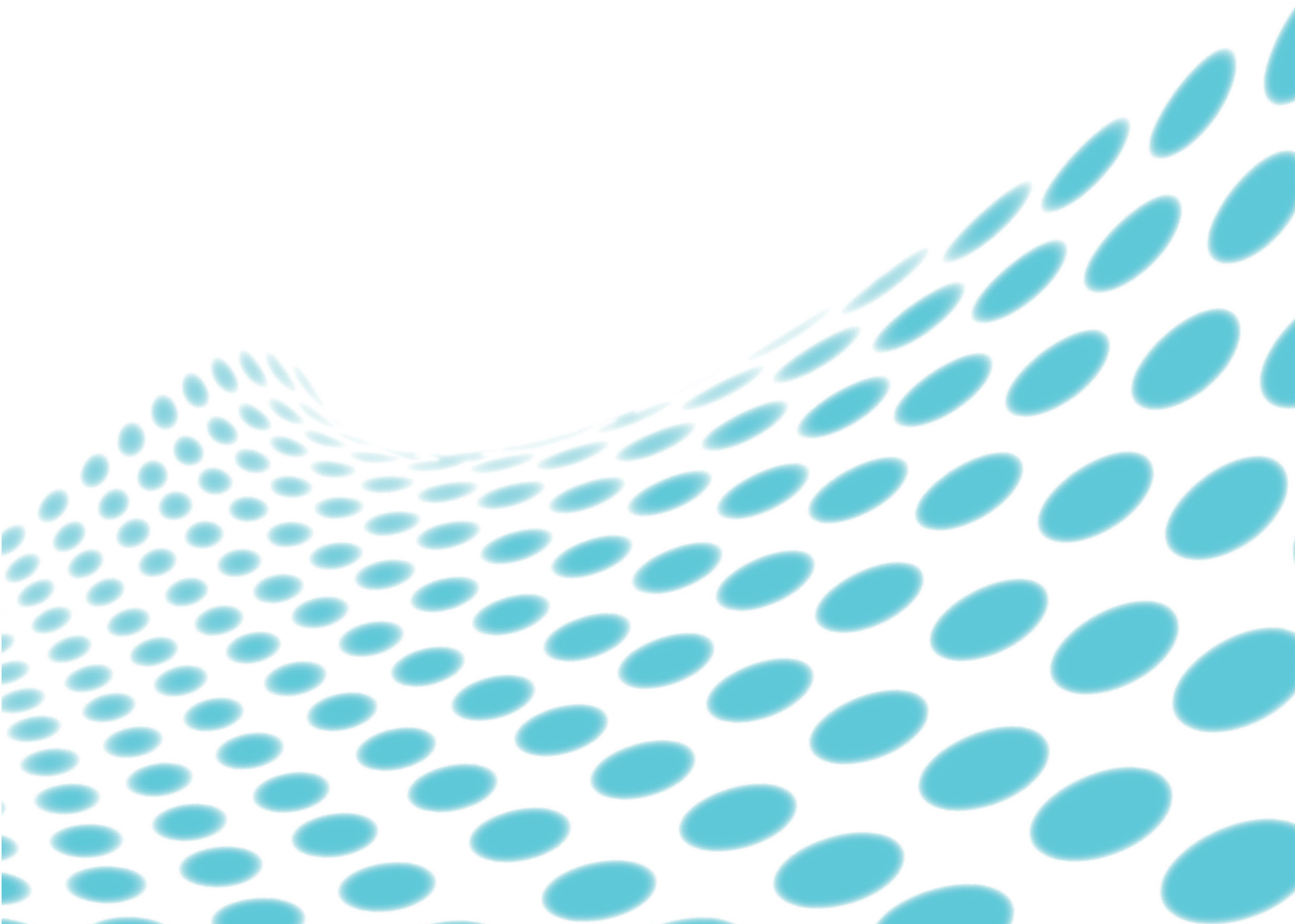