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VFX SHOT DELIVERY GUIDE

These steps will guide you through the recommended process for sending shots for visual effects at Pixel Catcher, ensuring a smooth process throughout VFX and the rest of the post-production pipeline.

Missing information and/or incorrectly supplied shots may result in delays to your visual effects work being completed.

Deviations from this process may be accepted, please inform me of your intended delivery process via email.

DELIVERY METHODS

FTP (Client or Pixel Catcher Portal)
Other Online Services (e.g. Google Drive, WeTransfer)

DELIVERY CHECKLIST

Reference Sequence
VFX Shot List
VFX Shots
Misc Assets
Deliverables

DELIVERY CHECKLIST BREAKDOWN

REFERENCE SEQUENCE
H.264 1920x1080 Video with Audio
BITC (Burnt-In Timecode) matching VFX Shot List

VFX SHOT LIST
List of shots with descriptions of VFX requirements
Download the VFX Shot List template here
See example in Document B below

VFX SHOTS
All shots that require visual effects, renamed to match the VFX Shot List

MISC ASSETS
Additional Plates (screen plates, backgrounds etc)
Digital Artwork (brand assets, logos, matte paintings etc)
Preview Colour LUTs (if applicable, speak to your DoP and/or colourist)

DELIVERABLES
See Document A below

PIXEL CATCHER

TECHNICAL DELIVERY REQUIREMENTS

VFX SHOTS

- **Shots must be supplied unprocessed and at full resolution and aspect ratio. This means no grade, LUT, or any other kind of visual or temporal adjustments that have been applied to the footage after it was recorded by the camera. Incorrectly supplied shots may cause delays or issues when finished VFX shots reach the grade.**
- Send only the trimmed shots as required by the edit, not the full-length source clips.
- It is recommended to include at minimum of 7 frame handles at the head and tail of each shot, but you may choose to include up to 24 frames at both ends. Keep the handles the same across every shot and include the number of frame handles in the VFX Shot List.
- **RAW-encoded/Scene Referred footage:** Export shots as EXR image sequences, with Piz compression. This will export one file per frame, please contain each shot within its own folder.
- **Log-encoded/Display Referred footage:** Export shots as DPX image sequences. This will export one file per frame, please contain each shot within its own folder.
- **Don't know if your footage is RAW or Log-encoded? Speak to your DoP and/or colourist.**

MISC ASSETS

- **Applicable only if you are sending secondary assets for use in the VFX Shots**
- **Additional Plates** – supply matching the delivery requirements of VFX Shots as above. Please note the handles must be the same as the VFX Shot the additional plate is intended for.
- **Digital Artwork** – Supply as .ai, .eps or high resolution .psd files.

FILE NAMING

- **VFX Shots**
  - [PROJECT NAME]_SC###[SCENE NUMBER]_SH###[SHOT NUMBER]
    - E.g., MYFILM_SC001_SH001
    - You may also choose to abbreviate your Project Name (e.g., MF_SC001_SH001)
- **Misc Assets**
  - Name additional plates according to the VFX Shot the plate is intended for, e.g.:
    - VFX Shot: MF_SC001_SH001
    - Additional Plate: MF_SC001_SH001_plate
      - Where multiple plates are required for one shot, append 01, 02 etc.
        - E.g., MF_SC001_SH001_plate01

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DOCUMENT A – FINAL DELIVERABLES

Unless otherwise stated, I deliver completed VFX shots as lossless linear EXR sequences, in the resolution and aspect ratio the shots were supplied as.

Use this form only if the specs you require for your deliverables differ from the above.

File Format:

Resolution:

Aspect Ratio:

Additional instructions:

DOCUMENT B – EXAMPLE SHOT LIST

THUMBNAIL – Useful but optional
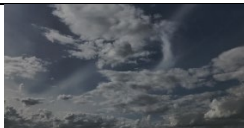
SHOT NAME – Must match VFX Shot name

TIMECODE – The in timecode for the shot as it appears in the Reference Sequence

DURATION – Required to confirm the length of supplied VFX Shots is correct

DESCRIPTION – A detailed description of the VFX work required on the shot

ASSETS – A list of the additional assets, if any, that are to be used in the shot

CAMERA INFO – The level of detail required here will vary according to the type of VFX work being carried out, I will advise you of any additional info if necessary. The minimum needed is the model of camera each shot was recorded on. If it's the same camera for the whole project, you can fill in the first row and leave the rest blank.

THUMBNAIL	SHOT NAME	TIMECODE/ HANDLES	DURATION	DESCRIPTION	ASSETS	CAMERA INFO
	MF_SC001_SH001	01:02:01:09 7 frame handles	00:00:05:00	Add a water wall between character on the left and character on the right Replace sky	Sky plate provided, see below	Sony FX6
	MF_SC001_SH001_plate	7 frame handles		Sky plate for MF_SC001_SH001		
	MF_SC003_SH020	01:03:07:05 7 frame handles	00:00:10:00	Tree bursts into flames		