**Common Metadata**

 **‘md’ namespace**

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**NOTE**: No effort is being made by the Motion Picture Laboratories to in any way obligate any market participant to adhere to Common Metadata. Whether to adopt the Common Metadata in whole or in part is left entirely to the individual discretion of individual market participants, using their own independent business judgment. Moreover, Motion Picture Laboratories disclaims any warranty or representation as to the suitability of the Common Metadata for any purpose, and any liability for any damages or other harm you may incur as a result of subscribing to this Common Metadata. **Revision History**

See [www.movielabs.com/md/md/history.html](http://www.movielabs.com/md/md/history.html) for detailed revision information.

|  |  |  |
| --- | --- | --- |
| **Version** | **Date** | **Description** |
| 1.0 | January 5, 2010 | Original Version |
| 1.1 | January 6, 2011 | Incorporates corrections. |
| 1.2 | November 1, 2011 | Incorporates corrections and enhancements, primarily to support derived specifications. |
| 1.2a-1.2e | May 29, 2012, September 24, 2012, October 11, 2012 | Minor schema alignment (no schema changes), EIDR IDs, additions to controlled vocabularies, Ratings improvements, and minor corrections and additions. |
| 1.2f | December 16, 2012 | Moved Section 8 Content Ratings Encoding to a separate document: TR-META-CR, Common Metadata Content Ratings, [www.movielabs.com/md/ratings](http://www.movielabs.com/md/ratings) |
| 2.0 | January 3, 2013 | Major revision |
| 2.0a | January 7, 2013 | Minor corrections to 2.0.AF |
| 2.1 | June 30, 2013 | Minor revision with schema changes |
| 2.1a-c | January 4, 2013 | Minor text corrections. References added to new Common Metadata Ratings to avoid duplication. Addition of VP9 codec. Note: no schema changes.  |
| 2.2 | October 2, 2014 | Added color authoring/encoding.Added video enhancement layer enumeration.Added codecs. |
| 2.3 | February 9, 2015 | Minor corrections, new enumerations, etc.Added Ancillary track type to Digital Asset MetadataAdded HDR metadataAdded UHDImage flag in subtitleEntry in Compilation made optional |
| 2.3a | March 24, 2015 | Added VBR and BitRateAverage to video encoding (has been in schema since v2.0) |
| 2.3b | June 3, 2015 | Added WhitePointChromaticity to spec (was correct in schema).Added ‘App’ and ‘Gallery’ enumerations for WorkTypeClarified enumerations of SDRDownConversionClarified ‘cardset’ language.Added DTS:X codec. |
| 2.3c | July 1, 2015 | Corrected cardinality on Image Language and Cardset Description. |
| 2.4 | October 13, 2015 | Annual Release |
| 2.5 | December 16, 2016 | Annual Release |
| 2.6 | December 11, 2017 | Annual Release |
| 2.7 | November 1, 2018 | Annual Release |
| 2.8 | December 14, 2019 | Annual Release |
| 2.9 | December 8, 2020 | Annual Release |
| 2.10 | December 28, 2021 | Annual Release |
| 2.11 | December 17, 2022 | Annual Release |

|  |  |  |
| --- | --- | --- |
| 2.12 | TBD | Annual Release |

Detailed release history can be found here: [www.movielabs.com/md/md/history.html](http://www.movielabs.com/md/md/history.html)

# Introduction

The B2B transfer of media requires metadata to describe that media. This document in conjunction with associated XML schemas defines the content and one possible encoding of such data.

Common Metadata is part of the MovieLabs Digital Distribution Framework (MDDF) as shown in the following illustration:



Additional information on MDDF can be found at [www.movielabs.com/md](http://www.movielabs.com/md)

This is designed as a resource. Those using this specification may extend the definition with additional data element specific for their needs. They may replace elements with others perhaps more suitable to their needs; however, for interoperability all are highly encouraged to use the data elements exactly as defined.

## Overview of Common Metadata

Common Metadata includes elements that cover typical definitions of media, particularly movies and television. Common Metadata has two parts: Basic Metadata and Digital Asset Metadata. Basic Metadata includes descriptions such as title and artists. It describes information about the work independent of encoding. Digital Asset metadata describes information about individual encoded audio, video and subtitle streams, and other media included. Package and File Metadata describes one possible packaging scenario and ties in other metadata types. Ratings and Parental Control information is described.

Common Metadata is designed to provide definitions to be inserted into other metadata systems. A given metadata scheme, for example, the Entertainment Merchant’s Association (EMA) may select element of the Common Metadata to be used within its definitions. EMA would then define additional metadata to cover areas not included in Common Metadata.

## Document Organization

This document is organized as follows:

1. Introduction—Provides background, scope and conventions
2. Identifiers—Specification of identifiers used to reference metadata.
3. General Types Encoding—Specific of encoding methods (e.g., language, region).
4. Basic Metadata—Content descriptive metadata definition
5. Digital Asset Metadata—Encoded media metadata definition
6. Container Metadata – Metadata describing media containers
7. Content Rating—Methods for encoding content ratings
8. Content Rating Encoding—Content Ratings can now be found in *Common Metadata Content Ratings* at [www.movielabs.com/md/ratings](http://www.movielabs.com/md/ratings).
9. Examples
10. Redefine Support – Information on using schema features to tightly control vocabulary

## Document Notation and Conventions

As a general guideline, the key words “MUST”, “MUST NOT”, “REQUIRED”, “SHALL”, “SHALL NOT”, “SHOULD”, “SHOULD NOT”, “RECOMMENDED”, “MAY”, and “OPTIONAL” in this document are to be interpreted as described in [RFC2119]. That is:

* “MUST”, “REQUIRED” or “SHALL”, mean that the definition is an absolute requirement of the specification.
* “MUST NOT” or “SHALL NOT” means that the definition is an absolute prohibition of the specification.
* “SHOULD” or “RECOMMENDED” mean that there may be valid reasons to ignore a particular item, but the full implications must be understood and carefully weighed before choosing a different course.
* “SHOULD NOT” or “NOT RECOMMENDED” mean that there may be valid reasons when the particular behavior is acceptable, but the full implications should be understood and the case carefully weighed before implementing any behavior described with this label.
* “MAY” or “OPTIONAL” mean the item is truly optional, however a preferred implementation may be specified for OPTIONAL features to improve interoperability.

Terms defined to have a specific meaning within this specification will be capitalized (e.g., “Track”) and should be interpreted with their general meaning if not capitalized.

Normative key words are written in all caps (e.g. “SHALL”).

Normative requirements need not use the formal language above.

### XML Conventions

XML is used extensively in this document to describe data. It does not necessarily imply that actual data exchanged will be in XML. For example, JSON may be used equivalently.

This document uses tables to define XML structure. These tables may combine multiple elements and attributes in a single table. Although this does not align with schema structure, it is much more readable and hence easier to review and to implement.

Although the tables are less exact than XSD, the tables should not conflict with the schema. Such contradictions should be noted as errors and corrected.

#### Naming Conventions

This section describes naming conventions for Common Metadata XML attributes, element and other named entities. The conventions are as follows:

* Names use initial caps, as in InitialCaps.
* Elements begin with a capital letter, as in InitialCapitalElement.
* Attributes begin with a lowercase letter, as in initiaLowercaseAttribute.
* XML structures are formatted as Courier New, such as md:id-type
* Names of both simple and complex types are followed with “-type”

#### Structure of Element Table

Each section begins with an information introduction. For example, “The Bin Element describes the unique case information assigned to the notice.”

This is followed by a table with the following structure.

The headings are

* Element—the name of the element.
* Attribute—the name of the attribute
* Definition—a descriptive definition. The definition may define conditions of usage or other constraints.
* Value—the format of the attribute or element. Value may be an XML type (e.g., “string”) or a reference to another element description (e.g., “See Bar Element”). Annotations for limits or enumerations may be included (e.g.,” int [0..100]” to indicate an XML xs:int type with an accepted range from 1 to 100 inclusively)
* Card—cardinality of the element. If blank, then it is 1. Other typical values are 0..1 (optional), 1..n and 0..n.

The first row of the table after the header is the element being defined. This is immediately followed by attributes of this element, if any. Subsequent rows are child elements and their attributes. All child elements (i.e., those that are direct descendants) are included in the table. Simple child elements may be fully defined here (e.g., “Title”, “ ”, “Title of work”, “xs:string”), or described fully elsewhere (“POC”, “ ”, “Person to contact in case there is a problem”, “md:ContactInfo-type”). In this example, if POC was to be defined by a complex type defined as md:ContactInfo-type. Attributes immediately follow the containing element.

Accompanying the table is as much normative explanation as appropriate to fully define the element, and potentially examples for clarity. Examples and other informative descriptive text may follow. XML examples are included toward the end of the document and the referenced web sites.

### General Notes

All required elements and attributes must be included.

When enumerations are provided in the form ‘enumeration’, the quotation marks (‘’) should not be included.

UTF-8 [RFC3629] encoding shall be used when ISO/IEC 10646 (Universal Character Set) encoding is required.

## Normative References

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* MHP – DVB Multimedia Home Platform <http://www.mhp.org>
* CableLabs VOD Metadata 3.0  [http://www.cablelabs.com/wp-content/uploads/specdocs/MD-SP-CONTENTv3.0-I01-100812.pdfl](http://www.cablelabs.com/specifications/md20.html)
* Dublin Core Metadata Initiative: <http://dublincore.org/>.
* TV Anytime (ETSI) <http://www.tv-anytime.org/>
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* Vocabulary Mapping Framework: <http://www.doi.org/VMF/>

##  Best Practices for Maximum Compatibility

Metadata typically evolves with the addition of new elements, attributes and vocabularies. Existing applications should be capable of accepting metadata, even though there might be more data than expected. Strict XML validation precludes an orderly evolution and can be counterproductive to the flexibility needed in real implementations.

Metadata specifications and schema updates are designed to support backwards compatibility. For example, element and attributes can be added, but required elements are not removed; or more generally ordinality of elements and attributes can be widened but not narrowed. Values are not changed in either syntax or semantics. Therefore, we strongly encourage implementations to either be diligent in tracking to the latest version, or follow the backwards compatibility rules provided here.

An XML document is considered compatible if its structure does not preclude the extraction of data from the document. For example, a document with additional elements and attributes do not preclude schema parsing and data extraction.

* Do not reject compatible XML documents, unless they fail schema validation against the definition for an exact version/namespace match.
* Extract data from compatible XML documents whenever possible
* It it allowable to ignore elements and attributes whose presence is not allowed in the specification and schema versions against which the implementation was built. For example, if the original schema allows one instance and three instances are found, the 2nd and 3rd instance may be ignored.

We will try to update metadata definitions such that following these rules work consistently over time. Sometimes, changes must be made that are not always backwards compatible, so we will do our best to note these.

Also, use the Compatibility information (Section 3.19) to ensure proper validation is performed.

## Case Sensitivity

All XML element and attribute names are case sensitive, as required by XML. For example, <md:BasicMetadata> is the required form, so <md:basicmetadata> will result in a fatal XML validation error.

