

Chop Chop

sync and bin

MANUAL
v1.1.3

www.chopchopsystems.com

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Installation and opening

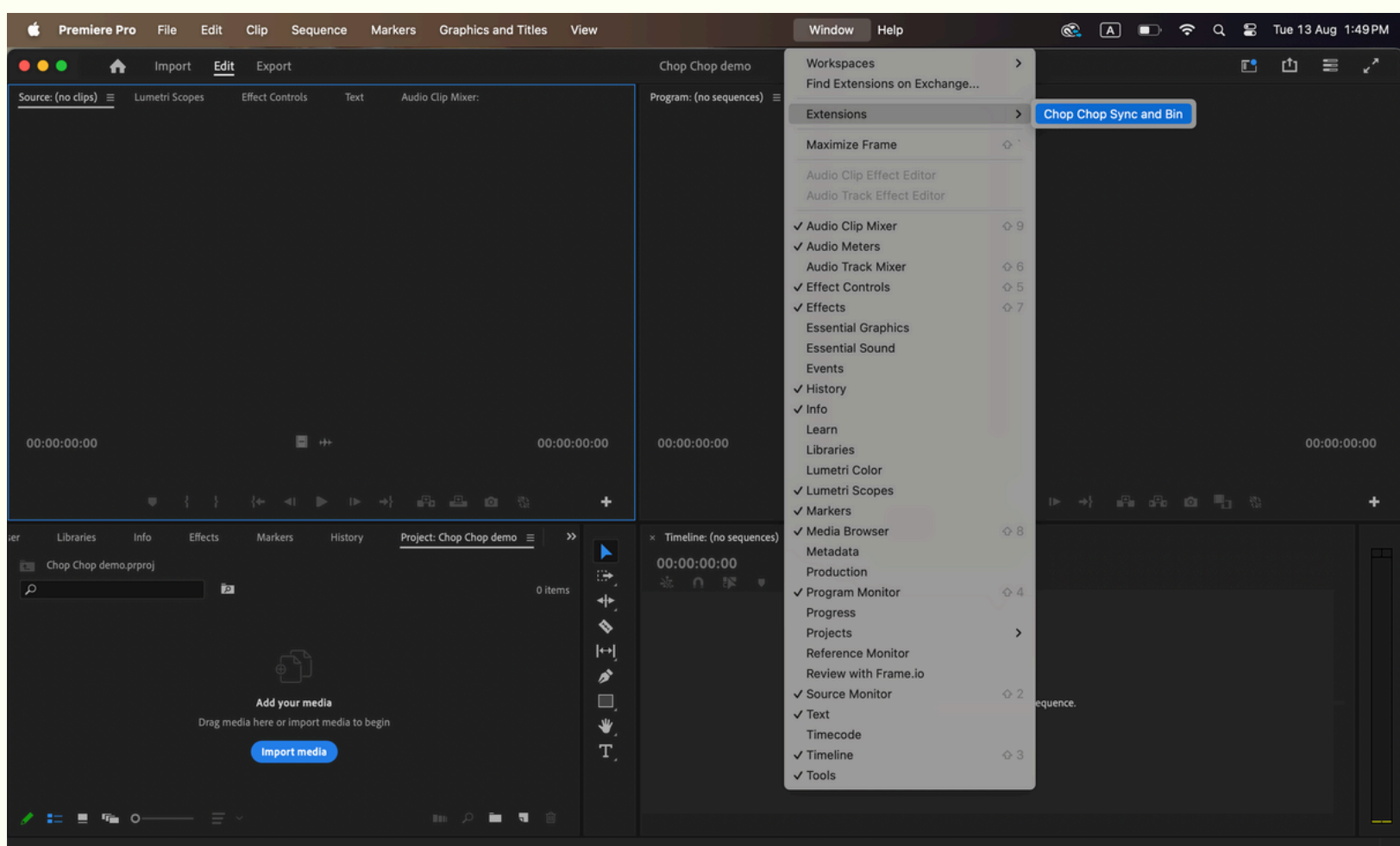
Download the Chop Chop Sync and Bin extension by clicking on 'Try It Free' at www.chopchopsystems.com.

Extract the .zxp file from the .zip file.

Download the aescripts ZXP/UXP installer. Install it and use it to install the Chop Chop Sync and Bin .zxp file by dragging and dropping the .zxp file into the installer.



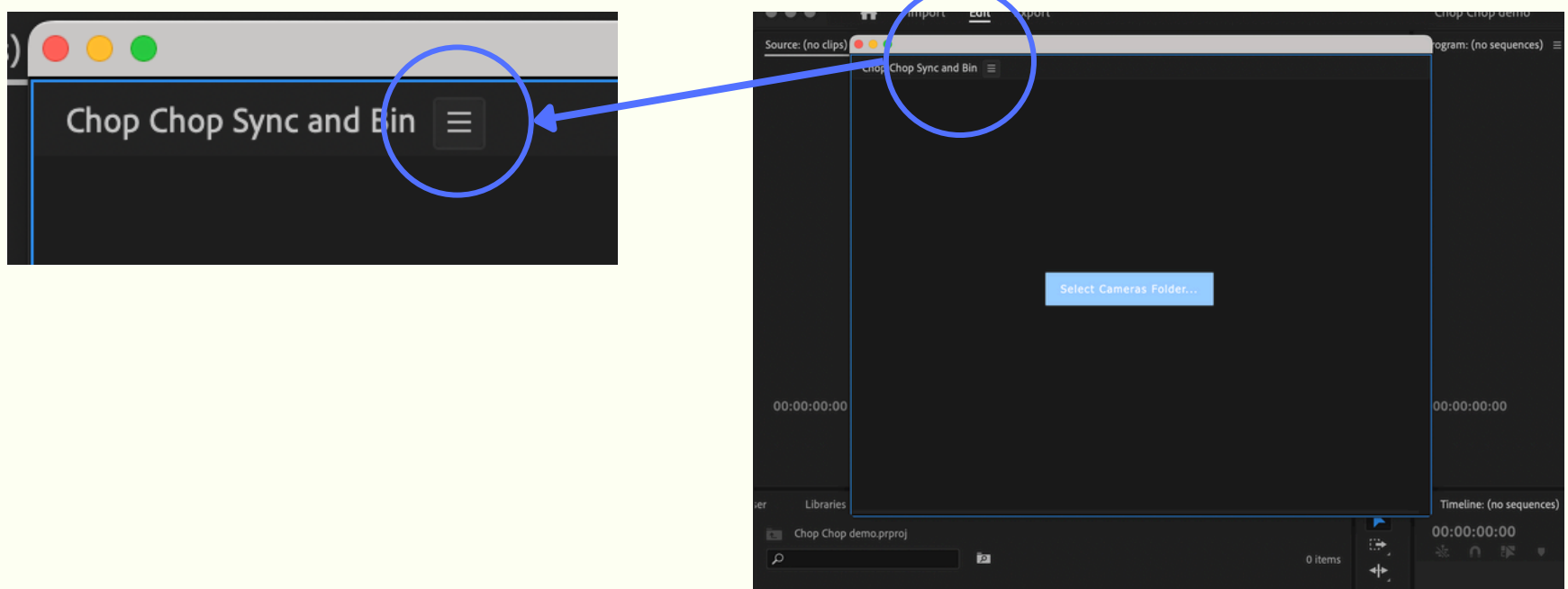
Once installed, you can find the Chop Chop Sync and Bin extension in Premiere Pro by clicking on Window > Extensions > Chop Chop Sync and Bin.



Licence management and language support

Connect your computer to the internet. Chop Chop Sync and Bin requires your computer to be connected to the internet to work.

Click on the three horizontal bars in the top left of the panel.



In the dropdown menu that appears, choose one of the following options:

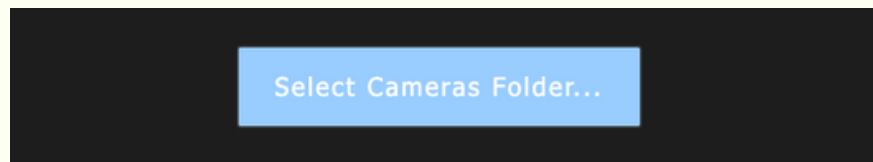
Licence Options: Enter a new licence key to upgrade from a trial version. Or, you can deactivate your existing licence key. This will allow you to move your licence to a different computer.

Language: Choose your preferred language.

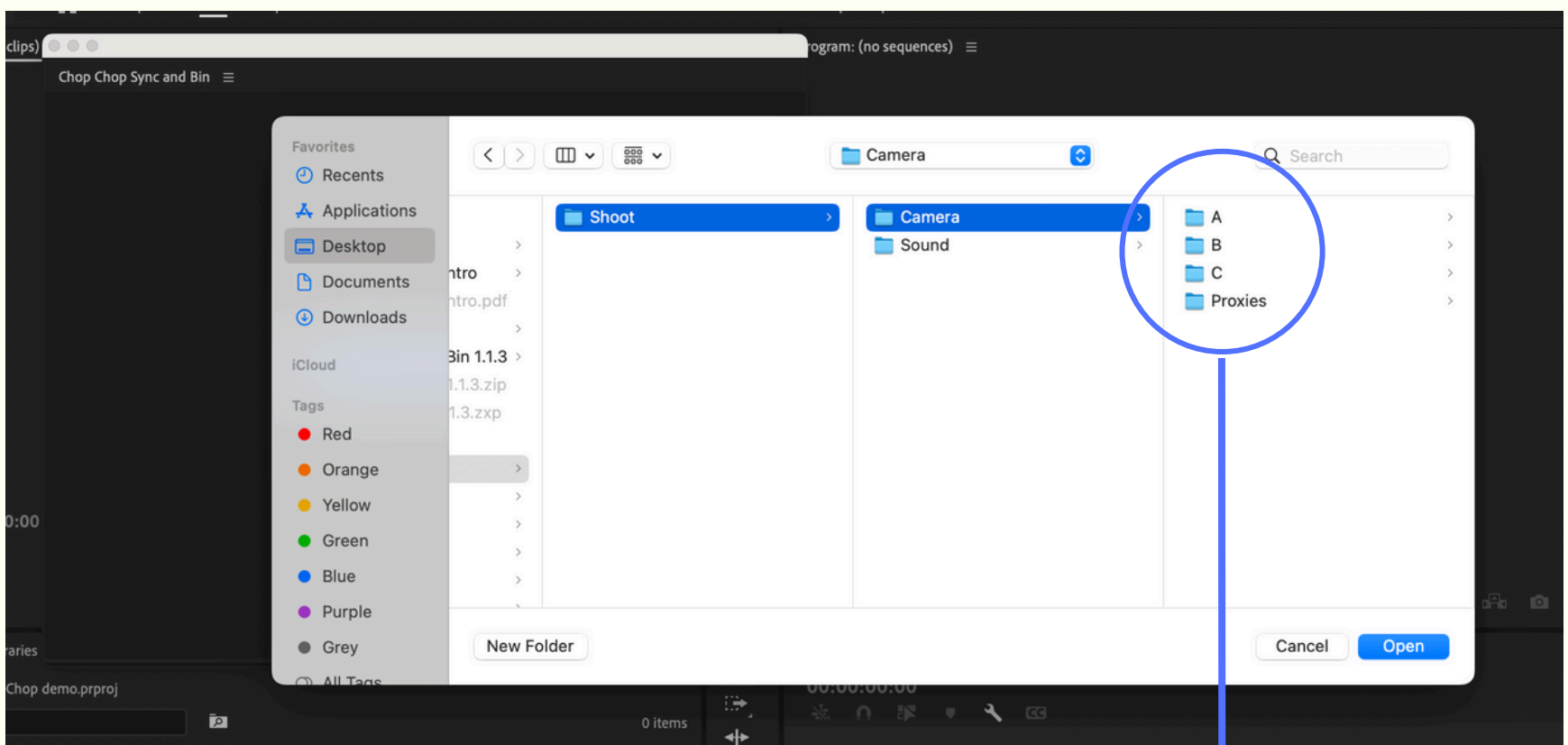
How to sync and bin

Select video file folders

Click the 'Select Cameras Folder...' button.

