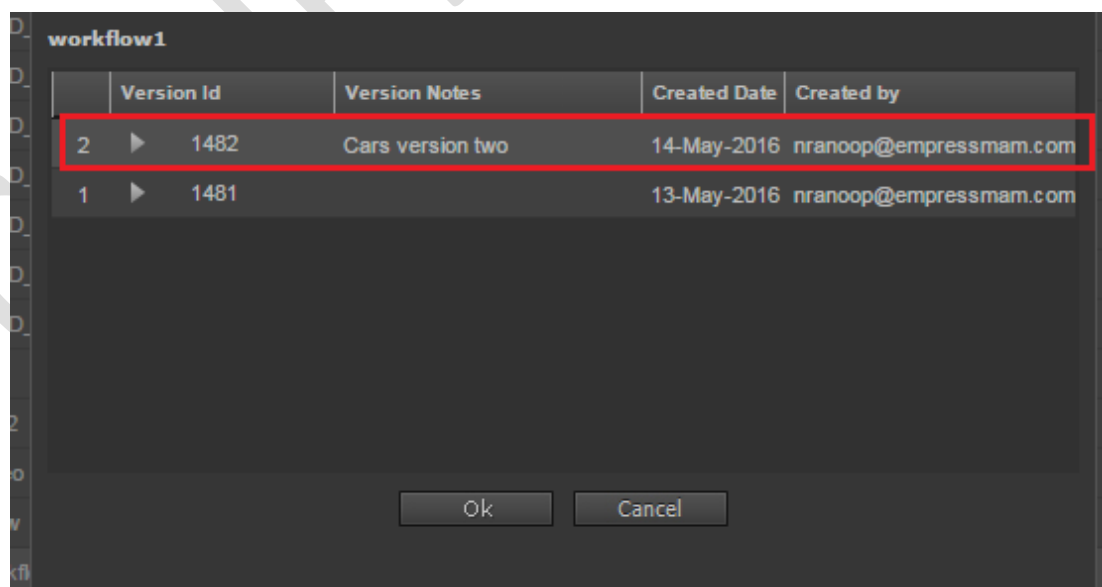


Also you can see that there are two versions for the Project is create by looking at the “PROJECT VERSIONS” widget

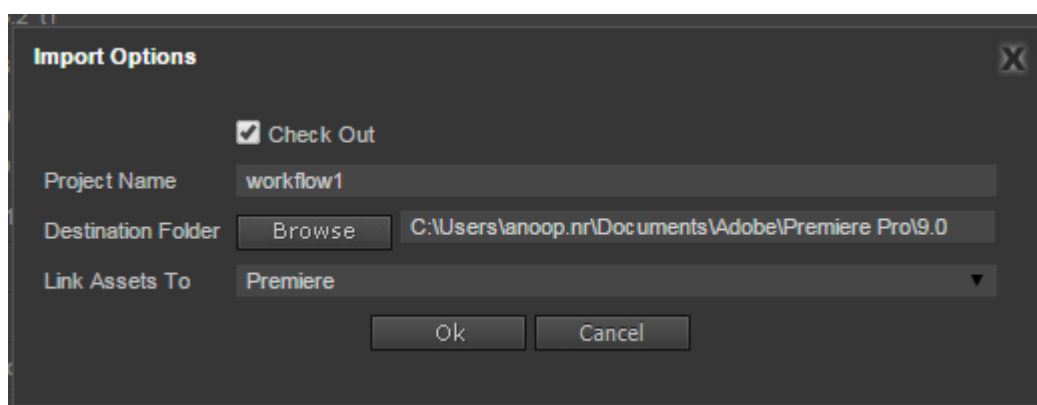


III. Workflow 3: Import already existing project from eMAM, edit and export it back as a new version with an incomplete edit so that another editor can work on the same project

1. **Import the Project:** In this case, since there are more than one versions of the file you can select the desired version from the pop up



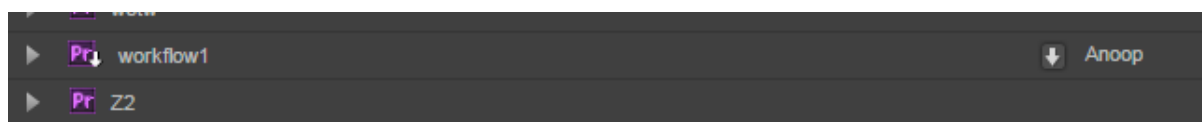
2. **Import Options window** pops up: Select 'Check Out' and select desired options and click OK. This will import the second version to the Premiere.



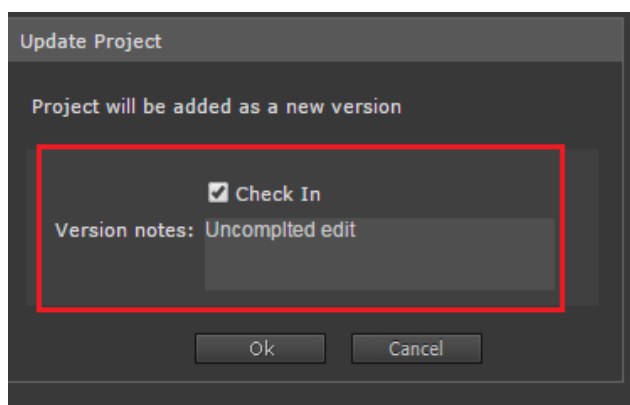
3. **Do some editing:** If the editing at workstation 1 is not complete and someone else at workstation 2 needs to work on it, current user needs to export the project back to eMAM.



4. Since you have checked out the project, other users cannot import the project, and also without exporting the project back to eMAM as a new version the next editor cannot get the changes done by workstation 1

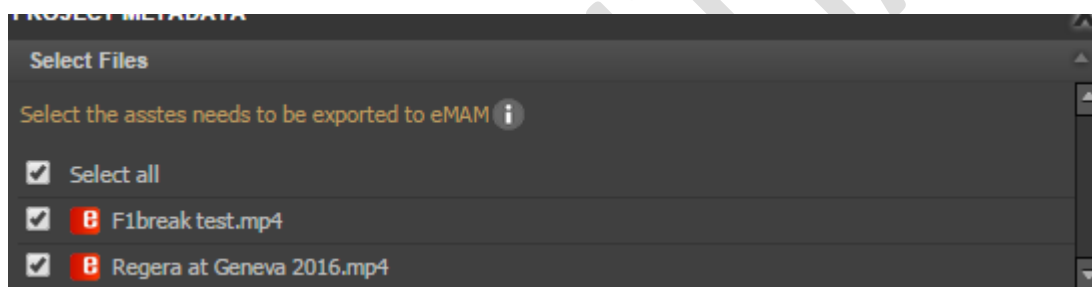


5. **Export the project back to eMAM:** But this time user doesn't need to ingest the sequence in to eMAM, since it is still needs to be worked on.

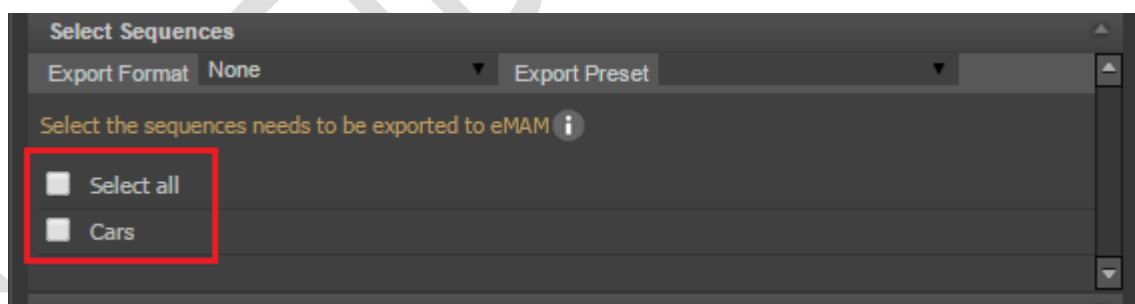


6. Project Metadata window:

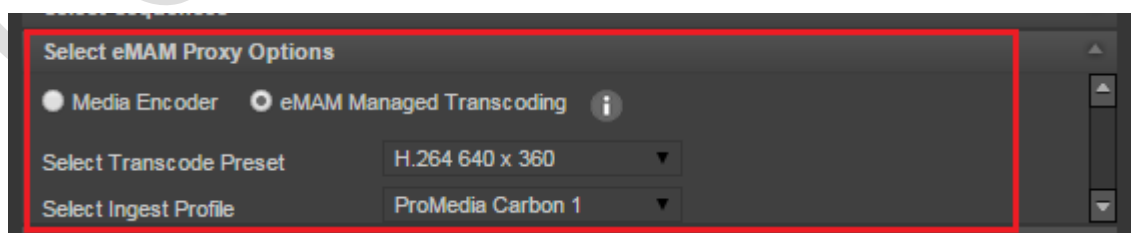
- **Select files:** Select all the files



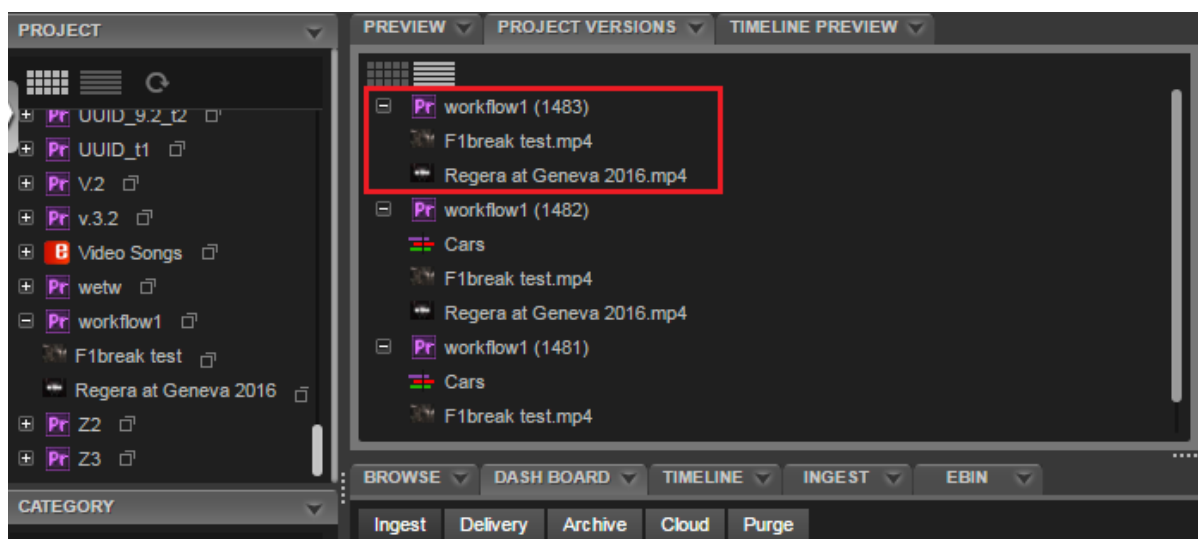
- **Select Sequences:** Have not selected any sequences in this case as shown below.



