

AMAZON STUDIOS CUT DOWN 03/01/23

Please use: AMAZON ORIGINAL Client in QC System
Required: Picture and 10CH In-Depth Broadcast QC.

Although there are not many points relating to picture faults, please treat this as an in-depth broadcast picture and audio QC with all type of picture, video and audio faults logged and explained: If required please add screenshots of faults.

NOTE: Files are not to Amazon Original spec:

In the location on the network there are:

One HDR 10 mov file – For QC.

One Metadata Document (txt)– For MaxCLL requirements

One PSE Report (PDF).

One QC eye report (PDF) for reference and to add to our QC report creation.

SDR PRODUCTION MASTER FILE	
PICTURE SPEC	AUDIO SPEC
First Frame of Program: 00:00:00:00 No B&T, slate, or logos before the FFOP Image Format: Apple ProRes 422 (HQ) Bit Depth: 10-bit minimum, 16-bit maximum Color Space: Linear RGB REC709 UHD (Ultra HD) Resolution: 3840 x 2160 HD Resolution: 1920 x 1080 Picture Aspect Ratio: 16x9 1.78 Image (framing within should match creative intent) Pixel Aspect Ratio: 1:1 Square Pixels Scan Type: Progressive by default Frame rate: 23.976p, 24p, 25p, 29.976p, or 30p Delivery and production frame rate must match	Codec: Uncompressed PCM in WAV container Bit depth: 24-bit Sample Rate: 48 kHz 5.1 surround mix + 2.0 stereo mixdown Channel Mapping: Channel 1 – Left Channel 5 - Left Surround Channel 2 – Right Channel 6 - Right Surround Channel 3 – Center Channel 7 - Left Total Channel 4 – LFE Channel 8 - Right Total All audio channels must be discrete mono tracks; interleaved audio is NOT accepted
File Format Container: .mov	

HDR PRODUCTION MASTER FILE	
PICTURE SPEC	AUDIO SPEC
First Frame of Program: 00:00:00:00 No B&T, slate, or logos before the FFOP Image Format: Apple ProRes 422 (HQ) Bit Depth: 10-bit minimum, 16-bit maximum Color Space: Rec2020 container; P3 subset (D65 whitepoint) Resolution: 3840 x 2160 (Ultra HD) Picture Aspect Ratio: 16x9 1.78 Image (framing within should match creative intent) Pixel Aspect Ratio: 1:1 Square Pixels Scan Type: Progressive by default Frame rate: 23.976p, 24p, 25p, 29.976p, or 30p Delivery and production frame rate must match Maximum Luminance (YUV): 1000 nit (cd/m ²) EOTF: SMPTE ST 2084	Codec: Uncompressed PCM in WAV container Bit depth: 24-bit Sample Rate: 48 kHz 5.1 surround mix + 2.0 stereo mixdown Channel Mapping: Channel 1 – Left Channel 5 - Left Surround Channel 2 – Right Channel 6 - Right Surround Channel 3 – Center Channel 7 - Left Total Channel 4 – LFE Channel 8 - Right Total
Deliver a Transcoder Report from master DPX/TIFF sequence confirming nit values within range. If Transcoder is not utilized, provide a comparable report.	
File Format Container: .mov	

TEXTLESS ELEMENTS

There must be a separate Textless elements file:

HDR/SDR - TEXTLESS ELEMENT REEL FILE
Match specs to Production Master above, except the following:
<ul style="list-style-type: none">Hour 00 TC, to match Production MasterStart Head Formatting at: 00:00:00:00, 3 sec of black, 5 sec of slate, 2 sec blackTextless shots must be frame accurate to Production MasterTextless shots should be provided in sequential order, as they pertain to the episodeShots must have in/out points set on hard cuts, where no dissolves or transitions are presentTextless shots must be provided on a frame matching to the Production Master's timecode
EXAMPLE: If the Production Master first locator is at 00:02:36:12, provide textless shot at 00:00:00:12 on the Textless Element Reel

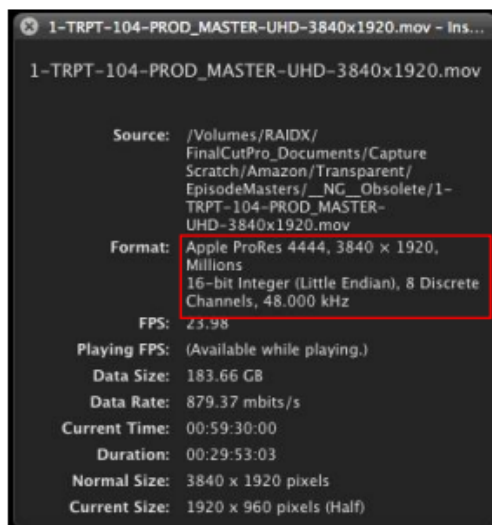
7.1 FINAL PRODUCTION MASTER FILE AUDIO LEVELS AND SPECIFICATIONS

- All audio content must be delivered as 48 kHz/24-bit uncompressed PCM (Broadcast Wave) files.
- Audio must be free from distortion, dropouts, aliasing, and other objectionable artifacts.
- LFE channel must be filtered using a low-pass filter @ 120 Hz 24 dB/octave.
- Audio levels must be referenced to -20dBFS on a digital peak-reading meter (0vu/+4dbu equivalent analog signal).
- Peak audio levels must not exceed -2dBTP (True Peak). The use of true peak limiting is acceptable for this purpose.
- Please consider mixing for near field environments keeping in mind ATSC A/85 (US) or EBU R128 (EU) standard target loudness levels.

