

Disney · PIXAR

MONSTERS UNIVERSITY

MONSTERS UNIVERSITY 3D has been mastered for optimal playback at 6fL. Please see the Light Level section for setup details. To project the **MONSTERS UNIVERSITY 3D** feature properly, it is mandatory that your projector is set to 2k 3D Flat 1.85.1 (1998x1080).

3D PROJECTIONIST NOTICE

FOR 5.1 AUDITORIUMS

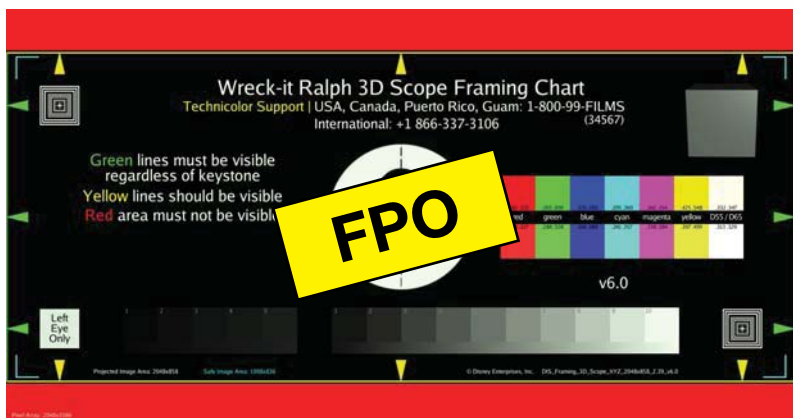
If your auditorium is configured for 5.1 audio, please use Framing Chart version 6. Version 6 contains 5.1 audio test signals. Framing Chart version 6 file name: **MONSTERS-UNIVERSITY-3D-FRAMING-TECH-v6.0_F_EN-XX_US-INT_51_2K_DI_20130312_TDC_i3D**

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: **MONSTERS-UNIVERSITY-3D-FRAMING-TECH-v7.1_F_EN-XX_US-INT_71_2K_DI_20130313_TDC_i3D**

Use of any previously supplied Disney 3D Framing Charts will result in the improper presentation of **MONSTERS UNIVERSITY 3D**! In order to project the **MONSTERS UNIVERSITY 3D** Framing Chart and **MONSTERS UNIVERSITY 3D** feature properly, it is mandatory that your projector is set to 2k 3D Flat 1.85.1 (1998x1080). 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 & 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 **MONSTERS UNIVERSITY 3D** the way it was meant to be seen and heard!



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.

DIGITAL 3D SHOW PLAYLIST

PLEASE BUILD AS FOLLOWS:

- 1 Non-Disney 2D trailers, if you choose to play them.
- 2 **MONSTERS UNIVERSITY** 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 **FROZEN 3D** trailer #1
- 6 **PLANES 3D** trailer #5
- 7 Theater Policy trailers
- 8 **THE BLUE UMBRELLA** short is a part of the theatrical presentation of **MONSTERS UNIVERSITY** (must play immediately prior to the 3D feature).
- 9 **MONSTERS UNIVERSITY 3D** feature.



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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.

LIGHT LEVEL (4.5fL MIN.) – SETUP & CHECKING

The light level specification for **MONSTERS UNIVERSITY 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 **MONSTERS UNIVERSITY 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 **MONSTERS UNIVERSITY 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 **MONSTERS UNIVERSITY 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 1.85.1 (1998x1080)" on your projector control panel. If you cannot select "2k 3D Flat 1.85.1 (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: 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 an 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 4.5fL to 6.5fL.

MONSTERS UNIVERSITY 3D

Feature Running Time: 110 min.

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

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. **MONSTERS UNIVERSITY 3D** 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 **MONSTERS UNIVERSITY 3D** as Dolby Surround 7.1 brings you **BIG SOUND FOR THE BIG SCREEN**.

Please see www.dolby.com/dolbysurround7-1 for more information.



QC BY JUNE 20TH!

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.**