All controlled vocabulary defined by this specification must be encoded exactly as written in the spec (i.e., case as specified). The Validator will reject incorrect case. When decoding, we suggest accepting any case—it’s not work rejecting a file for a missed capitalization—and report the mistake to the encoding party.

Terms defined elsewhere must be encoded in accordance with their definition, unless otherwise noted. That is, if the external specification defines a term as case-sensitive, then its usage must be case sensitive; and if defined as non-case sensitive, any case is acceptable. If referenced specifications provide no guidance, we suggest encoding terms exactly as written in those specs. When decoding, if case is not consequential, we suggest accepting any case, and report the mistake to the encoding party

These rules comply are an application of Postel’s Law (Robustness Principle) which states, “Be conservative in what you do, be liberal in what you accept from others”.

# Identifiers

Identifiers and metadata are closely linked. In essence, all identifiers have corresponding metadata that describes the object being identified. Just as it is useful to distinguish between different kinds of objects with different kinds of identifiers, it is useful to distinguish the metadata in terms of those same objects.

The primary objects being identified and described in metadata are:

* Content – Content ID (ContentID)
* Encoded Stream – Physical Asset (Asset Physical ID; APID)

## Identifier Structure

The primary requirement for identifiers is globally uniqueness. Individual systems using Common Metadata are free to use own identifiers as long as there is no identifier collision.

The following represents a structure for identifiers that should be used if specific usage does not specify otherwise. This structure is designed around the following principles

* Global uniqueness
* Coexistence of identifier schemes (ID Federation)
* Ability to use identifiers within a URL

Common Metadata identifiers use the general structure of the “urn:” URI scheme as discussed in RFC 3986 (URN) and RFC 3305 with a “md” namespace identifier (NID). However, for Common Metadata, rather than the fully articulated “urn:md” we abbreviate to “md:”. The basic structure for a Common Metadata ID is

<MDID> ::= “md:”<type> “:”<scheme>“:”<SSID>

* <type> is the type of identifier. These are defined in sections throughout the document defining specific identifiers.
* <scheme> is either a Common Metadata recognized naming scheme (e.g., “ISAN”) or “org” non-standard naming. These are specific to ID type and are therefore discussed in sections addressing IDs of each type.
* <SSID> (scheme specific ID) is a string that corresponds with IDs in scheme <scheme>. For example, if the scheme is “ISAN” then the <SSID> would be an ISAN number.

There is a special case where <scheme> is “org”. This means that the ID is assigned by a recognized organization within their own naming conventions. If <scheme> is “org” then

<SSID> ::= <organization id><UID>

* <organization> is a unique name assigned to an organization, with the following rules:
	+ Organization is defined as domain name, including identifier tag. For example, movielabs.com becomes org:titleid.movielabs.com:… and bbc.co.uk becomes org:mpm.bbc.co.uk:…
	+ Other naming schemes may be used in contexts where names can be assigned within the scope of ID usage.
* <UID> is a unique identifier assigned by the organization identified in <organization>. Organizations may use any naming convention as long as it complies with RFC 3986 syntax.

Some sample identifiers are

* ContentID: md:cid:EIDR:10.5240%2fF592-58D1-A4D9-E968-5435-L
* Content ID: md:cid:org:ourid.mystudio.com:12345ABCDEF

###  ID Simple Types

The simple type md:id-type is the basic type for all IDs. It is XML type xs:anyURI.

All identifiers are case insensitive and should be registered in canonical format and case sensitive identifiers should not be used.

The simple types ContentID-type AssetLogicalID-type and AssetPhysicalID-type are defined as md:id-type and can be used when a more specific designation is required.

### EIDR Types

EIDR idenifiers can be embedded IDs expressed in the md: structure (defined in this section), or expressed explicitly in identifier structures, such as found in ContentIdentifier-type, AltIdentifier-type (defined in Section 4.1.3). EIDR can also be experessed in elements using the EIDRURN-type definition as follows:

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Element** | **Attribute** | **Definition** | **Value** | **Card.** |
| **EIDRURN-type** |  | EIDR expressed in EIDR URN format as defined in [RFC7972]. | xs:anyURI |  |
|  | scope | Structural Type of EIDR as defined below | xs:string | 0..1 |

@scope may have the following enumerations based on EIDR Structural Type found in EIDR Registry User’s Guide [EIDR-UG] and [EIDR-FIELDS]. Note that the scope does use the same terminology as EIDR Structural Type for backwards compatibility reasons.

* ‘Title’ – ID is an EIDR ID with Structural Type of “Abstraction”
* ‘Edit’ – ID is an EIDR ID with Structural Type of “Performance”
* ‘Manifestation’ – ID is an EIDR ID with Structural Type of “Digital”

## Asset Identifiers

Content Identifiers are assigned by the content owner or its designee. The following scheme provides flexibility in naming while maintaining uniqueness.

Common Metadata defines two types of asset identifiers:

* A Content Identifier (ContentID) denotes an abstract representation of a content item.
* Asset Physical Identifier (APID) refers to a physical entity (i.e., a file) that is associated with content.

### ContentID

Syntax: “md:cid:”<scheme>“:”<SSID>

A ContentID points to Basic metadata. ContentIDs may refer to abstract items such as shows or seasons, even if there is no separate asset for that entity. A ContentID must be globally unique.

The following restrictions apply to the <scheme> and <SSID> part of a ContentID:

* A ContentID scheme may not contain the colon character.
* Where display formats exist (i.e., human readable versus computer-readable) use display format.
* ContentID < scheme> and ContentID <SSID> shall be in accordance with Table 2-1. Additional schemes may be added in the future.

**Table 2-1: Content Identifier Scheme and Value**

|  |  |
| --- | --- |
| **Scheme** | **Expected value for <SSID>** |
| ISAN | An <ISAN> element, as specified in ISO15706-2 Annex D.  |
| TVG | TV Guide |
| AMG | AMG |
| IMDB | IMDB |
| MUZE | Muze |
| TRIB | Tribune |
| Baseline | Baseline Research ID, [www.baselineresearch.com](http://www.baselineresearch.com) (now Gracenote) |
| UUID | A UUID in the form 8-4-4-4-12 |
| URI | A URI; this allows compatibility with TVAnytime and MPEG-21 |
| GRid | A Global Release identifier for a music video; exactly 18 alphanumeric characters |
| EIDR | Entertainment ID Registry. http://[www.eidr.org](http://www.eidr.org). In accordance with [ISO26324] and [EIDR-TD] |
| EIDR-S | Entertainment ID Registry. http://[www.eidr.org](http://www.eidr.org) .EIDR-S is a shortened EIDR that does not include the “10.5240/” prefix.  |
| EIDR-X | Entertainment ID Registry. http://[www.eidr.org](http://www.eidr.org) .EIDR-X is an extended form of EIDR-S. EIDR-X is an EIDR-S form identifier followed by a colon (“:”) and an extension string. The extension string shall contain ASCII characters, with the exception of URN Reserved Characters [RFC2141], Section 2.3 and URN Excluded Characters [RFC21451], Section 2.4.  |
| EIDR-URN | EIDR in URN format in accordance with [RFC7302]. |
| ISMN | International Standard Music Number, ISO 10957 |
| ISRC | Master recordings, ISO 3901, <http://www.ifpi.org/content/section_resources/isrc.html> |
| ISWC | Musical Works, <http://www.cisac.org>, ISO 15707 |
| SICI | Serial Item and Contribution Identifier [ANSI-Z39.56] |
| DOI | Digital Object Identifier <http://www.doi.org>  |
| SMPTE-UMID | SMPTE-UMID as per SMPTE ST 330-2004 |
| Ad-ID | Ad-ID as per format defined at <http://www.ad-id.org/how-it-works/ad-id-structure>  |
| GTIN | Global Trade Item Number. <http://www.gtin.info/>  |
| UPC | Universal Product Code (UPC). UPC-E should be converted to UPC-A form. |
| CRid | CRid (Content Reference Identifier) as per RFC 4078 <http://tools.ietf.org/html/rfc4078>  |
| cIDf | Content ID Forum. cIDf Specification 2.0, Rev 1.1., 4/1/2007. |
| DPID | DDEX Party ID, Digital Data Exchange (DDEX) Party Identifier Standard, DDEX-PID-10-2006, [https://kb.ddex.net/display/HBK/DDEX+Party+Identifier+Standard](https://kb.ddex.net/display/HBK/DDEX%2BParty%2BIdentifier%2BStandard)  |
| C4ID | Entertainment Technology Center (ETC), C4ID. [C4ID] |
| IMF-VTP | IMF User’s Group (IMFUG), Virtual Track Fingerprint, in URN format. <https://github.com/cinecert/imf-vtfp>  |
| file | Indicates that the identifier that follows is a local file name. |
| org | <SSID> begins with the Organization ID of the assigning organization and follows with a string of characters that provides a unique identifier. The <ssid> must conform to RFC 3986 with respect to valid characters. In the absence of agreements between parties using IDs of this form, we recommend the use of an organization DNS domain (e.g., movielabs.com). |
| md | MDDF namespace (e.g., for Common Metadata identifiers). If used as a scheme, it refers to controlled vocabulary. It can also be used in Namespace within ContentIdentifier-type. |

Identifiers that contain URI shall use Percent-Encoding as per [RFC3986] for characters not allows in URNs as per [RFC2141]. For example, space (SP) is replaced by ‘%20’ and slash (‘/’) is replaced by ‘%2f’. For example,

EIDR: 10.5240/F592-58D1-A4D9-E968-5435-L

ContentID: md:cid:EIDR:10.5240%2fF592-58D1-A4D9-E968-5435-L

Note that we recommend the use of EIDR-S, EIDR-X or EIDR-URN to avoid this situation when encoding EIDR.

### APID

Syntax: “md:apid:< scheme>“:”<SSID>[“:”<extension>]

An APID is constrained as follows:

* Each APID is globally unique

The following restrictions apply to the <scheme>, <SSID> and <extension> part of an APID:

* An APID scheme may not contain the colon character
* Where display formats exists (i.e., human readable versus computer-readable) use display format.
* APID < scheme> and APID <SSID> shall be structured the same as ContentID
* Optional <extension> is additional characters appended to the APID and may not contain colons

For example

* APID: md:apid:EIDR-S:58D1-A4D9-E968-F592-5435-M
* APID: md:apid:ISAN:0000-3BAB-9352-0000-G-0000-0000-Q:p1

Note that APIDs may be constructed from ContentIDs. For example:

* ContentID: md:cid:org:myid.MyCompany.com:ABCDEFG
APID: md:apid:org:myid.MyCompany.com:ABCDEFG:100
* ContentID: md:cid:ISAN:0000-3BAB-9352-0000-G-0000-0000-Q
APID: md:apid:ISAN:0000-3BAB-9352-0000-G-0000-0000-Q:A203

## Organization ID

Common Metadata assumes one additional type be provided. That is an Organization ID (OrgID). md:orgID-type is a simple type of type md:id-type.

