# **A+E Graphics Delivery Specification and Instructions**

All materials described in this document will be delivered via the A+E Graphics Delivery Portal. Do not deliver any graphics until the following instructions have been followed and you have been contacted by an A+E Archive Services representative to provide specific instructions for file delivery via BOX:

1. In Debut, go into the PAC Module and Graphics Package tab to indicate if you are delivering a new graphic package for that PAC (New/Updated), or, if a graphics package has already delivered that can be associated with the new PAC (Unchanged).  If you have checked "New/Updated", you will now have the ability to upload a document/log for the items you plan to deliver.
2. When you are ready to deliver your graphics, you will be required to upload a log within Debut, detailing each graphic element that will be included in the graphics package. Please make sure that every item on the log is numbered, and at the top of the log, please note the total size (in gigabytes) of the package of deliverables. See instructions below regarding the types of files that should be included as well as proper naming conventions for each graphic element.
3. Once the log is uploaded, an e-mail alert is automatically sent to A+E Archive Services.  You will then be contacted by a representative from Archive Services to provide you with a BOX delivery link for the content upload. You may be asked to deliver your graphics within more than one folder, depending on the amount of content being delivered, which would have been noted on the log. You will be provided with specific instructions on how to name these folders prior to upload to BOX. Upload must be the full folder structure and uncompressed. File naming standards and log example are included below.
4. Once the media is delivered, a reconciliation between actual media delivered and elements noted in the log will be conducted.  If there are any discrepancies, you will be contacted for either redelivery of the log or the media.

## REQUIRED DELIVERABLES

- Textless .MOV Renders of all Final Graphics
- Sample (texted) .MOV reference files
- Final Adobe CC / After Effects toolkit (for lower thirds/ID's, factoids, fullscreen text graphics etc.)
- Elements Log of all rendered graphics; toolkits; and documentation of fonts, software & plug-ins.

## FILE NAMING CONVENTION

All files and toolkits must be clearly and accurately labeled using our standardized naming conventions, listed below

- Documentation: SeriesName_Season#_DocumentName
    - example: AmericanPickers_Season10_ElementsLog
    - example: AmericanPickers_Season10_FontList
- Toolkits: SeriesName_Season#_TOOLKIT_SoftwareVersion
    - example: AmericanPickers_Season10_TOOLKIT_AdobeCC2017
- Rendered Files: SeriesName_Season#_FrameRate_ElementType_Version#.mov
    - example: AmericanPickers_Season10_5994_SO_V1.mov
    - example: ForgedInFire_Generic_2398_DP_V1.mov

# A+E GLOBAL MEDIA GRAPHICS TOOLKIT DELIVERY SPECIFICATION AND INSTRUCTIONS

## STANDARD ELEMENT TYPES

| Element Type | Abbreviation |
|---|---|
| Show Open | SO |
| Main Title | MT |
| Disclaimer Page | DP |
| Bump In | BI |
| Bump Out | BO |
| Transition Element | TE |
| Upper Third | UT |
| Lower Third | LT |
| Back Plate | BP |
| Full Page Back Plate | FPBP |
| Text Box | TB |
| Title Page | TP |
| End Page | EP |
| Credit Bed | CB |

*If you do not see the element type in the table above, use OTHER as the abbreviation and include a brief description of the element in the log.*

## TECHNICAL SPECIFICATIONS

- Unless otherwise specified by A+E, all deliverables must be produced and delivered in native full-frame 1920x1080 HD/16:9 aspect ratio and adhere to Title Safety rules (85% width, 90% height) with all text fully contained within the Safe Title Area.
- Files must be rendered as full RGB; do not render as 709. Avoid fully saturated reds and yellows to avoid clipping in broadcast color gamuts.
- For motion graphics use Animation Codec with Straight Alpha, AvidDnX HR HQ or Apple ProRes HQ RGB 10bit for Keyables.
- Animation codec can be used for any composite renders where aliasing or "artifacting" may occur with highly saturated colors, high luminance, thin lines, Serif fonts, etc.
- Accepted Static file formats: TARGA, TIFF, PNG, PSD
- Logos must be proper vector EPS files with all fonts released to outlines.
- Graphics with embedded text (maps, street signs, headlines, etc) must be delivered as both texted and textless versions.

