

DIGITAL WORKFLOW

Quick Overview

- Shoot original camera data onto Card or Camera Drive.
- Digital Imaging Technician ("DIT") verifies and transfers the data to storage drive #1. DIT transcodes the original data to a format (e.g. mxf) for Editorial and applies a LUT ("look") to the image and transfers to a transport drive #2.
- Drive #1 to travel to DI facility for data backup to master storage system and LTO and the Quality Control Check.
- Drive #2 to travel to editorial for transfer and clip management.
- On picture lock editorial provides the Post/DI facility with the final edit information (EDLs and reference QT playout).
- The Post/DI facility conforms data, grades then renders out image sequence for mastering and output to meet delivery requirements.

General Overview

- Resolution:** 4K or less
Bit depth: 12-16 bit RGB RAW or 12 bit ProRes 444
Aspect Ratio: 2:1 and 16:9 resolution dependent.
FPS: Variable
Timecode: Time-of-Day or edgecode.

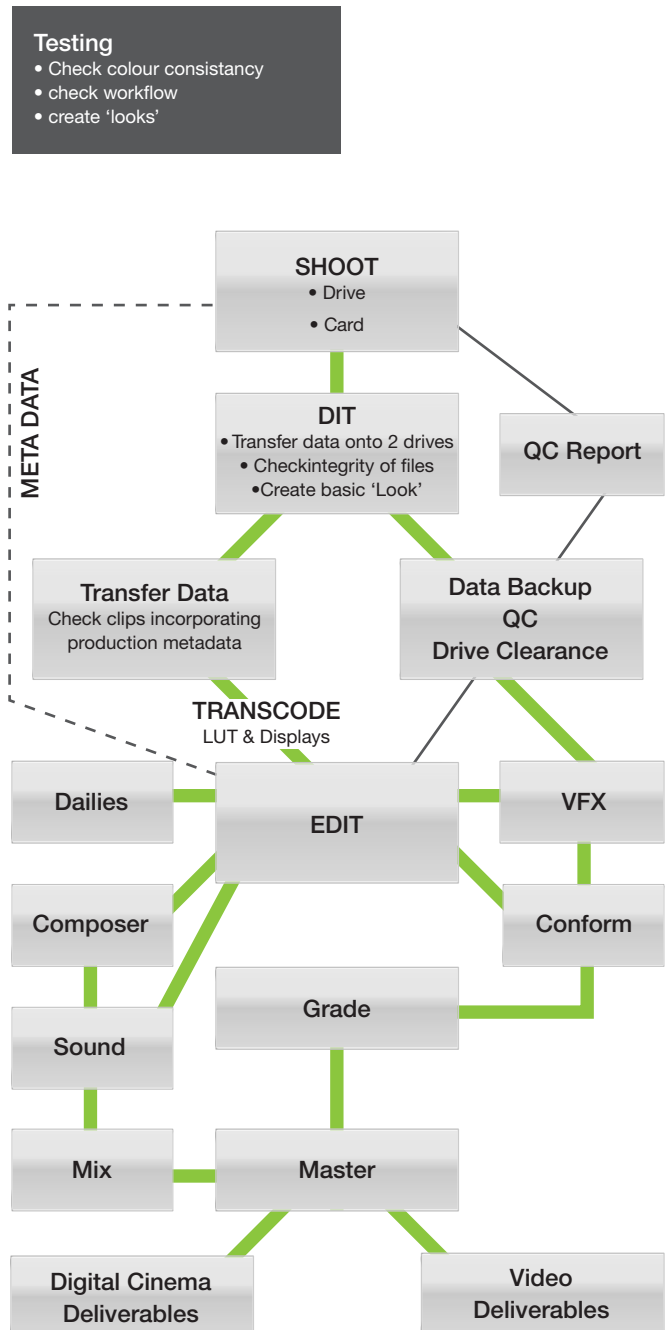
Testing the whole process in Pre from camera test to final composite picture is strongly advised.

Shoot Workflow

1. Shoot data clips on Card or Drive and with timecoded slate.
2. Card goes to DIT to check data integrity, and transfer to two drives.
 - Drive #1 to facility for data storage and QC. QC clearance sent through to production and editorial to allow for recycle of camera card(s) or drive.
 - Drive #2 to editorial for clip management, transfer. Drive returned to DIT for recycle.
3. Editorial transcoding with the
 - a. *LUT burnt in
 - b. *Timecode/Edgecode display
4. Editorial to log and sync vision and audio to create dailies and prepare for editor to cut.

Post Production

1. Editorial provides final edit EDLs for picture conform, VFX and for sound post and music cues.
2. Post/DI Facility conforms data, grades and checks data files including all VFX, opticals and credits prior to mastering.



*Metadata to be stored and added to throughout workflow from shoot to post. This includes all electronic and handwritten data on the sound, vision and vfx i.e camera sheets, continuity, etc.