

## Wildbunch File QC - Updated 20 August 2021

We receive mainly foreign language versions from Wildbunch

The first thing to check is the file name and confirm it matches the work order and then open it in **MediaInfo**. This software analyses the file and displays various attributes that we need to add to the QC report. Example below:

### VIDEO

FORMAT: ProRes

PROFILE: 4:2:2 or 4:4:4

DURATION

BITRATE

FRAME HEIGHT AND WIDTH: 1920 x 1080 (HD) or 2048x1080(2K) or 3840 x 2160 (UHD/4K)

FRAME RATE: 23.98/24/25/50i/29.97/59.94 etc.

SCAN TYPE: Progressive / Interlace

### AUDIO

FORMAT: PCM

BIT RATE: 1152kbps (dependent on discrete or multiplexed)

BIT DEPTH: 24bit

SAMPLE RATE: 48 kHz

=====

**Absolutely no abbreviations to be used** – Do not use T/O or EG: Please use: 'Example of' 'In Places' or 'Throughout'

**All versions** of the same feature or programme must be cross referenced so that all corresponding faults, grades and comments are logged across all versions.

**Previous versions:** Faults that have 'Approved by production' or graded 3 cannot be re-failed unless specified by Wildbunch.

Faults that have failed on first versions and remain failed after client attends must remain fails.

**Spot checking fixes or doing a new QC on a new version** of the same feature or programme.

Please check for previous reports.

If a new file is supplied, you must copy the existing report and create a new one.

Make sure that the timecodes match the previous versions. If not flag immediately.

All timecodes on the new reports would have to be changed to match.

If the file is corrupt or other issues are noticed that have not been previously logged, flag immediately and log as: New fault found... (Present or not present on previous version/s)

## VIDEO

1. Check Metadata – if incorrect please log and note in comments. If corrupt flag immediately
2. 4.4.4 Full scale masters are acceptable and must be logged and mentioned in comments
3. 4.4.4 scaled / 4.2.2 masters that peak above 700mv and or below 0mv are a fail
4. Do not fail if there is no line-up or slate – But fail if there is line-up / Headbuild that is incorrect
5. Fail if timecodes are incorrect, do not start on the hour or vary across versions. Obviously different standards will have timecode differences. Timecode faults would need to be checked and matched across all versions.
6. All aspect ratios must be checked. Fail if there are aspect ratio shot changes (unless creative, these must be logged
7. All H&V blanking must be correct. Any shot with errors are a fail.
8. All digital errors for example: Pixel drop-outs / processing errors / glitches / keying errors banding, solarisation, encode errors, ETC. to be failed – If present throughout - examples are fine
9. All film dirt and film related faults to be failed ( If numerous throughout, examples are fine)
10. All Crew / equipment in shot or reflections to be logged and failed. Unless approved by client
11. **All logos and text** (including plot related featured text) to be listed in text log.
12. Please list which Wildbunch logo is present:  
(For Wild Bunch International titles, the logo features a phone smashing.)
13. Featured text that is in shot and not plot related, is not required to be logged. Unless product placement
14. Branding / copyright within features or programme: This is not a compliance type QC. If a brand or copyright is spotted during a QC please note it in the QC report.  
For example: Google, Apple, Skype, Pizza hut, Mc Donald's, branded drink bottles in shot ETC. If you spot a brand, check that it is acknowledged or listed in the end credits, if it is not, Log as: 'Please confirm use of ..... Branding / Copyright.'
15. Please advise if title/captions/end credits text is present over black, picture or card
16. All text - titles, captions & end credits must be in 90% caption safe
17. All featured text that is plot related should be 90% safe and mentioned in text log.
18. All featured text that is not plot related or not important does not have to be 90% safe
19. Subtitled versions must be clearly stated. First and last lines of subtitles only required to be listed with timecode in / out
20. Sections of subtitled shots / clips (or un-subtitled sections in subtitled versions) must be clearly logged (first/last line only)
21. Check there are textless elements to cover all texted sections
22. All Texted shots (Added text) must have corresponding textless covers.
23. The textless must match the grade, framing and aspect ratio of its corresponding texted shot
24. The textless covers must be the same timing as the corresponding texted shot

## AUDIO

25. Correct tagging and labelling of audio in metadata required for Wildbuch TV only until further notice
26. Discreet or Multiplexed audio are both acceptable for Wildbunch features, but mention in log and comments
27. Fail if multiplexed audio for Wildbunch TV.
28. All audio errors to be logged and failed
29. All audio ticks, pops, glitches and crackle to be graded 2 – Lip smacks to be graded 3 unless severe. Artistic crackle (vinyl) or recorded in distortion (for example archive footage) to be graded 3 unless un-useable
30. Ensure M&E is clean – Absolutely no audible dialogues or narration – Songs are acceptable
31. Some M&E tracks are not fully filled with missing effects and atmos. Give examples and fail.
32. Check that all 5.1 channels are present and correct – fail if a channel is mute, has minimal frequently or is not in the correct order
33. Sync must be correct – check dialogue and effects across all channels.
34. Log dialogue that is unclear or buried in the mix.
35. Audio peaks above broadcast are a pass, log an example unless, it distorts or clips– then fail
36. Split track audio is not acceptable – Mono audio is a fail unless pre-approved or archive sourced. This must be clearly logged