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# **Icon Description automatically generated**

# **NATIONAL FILM AND SOUND ARCHIVE OF AUSTRALIA**

# **STATEMENT OF TECHNICAL AND PRODUCTION DETAILS**

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| **Please use open text boxes to provide information on how the production was undertaken and completed** | | |
| ***Main Details:*** | | |
| **Title:** |  | |
| **Producer/s:** |  | |
| **Copyright:** |  | |
| ***Technical Details (video productions only – see below for video games, software and interactive media productions):*** | | |
| **Post Production Pathway:** | | |
| **Duration:** |  | |
| **Shooting Format:** |  | |
| **Finished Format:** |  | |
| **Number of reels/images; start and end sequence numbers (*DSM/ DCDM theatrical releases only*):** |  | | |
| **Aspect Ratio:** |  | |
| **Audio Recording Format:** |  | |
| **Finished Audio Format/ Track Information:** |  | |
| **Audio Description (AD)** |  | | |
| **Closed Captioned (CC)** |  | | |
| **Post Production Facility:** |  | |
| ***Video Productions Details*** | | |
| **Country of Production:** |  | |
| **Locations of Shooting:** |  | |
| **Language/s:** | Subtitles? Y/N | |
| **Shooting Start Date:** |  | |
| **Shooting Finish Date:** |  | |
| **Distribution /Broadcaster:** | Australia:       Overseas: | |
| **Release/To Air Date:** | Australia:       Overseas: | |
| ***Games, Software and Interactive Media Production Details*** | | | | |
| **Launch release target platform(s) (e.g. PC, iPhone, Oculus Quest):** | |  | | |
| **Release date:** | |  | | |
| **Software version number or name delivered to NFSA (e.g. 1.0, 1.17 Release Candidate 2):** | |  | | |
| **Supported language/s (interface, full audio and/or subtitles):** | |  | | |
| **PC launch distribution platform(s) (if applicable) e.g. Steam, Itch.io:** | |  | | |
| **Platform exclusivity details (if applicable):** | |  | | |
| **Compatible operating system or platform version(s):** | |  | | |
| **Minimum and recommended system requirements (if applicable):** | |  | | |
| **Development engine (e.g. Unity):** | |  | | |