audio file delivery specifications

Audio to be mixed for film/television should be delivered in OMF (Open Media Framework) format whenever possible, as this format retains the maximum amount of flexibility for audio-post production. If OMF is unavailable in your editing platform, audio should be delivered as flattened individual tracks or submixed stems in AIFF, WAV, or Broadcast WAV formats. Other formats are acceptable, but the extra time required to convert esoteric formats may result in additional cost. All standard sample rates (44.1KHz, 48KHz, 88.2KHz, 96KHz) are supported (note, however, that high sample rates may result in decreased track count for mixing) as are both 16- and 24-bit audio files. Please note that if you are submitting individual tracks or stems, each file should start at the 0:00:00.000 mark of the project and run to the end so that all files are the same length and maintain sync with each other.

For projects requiring only music, please supply a flattened mix of the dialogue, and, if applicable, flattened mixes of any existing music (source, licensed, or temp) and effects tracks. These files should conform to the format specifications above.

video

Reference video should be supplied in Quicktime format of around 320 x 240 pixels at the same frame rate as the project. Please note the project's frame rate when you submit your files to avoid sync problems. Failing this, reference video may be supplied as DVD-Video on a DVD+/-R/RW disc.

finished mixes

Finished mixes are returned as AIFF, WAV, or Broadcast WAV files which are imported back into the Final Cut sequence. Separate stems of the dialogue, music, and effects tracks are also supplied in an effort to future-proof the project in the event that minor changes are needed. Unless otherwise specified, the sample rate and bit-depth of these files will be the same as the original supplied files.

physical formats

Source files may be submitted on CD-ROM, Data DVD+/-R/RW, or USB 2.0 or FireWire 400 compatible hard drive, and finished projects will be returned either on the same drive or the same optical disk format once completed.

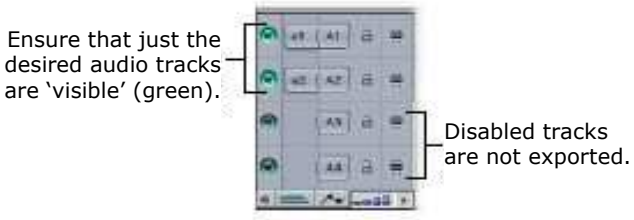
more information

Because Final Cut Pro has become such a popular platform, step-by-step tutorials for exporting OMF and Quicktime files from that application are included on the second page of this document. Of course, if you are have specific questions or are experiencing trouble meeting these standards, please do not hesitate to contact me directly.

omf export from final cut pro

To export audio from a clip or sequence to OMF format:

1. Select a clip or sequence in the Browser or open the sequence in the Timeline.
2. In the Timeline, click the green Track Visibility button next to each audio track you want to export:



3. Choose File > Export > Audio to OMF.
4. In the OMF Audio Export dialog, set the following parameters:

    Sample Rate: 48 KHz
    Handles: 30 Frames
    ☑ Include Crossfade Transitions

5. Click OK.
6. Choose a location to save to, then enter a name for the file **with an .omf extension** at the end of the filename.
7. Click Save, and Final Cut Pro will begin exporting the audio.

quicktime video export from final cut pro

1. Load the final sequence in the timeline and ensure that all the needed video tracks are enabled, that in and out points have been marked on the timeline, and that all effects are rendered.
2. Choose File > Export > Quicktime Movie and use the following settings:
3. Choose a location to save to, then enter a name for the file **with a .mov extension** at the end of the filename.
4. In the save dialog, set the following parameters:

    Setting: DV NTSC 48 KHz
    Include: Video Only
    Markers: None
    ☐ Recompress all Frames
    ☑ Make Movie Self-Contained

5. Click Save to start the export.