

# YES Additional Post Deliverables

All YES programs must deliver the following additional materials:

Video and Audio Master Elements		
Deliverable	Format	Description
<b>Camera Digital Negative</b>	Native	<ul style="list-style-type: none"> <li>• All original raw footage in native shooting format</li> <li>• Original naming, to notify when possible Camera and Card/Tape #</li> <li>• Organized by <b>[Date / Camera]</b></li> <li>- Storage of media should reflect this in editorial</li> </ul>
<b>Audio Raw Files</b>	WAV/Uncompressed, 48 khz, 24 bit sample rate; or highest quality format available	<ul style="list-style-type: none"> <li>• All original external audio in raw format numbered consecutively</li> </ul>
<b>Camera and Sound Reports</b>	.doc, .docx, .xls, xlsx, .pdf	<ul style="list-style-type: none"> <li>• Digital camera and sound reports</li> <li>• Noting camera, takes, scene, and shots</li> <li>• Organized by Shoot Date</li> </ul>
<b>Live Programming (Multi Camera): ISOs</b>	Native	<ul style="list-style-type: none"> <li>• Video/audio feeds from all individual cameras</li> </ul>
<b>Live Programming (Multi Camera): Line Feed/Cut</b>	ProRes 422 HQ, DNxHD 175x or greater	<ul style="list-style-type: none"> <li>• Must deliver two versions:               <ul style="list-style-type: none"> <li>- Clean: has no burnt-in graphics or bugs ( ie. "Live" or network)</li> <li>- Dirty: has any applied graphics or treatments</li> </ul> </li> </ul>
<b>Acquired Footage</b>	Native digital format and resolution (Original source media)	<ul style="list-style-type: none"> <li>• i.e. Stock footage, stills, any licensed media</li> </ul>
<b>NLE Offline Media</b>	Offline proxy media (i.e. ProRes, mxf, .etc)	<ul style="list-style-type: none"> <li>• All media from used in Offline</li> </ul>
<b>NLE Project Files</b>	NLE specific project files, bins, and settings (i.e. avp, prproj, fcpx)	<ul style="list-style-type: none"> <li>• Final Offline and Online NLE projects accompanied with AAFS, EDLs of final sequences</li> </ul>
<b>Dailies</b>	See <a href="#">Dailies &amp; Selects</a>	<ul style="list-style-type: none"> <li>• When applicable: Delivered with original camera naming conventions</li> </ul>

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<b><u>Additional Delivery Elements Required For Programming With Censored, Uncensored, International, And Or Alternate Cuts</u></b>		
<b><u>Graphic Elements</u></b>		
<b><u>Deliverable</u></b>	<b><u>Format</u></b>	<b><u>Description</u></b>
<b>Textless Graphic Elements</b>	Original format and resolution w/alpha channel (i.e. .mov ,.tiff ,.jpeg ,.png etc)	<ul style="list-style-type: none"> <li>• Textless versions with alpha channel of all graphics i.e. , backplates, transitions</li> <li>• Clean Comps: i.e. cell phones, computer monitors, TV screens</li> </ul>
<b>Main Titles &amp; End Credits</b>	All associated source project files and media in original format	<ul style="list-style-type: none"> <li>• All project files and media associated with Main Titles &amp; End Credits</li> </ul>
<b>Production Company Logos</b>	Animated: .mov, ProRes 4444 w/alpha or Apple Animation  Static: Layered .TIFF or .JPEG	<ul style="list-style-type: none"> <li>• All animated and static company logos</li> </ul>
<b>Fonts with Proof of License And Style Guide</b>	Font: TTF, OTF  Digital License: PDF  Font Style Guide: PDF	<ul style="list-style-type: none"> <li>• All fonts used in program with accompanying proof of license and style guide for lower thirds</li> </ul>
<b>Graphic Project Files and Media</b>	i.e. .psd, .aep, .ai	<ul style="list-style-type: none"> <li>• All original graphic project files (Photoshop, After Effect, Illustrator etc) with all consolidated associated media</li> </ul>
<b><u>Online / Color Elements</u></b>		
<b><u>Deliverable</u></b>	<b><u>Format</u></b>	<b><u>Description</u></b>
<b>Ungraded Conformed Master</b>	ProRes422HQ	<ul style="list-style-type: none"> <li>• Ungraded conformed master:</li> <li>- No masking applied or burn-in titles.</li> <li>- Must include all final VFX</li> </ul>
<b>Final Online / Color Projects</b>	Final project w/.aaf or edl	<ul style="list-style-type: none"> <li>• Final Online and color master projects with all final master sequences. This includes .aafs or .edls</li> </ul>
<b>AVID MXF Media (or equivalent)</b>	.mxf or equivalent	<ul style="list-style-type: none"> <li>• Online media in original structure linked to final project files</li> </ul>
<b><u>Audio</u></b>		
<b><u>Deliverable</u></b>	<b><u>Format</u></b>	<b><u>Description</u></b>

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<b>Protools Session</b>	.ptx	<ul style="list-style-type: none"> <li>• Protools Sessions</li> <li>- premix</li> <li>- stage mix</li> <li>- all consolidated tracks</li> </ul>
<b>Music</b>	.wav/uncompressed, 24 bit, 48 khz or highest quality format available	<ul style="list-style-type: none"> <li>• All composed Music</li> <li>- Raw unedited tracks of all compositions</li> <li>- Stock/library music</li> </ul> <p><i>Delivered with and identified within music cue sheets</i></p>
<b><u>Additional Delivery Elements Required For Programming With Censored, Uncensored, International, And Or Alternate Cuts</u></b>		
<b><u>Archive</u></b>		
<b><u>Deliverable</u></b>	<b><u>Format</u></b>	<b><u>Description</u></b>
<b>LTO Archive Tapes</b>	LTO-6, LTO-7, LTO-8	<ul style="list-style-type: none"> <li>• LTO Archive tapes containing all of the above materials</li> <li>- Must be labeled with the following:</li> </ul> <p>Network: YouTube Originals  Show Title:  Season:  Tape ID:  LTO Format Version:  LTO Archive UUID:  Post Facility:  Archive Date:</p>
<b>LTO Manifest</b>	PDF	LTO Asset Log documenting all tapes and individual contents
<b>Google Cloud Storage and Content Manifest</b>	Contact your YTO Post representative	<ul style="list-style-type: none"> <li>• Archive to contain all of the above materials</li> <li>- Must be accompanied by a content manifest</li> </ul>
<b><u>All Assets should be delivered in the original folder structure used in post production.</u></b> <b><u>Delivery to be made to the assigned QC Vendor</u></b>		

Please speak with your YTO Post Production Manager if there are any questions.

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