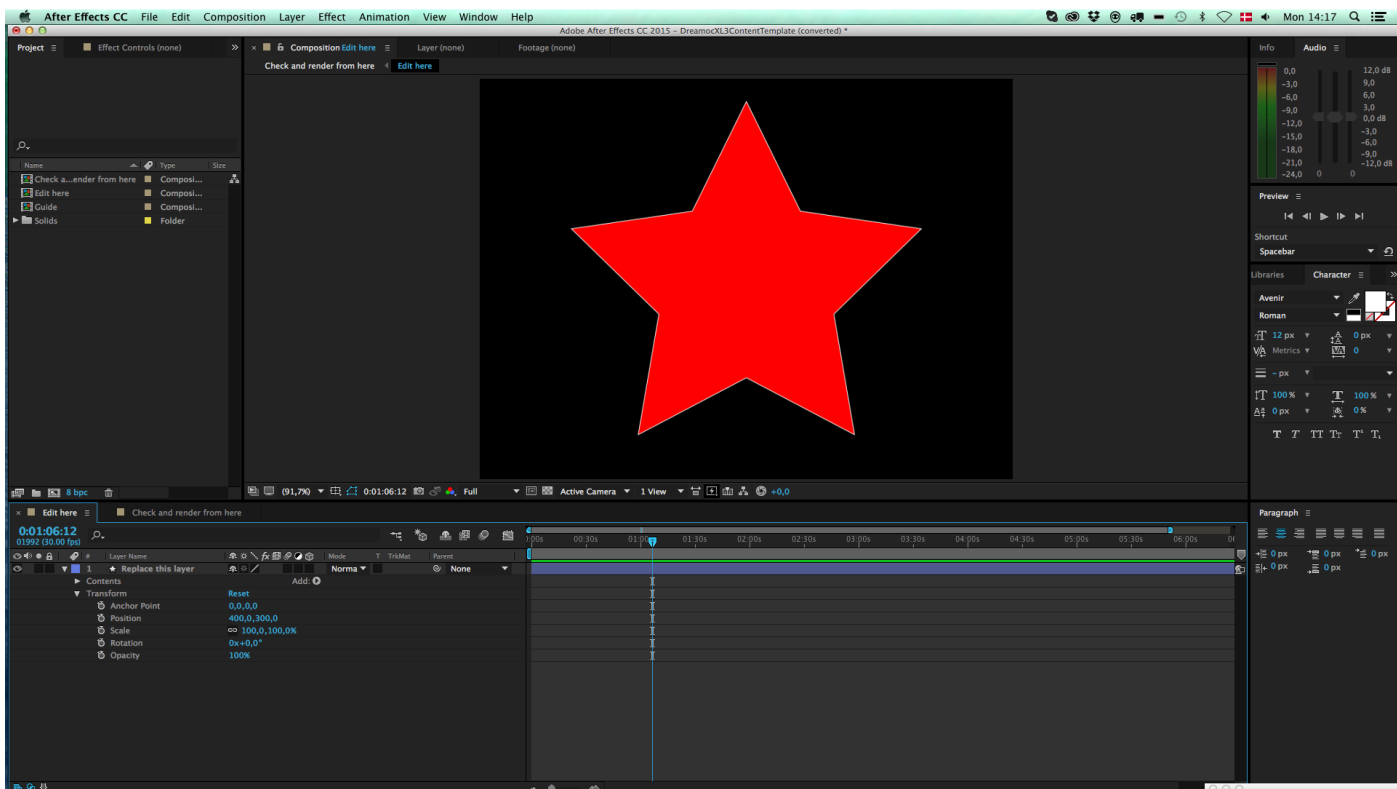# dreamoc™ XL3

