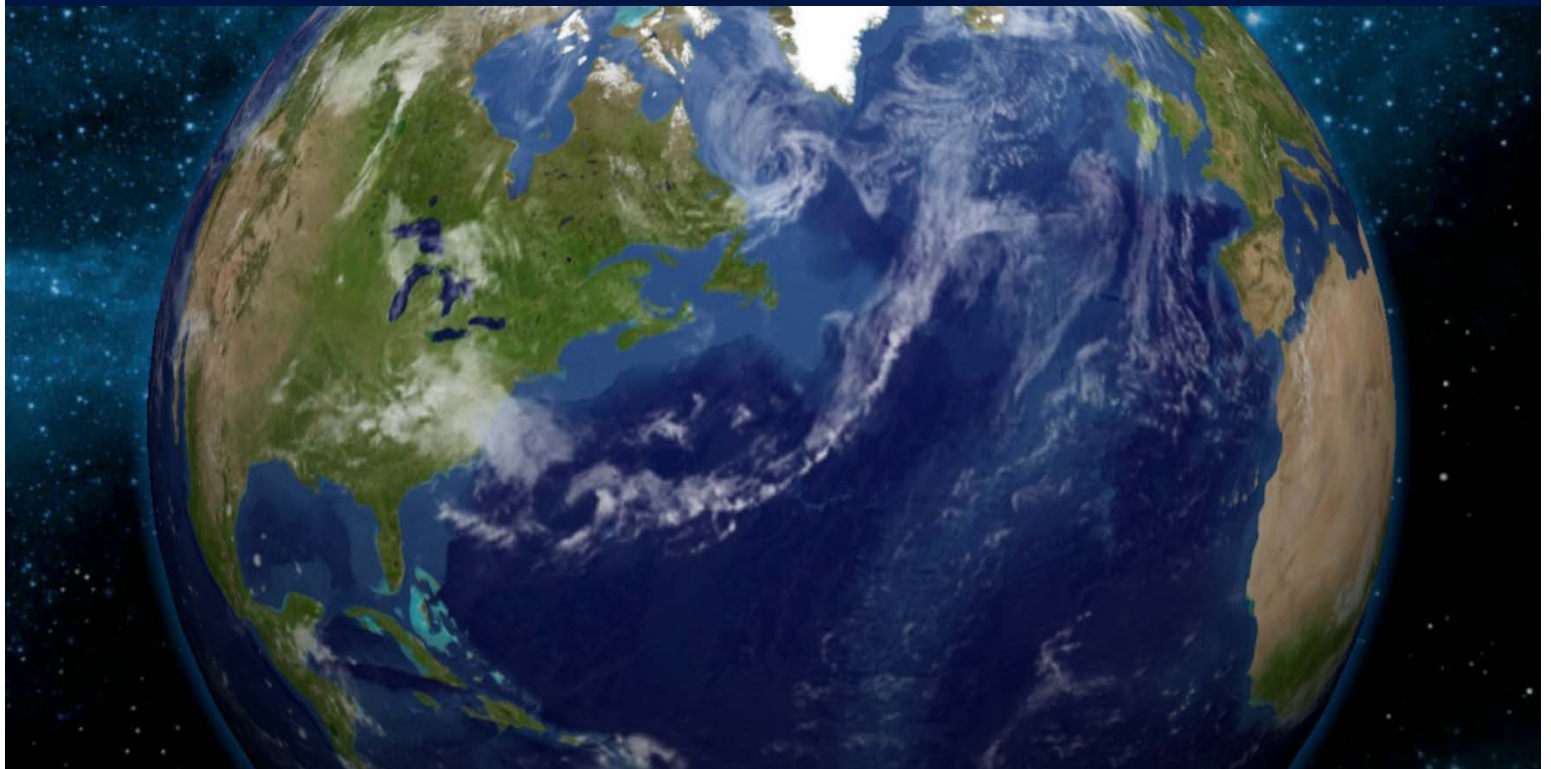


Getting Started in Producer's Portal



PRODUCER'S PORTAL QUICK START GUIDE



Welcome to Producer's Portal!

The Producer's Portal is for producers and production companies to submit proposals, access production guidelines, upload contracted deliverables, and locate other information that is needed in order to successfully complete and deliver your project to Discovery networks.

This guide provides a quick introduction to getting started with Producer's Portal and simple step-by-step instructions for accessing Producer's Portal, submitting new project ideas, locating and opening your projects, and uploading media.

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Getting Started

Browser Requirements

Producer's Portal is a cloud application. When using Producer's Portal, it is suggested that you use one of the supported browsers. We recommend that you do not use one any of the browsers that are not supported, as we cannot guarantee the behavior of the application or the upload feature.

Supported & Recommended Browsers:

- Chrome

Browsers NOT Supported:

- Windows Edge
- Firefox

Producer's Portal Registration

Before a company can begin delivering media through the Producer's Portal, the online registration must be completed. Additionally, each user for a company must also have an account to access Producer's Portal.

IMPORTANT NOTE REGARDING REGISTRATION: If your company is already registered, but you are not a registered user, contact your Company Super User – you do not need to complete the online registration. Your company super user will be able to set-up your Portal account and grant you access to the Producer's Portal.

How to begin the registration process for new companies:

1. Go to <https://producers.discovery.com>
2. Select **Register**.
3. Fill out the online registration form. The mandatory fields are indicated by an asterisk.
4. When finished, select **Register**. Within 2 hours, you will receive an email. Follow the instructions within the email to complete the registration process. Once you are notified that the registration is complete, you can log in.

The screenshot shows the 'Producer's Portal' registration page in a web browser. The browser's address bar shows the URL 'producers.discovery.com/producersPortal/'. The page has a blue header with the 'Discovery' logo and 'Producer's Portal' text. The main content area is split into two columns. The left column has a large 'WELCOME TO THE PRODUCER'S PORTAL' heading and some introductory text. The right column contains a registration form. The form has two tabs: 'LOGIN' and 'REGISTER', with 'REGISTER' being the active tab. The form fields are: 'First Name*' (with 'Eno' entered), 'Last Name*' (with 'Usanga' entered), 'Email Address*' (with 'production@company.com' entered), and 'Phone Number*' (with '123-456-7890' entered). Below these fields are two radio button questions: 'Are you 18 years old or older?' (with 'Yes' selected) and 'Are you currently working on a Production with Discovery Communications, Inc.?' (with 'Yes' selected). There is also a 'Program Name' field with 'FN Hands & Paws' entered. At the bottom of the form are 'Register' and 'Clear' buttons. Numbered callouts (1-4) are placed over the browser address bar, the 'REGISTER' tab, the form fields, and the 'Register' button respectively.

Two-Factor Authentication

Two-Factor Authentication, powered by Okta, provides an added layer of security and protection when accessing a Discovery application, such as Discovery's Producer's Portal or Screening Rooms.

With two-factor authentication, you will verify your identity using a randomized code you'll receive each time you attempt to log in. You have two options for receiving your two-factor authentication code: via SMS Text (required) or using the Okta Verify mobile app (optional).

NOTE: For information on setting up and using the Okta Verify mobile app, resetting your password, unlocking your account, and more refer the OKTA Verification and Password Essentials document received in the Onboarding Email from Discovery.

How to enroll SMS texts for two-factor authentication:

1. From your computer, open your web browser and go to <https://discovery.okta.com>.
2. Enter the email and password you use to access Discovery applications, and then select **Sign In**.
3. Select **Setup** under **SMS Authentication**.
4. Enter your mobile number in the box provided, and then select **Send code**.
5. On your phone, you will receive a text message with the verification code.
6. From your computer, enter the code from the text in the box provided, and then select **Verify**.

Logging In

Only registered users can access Producer's Portal. If you need an account setup for a registered company, contact your Company Super User, they will be able to set-up your Portal account and grant you access to the Producer's Portal.

How to log in to Producer's Portal:

1. Go to <https://producers.discovery.com>
2. Select **Login** (if it's not already displayed) and enter the **Email Address** and **Password** you registered with.

NOTE: If you don't remember your password, select the [Forgot your password](#) link to reset it.

3. Select **Login**.

The screenshot shows a web browser window with the URL <https://producers.discovery.com/>. The page has a blue header with the Discovery logo and the text "Producer's Portal". The main content area has a large "WELCOME TO THE PRODUCER'S PORTAL" heading. Below this, there is a "LOGIN" section with a "REGISTER" link. The "LOGIN" section contains two input fields: "Email Address" (with the value "basicppuser@gmail.com") and "Password" (with masked characters "*****"). Below the password field is a "LOGIN" button and a link for "Forgot your password?". Three yellow callout boxes with numbers 1, 2, and 3 point to the browser address bar, the "LOGIN" button, and the "Forgot your password?" link respectively.

Creating and Submitting a New Project

Follow the instructions below to create and submit program Submissions to the Discovery family of networks. Be sure to view the Network Guidelines prior to submitting. For questions regarding this form, consult with your Discovery contact.

How to create and submit a new project:

1. On the ribbon across the top of the Producer's Portal, select **Submissions**.
2. Select **+Submission** in the right corner above the table.
NOTE: The Submission screen displays a list of the projects you've saved or submitted to the Discovery family of networks. This table is empty if you've never saved or submitted any projects.
3. Enter the required submission details in the *Create Submission* form. The mandatory fields are indicated by an asterisk.
4. When finished completing the form, select **Submit** to send the project to the selected network. If you are not ready to submit the project and want to save the form for future editing, select Save as Draft instead.

NOTE: If the *Accept Release Agreement* window appears, review the agreement, and then select **Accept**. The release agreement must be accepted before the project can be submitted. After accepting the release agreement, you are returned to the submission form, where you can now Submit the project

The screenshot shows the Discovery Producer's Portal interface. At the top, the 'Submissions' tab is selected in the navigation ribbon (callout 1). In the top right corner, a '+ Submission' button is highlighted (callout 2). Below this, a table header for submissions is visible, with a 'Create Submission' button in the top left corner of the table area (callout 3). The 'Create Submission' form is displayed, containing the following fields:

- Submission Details**
 - Title* (text input)
 - Network* (dropdown menu)
 - Proposed Deal Type* (dropdown menu)
 - Short Description (max 500 characters)* (text area)
 - Full Project Description (Treatment) (max 20000 characters) (text area)
- Budget Information**
 - Production Company* (dropdown menu)
 - Production Budget Currency* (dropdown menu)
 - Number of Episodes* (text input)
 - Commercial Length (mmm:ss)* (text input)
 - Total Estimated Production Budget* (text input)
 - Per Hour Estimated Production Budget (text input)
 - Exchange Rate* (text input, value 1.00)
 - Total Production Budget in USD (text input, value 0.00)
- Budget Comments** (text area)



At the bottom of the form, there are two buttons: 'Save as Draft' and 'Submit' (callout 4). The 'Submit' button is highlighted with a yellow circle and a hand cursor.

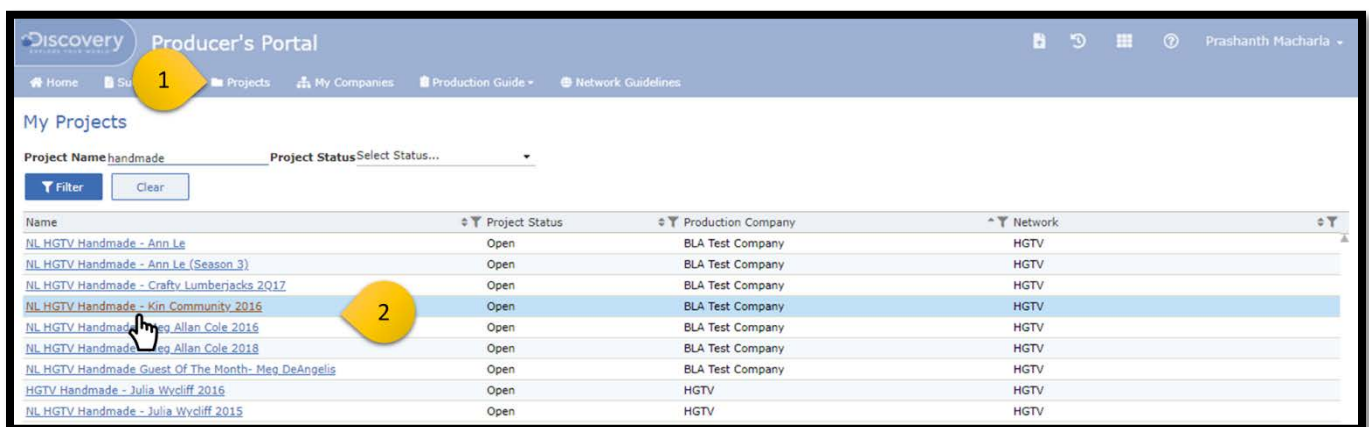


Opening Projects

The Project view contains a list of your active and completed projects with the Discovery networks. You'll use this view to access the projects to which you want to deliver media (or non-media).