Currently, there is not an adequate global identification scheme, so this element should be used only if both the sending and receiving parties have an a priori agreement regarding the contents of this ID.

# General Types Encoding

## Language Encoding

Language shall be encoded in accordance with IETF BCP 47 [BCP], which includes RFC 5646, *Tags for Identifying Languages* [RFC5646] and RFC 4647, *Matching Language Tags*, [RFC4647]. The subtags that are available for use with BCP 47 are available from the Internet Assigned Numbers Authority (IANA) at [IANA-LANG] <http://www.iana.org/assignments/language-subtag-registry>.

Matching, if applicable, should be in accordance with RFC 4647, *Matching Language Tags*, [RFC4647]. Note that the subtag ‘zxx’ is used when the tagged object has no linguistic content. This must be considered when matching language as in many cases ‘zxx’ will match all languages. For example, the music track for a silent film is used for all user languages.

The xs:language type shall be used for languages. Language should be as specific as possible; for example, ‘ja-kata’ is preferable to ‘ja’.

The Language Metadata Table (LMT) [LMT] is emerging as a standard for encoding languages. Where languages are listed in LMT, Audio Language Tag or Visual Language Tag should be used as listed. In some cases there are two encodings for the same language. Where they are not ambiguous, the shortest form should be used. For example, Afrikaans can be encoded as ‘af’ or ‘af-ZA’. As there is no Afrikaans dialect outside of South Africa (ZA), ‘af’ is sufficient and recommended. LMT Policies and Practices should be followed.

When @disposition is present, it represents the assurity that the language is correct. Current values include

* ‘verified’ – The language tag has been verified and matches content
* ‘unverified’ – The language tag has not been verified and might not match content
* ‘approximate’ – The language tag has been verified but is not a precise match. Generally, approximate matches are usable.

## Region encoding

Region coding shall use the ISO 3166-1 two-letter alpha-2 codes [ISO3166-1]. Informally described here: <http://en.wikipedia.org/wiki/ISO_3166-1_alpha-2>.

When subdivisions are required, ISO3166-2 shall be used [ISO3166-2]. Informally described here: <http://en.wikipedia.org/wiki/ISO_3166-2>.

United Nations (UN) M.49 Codes [M49] may be used. Note that unlike the ISO codes, UN codes can define regions such as Northern America (‘021’).

Common Metadata shall use the following type for region:

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Element** | **Attribute** | **Definition** | **Value** | **Card.** |
| **Region-type** |  |  |  |  |
| country |  | ISO 3166-1 Alpha 2 code | xs:stringPattern: “[A-Z][A-Z]” | (choice) |
| countryRegion |  | ISO 3166-2 Code or UN M.49 code | xs:stringPattern: ([A-Z][A-Z]-[A-Z0-9]+)|([0-9]{3}) | (choice) |

The RegionUnion-type simple type is a restriction of xs:string that allows any value of country or countryRegion. This is created primarily for attributes which cannot support two subelements.

The MadeforRegion-type simple type is a union of RegionUnion-type and MadeForRegionInternal-type that allows country code, country-region code, ‘Domestic” or “International”. For example, it could be “Domestic” or “International”.

## Date and Time encoding

Date and time encoding shall use the XML rules, in accordance with [XML], Part 2, Section 3.2. That is, where ISO 8601 [ISO8601] deviates from XML encoding, XML encoding shall apply.

### Duration

Durations are represented using xs:duration. xs:time should not be used for duration.

Addition of durations to dateTime are, are performed in accordance with the definition of XML duration (see [XML], Part 2, Section 3.2.6 and Appendix E).

### Time

xs:time is used for a recurring time.

### Dates and times

XML is fairly rigid in its date and time encoding rules. Specifically, it is difficult to have a single element where resolution may range from ‘year’ to ‘date’ to ‘time’. In some instances such as air dates/time, resolution might be year (movie released in 1939), date (movie released on December 25, 2009), or date and time (episode aired November 6, 2001, or November 6, 2001, 10:00 PM EST).

* Year encoding uses xs:gYear (Gregorian year)
* Date encoding (year, month and day) uses xs:date
* Date encoding that includes both date and time shall uses xs:dateTime

Time zone should be included with xs:dateTime elements to avoid ambiguity. If representing a single point in time with no relevant time zone, Coordinated Universal Time (UTC) should be used.

In some cases, there are options for including year, date and date-time. Optional elements should be included if known and relevant.

As of version 1.2 of this specification, a new type has been define to support elements that require year, date (year and day), or time (including date) without a priori knowledge of the resolution. This simple type is YearDateOrTime-type.

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Element** | **Attribute** | **Definition** | **Value** | **Card.** |
| **YearDateOrTime-type** |  | A simple type that syntactically allows the inclusion of a year, a date or a date-time.  | xs:union with memberTypes ofxs:gYear, xs:date, xs:dateTime |  |

### Date and time ranges

Date Ranges may be encoded using the DateTimeRange-type:

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Element** | **Attribute** | **Definition** | **Value** | **Card.** |
| **DateTimeRange** |  |  |  |  |
| Start |  | Start of time period | xs:dateTime |  |
| End |  | End of time period | xs:dateTime |  |

## String encoding

String lengths are specified in characters (rather than bytes) unless otherwise stated. A string using double-byte Unicode characters can result in string elements whose actual size in bytes is larger than the stated length.

## Organization Naming and Credits

Organization names shall include both a user-friendly display name and a sortable name. If the display name and the sort name are the same, the SortName element may be excluded.

All names are optional in the schema although DisplayName is generally required. It is necessary to supply either DisplayName or the combination of @organizationID and @idType. Department within the organization can be identified with @departmentID.

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Element** | **Attribute** | **Definition** | **Value** | **Card.** |
| **OrgName-type** |  |  |  |  |
|  | organizationID | Organization’s unique ID | md:orgID-type  | 0..1 |
|  | departmentID | Department within organization | xs:string | 0..1 |
|  | idType | ID scheme used for organizationID | xs:string | 0..1 |
| DisplayName |  | General display format. Safest to use as it accommodates various permutation on the name. | xs:string | 0..n |
|  | language | Language associated with DisplayName | xs:language | 0..1 |
| SortName |  | Sortable version of name. This will often be last name first. This may be displayed. | xs:string | 0..n |
|  | language | Language associated with SortName | xs:language | 0..1 |
| AlternateName |  | Other names for this organization | xs:string | 0..n |
|  | language | Language associated with AlternateName | xs:language | 0..1 |

Note that this element did not always support localized names. Some implementations may break if localized names are provided.

### CompanyDisplayCredit-type

This type describes the intended audience for metadata:

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Element** | **Attribute** | **Definition** | **Value** | **Card.** |
| **MetadataCompanyCredits-type** |  |  |  |  |
| DisplayString |  | String to be displayed. | md:OrgName-type | 0..n |
|  | language | Language of DisplayString. If blank, then all languages | xs:language | 0..1 |
| Region |  | Region(s) for which credits apply. | md:Region-type | 0..n |
| DisplaySequence |  | Order of display. Lower-numbered entries are displayed before higher-numbered entries. Entries without this element should be displayed after numbered entries. | xs:integer | 0..1 |

### AssociatedOrg-type

This is an organization with a Role:

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Element** | **Attribute** | **Definition** | **Value** | **Card.** |
| **AssociatedOrg-type** |  |  | md:OrgName-type(by extension) |  |
|  | role | Role of the associated organization | xs:string | 0..1 |
|  | roleCategory | Category or characteristic of organization, such as ‘independent’ | xs:string | 0..1 |

The AssociatedOrg element provides information about organizational entities involved in the production, distribution, broadcast or other function relating to the asset. Often organizations provide different functions, so multiple organizations can be listed. The role attribute to AssociatedOrg may have one of the following values:

* ‘producer’ – involved in the production of the asset
* ‘broadcaster’ – network associated with asset’s broadcast
* ‘distributor’ – entity involved with distribution
* ‘editor’ - editor
* ‘encoding’ – entity that encodes media
* ‘post-production’ – entity that performs post-production functions, not in another category
* ‘licensor’ – Entity offering license for this asset. Generally, this is used only with avails.
* ‘other’ – any organization that does not fall into the previous categories.

## People Naming and Identification

This section describes the internationalized naming approach used for encoding metadata. This section also defines person identification for the purposes of metadata.

### PersonName-type

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Element** | **Attribute** | **Definition** | **Value** | **Card.** |
| **PersonName-type** |  |  |  |  |
| DisplayName |  | Person’s name for display purposes. | xs:string | 1..n |
|  | language | Language of DisplayName. There may be multiple instances of DisplayName, but only with unique language attributes. | xs:language | 0..1 |
| SortName |  | Name used to sort. May be excluded if identical to DisplayName. | xs:string | 0..n |
|  | language | Language of SortName. There may be multiple instances of SortName, but only with unique language attributes. | xs:language | 0..1 |
| FirstGivenName |  | First name | xs:string | 0..1 |
| SecondGivenName |  | Second name | xs:string | 0..1 |
| FamilyName |  | Family name | xs:string | 0..1 |
| Suffix |  | Suffix | xs:string | 0..1 |
| Moniker |  | Alternative name, usually of the form <FirstGivenName> “<Monikor>” <FamilyName> (e.g., *Scatman* in *Benjamin Sherman “Scatman” Crothers*). Note, Moniker is misspelled but retained for backwards compatibility. | xs:string | 0..1 |

### PersonIdentifier-type

Assuming there is an identifier associated with the person, this structure holds information about that identifier.

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Element** | **Attribute** | **Definition** | **Value** | **Card.** |
| **PersonIdentifier-type** |  |  |  |  |
| Identifier |  | Identifier associated with this individual within the Namespace | xs:string |  |
| Namespace |  | Namespace for identifier.  | xs:string |  |
| ReferenceLocation |  | Location associated for the identifier within the namespace. This is expected to be an online reference to information about the individual. | xs:anyURI |  |
| Scope |  | Scope within Namespace for this identifier.  | xs:string | 0..1 |
|  | subscope | Additional detail on the scope. | xs:string | 0..1 |

A person identifier might identify someone within a particular context or scope. For example, a person might have a unique ID for each project. The Scope and @subscope describe this context.

## Money-type and Currency

Currency shall be encoded using ISO 4217 Alphabetic Code [ISO4217].

<http://www.iso.org/iso/currency_codes_list-1>

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Element** | **Attribute** | **Definition** | **Value** | **Card.** |
| **Money-type** |  |  |  |  |
|  | currency | Currency as expressed in ISO 4217 Currency Alphabetic Code. For example, ‘USD” for US Dollars. | xs:string |  |
| Value |  | Value | xs:decimal |  |

[ISO4217] typically allows two or three digits after the decimal. However, Value in this element may have as many decimal places as necessary.

