

SHOW-TIME 3D MASTERS

SPECS & CREATIVE DELIVERY INFORMATION

Please forward this entire specifications document to the post-production house producing the elements for 3D Masters



The following document contains production and delivery specs for Show-Time creative (DCinema masters/ JPEG 2000) contracted to appear in theatres by Cineplex Media.

For specs covering REALD 3D Masters, please see our spec sheet entitled: REALD 3D Masters at www.cineplexmedia.com

3D MASTERS DELIVERY REQUIRMENTS



PICTURE FORMATS

- 1. Colour space must be in an XYZ format
- 2. Image size for Scope aspect ratio must be 2048px x 858px
- 3. Image size for Flat aspect ratio must be 1998px x 1080px
- **4.** Video sequence must start with the left frame then the right frame, alternating between each for the duration of the program
- 5. Picture frame rate must be 24 fps for each eye
- 6. Picture element must be in sync with the sound elements
- 7. MXF format must be set to 3D
- 8. Encoded combined Left / Right Eye picture frame rate must be 48 fps
- **9.** Bit Rate must not exceed 125MB per second per eye with a combined left eye / right eye not exceeding 250MB per second
- **10.** Assure all text is confined to Title Action Safe Area (consult users manual to pull up safe grids in your preferred editing software)
- **11.** Ideal frame sequence should include: 10 frames slate, 10 frames black, a visible "2-beep" (one frame of 1KHZ tone placed 2 seconds ahead of first frame of picture), 47 frames black, followed by first frame of picture **(see below)**

SLATE 10 FRAMES	BLACK 10 FRAMES	START LEADER 145 FRAMES	BLACK 47 FRAMES	ACTION START	ACTION END	BLACK 47 FRAMES	END LEADER 145 FRAMES
					ES OF ACTION		
PRE 2 BEEP FIRST FRAME LAST FRAME						 FRAME PRE 2	 2 BEEP
		FRAME	COUNT OF AC	CTION	OFAC	CTION FRAME	COUNT
				ER OF FRAMES			

Important note for all: Frame :00 is equal to Frame 1. In Other words :00 in video is frame 1 in absolute frames.

AUDIO FORMATS

- 1. Sound files Broadcast WAV format
- **2.** 5.1 full surround audio. If only 2.0 (Stereo) audio, deliver as a 5.1 configuration with MOS on the extra channels
- 3. Sample rate 48KHZ at exactly 2000 samples per image frame (1/24 sec)
- 4. Frame rate must always be 24fps
- 5. Sound elements must be in sync with the picture element
- 6. The average sound level, over length of spot, (LEQ) must not exceed a loudness level of 82dB

DIGITAL CINEMA PACKAGE (DCP) REPLICATION NOTE

All DCP disks must be replicated by Deluxe Toronto to ensure DCP system compatibility on all digital screens contracted with Cineplex Media. All supplied DCP packages must meet DCI (Digital Cinema Initiatives, LLC) specifications.

To learn more about DCI specifications contact Deluxe Toronto or visit: http://dcimovies.com/archives/spec_v1_2_No_Errata_Incorporated/index.html

3D MASTERS DELIVERY REQUIRMENTS



ELEMENTS SUPPLIED MUST INCLUDE

- 1. An ASSETMAP file. This file must list all files that are included in your DCP DCinema shipment, and follow the naming convention guidelines.
- 2. A CPL data file (.xml) for Flat aspect ratio.
- 3. A CPL data file (.xml) for Scope aspect ratio.
- 4. A jp2k picture file (.mxf) for Flat aspect ratio.

Notes: All Master disks must be burned using IS09660+Joliet ONLY

- 5. A jp2k picture file (.mxf) for Scope aspect ratio.
- 6. A PKL data file for Flat aspect ratio.
- 7. A PKL data file for Scope aspect ratio.
- **8.** A VOLINDEX data file.
- **9.** A .wav audio file (.mxf) which will be used for both Flat and Scope aspect ratios.