How to open a Project:

- On the ribbon across the top of the Producer's Portal, select **Projects**.
 - Upon initial display, My Projects is sorted in descending order by Project Name. To re-sort the list, click  in the header of the column you want to sort. Click once to sort in descending order. Click again to sort in ascending order.
 - If you have a long list of projects, you can filter the list by the **Project Name**, **Project Status** and use the filter icon [] located in the header of each column to reduce the number of projects listed.
- Select the **Name** of the project you wish to open.

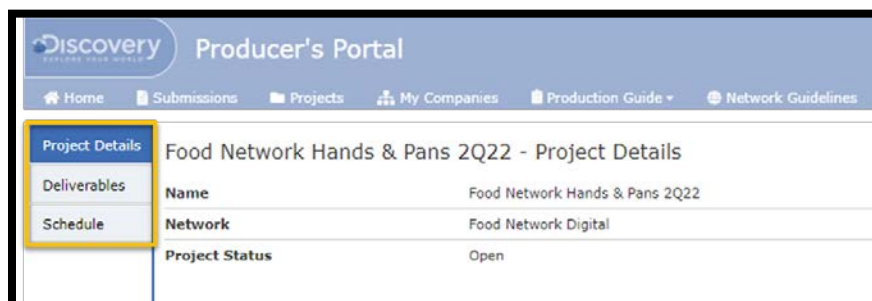


The screenshot shows the 'My Projects' section of the Discovery Producer's Portal. The top navigation bar includes 'Home', 'Submissions', 'Projects', 'My Companies', 'Production Guide', and 'Network Guidelines'. The 'Projects' tab is selected. Below the navigation bar, there are filters for 'Project Name' (handmade) and 'Project Status' (Select Status...). A table lists projects with columns: Name, Project Status, Production Company, and Network. A project named 'NL HGTV Handmade - Kin Community 2016' is highlighted, and a yellow circle with the number '2' points to it.

Name	Project Status	Production Company	Network
NL HGTV Handmade - Ann Le	Open	BLA Test Company	HGTV
NL HGTV Handmade - Ann Le (Season 3)	Open	BLA Test Company	HGTV
NL HGTV Handmade - Crafty Lumberjacks 2017	Open	BLA Test Company	HGTV
NL HGTV Handmade - Kin Community 2016	Open	BLA Test Company	HGTV
NL HGTV Handmade - Meg Allan Cole 2016	Open	BLA Test Company	HGTV
NL HGTV Handmade - Meg Allan Cole 2018	Open	BLA Test Company	HGTV
NL HGTV Handmade Guest Of The Month- Meg DeAngelis	Open	BLA Test Company	HGTV
HGTV Handmade - Julia Wycliff 2016	Open	HGTV	HGTV
NL HGTV Handmade - Julia Wycliff 2015	Open	HGTV	HGTV

Overview of the Project Pages

When you open a project, you'll find a toolbar on the left that contains three tabs. You'll use these tabs to navigate within the project.



The screenshot shows the 'Project Details' page for 'Food Network Hands & Pans 2Q22'. The left-hand navigation bar has three tabs: 'Project Details', 'Deliverables', and 'Schedule'. The 'Project Details' tab is selected. The main content area shows the project name, network (Food Network Digital), and project status (Open).

Name	Food Network Hands & Pans 2Q22
Network	Food Network Digital
Project Status	Open

Project Details	Provides an overview of the show as well as information related to Discovery contacts.
Deliverables	Contains a list of the media and non-media deliverables. This is where you'll upload the media (and non-media) you wish to deliver.
Schedule	Contains the Production Schedule (if the functionality is used by the producing network)



Uploading Media

Overview of Producer's Portal Media Upload Workflow

The Media Upload feature, using the Signiant App plug-in as a file transfer accelerator, delivers and receives media files and then analyzes them using automated technical evaluation in the cloud. Media files first enter a file sniff and are either approved or rejected before moving to Automated Quality Control (QC) for additional review, and then final approval. Files that fail can be easily re-uploaded. The current status of the uploaded files can be seen within the Portal.

What is the Signiant App?

Discovery uses a third-party plug-in tool, called Signiant App, during the Producer's Portal Media Upload feature. The Signiant App is a file transfer accelerator that optimizes upload speeds. The Signiant App is connected to Producer's Portal allowing you to transfer multiple files at once via high speed transfer.

What is the File Sniff?

The file sniff is the first inspection of a deliverable after it's uploaded through the Media Upload feature. There are two outcomes for a file sniff - (A) If the deliverable is approved, it moves to Automated QC (Quality Control). (B) If the deliverable is rejected.

What is Automated QC?

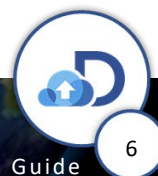
Once the deliverable has been approved by the file sniff, Discovery uses an automated quality control (QC) software for further analysis. If approved at this stage, it then moves to the Cloud QC in the Producer's Portal Media Upload Workflow.

Before You Upload Checklist

Keep in mind the following as you prepare for your first upload in the Deal application:

- ☐ The **minimum internet speed** for uploading is 10 Mbps (megabits per second). At that rate, a 1-hour program will take at least 8 hours and the connection may not be very stable. An average internet speed of 45 Mbps is recommended for Media Upload.
- ☐ Must use **Google Chrome** web browser.
- ☐ Ensure your **Flash is up to date**.
- ☐ Install **Signiant App**. The Signiant App automatically launches when you upload media deliverables. Go to <https://help.signiant.com/media-shuttle/signiant-app/download-signiant-app> and install the latest version for windows or mac, as applicable. Without the latest Signiant plugin, you will not be able to upload media.

NOTE: If you're running an older version, you will need to uninstall the older version before installing the new version. Check your programs before installing.



How to upload media:

1. [Open the project](#) and go to the **Deliverables** tab.
2. Expand the list to the **Case, Media, or Document** folder to which you want to upload the media by clicking the arrow to the left of the level you want to expand. Consult with your Discovery contact if you have questions regarding which folder to upload to.
3. Locate the deliverable type you want to upload against (for example Non-Linear Master File, Program Master File, or Textless Material), and then select **Actions > Media Upload** located to the right of the line.

NOTE: If prompted, select **Open Signiant App**. The Signiant App is required when uploading media.

To prevent this popup from displaying in the future, check the **Always open links of this type in the associated app** checkbox.

The screenshot shows the 'Producer's Portal' interface. The 'Deliverables' tab is selected in the sidebar. The main area shows a list of deliverables for 'Food Network Hands & Pans 2Q22'. One deliverable, 'Non-Linear Master File', is highlighted. To its right, there are buttons for 'Details' and 'Media Upload'. A hand cursor is pointing at the 'Media Upload' button. Numbered callouts (1, 2, 3) indicate the steps: 1 points to the 'Deliverables' tab, 2 points to the expandable list, and 3 points to the 'Media Upload' button.

4. The Upload Media Deliverable window opens. The deliverable that you selected (in step 3) will determine the upload window that is displayed. Here you will select the file that you want to upload and enter the required metadata for it. The mandatory fields are indicated by an asterisk and are based on the type of deliverable you are uploading.


For instructions on how to upload a file for a specific type of deliverable, select the deliverable below:

- [Non-Linear Master File](#)
- [Program Master Files](#)
- [Snap In Content or Textless Snap In Content](#)
- [Textless Material or NL Textless Material](#)
- [Additional Promo Material, NL Promo Material, or NL Talent Shout Outs](#)
- [Program Features, Sponsorship Messages, Teases/Trailers, NL Teases](#)
- [Production Sills & Logs](#)
- [Program Graphic Masters](#)
- [Caption/Subtitle Files](#)

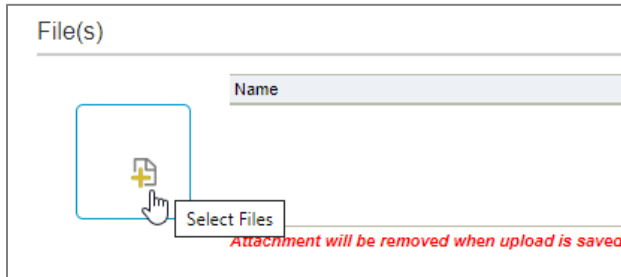
You may also refer to the [Media Deliverables Metadata Cheat Sheet](#) or [Metadata by Deliverable Type Cheat Sheet](#).



To upload a Non-Linear Program Master File:

1. Under the **File(s)** section, click  to choose the file to upload. You can only select and attach one file.

The valid file extensions are **.mp4.**, **.mov** and **.mfx** If you select an incompatible file type, you will receive an error message. Refer to the Technical Guidelines document within the Production Guide for the exact technical specifications.

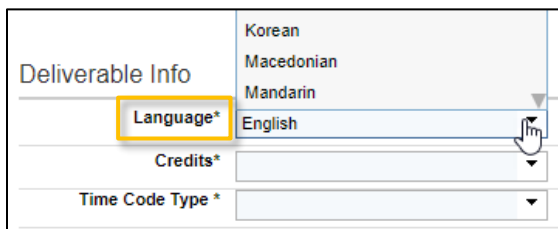


Name

Select Files

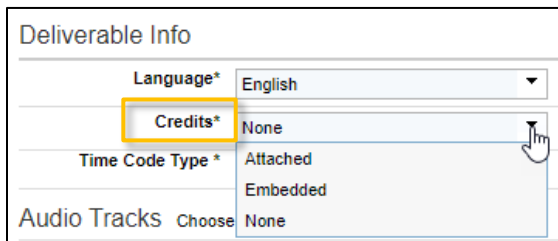
Attachment will be removed when upload is saved

2. Under **Deliverable Info**, select the **Language**.



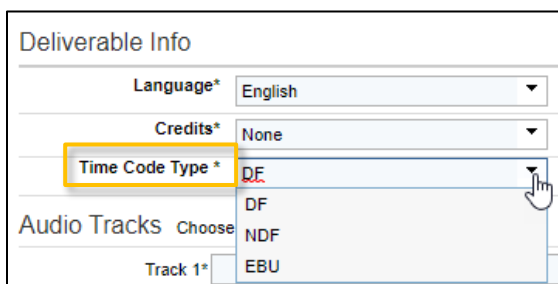
Deliverable Info	
Language*	Korean Macedonian Mandarin English
Credits*	
Time Code Type *	

3. In the **Credits** field, select whether the credits are “Attached”, “Embedded” or if there are no credits, select “None.”



Deliverable Info	
Language*	English
Credits*	None Attached Embedded
Time Code Type *	
Audio Tracks	Choose None

4. Choose the appropriate **Time Code Type** for the video format.



Deliverable Info	
Language*	English
Credits*	None
Time Code Type *	DF DF NDF EBU
Audio Tracks	Choose
Track 1*	



5. In the **Audio Tracks** section, you can add the audio tracks manually or apply one of the standard profiles.

To apply one of the Discovery standard tracks, choose from **16, 12, 8, 4** or **2** and the tracks are automatically added. The Language for each track defaults to the language specified under the Deliverable Info section.

Audio Tracks Choose Number of Channels: 16 | 12 | 8 | 4 | 2

Track	Track Name	Language	Action
Track 1*	Full Mix Stereo Left	English	✗
Track 2*	Full Mix Stereo Right	English	✗
Track 3*	Mix Minus Narration Stereo Left	English	✗
Track 4*	Mix Minus Narration Stereo Right	English	✗ +

6. Under **Segments**, enter the **Start Time** and **End Time** for the first segment. The **Duration** is automatically updated as you enter the segment times. **DO NOT REMOVE SEGMENT 1.** You must have at least one segment or you will not be able to proceed with the upload.