## Role Encoding, Role-type

Roles should be encoded in accordance with ‘Term Name’ column of EBU Role codes found here: <https://www.ebu.ch/metadata/ontologies/skos/ebu_RoleCodeCS.htm> and <https://www.ebu.ch/metadata/cs/ebu_RoleCodeCS.xml>, plus “Other Group” and “Other” (referring to an unclassified individual).

Roles are defined in the simple type md:Role-type.

The JobFunction element allows for alternate schemes. @scheme defaults to “EBU”, the scheme value for EBU roles. Other values are not defined and should be agreed upon bilaterally.

## Keywords Encoding

Keywords are often culturally specific, so different keywords may exist for different regions. At this time, no keywords are defined.

### Name/Value Pairs, NVPair-type, NVPairMoney-type

Use of Name/Value pairs provides considerable flexibility for growth. The NVPair-type complex type allows for any additional business data to be included in tuple format.

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Element** | **Attribute** | **Definition** | **Value** | **Card.** |
| **NVPair-type** |  |  |  |  |
| Name |  | Identification of the parameter being specified | xs:string |  |
| Value |  | Value specified for Name. | xs:string |  |

NVPairMoney-type is like NVPair-type except the Value is currency-based.

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Element** | **Attribute** | **Definition** | **Value** | **Card.** |
| **NVPairMoney-type** |  |  |  |  |
| Name |  | Identification of the parameter being specified | xs:string |  |
| Value |  | Value specified for Name. | avail:Money-type |  |

## Personal/Corporate Contact Information, ContactInfo-type

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Element** | **Attribute** | **Definition** | **Value** | **Card.** |
| **ContactInfo-type** |  |  |  |  |
| Name |  | Person or point of contact | xs:string |  |
| PrimaryEmail |  | Primary email address for user. | xs:string |  |
| AlternateEmail |  | Alternate email addresses, if any | xs:string | 0..n |
| Address |  | Mail address | xs:string | 0..n |
| Phone |  | Phone number. Use international (i.e., +1 …) format. | xs:string | 0..n |

## Cryptographic Hash

The Hash-type definition describes a cryptographic hash such as SHA-1 and MD5.

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Element** | **Attribute** | **Definition** | **Value** | **Card.** |
| **Hash-type** |  | Value of the cryptographic hash or error detection/correction code | xs:string |  |
|  | method | The hash generation method.  | xs:string | 0..n |

Values for method include:

* ‘MD2’, ‘MD4’ ,’MD5’ – Message Digest algorithms.
* ‘SHA-0’, ‘SHA-1’, ‘SHA-2’, ‘SHA-3’. SHA (Secure Hash Algorithm) family of algorithms. Distinction between hashes of different length is implicit in the hash and should not be mentioned specifically. For example, use ‘SHA-2’, not ‘SHA-224’.
* ‘CRC16’, ‘CRC32’, ‘CRC64’ – Cyclic Redundancy Check (CRC).

## GroupingEntity-type

Grouping Entity type allows logical grouping of assets. This is typically around studio or network, but it can be any logical content grouping.

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Element** | **Attribute** | **Definition** | **Value** | **Card.** |
| **GroupingEntity-type** |  |  |  |  |
| Type |  | The type of the group.  | xs:string |  |
| GroupIdentity |  | A string (identifier) that uniquely identifies the group. | xs:string |  |
| DisplayName |  | A string that will be displayed when referring to this group. | xs:string | 1..n |
|  | language | The language associated with the DisplayName. If language is absent, DisplayName applies to all langauges. | xs:language | 0..1 |
| Region |  | Region where group applies. If Region is absent, the group applies internationally. | md:Region-type | 0..1 |
| AltGroupIdentifier |  | Alternate identifiers for Group Identity. | md:ContentIdentifier-type | 0..n |

Type defines the type of grouping. Value depends on the context of use. When using for storefront grouping, currently, the only defined value is “publisher”, although other values are not prohibited. “publisher” indicates the grouping is around the organization publishing the content. Note that the actual publisher may differ from the publisher visible to the consumer. In that case, the GroupIdentity would reflect the actual publisher and the DisplayName would reflect the publisher familiar to the consumer.

Other values for Type may be defined for other usese of GroupingEntity-type, such as relationship groupings.

## Private Data

The following is defined to allow schemas using Common Metadata to extend elements with data specific to that use. Interoperability will be very limited, elements of this type should be used with extreme caution.

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Element** | **Attribute** | **Definition** | **Value** | **Card.** |
| **PrivateData-type** |  | Value of the cryptographic hash | xs:string |  |
| (any) |  | Any data outside of ‘md’ namespace. | xs:any ##other | 1..n |

## MIME

MIME encoding is in accordance with [IANA-MIME].

Using images as an example, MIME types are encoded here: <http://www.iana.org/assignments/media-types/media-types.xhtml#image>. Encoding for JPEG must be ‘image/jpeg’, not ‘image/jpg’, ‘jpg’ or ‘jpeg’.

## Workflow Attribute Group

This attribute group defines a set of elements to support workflows. This includes revision information and information the help recipient determine the workflow for which this as generated.

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Attribute Group** | **Attribute** | **Definition** | **Value** | **Card.** |
| **Workflow-attr** |  |  |  |  |
|  | updateNum | Version of the object. Initial release should be 1. This is a value assigned by the object creator that should only be incremented if a new version of object is released. If absent, 1 is to be assumed.  | xs:int | 0..1 |
|  | workflow | The workflow for which this object is intended. | xs:string | 0..1 |
|  | updateDeliveryType | This indicates the object includes just portions required for an updated. It is not a complete object. The exact definition is subject to specific practices and is reference by this string. | xs:string | 0..1 |
|  | versionDescription | Text that describes this version. | xs:string | 0..1 |
|  | timestamp | Timestamp of object. Precise meaning can vary by workflow, but generally this is the time the message was sent, and is used to order sequence of messages. | xs:dateTime | 0..1 |

## Gender and Pronouns

### Gender-type

The Gender-type complex type is intended to encode gender identity.  That is, how a person publicly identifies not necessarily how some in society might view them  Sexual orientation is not included/encoded. Gender expression (e.g., gender-specific clothing, hair length, or makeup) is not included/encoded. Sexual reassignment status is not included/encoded.

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Element** | **Attribute** | **Definition** | **Value** | **Card.** |
| Gender-type |  | Gender | xs:string | 0..1 |
|  | transgender | If true, this indicates a person is transgender. If false, a person is cisgender (i.e., not transgender). | xs:boolean | 0..1 |
|  | specificGender | Self-identified gender | xs:string | 0..1 |

Gender is encoded as follows:

* ‘male’
* ‘female’
* ‘neutral’ – Gender is not applicable, such as a character being an inanimate object such as a robot
* ‘other’ – Genders not covered by another category
* ‘*plural’*– Deprecated. Do not use. May pass validation for a period of time.

@trangender indicates whether a person is transgender. This generally applies to transgender male, transgender female and most categories associated with ‘other’. Note that when the ‘other’ category is selected to indicate a gender other than male or female, it is generally desirable to set @transgender=true to improve search results.

@specificGender may include any self-identified gender. When matching, ignore dashes and white space. For example, ‘non-binary should match ‘nonbinary’. Multiple values should be separated by commas. specificGender should not be included if it is identical to Gender.

For example:

<md:People>

 <md:Job>

 <md:JobFunction>Actor</md:JobFunction>

 <md:JobDisplay language=’en’>Actor</md:JobDisplay>

 <md:CharacterInfo>

 <md:CharacterName language=’en’>Nomi Marks</md:ChracterName>

 **<md:Gender transgender=’true’’>Female</md:Gender>**

 <md:CharacterInfo>

 </md:Job>

 <md:Name>

 <md:DisplayName>Jamie Clayton</md:DisplayName>

 <md:SortName>Clayton, Jamie</md:SortName>

 <md:FirstGivenName>Jamie</md:FirstGivenName>

 <md:FamilyName>Clayton</md:FamilyName>

 </md:Name>

 **<md:Gender transgender=’true’’>Female</md:Gender>**

</mdtest:Person>

### Pronouns and Salutations

This section provides for capturing appropriate pronouns and individuals for people and characters.

#### Pronouns

The Pronouns-type complex type is intended to encode pronouns.  That is, which pronouns a person or character uses.

If a person prefers pronouns not be used, the @noProunouns attribute should be ‘true’. When this is ‘true’, the person’s name should be used in lieu of pronouns.

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Element** | **Attribute** | **Definition** | **Value** | **Card.** |
| Prounouns-type |  |  |  |  |
|  | noPronouns | ‘true’ if a person or character desires pronouns not be used. If ‘true’, specific pronouns should not be included. | xs:boolean | 0..1 |
| Subjective |  | Subjective pronoun. For example, she, he, they, ze | xs:string | 0..1 |
| Objective |  | Objective pronoun. For example: her, him, them, hir.  | xs:string | 0..1 |
| Adjective |  | Adjective. For example: her, his, hirs. | xs:string | 0..1 |
| Possessive |  | Possessive pronoun. For example: hers, his, hirs. | xs:string | 0..1 |
| Reflexive |  | Reflexive pronoun. For example: herself, himself, hirself | xs:string | 0..1 |

#### Salutations

The Salutation-type complex type encodes information about a person’s or character’s titles or honorifics. Although not strictly correct, we use the term Salutation to avoid confusion with other types of ‘titles’ in this document.

Titles can precede or follow a person’s name. For example, “*Doctor* Lee Smith, *Ph.D*.”. Titles following a name, sometimes called post-nominal, is addressed as a string in PersonName-type/Suffix. Personal titles used in salutations are more complex in their usage and are addressed here. This type is intended to be used as part of name constructs.

Examples of common titles are, “Mr.”, “Miss”, “Ms”, “Mx”, “General”, “Ambassador”, ‘His Excellency”, “Rabbi”, “Imām”, and “Professor”. Note that many titles and honorifics make gender assumption (e.g., “Mr.” [male], “guys” [male], and “ladies and gentlemen” [binary]) and may be inappropriate.

If titles should be avoided, the @noTitle attribute should be ‘true’. Note that it is often practical to avoid titles in salutations. Consider the following: “Dear Lee Smith,” vs. “Dear Mr. Smith”; “Dear colleague” vs. “Dear Sir or Madam”, “Thank you” vs. “Thank you, sir”; “you all” vs. “you guys”; “Attention, guests” vs. “Attention, ladies and gentlemen”.

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Element** | **Attribute** | **Definition** | **Value** | **Card.** |
| Salutation-type |  |  |  |  |
|  | noTitle | Indicates whether honorifics should be avoided. If @noTitle is ‘true’, Title should not be included. | xs:boolean | 0..1 |
| Title |  | Title that precedes a person’s or character’s name.  | xs:string | 0..n |
|  | default | When there are multiple titles this one should be used by default. If more than one is defaulted, they are all used (e.g., “Doctor Professor”). | xs:boolean | 0..1 |

## Compliance and Quality Control (QC)

Compliance-type allows the encoding of the state of compliance of an object (e.g., audio or video) against a standard or against QC criteria. Recommendations for specific compliance regimes may be provided in Best Practices.

