

Independent Studios
FILE & PROJECT SPECIFICATIONS

September 2008

This general guide is for preparing audio and video media to be used at Independent Studios. Following the specifications as listed can improve sound and/or image quality, while limiting the expense of having Independent convert media to a more appropriate format. If there are any questions, please contact Independent Studios (414-347-1100 or 1-877-347-3777) as early in the production process as possible.

To directly import into an editing system, one the following specifications must be used. Other formats may need to be converted at client's expense and may produce low-quality audio/video. Video size and frame rates depend on whether the program material is mastered in standard definition (SD) or high-definition (HD). Movies that are less than the minimum size may be letter-boxed (black bars along top and bottom) or postage-stamped (black bars along sides). **All file names should be 24 characters in length, with no spaces or symbols, and include the extension (.wav, .omf, etc.). Please include a 2 pop in the files to enable accurate synchronizing to picture.**

ACCEPTABLE AUDIO FILE FORMATS:

CD audio
AIFF audio (.aiff)
WAVE audio (.wav)

Broadcast Wave audio (.wav)
Open Media Framework (.omf)
Advanced Authoring Format (.aaf)

SPECIFICATIONS:

Sample Rate 48kHz preferred, 44.1 minimum
Bit Rate 24 bit preferred, 16 minimum

Files should be in Stereo/ Mono and Uncompressed

*MP-3 files are not recommended for broadcast audio.

ACCEPTABLE VIDEO FORMATS:

FILE:

QuickTime Movie (.mov) - Quicktime 7.5 or earlier

AVI (.avi)

Windows media (.wmv)

SPECIFICATIONS:

	4:3 SD	16:9 SD
Image Size	720x486	864x486
Frame Rate	29.97	29.97
Stereo Audio	16 bit, 48K	16 bit, 48K

TAPE:

Beta SP

Digi-Beta

SPECIFICATIONS: NTSC 29.97 ndf / df

DELIVERY MEDIA:

Depending on the number of files and sizes*, you may provide them to Independent on any media listed below:

Audio CD

CD-R/RW

DVD +/-R/RW

Email attachment

FTP Upload/Download

Digi-Beta / Beta SP

*Use Stuffit or WinZip to compress large files. Limit attachments to 10MB per email. All media should be labeled and delivered prior to the scheduled session to ensure proper specifications.

Send media to:

Independent Studios

Attn: Kaylie Magestro

777 N. Jefferson St.

Milwaukee, WI 53202

kayliem@independentstudios.tv

COMPOSING AUDIO OMF/AAFs

Independent Studios' Fairlight audio systems can import Open Media Framework (.omf) and Advanced Authoring Format (.aaf) compositions. Most non-linear systems, including Avid and Final Cut Pro, can transfer all edits, clips, and media directly to another system (with heads and tails for further editing), without the need to re-digitize media or to run multiple passes of audio. In order to successfully export an OMF/AAF composition, please follow these instructions:

All audio effects (other than fades and volume changes) must be removed (including EQ, reverb, etc.). Eliminate any phantom (match-frame) edits on all of the audio tracks. Multiple sequences should be strung together in a single composition, starting at one hour (1:00:00:00) and then at subsequent minutes. Timecode should match picture (if applicable). The media should be consolidated with at least three (3) second handles prior to creating the OMF or AAF. (OMF files have a 2GB limitation. If your project is larger, break it into multiple files by tracks - not time, for example tracks 1-4 and then tracks 5-8). If the media will not include entire music tracks, add a sequence at the end with all music used. Export an OMF composition, version 2.0 with embedded Audio Media. DO NOT include any video media. The file name should be no more than 24 characters (no spaces or symbols) with the .omf/.aaf extension.