

Picture Lock should be delivered in REELS (16-minute minimum, and 20-minute maximum).

Picture Lock should be recaptured into EDIT as single clips, before EXPORTING or DUBBING).

For Features, PROJECT FILES must include;

Academy Leader:

to Start at TCR 01:00:00:00

First Frame of Picture:

to Start at TCR 01:00:08:00

Audio and Visual Start Pop:

to Marker at TCR 01:00:06:00

Audio and Visual Tail Pop:

to Marker at 2 seconds after LFA (Last Frame of Action) of each reel.

For Features, MEDIA DELIVERY must include; (24f.p.s. EDL's required for Film-to-Film workflow)

- a. DVcam, 29.97 NDF See Temp Audio, TimeCode, Pre- and Post-Roll below.
- b. HOUSE REFERENCE: QuickTime #1: MPEG-4 / H.264, 29.97 NDF, NTSC
(SD = 768x576 or HD = 1280x720)
- c. SUPERVISOR REFERENCE: QuickTime #2: MPEG-4 / H.264, 29.97 NDF, NTSC
(320x240)
- d. AUDIO REELS OMF (Open Media Framework)

Temp Audio:

Channel ONE - LT or Stereo Left (confirm Composer's option of: Dialogue and Effects)
Channel TWO - RT or Stereo Right (confirm Composer's option of: Music Only)
Address track - Linear TimeCode that matches Window Burn

TimeCode:

- a). 29.97 NON-DROP FRAME (59.94 HZ)
- b). SMPTE Window Burn in Upper Left (must be TV safe).
- c). Hour of time code should match Reel # (ie, Hr. 05:00:00:00 for Reel Five).

Pre-Roll:

Minimum of 30 Seconds.

Post-Roll:

Minimum of 30 Seconds.

For Transcriptions, MATERIALS must include;

- a. HOUSE REFERENCE: 2 x VHS, NTSC (adhering to PROJECT FILE SPECS).
 - Picture Lock needs to be in Continuous Play, (all REELS tied).
 - SMPTE Window Burn in Lower Center (must be TV safe).
 - Audio Channel ONE or LEFT: (Dialogue Only)
 - Audio Channel TWO or RIGHT: (Music & Effects)
- b. HOUSE REFERENCE: as file, Final Shooting Script (.rtf, .fdr or ms.doc)
as file, MAIN and END Titles (.rtf, .pdf or ms.doc)
as file, Character List (.rtf, or ms.doc)