General

MEP can have problems with audio sync when importing some files, notably MPEG/VOB and non-DV type AVI files. Audio sync occasionally can also be a problem after frameseving.

Correcting audio out-of-sync (called OOS from here on) can be easy, hard or impossible, depending on the type of OOS. The types of OOS are:

- LINEAR, where the whole audio track is offset by a certain, fixed amount;

- STRETCHED, where it is in sync at the start but gets progressively worse (earlier or later) as time goes on and;

- RANDOM, where OOS occurs randomly.

Random OOS is very difficult to correct, but could possibly be done using the remedies for Linear and Stretched.

Determining and fixing the OOS Amount

To tackle this problem, we first need to find out the amount of OOS, where it exists and the type. The best procedure to do this is:

1. Find the earliest possible point that it is out of sync. Use lips, sharp noises like doors closing or explosions. Scene changes with a lot of noise-change are also very useful in spotting OOS.

2. Expand the timeline (using CTRL Up arrow or the CTRL + number keys) to study the video and audio to see if you can determine, visually, the offset points.

   <u>If you can determine the offset visually</u> by looking at the bumps in the audio track verses say an explosion or scene change, ungroup the video and audio objects and drag the audio or video to line up your video and audio point. Now go to step 3.

   <u>If you can't determine the offset visually</u>, ungroup the video and audio object, right-click on the audio object and select "Set Audio Video Offset" (another undocumented feature of MEP!). The frame adjustments shown are for the audio track. So, if your audio is slow, click the >> buttons to move the audio object to the left (to make it play earlier). Use trial and error until the audio is in sync.

   Put the Start marker at and appropriate point eg where someone is talking so you can sync to the lips or where there is a sharp loud noise. After you have applied some offset, press Play to test it. If no good, press Stop. This will reset the Start marker back to the original position. Adjust the audio offset and then hit Play again to test.
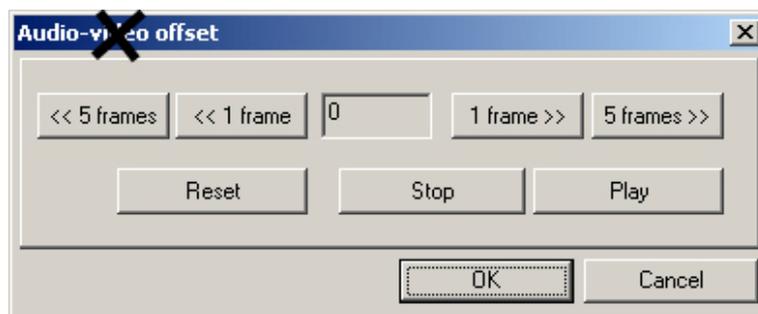
3. Now, go to the end of your movie and check the sync.

    If it's OK, you're in luck! That's it! Regroup your objects and edit away.

    If it's not in sync, find a point as close to the end of your movie as you can that's OOS,

    and then note the OOS error and select Object Stretch mouse mode (this mode stretches your audio ie it anchors the start of the object and stretches the length of the audio object by the amount you drag it).

    Now, drag the end of your audio object to the left or right depending on which way the sync is out. If you have a visual point in your video object and a corresponding visual point in your audio track, you're laughing. Just drag the audio point to match the video point and you're finished.

4. Go back and check the audio sync at the start. If it's OK, regroup and away you go!