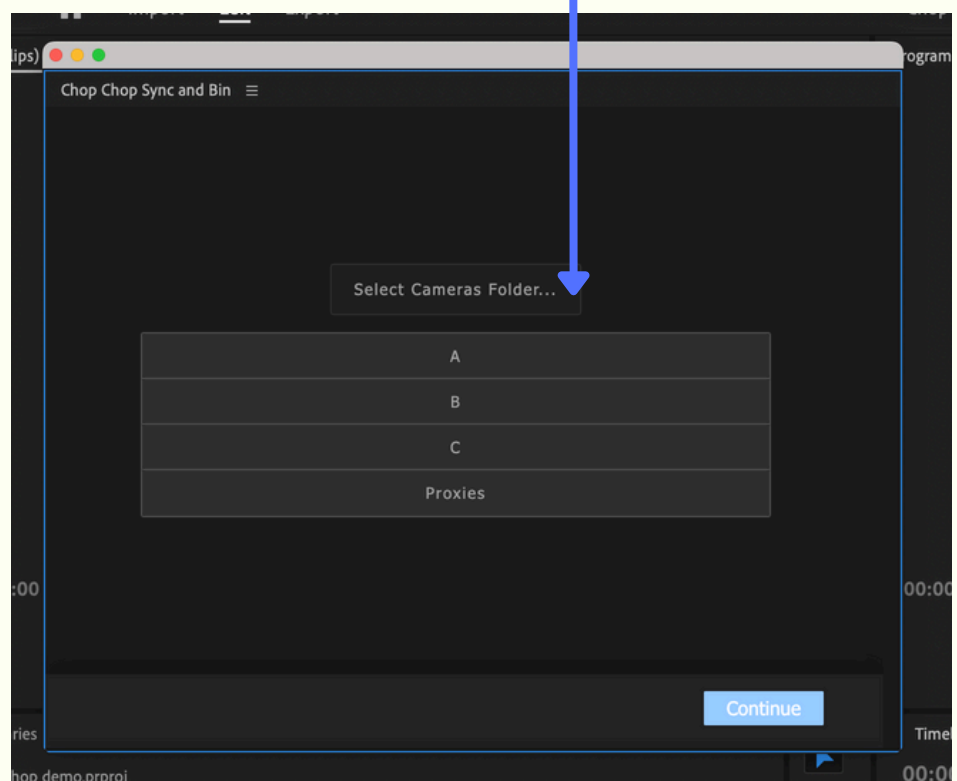


In the finder window, select the folder containing the camera files you want to ingest. In the example below, you would choose Shoot/Camera.



Click on 'Open'.

In the panel, you will see the subfolders in the folder you selected. Use ctrl+click (Windows) or command + click (MacOS) or shift+click to choose all the subfolders containing your video files.



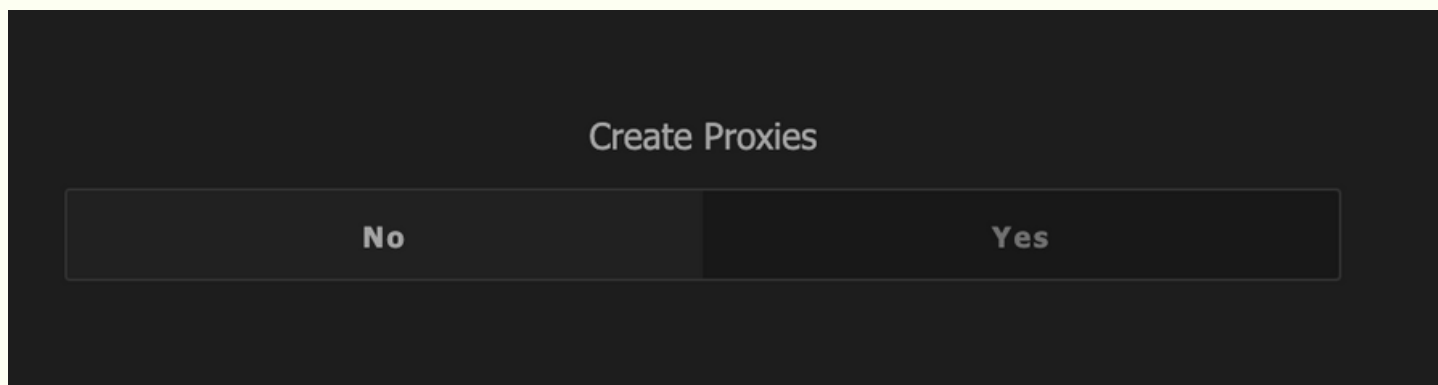
Chop Chop Sync and Bin will use these subfolders to determine the video tracks. In the example above, if you select subfolders A, B and C, Chop Chop Sync and Bin will create video track A, video track B and video track C.

Chop Chop Sync and Bin will identify all video files within the subfolders and ignore all non-video files. So, if your subfolders contain .csv or .jpg files, you don't need to remove them.

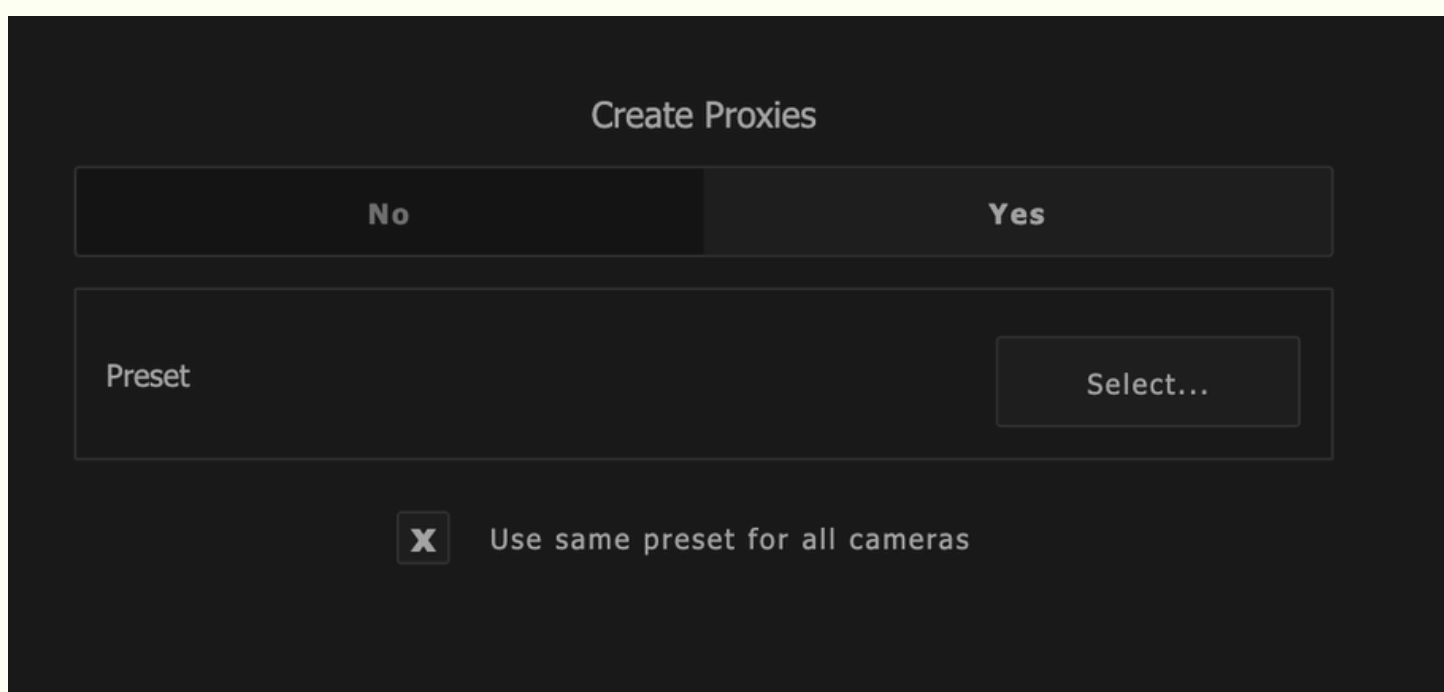
When you're done selecting the subfolders, click continue.

Generating proxies

Choose whether you want to generate proxies or not.

