

# Pearl Street Post Audio Mix

## QuickTime Picture Reference:

Codec and File Size (Preferred): Apple ProRes 422 .mov / 1280 x 720 (HD) Linear PCM Audio / Stereo (L R)

VIDEO EXPORT: Please export all videos as Quicktime movies.

In AVID systems, choose Quicktime Movie as your export setting and choose AppleProRes 422 in the Format Options or Movie Settings window.

In Premiere systems, choose Quicktime under the Format drop down menu and choose Apple ProRes 422 under the Video Codec menu.

**Note: .mp4 files do not work in ProTools. We always prefer .mov files.**

**Please upload the reference file separately from the AAF/OMF**

## AAF/OMF:

### Session Organization

1. Tracks organized separately as Dialogue, Natural Sound, SFX, and Music.
2. Tracks MUST be discrete and not stacked on other tracks. (No sfx on music tracks, music on dialog, ect.)
3. Time code format of OMF/AAF must match the video; OMF/AAF must be in sync with video.

## Avid and FCP users:

Please deliver all audio as an AAF or OMF. The AAF or OMF can either be “embedded” (all related media is contained in the AAF/OMF file) or “linked” (all related media is contained in a folder which you will need to deliver along with the AAF/OMF file).

We prefer the following specifications: AAF Audio Settings: Audio format = .wav / 24 bit / 48kHz Handles = 100 frames

## Premiere Pro users:

Please deliver all audio as an AAF or OMF. The AAF or OMF can either be “embedded” (all related media is contained in the AAF/OMF file\*\*) or “linked” (all related media is contained in a folder which you will need to deliver along with the OMF file).

We prefer the following specifications: AAF Audio Settings: Audio format = .aiff / 24 bit / 48kHz Handles = 100 frames

**\*\* Embedded OMFs have a file size limit of 2GB. If your project's audio is larger than 2GB you can either create a “linked” OMF or split the project into smaller pieces and create multiple embedded OMFs.**