- To add a new segment, click .
- To remove a segment, click .

Segments - add as needed

Segment	Start Time	End Time	Duration	Action
Segment 1*	00 : 00 : 00 : 00	00 : 07 : 05 : 01	00 : 07 : 05 : 00	✗ +
Segment 2*	00 : 10 : 07 : 03	00 : 15 : 10 : 00	00 : 05 : 02 : 26	✗ +


Add WOOs as necessary.

7. [Optional] Enter any remarks/comments in the **Notes** box, up to 4,000 characters.

Notes


Notes go here!

You have 3986 characters remaining.

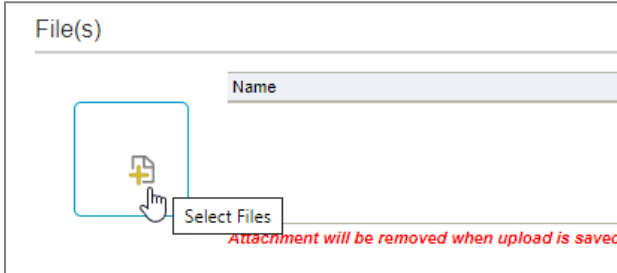
8. When finished, click . You can close the status window or upload additional deliverables.

NOTE: **ONCE YOUR UPLOAD HAS BEGUN, DO NOT CLOSE YOUR BROWSER WINDOW.** The browser window must remain open to maintain a connection during file upload, however minimizing the browser window is okay.

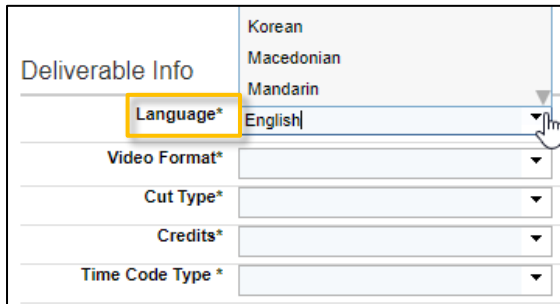
To Upload Program Master Files:

1. Under the **File(s)** section, click  to choose the file to upload. You can only select and attach one file.

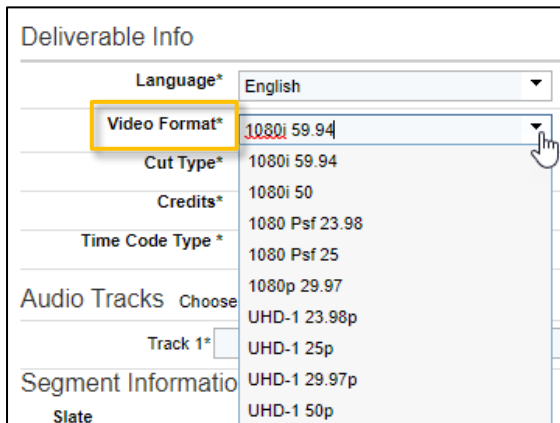
The valid file extensions are **.mov** or **.mxr**. If you select an incompatible file type, you will receive an error message. Refer to the Technical Guidelines document within the Production Guide for the exact technical specifications.



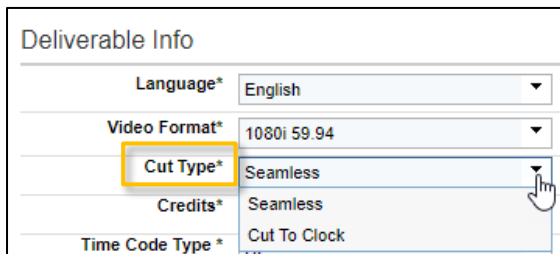
2. Under **Deliverable Info**, choose the **Language**.



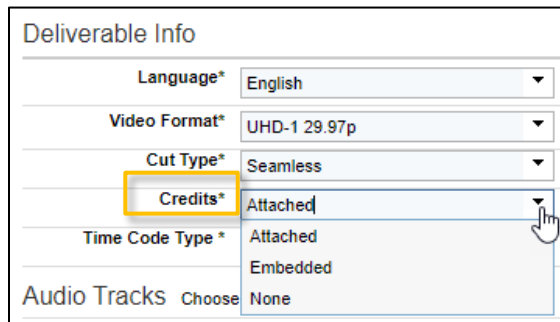
3. Choose the **Video Format**. If you select an UHD format, select whether it's HDR or SDR.



4. In the **Cut Type** field, select whether the attached file is "Seamless" or "Cut To Clock."

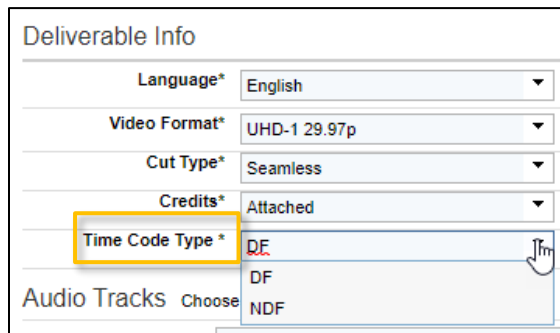


5. In the **Credits** field, select whether the credits are “Attached”, “Embedded” or if there are no credits, select “None.”



The screenshot shows the 'Deliverable Info' section of a form. It contains several dropdown menus: Language* (English), Video Format* (UHD-1 29.97p), Cut Type* (Seamless), Credits* (Attached), Time Code Type* (Attached), and Audio Tracks (Choose None). The 'Credits*' dropdown is highlighted with a yellow box, and a mouse cursor is pointing at it.

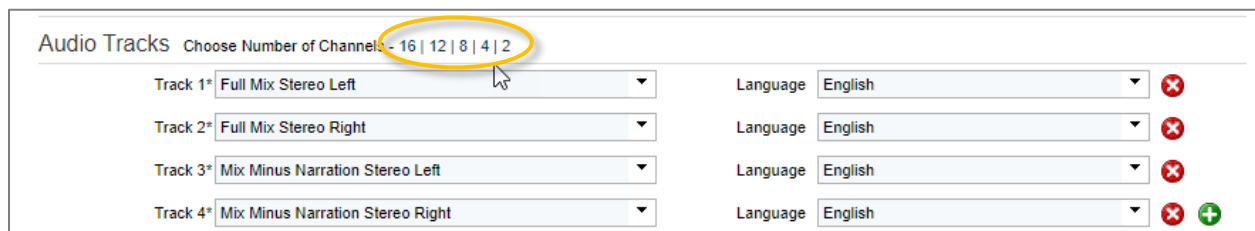
6. The **Time Code Type** defaults based on the video format, but you can update if needed.



The screenshot shows the 'Deliverable Info' section of a form. It contains several dropdown menus: Language* (English), Video Format* (UHD-1 29.97p), Cut Type* (Seamless), Credits* (Attached), Time Code Type* (DF), and Audio Tracks (Choose NDF). The 'Time Code Type*' dropdown is highlighted with a yellow box, and a mouse cursor is pointing at it.

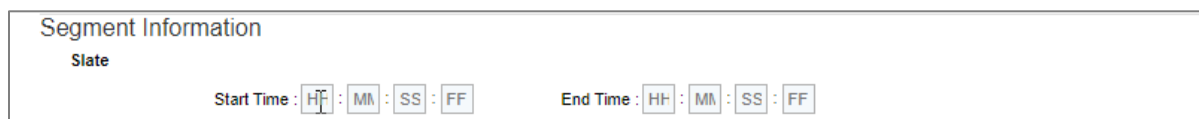
7. In the **Audio Tracks** section, you can add the audio tracks manually or apply one of the standard profiles.

To apply one of the Discovery standard tracks, choose from **16, 12, 8, 4** or **2** and the tracks are automatically added. The Language for each track defaults to the language specified under the Deliverable Info section.





The screenshot shows the 'Audio Tracks' section of a form. It has a header 'Choose Number of Channel: 16 | 12 | 8 | 4 | 2' where the numbers are circled in yellow. Below this are four tracks, each with a dropdown menu for the track name and a dropdown menu for the language. The tracks are: Track 1* Full Mix Stereo Left, Track 2* Full Mix Stereo Right, Track 3* Mix Minus Narration Stereo Left, and Track 4* Mix Minus Narration Stereo Right. Each track has a language dropdown set to 'English'. There are red 'X' icons next to the language dropdowns for Tracks 1, 2, and 3, and a green '+' icon next to the language dropdown for Track 4.

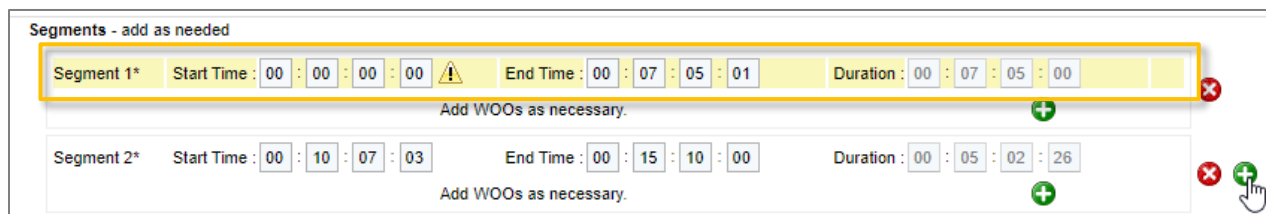
8. [Optional] Under **Slate**, enter the **Start Time** and **End Time**.



The screenshot shows the 'Segment Information' section of a form. It has a header 'Slate' and two time input fields: 'Start Time' and 'End Time'. Each time input field has a format of HH : MM : SS : FF.


9. Under **Segments**, enter the **Start Time** and **End Time** for each segment. The **Duration** is automatically updated as you enter the segment times. **DO NOT REMOVE SEGMENT 1.** You must have at least one segment or you will not be able to proceed with the upload.

- To add a new segment, click .
- To remove a segment, click .





Segments - add as needed

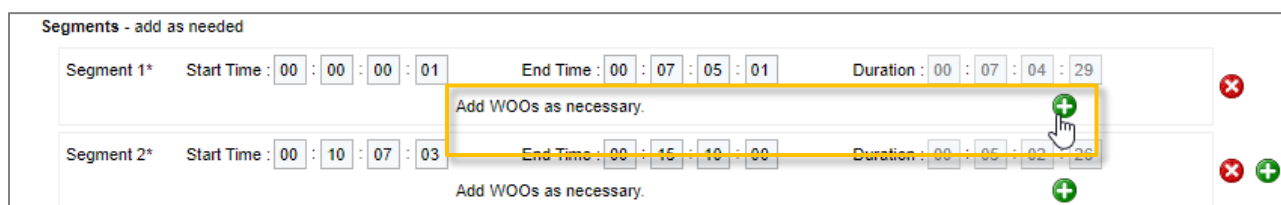
Segment 1* Start Time : 00 : 00 : 00 : 00 End Time : 00 : 07 : 05 : 01 Duration : 00 : 07 : 05 : 00

Add WOOs as necessary. 

Segment 2* Start Time : 00 : 10 : 07 : 03 End Time : 00 : 15 : 10 : 00 Duration : 00 : 05 : 02 : 26


Add WOOs as necessary. 

10. To add WOOs to a segment, click  to the right of **Add WOOs**.




Segments - add as needed

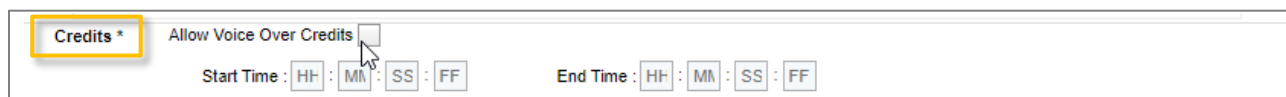
Segment 1* Start Time : 00 : 00 : 00 : 01 End Time : 00 : 07 : 05 : 01 Duration : 00 : 07 : 04 : 29

Add WOOs as necessary. 