DIGITAL CINEMA (3D MASTERS) PACKAGE REQUIREMENTS:

- Be delivered on DVD, if space is not an issue. (Please make arrangements with Sharon Dawe at Deluxe Toronto 416-957-6285 for alternate delivery options).
- Ensure that both the Flat and Scope spots (files) are presented in the same RealD 3D Package (page 1).
- Ensure that all files are at the route directory level on the media supplied. No folders or sub folders.
- Use separate DVD media for English Flat / Scope and French Flat / Scope.
- It is recommended that material using RealD 3D display technology should be preprocessed by the "Interop Ghost Bust" process, but not mandatory for RealD 3D server playback. Please call Sharon Dawe at Deluxe Toronto if you are not able to process images in this way, as additional arrangements are required for this process to be excecuted.

The producer should contact all suppliers well in advance so that quotes and approvals can be obtained in a timely fashion. Creative material masters are due 2 weeks prior to the start of the campaign flight in theatres.

IMPORTANT

For Content Title Text (CTT) and CPL please refer to: isdcf.com/dcnc/ The CTT must match the CPL's Annotation text and the PKL's Annotation Text

NEW!

Additional fees per creative title will apply for each creative transfer request to a secondary address after uploading to our supplier. Please contact your Cineplex Media Sales Rep – in advance- to discuss file transfer fees.

All file transfer requests and associated fees must be recorded on your contract.

DELIVERING YOUR CONTENT

All creative must be sent by deadline date to Deluxe Toronto. Please ship with the master elements to:

DELUXE TORONTO, LTD. ATTN: Sharon Dawe

901 King Street West, Suite 700 Toronto, Ontario, M5V 3H5 Tel: (416) 957-6285 Sharon.Dawe@bydeluxe.com

LABELING INSTRUCTIONS: All creative sent to Deluxe Toronto must be labeled with the client name, title, length of spot, language, format (Flat & Scope) & flight date.

FOR MORE INFORMATION PLEASE CONTACT:

SHARON DAWE

Project Manager, Cinema Commercials - Postproduction Deluxe Toronto, Ltd.

Sharon.Dawe@bydeluxe.com Tel: (416) 957-6285

SHAWN IRVIN

Coordinator Show-Time Production

Shawn.Irvin@cineplex.com Tel: (416) 539-8800 ext. 5263

VICTOR OLADUNJOYE

Coordinator Show-Time Production

Victor.Oladunjoye@cineplex.com Tel: (416) 539-8800 ext. 5301

Please ensure you are following the most up-to-date specifications. This document was last modified on December 16, 2019.

3D MASTERS PRODUCTION PROCESS



OUR PRODUCTION PROCESS TAKES 20 BUSINESS DAYS

Signed Contract Received at Cineplex Media

Communication with Client from Production Contact at Cineplex Media

Includes: Client call or email, deadline confirmation, review of creative assets required

Client/Agency Provides Creative Assets to Deluxe Toronto by Deadline

*Client affixes properly labeled creative, including an ASSETMAP file (*See full specs, including label instructions, etc. on page 3 of this document)

Creative Elements Review

Deluxe Toronto determines if creative assets meet specifications

Assets Are Still Required Or Error Is Discovered With Incoming Creative Assets

If there is a problem with assets sent to Deluxe Toronto, they will contact the agency to review. Next step options include: agency contacts original posthouse to have corrections made to masters, making arrangements to then have the revised masters sent back to Deluxe Toronto for another Analysis (this 2nd Analysis and subsequent Analysis' are subject to a nominal cost)... Or, Deluxe can make the changes for an additional fee in-house. Client's original flight date may be compromised if creative arrives after assigned deadline, or is not set according to our specs.

(Contact your Cineplex Media Sales Rep. for further info.)



For Terms and Conditions, please refer to client contract.

For advertising policy, please go to cineplexmedia.com and view our advertising guidelines. Please contact your Sales Representative for further information.