eye Play

Digital Signage Specificationas
Interactive & Non Interactive Content

48", 55", 65", 75"
Digital Poster Portrait

65"
Interactive Digital Poster Portrait

84"
Interactive Digital Poster Landscape

Herringbone Hero Wall

The Basics

SPOT LENGTH
Digital Poster Portrait: 15 seconds
65" Interactive Digital Poster Portrait:
15 or 30 seconds (Non Interactive) & 60 Seconds
84" Interactive Digital Poster Landscape:
15 or 30 seconds (Non Interactive) & 60 Seconds
Hero Wall: Based on Availability

SOUND
Digital Poster Portrait: No
65" Interactive Digital Poster Portrait:
Optional / Output at - 6db
84" Interactive Digital Poster Landscape:
Optional / Output at - 6db
Hero Wall: Yes / Output at - 6db

Dimensions

DIGITAL (VIDEO OR STATIC)
Digital Poster Portrait specs: 1080w X 1920h
65" Interactive Digital Poster Portrait specs: 1080w X 1920h
84" Interactive Digital Poster Landscape spec:
      HD: 1920w X 1080h OR **4K:** 3840w x 2160h
Hero Wall specs: 1920w X 1080h

Accepted File Types

PROCESS SPECS
Static: JPG, PNG, BMP, GIF
Video: .MPEG4 H264 - 30 Frames per second

Artwork Submission

**Artwork for approval and production
can be uploaded via We Transfer link below:**
https://eye-corp-media.wetransfer.com

In We Transfer
Email To: artworkapproval@eyecorpmedia.com
Message: (Please Include Creative Name and Advertiser
as Reference.)

Tel 877 393 6671 l info@eyecorpmedia.com l eyecorpmedia.com

Supported Programming Language

Bitrate: 10 Mbps CBR

FOR ALL QUESTIONS, CONTACT:
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Failure to comply with the above specifications
may delay and/or result in posting error.