## THIRD PARTY MATERIALS

- If your graphics include Third Party Material (photos, footage, etc.), you must provide documented legal clearance for exploitation of those materials in All Media, Worldwide, in Perpetuity.
- Source assets must be uncompressed/lossless.

# A+E GLOBAL MEDIA GRAPHICS TOOLKIT DELIVERY SPECIFICATION AND INSTRUCTIONS

## FONTS

- We cannot accept or distribute Fonts.
- You must acquire all necessary licenses for all fonts used in your graphics package (although you are not expected to include those licenses with your deliverables). Never assume that because a font is listed as "free" that there may not be costs for commercial use and/or potential legal risks involved.
- All graphics packages and associated Toolkits must be accompanied by documentation describing all font information including Name, Applicable Sizes, Color and Kerning, and Foundry Link.

## SOFTWARE/PLUGINS

- We cannot accept or distribute any Software or Plug-Ins.
- All graphics packages and associated Toolkits must be accompanied by documentation describing all required software or plug-ins and vendor links.

# Graphics Package Delivery Folder Upload Guide

## Folder Specifications

**Maximum Folder Size: 100GB**

Any deliverables over 100GB will need to be uploaded into multiple folders.

**Files must be in an uncompressed folder.**

**Folder Naming:**

[Program]_[Season]_[PAC ID #]_[Folder # if Applicable]

Example for one folder: *Ice Road Truckers_Season 4_PAC ID 12345*
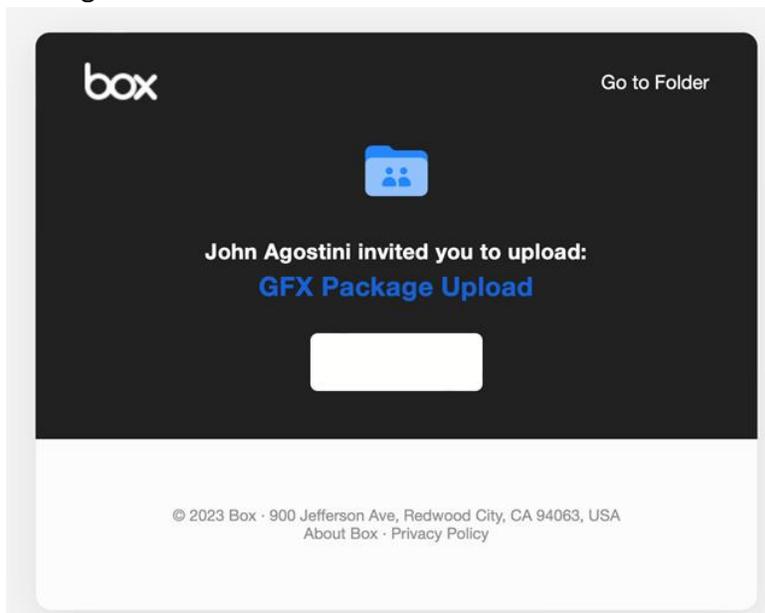
Example for multiple folders*: Ice Road Truckers_Season 4_PAC ID 12345_1 of 2*

