

The following sets out the requirements and fulfilment of criteria for the delivery of program graphics for the purpose of customising and editing.

After Effects project

The project or projects should contain customisable graphics compositions of each of the program graphics, or a template composition of each, for reproduction, re-purposing and customising. Its project structure should be clearly labelled and well organised.

Include all types of graphics present in the program from opener and title to maps, thirds, archive material, newspaper clippings, social media, web page recreations etc.

Project dependencies

Ensure no media is reported missing within the project panel and all design and graphic elements as well as dependencies used within the compositions are linked properly.

Aim to avoid long file names for assets, footage and media used within the After Effects project using a concise, clear and descriptive convention.

Clean or text less elements

Any clean cover clips, stills or elements used within a graphics composition must be collected and consolidated within the project folder as well as provided within the required text less master

Fonts

Make licensed fonts available by including these within the project folder where possible, or provide a record of each of the project font names and their foundries for reference and sourcing.

Effects and third party plug ins

Render any effects created using third party plug ins or applications, other than Red Giant and Video Copilot, as flattened video elements with an alpha channel. These include but are not limited to dust, speckle, glitches, filters, flares, fluid and particle effects.

Reduce project

Please reduce the project and remove any unused footage, stills and elements to avoid heavy project files. Remove any layers within composition that are not enabled and do not contribute to the final design.

File folder structure

Collect the project making sure a copy of all its dependencies are consolidated to a project folder. Ensure the dependencies are linked and that no media is reported missing. Please avoid endlessly nested folders and sub folders and keep folder names concise and descriptive.

Cinema 4D project

Provide the cinema 4D project file. Include all material and texture maps as well as any spherical environment maps and HDRI's used. These should be clearly labelled and saved within the project folder.

3D third party plug ins

If applicable provide a record of any non-native third party plug ins and information on any non-native render engines used.

3D elements

Provide a 3D exchange file .fbx for any projects created in 3D applications other than Cinema 4D. Include any material and texture maps as well as any spherical environment maps and HDRI's used.