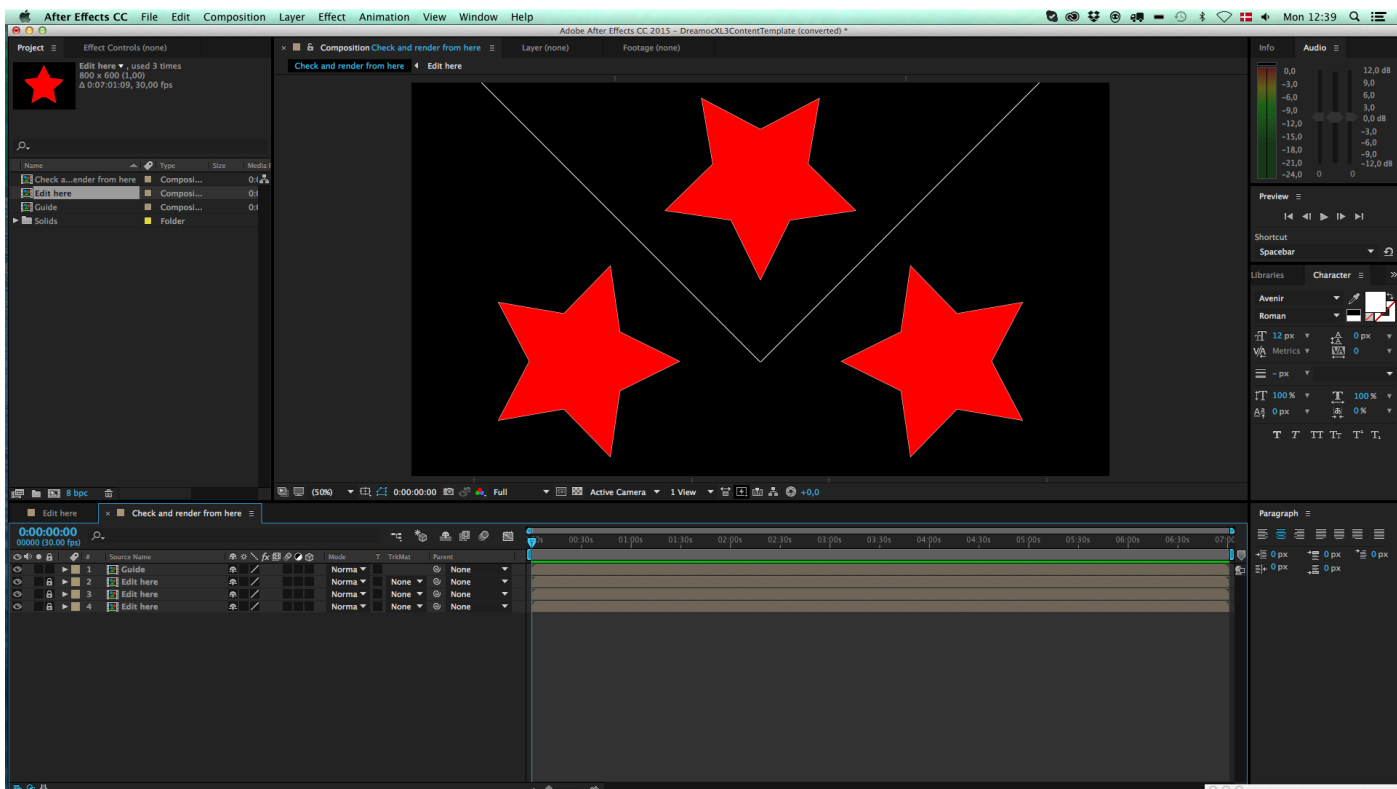**Content Template Explained incl. Content Position Drawing**

