

File Formats and Asset Specs in Pachyderm 1.0

Media types permitted in Pachyderm 1.0 are limited to jpeg, mov (Quicktime), and .swf (Flash).

Images

jpeg images are supported in a range of sizes which is outlined in the *Image Size Specifications* document

http://test.sfmoma.org/demos/pachyderm/pdf/ImageSizes_5.pdf

The largest size image, used in the zoom and bookviewer templates, is 2560 x 2048, so if you are using these templates your original image should be that size or larger.

Movies

Quicktime movies used in Pachyderm are produced at 248 x 186, with a caption track that adds 14 pixels to the height. Movies with closed captions are 248 x 200.

We prepare Quicktime media in two different formats: streaming Quicktime for web and standard Quicktime for CDs and kiosks. The publishing process will choose the appropriate movie based on the selected target platform (Platform options are CD, web, or kiosk).

In Pachyderm 1.0, only one size of Quicktime movie is supported, which corresponds with image size "15" in the *Image Size Specifications* document.

Flash

swf files are supported in two ways: for audio and for standalone animations.

To incorporate a Flash animation, you may upload an existing swf movie or animation and add it to the presentation using the "handmade" exploration template. This template has no other properties and simply places your own Flash content as is into the framework of the presentation.

Audio swf files are supported by most Pachyderm templates, but must be prepared in a very specific way to work properly. The specifications mainly require targets in the audio swf named "play" and "stop" in order that the Pachyderm templates can effectively control them.

The specs are available at

http://test.sfmoma.org/demos/pachyderm/assets/assets_audio.htm

Desirable Future File Types:

Audio: Wav; aiff; mp3

Video: avi; mpeg 1; mpeg 2

Images: tif; gif