

SPECIFICATION FOR GRAPHIC DESIGNER

ANIMATION for BL32_D – DYNAMIC BACKLIGHT

ams

(media fitted with intelligent LED matrix)

PREPARATION OF ANIMATION:

File format – GIF,
Resolution – 240x120 px
Colour Palette – grayscale
Max. duration of animation – 3.5 min
Max. frame rate – 20 fps

- output brightness (standard) is 40% – element is backlit and well visible – standard backlights illuminate at this level
- brightness at the level of 100% only for smaller areas, e.g. inscriptions, logotype, characteristic small elements
- light background should be backlit to minimum extent, the darker one may be backlit little more

PREPARATION OF CREATION TAKES PLACE ACCORDING TO STANDARD FACILITIES FOR BL32_D MEDIA.

Format – AI, EPS, PDF, TIFF, PSD – with editable layers
Colouring – CMYK (black colour C60 M50 Y40 K100 – applies to big uniform colour background)
Fonts converted to curves
Files should be prepared in 1:10 scale.
File resolution in 1:10 scale – 360 dpi

Dimensions in 1:10 scale:

- printing area 81 cm x 41 cm + (3 mm bleed)
- animation area 80 cm x 40 cm
- safe area (for texts) 77,5 cm x 37,5 cm



printing area – 810 cm x 410 cm



safe area – 775 cm x 375 cm
(for texts)

WHAT TO BE TAKEN INTO ACCOUNT WHEN CREATING A DESIGN:

- black elements of the creation do not "backlight" – only area around them may be backlit
- creation has two exposures:
DAILY – standard exposure
NIGHTLY – dynamic illumination elements that may introduce the elements not present in the creation (e.g. snow falling, clouds etc., in general the objects smaller than 2.5 cm in media = 1 px in animation)
- backlighting is burdened with light diffusion effect (it is not possible to backlight the edges "as sharp")
- backlight of details is possible only for big elements of creation (light diffusion)
- animation is an effect of changing intensity of light in different areas of billboard, therefore it may be treated as monochromatic animation (from white – backlighting enabled (diode illuminates in 100%) to black – backlighting disabled (diode does not illuminate - 49% is media illumination)
- due to road traffic safety the animation CANNOT contain "reflective elements"