PACIFIC BROADCAST - HD8 AUSTRALIA

Media Format Requirements

HD8 MEDIA PLAYBACK

HD8 is equiped with the following media playback options:

- **GV Kayenne K-Frame - Image/Movie Store**
- **GV K2 Solo Clipstore**
- **EVS XT3 / XT-VIA**

For animating content which is 20 seconds or shorter, we will use the Kayenne K-Frame's Image/Movie Store. This allows almost instant recall and playback.

For content longer than 20 seconds we will use the external K2 Solo Clipstore.

All media can also be ingested into EVS for playback through X-File. This content will need to be formatted to match the EVS format used on that particular job - ProRes, DNx etc.

We request that you provide a copy of your animating content in each of the following formats so it can be ingested appropriately.

- **TGA Sequence -** *content with no audio required*

- **Animation MOV -** *fill and key combined*

- **Animation MOV -** *fill only (backup)*

- **Animation MOV -** *alpha only (backup)*

All above as both 1920x1080 and 1440x1080

KAYENNE K-FRAME

TGA SEQUENCE

A standard TGA sequence is the easiest format to ingest into the vision mixer.
For all TGA sequences, please name each frame in the following format:

0001, 0002, 0003, 0004, etc.

Do **NOT** start with "0000".
Do **NOT** add any text before/after that four digit number.

For an animation that has audio associated with it, use the formatting detailed below.

VIDEO

For a **1080i** workflow:
- Codec: Animation (RLE)
- Resolution: 1920 x 1080
- 25/29.97 progressive fps (depending on workflow)
- Combined Fill + Key

For a **1080p** workflow:
- Codec: Animation (RLE)
- Resolution: 1920 x 1080
- 50/59.94 progressive fps (depending on workflow)
- Combined Fill + Key

AUDIO

- Uncompressed, 48k, Stereo 16 bit

K2 SOLO CLIPSTORE

VIDEO

The K2 Solo Clipstore is only available in a 1080i workflow. Use these settings:
- Codec: Animation (RLE)
- Resolution: 1440 x 1080
- 25/29.97 progressive fps (depending on workflow)
- Combined Fill + Key

AUDIO

- Uncompressed, 48k, Stereo 16 bit

SEPERATE FILL AND KEY

Sometimes the Clipstore will require the fill and key of an animation be ingested separately and combined on the Clipstore locally. In that case use the same settings as above, but render the fill and key as separate files.

- Codec: Animation (RLE)
- Resolution: 1440 x 1080
- 25/29.97 progressive fps (depending on workflow)

Please remember to only render alpha channel for the key channel.