**Secondary Log Upload:**

Include a copy of the same log uploaded to **DEBUT** with the GFX delivery**.**
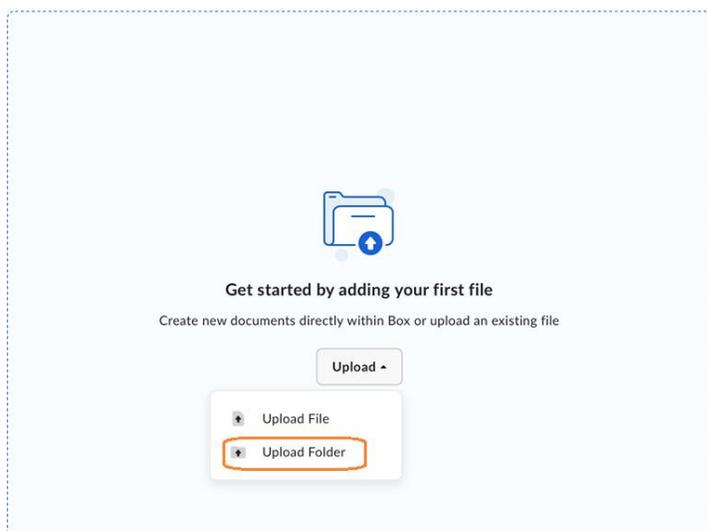
<u>**BOX Upload Guide**</u>

1. Once an uploader has been identified you will receive an email with a **BOX** link to upload the GFX Package.



2. Uploads can either be uploaded through the **Upload Folder** option or dragging the folder to the upload window.

# A+E GLOBAL MEDIA GRAPHICS TOOLKIT DELIVERY SPECIFICATION AND INSTRUCTIONS

**GFX Package Log Example**

**Series Name: BEYOND OAK ISLAND**

**Program Title: N/A**

**PAC ID: 37857**

**Total File Size: 2.09 GB**

| | Graphic Elements: | |
|---|---|---|
| **#** | **File Name** | **Description** |
| 1 | BEYONDOAKISLAND_Season01_MT_TOOLKIT_AdobeCC2020 | Series Main Title Project File<br>Software: Adobe After Effects 2020<br>Plug-ins: None<br>Vendors: None |
| 2 | BEYONDOAKISLAND_Season01_2398_MT_V8 | Main Title Render File, texted |
| 3 | BEYONDOAKISLAND_Season01_2398_MT_V8_TEXTLESS | Main Title Render File, textless |
| 4 | BEYONDOAKISLAND_Season01_ALT_MT_TOOLKIT_AdobeCC2020 | World's Greatest Treasure Mysteries<br>Series Alternative Main Title Project File<br>Software: Adobe After Effects 2020<br>Plug-ins: None<br>Vendors: None<br>Note: This project contains both v02 an v03 |
| 5 | BEYONDOAKISLAND_Season01_2398_ALT_MT_V2 | Alternative Main Title "World's Greatest Mysteries", texted |
| 6 | BEYONDOAKISLAND_Season01_2398_ALT_MT_V2_TEXTLESS | Alternative Main Title "World's Greatest Mysteries", textless<br>Note - the ALT MT textless is identical to the MT textless |
| 7 | BEYONDOAKISLAND_Season01_2398_ALT_MT_V3 | Alternative Main Title "World's Greatest Mysteries", texted<br>Note: This is another variation of the ALT MT, there is a space between "Treasure" and "Mysteries" |
| 8 | BEYONDOAKISLAND_Season01_2398_ALT_MT_V3_TEXTLESS | Alternative Main Title "World's Greatest Mysteries", textless<br>Note - the ALT MT textless is identical to the MT textless |
| 9 | BEYONDOAKISLAND_Season01_BI_BO_TOOLKIT_AdobeCC2020 | Series Bump In / Bump Out Project File<br>Software: Adobe After Effects 2020<br>Plug-ins: None<br>Vendors: None |
| 10 | BEYONDOAKISLAND_Season01_2398_BI_TEXTLESS | Bump In Render File, texted |
| 11 | BEYONDOAKISLAND_Season01_2398_BI_THIS_SEASON.mov | Bump In "This Season" Render File, texted |
| 12 | BEYONDOAKISLAND_Season01_2398_BI_TONIGHT_ON_V2.mov | Bump In "Tonight On" Render File, texted |
| 13 | BEYONDOAKISLAND_Season01_2398_BI_TONIGHT.mov | Bump In "Tonight" Render File, texted |
| 14 | BEYONDOAKISLAND_Season01_2398_BO_COMING_UP_TEXTLESS.mov | Bump Out Render File, textless |
| 15 | BEYONDOAKISLAND_Season01_2398_BO_COMING_UP.mov | Bump Out "Coming Up" Render File, texted |
| 16 | BEYONDOAKISLAND_Season01_2398_BO_NEXT_ON.mov | Bump Out "Next On" Render File, texted |
| 17 | BEYONDOAKISLAND_Season01_2398_BO_NEXT_TEXTLESS.mov | Bump Out Render File, textless |
| 18 | BEYONGDOAKISLAND_Season01_2398_BO_NEXT_TIME.mov | Bump Out "Next Time" Render File, texted |