- **Select the ingest profile and click on “Add”**

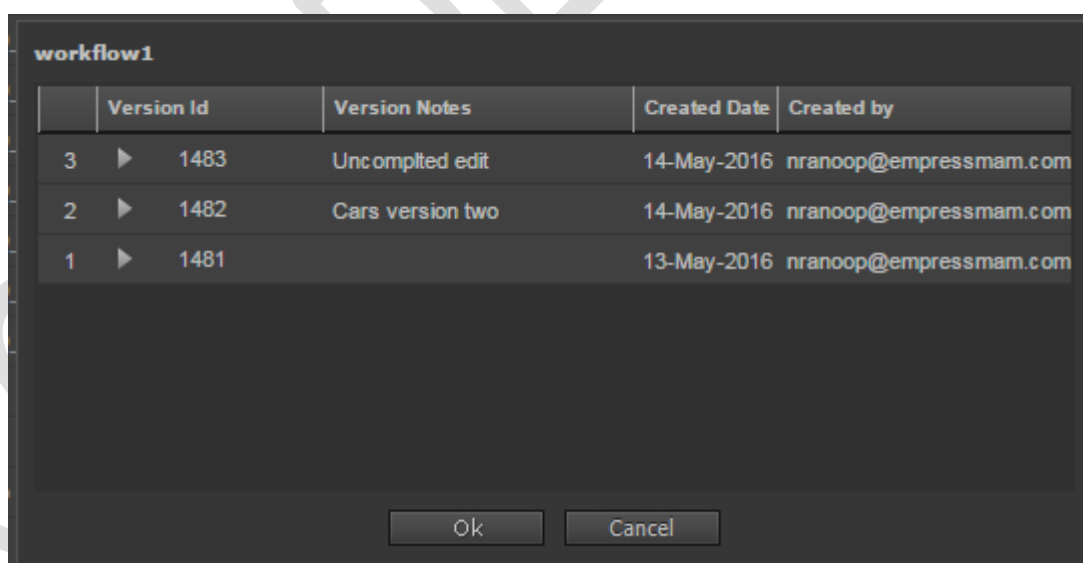


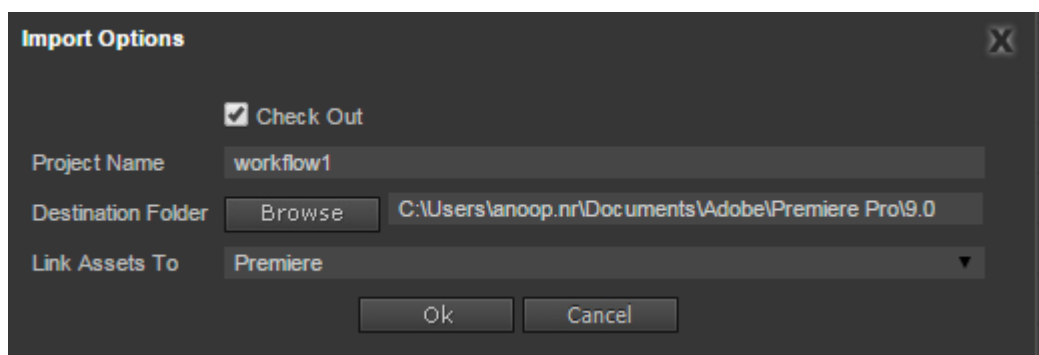
7. A new Project version created in eMAM without the sequence in it.



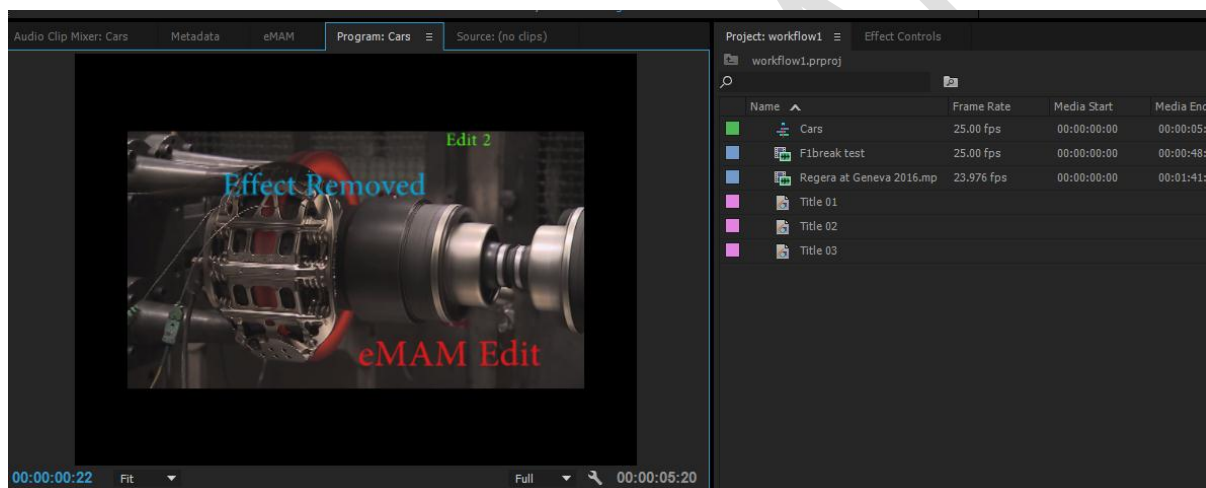
IV. Workflow 4: Import already existing project from eMAM, edit and export it back as a new version with the final edit

1. Import the project: Select the version of the project and import it.

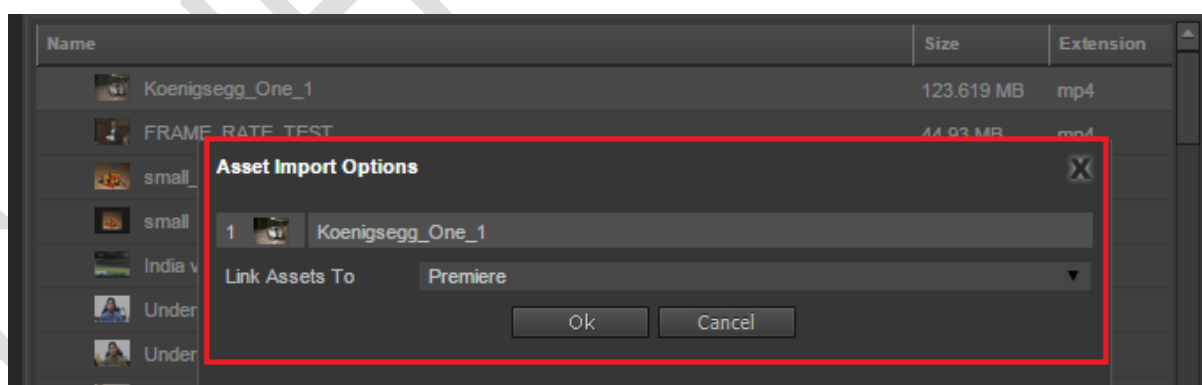


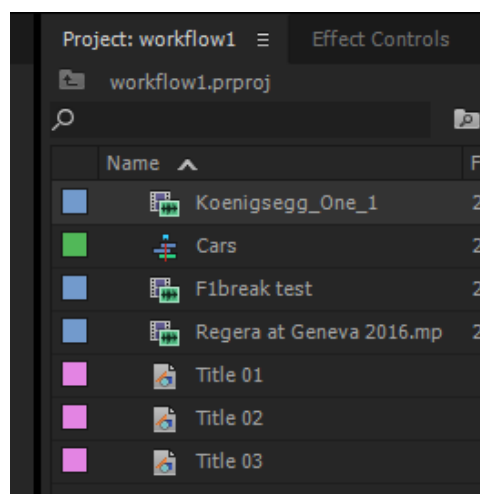


- This will import the last unfinished project to the work station 2

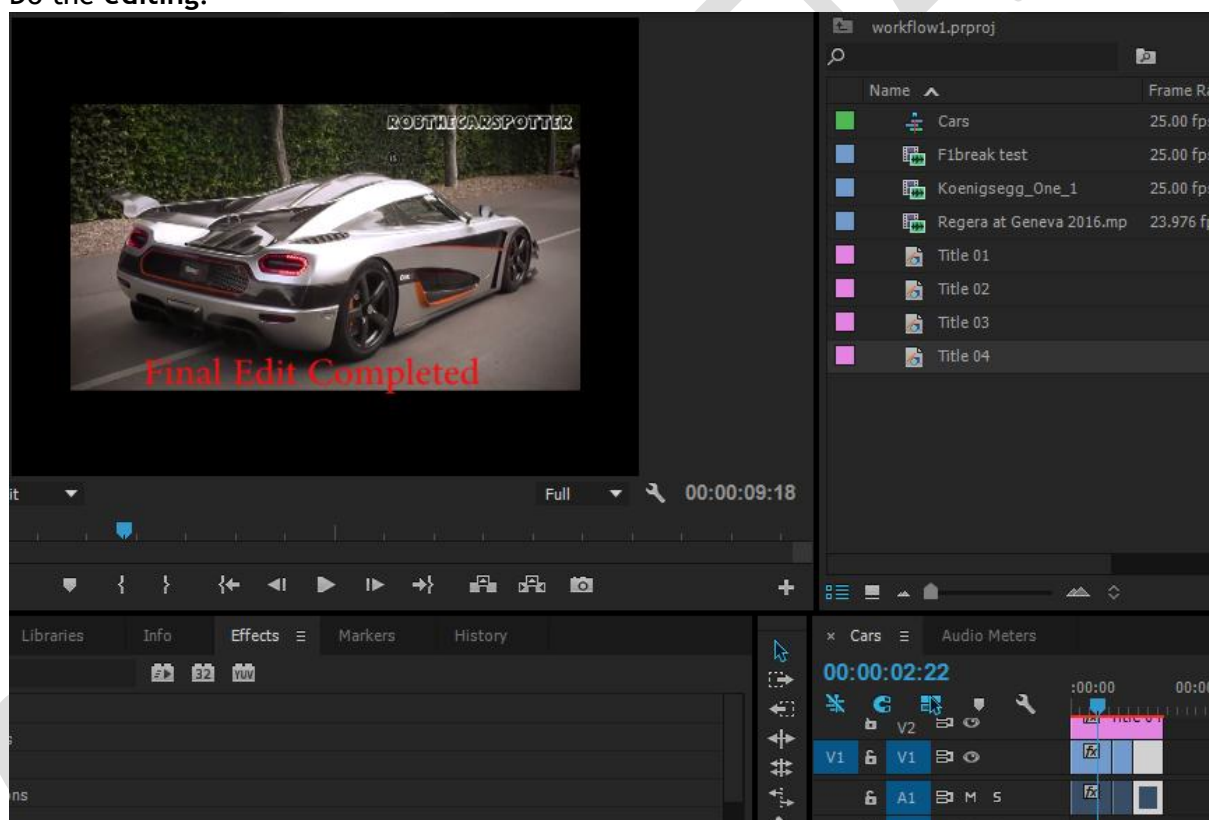


- Editors can do more editing and export the final work to eMAM. In this case we will import a new file from eMAM for the final edit,