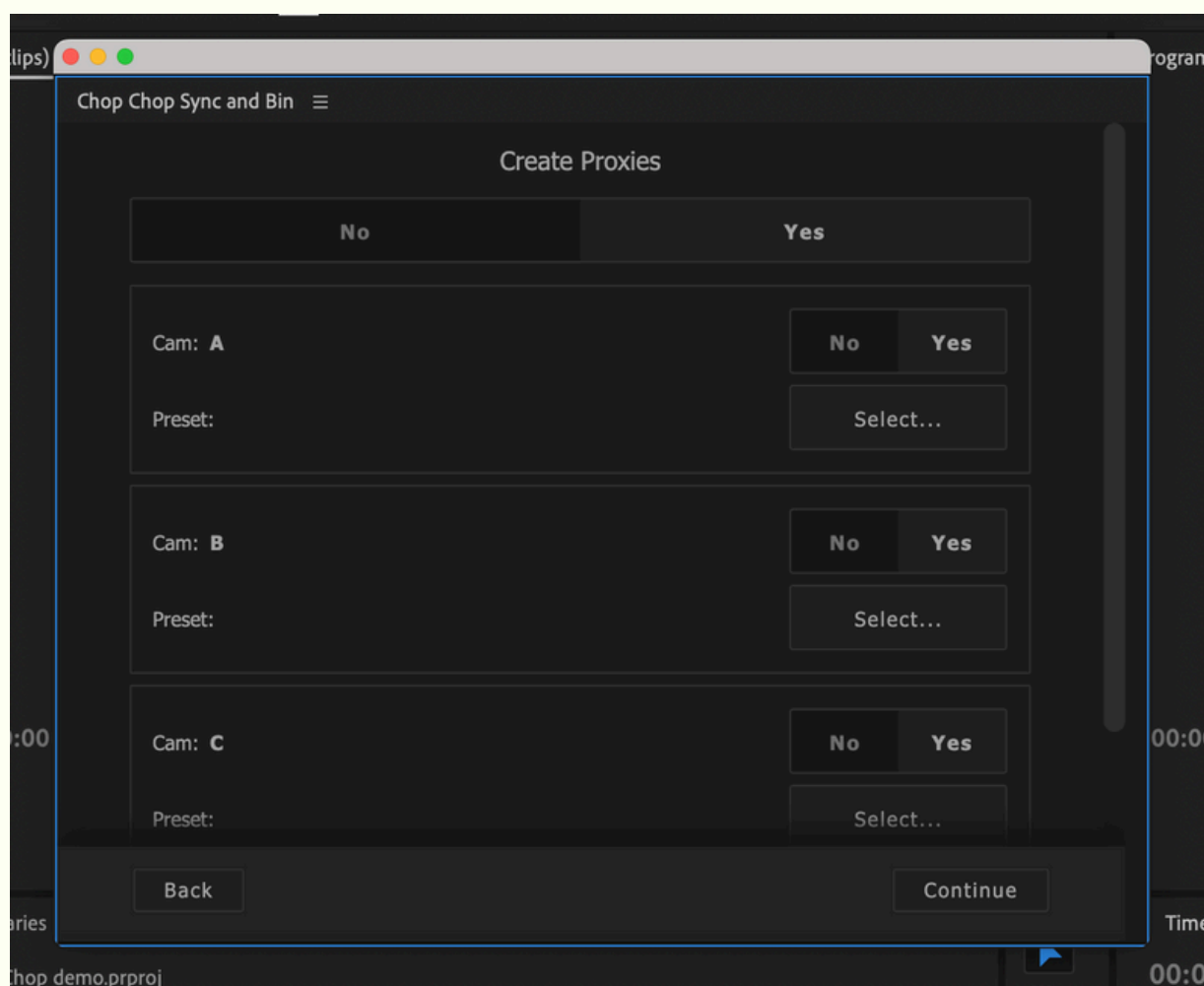


If you choose 'yes', you will be brought to this window:



Clicking on 'Select' will bring you to the finder where you can choose a .epr file. Make sure the .epr file is an **encoding preset**. Chop Chop Sync and Bin will not work with an ingest preset. The presets in the .epr file will be applied to all your video files.

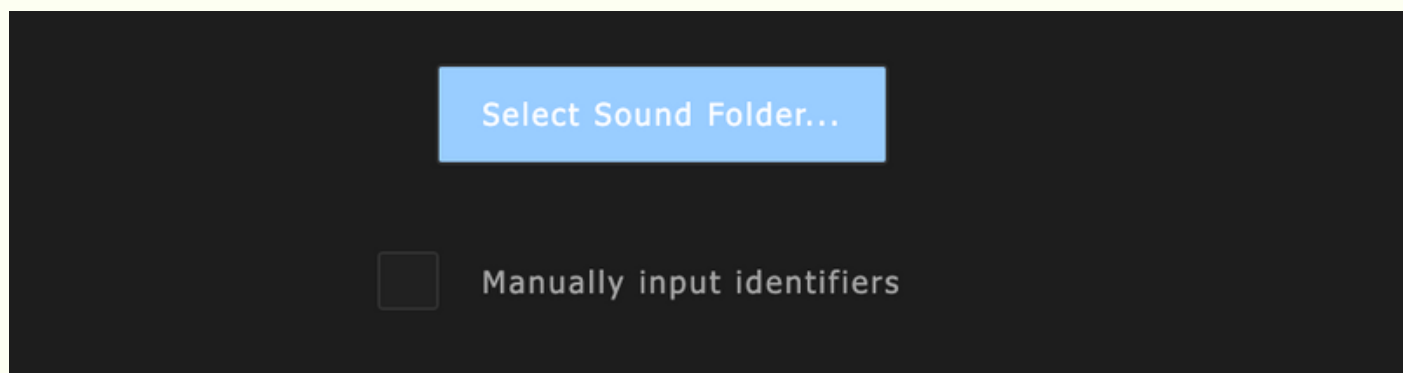
Alternatively, you can uncheck the 'Use same preset for all cameras' box.



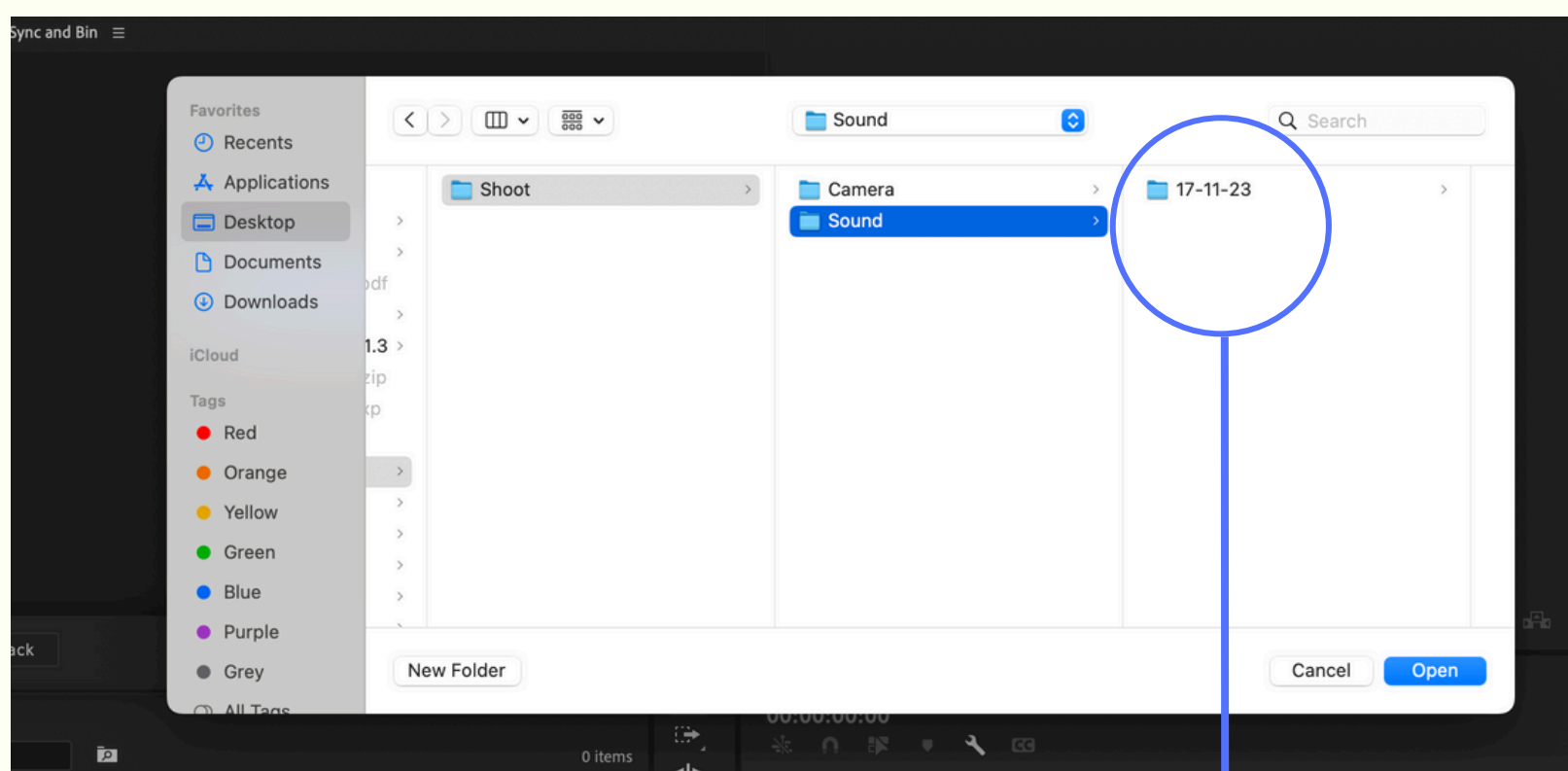
This will allow you to select a different preset for every camera.

Select audio file folders

Click on the 'Select Sound Folder...' button.

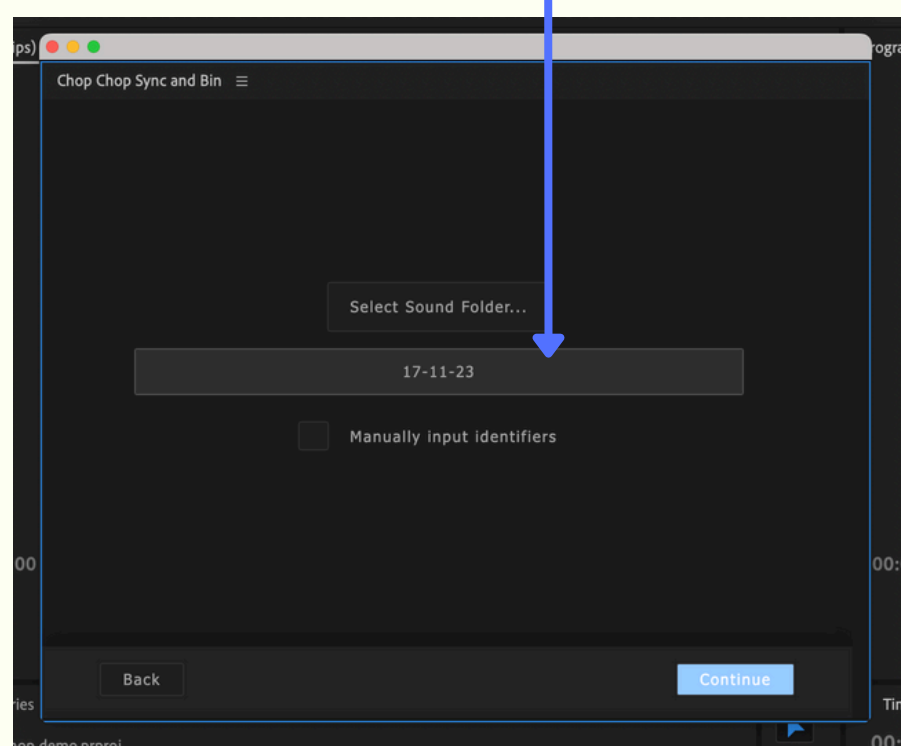


In the finder window, select the folder containing the camera files you want to ingest. In the example below, you would choose Shoot/Sound.



Click on 'Open'.

In the panel, you will see the subfolders in the folder you selected. Use ctrl+click (Windows) or command + click (MacOS) or shift+click to choose all the subfolders containing your video files.



