

VFX Plate Delivery for D-Facto VFX

For Plate Deliveries, the D-Facto VFX always requires per VFX shot:

1. One or multiple Plates (EXR-Files)
2. A LUT (.cube)
3. An Editing reference (mov) (only when shotlength is different from length of pulled EXR sequence)

File naming:

The naming of the VFX shots is strictly according to the D-Facto VFX list for the project!

1.a. Plate folder - Do not add subfolders(e.g. resolution folder) to plate folder:

PRODUCTIONCOMPANY	PROJECTNAME	SC####	S####	DESCRIPTION	v###
BF	IL	SC0081	S0010	PL001	v001

1.b. Plate files as exr:

PRODUCTIONCOMPANY	PROJECTNAME	SC####	S####	DESCRIPTION	v###	####	EXT
BF	IL	SC0081	S0010	PL001	v001	1001	exr

2. LUT as cube file:

PRODUCTIONCOMPANY	PROJECTNAME	SC####	S####	EXT
BF	IL	SC0081	S0010	cube

3. Editing reference as mov (no h264) file:

PRODUCTIONCOMPANY	PROJECTNAME	SC####	S####	EXT
BF	IL	SC0081	S0010	mov

Description:

PRODUCTIONCOMPANY	PROJECTNAME	Please abbreviate for more than 8 letters each.
SC####		First Digit = Episode numbering, for Movies = 0; Last three digits = Scene numbering
S####		Shot numbering with 4 digits
DESCRIPTION		For a single plate "PL", for multiple plates adapt according to the content e.g. INSERT, FG, BG,... or additionally with 3 digits in continuous numbering e.g. PL001
v###		Version numbering with 3 digits or date with format YYYYMMDD, necessary for plate redelivery
####		File numbering with 4 digits starting at 1001 for the first Editframe. For Handles adjust the numbering accordingly, e.g. 5 Handle Frames -> Start at 0996
EXT		File extension

Two options for VFX plate exports, depending on the workflow the grading is aiming for:

Unless otherwise discussed, everything same as source: resolution, pixel aspect, etc. NO scaling, cropping, sharpening, denoising, grading, ODT etc.

When developing from RAW footage, please make sure not to use any post-sharpening filters, especially for shots with green/bluescreen.

Please keep the original Metadata of the files if possible.

A. Delivery of log files:

always 16bit EXRs

Additional necessary information for the VFX:

- Info about camera source (if not available in metadata) to define the exact log colour space.
- Pixel aspect ratio, if not square (e.g. with anamorphic material)

B. Delivery of ACES files:

Pre-developed with matching IDT as 16bit EXR sequences in ACES2065-1 colour space (RGB half Zip1 Compression).

Additional necessary information for the VFX:

- Which ACES version was used for the plate export (1.0.3, 1.1 etc.)
- Which working colour space was used for the LUT creation (ACEScc or ACEScct)
- Pixel aspect ratio, if not square (e.g. with anamorphic material)