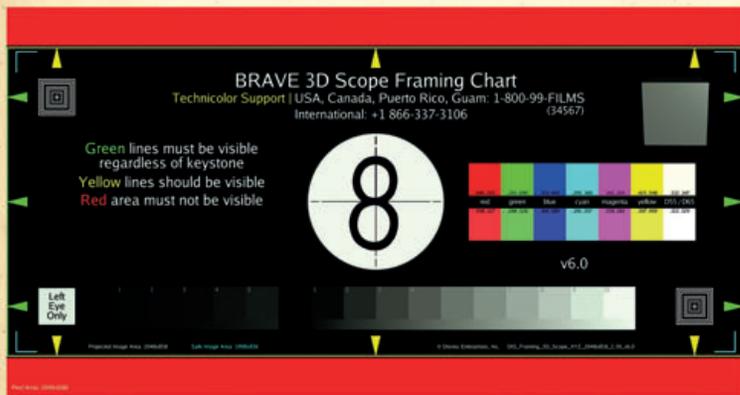




## 3D PROJECTIONIST NOTICE

**B**RAVE 3D has been mastered for optimal playback at 6fL. Please see the Light Level section for setup details. To project the BRAVE 3D feature properly, it is mandatory that your projector is set to 2k 3D Scope 2.39 (204 8x858).



- The **GREEN LINES** on the right and left must be visible regardless of the keystone.
- The **YELLOW LINES** on the top and bottom should be visible.
- The **RED LINES** must not be visible.

### FOR 5.1 AUDITORIUMS

If your auditorium is configured for 5.1 audio, please use Framing Chart version 6. Version 6 contains 5.1 audio test signals. Framing Chart version 6 file name: **BRAVE-3D-FRAMING-TECH-V6.0\_S\_EN-XX\_US-INT\_51\_2K\_DI\_20120517\_TDC\_i3D**

### FOR 7.1 AUDITORIUMS

If your auditorium is configured for 7.1 audio, please use Framing Chart version 7.1 DS which contains 7.1 audio test signals. Framing Chart version 7.1 DS file name: **BRAVE-3D-FRAMING-TECH-v7.1DS\_S\_EN-XX\_US-INT\_71\_2K\_DI\_20120517\_TDC\_i3D**

Use of any previously supplied Disney 3D Framing Charts will result in the improper presentation of BRAVE 3D! In order to project the BRAVE 3D Framing Chart and BRAVE 3D feature properly, it is mandatory that your projector is set to 2k 3D Scope 2.39 (2048x858). The Framing Chart should also be used to check the phase. To make sure the proper image gets to the proper eye, refer to the section PROPER PHASE – SETUP AND CHECKING. The color bar is provided to ensure you are in the proper color space. If the color hues do not match (the bottom row will appear to be slightly

de-saturated) then you are not in the right color space. Please contact your system integrator to correct the issue. In addition to picture alignment, the chart also contains audio test signals. The audio test signals are provided to make sure your theater auditorium sound system is working properly. A test signal will appear in each speaker separately. This will help make sure that each sound channel is working properly. Daily use of the Framing Chart will help ensure that all your guests see BRAVE 3D the way it was meant to be seen and heard!

### AUDITORIUM PREPARATION

Light levels are an important part of any 3D presentation. You must maximize the on-screen light for 3D. Turn off any unnecessary lights in the auditorium and projection booth.

**3D PROJECTIONIST  
 HOTLINE:  
 1-800-99-FILMS  
 (OPTION 2) 1-800-999-4567**

Disney · PIXAR

# BRAVE

## Digital 3D Show Playlist

Please build as follows:

1. Non-Disney 2D trailers, if you choose to play them
2. **BRAVE 3D** themed "Please Put On Your 3D Glasses" card
3. "Keep It Green" Recycle your 3D glasses card
4. Non-Disney 3D trailers, if you choose to play them
5. **WRECK-IT RALPH 3D** trailer #1
6. **FINDING NEMO/ MONSTERS UNIVERSITY 3D** combo trailer
7. Theater Policy trailers
8. **LA LUNA** short is a part of the theatrical presentation of **BRAVE 3D** (must play immediately prior to **BRAVE 3D**)
9. **BRAVE 3D** feature

