


























TRACK NUMBER	AUDIO CHANNELS	TRACK LABEL		EXPLANATION
V7		TIMECODE	<input type="checkbox"/>	Drop 'Timecode Burn-In' from effects onto this track during.
V6		SUBTITLES		The sequence's subtitles should be added here.
V5		ASPECT_MASK		Output blanking to be added at Pic-Lock as Ref Aspect ratio.
V4		GRADE		Newly-graded clips from Resolve/Baselight placed on track.
V3		C-CAM		C-Camera / Camera 3 (or cutaways in single-camera films)
V2		B-CAM		B-Camera / Camera 2 (or B-Roll in single-cam films/docs)
V1		A-CAM		A-Camera / Camera 1 (Primary Camera)
TC1				Timecode 1
A1		BOOM/LAV_MIX		The pre-mix which originates from the mixer-recorder on set.
A2		BOOM MIC		Mono track of the sound from the Boom Microphone.
A3		CHARACTER_1_LAV		Mono track of Character 1's Lavalier Microphone.
A4		CHARACTER_2_LAV		Mono track of Character 2's Lavalier Microphone.
A5		CHARACTER_3_LAV		Mono track of Character 3's Lavalier Microphone.
A6		CHARACTER_4_LAV		Mono track of Character 4's Lavalier Microphone.
A7		CHARACTER_5_LAV		Mono track of Character 5's Lavalier Microphone.
A8		CHARACTER_6_LAV		Mono track of Character 6's Lavalier Microphone.
A9		ADR_1		Mono track of any character's ADR lines.
A10		VO_1		Mono track of the narrator's / character's voiceover.
A11		SFX_1		Mono Spot Sound / Foley Track (layer with other foley tracks)
A12		SFX_2		Mono Spot Sound / Foley Track (layer with other foley tracks)
A13		FOLEY_1		Mono Spot Sound / Foley Track (layer with other foley tracks)
A14		FOLEY_2		Mono Spot Sound / Foley Track (layer with other foley tracks)
A15		ATMOS_1		Stereo Atmos / "Room Tone" Track (wildtrack/environment)
A16		ATMOS_2		Stereo Atmos / "Room Tone" (wildtrack/environment)

KEY




 = Mono Track (1.0) |  = Stereo Track (2.0) |  = 5.1 Surround Sound Track (5.1)

Studio Holder - Avid Media Composer 2020.10 - Last Updated: 10_11_20

Fiction Film OR Documentary Film - Track Allocation / Tracklaying Convention for D-Cinema / HETV

A17		AMBIENCES_1		Ambiences Track (Natural Sounds, Nature, General Ambience or a 5.1 "Room Tone")
A18		AMBIENCES_2		Ambiences Track (Natural Sounds, Nature, General Ambience or a 5.1 "Room Tone")
A19		MUSIC_TRACK_1		Music Track (checkerboard tracks, music needs to be Stereo)
A20		MUSIC_TRACK_2		Music Track (checkerboard tracks, music needs to be Stereo)
A21		TEMP_MIX_LAYBACK		Layback of Temporary Sound Mix (awaiting final mix!)
A22		FINAL_MIX_LAYBACK		Layback of FINAL Sound Mix (in 5.1 or change to delivery output)

KEY

 = Mono Track (1.0) |  = Stereo Track (2.0) |  = 5.1 Surround Sound Track (5.1)