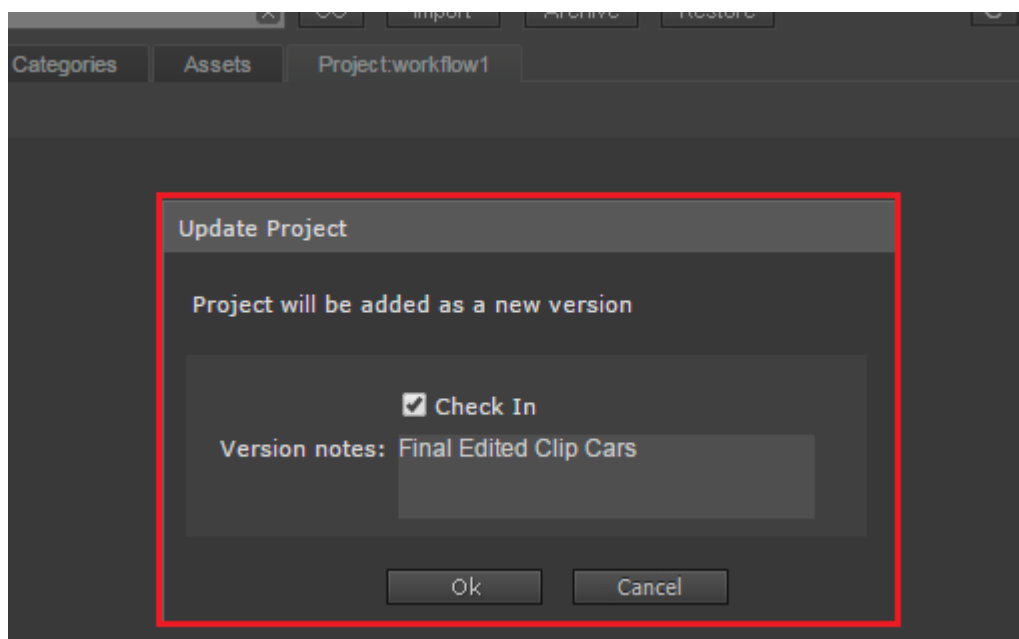




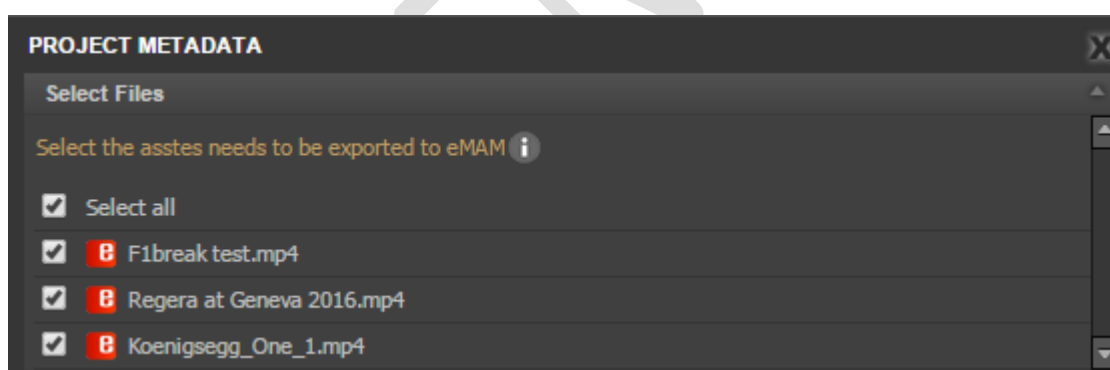
4. Do the editing:



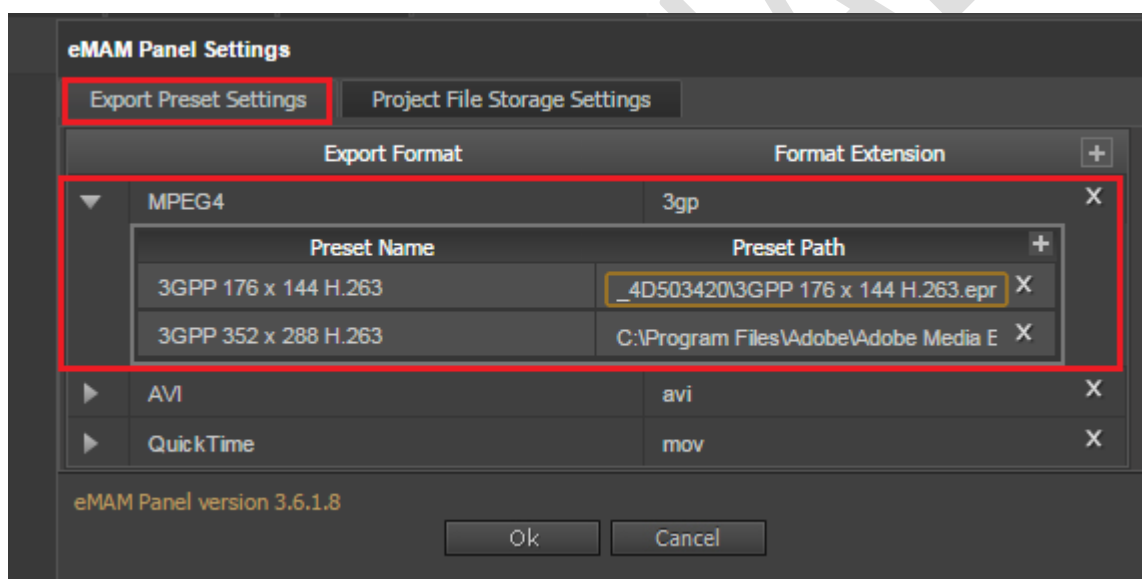
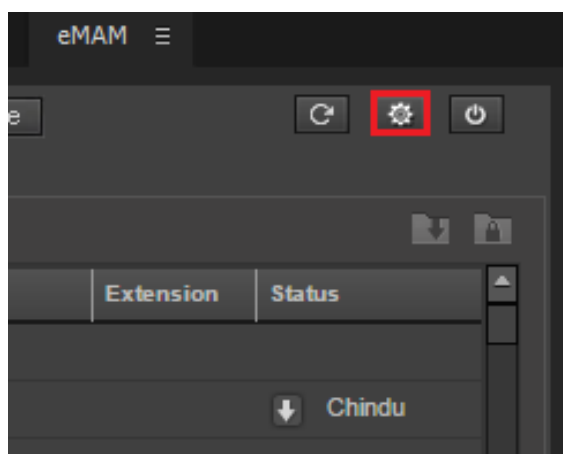
5. Export the Project back to eMAM



6. Since the new asset was imported from eMAM all the 3 files will be shown with an “e” symbol

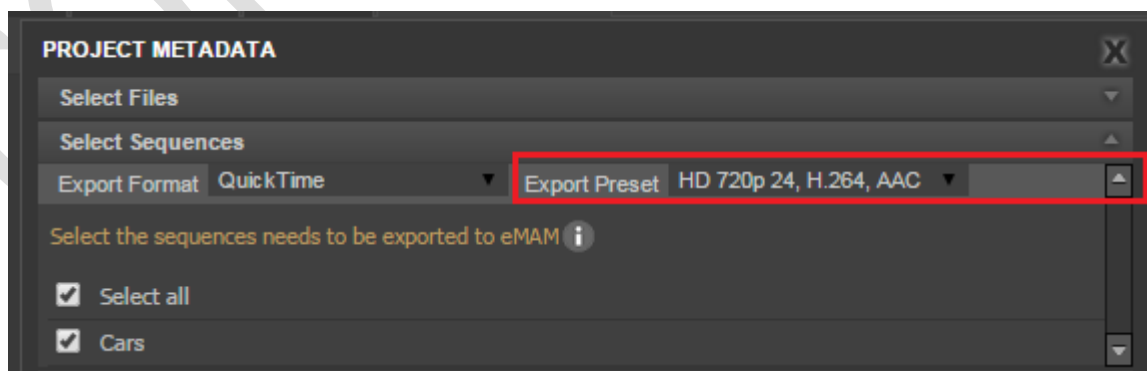


7. Since this is the final version of the edited sequence, you may need to export it with a High resolution original file. This is where the Export format and Export presets can be used for.
8. By default, eMAM panel has some **Export presets**, which can be changed or user can add new formats based on their requirement. These changes can be done in the settings window, “**Export Preset Settings**” window.

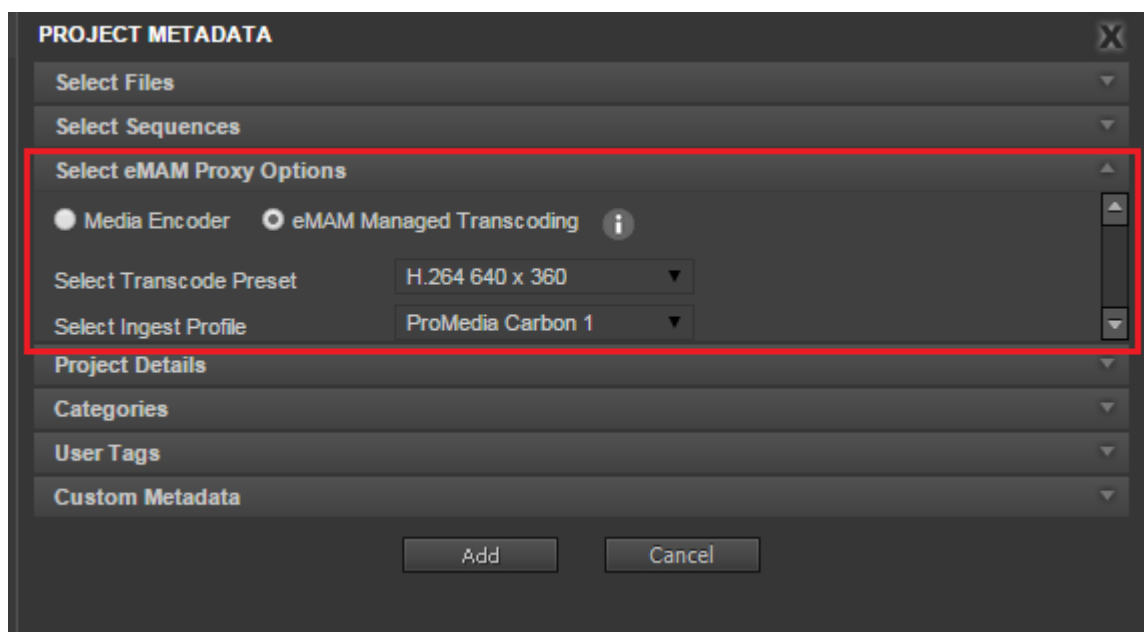


All the default options can be removed or edited and new formats can be added too.

