

ALAMODOME

A/V SPECS FOR VIDEO WALLS AND RIBBONS

4 CORNER VIDEO WALLS

HD Video Commercials & Moving Graphics:

- 1080i or 1080p / **29.97fps** (please note frame rate)
- .mov or mpg4 H.264 is best
- **NO 24 FPS COMMERCIALS**
- **NO FLASH FILES/ FLASH ANIMATION**

STILLS:

- .png (if alpha needed) / .jpeg (If alpha not needed)
- Width: 1920 / Height: 1080

Use these settings in Photoshop

- Resolution: 72 Pixels/Inch
- Color Mode: RGB Color / 8 bit
- Color Profile: Don't Color Manage
- Pixel Aspect Ratio: Square Pixels

CONTINUOUS 360 RIBBON

Moving Graphics:

*The ribbon board is divided into **8 separate sections**. Please keep this in mind when creating a continuous 360 ring.

EACH SECTION IS

- Width: 4544px / Height: 64px
- Pixel aspect ratio: Square Pixels
- Frame Rate: **29.97fps** (please note frame rate)
- .mov or mpg4
- **NO FLASH FILES/ FLASH ANIMATION**

Still Graphics:

*The ribbon board is divided into **8 separate sections**. Please keep this in mind when creating a continuous 360 ring.

- .jpeg / .targa / .png
- Width: 4544px / Height: 64px

Use these settings in Photoshop

- Resolution: 72 Pixels/Inch
- Color Mode: RGB Color / 8 bit
- Color Profile: Don't Color Manage
- Pixel Aspect Ratio: Square Pixels

NORTH CENTER HUNG SCOREBOARD

The Center Hung Scoreboard consists of four Video screens facing North, South, East and West.

To the right and left of each video screen there is a Matrix board. The Eight matrix boards are used for graphics (moving or still) and for sport related stats.

VIDEO SCREENS

HD Video Commercials & Moving Graphics:

- 1080i or 1080p / **29.97fps** (please note frame rate)
- .mov or mpg4 H.264 is best
- **NO 24 FPS COMMERCIALS**
- **NO FLASH FILES/ FLASH ANIMATION**

STILLS:

- .png (if alpha needed) / .jpeg (If alpha not needed)
- Width: 1920 / Height: 1080

Use these settings in Photoshop

- Resolution: 72 Pixels/Inch
- Color Mode: RGB Color / 8 bit
- Color Profile: Don't Color Manage
- Pixel Aspect Ratio: Square Pixels

MATRIX BOARDS

Moving Graphics:

- Width: 128px / Height: 160px
- Pixel aspect ratio: Square Pixels
- Frame Rate: **29.97fps** (please note frame rate)
- Drop Frame
- Resolution: Full
- .mov **ONLY**
- **NO FLASH FILES/ FLASH ANIMATION**

STILLS:

- .jpeg **ONLY**
 - Width: 128px / Height: 160px
- Use these settings in Photoshop**
- Resolution: 72 Pixels/Inch
 - Color Mode: RGB Color / 8 bit
 - Color Profile: Don't Color Manage
 - Pixel Aspect Ratio: Square Pixels

All graphics and videos must be submitted one week prior to event. If you have any questions, please contact:

Manuel Corales

210.207.3640

MANUEL.CORALES@SANANTONIO.GOV

100 MONTANA ST. SAN ANTONIO, TX. 78203

EQUIPMENT AND PERSONELL

The Alamodome has Video Production Equipment and Personnel that can be provided at an additional cost per event. All Equipment and Personnel must be requested at least two weeks prior to the scheduled event. Please call for pricing.

CAMERAS:

3 -- Ikegami HDK-65C/BDT Cameras with XJ80X8.8B/P01-DSS with full camera support and CCU's 1080i

3 -- Ikegami HDK-65C/BDT Cameras with HJ24EX7.5B with full camera support and CCU's 1080i

1 -- Ikegami HDK-65C/BDT wireless Camera with HJ14eX4.3B with full camera support and CCU's 1080i

INSTANT REPLAY:

1 -- Evertz DreamCatcher Replay System 8 channels, pan and zoom, High frame rate camera support

RIBBONS & GRAPHICS:

4 -- Ross Dual Channel Xpression Studio CG

SWITCHER:

1 -- Ross Acuity 4ME, 32 input switcher

DIGITAL RECORDER:

4 -- AJA 4K/Ultra HD and 2K/HD Recorder/Player