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## How to submit files for DCP Processing

### OVERALL:

Do not use bar/tone/slate at head or tail of your project. Picture and Sound files should be identical in duration to the frame and contain only picture/sound for audience. You may put 1 to 5 seconds of black with no audio before and after if desired.

*Caution for FCPX users. We have seen consistent problems with projects submitted to date with DCI/DCP spec output achievable from FCPX specifically multichannel 5.1 output working correctly, discrete mono stem output, controlling and identify colorspace/gamma of output and mix levels in project matching output. Please use with caution until they are solutions for these.*

### VISUALS:

#### Colorspace:

- Visual should be in a specific colorspace. Example: Rec709, sRGB etc. DCI P3 or ProPhotoRGB is preferred

#### Preferred resolution:

- Flat Aspect Flat -2K, 1998×1080 or 4K, 3996×2160 at 1.85:1
- Scope - 2K 2048×858 or 4K 4096×1716 at 2.39:1

#### Acceptable resolution:

- HD Widescreen (1920 x 1080) at 16:9 (This will require scale and crop or leaving pillarbox bars on side and can cause issues with 3D content) or Full (1.90) although full is DCI spec, not widely supported.

#### Preferred format:

- 16-bit TIFF or EXR sequence, CinemaDNG, ProRes 4444 or XQ, Avid DNxHR, DNxHD or Avid DNxHD 220 (10-bit) or

#### Acceptable format:

- ProRes 4:2:2, Avid DNxHD 220 (8-bit), QuickTime or AVI Uncompressed (less color quality)

#### Preferred frame rate:

- 24.000 or 23.976 fps. 3D should have two files/sequences for left eye and right eye at 24.000 or 23.976 fps.

#### Acceptable frame rate:

- 25 or 29.97 fps (these will require frame rate conversion which takes extra time and expense and reduces quality OR a venue that supports SMPTE DCPs which are not yet widely supported.)

### Sound: Sound must be identical length to picture to the frame.

#### Preferred config:

- Discrete channel 3.1 (Left, Right, Center, LFE) or 5.1 (Left, Right, Center, LFE, Left Surround, Right Surround).
- 3.1 will be four files, 5.1 will be six files

#### Acceptable config:

- Stereo Mix (this will result in unreliable playback volume but for a small charge can be multiplexed to 3.1 or 5.1)

#### Preferred format:

- 48 Khz or 96 Khz/24 bit mono discrete channels, AIFF or WAV – levels should be set for theatrical mix.

#### Acceptable format:

- 48Khz/16 bit embedded in visual file or as AIFF/WAV (16-bit will result in reduced dynamic range and more noise especially in larger venues.)