9. In this case, we have chosen HD 720p mov as the highest original for the sequence.

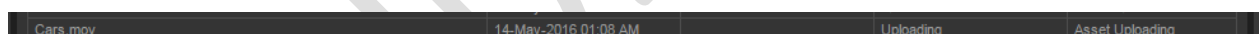


10. Now select the ingest profile and click on “Add”



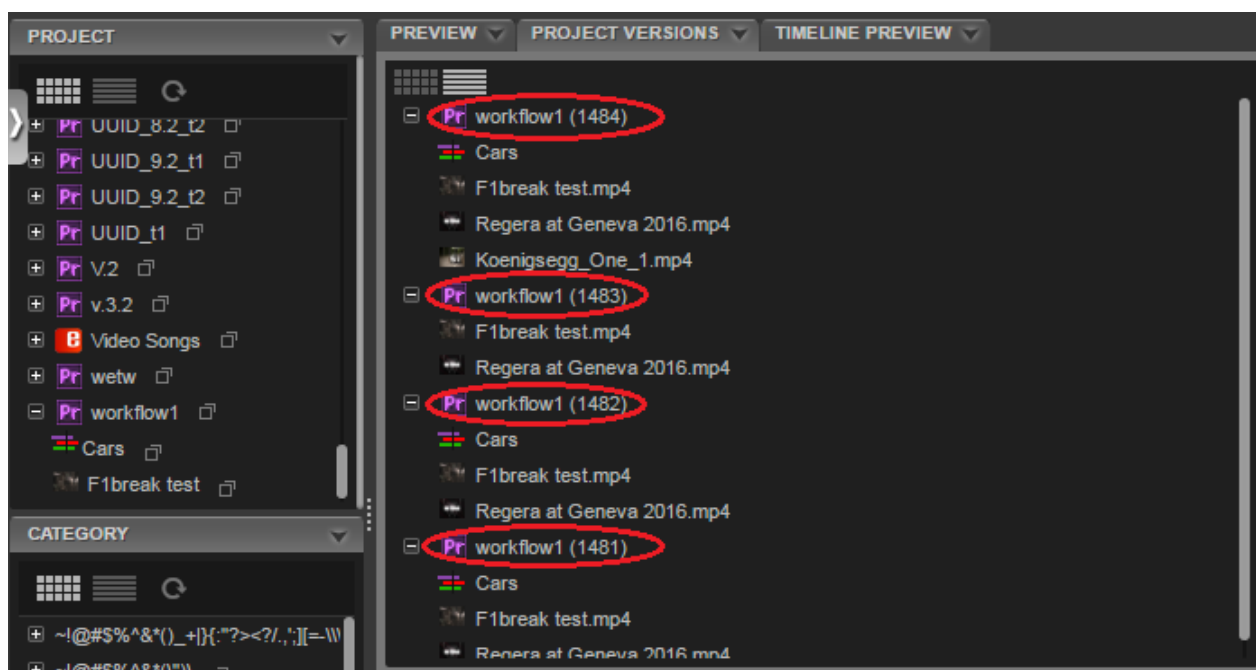
11. It will take some time to export the sequences *(Media encoder window opens up and encodes the jobs and once this process is complete, control is passed on to Premiere)*. Highres mov for the sequence is now created.

12. In the **dashboard**, you can see that the sequence has a .mov output file

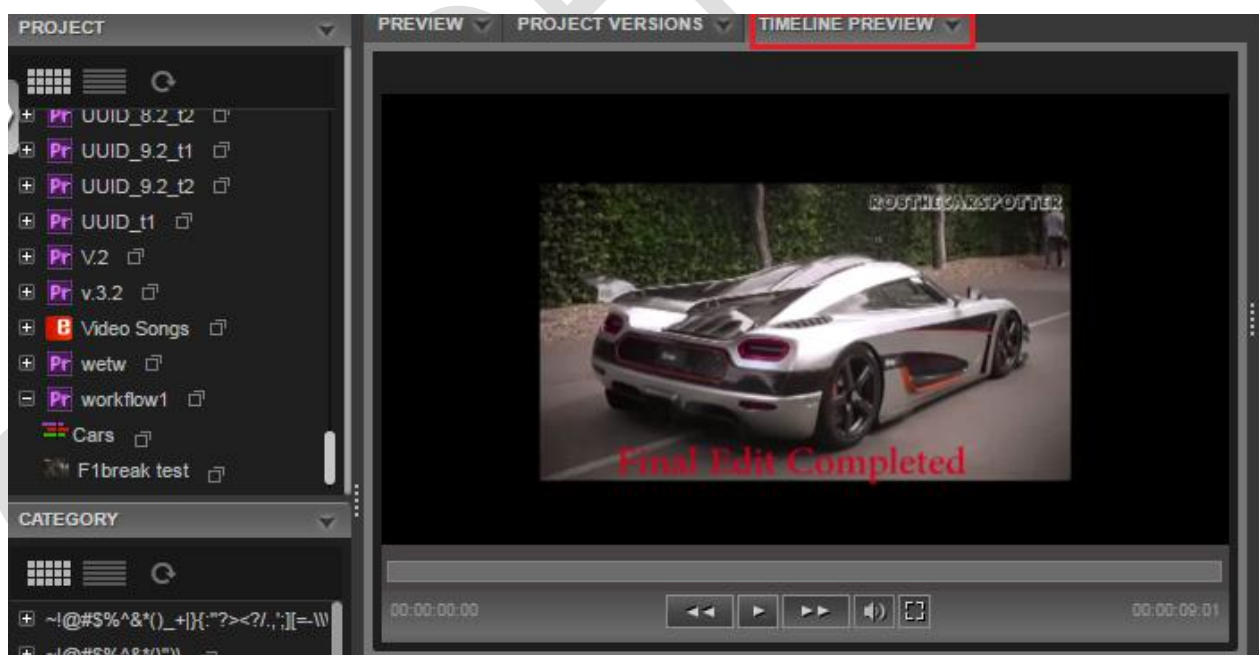


13. If you check the other 2 sequence ingest in the 1st and 2nd version, you will notice that the sequence output file was a .mp4 file

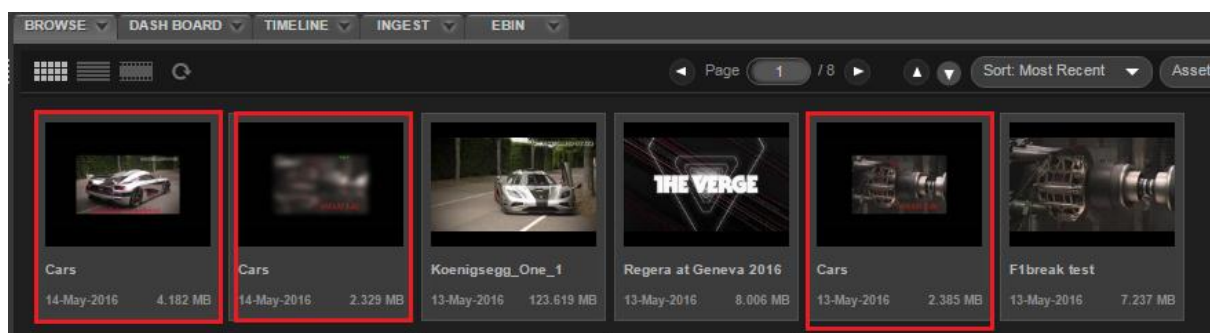
14. Once the ingest is completed, you can see the final sequence in the “**PROJECT**” widget, and also all the four versions in the “**PROJECT VERISON**” widget



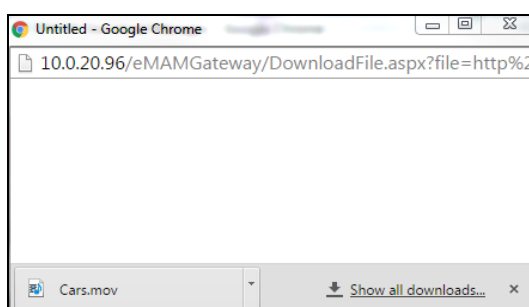
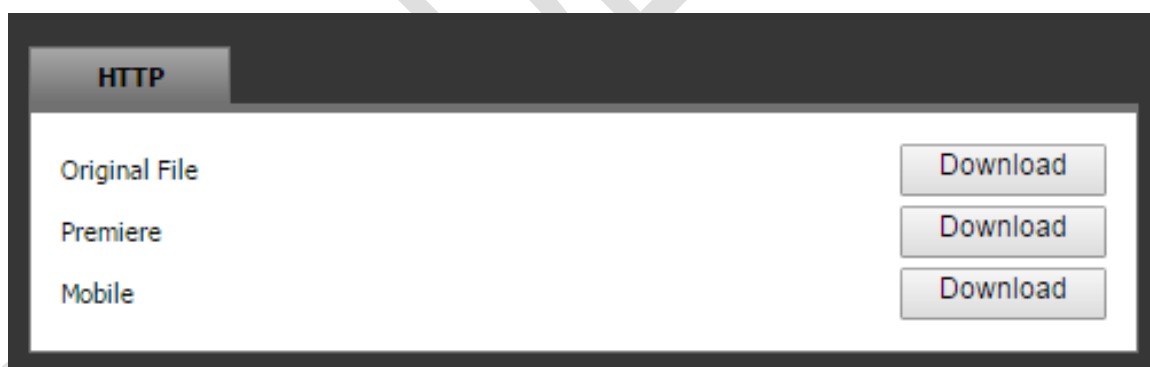
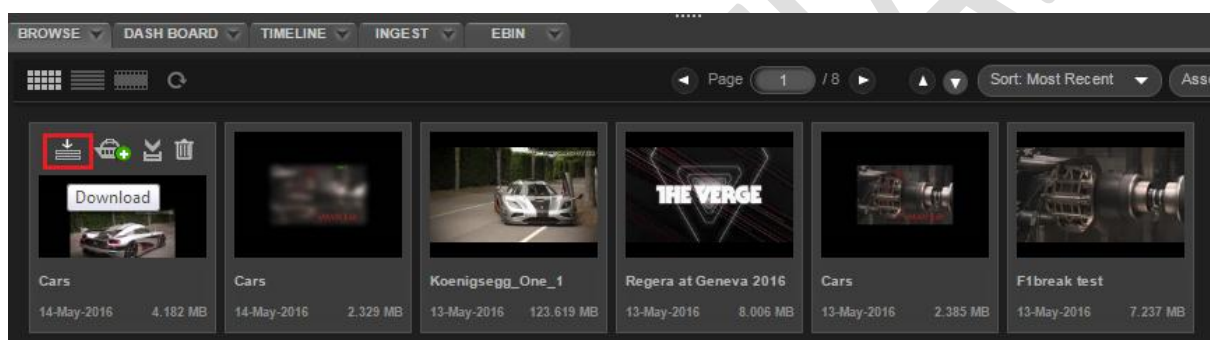
15. Click on the sequence and you can see the final preview in the “TIMELINE PREVIEW” widget