Segment 2* Start Time : 00 : 10 : 07 : 03 End Time : 00 : 15 : 10 : 00 Duration : 00 : 05 : 02 : 26

Add WOOs as necessary. 

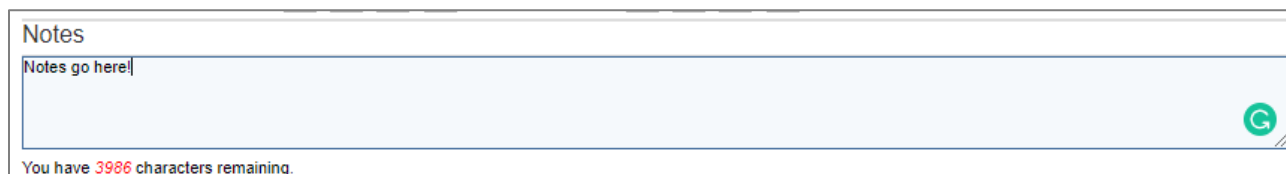
11. Under **Credits**, enter the **Start Time** and **End Time** if required. To **Allow Voice Over Credits**, select the check box.



Credits * Allow Voice Over Credits ☐

Start Time : HH : MM : SS : FF End Time : HH : MM : SS : FF


12. [Optional] Enter any remarks/comments regarding the file in the **Notes** box, up to 4,000 characters.



Notes


Notes go here!

You have 3986 characters remaining.

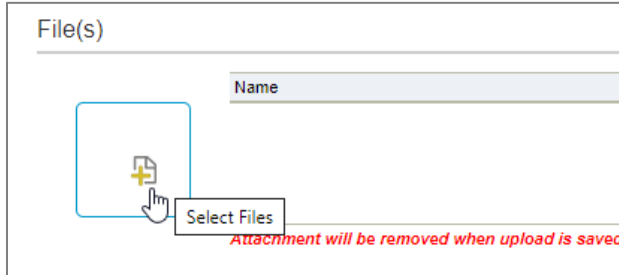
13. When finished, click .

ONCE YOUR UPLOAD HAS BEGUN, DO NOT CLOSE YOUR BROWSER WINDOW. The browser window must remain open to maintain a connection during file upload, however minimizing the browser window is okay.

To Upload Snap In Content or Textless Snap In Content:

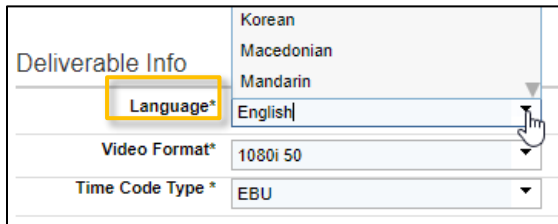
1. Under the **File(s)** section, click  to choose the file to upload. You can only select and attach one file.

The valid file extensions for these deliverable types are **.mov** or **.mxr**. If you select an incompatible file type, you will receive an error message. Refer to the Technical Guidelines document within the Production Guide for the exact technical specifications.



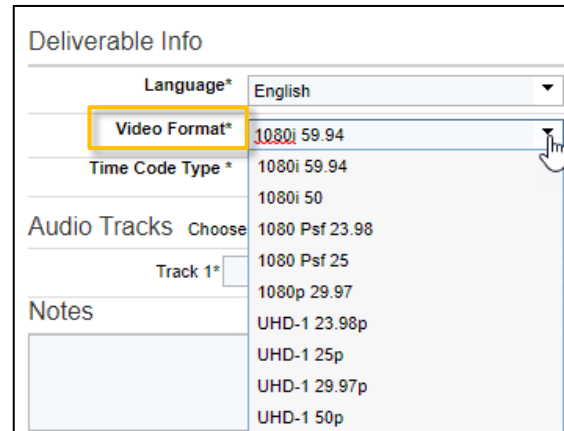
The 'File(s)' section shows a 'Name' input field and a 'Select Files' button. A red warning message at the bottom states: 'Attachment will be removed when upload is saved'.

2. Under **Deliverable Info**, choose the **Language**.



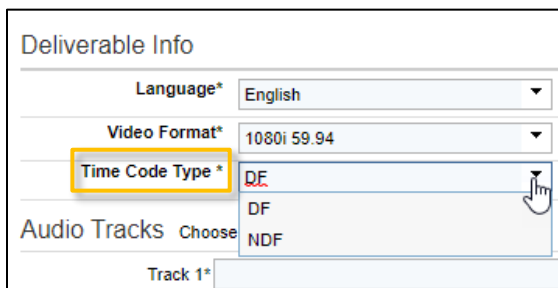
The 'Deliverable Info' form shows the 'Language*' dropdown menu open, with 'English' selected. Other options include Korean, Macedonian, and Mandarin. The 'Video Format*' is set to '1080i 50' and 'Time Code Type *' is set to 'EBU'.

3. Choose the **Video Format**. If you select one of the UHD formats, indicate whether it's **HDR** or **SDR**.



The 'Deliverable Info' form shows the 'Video Format*' dropdown menu open, with '1080i 59.94' selected. Other options include 1080i 50, 1080 Psf 23.98, 1080 Psf 25, 1080p 29.97, UHD-1 23.98p, UHD-1 25p, UHD-1 29.97p, and UHD-1 50p. The 'Language*' is set to 'English' and 'Time Code Type *' is set to 'EBU'.

4. The **Time Code Type** defaults, update if needed. The options available in the list are based on the video format.



The 'Deliverable Info' form shows the 'Time Code Type *' dropdown menu open, with 'DF' selected. Other options include DF and NDF. The 'Language*' is set to 'English', 'Video Format*' is set to '1080i 59.94', and 'Audio Tracks' is set to 'Choose'.

5. In the **Audio Tracks** section, you can add the audio tracks manually or apply one of the standard profiles.

To apply one of the Discovery standard tracks, choose from **16, 12, 8, 4** or **2** and the tracks are automatically added. The Language for each track defaults to the language specified under the Deliverable Info section.

Audio Tracks Choose Number of Channels: 16 | 12 | 8 | 4 | 2

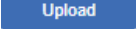
Track 1*	Full Mix Stereo Left	Language	English	✖
Track 2*	Full Mix Stereo Right	Language	English	✖
Track 3*	Mix Minus Narration Stereo Left	Language	English	✖
Track 4*	Mix Minus Narration Stereo Right	Language	English	✖ +

6. [Optional] Enter any remarks/comments regarding the file in the **Notes** box, up to 4,000 characters.

Notes


Notes go here!

You have 3986 characters remaining.

7. When finished, click .

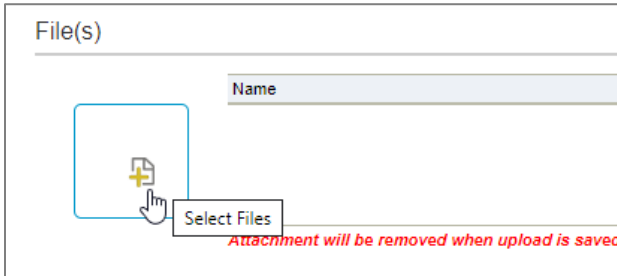
ONCE YOUR UPLOAD HAS BEGUN, DO NOT CLOSE YOUR BROWSER WINDOW. The browser window must remain open to maintain a connection during file upload, however minimizing the browser window is okay.

To Upload Textless Material or NL Textless Material:

1. Under the **File(s)** section, click  to choose the file to upload. You can only select and attach one file.

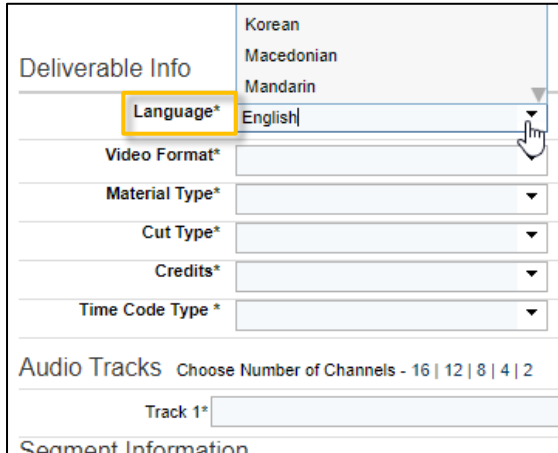
- The valid file extensions for Textless Material deliverables are **.mov** and **.mxf**.
- The valid file extensions for NL Textless Material deliverables are **.mp4**, **.mov** and **.mxf**.

If you select an incompatible file type, you will receive an error message. Refer to the Technical Guidelines document within the Production Guide for the exact technical specifications.



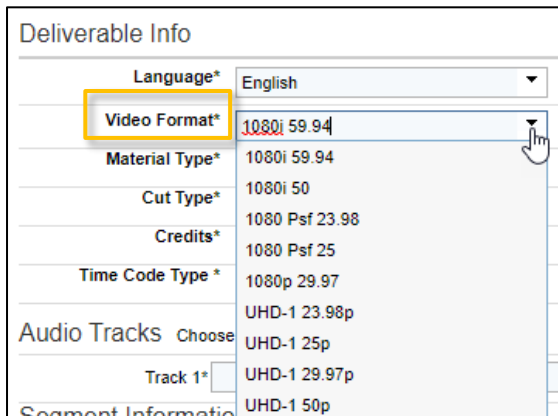
The screenshot shows the 'File(s)' section of the upload interface. It features a 'Name' input field and a 'Select Files' button with a plus icon. A red warning message at the bottom states: 'Attachment will be removed when upload is saved'.

2. Under **Deliverable Info**, choose the **Language**.



The screenshot shows the 'Deliverable Info' form. The 'Language*' dropdown menu is open, showing options: Korean, Macedonian, Mandarin, and English. The 'English' option is selected. Other fields include 'Video Format*', 'Material Type*', 'Cut Type*', 'Credits*', and 'Time Code Type *', all with dropdown arrows. Below the form is the 'Audio Tracks' section with a 'Choose Number of Channels - 16 | 12 | 8 | 4 | 2' and a 'Track 1*' input field. The 'Segment Information' section is partially visible at the bottom.

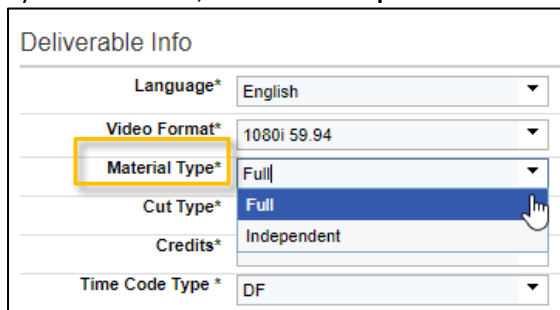
3. Choose the **Video Format**. If you select an UHD format, select whether it's HDR or SDR.



The screenshot shows the 'Deliverable Info' form with the 'Video Format*' dropdown menu open. The dropdown list shows various video formats, including 1080i 59.94, 1080i 50, 1080 Psf 23.98, 1080 Psf 25, 1080p 29.97, UHD-1 23.98p, UHD-1 25p, UHD-1 29.97p, and UHD-1 50p. The 'English' option is selected in the 'Language*' dropdown. Other fields include 'Material Type*', 'Cut Type*', 'Credits*', and 'Time Code Type *', all with dropdown arrows. Below the form is the 'Audio Tracks' section with a 'Choose Number of Channels - 16 | 12 | 8 | 4 | 2' and a 'Track 1*' input field. The 'Segment Information' section is partially visible at the bottom.

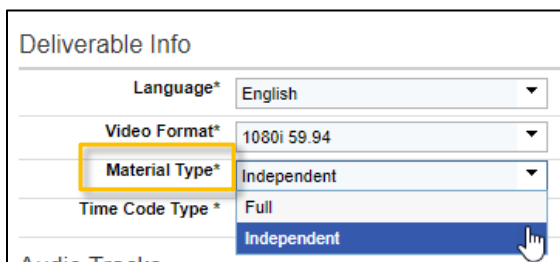
4. In the Material Type field, select whether the material is “Full” or “Independent”.

- If you select “Full”, continue to step 5 to enter the Cut Type.