Chop Chop Sync and Bin will use these subfolders to determine the audio tracks. In the example above, if you select the subfolder 17-11-23, Chop Chop Sync and Bin will create a set of audio tracks. If you later ingest a new set of audio files with a different subfolder name, they will be put on a different set of audio tracks.

Chop Chop Sync and Bin will identify all audio files within the subfolders and ignore all non-audio files.

Automatically read file names

If you want to leave Chop Chop Sync and Bin to automatically read your audio file names, click 'Continue'.

For Chop Chop Sync and Bin to correctly read the audio file names, they *must* contain episode, scene, shot and take numbers *in that order*.

Incorrectly named sound files can be renamed using a bulk renamer.

Chop Chop Sync and Bin can read a wide variety of identifiers.

SINGLE LETTERS	DOUBLE LETTERS	SYMBOLS
E10S6S4T3	EP10Sc6S4T3	10-6-4-3
E06S03S03T02	ep06Sc03Sh03T02	06_03_03_02

As long as there are no additional numbers, adding show titles, interviewee names, location names or other information to the file names won't confuse the extension.

Desert Bake Off e2sc6S4T2	Sentosa estab e8sc3s4t1
Iron Shirt Alert 6-3-3-2	Garden 6S3S3-2 Alice intw

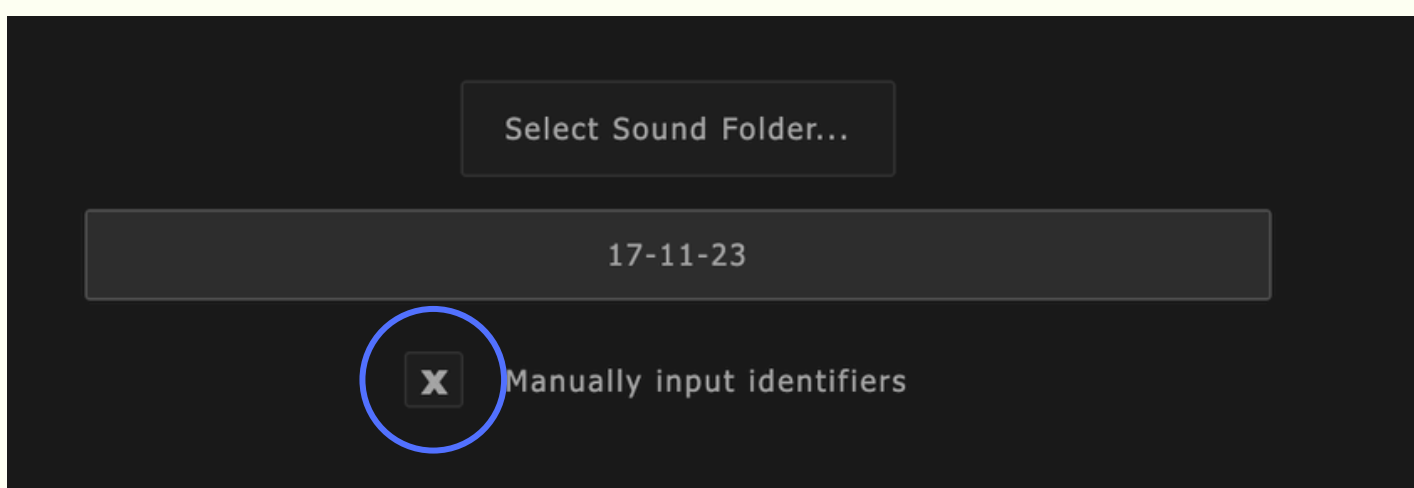
If you only use symbols as identifiers, the extension will automatically read number-letter combos.

6-3B-3-2	6-3B-3C-2	6-4-8B-2
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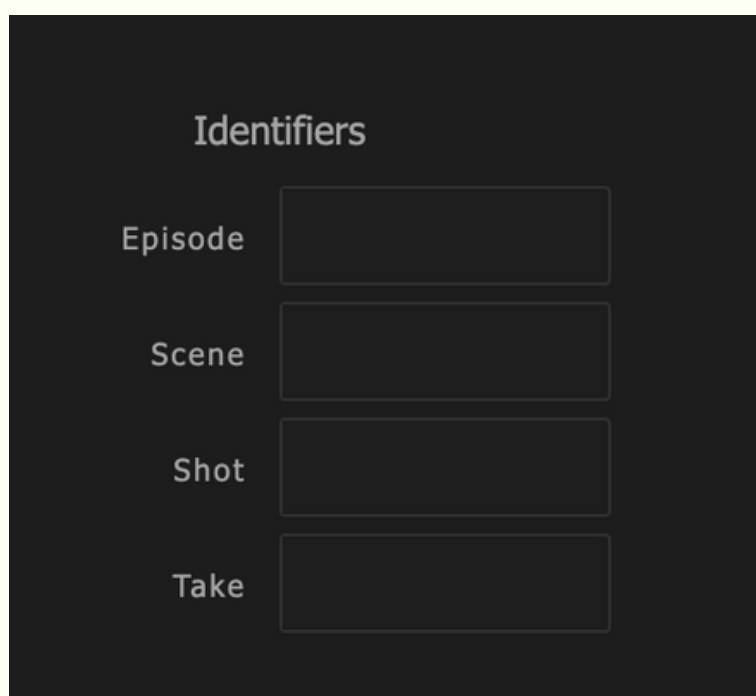
If sound file names are in a format that is causing confusion, you can use the 'manually input identifiers' function instead.

Manually input identifiers

If you want to manually input identifiers, check the 'Manually input identifiers' box before clicking 'Continue'.



When you click 'Continue', you will be given the option to tell Chop Chop Sync and Bin what letter or symbol represents episode, scene, shot and take.

A screenshot of a dark-themed form titled 'Identifiers'. It contains four input fields, each with a label to its left: 'Episode', 'Scene', 'Shot', and 'Take'. All input fields are currently empty.

For example, if your audio files are labelled something like E1S3S2T3, then you would enter E for episode, S for scene, S for shot and T for take.

This is especially useful if you have number-letter combos like a scene 4C or shot 3B. Manually inputting identifiers ensures that the extension will read your number-letter combos correctly.

Don't worry if you have more than one set of identifiers. Just enter the most common one and click 'Continue'. You'll be able to add more identifiers on the next page.

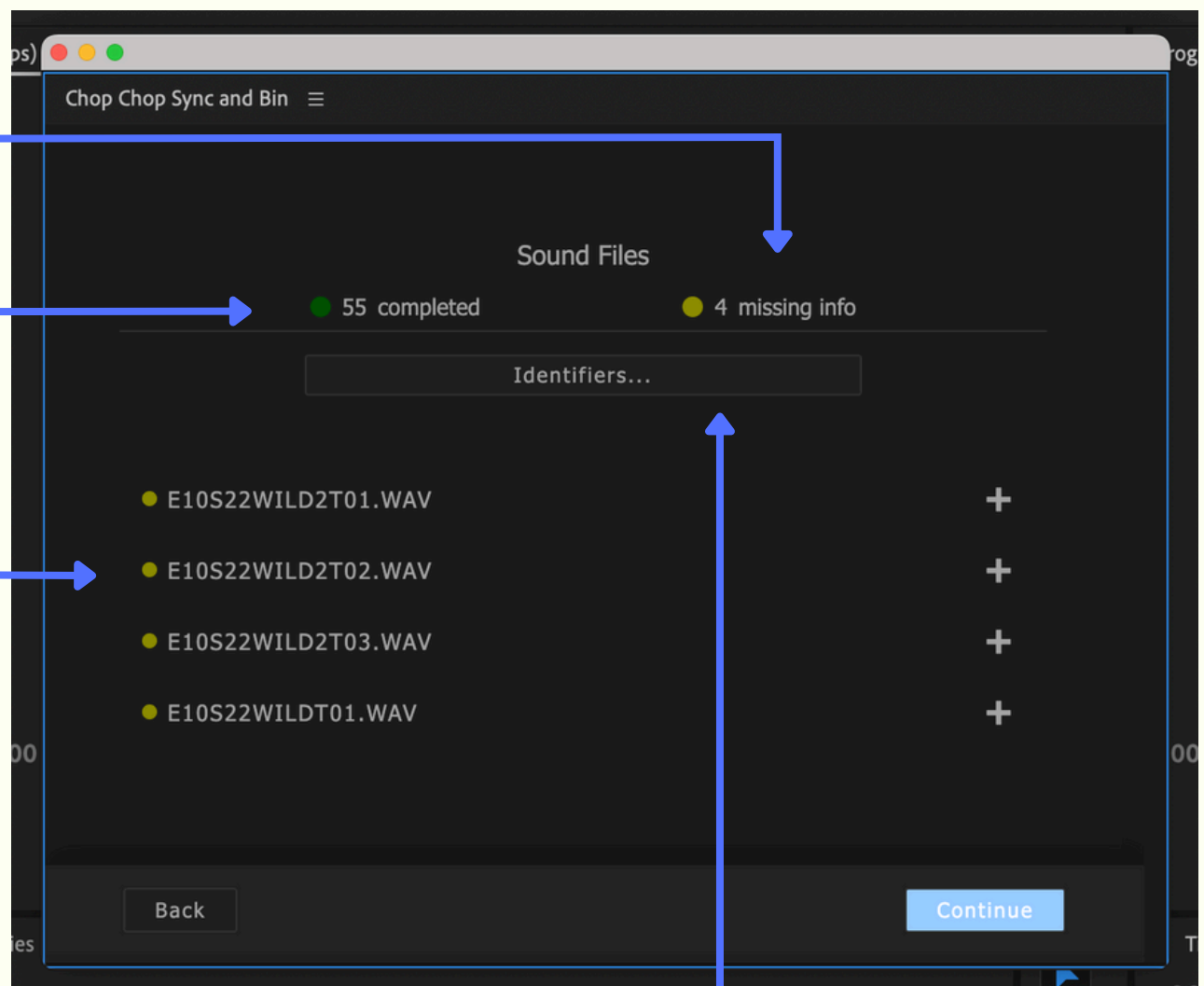
Add more identifiers

This page shows the file names that Chop Chop Sync and Bin was unable to read, whether you chose to let it read the file names automatically or you manually inputted identifiers.

Chop Chop Sync and Bin could not read 4 file names.

