

Disguise 4X4Pro (D3)

Video Files

The disguise software supports Quicktime **.mov** files using the following codecs:

Video Codec

*Download the DXV codec for Mac or Windows from the downloads center.

***QuickTime HAP, HAP Alpha and HAP-Q**. Download the HAP codec for Mac or Windows from the downloads center.

*QuickTime Animation.

Maximum resolutions of video files and still images

- The disguise software supports video files and still images up to **16384** pixels in one direction.
- If all heads are genlocked to the same resolution, a 4x4pro server can play up to 32 HD videos simultaneously, **when encoded to HAP or DXV (no alpha)**.
- Genlocked heads achieved by all heads at the same resolution. Highly recommended.
- HAP ALPHA for transparent video elements.

It is important that these formats are used for optimal performance. Only formats listed here are officially supported.

Audio Files

These audio file formats can be used on the audio layer.

Uncompressed WAV files with the following properties

- Unsigned 8 bit, Signed 16 bit, 24 bit or 32 bit PCM, 32-bit or 64-bit floating point encoding
- Sample rates up to 192 kHz

Uncompressed AIFF files with the following properties

- Unsigned 8 bit, Signed 8 bit, 16 bit, 24 bit or 32 bit PCM, 32-bit or 64-bit floating point encoding
- Sample rates up to 192 kHz

MP3 with the following properties

- CBR up to 320kps (variable bit-rate not supported)
- 8 kHz, 11.025kHz, 12kHz, 16kHz, 22.05kHz, 24kHz, 32kHz, 44.1kHz, 48kHz sample rates
- Stereo, joint stereo or mono

Still File Formats

- Single frame HAP .mov files perform best.
- .jpg, .tiff, png (for full frame stills)
- **.png with alpha at 24 bits (for objects to 'float' over backdrops)**

Content Notes:

All motion and still backdrops should be created at the project's pixel dimensions size.

Any text and logo images can be created at any size and aspect ratio since it will most likely be placed on a separate layer over the backdrops.

*Also works well as .png files with the alpha channel (transparency, even with drop shadow and glow effects on the text and logos).

Content Versioning

ID#_ElementName_MediaType_v#.mov

Example:

Original File ---- 100_SessionOpener_VideoAudio_v1.mov

Updated File ---- 100_SessionOpener_VideoAudio_v2.mov

*Content versioning helps the creators and programmers stay organized, for the most efficient show.