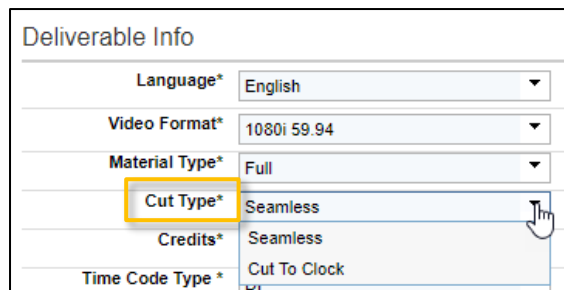
The screenshot shows the 'Deliverable Info' form. The 'Material Type*' dropdown is highlighted with a yellow box, and its menu is open, showing 'Full' selected. Other fields include Language* (English), Video Format* (1080i 59.94), Credits* (Independent), and Time Code Type* (DF).

- If you select “Independent”, skip to step 7 to enter the Time Code Type (Cut Type and Credits are not required).



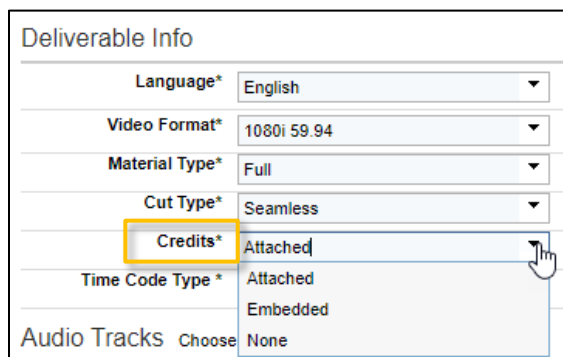
The screenshot shows the 'Deliverable Info' form. The 'Material Type*' dropdown is highlighted with a yellow box, and its menu is open, showing 'Independent' selected. Other fields include Language* (English), Video Format* (1080i 59.94), and Time Code Type* (Independent).

5. In the Cut Type field, select whether the attached file is “Seamless” or “Cut To Clock.”



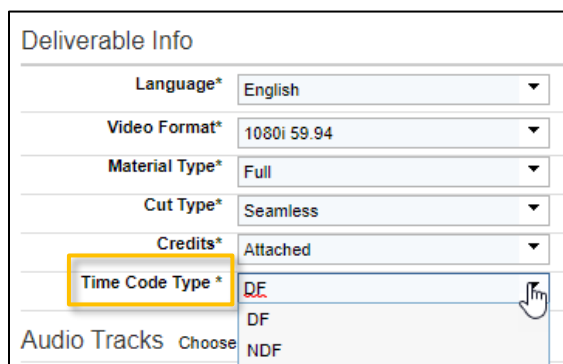
The screenshot shows the 'Deliverable Info' form. The 'Cut Type*' dropdown is highlighted with a yellow box, and its menu is open, showing 'Seamless' selected. Other fields include Language* (English), Video Format* (1080i 59.94), Material Type* (Full), Credits* (Seamless), and Time Code Type* (Cut To Clock).

6. In the Credits field, select whether the credits are “Attached”, “Embedded” or if there are no credits, select “None.”



The screenshot shows the 'Deliverable Info' form. The 'Credits*' dropdown is highlighted with a yellow box, and its menu is open, showing 'Attached' selected. Other fields include Language* (English), Video Format* (1080i 59.94), Material Type* (Full), Cut Type* (Seamless), and Time Code Type* (Attached).

7. The **Time Code Type** defaults based on the video format, but you can update if needed.

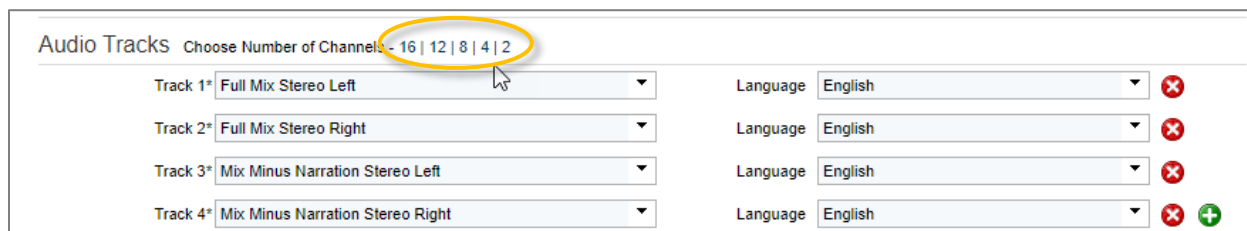


Deliverable Info

Language*	English
Video Format*	1080i 59.94
Material Type*	Full
Cut Type*	Seamless
Credits*	Attached
Time Code Type *	DF
Audio Tracks	Choose
	NDF

8. In the **Audio Tracks** section, you can add the audio tracks manually or apply one of the standard profiles.

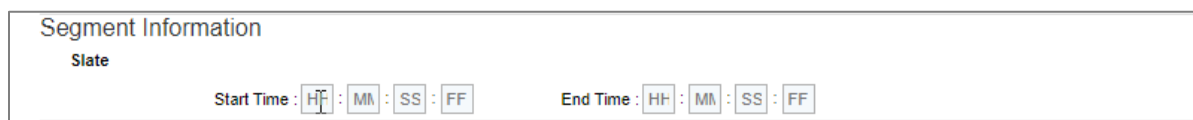
To apply one of the Discovery standard tracks, choose from **16, 12, 8, 4** or **2** and the tracks are automatically added. The Language for each track defaults to the language specified under the Deliverable Info section.



Audio Tracks Choose Number of Channels: 16 | 12 | 8 | 4 | 2

Track 1*	Full Mix Stereo Left	Language	English	✖
Track 2*	Full Mix Stereo Right	Language	English	✖
Track 3*	Mix Minus Narration Stereo Left	Language	English	✖
Track 4*	Mix Minus Narration Stereo Right	Language	English	✖ +

9. [Optional] Under **Slate**, enter the **Start Time** and **End Time**.



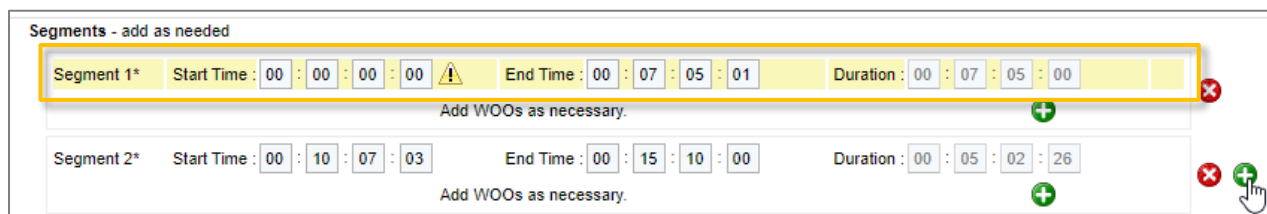
Segment Information

Slate

Start Time: HH : MM : SS : FF End Time: HH : MM : SS : FF

10. Under **Segments**, enter the **Start Time** and **End Time** for each segment. The **Duration** is automatically updated as you enter the segment times. **DO NOT REMOVE SEGMENT 1. You must have at least one segment or you will not be able to proceed with the upload.**

- To add a new segment, click +.
- To remove a segment, click ✖.



Segments - add as needed

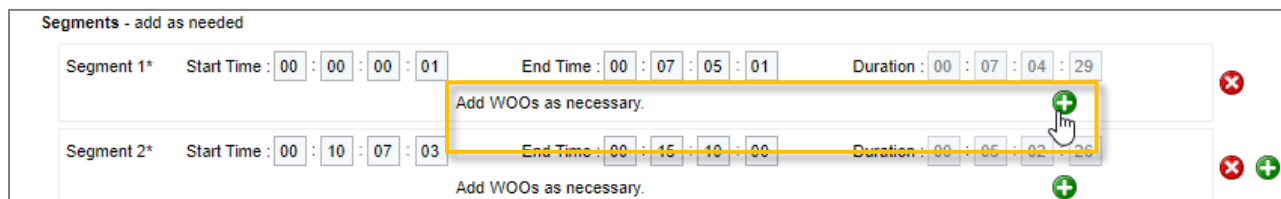
Segment 1* Start Time: 00 : 00 : 00 : 00 End Time: 00 : 07 : 05 : 01 Duration: 00 : 07 : 05 : 00

Add WOOs as necessary.

Segment 2* Start Time: 00 : 10 : 07 : 03 End Time: 00 : 15 : 10 : 00 Duration: 00 : 05 : 02 : 26

Add WOOs as necessary.

11. To add WOOs to a segment, click + to the right of **Add WOOs**.



Segments - add as needed

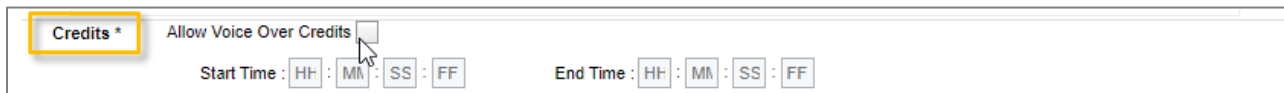
Segment 1* Start Time: 00 : 00 : 00 : 01 End Time: 00 : 07 : 05 : 01 Duration: 00 : 07 : 04 : 29

Add WOOs as necessary.


Segment 2* Start Time: 00 : 10 : 07 : 03 End Time: 00 : 15 : 10 : 00 Duration: 00 : 05 : 02 : 26


Add WOOs as necessary.

12. Under **Credits**, enter the **Start Time** and **End Time** if required. To **Allow Voice Over Credits**, select the check box.




13. [Optional] Enter any remarks/comments regarding the file in the **Notes** box, up to 4,000 characters.



14. When finished, click .

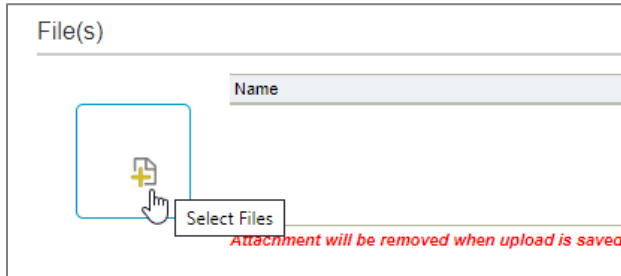
ONCE YOUR UPLOAD HAS BEGUN, DO NOT CLOSE YOUR BROWSER WINDOW. The browser window must remain open to maintain a connection during file upload, however minimizing the browser window is okay.

To Upload Additional Promo Material, NL Promo Material, or NL Talent Shout Outs:

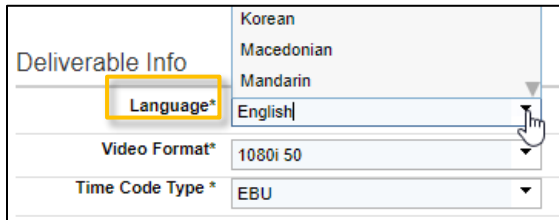
1. Under the **File(s)** section, click  to choose the file to upload. You can select and attach one file only.

- The valid file extensions for Additional Promo Material deliverables are **.mov** and **.mxr**.
- The valid file extensions for the non-linear (NL) deliverables are **.mp4**, **.mov** and **.mxr**.

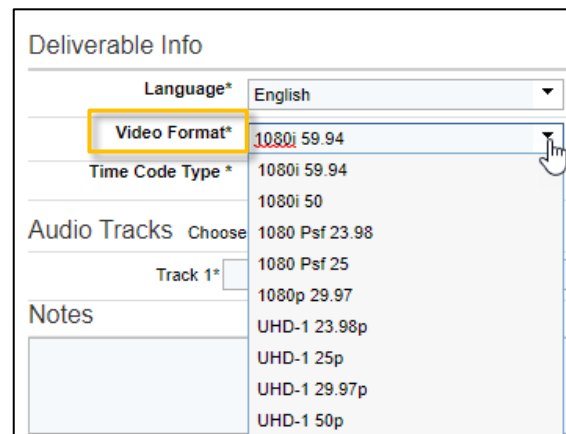
If you select an incompatible file type, you will receive an error message. Refer to the Technical Guidelines document within the Production Guide for the exact technical specifications.