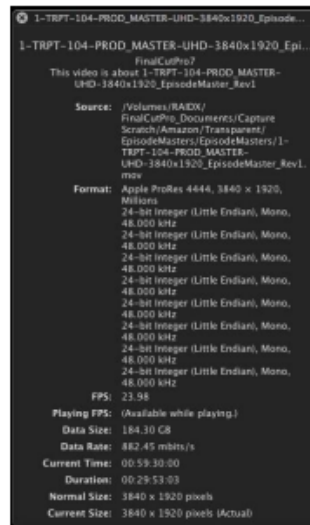
Note: Prime Video will apply a dialogue normalization level (Dialnorm) value of -23 to all program audio streams in order to provide consistent audio level between programs, interstitials, and other content. The resulting audio transmission will occur within a range of -23LKFS +/- 1 or -23LUFS +/- 1 (1770-1 dialogue-gated).

Interleaved audio will be rejected. Please confirm with your finishing facility that final deliverables have the required discrete audio channels. **If you deliver interleaved audio, you will be asked to re-deliver again at your own expense.**

Incorrect Audio Layout:



Correct Audio Layout:



7.5 MUSIC & EFFECTS TRACKS (M&E)

All M&E tracks should be fully-filled and include all music (source, score, etc.), sound effects, room tone (ambience/backgrounds) and Foley as they occur in the domestic mix. Any production effects (PFX) that overlap with dialogue must be replaced/covered with cut SFX or foley.

Unscripted M&E's do not need to be fully filled.

Note: Non fully-filled M&E files will automatically be rejected for fixes.

7.5.1 EXAMPLES OF ELEMENTS TO INCLUDE IN THE M&E (IF APPLICABLE):

- Kissing, grunting, groaning, coughing, sneezing, breathing, reactions, or other noises/intonations not discernible as specific language/dialogue that are made by a character **who does not speak/has no dialogue**.
- Generic crowd noises, cheers, or reactions with no discernible language or dialogue of any kind.
- Background/ambience and room tone beds.
- Instrumental music separated from any performance/cast vocals. Live performance instrumental music must be re-recorded clean of vocals.
- Baby crying if the baby has no discernible dialogue or is from an effects library
- Sourced (licensed footage) clips with audio (e.g., movies, TV shows, radio broadcasts, commercials) without discernible language or dialogue (see below if dialogue is present)

7.5.2 EXAMPLES OF ELEMENTS THAT SHOULD NOT BE INCLUDED IN THE M&E

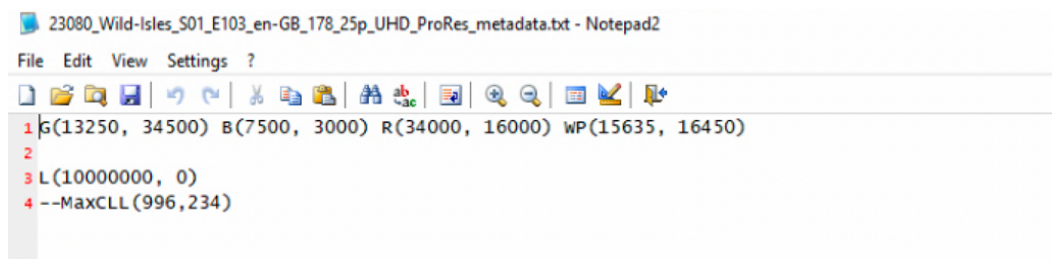
- Any discernible dialogue of any kind, including foreign language, or walla.
- Vocals or non-verbal sounds made by main or ancillary characters with dialogue lines (e.g., kissing, grunting, groaning, coughing, sneezing, breathing, reactions). These elements will likely be re-recorded by foreign language voice talent (See OPTIONALS)
- Dialogue from licensed clips or "programming" scripted/created for the episode. Licensed clips may include movies, TV shows, radio broadcasts, commercials, etc.
- Discernible futzed dialogue (Intercoms, PA announcements, radio "chatter", TV, phones)
- Reverb sounds or dialogue "treatments"

