

# Schedule C

## Sony Pictures Master Render Specifications

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### Master Render Definition and Purpose:

The purpose of the Master Render is to preserve an archive that contains the final creative color decisions and highest possible image resolution. This will serve both as a master source for immediate production deliverables and also as a master archive source for future asset re-purposing.

The master render must be created while monitoring through a single output LUT for the intended display e.g. P3 for Cinema. Only one output LUT may be used to monitor the creation of the original theatrical version. No color correction or grading is allowed after this output LUT in the processing chain.

### What it contains...

- Final reel-based assembly of all frames, including VFX, titles, and opticals
- Full aperture, full capture-resolution images with no cropping or masking
- Single scene-referred color space (e.g. Slog, LogC, Cineon, ACES) with creative color correction applied, *BUT WITHOUT THE OUTPUT DISPLAY LUT* rendered into the image
- Textless insert frames with matching color and frame numbering to the master render

### Rendered File Specifications

- 16 Bit DPX file format
- Record Timecode
  - Frame numbering must match reel-based record timecode (eg. 01:00:00:00 = 0086400) padded to 7 digits
  - DPX file headers must contain record timecode
- Folder and filenames to include final grade version number and grading color space. See examples below:

#### **2D Master:**

```
/volumes/server/angry_birds/angbir_r1_grd03_slog3_sgamut3_master/4096x2160/angbir_r1_grd03_20160727_slog3_sgamut3_master.#####.dpx  
/volumes/server/angry_birds/angbir_r1_grd03_slog3_sgamut3_master_txtls/4096x2160/angbir_r1_grd03_20160727_slog3_sgamut3_textless_master_txtls.#####.dpx
```

#### **3D Masters:**

```
/volumes/server/angry_birds/angbir_r1_grd03_slog3_sgamut3_master_left/4096x2160/angbir_r1_grd03_20160727_slog3_sgamut3_master_left.#####.dpx  
/volumes/server/angry_birds/angbir_r1_grd03_slog3_sgamut3_master_right/4096x2160/angbir_r1_grd03_20160727_slog3_sgamut3_master_right.#####.dpx  
/volumes/server/angry_birds/angbir_r1_grd03_slog3_sgamut3_master_txtls_left/4096x2160/angbir_r1_20160727_grd03_slog3_sgamut3_master_txtls_left.#####.dpx  
/volumes/server/angry_birds/angbir_r1_grd03_slog3_sgamut3_master_txtls_right/4096x2160/angbir_r1_20160727_grd03_slog3_sgamut3_master_txtls_right.#####.dpx
```

#### **2D Fix files:**

```
/volumes/server/angry_birds/angbir_r1_grd03_slog3_sgamut3_master_fixes/4096x2160/angbir_r1_20160817_grd03_slog3_sgamut3_master_fixes.#####.dpx
```

### Additional Files to Deliver

In addition to all images files, please also provide the following data:

- Color session files (e.g. project or scene files) for all reels
- The Output display LUT (or color transform) used in monitoring the color correction, clearly labeled with the intended output display color space (color primaries, white point, luminance, EOTF)
- Any additional notes on procedures or effects that were added

### Modifications Made After Delivery of Theatrical Master Render

#### **Downstream fixes after theatrical Master Render has been delivered:**

- Any frames fixed subsequent to the creation of the master render shall be delivered separately.
  - The fixed frame numbers must be the same as the original frames
  - The date should reflect the date the fix was created
  - See example above for “2K fix files”
- A log sheet must be supplied detailing the fixes
- The fixed frames will be delivered on a separate LTO from the master render

### LTO Formatting Specifications

**LTO's are to be formatted per the Sony Pictures LTO specifications, with all metadata packets supplied by the vendor**

### Contacts:

Please contact Sony Pictures Post Production for any clarifications or questions