Please note that the main purpose of the Content Template,
is to convert any given animation or video layer, so it will be shown on all three sides of the
Dreamoc XL3.
However, the template can also be used to see the exact
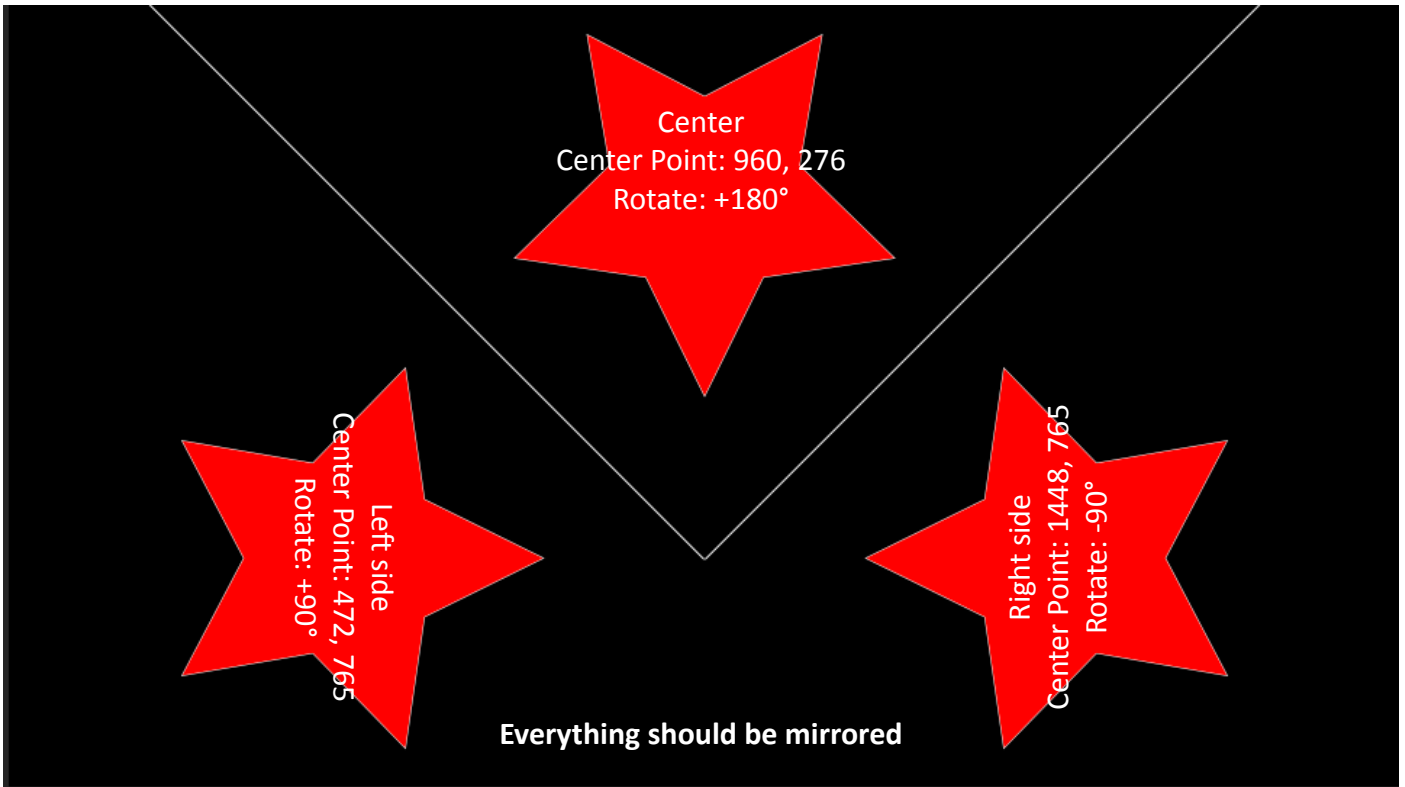position of those images, for alignment of 3 non-identical layers.