| 19 | BEYONDOAKISLAND_Season01_ET_TOOLKIT_AdobeCC2020 | Series Episode Title Card Project File<br>Software: Adobe After Effects 2020<br>Plug-ins: None<br>Vendors: None |
|---|---|---|
| 20 | BEYONDOAKISLAND_Season01_2398_ET_CIVIL_WAR_GOLD.mov | Episode Title Render File, texted |
| 21 | BEYONDOAKISLAND_Season01_2398_ET_DEEP_WATER_GOLD.mov | Episode Title Render File, texted |
| 22 | BEYONDOAKISLAND_Season01_2398_ET_FINDERS_KEEPERS_ALT3.mov | Episode Title Render File, texted |
| 23 | BEYONDOAKISLAND_Season01_2398_ET_MIDWEST_MILLIONS.mov | Episode Title Render File, texted |
| 24 | BEYONDOAKISLAND_Season01_2398_ET_MONTEZUMAS_TREASURE.mov | Episode Title Render File, texted |
| 25 | BEYONDOAKISLAND_Season01_2398_ET_PIRATE_TREASURES_ALT1.mov | Episode Title Render File, texted |
| 26 | BEYONDOAKISLAND_Season01_2398_ET_TEXTLESS.mov | Episode Title Render File, texted |
| 27 | BEYONDOAKISLAND_Season01_2398_ET_THE_LOST_DUTCHMAN_CURSE.mov | Episode Title Render File, texted |
| 28 | BEYONDOAKISLAND_Season01_2398_ET_WILD_WEST_GOLD_ALT8.mov | Episode Title Render File, texted |
| 29 | BEYONDOAKISLAND_Season01_LT_TOOLKIT_AdobeCC2020 | Series Lowerthird Project File<br>Software: Adobe After Effects 2020<br>Plug-ins: None<br>Vendors: None |
| 30 | BEYONDOAKISLAND_Season01_2398_LT_SAMPLE.mov | Lowerthird Sample Render File, texted |

| **Font Style Guide:** | | |
|---|---|---|
| **TYPE** | **FONT** | **DETAILS** |
| Main Title: "Beyond" | Gotham, Font Style: "Black" | Font size 158pt, Distressed - Note: Font size is variable since the text is animating |
| Main Title: "Oak" | Gotham, Font Style: "Book" | Font size 165pt, Distressed - Note: Font size is variable since the text is animating |
| Main Title: "Island" | Gotham, Font Style: "Black" | Font size 165pt, Distressed - Note: Font size is variable since the text is animating |
| Alt Main Title V02: Top Line | Gotham, Font Style: "Extra Light" | Font size 96pt, Distressed - Note: Font size is variable |
| Alt Main Title V02: "Treasure" | Gotham, Font Style: "Extra Light" (Faux Box in After Effects) | Font size 150pt, Distressed - Note: Font size is variable |
| Alt Main Title V02: "Mysteries" | Gotham, Bold | Font size 150pt, Distressed - Note: Font size is variable |
| Alt Main Title V03: Top Line | Gotham, Font Style: "Extra Light" | Font size 96pt, Distressed - Note: Font size is variable |
| Alt Main Title V03: Bottom Line | Gotham, Font Style: "Black" | Font size 150pt, Distressed - Note: Font size is variable |
| Bumpers | Gotham, Bold | Font size is variable since the text is animating |
| Episode Title | Gotham, Bold | Font size is variable since the text is animating |
| Lowerthirds | Gotham, Bold | Top Line Font size 72 px - Bottom Line Font Size 51 px |