



**STAR
COMMAND
HAS A
MISSION
FOR
YOU!**



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 **TOY STORY & TOY STORY 2 Double Feature 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: 5.1 channel digital audio (Dolby EX where available).

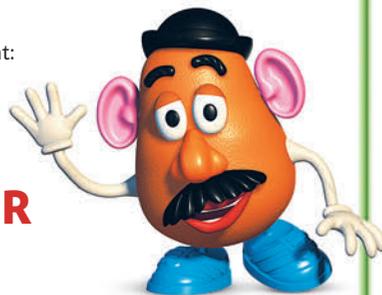
Fader Setting: Dolby system processor set at 7.0 (85dB C-weighted) using pink noise.

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 3D Feature Running Time: 81 minutes

TOY STORY 2 3D Feature Running Time: 92 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/> for projection information.



**THANK YOU FOR ALL YOUR
HELP AND HARD WORK!!**

**TOY
STORY** **TOY
STORY
2**

"OOOH...3D"



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3D PROJECTION SPECIFICATIONS

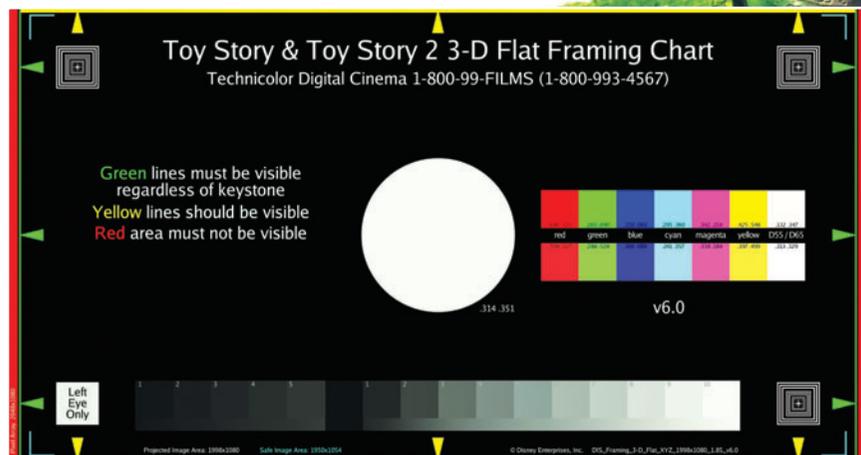


3D PROJECTION SPECIFICATIONS

PLEASE NOTE: THE FORMAT FOR THIS RELEASE IS FLAT 1.85 (1998x1080). The supplied **TOY STORY & TOY STORY 2 Double Feature 3D** hard drive includes a special **TOY STORY & TOY STORY 2 Double Feature 3D** Framing Chart, pictured below. You will find it on your hard drive under the file name: **Toy-Story1-2-Framing-Tech-V6.0_F_EN-XX_51_2K_DI_20090901_TDC_i3D**. Use of any previously supplied Disney 3D Framing Charts will result in the improper presentation of **TOY STORY & TOY STORY 2 Double Feature 3D!**

In order to project the **TOY STORY & TOY STORY 2 Double Feature 3D** Framing Chart and **TOY STORY & TOY STORY 2 Double Feature 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 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 & TOY STORY 2 3D** the way it was meant to be seen!

SHOW PLAYLIST PLEASE BUILD AS LISTED BELOW.

1. Non-Disney 2D trailers (if you choose to play them)
2. **TOY STORY** 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"** trailer #2 (2 min 35 sec)
6. **"TOY STORY 3 3D"** trailer #2 (2 min 20 sec)
Please note the beginning of the trailer is made to look like a home movie. It contains soft focus, audio static and will not fill the frame.
7. DISNEY DIGITAL 3D LOGO (23 seconds)
8. **TOY STORY DOUBLE FEATURE INTRODUCTION** (58 seconds. Please make sure you program the INTRODUCTION that corresponds with the correct INTERMISSION duration)
9. **TOY STORY 3D** feature (1 hour 21 minutes)
10. **TOY STORY THEMED INTERMISSION** (5 minute or 10 minute version)
11. **TOY STORY 2 3D** feature (1 hour 32 minutes)
12. 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

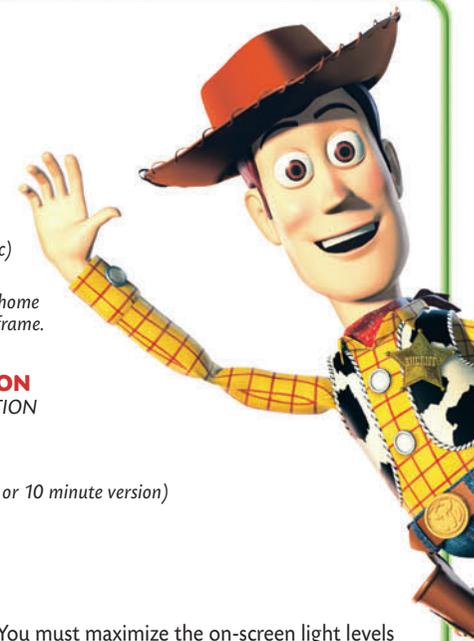
The light level specification for **TOY STORY & TOY STORY 2 Double Feature 3D** is 4.5 foot Lamberts, measuring white light through the 3D display system. The feature has been adjusted to that light level. The acceptable range is between 3.5fL to 5.5fL. Maintaining this range will enhance the viewing 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 **TOY STORY & TOY STORY 2 Double Feature 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 & TOY STORY 2 Double Feature 3D Flat Framing Chart**.
 - b. Find the center seat in the auditorium. Move around the auditorium no more than 20ft 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.

Continued on back panel..



DOUBLE FEATURE INTRODUCTION

The Toy Story crew welcomes your audience and lets them know there will be an intermission between the two features!

There are two introduction files on your hard drive.

If you choose to play the 5 minute intermission, please make sure to program the introduction that informs the audience that there will be a 5 minute intermission:

[ToyStory-1-3D_Introduction-5_F_EN-XX_US_51_2k_DI_i3D](#)

If you choose to play the 10 minute intermission, please make sure to program the introduction that informs the audience that there will be a 10 minute intermission:

[ToyStory-1-3D_Introduction-10_F_EN-XX_US_51_2K_DI_i3D](#)

THEMED INTERMISSION

While counting down the minutes until the start of Toy Story 2 3D, thrill your audience with Toy Story Trivia and Treats!

There are two intermission segments on your hard drive:

Five minute Intermission file name:

[ToyStory-2-3D_Intermisssion-5_F_EN-XX_US_51_2K_DI_i3D](#)

Ten minute Intermission file name:

[ToyStory-2-3D_Intermisssion-10_F_EN-XX_US_51_2K_DI_i3D](#)

Please be sure to program the introduction and intermission. They will delight and entertain your audience!