APPENDIX 4: HDR TECHNICAL METADATA SPECIFICATIONS

Metadata File:
<ul style="list-style-type: none">• 1 file required per episode• SMPTE2086 metadata• Whole numbers only; decimals will prohibit a correct encode• Specify the HDR monitor and settings used for color & format as follows: "G(#, #) B(#, #) R(#, #) WP(#, #) L(Peak Luminance, Min Luminance)"• Include MaxCLL & MaxFALL data set described below• For reference, please see HDR_metadata_example.txt included in Post Doc Bundle• Any white on-screen text or graphics should not exceed peak luminance of 1000 nits
Example: A monitor in p3 color space with D65 white point set to a peak luminance of 1000nits, the values would be: G(13250, 34500) B(7500, 3000) R(34000, 16000) WP(15635, 16450) L(10000000, 0)
MaxCLL & MaxFALL:
Should be calculated from the .tiff or .dpx sequence Set in/out points for calculation to include <u>picture only</u> (do not include logos/credits) Format: --max-cll "[MaxCLL],[MaxFALL]" Example: --max-cll "1000,35087. TEXTLESS ELEMENTS"

FOR HDR 10: MaxCLL requirements: 996 – Nits (1000) & 234 Nit average:

Text Doc:



```
23080_Wild-Isles_S01_E103_en-GB_178_25p_UHD_ProRes_metadata.txt - Notepad2
File Edit View Settings ?
1 G(13250, 34500) B(7500, 3000) R(34000, 16000) WP(15635, 16450)
2
3 L(10000000, 0)
4 --MaxCLL(996,234)
```

APPENDIX 8: FILE NAMING CONVENTIONS

All deliverables and assets submitted to Amazon Studios should follow the below file naming conventions. If you have questions, please reach out to your AS Post Exec.

Please note the following:

- Dates should be formatted YYYYMMDD. For example, June 10, 2021, should be formatted: 20210610.
- "Original" file version is the 1st delivery of an asset. "Re-delivery" of a file refers to a new version of a file that is uploaded or delivered. If the original file needs to be re-uploaded due to upload errors or other issues, it should keep the same, original file name.
- Revision numbers ("R[#]") should be documented in total, not per day. For example, if you re-deliver a file to Amazon Studios 4 times across 2 days, the fourth file should include "R4" in the file name.
- Aspect ratios and frame rates specified within the file naming convention should exclude periods (i.e., "178" or "2398", not "1.78" or "23.98").
- Aspect ratios should always include 3 digits (i.e., 178, 200, 235).
- For Language-Locale Codes, see Appendix 9. Generally, they should follow the format xx-XX for Language-Locale (i.e., "en-US" for American English).
- Use "MOS" to indicate no language or audio.
- Capitalization in file names is ultimately immaterial, but adhering to capitalization as specified is preferred.

File	File Version	File Naming Convention	Example
Deliverable Assets			
UHD HDR Production Master File	No Forced Narratives, Original	[Show Code]_[Production#]_[Language-Locale]_PROD_UHD_HDR_[Aspect Ratio]_[Frame Rate]_[Creation Date].[file_extension]	XXXX_102_en-US_PROD_UHD_HDR_178_2398_20190131.mov
	With Forced Narratives, Original	[ShowCode]_[Production#]_[Language-Locale]_PROD_FN_UHD_HDR_[Aspect Ratio]_[Frame Rate]_[Creation Date].[file_extension]	XXXX_102_en-US_PROD_FN_UHD_HDR_178_2398_20190131.mov
	No Forced Narratives, Re-Delivery	[Show Code]_[Production#]_[Language-Locale]_PROD_UHD_HDR_[Aspect Ratio]_[Frame Rate]_[Creation Date]_R[#].[file_extension]	XXXX_102_en-US_PROD_UHD_HDR_178_2398_20190131_R1.mov
	With Forced Narratives, Re-Delivery	[ShowCode]_[Production#]_[Language-Locale]_PROD_FN_UHD_HDR_[Aspect Ratio]_[Frame Rate]_[Creation Date]_R[#].[file_extension]	XXXX_102_en-US_PROD_FN_UHD_HDR_178_2398_20190131_R1.mov
UHD SDR Production Master File	No Forced Narratives, Original	[Show Code]_[Production#]_[Language-Locale]_PROD_UHD_SDR_[Aspect Ratio]_[Frame Rate]_[Creation Date].[file_extension]	XXXX_102_en-US_PROD_UHD_SDR_178_2398_20190131.mov
	With Forced Narratives, Original	[ShowCode]_[Production#]_[Language-Locale]_PROD_FN_UHD_SDR_[Aspect Ratio]_[Frame Rate]_[Creation Date].[file_extension]	XXXX_102_en-US_PROD_FN_UHD_SDR_178_2398_20190131.mov
	No Forced Narratives, Re-Delivery	[Show Code]_[Production#]_[Language-Locale]_PROD_UHD_SDR_[Aspect Ratio]_[Frame Rate]_[Creation Date]_R[#].[file_extension]	XXXX_102_en-US_PROD_UHD_SDR_178_2398_20190131_R1.mov
	With Forced Narratives, Re-Delivery	[ShowCode]_[Production#]_[Language-Locale]_PROD_FN_UHD_SDR_[Aspect Ratio]_[Frame Rate]_[Creation Date]_R[#].[file_extension]	XXXX_102_en-US_PROD_FN_UHD_SDR_178_2398_20190131_R1.mov