



Limitless Sky Records
Audio Post Production
Asset Delivery Guidelines

- **Audio Export of the project** as .aaf or .omf, 48Khz, 24 Bit, longest “handles” possible,
- **Head tone** at -20db, 2 Pop at 00:59:58:00 - Preferable: 2 pop beep on each track
- **QT Movie:** Include time code burn in, max file size 700MB. Include audio.
- **Ideal video format:** Avid DnxHD

Track organization saves us lots of time:

Please keep lav's, boom, sfx, tone, foley and music on their own tracks.

Example: An SFX sound on the same track as a lav = more house keeping on our end = increased potential for issues.

- **Clearly marked room tone** - name room tone events for their scenes. Place them on a room tone track within the scene.
- **Include ALL location audio tracks:** Lav's, boom, and any SFX/specially recorded sounds.
- **Time saver:** Organize laviller tracks by character.

Example: Jim is always on track 1, Kelly is always on track 2.

- **Music Tracks:** 44.1KHz, 16 bits minium. Ideal is 48Khz, 24 bits or higher.