16. Also you can see all the exported sequences as separate single assets in the “BROWSE” widget too.



17. Users can download the original high resolution Sequence file from the “BROWSE” widget download option.



Tips - Import and Export workflow in Premiere Pro CC

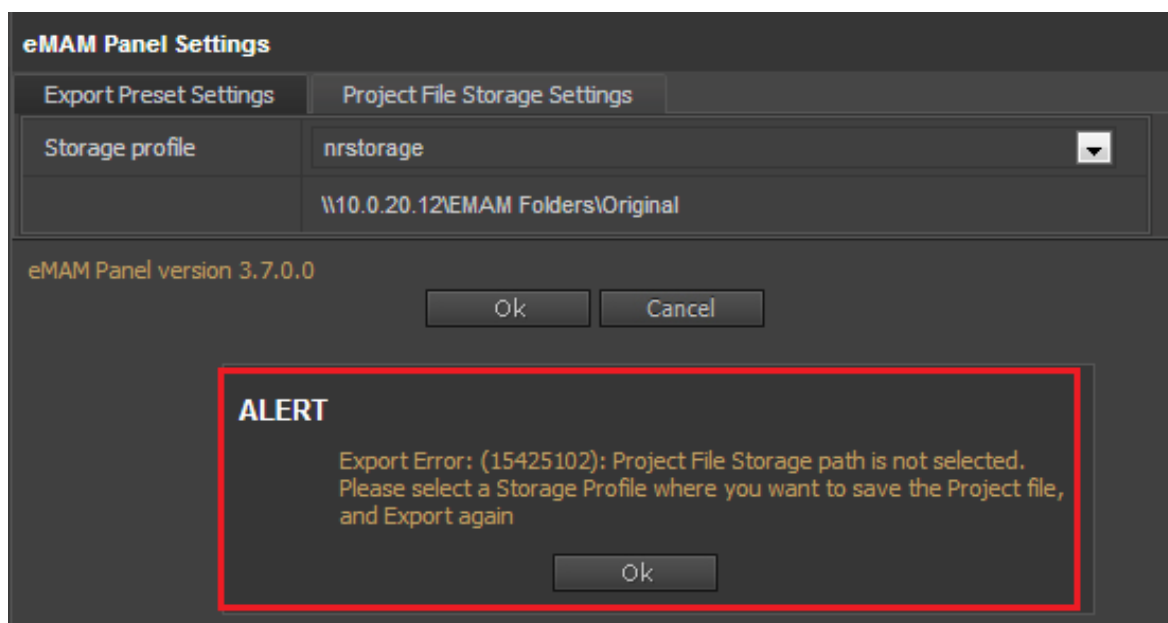
- a. If you import an eMAM project, and want to export that project back to eMAM after editing, create a new Premiere project with the same name as the one you are going to import. This is only required for importing an eMAM project.
- b. If you are importing a Premiere project, you can select the project and click on Import.
- c. After importing a project from the panel, select the imported project from the eMAM panel and click on the Checkout button.
- d. This will make sure that the project is checked out and the other users cannot import it.
- e. After the editing work is complete, you can click on export to create a new project version in eMAM and to check in the project.
- f. Markers created in eMAM will not be recreated during import for the CC version.

Limitations under Adobe Premiere Pro CC:

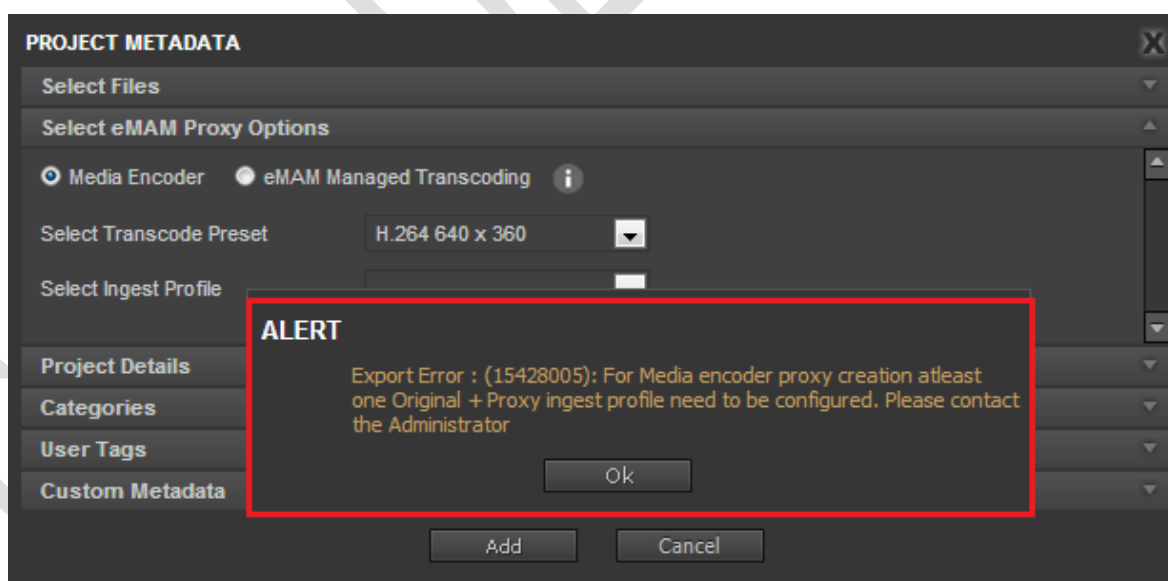
- a. In Adobe Premiere Pro CC version, markers added to assets in eMAM are not recreated to Premiere assets after import.
- b. Projects do not get automatically Checked Out during import. You need to manually enable Check Out.
- c. New items added to a Premiere project from eMAM Director gets imported automatically when that project is imported to Premiere.

Error codes with descriptions

- **Error code 15425102:** This message will appear the first time when a project is exported after installing the eMAM panel and you have not selected any project file saving location.
 - ✓ You need to select a storage location from the dropdown list and click on ok and then exporting once again.

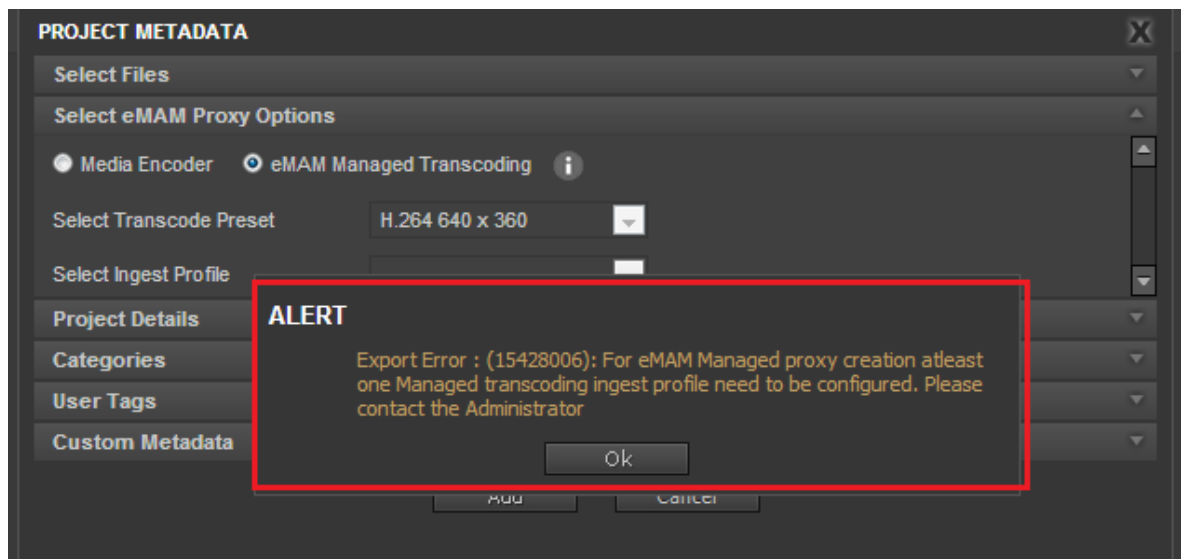


- **Export error code 15428005:** This error appears during export when you select Media Encoder as the eMAM proxy option and there are no values to select in the dropdown for the ingest profile.
 - ✓ You need to associate an Original+Proxy ingest profile to solve this issue.



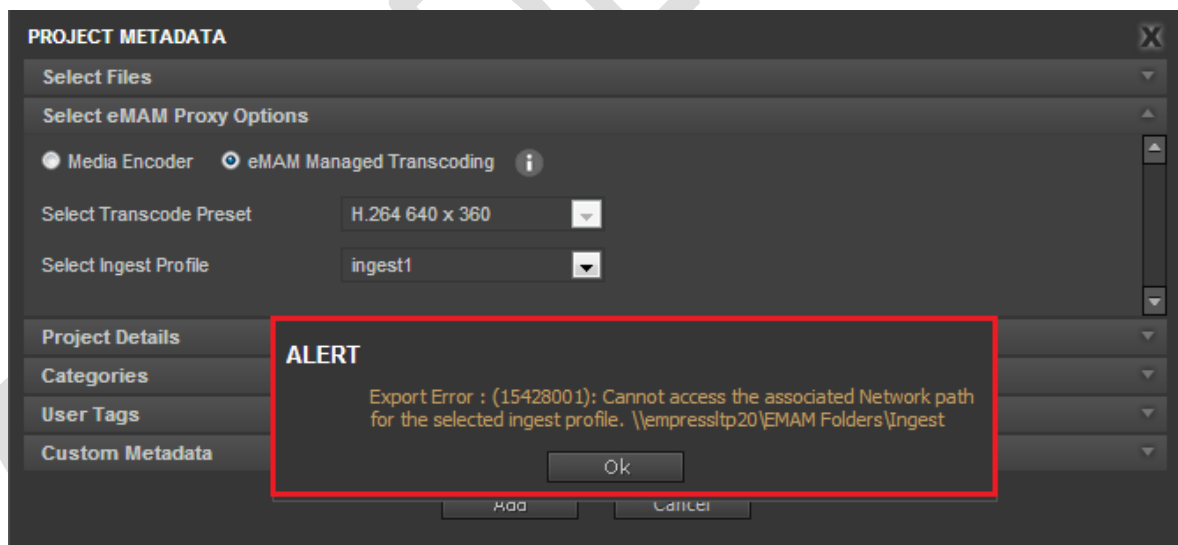
- **Export Error 15428006:** For eMAM managed proxy creation, at least one managed transcoding ingest profile needs to be configured: This error appears during export you select eMAM managed transcoding as eMAM proxy option and there are no values to select in the dropdown for ingest profile.

- ✓ You need to pick an Original+Proxy ingest profile to solve this issue. If this is not an option, please check with your system administrator.



- **Error code 15428001:** This alert appears when the selected folder associated with the ingest profile is not accessible from the Premiere project machine.

