

# TECHNICAL SPECIFICATIONS FOR PROGRAMMATIC OOH BY GEWISTA

for Digital City Light, Digital Escalator Light and Premium Screen

<b>Data</b>	.mov, .mp4
<b>File Container/ Video Codec</b>	.mov/h264 - .mp4/VC-1
<b>Frame Rate</b>	25p
<b>Spot-length</b>	Digital City Light: <b>10 seconds</b> Digital Escalator Light: <b>10 seconds</b> Premium Screen: <b>12 seconds</b>
<b>File format (WxH)</b>	Digital City Light: <b>1080x1920</b> Digital Escalator Light: <b>1080x1920</b> Premium Screen: <b>1200x840</b>

## Software used

Adobe Photoshop, Illustrator, After Effects, InDesign. Files with the extension .MAC cannot be processed

## Deadlines (for all formats)

Please push the creatives from the DSP to our SSP VIOOH at least 5 business days before the start of the campaign.

Examples on acceptable dynamic outdoor content: [DIGITAL CITY LIGHT](#) and [PREMIUM SCREEN](#)



# ANIMATION GUIDELINES

## for Digital City Light, Digital Escalator Light and Premium Screen

Visually dynamic content is allowed on the Digital City Lights, within certain guidelines: Content must not contain certain scenes or images of a horrific, violent or lewd nature.

Gewista reserves the right to allow/disallow content based upon these guidelines and those of the city government of Vienna.

### Digital City Light and Digital Escalator Light

#### Guidelines for outdoor screens

For reasons of traffic safety, the following restrictions apply:

#### Image changes

- only 2 complete image changes allowed within 10 seconds
- minimum 1.5 seconds build-up time per full image change

#### Fade-in/ fade-out:

- allowed in black only

#### Animation design and movement:

- images should not appear suddenly from sides (left or right)
- no jerky, blinking, flickering or shimmering images
- 1-2 seconds set-up time for each image
- maximum of 2 elements every 5 seconds (pop-ups, etc.)

#### Film sequences:

- No film sequences or similar animation are allowed. Animation may however, contain slow movement.

#### Guidelines for public transport and shopping area

- No political advertisements allowed.
- Visually dynamic images (including movie sequences) are permitted in the indoor area.
- On escalator screens it is not permitted to show QR-Codes.

For examples on acceptable dynamic outdoor content find this [LINK](#) with [visual-dynamic Outdoor-motives](#).

### Premium Screen

#### Guidelines for outdoor screens

For reasons of traffic safety, the following restrictions apply:

#### How should an animation setup be implemented?

- No complete image change
- 1 insertion with a duration of 2 seconds +/- 0.5
- seconds with a maximum area of 10% of the total area of the subject is allowed.
- In addition, a maximum of 1 moving object with a maximum area of 10% of the total area of the subject may be displayed.
  - The size of the moving object must remain constant, i.e. zoom is not allowed.
  - The movement must be straight and smooth, pulsating movements are not allowed. It is not allowed for elements to fly in from the left or right side.
  - The movement must already be present when the subject fades in and, ideally, must continue for the entire duration of the commercial.

**CAUTION!** Due to new regulations from the traffic authorities, **crossfade transitions** have been mandated for us when **changing creatives** on our Premium Screens. Therefore, for campaigns on the Premium Screens, an ad delivery of +2 seconds is required. This means that the creative should have a **total duration of 12 seconds** (1 + 10 + 1 = 12). Consequently, the actual spot will be prominently displayed for 10 seconds. Size Premium Screen: B 3,5m x H 2,6m x T 0,5m

Find this [LINK](#) with examples for [visual-dynamic Outdoor-motives](#).

