

SIDE UP FOR PERFECT PROJECTION

THIS

ionist  
office

Project

**Toy Story 3 3D Flat Framing Chart**  
 Technicolor Support | USA, Canada, Puerto Rico, Guam: 1-800-99-FILMS (34567)  
 International: +1 866-337-3106

Green lines must be visible regardless of keystone  
 Yellow lines should be visible  
 Red area must not be visible

Left Eye Only

Projected Image Area: 1998x1080 Safe Image Area: 1950x1054

© Disney Enterprises, Inc. DS\_Framing\_3D\_Flat\_XYZ\_1998x1080\_1.85\_v7.1-DS

Don't get left behind!  
QC by June 17th

To project the **TOY STORY 3** 3D feature properly, it is mandatory that your projector is set to 2k 3D FLAT 1.85 (1998 x 1080).

- 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.



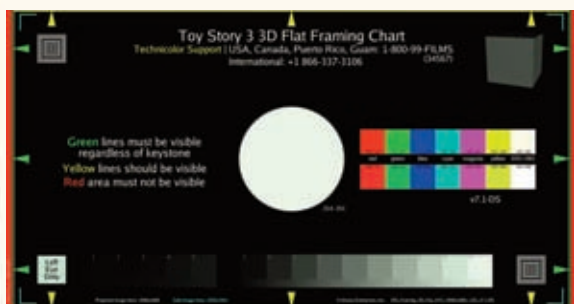


# 3D Projection Specifications

**Please Note:** THE FORMAT FOR THIS RELEASE IS FLAT 1.85 (1998 x 1080). The supplied **TOY STORY 3** 3D hard drive includes two special **TOY STORY 3** 3D Framing Charts. If your auditorium is configured for 5.1 audio, please use Framing Chart version 6. Version 6 contains 5.1 audio test signals. An expanded view is on the reverse center panel. Framing Chart version 6 file name: "Toy-Story-3-3D-Framing-Tech-V6.0\_F\_EN-XX\_51\_2K\_DI\_20100514\_TDC\_i3D".

If your auditorium is configured for 7.1 audio, please use Framing Chart version 7.1 DS containing 7.1 audio test signals. Framing Chart version 7.1 DS file name: "Toy-Story-3-3D-Framing-Tech-V7.1DS\_F\_EN-XX\_71\_2K\_DI\_20100514\_TDC\_i3D".

Use of any previously supplied Disney 3D Framing Charts will result in the improper presentation of **TOY STORY 3** 3D! In order to project the **TOY STORY 3** 3D Framing Chart and **TOY STORY 3** 3D feature properly, it is mandatory that your projector is set to 2k 3D FLAT 1.85 (1998 x 1080).



- 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.

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 **TOY STORY 3** 3D the way it was meant to be seen and heard!

## Show Playlist

HERE IS YOUR SHOW PLAYLIST • PLEASE BUILD AS FOLLOWS:

1. Non-Disney 2D trailers, if you choose to play them
2. The Sorcerer's Apprentice #3 2D (2 minutes and 30 seconds)
3. **TOY STORY** Themed "Please Put On Your 3D Glasses" Card (7 seconds)
4. "Keep it Green" Recycle 3D Glasses Card (7 seconds)
5. Non-Disney 3D trailers, if you choose to play them
6. TANGLED 3D #1 (2 minutes and 5 seconds)
7. Theatre Policy Trailers
8. Disney Digital 3D bumper
9. DAY AND NIGHT short is a single encode with **TOY STORY 3** 3D (must be played immediately prior to **TOY STORY 3** 3D)
10. **TOY STORY 3** 3D feature (109 minutes)

## 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 & Checking

The light level specification for **TOY STORY 3** 3D is 4.5 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 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 500 hours of life remaining. New lamps should have at least 100 hours of use prior to your first presentation of **TOY STORY 3** 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 **TOY STORY 3** 3D FLAT Framing Chart.
  - b. Find the center seat in the auditorium. Move around the auditorium no more than 20 feet 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 3.5fL to 5.5fL 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 & 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 **TOY STORY 3** 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 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:** 5.1 channel digital audio or 7.1 channel digital audio (where available).

**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.

**TOY STORY 3** 3D Feature Running Time: 109 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://projection.pixar.com> User Name: Perfect Password: Projection

Thank You!  
for all of your help  
and hard work

3D Projectionist Hotline:

1-800-99-FILMS  
(OPTION 2)

1-800-993-4567