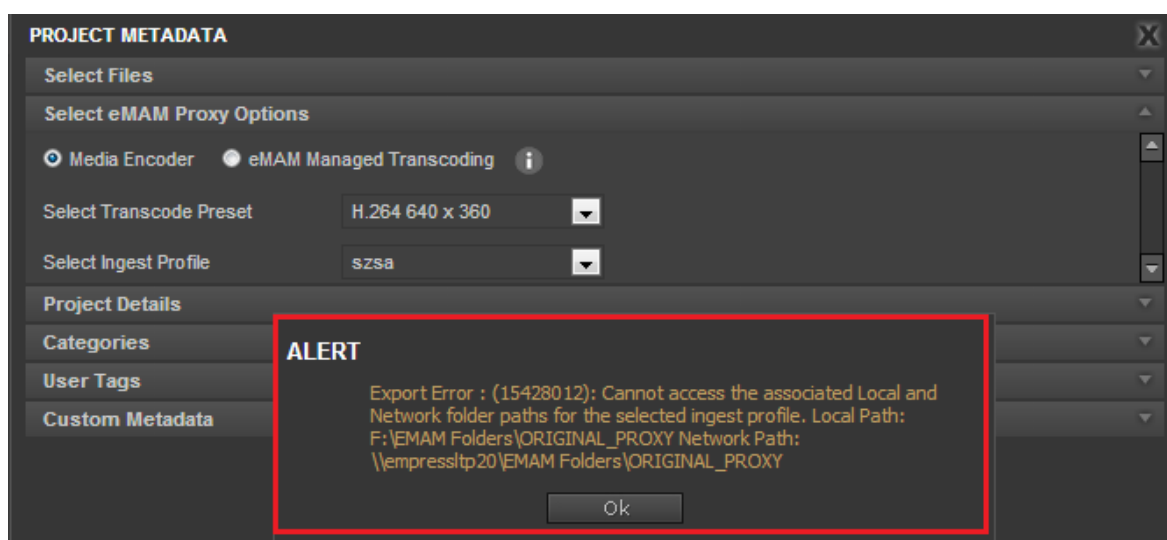
- ✓ Change the local folder path



Export error window

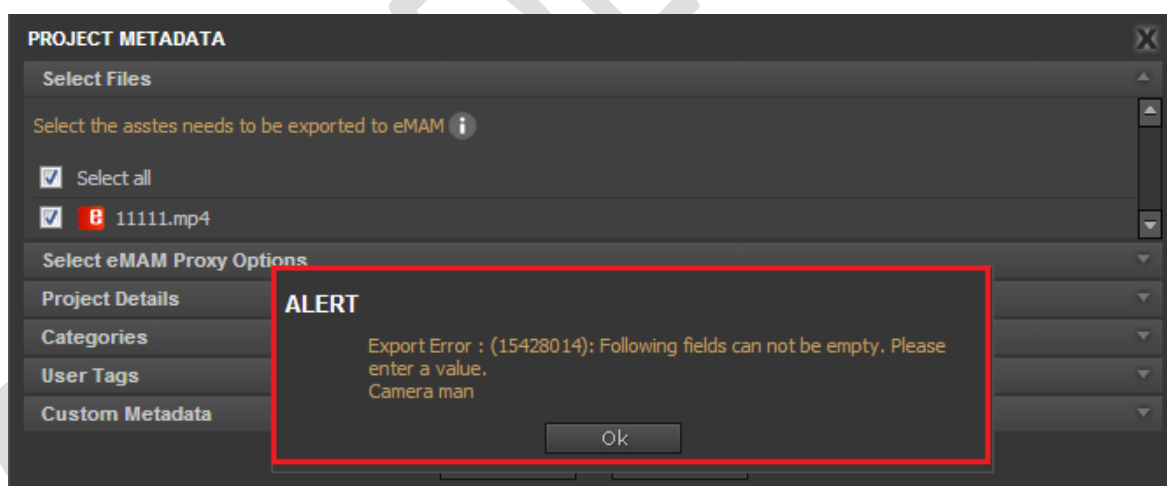
- **Error code 15428012:** This alert appears when the selected ingest profile associated folder is not accessible from the Premiere project machine.

- ✓ Ask the system admin to change the network folder path with your ingest profile in the Super Admin Console.



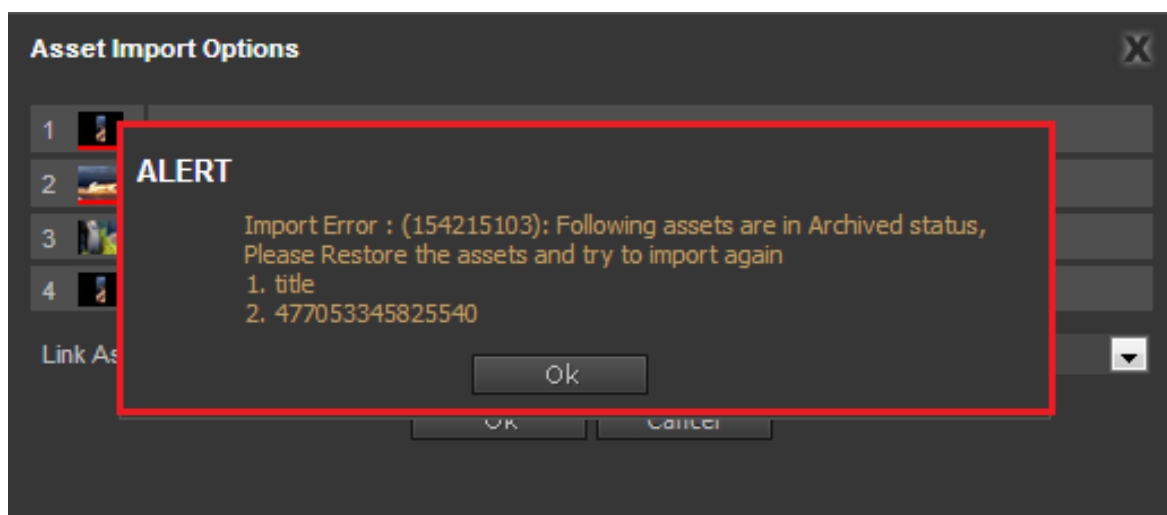
Export error window

- **Error code 15428014:** This message appears during export when the required metadata fields are empty.
 - ✓ Fill in all the required custom metadata fields. Some fields are required so users can organize and find content in the eMAM system. For clarification, ask your Unit Admin or the Super Admin.



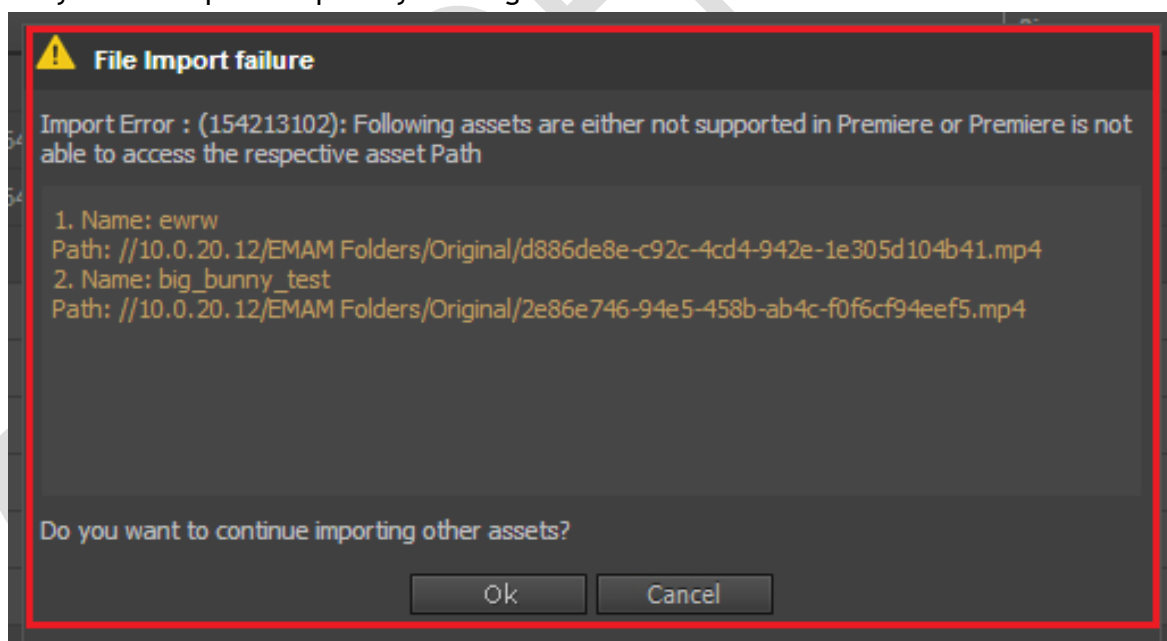
Export error window

- **Error code 154215103:** This message appears you try to import archived assets. This error will not occur if you choose to “Link assets to” the mezzanine version: if a mezzanine version is available in current storage, then it will be imported.
 - ✓ Restore the archived assets and import again.



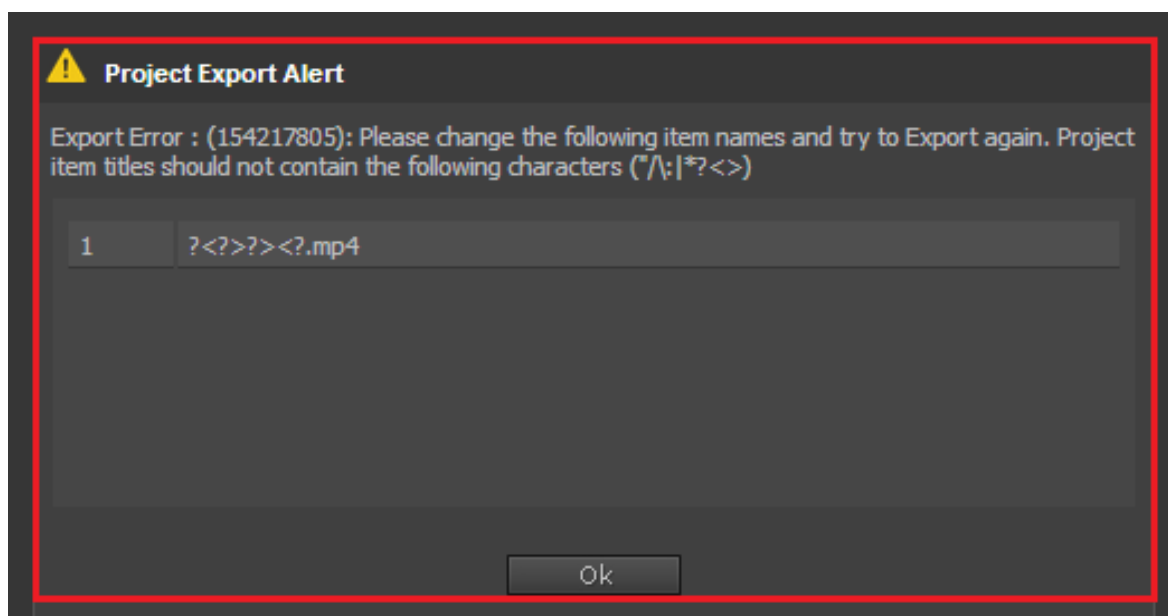
Import error window

- **Error code 154213102:** This message appears when selected assets are either not supported in Premiere or the asset path is not accessible from the Premiere machine.
 - ✓ As shown in the below screenshot, two of those assets do not have mezzanine formats and the original is Archived. You can import the available assets by clicking on **OK**, or you can stop the import by clicking **Cancel**.



