Please provide the following for Sound Post Production:

Quicktime Reference Video:

Video Encoding/Compression Type: .MP4 or H.264 .mov file (If possible, please avoid using any AVC Codecs)
HD resolution
Reference Audio at 48kHz/24bit matching identically with the audio that is provided in the OMF/AAFs.
File size in the region of 800MB for a short film or 2GB for feature length
Burned-in Timecode throughout at a small size and as close as possible to the edge of the frame, ideally outside the picture if letterboxing permits.
Program Start Time: 01:00:00:00
2pip sync pulse *(a 1kHz tone that lasts exactly one frame)* at the start *(2 seconds before First Frame of Action - 00:59:58.00)* and end *(2 seconds after Last Frame of Action)* lined-up with a corresponding single white frame. Preferably at -30dB
Please specify project frame rate and ensure that the reference video and OMF/AAF files are all at this rate.

OMF/AAF file(s):

AAF is preferred but ideally both
Embedded Audio - no video - including all mics both boom and lavalier even where they are not used in the edit.
Please label all audio regions or failing that keep mics on consistent tracks and send a note of which track corresponds to which mic.
Handle lengths: No less than 4 seconds. 10 seconds is preferred.
All transitions should be converted to cuts
No rendered EQ/Reverb etc. effects
Clips named with Scene/Shot/Slate/Take info
Program Start Time: 01:00:00:00
2pip sync pulse *(a 1kHz tone that lasts exactly one frame)* at the start *(2 seconds before First Frame of Action - 00:59:58.00)* and end *(2 seconds after Last Frame of Action)* lined-up with a corresponding single white frame. Preferably at -30dB
48kHz/24bit, with 'handles' at the maximum

*To avoid import problems, please ensure that all audio is at **48kHz/24bit** and in the same format (.wav or .aif) - **mp3s** often cause problems so it's best to convert all audio, including the 2pip sync pulse to 48kHz/24bit wav or aif. Also make sure all audio files are on the same physical hard drive partition. Sometimes muted objects or muted tracks cause issues so it's best to unmute everything.*

EDL:

from same edit used to create AAF/OMF

Sound Rushes:

Please include the original sound rushes in their original folder structure along with the sound report. Also any music files used in their unedited state. If it is problematic to send the complete rushes because of file size etc., then please send as a minimum all wild tracks, buzztracks/roomtones/atmos tracks and all alternate takes of any dialogue that has sound problems.

Shooting Script:

File Transfer:

I recommend sending via wetransfer.com or other online file transfer services such as Hightail or DropBox. Please send to **guyfixsen@gmail.com**