



Spec sheet for Short format Sound Post @ undergroundsound

Picture Format

AVID: DNxHD 36 at 1920 1080
or FCP: ProRes 422(LT) 1080ps
or DV-Pal, mjpegA
or H264 – which we will convert for use with Protools

Frame Rate should match the project's frame rate
Project to start at first frame either 00:00:00:00 or 01:00:00:00

AAF or OMF Edit Output

Export type – embedded media with 50fr handles

Audio – 48kHz, 24bit, BWF broadcast wave
Frame Rate must match the project's frame rate

Ideally track layout would be in this order -
Dialogue / Production sound tracks uppermost
If VO is utilised a separate VO track
Followed by sound fx and sound design elements
Then music tracks
eg. Track 1 VO, Track 2 -6 Dialogue, Track 7 -12 Fx, Track 13-16 Music

If music is laid on mono tracks it is preferable to have a track carrying the Left channel audio of the music consistently and likewise the next track the right channel audio
If two pieces of music are to overlap another two tracks should be used ie keep music in pairs of tracks and not jumble music in with fx and dialogue tracks.

EDLs – if future versioning is expected

- * A file32 EDL for **each** VIDEO track, or flattened EDL for the sequence (V-All).
Labelled as per the video file
- * Include the “source” and “clipname” as a comment line
- * We rely on the 'source' field and/or clipname for tracing shots.
If you rename clips or rolls, we will fail to trace the shot.
- * CMX3600 EDLs allow only 8 ASCII characters in the source name so try to use file32.
- * Do not include any transitions or effects in the comments, only the 'from clip name' field.
- * EDL of Audio tracks.

For explanation please go to <http://www.thecargocult.nz/letterToEd.shtml>

Word Documents

Script