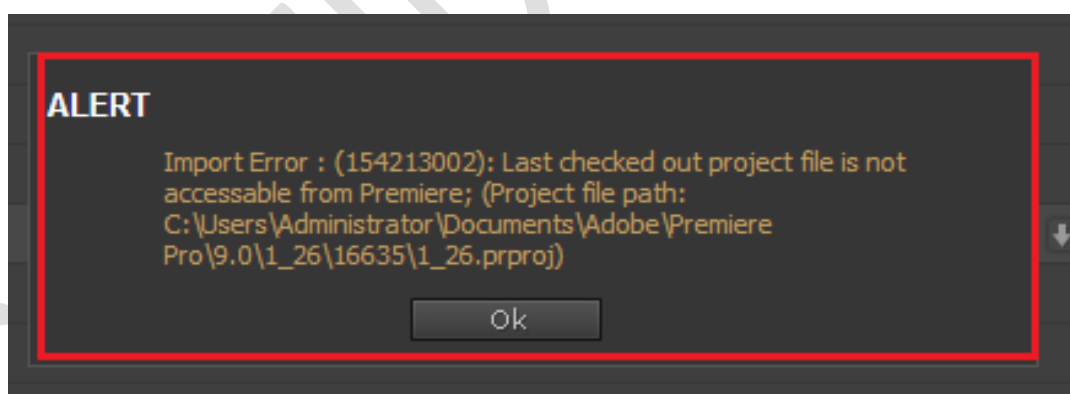
File Import failure window

- **Error code 154217805:** This message appears during export when the file title contains special characters ("\/:|*?<>").
 - ✓ Remove the special characters from the file title in the Premiere project and export the project again. You do not need to change the actual file name in the local disk.



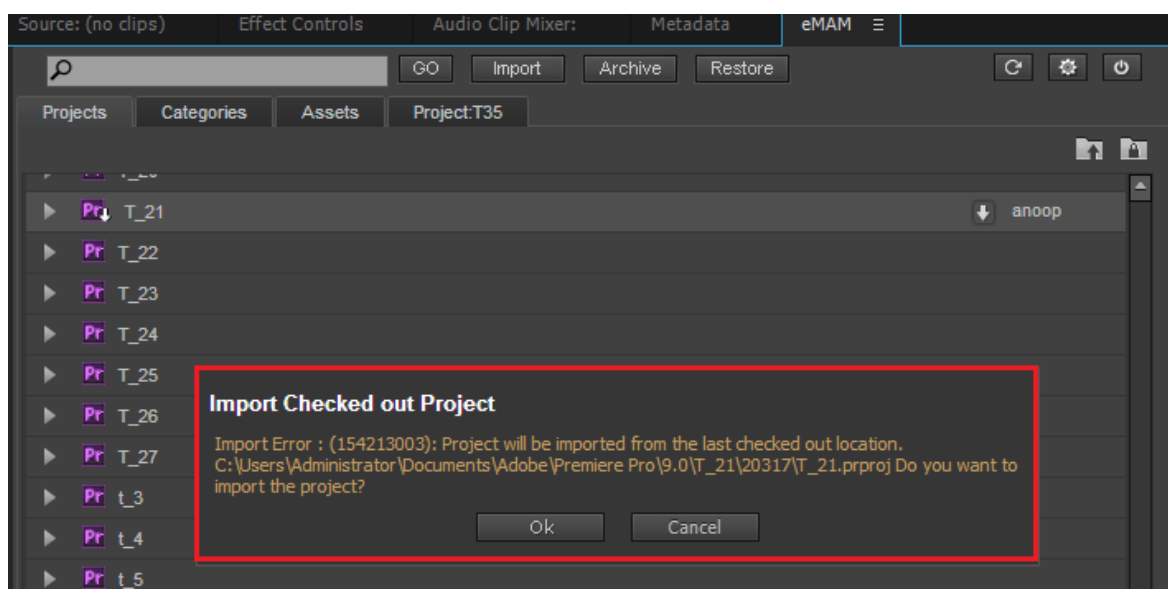
Project Export alert window

- **Error code 154213002:** This message appears when you try to import a checked out project from that checked out location and if the last imported project path is not accessible.
 - If you want to open that last checked out project, make sure the last checked out path location is accessible from the current premiere machine.



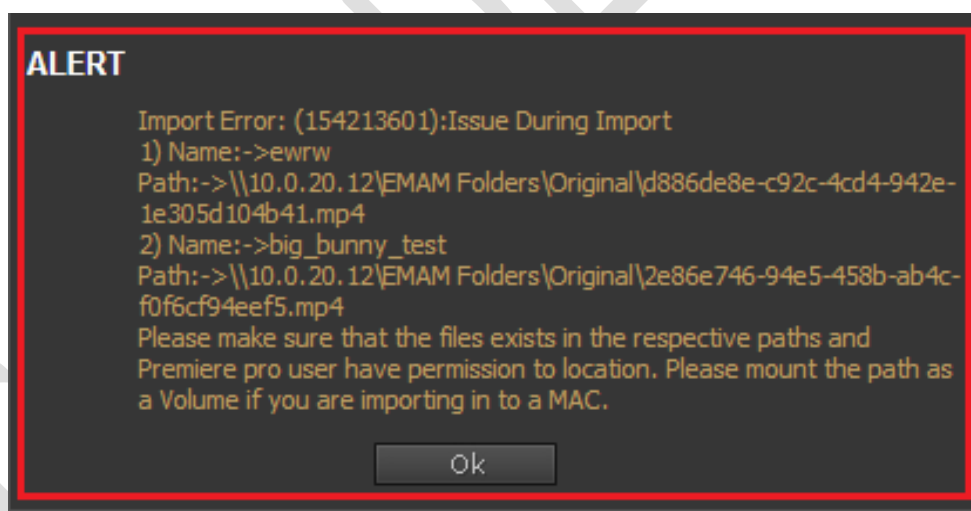
Import error message window

- **Error code 154213003:** This message appears when the last imported path is accessible from the current location.
 - ✓ You can select **OK** to continue importing.



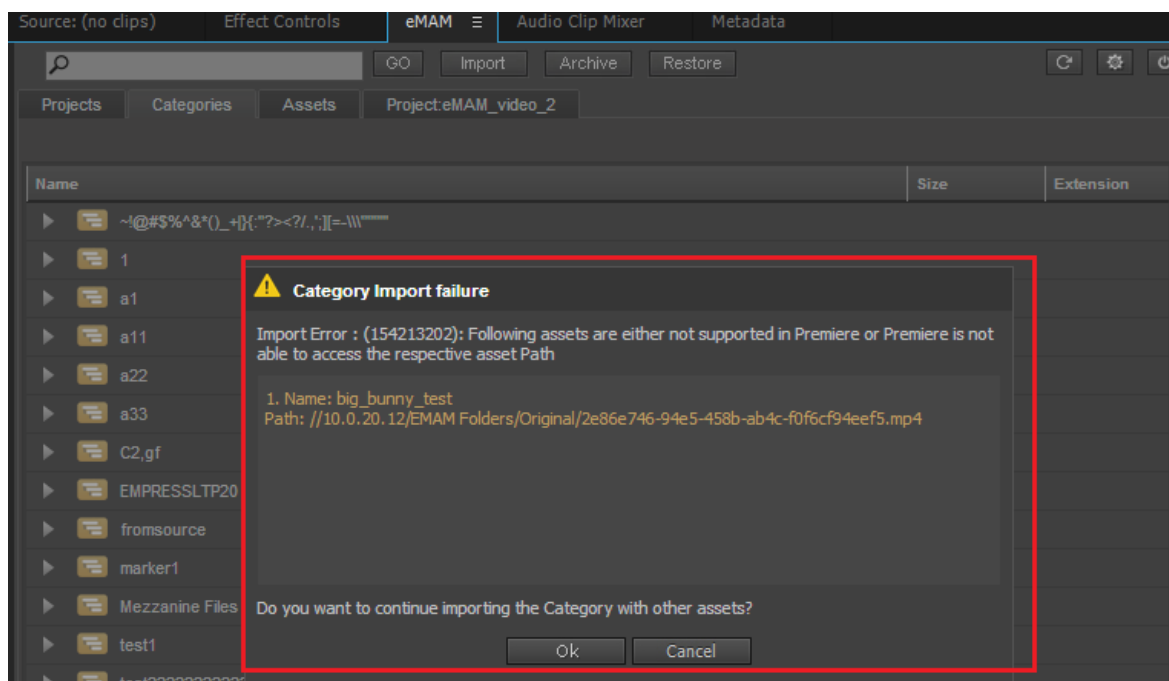
Import checked out project error

- **Error code 154213601:** This message appears when you try to import a set of assets and the asset path is not accessible from the Premiere machine.
 - ✓ Be sure that the asset location is accessible from the Premiere machine



Import error window

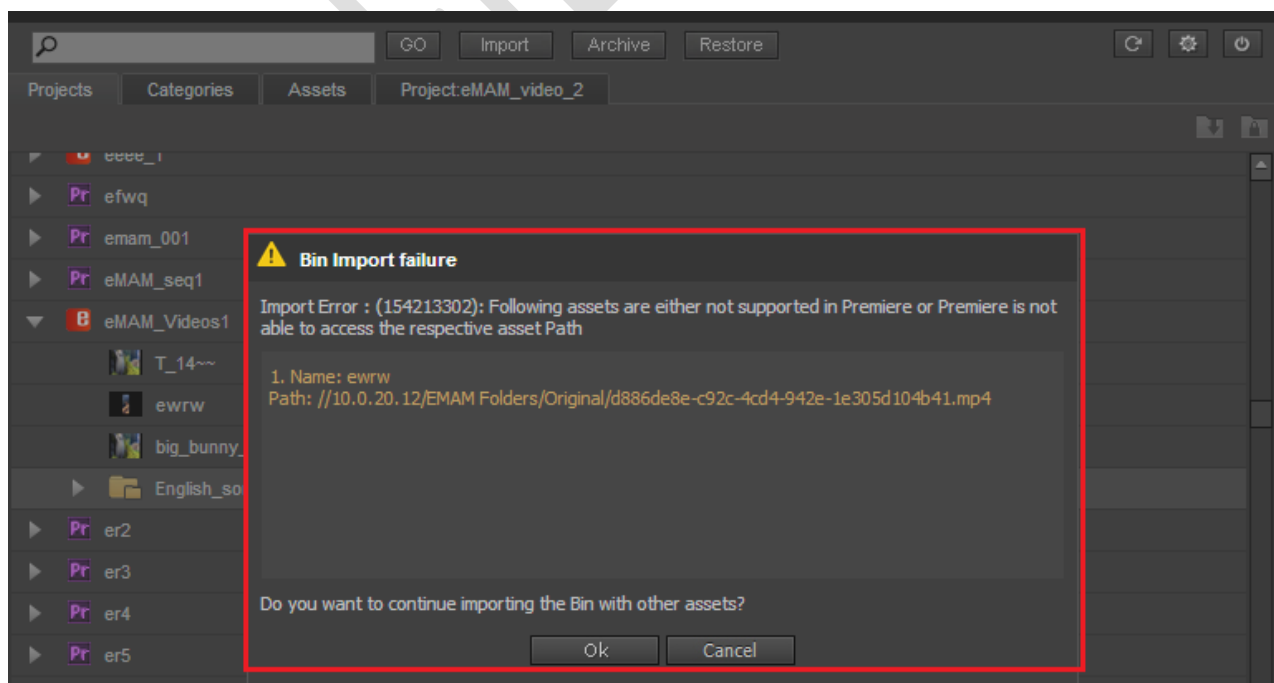
- **Error code 154213202:** This message appears during category import when selected assets are either not supported or the asset location is not accessible from Premiere machine.
 - ✓ Be sure that the asset location is accessible from the Premiere machine.



