



VFX Media Review - Delivery Specifications

Introduction

- Visual Effects (VFX) delivery to the studio uses GEM Content Hub as part of studio review processes.
- Delivery can include final VFX, key in-progress versions, and asset references.
- GEM Content Hub requires Aspera Connect Plugin (latest version, with previous versions uninstalled) for file upload/download.
- Supported OS: Windows & Mac only.

Technical Specifications

- VFX shot and asset references for Studio Review must be in proxy video or still image formats compatible with Content Hub encoding.
- Reach out to your GEM VFX contact for any questions.

Proxy Audio & Video Specifications

- Containers: MP4, MOV
- Video Codecs: H.264 (Closed GOP only), ProRes 422 (HQ and LT), ProRes 4444 (XQ not supported), DNxHD (MOV container only)
- Resolution: 640x480 up to 4096x2160; width and height divisible by 4; recommended native aspect ratios with minimal padding.
- Frame Rates: 23.976, 24, 25, 29.97, 30, 50, 59.94, 60
- Color Space: Rec. 709
- Audio Codec for H.264: HE-AACv1, HE-AACv2, AAC-LC (44.1 kHz or 48 kHz)
- Audio Codec for ProRes, DNxHD: PCM (48 kHz sample rate)
- Audio Bit Depth: 16
- Channel Mapping: Channel 1 Stereo Left, Channel 2 Stereo Right

Still Image Formats Supported

- Extensions: .dpx (single frame), .exr (single frame), .jpg, .jpeg, .pdf (single page), .png, .psd, .tif, .tiff
- PhotoJPEG not supported.

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4K Project Requirements for Original Studio/Indie Films

- Upload all potential final VFX and key work-in-progress versions in 4K.
- 4K Specs:
 - Container: MOV
 - Codec: Apple ProRes 4444
 - Resolution: Minimum 4K UHD (3840 x 2160), preferably DCI 4K (4096 x 2160) or 4K UHD; letterboxing accepted.
 - Slate required with: Total VFX scope, submission type (WIP/Final), version name, submission note, vendor name/location (optional), frame count.
 - Frame Rates: 23.976, 24, 25, 29.97, 30, 50, 59.94, 60
 - Color Space: Rec. 709 with CDL/LUT applied
 - Burn-In: Frame counter, version name, and if possible, VFX scope of work.
- Default for 4K submission is no audio; if audio included, refer to GEM Audio & Video Technical Specs.

Submission Folder Guidelines

- Version the submission folder name by appending “_01”, “_02”, or letters “A”, “B”, etc. for multiple batches on same day.
- For mini-cuts within sequences, submit both sequence and updated individual shots to avoid duplicates.
- Name mini-cut files including date and sequence letter for uniqueness.

Recommended Folder Naming Conventions

- Production folders: ProjectCode_VFX_Submission_YYYYMMDD_##
- Vendor folders: ProjectCode_VendorName_VFX_Submission_YYYYMMDD_##
- Legal characters: a-z, A-Z, 0-9, period, underscore, hyphen; spaces and duplicates are illegal.

CSV Submission Form

- Deliveries should include submission form with contextual metadata per version.
- Use GEM-provided CSV template or export CSV with GEM-required field names, UTF-8 encoded.
- Consult your GEM VFX contact for questions.

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Metadata Fields Examples

- Version Name: Full exact file name including extension
- Link: VFX Shot name, asset name, sequence or episode
- Scope of Work: Description of VFX work completed
- Vendor: Name of submitting vendor
- Submitting For: WIP or Final
- Submission Note: Director or show-specific notes regarding version