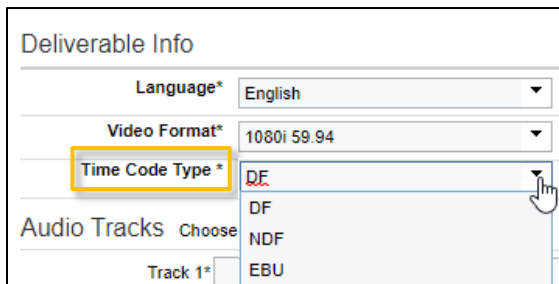
2. Under **Deliverable Info**, choose the **Language**.



3. Choose the **Video Format**. If you select one of the UHD formats, indicate whether it's **HDR** or **SDR**.



4. The **Time Code Type** defaults, update as needed. The options available in the list are based on the video format.



5. In the **Audio Tracks** section, you can add the audio tracks manually or apply one of the standard profiles.

To apply one of the Discovery standard tracks, choose from **16, 12, 8, 4** or **2** and the tracks are automatically added. The Language for each track defaults to the language specified under the Deliverable Info section.

Audio Tracks Choose Number of Channels: 16 | 12 | 8 | 4 | 2

Track 1*	Full Mix Stereo Left	Language	English	✖
Track 2*	Full Mix Stereo Right	Language	English	✖
Track 3*	Mix Minus Narration Stereo Left	Language	English	✖
Track 4*	Mix Minus Narration Stereo Right	Language	English	✖ +

6. [Optional] Enter any remarks/comments regarding the file in the **Notes** box, up to 4,000 characters.

Notes


Notes go here!

You have 3986 characters remaining.

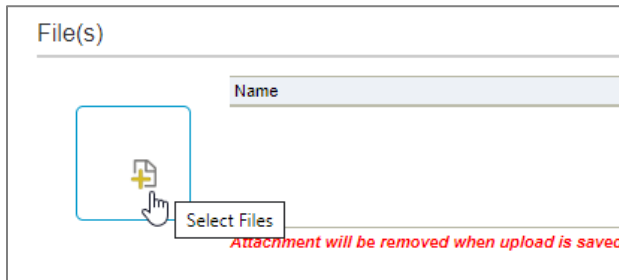
7. When finished, click **Upload**.

ONCE YOUR UPLOAD HAS BEGUN, DO NOT CLOSE YOUR BROWSER WINDOW. The browser window must remain open to maintain a connection during file upload, however minimizing the browser window is okay.

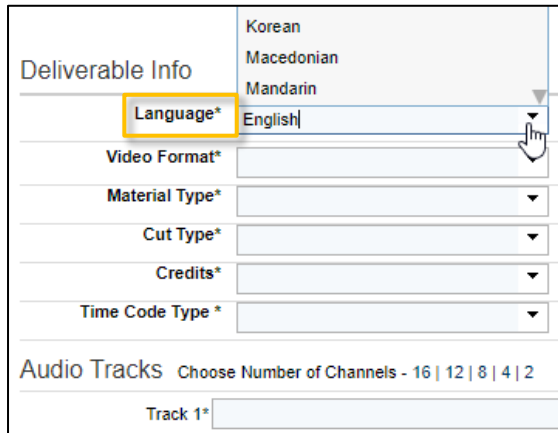
To Upload In Program Features, Sponsorship Messages, Teases/Trailers, or NL Teases:

1. Under the **File(s)** section, click  to choose the file to upload. You can only select and attach one file.
 - The valid file extensions for In Program Features, Sponsorship Messages, and Teases/Trailers are **.mov** and **.mxr**.
 - The valid file extensions for NL Teases are **.mp4**, **.mov** and **.mxr**.

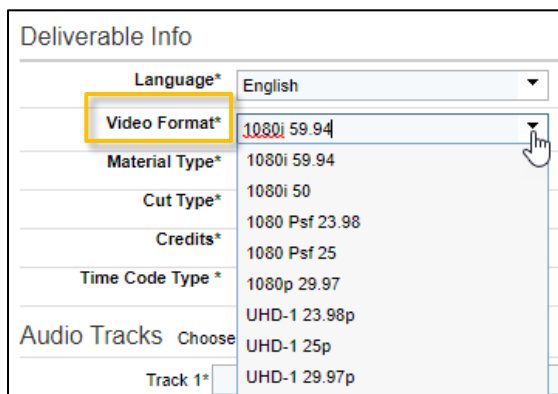
If you select an incompatible file type, you will receive an error message. Refer to the Technical Guidelines document within the Production Guide for the exact technical specifications.



2. Under **Deliverable Info**, choose the **Language**.

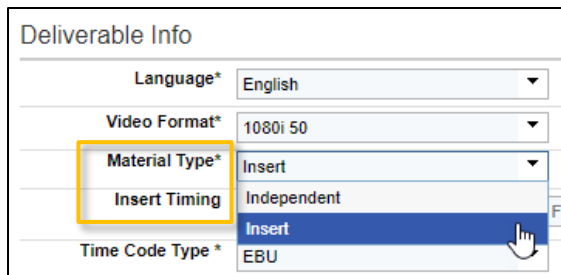


3. Choose the **Video Format**. If you select an UHD format, select whether it's HDR or SDR.



4. In the **Material Type** field, select whether the material is "Independent" or "Insert".

Once you select the material type, the screen updates. If you select Insert, you are prompted to enter the Insert Timing also. (Insert Timing is not required when you select Independent.)



Deliverable Info

Language* English

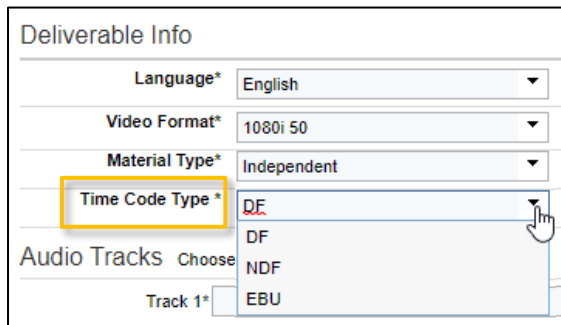
Video Format* 1080i 50

Material Type* Insert

Insert Timing Independent

Time Code Type * EBU

5. The **Time Code Type** defaults based on the video format, but you can update if needed.



Deliverable Info

Language* English

Video Format* 1080i 50

Material Type* Independent

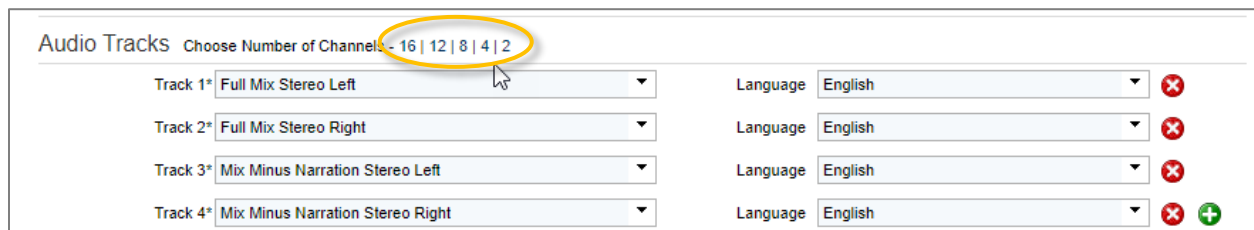
Time Code Type * DF

Audio Tracks Choose

Track 1* EBU

6. In the **Audio Tracks** section, you can add the audio tracks manually or apply one of the standard profiles.

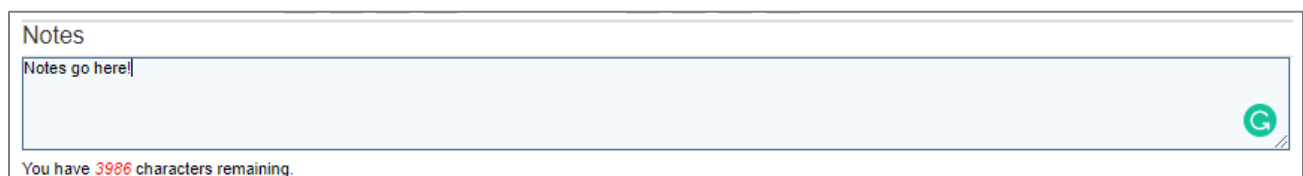
To apply one of the Discovery standard tracks, choose from **16, 12, 8, 4** or **2** and the tracks are automatically added. The Language for each track defaults to the language specified under the Deliverable Info section.



Audio Tracks Choose Number of Channels: 16 | 12 | 8 | 4 | 2

Track 1*	Full Mix Stereo Left	Language	English	✕
Track 2*	Full Mix Stereo Right	Language	English	✕
Track 3*	Mix Minus Narration Stereo Left	Language	English	✕
Track 4*	Mix Minus Narration Stereo Right	Language	English	✕ +

7. [Optional] Enter any remarks/comments in the **Notes** box, up to 4,000 characters.



Notes


Notes go here!

You have 3986 characters remaining.

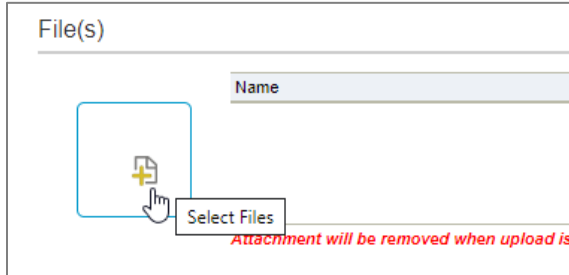
8. When finished, click **Upload**.

ONCE YOUR UPLOAD HAS BEGUN, DO NOT CLOSE YOUR BROWSER WINDOW. The browser window must remain open to maintain a connection during file upload, however minimizing the browser window is okay.

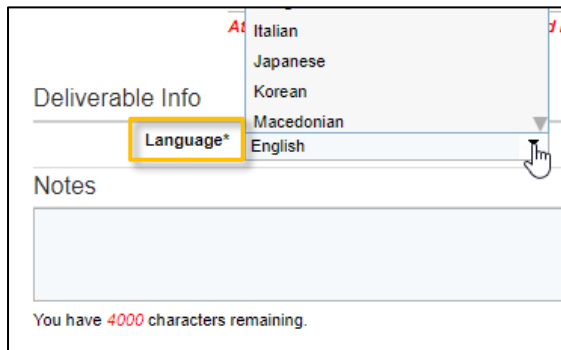
To Upload Production Stills & Log (Scripps):

1. Under the **File(s)** section, click  to choose the file to upload. You can only select and attach one file.

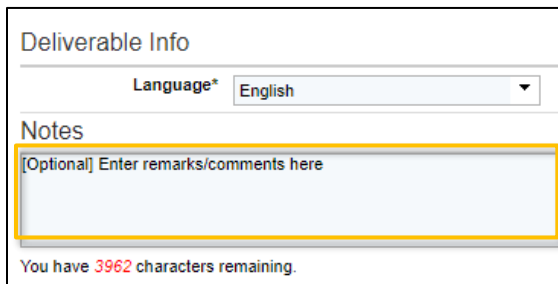
The valid file extensions for these deliverables are **.zip**. If you select an incompatible file type, you will receive an error message. Refer to the Technical Guidelines document within the Production Guide for the exact technical specifications.




2. Under **Deliverable Info**, choose the **Language**.




3. [Optional] Enter any remarks/comments in the **Notes** box, up to 4,000 characters.



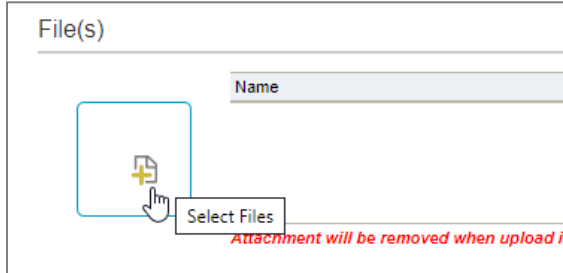
4. When finished, click .

ONCE YOUR UPLOAD HAS BEGUN, DO NOT CLOSE YOUR BROWSER WINDOW. The browser window must remain open to maintain a connection during file upload, however minimizing the browser window is okay.