Category import failure window

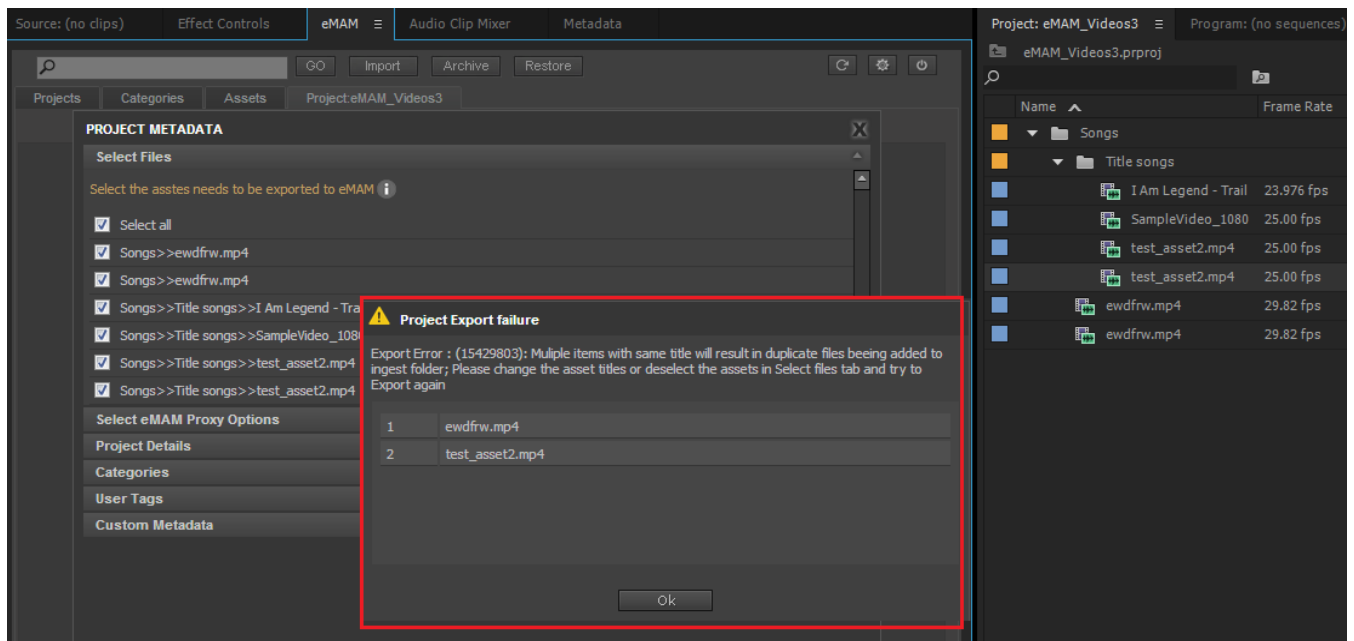
- **Error code 154213302:** This message appears during bin import when the selected assets are either not supported in Premiere or the asset location is not accessible from the Premiere machine.

- ✓ Be sure that the asset location is accessible from the Premiere machine.

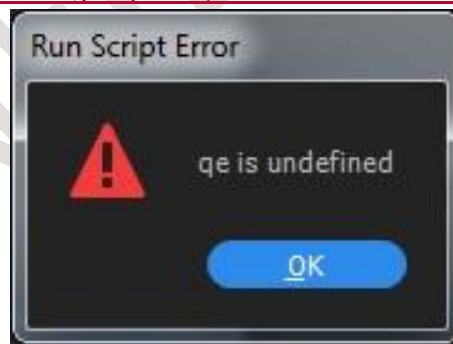


Bin import failure window

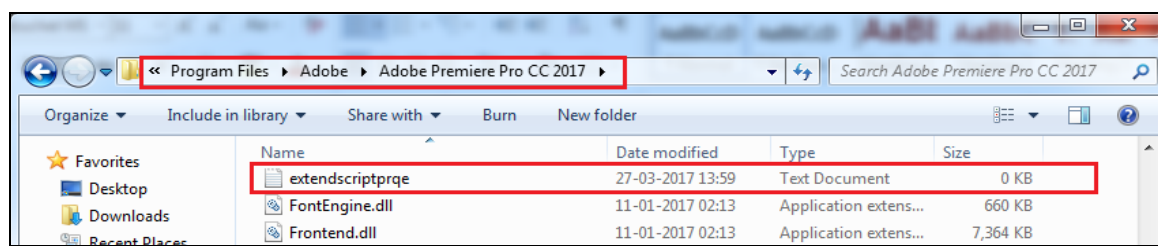
- **Error code 15429803:** This message appears when multiple items with same title result in duplicate files being added to the ingest folder.
 - ✓ Change the asset titles or deselect assets with the same name in the select files tab. Export again.



- qe is undefined: While performing any task, below error message appears.

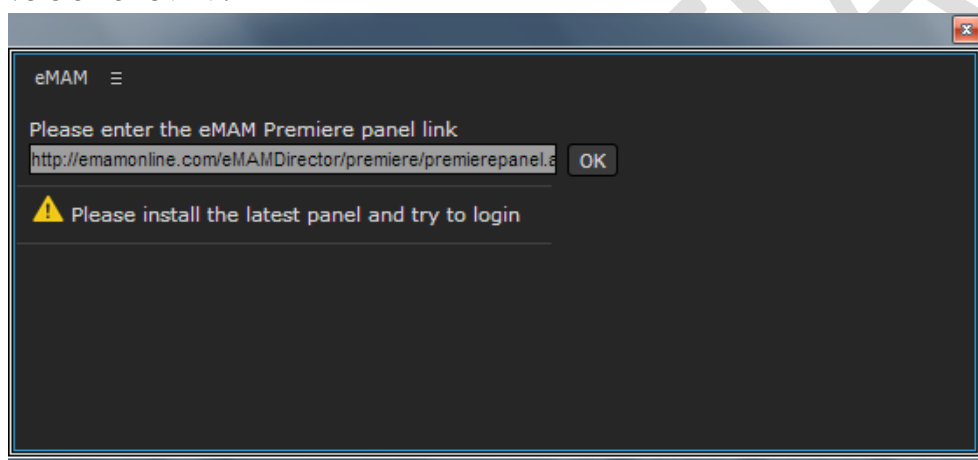


- ✓ This means, the *extendscript* file is (downloaded during eMAM panel installation) missing. Copy the '*extendscriptprqe.txt*' file and paste it in the respective folder <C:\Program Files\Adobe\Adobe> Premiere Pro CC 2017



➤ **Please Install the latest panel and try to login:** When there is a change in version of the eMAM panel, below message appears.

- ✓ Depending on where you have installed panel (Windows or MAC), follow steps mentioned in **Extension Manager Command line tool (Windows and MAC)** page 7 to install latest version of eMAM.



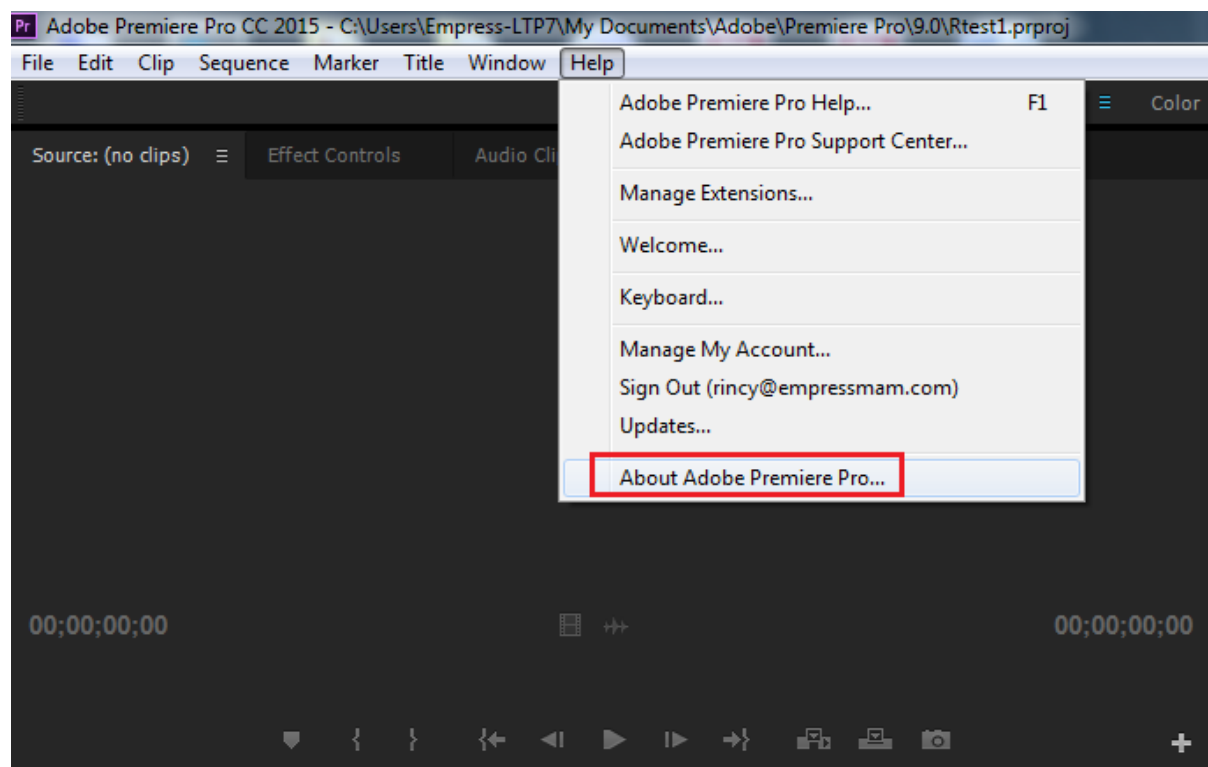
Exceptions for Import and Export:

- ❖ Import and Export of Projects with name starting with '~' symbol is not supported.
- ❖ Import and Export of projects starting with '.' symbol is not supported in MAC environment
- ❖ While using the eMAM panel in the MAC, you should make sure that there is no mounted volume with the name "Users". (Volumes/Users)
- ❖ Cannot export projects containing multiple bins with same name.
- ❖ Cannot export projects with asset title containing following special characters /: *? " < > |
- ❖ Cannot export projects which have multiple assets with same name (assets can be added locally to the Premiere project)
- ❖ Cannot Import Locked projects.
- ❖ Auto check out of projects during import does not happen for Adobe Premiere Pro CC version (7.0).
- ❖ When exported using Media encoder option, the proxy frame rate and the original frame rate will not match.
- ❖ eMAM panel not supported in windows for Premiere pro 9.1 and 9.2
- ❖ New assets added to a Premiere project from eMAM Director will not get imported to the project during the next project import (Premiere pro 7.0 and in Premiere pro 9.0 in MAC).

Adobe Premiere Pro version

To know about your installed Adobe Premiere Pro version details:

- I. Click on **Help** button from the top menu and then click on **About Adobe Premiere Pro**.



Help menu window

- II. A new window will pop up giving all details about the Adobe Premiere Pro version installed in your machine. In the bottom left hand side of the window, you can see the version & build details.



Adobe Premiere Pro version details window

Get Help

For any more information, please contact eMAM support at support@emamonline.com