

NTSC DVCam Dailies Specifications

To Be Used as a General Guideline Only.

Call HutchCo for your individual Specs: 323.634.7070

LAB / NEGATIVE PREP

Process negative as instructed by the production company and in camera roll order. Assemble individual camera rolls into transfer rolls no longer than 1200 feet.

TELECINE:

Transfer to DVCam Standard Size tapes (no memory chip) with Non-Drop Frame SMPTE time code. Record clean picture (no window burn in) onto one DVCam tape and window picture (all visual information) onto a separate DVCam tape (see placement below).

Change Time Code hour with each film roll. If there are more than 23 rolls continue at the half hour (e.g. 01:30:00:00, 02:30:00:00, etc.) When those are exhausted, use the quarter hour (e.g. 01:45:00:00, 02:45:00:00, etc.).

Punch the "A" Frame at the first readable keycode number. Five seconds of continuous time code must precede ANY footage transferred.

Place film keycode window in lower right hand corner and address track code window in lower left corner. Make all windows as small as possible (about the distance between action safe and title safe.) All windows should be within action-safe.

If there is production or playback audio synced at the time of the film transfer, a corresponding window should be placed in the lower left corner, above the address track window. Audio should be recorded as a 48kHz digital signal on Tracks 1 & 2 of the DVCam tapes.

Label film rolls/boxes with the time code corresponding to the hole punch. Label all DVCam cassettes with corresponding film roll, time code and sound roll information.

WILD TRACK:

Please transfer all wild sound as a 48kHz digital signal on Tracks 1 & 2 of the DVCam tapes immediately following the last picture roll. Do not regenerate the Production Audio time code. Please generate a window burn in of the production audio time code as well as the address track time code window. Please indicate on the label the corresponding Sound Roll numbers. Five seconds of continuous time code must precede ANY sound dubbed.