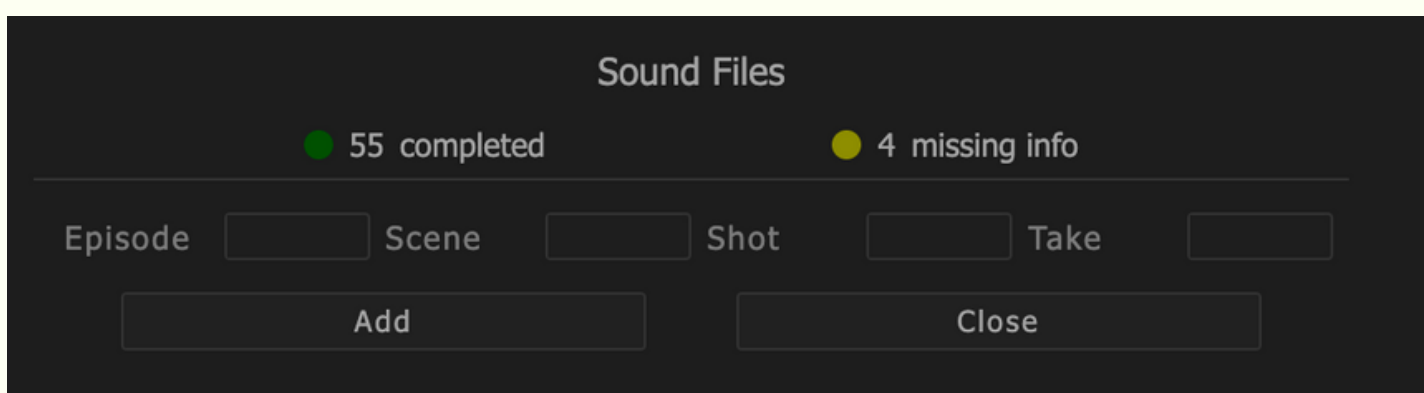
It read 55 file names.

These are the file names it could not read.



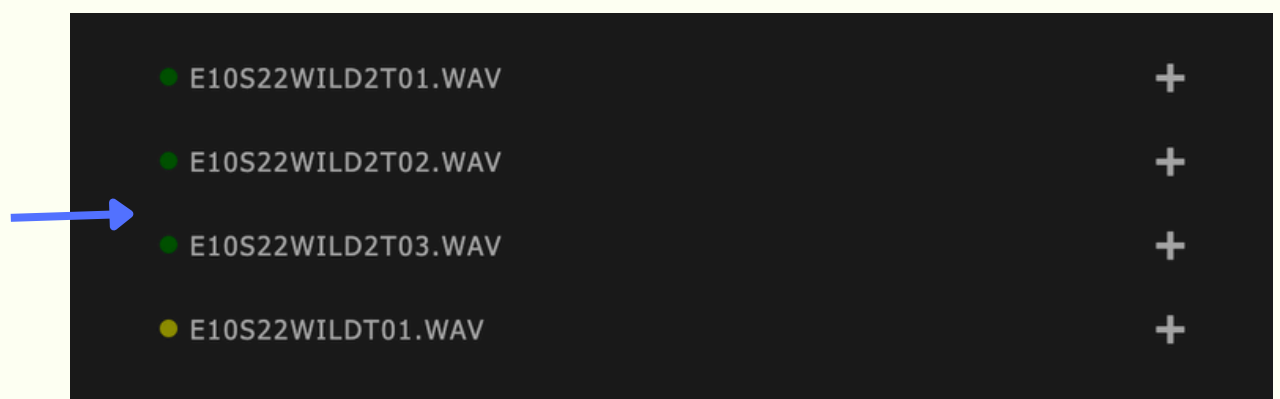
There are 3 ways to sort the remaining files:

Firstly, you can add more identifiers. Click on the 'Identifiers...' button.



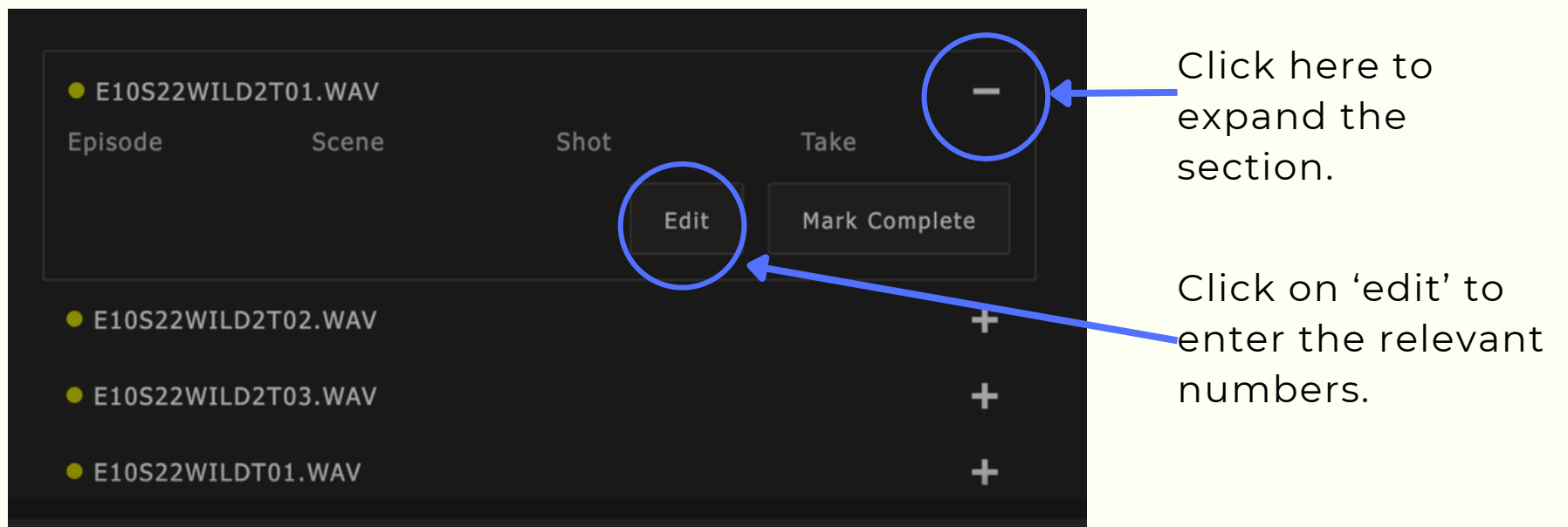
The section will expand and you can input more identifiers. Once you have inputted a set of identifiers, click on 'Add'.

These dots turn from yellow to green, indicating that these 3 file names have been read using the new identifiers.

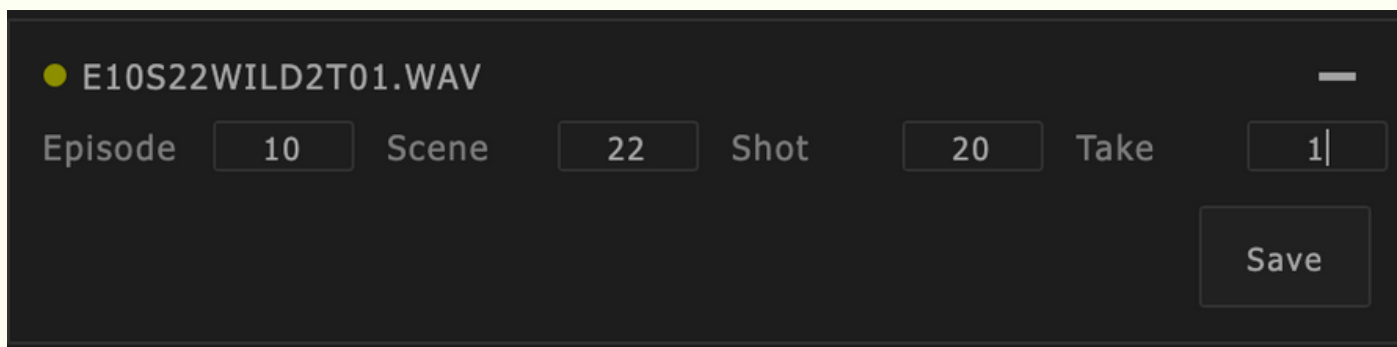


Repeat the process as many times as you wish until all file names have been read.

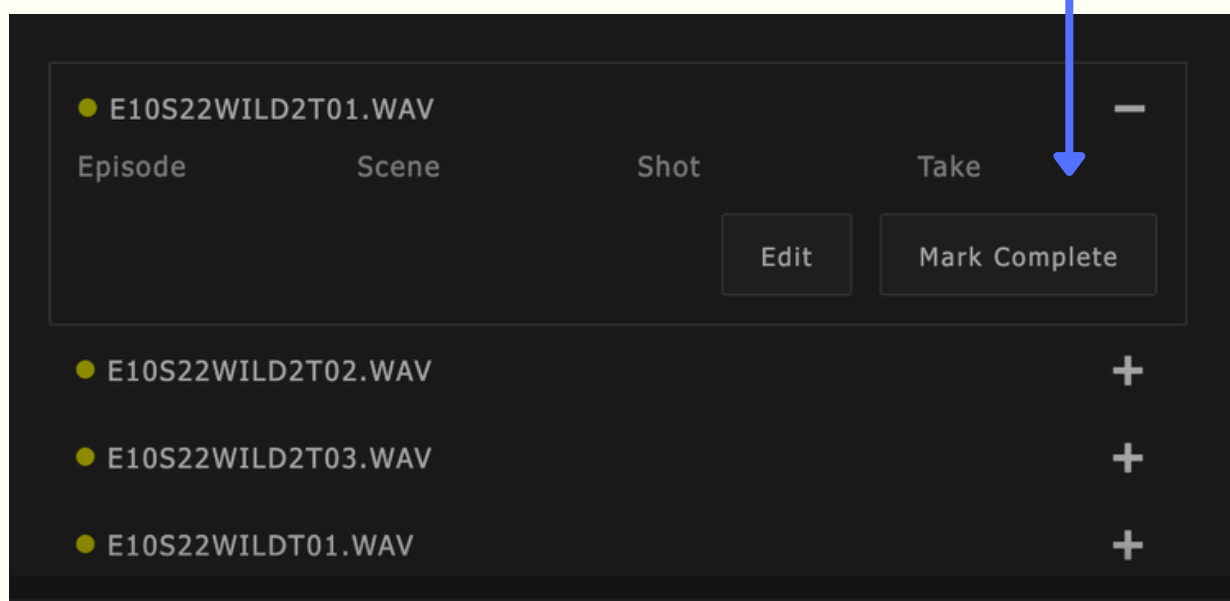
Secondly, you can also enter episode, scene, shot and take numbers for each file name.



Enter episode, scene, shot and take numbers. This will tell Chop Chop Sync and Bin exactly where to place the file on the timeline. After you're done, click 'Save'. Repeat this for each file.



Finally, you can click on 'Mark Complete'.



This tells Chop Chop Sync and Bin to just do its best to sort the files out.

Once all file names have been read, clicking 'Continue' will start the syncing and binning process.