The Dreamoc XL3 template consists of 2 compositions. The first one is called "Edit Here". The idea is that you place your animation in this comp, and scale it to fit the XL3 format.
The composition is 800x600, square pixels, but could easily be higher.

The second composition is called "Render Here". In this comp we have placed the comp "Edit Here" 3 times for front, left and right. They have all been mirrored, and each one is then rotated and positioned to fit the 3 sides of the display. For exact positions find "Content position Drawing" in this Guide.

Center
Center Point: 960, 276
Rotate: +180°

Left side
Center Point: 472, 765
Rotate: +90°

Right side
Center Point: 1448, 765
Rotate: -90°

Everything should be mirrored

Content Position in Dreamoc XL3 in HD format 1920x1080.

Delivery Standards

The final movie for Dreamoc XL3 should have the following specifications:
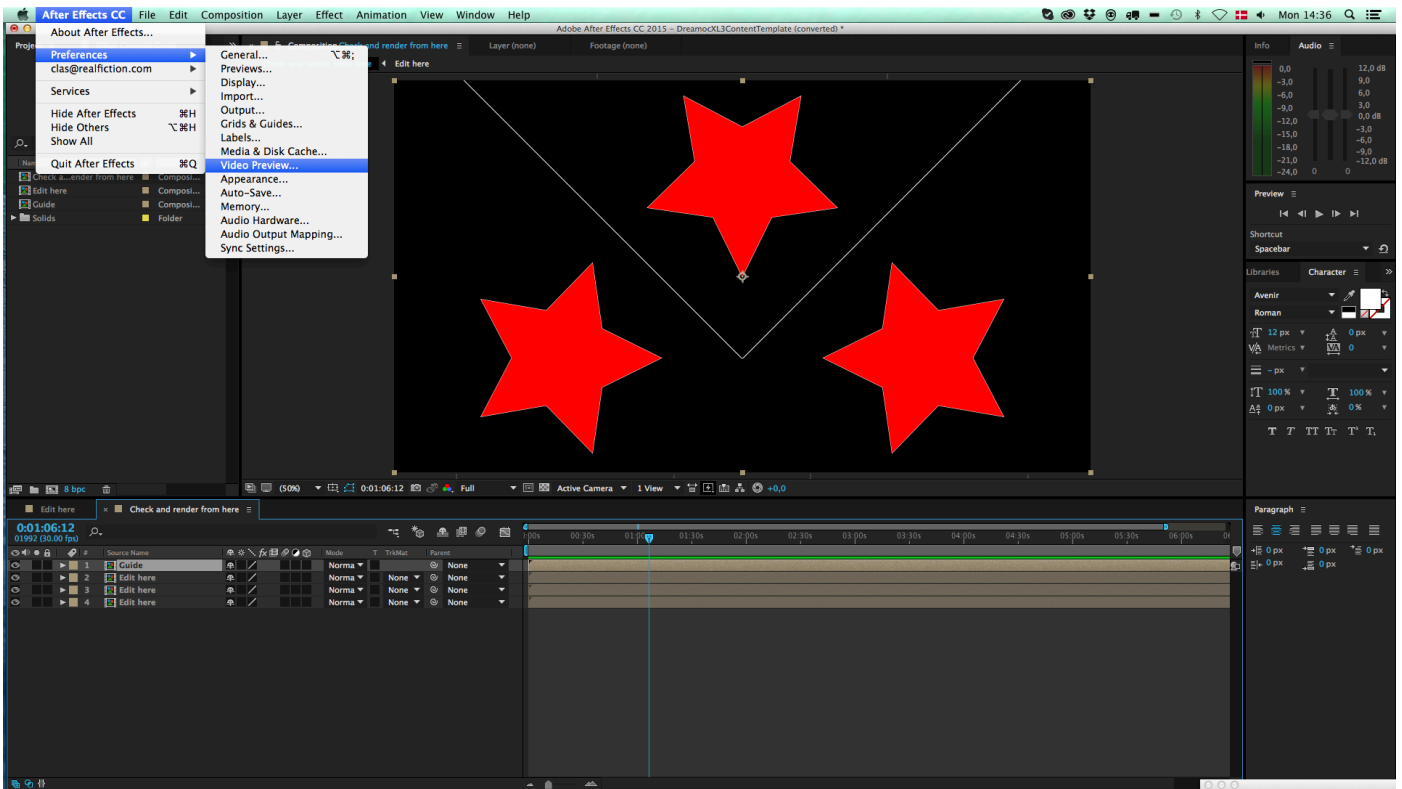Codec: MPEG1, MPEG2, MPEG4 or H.264 (recommended)
Resolution: 1920x1080
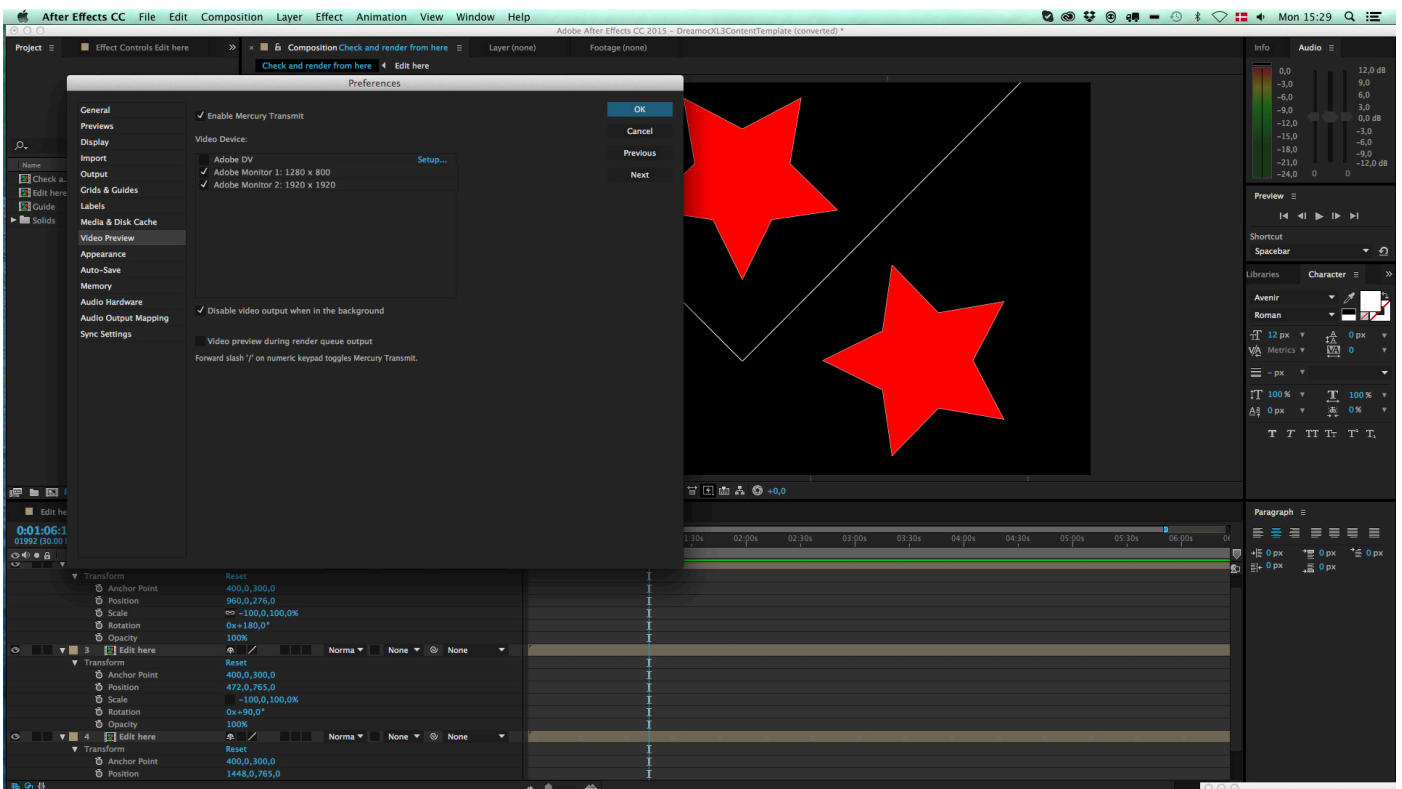Pixel aspect ratio: Square Pixels
Image aspect ratio: 16:9
Frame rate: MPEG1/2/4 = maximum 30fps, H.264 = maximum 60fps.
Recommendations:
• If you wish the flexibility of being able to use your content across different Dreamoc display versions, we strongly recommend creating the master animation in as high a resolution as possible, and save it in an uncompressed format.
• Recommended frame rate is 30 or 60 fps non-interlaced, as this will give slightly smoother motion than 25 fps.
• Soundtrack (if used) should be saved in a master format as well, for example as a separate 16 bit, 48.000 kHz, stereo Wave file.

One last tip: Since the 2014 update of Adobe CC, it has been possible to preview your work directly from After Effects onto your Dreamoc. Connect your Dreamoc to your computer with an HDMI cable. Go to pref-erences and choose "Video Preview".

Make sure "Enable Mercury Transmit" is on. In the "Video Devices" window you will now see a list available screen connected to your computer. In this case I see my laptop screen and an external screen. By enabling the Dreamoc display here, you will see previews live inside the Dreamoc. Makes it so much easier to match.