KLIKxHAFF 2019
MASTER SPECIFICATIONS

Please make sure to carefully read the instructions in this document before you send in the copy of your precious work. KLIKxHAFF uses the industry standard DCP. DCP stands for Digital Cinema Package and is the primary format of delivery according to the Digital Cinema Initiative.

If you don't know how to submit your film as a DCP, check the free DIY manual made by the KLIK staff available here.

The only exception to the DCP delivery rule is if your film is a music video – in that case, please send us a file instead of a DCP. See the delivery specs at the bottom of this document.

Questions?
We're more than happy to help out in case you have any outstanding questions. Please contact us at KLIKxHAFFsubmissions@gmail.com.

SENDING YOUR FILM TO KLIKxHAFF
Choose the transport medium based on the size your film and budget requirements. If your copy doesn't conform to the given specifications there is a possibility that we can't get your film to play and have to take it out of the competition. With the large amount of films we receive, we won't be able to make exceptions.

Send (preferably via internet) to allthingsanimated19@gmail.com
- Wetransfer.com (If you have a very, very short movie that fits within 2GB)
- Wetransfer.com plus/pro (for shorts up to 20GB)
- Google Drive or Dropbox (make sure your DCP is zipped first!)
- Your FTP server or cloud service (KLIKxHAFF does not accept MyAirBridge and Aspera)

Otherwise through postal services:
- USB-stick or SD-card
- Hard disk USB3 or sATA (make sure it's well packed - package drops will cause hard disks to break)
- (Preferred) Data-DVD 4,7 or 8GB space (Will not be returned)
- (Preferred) Data-Blu-ray 25, 50, 100GB or 128GB space (Will not be returned)

KLIKxHAFF does not accept video-DVD or video-Blu-ray's, tapes and film prints. Please use a high-quality transport medium like a Verbatim data-DVD or data-Blu-ray and a low burning speed with data check afterwards.

Send your package to:
KLIKxHAFF
De Wittenstraat 25
1052 AK Amsterdam
The Netherlands

Please make sure to mention "No commercial value, for cultural purposes only" and mark the envelope with "No value" to ensure the safe passage of your file. KLIKxHAFF will not pay for any transportation costs and does not accept customs charges.

FREQUENTLY ASKED QUESTIONS

- *Is HFR possible?* Yes.
- *Is 4K possible?* Yes in some cinemas. If if not it will be screened in 2K.
- *Is s3D DCPs possible?* Yes, 3D is possible.
- *Can you play Stereo DCPs instead of 5.1?* Yes we can play them in LtRt/Prologic mode.
- *Can you play Encrypted DCPs?* Yes, send us the right KDM keys on time, also open for testing. Contact us in this case since you need to know in which cinema your movie plays.
- *Is it correct that a DCP consist of multiple files?* Yes it is, keep them together like that!
- *Can I zip a DCP?* Yes, please do so when sending it via internet.
  How do I create a DCP? Ask a postproduction company or see our free manual <u>here</u>.

SPECIFICATIONS FOR MUSIC VIDEOS ONLY

KLIKxHAFF accepts a wide range of quality codecs for Windows, Linux and Mac as mentioned below. The mentioned codecs have fixed data rates, except for H264 and H265. We accept but do not prefer H264/H265 since the quality can decrease heavily when using incorrect quality settings. We strongly recommend using a fixed high-quality codec like Apple Prores 422 to ensure a high-quality master copy.

If you need help, please consult your local professional post-production house or (internet) literature. The specs stated below in bold are based on our final projection and indicate the preferred format. All specifications are industry standard. When sending the file to us, see transport options on the previous page.

Containers
.**MOV** .AVI .MP4 or .MXF

Codec
Apple Prores 422 till XQ4444
Avid DNxHD
Avid DNxHR
H.264/MPEG-4 AVC (Advice: Hi422Profile 10bit, level 4 @ 80mbit)
H.265/MPEG-H HEVC (Advice: Main 4:2:2 10bit profile, level 5 @ 37mbit)
AVC-Intra or Ultra
Animation Codec (very old codec!)

Colorspace
For the best color reproduction, use **REC709**, DCI-P3 or REC2020 colorspace in your editing/aftereffects package when rendering your film.

Resolution
- **1920 x 1080 square pixels for HD** (1.78 aspect)
- 1998 x 1080 square pixel for DCI-Flat (1.85)
- 3840 x 2160 square pixel (Ultra-HD is 1.78)
- 3996 x 2160 square pixel (4K DCI-Flat (1.85)
If your movie has another resolution/aspect like 2.39 or 1.33, please letterbox/pillarbox it within this size.

Frame rate
23.976Hz, **24Hz,** 25Hz, 29.97Hz or 30Hz. Always progressive! KLIKxHAFF does not accept interlaced video formats.

Subtitles
All subtitles must be in English and burnt in the image. We can not play separate subtitle tracks with the video.

Audio format
16 or **24bit 48Khz uncompressed (PCM) audio**

Audio channel layout
2 channels (Left, Right or dual-mono)
Discrete multi channel (L, R, C, LFE, Ls, Rs) will be down mixed to LtRt!

Audio standard
Stereo, Dolby Stereo(LtRt), Dolby ProLogic and DTS:Neo6 are possible formats. (Mention in filename)

Surround Sound is only possible using Dolby Prologic in a Stereo compatible track. If you have 5.1 discrete Surround Sound, please encode it in a 2ch compatible format like Dolby Prologic or LtRt and put this back under the film. To do so, you can use Prologic ll plug-ins like Dolby Media Generator or SurCode for Dolby Pro Logic II to encode your 5.1 discrete audiomix. Apple compressor has a simple LtRt downmixer since version 4.2.

Caution: Dolby Digital/AC3, DTS-HD, Dolby-E and other bitstream-like formats are NOT possible!