Compliance can also signal proprietary certifications such as “IMAX Enhanced”.

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Attribute Group** | **Attribute** | **Definition** | **Value** | **Card.** |
| **Compliance-type** |  |  |  |  |
| Category |  | Category of compliance, when applicable. | xs:string | 0..1 |
| Standard |  | Standard against which compliance is determined. | xs:string | 0..1 |
| StandardDetail |  | Additional precision with respect to the Standard | xs:string | 0..n |
| Disposition |  | State of compliance against Category and/or Standard. | xs:string |  |
| CompetentAuthority |  | Organization that certifies compliance | md:AssociatedOrg-type | 0..1 |
| Certificate |  | A certificate of compliance (or equivalent) in digital form. | xs:base64Binary | 0..1 |
|  | MIME | Media Type (MIME type) in accordance with Section 3.14.. | xs:string |  |
| TestingOrganization |  | Organization that determines technical compliance. This can be an organization doing self-testing, or a 3rd party. | md:AssociatedOrg-type | 0..1 |
| TestingMethod |  | Any specific method, process or tool applied. | xs:string | 0..1 |
| TestingDate |  | Date when test was performed | md:YearDateOrTime-type | 0..1 |
| ErrorDescription |  | Detailed error description as defined in Asset Ordering, Delivery, and Tracking [TR-META-AOD]. Note that the namespace used in this schema is ‘md’ | md:QCErrorDescription-type | 0..n |
| Comments |  | Any additional comments | xs:string | 0..1 |

At least one of Category and Standard must be present.

Disposition represents the state of shall be encoded as follows:

* ‘pass’ – Object complies with the standard, or category. When necessary, certification has been issued.
* ‘fail’ – Object fails to comply
* ‘pending’ – Object technically complies, but certification is pending
* ‘other’ – Object has not been determined to comply or not. This includes objects being test.

An example of compliance is whether video meets Photosensitive Epilepsy (PSE) guidelines. The Category is ‘PhotosensitiveEpilepsy’. Standard would be BT.1702 (see [BT.1702]). Note that Ofcom Guidance [OFCOM-GN12-2] simply restates BT.1702 and would not be the primary reference. Assuming the video passes, Disposition would be ‘Pass’. There is no Competent Authority issuing certificates, so Competent Authority and Certificate would not be included. TestingOrganization would be one of the organizations that test; for example, [hardingtest.com](http://www.hardingfpa.com/). TestingMethod would be the method applied, in this generally “Harding Test” or “Harding Box”.

Standard refers to the standard itself (e.g., specification) that defines the rules. StandardDetail would include profile, section, or other details associated with standard. Each element of detail should have its own StandardDetail instance. If there is more than one Standard, it should have its own Compliance instance.

## Terms-type

Terms allows arbitrary name/value pairs to be specified, with each named term having one value.

The precise interpretation is subject to the mutual agreement of parties involved, although guidance is provided within.

Each term is a name/value pair with the name expressed as termName and the value expressed as one of Money, Event, Duration, or text depending on the data contained within the term. If data cannot be otherwise expressed, the any##other element can be used.

Note that this object is based on Avails’ Terms-type [Avails]. Syntax and semantics are intended to be identical. However, to avoid the need to reference the Avails schema, this complex type is repeated here. For backwards compatibility Avails will continue to use its own definition. However, other specifications should reference this.

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Element** | **Attribute** | **Definition** | **Value** | **Card.** |
| **Terms-type** |  |  |  |  |
|  | termName | Identifies the term. Enumeration is below. termName is case insensitive (i.e., case shall be ignored). | xs:string |  |
| Money |  | Used when termName refers to a term expressed in terms of money. | md:Money-type | (choice) |
| Event |  | Used when termName refers to a term expressed in terms of a date, or date and time. See Section 3.3. | xs:union(xs:date, xs:dateTime) |
| Text |  | Used when a term can be expressed in text and it is not one of the other term types. | xs:string |  |
| Boolean |  | Used when term can be expressed as True or False | xs:boolean |  |
| Duration |  | Used when termName refers to a term expressed in terms of a time duration. | xs:duration |  |
| URI |  | Used for URIs, including identifiers. | xs:anyURI |
| Language |  | Used for language. | xs:language |
| ID |  | Any identifier | md:id-type |
| AltIdentifier |  | Any identifier. This element provides more structure for identifiers. | md:ContentIdentifier-type |
| YearDateTime |  | Year, date or date+time. For time-only use Time. | md:YearDateOrTime |
| Time |  | Time. May include time zone. | xs:time |
| Region |  | Geographic area | md:Region-type |
| Timecode |  | Timecode on media timeline | md:Timecode-type |
| Binary |  | Binary value. This can include objects like images or PDFs. | xs:base64Binary |
|  |  | If applicable, Media Type (MIME type) in accordance with Section 3.14. | xs:string (optional) |
|  | description | Description of binary data | xs:string (optional) |
| Label |  | A label is text with controlled vocabulary. |  |
|  | namespace | Namespace of Label (where controlled vocabulary is defined) | xs:string (optional) |
|  | level | If label namespace is hierarchical, level is the depth of this label. If level depth is not defined within the namespace, the top level is 0. | xs:integer (optional) |
| <any> |  | Any other element. Used when a term cannot practically be expressed with one of the other element choices. | any ##other |

The Term specified is indicated by termName with the following conditions. Only one instance of each term may be included unless otherwise specified.

Following is a Terms template that can be used to define name-value pairs.

|  |  |  |
| --- | --- | --- |
| termName | Interpretation | Element used |
| *<tbd>* | *<tbd>* | *<tbd>* |

## Compatibility

The Compatibility type refers to the version of specific to which the XML document was written. This provides information for validators and input parsers. Note that this is the same type as found in Media Manifest.

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Element**  | **Attribute** | **Definition** | **Value** | **Card.** |
| **Compatibility-type** |  |  |  |  |
| SpecVersion |  | The version of this specification to which the document was written and is conformant. | xs:string |  |
| System |  | System for which this manifest is intended. If it is compatible with more than one system, there should be more than one instance. | xs:string | 0..n |
| Profile |  | Profile of the Manifest. If the Manifest has been authored to a defined profile, this attribute identifies that profile. | xs:anyURI |  |
|  | subProfile | A profile within Profile | xs:anyURI | 0..1 |
| ValidatorParameter |  | Runtime instruction for a Validator. Acceptable values will be defined in Validator documentation. | md:Terms-type | 0..n |

## Location

Physical Location is designed to represent both real and fictional physical addresses, whether they be on Earth, an astronomical object (e.g., Moon), or elsewhere.

Street address provides information for mailing and for locating venues.

Note that when using Address-type to construct mailing addresses, one must use the address constructs suitable for the source and destination territories.

Where possible use United State Postal Service addressing guidelines.

### LocationAddress

LocationAddress is for addressable locations. Typically, this is a mailing address. This construct also supports non-conventional real locations. For example, a Moon landing broadcast from Tranquility Base is also accommodated.

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Element**  | **Attribute** | **Definition** | **Value** | **Card.** |
| **LocationAddress-type** |  |  |  |  |
| Addressee |  | Person or entity to which mail is addressed. It is not used for locations (e.g., venues). | xs:string | 0..n |
| Street |  | More correctly, this is the Delivery Address Line. It would include full street address, rural route, post office box identification, intersection, or other specific location designation. Includes sub designation (e.g., suite or apartment)  | xs:string | 0.n |
| City |  | City | xs:string | 0..1 |
| StateOrProvince |  | State or Province | xs:string | 0..1 |
| Country |  | Country name  | xs:string | 0..1 |
|  | ISO | 2-letter ISO 3166-1 Alpha 2 code [ISO3166-1] | xs:string | 0..1 |
| PostalCode |  | Territory-specific postal code | xs:string | 0..1 |
| AstronomicalObject |  | Extraterrestrial body. For example, a Moon broadcast would include “Moon” | xs:string | 0..1 |
| EarthCoordinate |  | Latitude and Longitude  | md:CoordinateEarth-type | 0..1 |
| OtherCoordinate |  | Location in other coordinate systems | md:CoordinateOther-type | 0..1 |

Addressee can be multiple lines. For example, the first line might be an individual where the next line is a company. If information describes location, for example, independent of the person being addresses, that information belongs in Street. For example, a condominium name in a Puerto Rico address belongs in Street.

Street is typically one line, although complex addresses may require more than one.

Convention for mailing address is to use country names. However, when trying to match addresses to territory rules ISO 3166-1 codes are more useful. If the ISO code is available, include it in Country/@ISO.

A broadcast from a Moon landing would include AstronomicalObject = ‘Moon’. “Tranquility Base” would be encoded in Street. “Mare Tranquillitatis” would be StateOrProvince. The area between the Earth and Moon would be “Translunar Space”.

### CoordinateEarth-type

Defines an Earth coordinate in terms of latitude, longitude and elevation.

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Element** | **Attribute** | **Definition** | **Value** | **Card.** |
| **CoordinateEarth-type** |  |  |  |  |
| Latitude |  | Latitude coordinate in decimal degrees | xs:double | (optional sequence) |
| Longitude |  | Longitude coordinate in decimal degrees | xs:double |
| ElevationMeters |  | Elevation in meters | xs:double | 0..1 |

### CoordinateOther-type

Defines coordinate in terms of an alternate (non-lat/long) coordinate system.

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Element** | **Attribute** | **Definition** | **Value** | **Card.** |
| **CoordinateOther-type** |  |  |  |  |
|  | system | Coordinate system name | xs:string |  |
| Coordinate |  | Longitude coordinate | xs:string | 1..n |
|  | label | Label for this particular coordinate.  | xs:string |  |

The @system attribute defines what coordinate system is used. For example, if Universal Transverse Mercator is used, system could be ‘UTM’. If Star Trek’s Galactic Coordinates is used, the system could be “Star Trek 1” (Star Trek had more than one coordinate system). This document does not control the vocabulary at this time.

## Audience

Audience-type defines an audience. Its intended use is for metadata audience, but it can also be used for other audience description.

In general, when there is more than one instance of this element, the audience is interpreted to include the domain of all references. For example, if there are two instances of LicenseType “SVOD” and “AVOD”, the audience includes both the SVOD audience and the TVOD audience). This might not apply to Terms.

There is currently no controlled vocabulary associated with these values, except as noted in the definition.

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Element** | **Attribute** | **Definition** | **Value** | **Card.** |
| **Audience-type** |  |  |  |  |
| Description |  | Human readable description of audience | xs:string | 0..1 |
| Who |  | Any term that references who the audience is. For example, a demographic. | xs:string | 0..n |
| When |  | Intended windows for this LocalizedInfo object for given audience. Generally, not used with startDate and endDate. | xs:string | 0..n |
|  | startDate | Start date of applicability (inclusive) | md:YearDateOrTime-type | 0..1 |
|  | endDate | End date of applicability (inclusive) | md:YearDateOrTime-type | 0..1 |
| What |  | License type or model associated with audience (e.g., “EST”, “TVOD”, “SVOD”, “AVOD”, “D2C”, etc.) | xs:string | 0..n |
|  | bonus | Indicates bonus is include in offer. See [Avails], Section 2.2.3. | xs:boolean | 0..1 |
|  | condition | Condition, such as as found in ALIDExperienceMap in [Manifest], Section 9.2. | xs:string | 0..n |
| Identification |  | Identifier for audience, when applicable. | md:ContentIdentifier-type | 0..n |
| Terms |  | Any additional terms that help define audience | md:Terms-type | 0..n |

AudienceRef can include any relevant category. For example, age categories, genre, or region. More detailed profiles can be constructued using Terms.

