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Film Negative Cutter's Conform List



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1 Scope

This practice describes the data format of a list generated by electronic film editing systems to be used as the master reference for a film negative cutter when conforming the original negative to the electronic work tape.

The scope of this format does not consider the needs of the pre-assembler whose job is to pull the appropriate negative prior to the actual cutting and splicing of specific edits. A separate format for such a task will be developed.

The negative cutter's task is one of precision coupled with speed, and the reference cutting list must strive to provide only the essential information with a minimum of clutter for that specific task, and in a form immediately recognizable. As a result, "white space" and accurate and familiar representation of data may be as important as the data itself. The columnar layout and negative edge identifier/coding scheme replication is therefore considered crucial.

2 Normative references

The following standards contain provisions which, through reference in this text, constitute provisions of this practice. At the time of publication, the editions indicated were valid. All standards are subject to revision, and parties to agreements based on this practice are encouraged to investigate the possibility of applying the most recent edition of the standards listed below.

ANSI/SMPTE 270-1994, Motion-Picture Film (65-mm) — Manufacturer-Printed Latent Image Identification Information

SMPTE 12M-1999, Television, Audio and Film — Time and Control Code

SMPTE 254-2002, Motion-Picture Film (35-mm) — Manufacturer-Printed Latent Image Identification Information

SMPTE 258M-2004, Television — Transfer of Edit Decision Lists

SMPTE 271-2002, Motion-Picture Film (16-mm) — Manufacturer-Printed Latent Image Identification Information

SMPTE RP 195-2004, Use of the Reference Mark in Manufacturer-Printed Latent Image Key Numbers for Unambiguous Film Frame Identification

SMPTE RP 197-2003, Film-to-Video Transfer List

3 Glossary

3.1 Terms defined by this practice

3.1.1 cuts: The sequential list of specific splices to be made in the negative assembly.

3.1.2 duration: The number of frames used in an overlapping transition effect.

3.1.3 film feet: That unique part of the key number which increments by one regularly along a continuous section of film, typically each foot. This is also referred to as the "footage indicator."

3.1.4 film frame offset: The offset, not included as part of the key number, which is the frame count away from a film feet indicator. This offset may be an increment ("+") or decrement ("-") to an associated film feet indicator.

3.1.5 film prefix code: That common part of the key number which is used to identify the stock and batch of film. The code, as used in this practice, is an exact replication of the code marked on the film edge, including all alpha and numeric characters.

3.1.6 head: The first frame of original negative to be included in the finished product.

3.1.7 roll: The unique identifier for the original camera negative roll containing the footage to be spliced.

3.1.8 runtime: The cumulative running time, beginning with the first cut in the list. This information is displayed in two forms: film feet and film frame offset, and the corresponding SMPTE time code as it appears on the work tape.

3.1.9 shot: A sequence of negative frames, cut to cut.

3.1.10 shot duration: The number of negative frames in a shot, measured in feet plus remaining frames.

3.1.11 tail: The last frame of the original negative to be included in the finished product.

3.1.12 white space: Blank, unprinted space on a line with beginning and ending columns specified.

3.2 Terms defined by SMPTE 254, ANSI/SMPTE 270, and SMPTE 271

3.2.1 frame line: The junction between two exposed film images on the film.

3.2.2 key number: A number (sometimes imprecisely referred to as an edge number or footage number) that is printed with ink or exposed onto film at the time of manufacture. The numbers are placed at regular intervals, typically submultiples of one foot. A key number is composed of a film prefix code and a film feet count.

3.2.3 latent image key number: A key number which is exposed onto the film at the time of manufacture.

3.2.4 reference mark: A mark, usually a dot, which is included in the latent image of the key number, and which is aligned to a perforation on the film.

3.3 Term defined by SMPTE RP 195

3.3.1 perf offset: The count of the number of perforations from the frameline to the reference mark (the count includes the perforation adjacent to the reference mark). The procedure for determining the perf offset on any given exposed film format is specified in SMPTE RP 195.