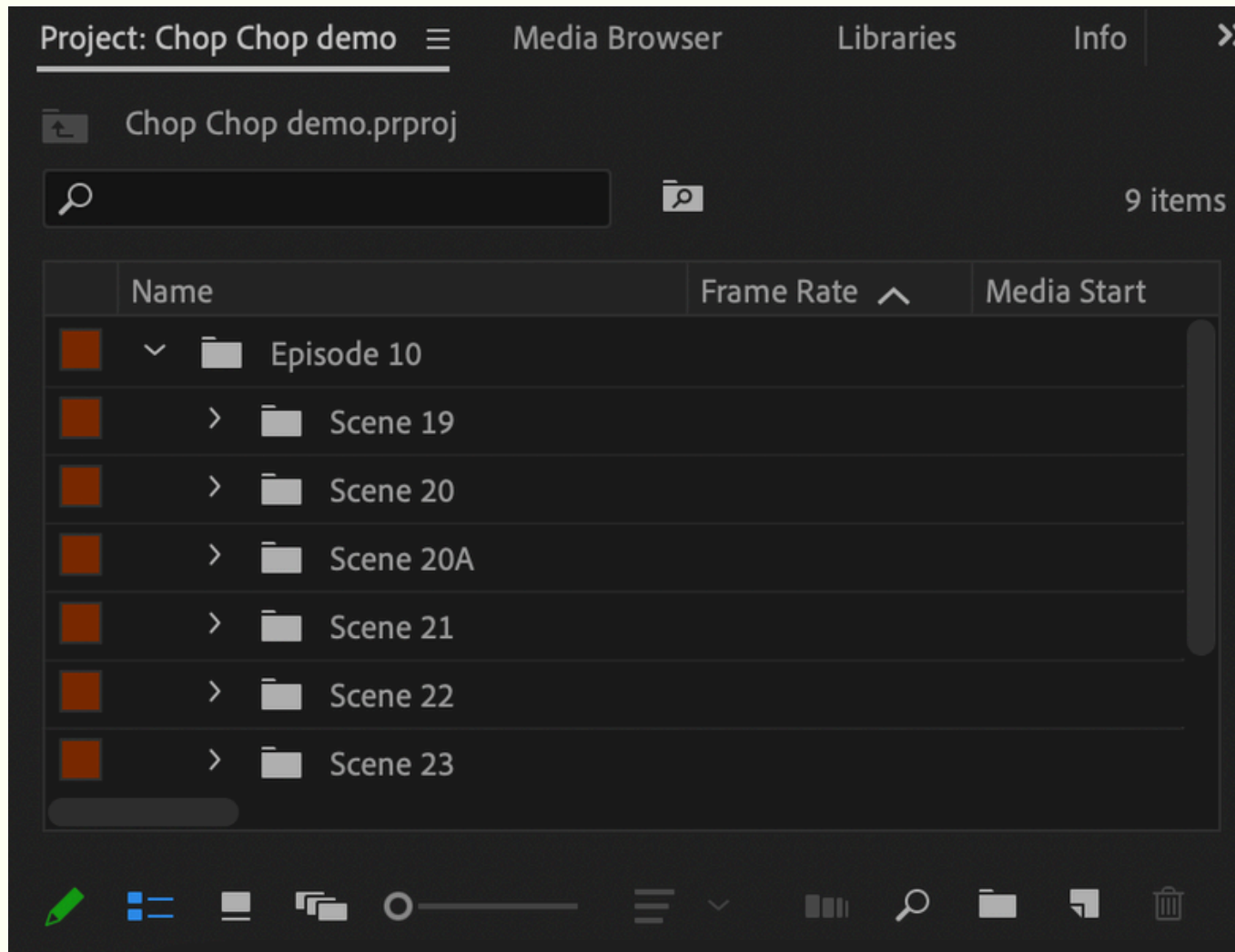
If you chose to generate proxies, ensure that Adobe Media Encoder is **closed**.

Chop Chop Sync and Bin will open Media Encoder, generate and link the proxies for you as part of this process.

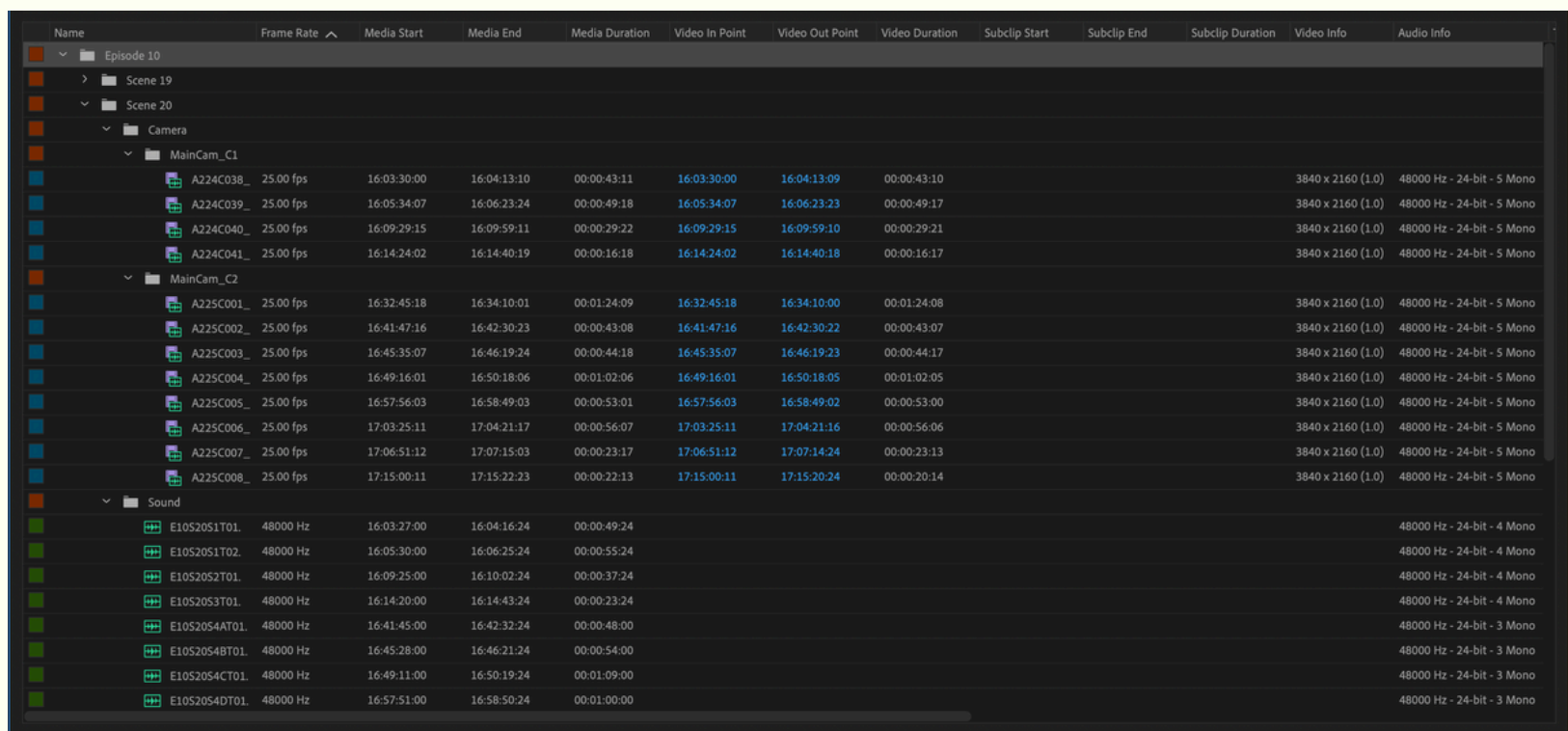
After syncing and
binning

Scene bins

All files are organised in Premiere Pro in episode folders and scene subfolders.



Within the scene subfolders, video files are stored in the Camera subfolder and further organised by device. Audio files are stored in the Sound subfolder.

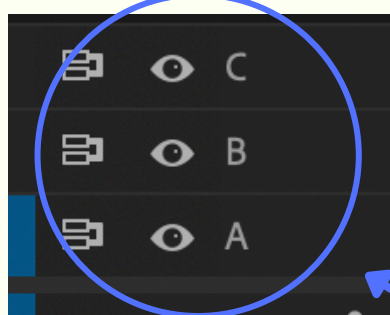
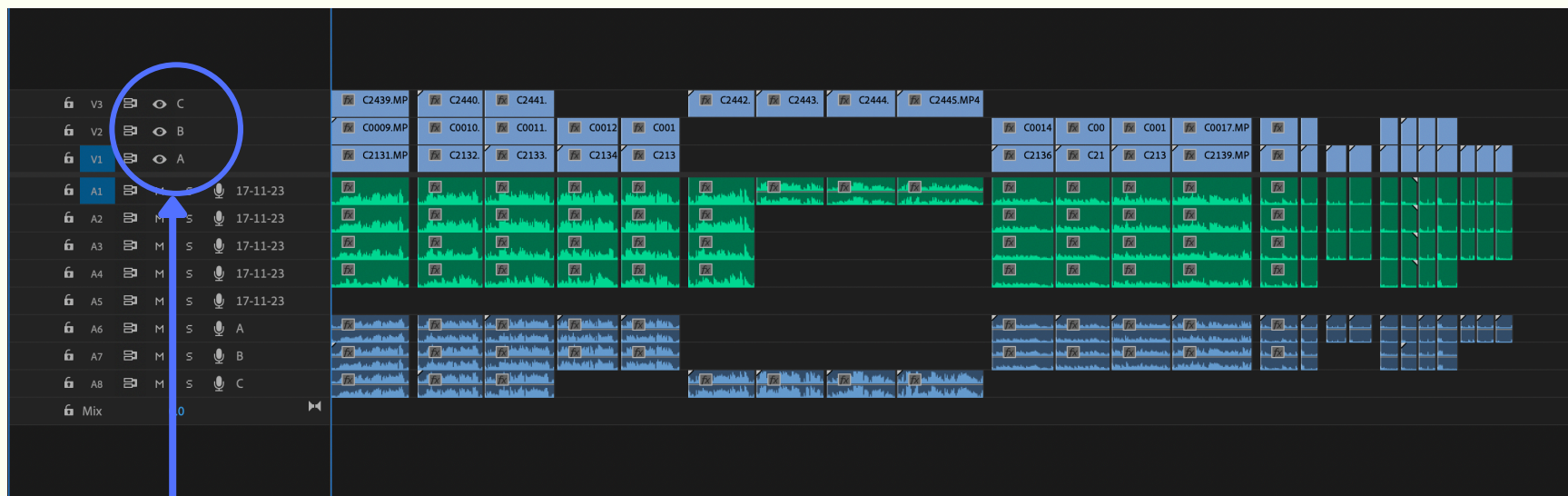