## Version Intent

VersionIntent-type describes the version intent of the work. This captures the reason the version was created and the audience for whom the version is intended.

Encoding relies heavily on EIDR Data Fields [EIDR-FIELDS], Section 3.7 *Edit*.

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Element** | **Attribute** | **Definition** | **Value** | **Card.** |
| **VersionIntent-type** |  |  |  |  |
| Audience |  | Definition of intended audience | md:Audience-type | 0..1 |
| Description |  | Human readable description of version. May contain contents of EditDetails as found in [EIDR-FIELDS], Section 3.7. | xs:string | 0..n |
|  | language | Language of Description. Used to indicate localization | xs:language | 0..1 |
|  | source | Source of Description. EIDR EditDetails/@domain can go here. | xs:string | 0..1 |
| EditUse |  | EditUse as defined in [EIDR-FIELDS], Section 3.7. | xs:string | 0..1 |
| EditClass |  | EditClass as defined in [EIDR-FIELDS], Section 3.7. | xs:string | 0..n |
| MadeForRegion |  | Region for which version is intended. | md:Region-type | 0..n | choice |
| MadeForRegionExcluded |  | Region for which version is not intended. | md:Region-type | 0..n |
| Terms |  | Any additional terms that help define edit intent | md:Terms-type | 0..n |

If MadeForRegion corresponds one-for-one with CountryOfOrigin, it is the equivalent of EIDR’s CountryOfOrigin = “Domestic” [EIDR-FIELDS], Section 3.7.

If MadeForRegionExcluded corresponds one-for-one with CountryOfOrigin, it is the equivalent of EIDR’s CountryOfOrigin = “Domestic” [EIDR-FIELDS], Section 3.7.

## Sequence Parsing, Image Sequences

In this context, Sequences are an ordered set of objects. The primary use case is Image Sequences, although this applies to other sequences as well. An Image Sequences is an ordered collection of images (frames) that together comprise elements of a moving picture. Raw frames produced by a camera constitute an Image Sequence.

As sequences are often a collection of files, it is important to distinguish which file corresponds with each step in the sequence. Commonly the sequence (or frame) number is in the filename. Generally, sequence numbers are sequential. They sometimes start with 0 or 1, but just as commonly they will start with 1000 or some other base value. Sometimes they have a fixed number of digits with leading zeros (e.g., ‘0001’).

The SequenceParsing-type is intended to provide sufficient information to understand how an image sequence file name is encoded.

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Element** | **Attribute** | **Definition** | **Value** | **Card.** |
| **SequenceParsing-type** |  |  |  |  |
| PatternSpec |  | The specification that defines parsing rules. | xs:string | 0..1 |
| StartsWith |  | Number associated with the first in the sequence. | xs:integer | 0..1 |
| EndsWith |  | Number associated with the last in the sequence. This must be >= StartsWith. | xs:integer | 0..1 |
| FilenameEmbedding |  | If true, sequence is embedded in the filename. Attributes define the rules used when embedding. | xs:string | 0..1 |
|  | location | Where the sequence number is found.  | xs:string | 0..1 |
|  | preceededBy | Character or characters that preceed the sequence number | xs:string | 0..1 |
|  | terminatedBy | Character or characters that follow the sequence number | xs:string | 0..1 |
|  | fixedDigits | The number of digits including leading zeros of the sequence number. A value of 0 (default) means the number of digits is variable.  | xs:integer | 0..1 |
|  | sequential | If true (default), sequences numbers are sequential. If ‘false’ there may be gaps | xs:boolean | 0..1 |

PatternSpec refers to any specification that defines how sequence number can be determined within an image sequence. Typically, these specifications define file naming conventions. The following values are special values not associated with specifications

* ‘embedded’ – sequence is not in the filename and must be determined by looking in each file.
* ‘lexical – File name sort will generate the correct sequence. The first file is the first in the sequence.

Specification includes the following

* ‘VFX-NAME’ – VFX File Sequence Naming, produced by the Entertainment Technology Center (ETC) and MovieLabs
* ‘Netflix-plate’ – Netflix VFX Plate naming: <https://partnerhelp.netflixstudios.com/hc/en-us/articles/360055781274-VFX-Plate-Naming-Best-Practices>
* ‘Netflix-archive’ – Netflix Studios Picture Archival Assets: Folder Structure and File Naming Convention, <https://partnerhelp.netflixstudios.com/hc/en-us/articles/360000384727-Picture-Archival-Assets-Folder-Structure-and-File-Naming-Convention>
* ‘audio’ – Common audio file naming convention in the form <info>.<channel>.<ext> where <info> is the first part of the filename, the <channel> is channel identification, and <ext> is the file extension. For example, “MV01\_48.LFE.wav”.
* ‘alphabetical’ – Sequence corresponds with the alphabetical order of the filenames. In particular, the order of tracks in ChannelMapping corresponds with alphabetical order of file names.

StartsWith and EndsWith are the sequence numbers associated with the first and last elements in the sequence. For example, if the first frame number is 1000 and the last is 2000, StartsWith would be 1000 and EndsWith would be 2000. If there are additional frames (e.g., frame 999 is a slate frame), it is up to the content as to whether StartsWith would be 999 or 1000.

If FilenameEmbedding is true, the sequence number can be found in the filename. Most typically, the sequence number is the last item in the filename preceding the file extension. For example, in the filename un\_ff25\_ib\_0100\_el\_dd\_v001-fire.1000.exr the sequence number is 1000.

@location can have the following values

* ‘beginning – it is the first field in the filename
* ‘middle’ – sequence is somewhere in the middle of the filename, or is floating (possibly at the beginning or end)
* ‘end – it is the last field in the filename, as in the example above.

Generally, @location is not sufficient to parse a sequence number. If the lead-in characters, @preceededBy will contain those characters. If it is terminated by characters, those characters will be in @termintedBy. For example, if looks something like, “\_sn0001.” then the number is preceded by ‘\_sn’ and followed by ‘.’. @fixedDigits defines the number of digits of the sequence number. If necessary, it will be padded with zeros. For example, if @fixedDigits is 5 and the sequence number is 1000, it will be expressed as ‘01000’.

Sequence numbers are assumed to be sequential (e.g., 1000, 1001, 1002, etc.) unless sequential is ‘false’. ‘false’ indicates that frames might be missing (e.g., 1000, 1001, 1003, etc.).

## Timecode Encoding

Timecode references a specific time in an audio, video or subtitle track.

Timecode-type is identical to manifest:Timecode-type.

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Element**  | **Attribute** | **Definition** | **Value** | **Card.** |
| **Timecode-type** |  |  |  |  |
| Timecode |  | Timecode for referenced point in an associated track. | md:TimecodePattern-type |  |
|  | dropframe | Is timeframe dropframe used | xs:boolean | 0..1 |
|  | format | Format of the timecode. | xs:string | 0..1 |

TimecodePattern-type is xs:string with pattern ‘([0-9]+\.[0-9]+)|([0-9]{2}:){3}([0-9]{2})’. This allows timecodes with seconds and fractional sections (e.g., ‘1234.56’) and SMPTE timecode in the form hour:minute:second:frame (e.g., ‘01:22:33:23’).

Timecode as seconds and fractional seconds corresponds with a constrained form of the ‘offset-time’ syntax (without the metric field) of the media timebase defined in [TTML], Section 10.3.1, and corresponds with the referenced video subtitle and/or audio tracks. The metric is in units of seconds.

In the case of a rounding error that doesn’t result in an integer number of frames, the video and/or audio frame(s) that Timecode refers to shall be the next decodable frame after the time in the media referenced by this value. For example, in a 30fps progressive video track, the timecode 0.1 refers to the 3rd frame, and 0.101 refers to the 4th frame.

Note that the in some cases implementations will converted the fixed-point Timecode into floating point prior to performing calculations, potentially introducing rounding errors. Since decoding will round up, it is safest to represent non-integer timecodes with a value less than the precise frame time to ensure the correct frame will be chosen during decoding.

Encoding for @dropframe is as follows:

* ‘true’–SMPTE dropframe timecode is used
* ‘false’ – Drop frame is not used

@dropframe in this context does not generally provide useful information. Its use is discouraged unless the use case specifically requires this information. Encoding for @format is as follows:

* ‘seconds’ – timecodes are expressed in seconds (i.e., ‘([0-9]+\.[0-9]+)’ pattern). ‘seconds’ is the default.
* ‘hh:mm:ss:ff – timecodes are expressed in frames (i.e., ‘([0-9]{2}:){3}([0-9]{2})’ pattern)

Generally, when ‘seconds’ is used, time is relative to the beginning of the program (e.g., relative to the beginning of the Presentation [0-based]). When timecode is expressed in frames, it is referencing timecode in a specific track. Timecode format, frame rate, and drop frame values are the same as the referenced track.

## Ancillary Description

Ancillary Description includes any descriptive data associate with the work, such as trivia.

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Element**  | **Attribute** | **Definition** | **Value** | **Card.** |
| **AncillaryDescription-type** |  |  |  |  |
|  | ancillaryDescriptionID | Any identifier associated with this item | md:id-type | 0..1 |
| Type |  | Type of description (e.g., ‘trivia’) | xs:string |  |
| SubType |  | SubType associated with description | xs:string | 0..n |
| Description |  | Description, possibly localized | xs:string | 0..n |
|  | language | Language associated with Description. | xs:language | 0..1 |
| AdditionalTerms |  | Any additional terms associated with description | md:Terms-type | 0..n |

Type should be encoded as follows, as applicable

* ‘trivia’ – Trivia item

## Place

Events have place (venue) and time. Events can be as specific as a sporting event or concert, or as broad as Hundred Years’ War.

### Venue

A venue is a location for events.

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Element** | **Attribute** | **Definition** | **Value** | **Card.** |
| **Venue-type** |  |  |  |  |
|  | fictional | A value of ‘true’ indicates the venue is fictional. For example, “The Arena” in The Hunger Games or Hogwarts Quidditch pitch. | xs:boolean | 0..1 |
| Type |  |  | xs:string | 0..1 |
| SubType |  |  | xs:string | 0..n |
| Name |  | Name of venue | xs:string | 1..n |
|  | preferred | If ‘true’ this name is the preferred name for the venue.  | xs:boolean | 0..1 |
|  | language | Language of the name | xs:language | 0..1 |
| SubName |  | Name of a section of the larger venue. |  |  |
|  | preferred | If ‘true’ this name is the preferred name for the venue.  | xs:boolean | 0..1 |
|  | language | Language of the name | xs:language | 0..1 |
| Location |  | Location of the venue | md:LocationaAddress-type | 0..1 |

A venue might be an aggregation of smaller venues. For example, in Los Angeles, The Music Center has The Dorothy Chandler Pavilion, The Ahmanson Theatre, The Mark Taper Forum, and the Walt Disney Concert Hall. In this case, Name would be “The Music Center”, and SubName would be one or more of the others. In some contexts, the smaller venue (e.g., “Walt Disney Concert Hall”) could be used as the Name.

