

Production guidelines for digital advertising media

eBoard



Checking the digital advertising medium

Before delivering the digital advertising medium, please check it against our specifications. **Faulty data cannot be broadcast and will be rejected.**

Static

The **"XnView"** tool can be used for these checks; it can be downloaded at xnview.com. Open the JPEG file of your still picture in the tool and, using the "View" icon or key combination "Ctrl+Enter", check if the properties listed on the right-hand side are correct.

Animation check

The **"MediaInfo"** tool can be used for these checks; it can be downloaded at mediaarea.net. Open the "MediaInfo" tool in HTML view and then check your file. The spot must correspond to the length of the reserved booking.

Basic information on all eBoard advertising media

The following types of spots can be played:

- **Static** – only still images possible
- **Limited-Animation** – also Static and possible
- **Full-Motion Video** – also Static and Limited-Animation Video possible

The type of spot can be seen on your order confirmation.

- The production details are listed below (table).
- Each advertising medium is assigned to a product network.
- The content is played synchronously per product network.
- Location information for all networks is available here:

www.apgsga.ch/productfinder

Explanations on the production of "limited animation" videos

(spot lightly animated)

A) Overall image or background

- Number of overall image or background changes:
A maximum of 2 changes, with at least 5 seconds standing time in between
- Background: Should be constructed in the same style for any changes
- Still image: Slowly zoomed or slowly panned possible

B) Moving elements (animation)

- Number of individual animations: maximum 5 per 10 seconds of broadcast time
- The area of the individual animation must not exceed 1/3 of the screen area
- A single animation lasts 2 seconds
- The temporal distribution of the animation must be even
- An animation may consist of:
 1. incoming or outgoing elements
 2. moving elements that are already in the visible area
 3. elements which are faded in or out

A + B can be combined

Background changes are cumulated to the animations. Therefore a maximum of 2 background changes + 3 animations or 1 background change + 4 animations are possible

Under this link you will find a tutorial for advertising media with "Limited Animation".

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Advertising medium type (spot type)	Static classic still image (without movement)	Limited animation self-contained spot from a calm background (still image) with slightly moving elements Full-motion video self-contained spot
File format	JPG	MP4, MOV
Video codecs	–	H.264/AVC (for MP4 + MOV), Apple ProRes HQ (für MOV)
Image format	1920 × 1080 px (Horizontal format)	1920 × 1080 px (Horizontal format)
Image aspect ratio	16:9 bzw. 1:0.563	16:9 bzw. 1:0.563
Resolution	72 dpi	–
Image frequency	–	constantly 25 oder 50 images per second, tolerance in frames: - 0 frames, + 3 frames
Frame-type, encode mode	non-progressive	progressive
Colour space/profile	sRGB	YUV
Chroma	–	4:2:0 for H.264 and 4:2:2 for Apple ProRes
Colour depth	24 bits, 8 bits per channel	24 bits, 8 bits per channel
Bit rate mode		CBR or VBR
Compression quality / Bit rates	–	File sizes per spot: 10 sec. spot: up to max. 100 MB 15 sec. spot: up to max. 150 MB >15 sec. spot: up to max. 200 MB
Language	Depending on language region	Depending on language region
Audio	–	No soundtrack
Spot length	–	Exact spot length according to booking

Delivery

To ensure a punctual start to your campaign, upload your digital advertising media at the latest 5 working days before the start of broadcasting:
www.apgsga.ch/myapg or use the upload link on the digital sales documents.

Do you have any questions?

Do not hesitate to contact us for further information
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