Name	Frame Rate	Media Start	Media End	Media Duration	Video In Point	Video Out Point	Video Duration	Subclip Start	Subclip End	Subclip Duration	Video Info	Audio Info
Episode 10												
Scene 19												
Scene 20												
Camera												
MainCam_C1												
A224C038_	25.00 fps	16:03:30:00	16:04:13:10	00:00:43:11	16:03:30:00	16:04:13:09	00:00:43:10				3840 x 2160 (1.0)	48000 Hz - 24-bit - 5 Mono
A224C039_	25.00 fps	16:05:34:07	16:06:23:24	00:00:49:18	16:05:34:07	16:06:23:23	00:00:49:17				3840 x 2160 (1.0)	48000 Hz - 24-bit - 5 Mono
A224C040_	25.00 fps	16:09:29:15	16:09:59:11	00:00:29:22	16:09:29:15	16:09:59:10	00:00:29:21				3840 x 2160 (1.0)	48000 Hz - 24-bit - 5 Mono
A224C041_	25.00 fps	16:14:24:02	16:14:40:19	00:00:16:18	16:14:24:02	16:14:40:18	00:00:16:17				3840 x 2160 (1.0)	48000 Hz - 24-bit - 5 Mono
MainCam_C2												
A225C001_	25.00 fps	16:32:45:18	16:34:10:01	00:01:24:09	16:32:45:18	16:34:10:00	00:01:24:08				3840 x 2160 (1.0)	48000 Hz - 24-bit - 5 Mono
A225C002_	25.00 fps	16:41:47:16	16:42:30:23	00:00:43:08	16:41:47:16	16:42:30:22	00:00:43:07				3840 x 2160 (1.0)	48000 Hz - 24-bit - 5 Mono
A225C003_	25.00 fps	16:45:35:07	16:46:19:24	00:00:44:18	16:45:35:07	16:46:19:23	00:00:44:17				3840 x 2160 (1.0)	48000 Hz - 24-bit - 5 Mono
A225C004_	25.00 fps	16:49:16:01	16:50:18:06	00:01:02:06	16:49:16:01	16:50:18:05	00:01:02:05				3840 x 2160 (1.0)	48000 Hz - 24-bit - 5 Mono
A225C005_	25.00 fps	16:57:56:03	16:58:49:03	00:00:53:01	16:57:56:03	16:58:49:02	00:00:53:00				3840 x 2160 (1.0)	48000 Hz - 24-bit - 5 Mono
A225C006_	25.00 fps	17:03:25:11	17:04:21:17	00:00:56:07	17:03:25:11	17:04:21:16	00:00:56:06				3840 x 2160 (1.0)	48000 Hz - 24-bit - 5 Mono
A225C007_	25.00 fps	17:06:51:12	17:07:15:03	00:00:23:17	17:06:51:12	17:07:14:24	00:00:23:13				3840 x 2160 (1.0)	48000 Hz - 24-bit - 5 Mono
A225C008_	25.00 fps	17:15:00:11	17:15:22:23	00:00:22:13	17:15:00:11	17:15:20:24	00:00:20:14				3840 x 2160 (1.0)	48000 Hz - 24-bit - 5 Mono
Sound												
E10S20S1T01_	48000 Hz	16:03:27:00	16:04:16:24	00:00:49:24								48000 Hz - 24-bit - 4 Mono
E10S20S1T02_	48000 Hz	16:05:30:00	16:06:25:24	00:00:55:24								48000 Hz - 24-bit - 4 Mono
E10S20S2T01_	48000 Hz	16:09:25:00	16:10:02:24	00:00:37:24								48000 Hz - 24-bit - 4 Mono
E10S20S3T01_	48000 Hz	16:14:20:00	16:14:43:24	00:00:23:24								48000 Hz - 24-bit - 4 Mono
E10S20S4AT01_	48000 Hz	16:41:45:00	16:42:32:24	00:00:48:00								48000 Hz - 24-bit - 3 Mono
E10S20S4BT01_	48000 Hz	16:45:28:00	16:46:21:24	00:00:54:00								48000 Hz - 24-bit - 3 Mono
E10S20S4CT01_	48000 Hz	16:49:11:00	16:50:19:24	00:01:09:00								48000 Hz - 24-bit - 3 Mono
E10S20S4DT01_	48000 Hz	16:57:51:00	16:58:50:24	00:01:00:00								48000 Hz - 24-bit - 3 Mono

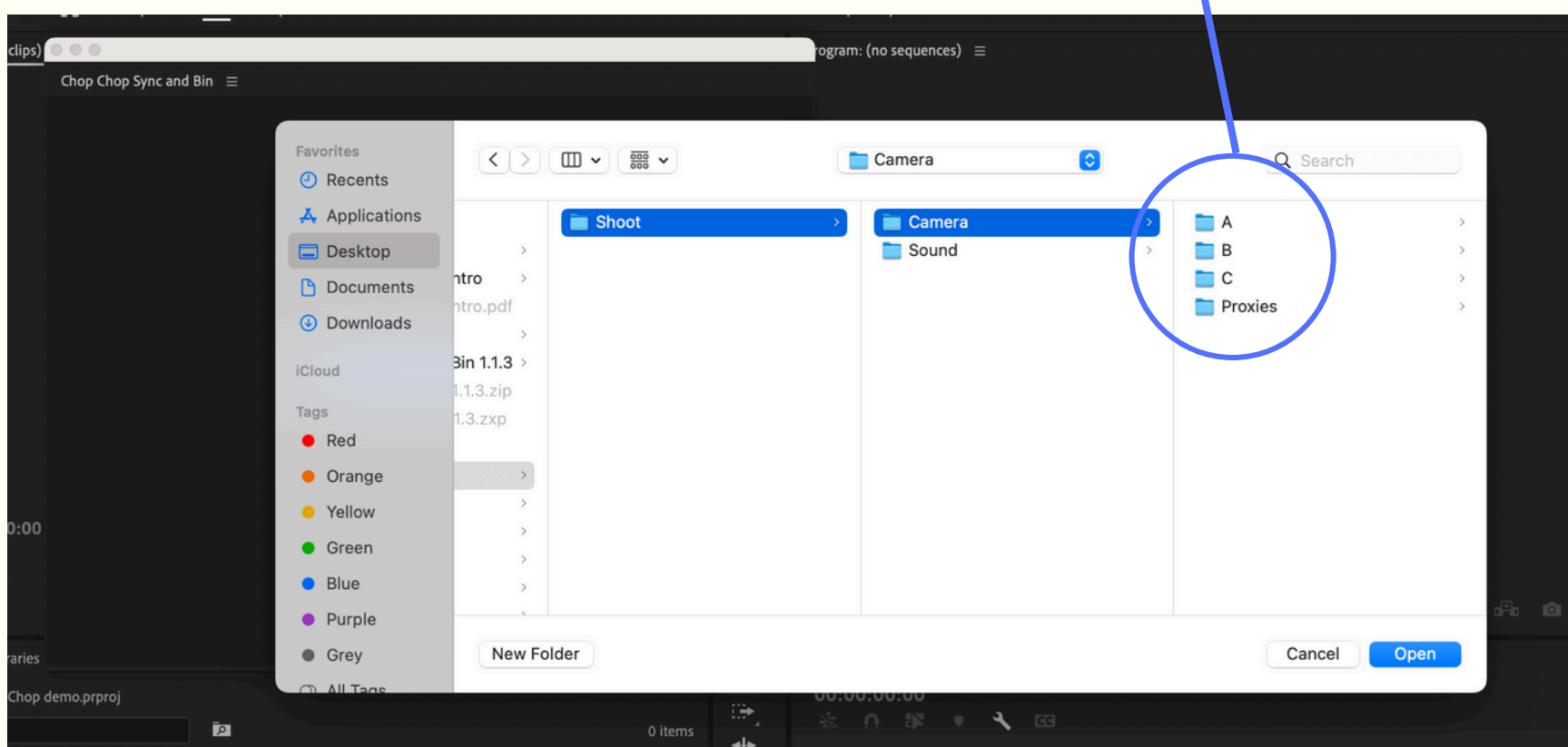
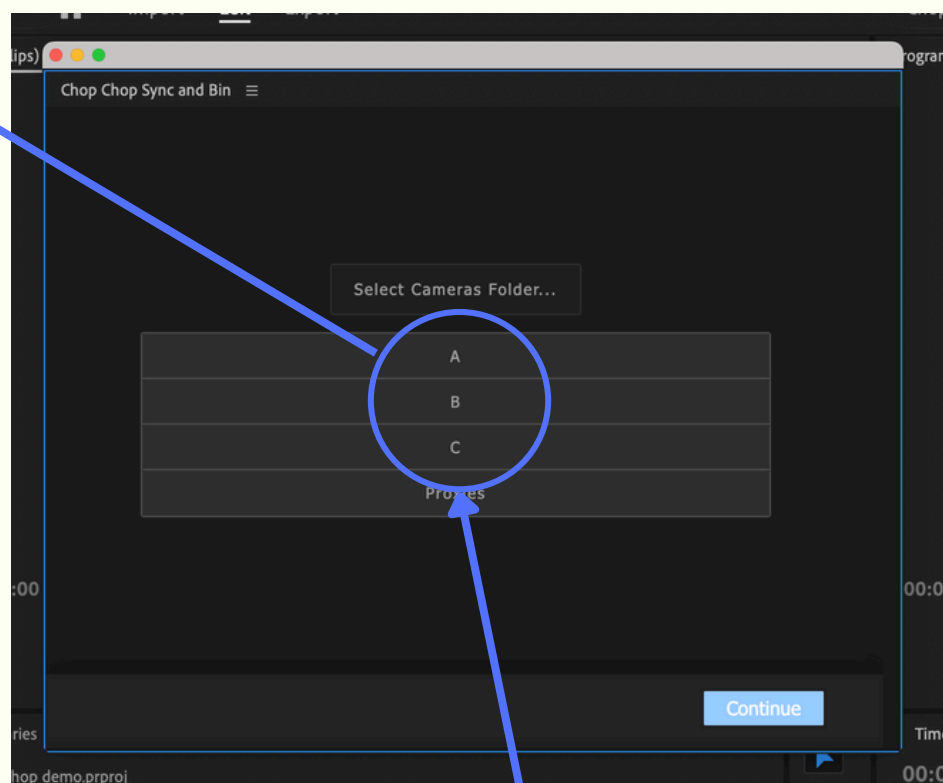
Chop Chop Sync and Bin does not make any changes to the folder structure on your hard drive .

Timelines (tracks)

A timeline is created for every scene subfolder.