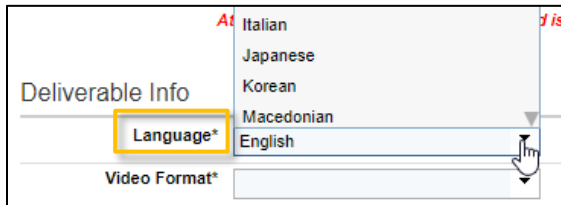
To Upload Program Graphic Masters:

1. Under the **File(s)** section, click  to choose the file to upload. You can only select and attach one file.

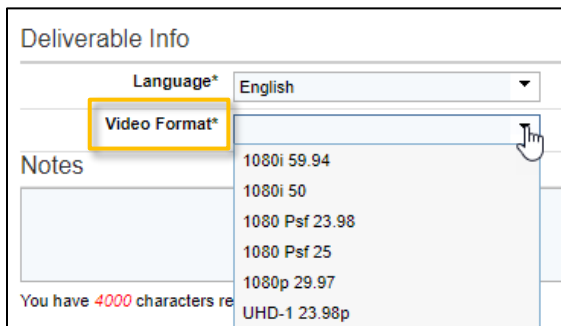
The valid file extension is **.zip**. If you select an incompatible file type, you will receive an error message. Refer to the Technical Guidelines document within the Production Guide for the exact technical specifications.



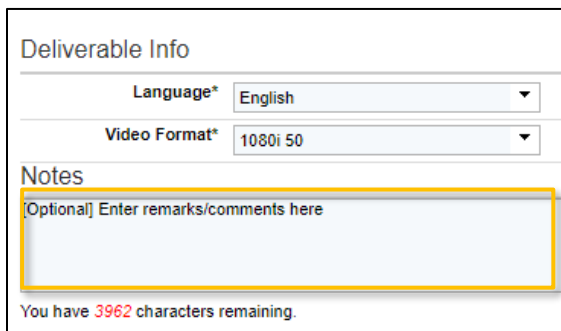
2. Under **Deliverable Info**, choose the **Language**.




3. Choose the **Video Format**.



4. [Optional] Enter any remarks/comments in the **Notes** box, up to 4,000 characters.

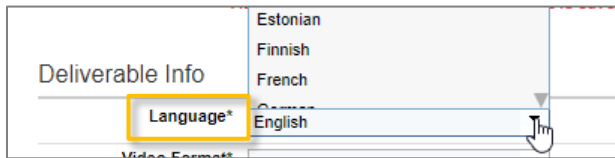


5. When finished, click .

ONCE YOUR UPLOAD HAS BEGUN, DO NOT CLOSE YOUR BROWSER WINDOW. The browser window must remain open to maintain a connection during file upload, however minimizing the browser window is okay.

To Upload Caption/Subtitle Files:

1. Under **Deliverable Info**, choose the **Language**.



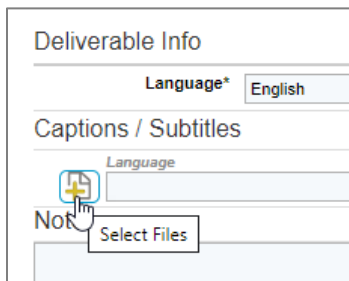
Deliverable Info

Language*

Estonian
Finnish
French
German
English

2. Under **Captions/Subtitles**, click  to choose a file to upload.

The valid file extensions are **.scc**, **.xml**, **.srt**, **.cap**, **.stl**, **.ttml**, and **.pac**. If you select an incompatible file type, you will receive an error message. Refer to the Technical Guidelines document within the Production Guide for the current technical specifications.



Deliverable Info


Language* English

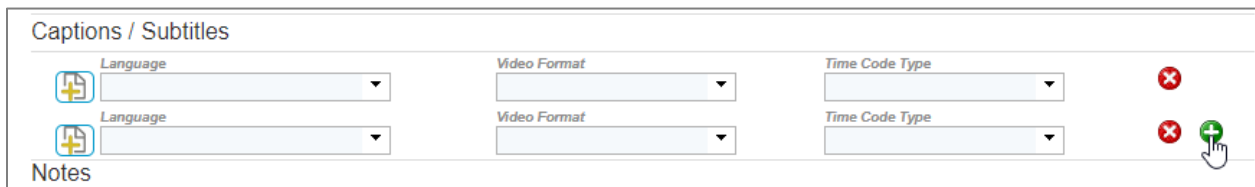
Captions / Subtitles

Language

Not

Select Files

3. You can add multiple caption/subtitle files. To upload another caption/subtitle file, click .



Captions / Subtitles


Language Video Format Time Code Type

Language Video Format Time Code Type

Notes

4. For each file, choose the **Language**, **Video Format** and **Time Code Type** for that file.

Note: The **Time Code Type** defaults based on the video format, but you can update if needed.

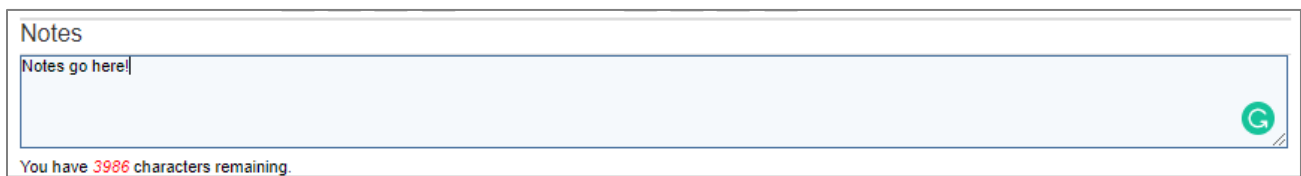


Captions / Subtitles

Language Video Format Time Code Type

French NTSC DF


5. You can enter **Notes**, up to 4,000 characters.



Notes

Notes go here!

You have 3986 characters remaining.

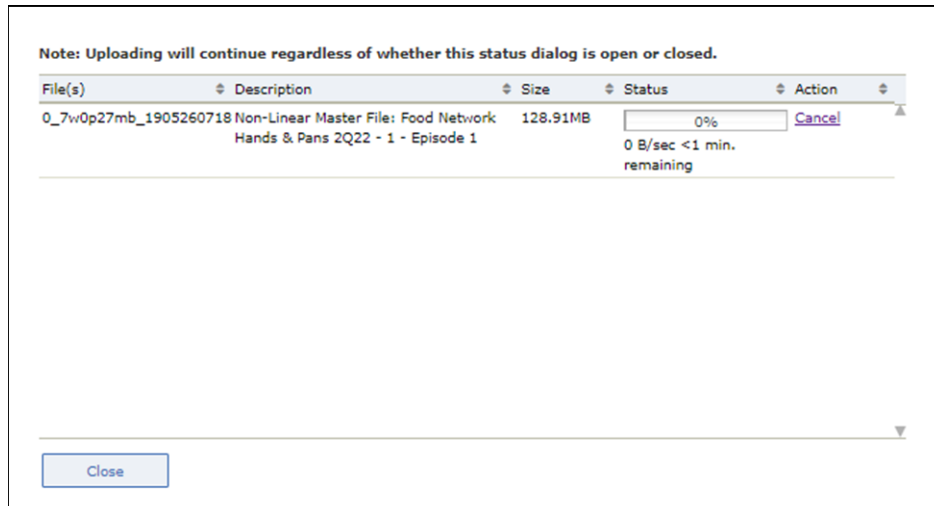
6. When finished, click . You can close the status window or upload additional deliverables.


NOTE: **ONCE YOUR UPLOAD HAS BEGUN, DO NOT CLOSE YOUR BROWSER WINDOW.** The browser window must remain open to maintain a connection during file upload, however minimizing the browser window is okay.

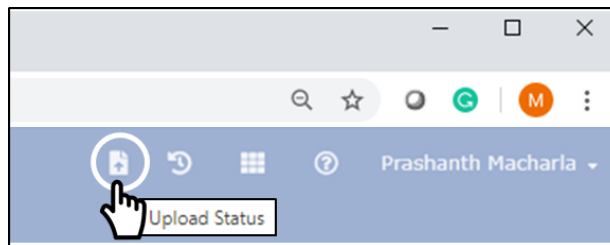
Monitoring Your Upload

After you initiate an upload, the following status window opens. This window shows the progress of your upload. You can close this window and the upload will continue in the background. If you upload additional files, the files will queue in the order of upload.

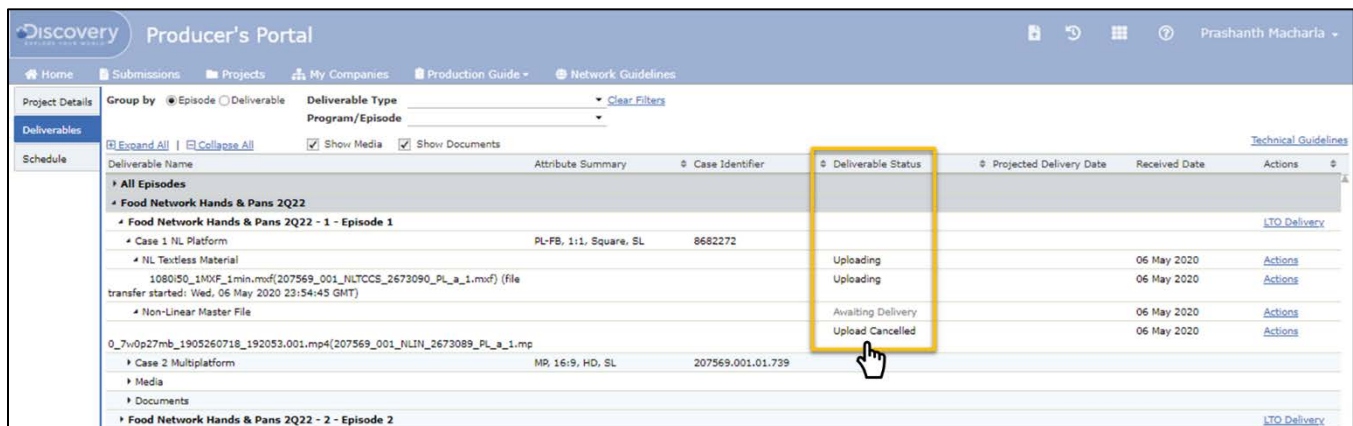
The amount of time it takes for an upload to complete is based upon the size of the file and the number of files in queue.



If you close the upload status window before the upload is complete, you can check the progress by clicking the **Upload Status** button  in the top, right-corner of the Producer's Portal.



You can view the status of a media or non-media deliverable at any time on the **Deliverables** tab under the **Deliverable Status**.






Replacing Media

(The Media Replace Action)


When you need to replace the media that was previously delivered, for example if the media fails or you're delivering an updated file, you will use the Media Replace action to redeliver the media.

1. [Open the project](#) and go to the **Deliverables** tab.
2. Locate the file in the list that you want to replace by expanding the relevant Program, Episode, and Case (or Media) folder. Once you locate the file, select **Actions > Media Replace**.
3. If prompted, open the **Signiant App**.

NOTE: You won't receive this prompt if you previously selected to *always open links of this type in the associated app*.

4. When the Replace Media Deliverable Window opens, click the **Select File**  button and choose the file to upload.
5. The metadata is pre-populated with the values from the previous upload – update as needed for the new file. When replacing media, you are required to choose a **Replacement Category** and enter comments in the **Notes** box. For content changes, be sure to include the time code(s) in your comments.

NOTE: If you've left any of the mandatory fields blank or if there is invalid metadata entered, an error message will be displayed. You must correct all errors before you can upload. The mandatory information is based on the deliverable type. Refer to the [Media Deliverables Metadata Cheat Sheet](#) for more details.

6. When finished, click .


Restarting an Upload

(The Media Retry Action)


If the upload is cancelled or otherwise interrupted mid-upload, you can use the Media Retry action to restart the upload.

1. [Open the project](#) and go to the **Deliverables** tab.
2. Locate the file in the list that you want to re-upload by expanding the relevant Program, Episode, and Case (or Media) folder. Once you locate the file, select **Actions > Media Retry**.
3. If prompted, open the Signiant App.

