CLASSIFIED 3D PROJECTIONIST INSTRUCTIONS

© 2009 DISNEY ENTERPRISES, INC.

Walt Disney

G-FORCE

DISNEY DIGITAL 3D™ PROJECTION SPECIFICATIONS

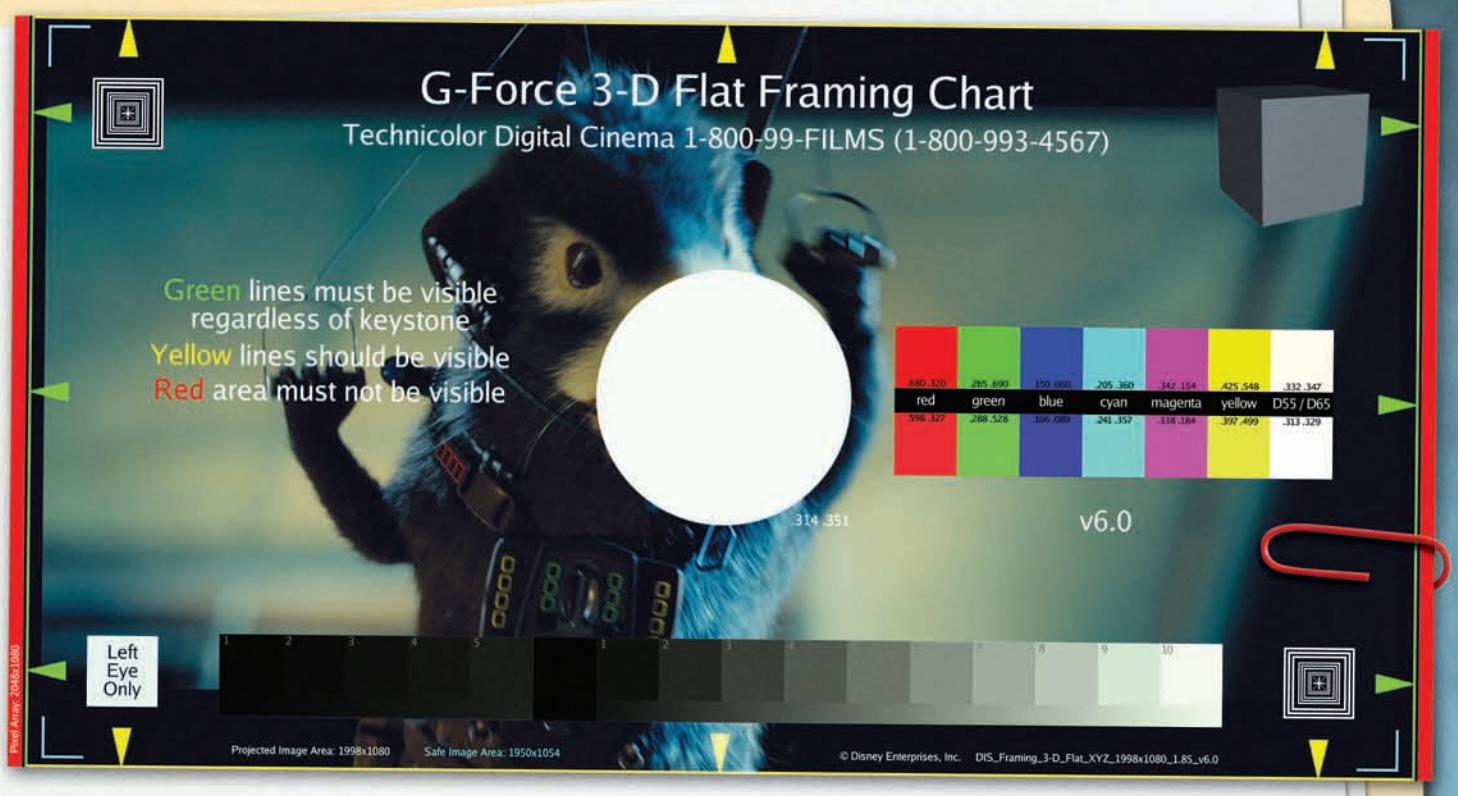
PLEASE NOTE: ***THE FORMAT FOR THIS RELEASE IS FLAT 1.85 (1998x1080).***

The supplied **G-FORCE** 3D hard drive includes a special **G-FORCE** 3D Framing Chart, pictured right and below. You will find it on your hard drive under the file name:

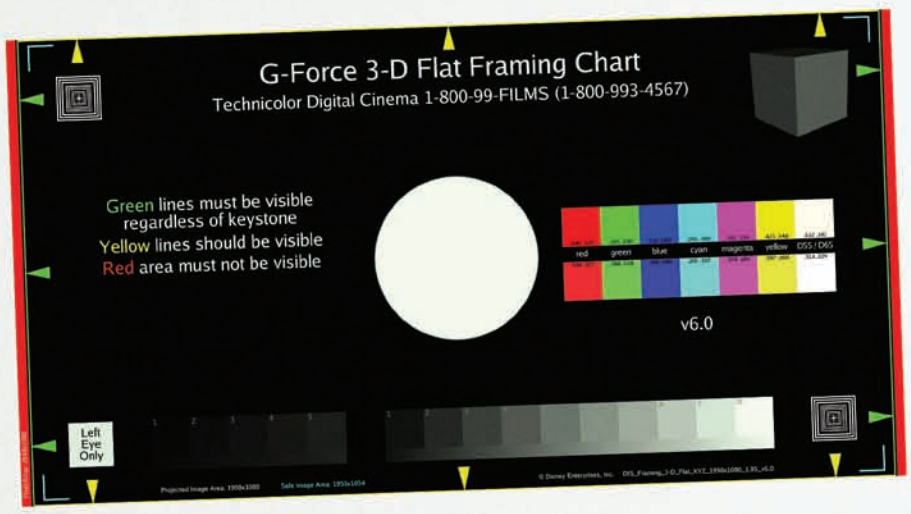
"G-Force-3D-Framing-Tech-V6.0_F_EN-XX_51_2K_DI_20090702B_TDC_i3D"

G-FORCE 3D employs a 3D technique that makes use of breaking the frame, in which the black letterboxes at the top and bottom of the image are actually usable pixels, and the image will, on occasion, employ these pixels for 3D effect. The **G-FORCE** 3D Framing Chart contains audio and animation that explains why proper framing is crucial.

This film is unique in that it features a **Scope** image framed within a **Flat** container. **Without proper framing the 3D effect will be lost.** Use of any previously supplied Disney 3D Framing Charts will result in the improper presentation of **G-FORCE** 3D!



In order to project the **G-FORCE** 3D Framing Chart and **G-FORCE** 3D feature properly, it is mandatory that your projector is set to **2k 3D FLAT 1.85 (1998x1080).**



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

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** in the bottom right column.

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 **G-FORCE** 3D the way it was meant to be seen!

SHOW PLAYLIST

PLEASE BUILD YOUR SHOW PLAYLIST AS LISTED BELOW.

1. Non-Disney 2D trailers, if you choose to play them
2. **G-FORCE** themed, "Please Put On Your 3D Glasses" card (7 seconds)
3. "Keep It Green" Recycle 3D Glasses Card (7 seconds)
4. Non-Disney 3D trailers, if you choose to play them
5. "A Christmas Carol 3D" teaser #2 (2 minutes 35 seconds)
6. "Toy Story 1 and 2/Alice in Wonderland 3D combo trailer #1 (2 minutes 30 seconds)
7. Disney Digital 3D Logo (23 seconds)
8. **G-FORCE** 3D feature (1 hour 28 minutes)
9. Rating Card

AUDITORIUM PREPARATION

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

LIGHT LEVEL – SETUP AND CHECKING

The light level specification for **G-FORCE** 3D is 4.5 foot Lamberts, measuring white light through the 3D display system. The feature has been adjusted to that light level. The acceptable range is between 3.5fL to 5.5fL. 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 600 hours of life remaining. New lamps should have at least 100 hours of use prior to your first presentation of **G-FORCE** 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 **G-FORCE** 3D **Flat** Framing Chart.
   b. Find the center seat in the auditorium. Move around the auditorium no more than 20 ft in any direction to find the position where the light reading is the highest when reading the white circle at the center of the Framing Chart.
   c. Confirm that the light level is within the 3.5 fL to 5.5 fL specification when measuring through the 3D viewing system.

If the 3D viewing system is too difficult to measure through, then follow this procedure:

a. Remove the 3D system from use, and measure the center white circle of the Framing Chart **without** the use of the 3D glasses.

b. Set the light level according to which system you are using: **RealD XL System**—Move the XL away from the lens. Set the light level between 11.5 and 18 foot Lamberts (fL). **RealD Zscreen System and other 3D systems**—Remove filters from the projector. Set the light level between 24 and 37 fL. **Dolby 3D System**—Press "Disable" on DFC-100 Dolby Controller. Set the light level between 35 and 55 fL.

PROPER PHASE – SETUP AND 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 **G-FORCE** 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, and you are a RealD site, you need to flip the switch on the back of the RealD control box and recheck the 3D picture again using the glasses. If you do not have a RealD 3D system, please contact your system integrator.

3D NOTES

Projector Channel: Select **"2k 3D FLAT 1.85 (1998x1080)"** on your projector control panel. If you cannot select **"2k 3D FLAT 1.85 (1998x1080)"** please contact your Digital Cinema Equipment integrator immediately.

Projected Aspect Ratio: 1.85:1

Audio Configuration: Dolby 5.1 channel digital audio.

Fader Setting: Dolby system processor set at 7.0 (85dB C-weighted) using pink noise.

Image Brightness: 4.5fL peak white target, maximum 5.5fL, minimum 3.5fL, measured at screen center using the Disney Digital 3D Framing Chart in 3D mode with glasses and Zscreen in place.

G-FORCE Feature Running Time: 88 minutes

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 that QC has been completed.

Please visit **http://digitalcinema.disney.com/** for projection information and reference video.

THANK YOU FOR ALL YOUR HELP AND HARD WORK!!

3D PROJECTIONIST HOTLINE: 1-800-99FILMS (OPTION 2) 1-800-993-4567