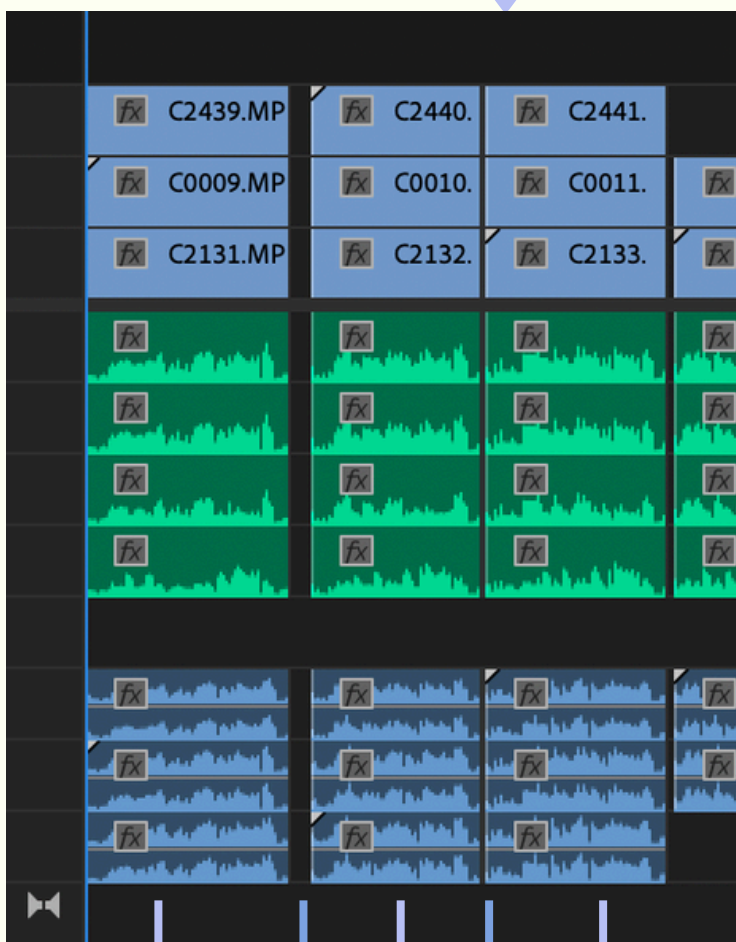
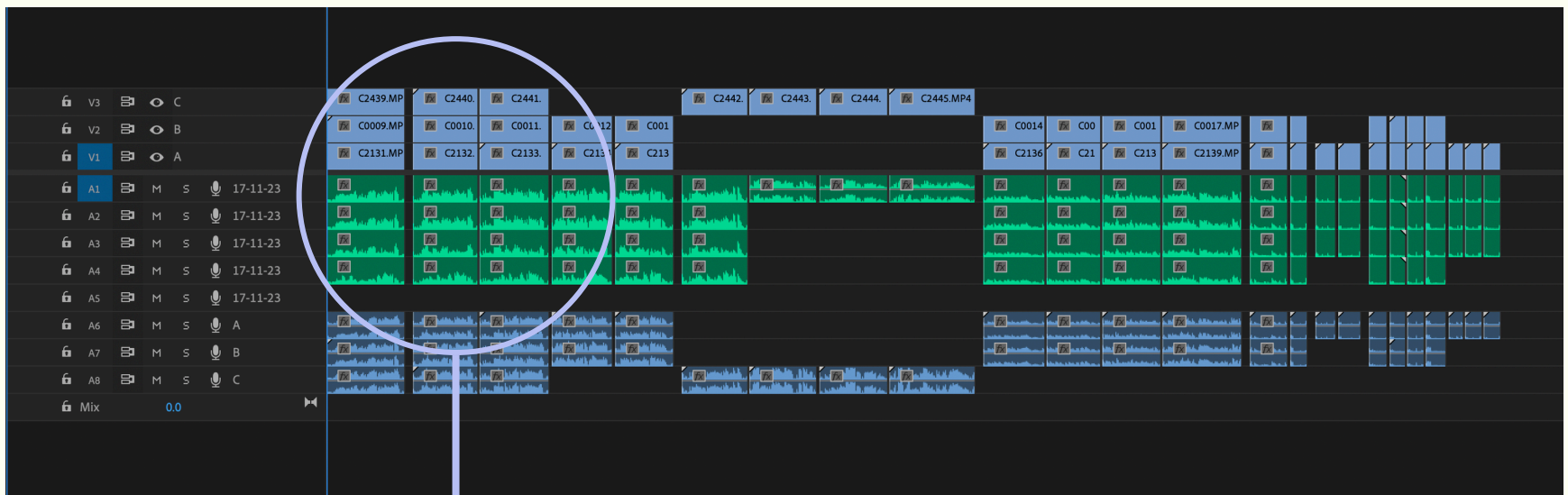


Tracks are created based on source folders you selected during the camera folder selection stage.



Timelines (shot and take identification)

On the timelines, a long 10-second gap is placed before every shot. A short 2-second gap is placed before every take.



Shot 1
Take 1

Shot 2
Take 1

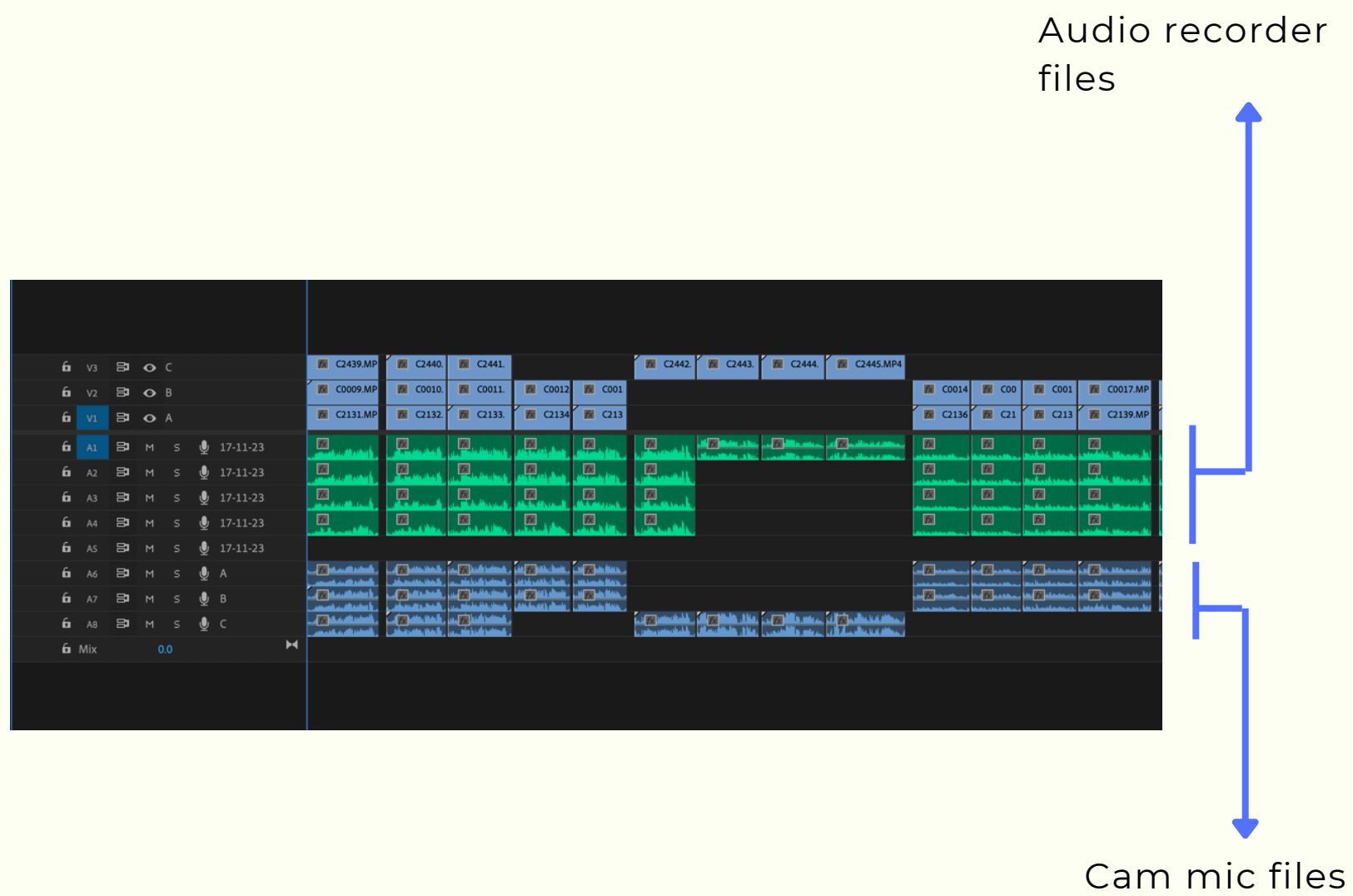
Shot 2
Take 2

10-second gap

2-second gap

Timelines (audio file placement)

Audio files captured by the audio recorder are always pushed up. Cam mic files are always pushed down.



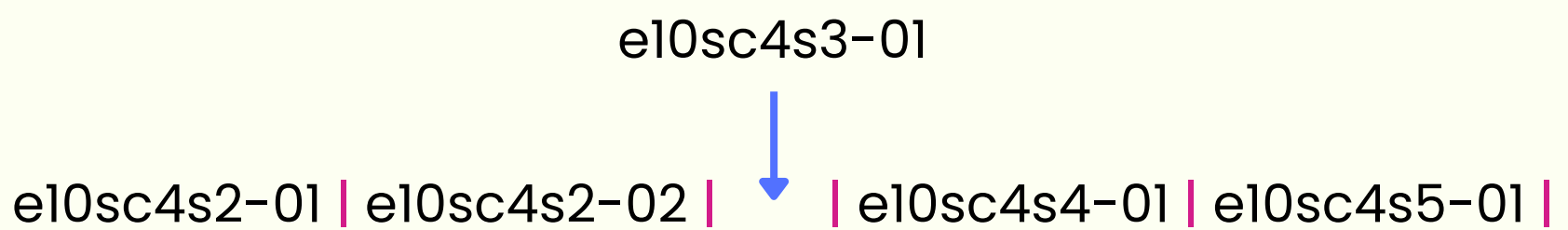
Multi-day shoots

Scene bin and timeline creation

Run Chop Chop Sync and Bin in an existing project to add more footage to it.

Chop Chop Sync and Bin will detect when new episode folders or scene subfolders are necessary and create them accordingly.

If there are new shots for an existing scene, Chop Chop Sync and Bin will place them in the correct scene subfolder. It will also slot them in the correct place on the correct timeline. For example, scene 4 shot 3 files will be slotted between scene 4 shot 2 and scene 4 shot 4 files, even if these are ingested in different batches.



Do not run Chop Chop Sync and Bin on several days' footage at once as there may be overlap in timecodes. Instead, run Chop Chop Sync and Bin on each day's footage once.

Track management

If you wish, you can place different days' video or audio files on different tracks. Simply name the source folders differently.

Files from these folders will be placed on the same tracks:

Day3shoot/Camera/CamA
Day4shoot/Camera/CamA

Day3shoot/Audio
Day4shoot/Audio

Files from these folders will be placed on different tracks:

Day3shoot/Camera/day3CamA
Day4shoot/Camera/day4CamA

Day3shoot/Audio day 3
Day4shoot/Audio day 4

Troubleshooting

Common issues

The panel is black and no buttons appear.

This is due to a lack of internet connectivity. Make sure your computer is connected to the internet and try again.

The finder window does not appear.

In some versions of Premiere Pro, there is a bug which opens the finder window behind the Premiere Pro panels. Minimise Premiere Pro to reveal the finder window.

In some versions of Premiere Pro, there is a bug that prevents the finder window from opening at all.

If you experience these bugs, upgrade Premiere Pro to the latest version 24.

Proxy generation fails.

Make sure the .epr file is an encoding preset and NOT an ingest preset.

After clicking the final 'Continue', the panel goes back to the 'Select Cameras Folder' screen.

This is due to Adobe Media Encoder being open. Close Adobe Media Encoder and try again.