## LIGHT LEVEL [4.5fL MIN.] – SETUP & CHECKING

The light level specification for **BRAVE 3D** is 6 foot Lamberts (fL), measuring white light through the 3D display system. The feature has been adjusted to that light level. The acceptable range is between 4.5fL to 6.5fL. Maintaining this range will enhance the viewing experience. Please follow these guidelines closely:

1. Lamp Life: Before opening day, confirm that your lamp is flicker free with at least 500 hours of life remaining. New lamps should have at least 100 hours of use prior to your first presentation of **BRAVE 3D** to reduce the chance of early failures.
2. Light Level Measurement: Perform periodic spot checking of light level using a 2 degree spot meter:
  - a. With the projector in the proper 3D format, play the **BRAVE 3D** Scope Framing Chart.
  - b. Confirm that the light level is within the 4.5fL to 6.5fL specification when measuring through the 3D viewing system.

## PROPER PHASE – SETUP & CHECKING

**Important Phase Check:** A common problem in 3D cinema presentations is reversing of the left and right eye views, known as 3D phase. Check for the correct phase of the 3D presentation.

An easy reference is to use the **BRAVE 3D** Framing Chart. While wearing the 3D glasses, you should be able to read the word "Left" with your left eye open and right eye closed. If not, please contact your system integrator or other technical support resource to report the problem.

## 3D NOTES

**Projector Channel:** Select "2k 3D Scope 2.39 (2048x858)" on your projector control panel. If you cannot select "2k 3D Scope 2.39 (2048x858)" please contact your Digital Cinema Equipment integrator immediately.

**Projected Aspect Ratio:** 2.39:1

**Audio Configuration:** 5.1 channel digital audio or 7.1 channel digital audio (where available).

**Fader Setting:** Set Fader to a reference level of 85dB C-weighted (Slow) using pink noise. On Dolby and Datasat Digital Sound systems the setting is 7. On a SDDS system the master setting is "0".

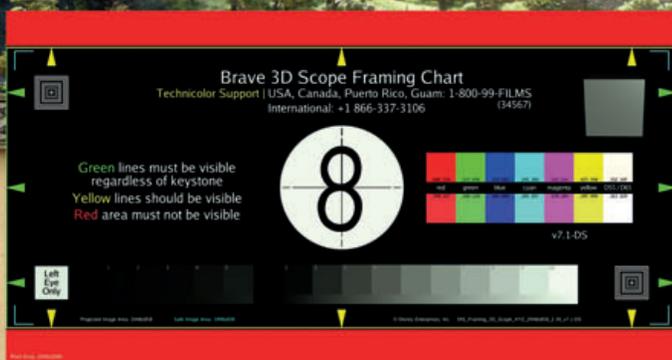
**Image Brightness:** 6.0fl target Peak White measured at screen center using the Disney Digital 3D Framing Chart in 3D mode with glasses. Acceptable range is within 4.5 to 6.5fl.

**BRAVE 3D** Feature Running Time: 100 min.

## DOLBY® SURROUND 7.1

In 2010, Disney · Pixar and Dolby collaborated on adding a new sound dimension to the big screen. **TOY STORY 3** grossed over a billion dollars worldwide and introduced audiences to Dolby Surround 7.1. Over 500 screens were installed globally in time for the release, making it the most quickly adopted new audio format to date. Now over 3,700 screens worldwide are equipped with Dolby Surround 7.1. **BRAVE** is the latest title on a list of over 70 features to be released in this enhanced sound format, which provides four distinct surround zones: right surround, back surround right, back surround left, and left surround. The installation is easy to implement with standard Dolby equipment. Enjoy **BRAVE** as Dolby Surround 7.1 brings you **BIG SOUND FOR THE BIG SCREEN.**

Please see [www.dolby.com/dolbysurround7-1](http://www.dolby.com/dolbysurround7-1) for more information.



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- The **RED LINES** must not be visible.

**AIM TO QC BY JUNE 21st!**  
 To verify QC or to report any problems during your engagement: Please call Technicolor at **1-800-99-FILMS** and select **option 2** to verify QC has been completed. Thank you for all your help and hard work!