NOTE: You won't receive this prompt if you previously selected to *always open links of this type in the associated app*.

4. When the Retry Media Deliverable window opens, click the **Select File**  button and choose the file to upload.
5. The metadata is pre-populated with the values from the previous upload – update as needed.

NOTE: If you've left any of the mandatory fields blank or if there is invalid metadata entered, an error message will be displayed. You must correct all errors before you can upload. The mandatory information is based on the deliverable type. Refer to the [Media Deliverables Metadata Cheat Sheet](#) for more details.

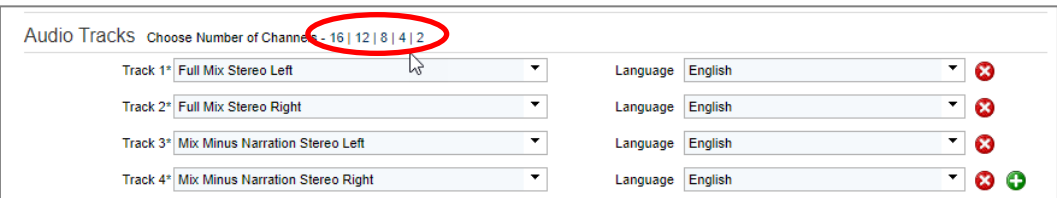
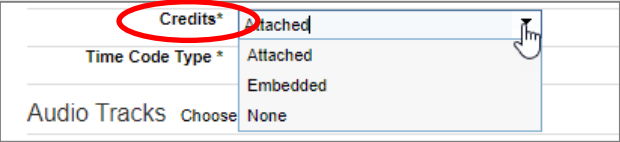
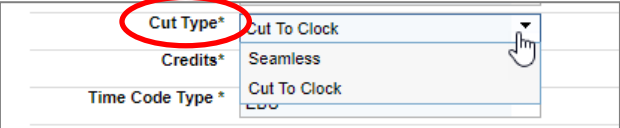
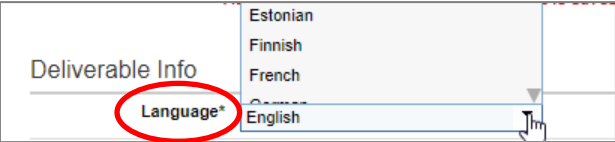
6. When finished, click .

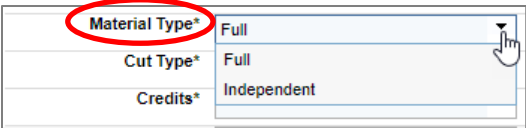
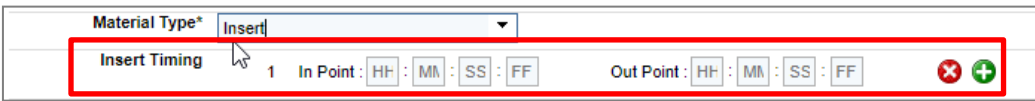



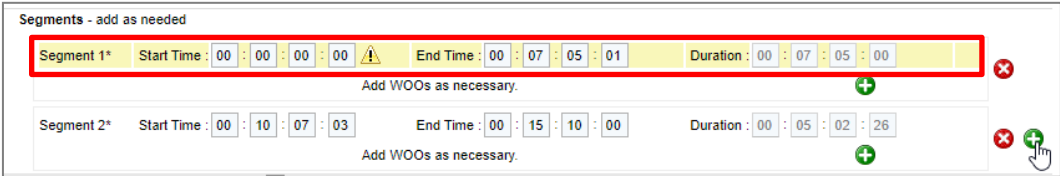
Media Deliverable Metadata Cheat Sheet

The metadata that is required at upload is based on the deliverable type. The Media Deliverable Metadata Cheat Sheet describes some of the common metadata that is required when uploading.

For a list of metadata by Deliverable type, refer to the [Metadata by Deliverables Type Cheat Sheet](#) for more information on any of the metadata in the table below.

For more information regarding any of the deliverable metadata mentioned in this section, please refer to the Global Tech specs in the Production Guide in Producer's Portal.

Metadata	Action
Audio Tracks	<p>Enter the audio track information for the media being uploaded. You can add the audio tracks manually or apply one of the standard profiles.</p> <p>To apply one of the Discovery standard tracks, choose from 16, 12, 8, 4 or 2 and the tracks are automatically added. The Language for each track defaults to the language specified under the Deliverable Info section.</p> 
Credits	<p>Select the type of credits for the file being uploaded. The options are Attached, Embedded, or None, if no credits. In general, select "None" When uploading Non-Linear Masters.</p> 
Cut Type	<p>Select whether the media being uploaded is Seamless (Non-segmented/no Ad Breaks) or Cut to Clock (Segmented/with Ad Breaks).</p> 
Language	<p>Select the language of the media being uploaded.</p> 

Metadata	Action
Material Type	<p>Select the material type for the media being uploaded. The material type indicates how the deliverable can be used. The material types that you can choose from are based on the deliverable type you are uploading to.</p> <p>Discovery uses three different types of material:</p> <ul style="list-style-type: none"> • Full – This is a full copy of the program. For example, a Textless Material deliverable with a Material Type of 'Full' is a fully textless copy of the program. • Independent – This is an independent element with no relation to the full program (Ex. Companions) or elements with insertion instructions too complex for simple insert points (Ex. Textless Material delivered as textless clean cover shots). • Insert – This is a small segment that can be inserted into a full copy of the program. The insert timing is required when this Material type is selected. <i>For example, a web Toss delivered with a Material Type of 'Insert' would include the time codes in the matching Program Master File where the web toss can be inserted.</i> <p>NOTE: The metadata that is required during upload will depend upon the selected material type.</p> <div>  <p>This is an example of the material types available for Textless Material.</p> </div>
Insert Timing [Material Type]	<p>Required when the Material Type is 'Insert'. Enter the time code where (In Point and Out Point) where the deliverable can be inserted. <i>For example, if uploading a Web Toss with a Material type of 'Insert', enter the time codes where the Web Toss can be inserted in the matching Program Master File.</i></p> <div>  </div>
Notes	<p>Notes about the media being uploaded. This field is mandatory when replacing a media file (i.e Media Replace Action).</p> <div>  </div>
Segments	<p>Enter the Start Time and End Time for each segment in the media being uploaded. The Duration is automatically updated as you enter the segment times. To add a new segment, click . To remove a segment, click .</p> <p>DO NOT REMOVE SEGMENT 1. SEGEMENT 1 IS ALWAYS REQUIRED.</p> <div>  </div>

Metadata	Action
[Segment] Credits	<p>Enter the Start Time and End Time for the credits if required. Credits times are not required if you selected None as the credit type. To Allow Voice Over Credits, select the check box.</p> <div> <div>Credits *</div> <div> <input type="checkbox"/> Allow Voice Over Credits </div> <div> Start Time : <input type="text"/> HH : <input type="text"/> MM : <input type="text"/> SS : <input type="text"/> FF End Time : <input type="text"/> HH : <input type="text"/> MM : <input type="text"/> SS : <input type="text"/> FF </div> </div>
Slate	<p>Enter the slate Start Time and End Time for the file being uploaded only if present in file being uploaded. Leave slate timing details blank if there's no slate present in file. Non-Linear Masters don't require slates.</p> <div> <div>Segment Information</div> <div>Slate</div> <div> <div>Start Time : <input type="text"/> HH : <input type="text"/> MM : <input type="text"/> SS : <input type="text"/> FF</div> <div>End Time : <input type="text"/> HH : <input type="text"/> MM : <input type="text"/> SS : <input type="text"/> FF</div> </div> </div>
Time Code Type	<p>The time code type defaults based on the selected video format but can be modified. The options are: DF (Drop frame), NDF (Non-drop frame), or EBF (European Broadcast Union).</p> <div> <div>Time Code Type *</div> <div> <input type="text"/> DF </div> <div> Audio Tracks Choose <div> <input type="text"/> EBU </div> </div> </div>
Video Format	<p>Select the format/aspect ratio for the media being uploaded.</p> <div> <div>Video Format*</div> <div> <input type="text"/> 1080 Psf 25 </div> <div> Cut type* <div> <input type="text"/> 1080i 59.94 </div> </div> <div> Credits* <div> <input type="text"/> 1080i 50 </div> </div> <div> Time Code Type * <div> <input type="text"/> 1080 Psf 23.98 </div> </div> <div> Audio Tracks Choose <div> <input type="text"/> 1080p 29.97 </div> </div> <div> Track 1* <div> <input type="text"/> UHD-1 23.98p </div> </div> <div> Segment Information <div> <input type="text"/> UHD-1 25p </div> </div> <div> Slate <div> <input type="text"/> UHD-1 29.97p </div> </div> <div> <input type="text"/> UHD-1 50p <div> <input type="text"/> UHD-1 59.94p </div> </div> <div> <input type="text"/> NTSC <div> <input type="text"/> PAL </div> </div> <div> <input type="button" value="Upload"/> <input type="button" value="Cancel"/> </div> </div>

Metadata by Deliverable Type Cheat Sheet

The metadata that is required at upload is based on the deliverable type. The Metadata by Deliver Type Cheat Sheet lists the metadata and valid file extension by Deliverable Type.

For more information on any of the metadata listed, refer to the [Media Deliverables Metadata Cheat Sheet](#).

Deliverable	Metadata	Valid file extensions
Program Master File	<ul style="list-style-type: none"> • Language • Video Format • Cut Type • Credits • Time Code Types • Audio Tracks • Segment Information 	.MOV .MFX
NL Program Master File	<ul style="list-style-type: none"> • Language • Credits • Time Code Types • Audio Tracks • Segment Information 	.MP4 .MOV .MFX <i>*See Table 5.3.3 on Pg26 of Global Tech Specs V6 for additional file specification requirements.</i> <i>*See Table 5.3.1 on Pg24 for HD masters or Table 5.3.2 for UHD masters in Global Tech Specs V6 for additional file specification requirements.</i>
Snap In Content	<ul style="list-style-type: none"> • Language • Video Format • Time Code Types • Audio Tracks 	.MOV .MFX
Textless Snap In Content	<ul style="list-style-type: none"> • Language • Video Format • Time Code Types • Audio Tracks 	.MOV .MFX
Textless Material	<ul style="list-style-type: none"> • Language • Video Format • Material Type • Cut Type • Credits • Time Code Types • Audio Tracks • Segment Information 	.MOV .MFX

Deliverable	Metadata	Valid file extensions
NL Textless Material	<ul style="list-style-type: none"> • Language • Video Format • Material Type • Cut Type • Credits • Time Code Types • Audio Tracks • Segment Information 	.MP4 .MOV .MFX
Additional Promo Material	<ul style="list-style-type: none"> • Language • Video Format • Time Code Types • Audio Tracks 	.MOV .MFX
NL Promo Material	<ul style="list-style-type: none"> • Language • Video Format • Time Code Types • Audio Tracks 	.MP4 .MOV .MFX
NL Talent Shout Outs	<ul style="list-style-type: none"> • Language • Video Format • Time Code Types • Audio Tracks 	.MP4 .MOV .MFX
In Program Features	<ul style="list-style-type: none"> • Language • Video Format • Material Type • Insert Type • Time Code Types • Audio Tracks 	.MOV .MFX
Sponsorship Messages	<ul style="list-style-type: none"> • Language • Video Format • Material Type • Insert Type • Time Code Types • Audio Tracks 	.MOV .MFX
Teases/Trailers	<ul style="list-style-type: none"> • Language • Video Format • Material Type • Insert Type • Time Code Types • Audio Tracks 	.MOV .MFX
NL Teases	<ul style="list-style-type: none"> • Language • Video Format • Material Type • Insert Type • Time Code Types • Audio Tracks 	.MP4 .MOV .MFX
Production Stills & Logs (Scripps)	<ul style="list-style-type: none"> • Language 	.ZIP

Deliverable	Metadata	Valid file extensions
Program Graphic Masters	<ul style="list-style-type: none"> Language Video Format 	.ZIP
Captions & Subtitles	<ul style="list-style-type: none"> Language 	.SCC .XML .SRT, .CAP .STL .TTML .PAC.