

POST PRODUCTION INFORMATION

FOR FINNKINO DIGITAL CINEMA ADVERTISING SYSTEM

PRESHOW MATERIAL

VIDEO MATERIAL

-The client will provide the video material in digital format

1. Non compressed AVI/QT
2. 1920 X 1080 pixels image sequence

EDITING

-The footage will be edited to the resolution that the playout system requires.

ENCODING / MUXING

-Edited material will be transcoded for the playout system.

TV OR CINEMA ADVERTISEMENT (HD quality)

VIDEO MATERIAL

-The client will provide the video material in digital format

1. HDCAM
2. Non compressed AVI/QT
3. 1920 X 1080 pixels image sequence
4. HDCAM SR

SOUND MATERIAL

-The client will provide the sound material in digital format

1. Pro Tools 5.1 session
2. Non-compressed WAV/AIF 6-channels
3. 2-channel Stereo Mix (48 kHz, 16-bit)

EDITING

-The footage will be edited to the resolution that the playout system requires.

-Basic sound levels will be calibrated as 6 channel WAV streams

ENCODING / MUXING

-Edited material will be transcoded for the playout system.

TV ADVERTISEMENT (PAL quality)

VIDEO MATERIAL

- The client will provide the video material in digital format
 1. Digibeta
 2. Non compressed AVI/QT
 3. 720 X 576 pixels image sequence
 4. Betacam SP

SOUND MATERIAL

- The client will provide the sound material in digital format
 1. Pro Tools 5.1 session
 2. Non-compressed WAV/AIF 6-channels
 3. 2-channel Stereo Mix (48 kHz, 16-bit)

EDITING

- The footage will be edited to the resolution that the playout system requires.
- Basic sound levels will be calibrated as 6 channel WAV streams

ENCODING / MUXING

- Edited material will be transcoded for the playout system.

3D-STEREO MATERIAL (XPAND)

VIDEO MATERIAL

- The client will provide the video material in digital format. 2 sequences are required, one for each eye. Material must be uncompressed TIF sequences. Resolution can be HD or 2K. Playout speed is 24 fps.

SOUND MATERIAL

- The client will provide the sound material in digital format
 1. Pro Tools 5.1 session
 2. Non-compressed WAV/AIF 6-channels
 3. 2-channel Stereo Mix (48 kHz, 16-bit)

EDITING

- The footage will be edited to the resolution that the playout system requires.
- Basic sound levels will be calibrated as 6 channel WAV streams

ENCODING / MUXING

- Edited material will be transcoded for the playout system.

PRICING & NOTES

Video transcoding & muxing is 42 euros / second. 3D-stereo transcoding is 54 euros / second.
Sound calibration & transcoding is 170 euros / commercial. Prices are without VAT.

-If original material is PAL quality, please let the upscaling done by Toast Post. This process is free of charge and it's done with special software.

-If material is field based, do not remove the fields unless it's done properly. Dummy field merging will always soften the image. Toast Post has special tools for this purpose only.

-Playout system will present the material in 1920 X 1080 pixels, progressive, 25 fps.

POST PRODUCTION WORK FOR THE MATERIAL

Please contact Toast Post about the project details.

CONTACT INFORMATION FOR PRODUCTION

Toast Post Production Oy Ltd

Jari Vuoristo
Lönrotinkatu 30 C
00180 HELSINKI

Tel. +358-9-856 34080
GSM + 358-40 548 6705
FAX +359-9-85634081

Email: jari@toastpost.com