

Tibbo Sound, Inc. - Sound Delivery specs

Quicktime video

- The QuickTime codec must be DV NTSC or . For PAL shows the codec should be DV PAL.
- The DV QuickTime video you make should use 23.98 (23.976) FPS time code, although 29.97 NDF is acceptable. (Please contact us if you worked with Drop Frame time code.) For PAL shows the video should be 25 FPS time code.
- The QuickTime file must begin at 00:59:30:00. The 2-pop must be at exactly 2 seconds before the hour (00:59:58:00). The first frame of picture must be at 01:00:00:00. If your editing timeline does not reflect the above specs, please adjust it before making any outputs.
- The video must contain an embedded audio guide track, preferably with isolated dialogue on one channel, and sound effects and music on the other channel.
- Please ensure your composer receives video identical to what you're turning over to us.

Window Burn

- Place a small window burn of the show's visible time code near the upper left hand corner. The idea is it should be small and out of the way, but still visible on an NTSC monitor.
- NOTE: The window burn must be within the action-safe viewable area of an NTSC monitor, not all the way at the edge.

OMF/AAF Delivery Specs

- The OMF needs to be OMF 2.0, Consolidated and Embedded with a minimum of 300 frame handles, AIFF or Wave Audio format.
- If the "2 GB File Size Limit" is reached, break up the OMF by Act, or break the Act up into sections. We also accept AAF format - The time code format of the OMF/AAF must match the quicktime video.
- The audio in the OMF/AAF must be in sync with the video.
- The OMF/AAF must NOT contain any effects processing or merged audio. The dialogue should be raw, uncut production sound. All microphone tracks from the original production sound should be provided on the OMF/AAF tracks, in sync with the edited picture.
- There must be a sync pop two seconds before the first frame of picture (generally 00:59:58:00 for video projects, and 01:00:06:00 for film projects).
- Dialogue tracks must be at the top. NOTE: If you replaced any of the production dialogue with an alternate take, or if you removed it for any other reason, please put the original sound back in for our sync reference on a lower track.
- Any sound effects must be on their own tracks and not mixed with production sound or music.
- Music must be on its own tracks and not mixed with production sound or sound effects.
- Sample rate should be 48kHz.

Script and production audio

- I will need a copy of the Lined script as well as all sound reports and production sound files.

If you have any questions please email steve@tibbosound.com