## Timeframe-type

A timeframe is a specific time (e.g., start time) or a time period (e.g., start and duration) associated with either an event (e.g., a sporting event or concert) or a scene. Time could be real, such as in a documentary, or it could be fictional (e.g., “Star Date”).

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Element** | **Attribute** | **Definition** | **Value** | **Card.** |
| **Timeframe-type** |  |  |  |  |
|  | fictional | Indicates if event corresponds with a real timeline (‘false’) or a fictional timeline (‘true’). | xs:boolean | 0..1 |
| Type |  | Type of period | xs:string | 0..1 |
| SubType |  | Subtype fo period | xs:string | 0..n |
| Date |  | Year, date or time of period | md:YearDateOrTime | 0..1 |
|  | approximate | Indicates Date is approximate  | xs:boolean | 0..1 |
| Duration |  | Duration of period | xs:duration | 0..1 |
|  | approximate | Indicates Duration is approximate  | xs:boolean | 0..1 |
| Description |  | Description of Period | xs:string | 0..n |
|  | language | Language of instance of Description | xs:language | 0..1 |

## Activity-type

Defines an activity, such as a sport.

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Element** | **Attribute** | **Definition** | **Value** | **Card.** |
| **Activity-type** |  |  |  |  |
|  | primary, fictional | Relationship attributes | md:ContentRelatedTo-attr | 0..1 |
| Type |  | Type of refence | xs:string |  |
| SubType |  | Additional detail for reference type | xs:string | 0..n |
| Name |  | Name or title of the activity | xs:string | 0..n |
|  | preferred | When there are multiple name instances, @preferred indicates a preferred name | xs:boolean | 0..1 |
|  | language | Language of instance of Name | xs:language | 0..1 |
| SubName |  | Additional naming description | xs:string | 0..n |
|  | preferred | When there are multiple name instances, @preferred indicates a preferred subname | xs:boolean | 0..1 |
|  | language | Language of instance of Name | xs:language | 0..1 |
| Identifier |  | Identifier for activity, generally to disambiguate activities | md:ContentIdentifier-type | 0..n |

# Basic Metadata

Basic Metadata is a set of data that are essentially ubiquitous in content systems. They may be used throughout.

## BasicMetadata-type

| Element | Attribute | Definition | Value | Card. |
| --- | --- | --- | --- | --- |
| **BasicMetadata-type** |  |   |  |  |
|  | ContentID | Content ID in Section 2. | md:ContentID-type |  |
| UpdateNum |  | Version of the metadata. Initial release should be 1. This is a value assigned by the metadata creator that should only be incremented if a new version of metadata is released. If absent, 1 is to be assumed. This is assigned by the metadata originator. | xs:int | 0..1 |
| LocalizedInfo |  | Instances of localized metadata.  | md:BasicMetadataInfo-type | 1..n |
| RunLength |  | Approximate Runlength of the referenced work (not the original product). Resolution SHALL be at least minutes. Resolution should be seconds or better. For a season or series, this should either be zero or the typical length of an episode. For broadcast, this should be the content length (e.g., an hour show with commercials might have a 44 minute RunLength). | xs:duration |  |
| ReleaseYear |  | The year of original release. This applies to the version that is being released. | xs:gYear |  |
| ReleaseDate |  | Year, Date or Date and Time of release or original air date. Adds month and day information to ReleaseYear. The year part of ReleaseDate must match ReleaseYear. | md:YearDateOrTime | 0..1 |
| ReleaseHistory |  | Information about releases | md:ReleaseHistory-type | 0..n |
| WorkType |  | Type of the work. See Work Type Enumeration. | xs:string |  |
| WorkTypeDetail |  | More specific definition of Work Type to allow a more detailed description | xs:string | 0..n |
| PictureColorType |  | Color type of asset. This SHALL not be included for audio-only assets. | md:ColorType-type | 0..1 |
| PictureFormat |  | A textual description of the aspect ratio format type, as defined below. This field does not contain the actual aspect ratio. | xs:string | 0..1 |
| ThreeD |  | Indicates whether work is in 3D. ‘true’ means 3D, ‘false’ or absent means not 3D. | xs:boolean | 0..1 |
|  | three60 | Indicates 360 video. ‘true’ means 360 video. False or absent means not 360. | xs:boolean | 0..1 |
|  | multiview | Indicates multiple views are present. For example, a set of synchronized 360 videos shot from different. ‘true’ means multiple views exist. ‘false’ or absent means single view. | xs:boolean | 0..1 |
| AspectRatio |  | Aspect ratio of active pixels, the form m:n (e.g., 4:3,16:9, 2:35:1) | xs:string | 0..1 |
|  | original | Whether AspectRatio is the original aspect ratio. | xs:boolean | 0..1 |
| FrameRate |  | Frame rate as integer. See FrameRate in Section 5.2.6. Note there is not multiplier or drop frame information. | xs:int | 0..1 |
|  | original | Whether FrameRate is the original frame rate | xs:boolean | 0..1 |
| AltIdentifier |  | Other identifiers for the same content. | md:AltIdentifier-type | 0..n |
| RatingSet |  | All ratings associated with this content | md:ContentRating-type | 0..1 |
| People |  | People involved in production, with the exception of alternate language-specific roles (e.g., voice talent for language dubbing) | md:BasicMetadataPeople-type | 0.. n |
| Group |  | A group of people, such as a team. | md:BasicMetadataGroup-type | 0..n |
| Place |  | Location associated with work, particularly for live events. If it is a weak association use ContentRelatedTo | md:Venue-type | 0..n |
| Timeframe |  | Timeframe associated with work, particularly for live events. If it is a weak association use ContentRelatedTo | md:Timeframe-type | 0..n |
| Activity |  | Type and description of an activity that is the subject of the work; such as a sport or concert | md:Activity-type | 0..n |
| CountryOfOrigin |  | The country from where the title originates, ISO3166-1 e.g., "US" for United States. A derived work should refer to the country of the original work.  | md:Region-type | 0..n |
|  | interpretation | Context in which to interpret CountryOfOrigin | xs:string | 0..1 |
|  | listingOrder | The preferred order of listing for this instance | xs:positiveInteger | 0..1 |
|  | intepretation | Deprecated misspelling in schema | xs:string | 0..1 |
| PrimarySpokenLanguage |  | Primary spoken language of original production. As guidance this can be considered, “The language lips move to.” If the primary language is a sign language (e.g., ‘ase’), it would be considered the PrimarySpokenLanguage. | xs:language | 0..n |
|  | listingOrder | The preferred order of listing for this instance | xs:positiveInteger | 0..1 |
| OriginalLanguage |  | The original language of the production.  | xs:language | 0..n |
|  | listingOrder | The preferred order of listing for this instance | xs:positiveInteger | 0..1 |
|  | spoken | Is the original language spoken. Generally, also listed in PrimarySpokenLanguage | xs:boolean | 0..1 |
|  | written | Is the original language written (i.e., text on screen) | xs:boolean | 0..1 |
|  | signed | Is the original language signed | xs:boolean | 0..1 |
| VersionLanguage |  | The language, if any, associated with this particular version.  | xs:language | 0..n |
| VersionIntent |  | Information describing the intent behind this version of the work. | md:VersionIntent-type | 0..1 |
| AssociatedOrg |  | Organization associated with the asset in terms of production, distribution, broadcast or in another capacity (see below for roles).  | md:AssociatedOrg-type | 0..n |
|  | role | Role of the associated organization. | xs:string | 0..1 |
| ContentRelatedTo |  | Specifies relationships between the content and other object (e.g., based on book; or part of a Universe, Brand or Franchise). | md:ContentRelatedTo-type | 0..n |
| AncillaryDescription |  | Additional description associated with the work (e.g., trivia) | md:AncillaryDescription-type | 0..n |
| SecurityTitle |  | Security or working title.  | xs:string | 0..1 |
|  | expiration | Date when security title is no longer needed (i.e., reverts to actual title) | md:YearDateOrTime-type | 0..1 |
| SequenceInfo |  | Indicates how asset fits into sequence | md:ContentSequenceInfo-type | 0..1 |
| Parent |  | Metadata for parent items. Note that this is recursive. | md:BasicMetadataParent-type | 0..n |
| Terms |  | Any other terms | md:Terms-type | 0..n |

### Basic Metadata Definitions

#### WorkType and WorkTypeDetail Enumerations

WorkType shall be enumerated to one of the following (categories are to support the definition, but are not included in the enumeration). WorkTypeDetail is stated where applicable.

Music related:

* ‘Album’ – A collection of songs
* ‘Song’
* ‘Music Video’ – Short form music video, not ‘Performance Art’ or ‘Concert’
* ‘Concert’ – Live performance such as a concert, not ‘Performing Art’.
* ‘Ring Tone’
* ‘Other Music’

Film related:

* ‘Movie’ – A full length movie regardless of distribution (e.g., theatrical, TV, direct to disc, etc.) and content (e.g., includes documentaries).
	+ Acceptable WorkTypeDetail values include ‘theatrical’, ‘feature’, ‘for TV’, ‘documentary’ and ‘no-audio. ‘no-audio’ may be used for very rare old films that were produced with no audio (not even music); not to be confused with ‘silent’ genre.
* ‘Short’ – a film of length shorter than would be considered a feature film.

Episodic and repeating show related:

* ‘Series’ – a show that might span one or more seasons or might be a miniseries.
	+ Acceptable WorkTypeDetail values includes ‘miniseries’
* ‘Season’ – a season of a Series. It will contain one or more episodes.
* ‘Volume’ – a proper subset of a Season with sequential episodes.
* ‘Episode’ – an episode of a season or miniseries. A pilot is also an episode. If episode is a ‘webisode’, ‘mobisode’ or other specialized sequence, it should be noted in Keywords.
* ‘Non-episodic Show’ – TV or other show that is not traditionally episodic; for example, sports and news.
	+ Acceptable WorkTypeDetail values include ‘Sports’ and ‘News’.
	+ Note that a ‘Non-episodic Show’ is often part of a Season which is part of a Series such as “News at 10:00” or “Wednesday Night Badminton”.

Related Material

* ‘Promotion’ – promotional material associated with media. This includes teasers, trailers, electronic press kits and other materials. Promotion is a special case of ‘Ad’.
	+ Acceptable WorkTypeDetail values include ‘Trailer’, ‘Teaser’ and ‘EPK’.
* ‘Ad’ – any form of advertisement including TV commercials, informercials, public service announcements and promotions not covered by ‘Promotion’. This does not include movie trailers and teasers even though they might be aired as a TV commercial.
* Any DigitalAssetCardset-type/Type value defined in Section 5.2.12.2 can be used as a WorkType.

