

## Virtualmix Audio Video and Music Specs

### Quicktime:

**Avid MXF - DNxHR - DNxHD - Apple ProRes**

**mp4 Not Accepted**

1920 x 1080

23.98 [23.976] or what ever your final master frame rate will be

Data Rate not less than 150Mbit/s

**Very Small** window Time Code at the TOP [See picture below]

Academy Leader with 2 pop

Separate Dial on the Left Channel and everything else on the Right Channel

### Audio:

**Embedded AAF [Preferred] or OMF**

**Non-embedded export can't open in Protools**

10 **seconds** handles minimum

WAV File

48 khz - 24bits Preferred. [Other format will be converted at the studio]

Breakdown the OMF/AAF export in more than 1 file [1-2, then 3-4...] if needed to not exceed the 2Gb file limit.

A lined Script and Sound Dailies report

### EDL:

**Format/Type:** CMX3600, SMPTE File32 or any text based format

**Frame Count:** Use project count 23.98, 24, 25, 29.97...

**Sort order:** Master (Record In) order

**Reel ID Type:** Tape (Sound Roll)

FYI: When the EDL is being used to conform (assemble) location WAV files, the Reel ID (roll name) of each event needs to contain the Tape or Sound Roll meta data stored in each WAV file. If this is not available, an alternative way to link the files is to export the WAV filename in the comments of each event.

**Dupe List Type:** None

**Options:** Export Clip Name in comments

**Optimization:** Dissolves as Cuts and Wipes as Cuts

**Audio/Video Tracks:** A/V lists can be loaded. Unused tracks can be deleted

### Music:

Protools Session [Preferred] 48Khz - 24Bits - Wav files labelled with Time Code location in the film.

Stereo Delivery: 1 Audio file of the full mix and up to 8 separated instruments stems matching the full mix.

2 Pop and End Pop

PT Session starts 00.58.00.00

Any questions please call Patrick at 818-209-6176