Other:

* ‘Excerpt’ – An asset that consists primarily of portion or portions of another work or works; for example, something having the ‘isclipof’ or ‘iscompositeof’ relationship.
* ‘Supplemental’ – Material designed to supplement another work. For example, an extra associated with a Movie for a DVD.
* ‘Collection’ – A collection of assets not falling into another category. For example, a collection of movies.
* ‘Franchise’ – A collection or combination of other types, for example, a franchise might include multiple TV shows, or TV shows and movies.

Sports other competitive event grouping

* ‘Tournament’ – A series of competitive sporting or gaming events designed to result in a winner, winners, or ranking of the competitors.
* ‘Tournament Stage’ – A phase of a tournament distinct from other stages of a tournament, often by a different set of rules. For example, one stage might be round robin, with another stage being elimination.
* ‘Tournament Round’ – A phase in a tournament (or stage), typically resulting in a substantial reduction of contestants. Some tournaments eliminate half of the contestants at each round.

Other Media:

Note: Most descriptive information applies to apps/applications, although some fields may not apply.

* ‘App’ – An App or Application. WorkTypeDetail may include
	+ ‘Commerce’ – Commerce experience, typically selling something
	+ ‘Game’
	+ ‘LiveFeed’ – Live data feed. This is not to be used for live video feeds.
	+ ‘Comic’ – Digital comic
* ‘Immersive’ – Immersive Content. WorkType Detail may include
	+ ‘AR” – Augmented Reality
	+ ‘VR’ – Virtual Reality
	+ ‘MR’ – Mixed Reality (MR)
* ‘Mixed-Media’ – Mixed Media Experience. Such as Cross-Platform Extras iTunes Extras package.
* ‘Gallery’ – An image gallery.
* ‘Other’ – Metadata is used in a context-specific manner.

Other Art forms

* ‘Visual Art’ – Visual arts. For example, as paintings, sculptures and photographs
* ‘Performing Art’ – Performing arts other than music (see ‘Music related’ above). For example, musicals, plays, operas, and ballets

“Printed” Media

* ‘Book’ – Printed books, e-books, scrolls, codices (codex), manuscripts, etc. WorkTypeDetail may include
	+ ‘Graphic Novel’ – A book in comic form (i.e., images with text or other visual information)
* ‘Book-series’ – A sequenced series of books, such as *Harry Potter*
* ‘Monographic-Series’ – Monograph series.
* ‘Serial’ – Any work published in succession, such as newspaper, magazine, comic book series, comic strip, journal. WorkTypeDetail can include:
	+ ‘Comic Book’ – Periodical in comic form
	+ ‘Comic Strip’ – Comic strip series (as opposed to individual strip)
* ‘Comic Book’ – Single issue of comic book serial
* ‘Comic Strip’ – Instance of comic strip (i.e., single strip that might be published on a date).

Other related materials, typically used in RelatedTo.

* ‘Competition’ – Any competition ranging from sports to poetry slams. Note that this is the competition itself, not an audiovisual recording or broadcast of the event.
* ‘Amusement’ – Objects or media designed to provide amusement. For example, games (video, board, card, roll playing), toys, and amusement park rides.

Although there is some overlap with Genre, WorkType and WorkTypeDetail are not language or culturally specific. Although terms may overlap, the usage does not. For example, a broadcast of a sporting event would have a WorkType of ‘Non-episodic Show’ and WorkTypeDetil of “sports”, where a documentary on sport would have the ‘Movie” WorkType with WorkTypeDetail of “documentary”. This documentary might have a keyword of “sport”. WorkTypeDetail values such as ‘documentary’, ‘sports’, ‘news’, ‘for-tv’ and ‘no-audio’ can be applied to any applicable WorkType.

Similar to sports documentaries, a documentary that covers one or more music concerts, interviews, narration, or any material added to performance is a ‘Movie’.

A WorkTypeDetail of ‘360’ refers to 360-degree video. It may be applied to any video WorkType. For example, a 360-degree bonus video would be encoded with WorkType of ‘Supplemental’ and WorkTypeDetail of ‘360’.

Additional encoding suggestions for WorkTypeDetail can be found in, *MDDF Encoding Guidance: Audiovisual Type and Subtype* [BP-AVType].

#### ColorType-type

md:ColorType-type enumerates the picture color types. The enumerations are as follows:

* ‘color’ for color. If the work contains color, but is not clearly classified into one of the other categories, is should use the ‘color’ type.
* ‘bandw’ for black and white
* ‘colorized’ for colorized video (i.e., different from the original that is typically black and white).
* ‘composite’ for color composite (e.g., “Sin City”).
* ‘unknown’ for assets based on legacy metadata where color type is not specified.

#### Picture Format Encoding

PictureFormat may be one of the following:

* ‘Letterbox’ – horizontal bars or other background appear above and/or below the picture’s active pixels.
* ‘Pillarbox’ – vertical bars or other background appear to the left and/or right of the picture’s active pixels.
* ‘Full’ – The active pixels fit the full area of the picture (within a few pixels). The entire original image is substantially included. This should not be confused with *fullscreen*, a term that may also refer to Pan and Scan.
* ‘Stretch’ – The active pixels fit the full area of the picture (within a few pixels). The entire original image is substantially included. The image has been visibly stretched in one dimension to fit (e.g., a 4:3 image stretched to 16:9 frame).
* ‘Pan and Scan’ – The active pixels the fit full area of the picture (within a few pixels). Part of the original image is not included. This includes fixed cropping, pan-and-scan and other cropping methods.
* ‘360’ – 360 linear video.
* ‘Other’ – A picture format encoding other than the above applies. For example, ‘Smilebox’.

#### UpdateNum

UpdateNum is an integer rather than a string (e.g., “2.3.1”) to simplify ordering. The Content Provider SHALL issue updates with increasing numbers.

#### OriginalLanguage, PrimarySpokenLanguage, and VersionLanguage

OriginalLanguage is the language associated with the original production of the work. OriginalLangauge usually corresponds with PrimarySpokenLanguage, although not necessarily. A silent movie with title cards would have OriginalLanguage associated with those title cards. Anime from Japan would be considered ‘jp’, even though other language audio tracks might be available. There may be multiple OriginalLanguge elements if more than one language is associated with work. For example, the movie *Babel h*as multiple OriginalLanguage elements. The movie *Hunt for Red October* would have one OriginalLanguage (i.e., English), even though there is spoken Russian. Mel Brooks *Silent Movie* would have an OriginalLanguage of English.

PrimarySpokenLanguage is a Primary spoken language spoken in the original production. That is, the language spoken by the actors, or more specifically, the language in which their lips are moving. It should include usage for meaningful dialog, but not an occasional word. For example, the movie *Babel* has multiple PrimarySpokenLanguage elements. The movie *Hunt* *for Red October*, would have two: English and Russian. The movie *Silent Movie*, even with one word spoken, would have no PrimarySpokenLanguage elements. Silent films would not have a PrimarySpokenLanguage.

VersionLanguage refers to the particular version of the work. This should only exist if the title was edited for a particular language release.

#### AssociatedOrg

See Section 3.5.2.

#### Release Information Encoding, ReleaseHistory-type

ReleaseType may include the following values:

* ‘original’ – first worldwide, regardless of channel
* ‘AVOD’ – Advertising supported VOD
* ‘Blu-ray’
* ‘Broadcast’
* ‘DVD’
* ‘Festival’
* ‘FOD’ – Free on demand
* ‘Hospitality’ – Includes hotel and inflight entertainment (IFE)
* ‘InternetBuy’ – Offered for purchase on the Internet.
* ‘InternetRent’ – Offered for rent on the Internet.
* ‘local’ – local release
* ‘PayTV’ – Premium TV
* ‘Production’ – used to capture production data, especially date (typically completion of production)
* ‘PVOD’ – Premium VOD
* ‘SVOD’ – Subscription VOD
* ‘Theatrical’
* ‘VOD’ – Home VOD

This list may be expanded.

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
|  **Element** | **Attribute** | **Definition** | **Value** | **Card.** |
| **ReleaseHistory-type** |  |  |  |  |
| ReleaseType |  | Release type as described above | xs:string |  |
|  | wide | Whether this release is a wide release, particularly for theatrical | xs:boolean | 0..1 |
| DistrTerritory |  | Where it was released. | md:Region-type | 0..n |
| Date |  | When title was released. This may be a year, a date or a date and time. Generally, date is preferred over year. Date-time is preferred for broadcast air dates. | md:YearDateOrTime-type |  |
|  | scheduled | Date is assumed to be an actual date unless scheduled is included and holds the value ‘true’ | xs:boolean | 0..1 |
| Description |  | Description of the release, | xs:string | 0..1 |
| ReleaseOrg |  | Organization involved with this release. | md:AssociatedOrg-type | 0..n |

#### CountryOfOrigin

There are several interpretations of the country where a work originates, and this specification leaves that to studio policies or best practices.

The broadest definition is the home country of the companies which had primary creative control of the creation of the work. A dubbed censored edit might have a different Country of Origin than its parent. In some cases, such as international joint ventures, the country or countries of origin are determined by agreement and may not directly correlate with other factors. CEN 15907 “Country of Reference” [CEN15907] can be used as CountryOfOrigin.

Other examples of country of origin include *the country with the greatest production expenditures*, which, for audiovisual works, often coincides with *the country with the majority of filming*. As neither of these are necessarily reported by studios, it is generally up to the studio to simply declare the country of origin.

Given the range of interpretation of this field, there is an advantage to not being too specific. However, if it is necessary to be specific, the @interpretation attriute can be used. When @interpretation is used, the following values should be used for the associated concept

* ‘creative’ – a country associated with ‘primary creative control’ as defined above.
* ‘financial’ – a country associated with financial control
* ‘location’ – a country associated with significant principal photography, visual effects, or other creation of picture or sound.

### BasicMetadataInfo-type

This contains language-specific descriptive information.

In accordance with RFC5646, language may be inclusive of both language and character set. If submission uses more than one language or more than one character set, then multiple instances of this element may need to be supplied.

When LocalizedInfo is targeted to a language, @language is used. When it is targeted to a region, Region or ExcludedRegion is used. When it is targeted to a specific audience, TargetAudience is used. These can be used in conjunction with each other. When multiple instances of LocalizedInfo instances exist, they must contain unique combinations of @language, Region, ExcludedRegion, and TargetAudience to disambiguate them. When conditions overlap, the most narrowly targeted LocalizedInfo should be used. For example, if a LocalizedInfo reference English and the US, when used in the US it should be preferred over another LocalizedInfo that just references English.

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Element | Attribute | Definition | Value | Card. |
| **BasicMetadataInfo-type** |  |   |  |  |
|  | language | Language for this set of metadata as defined in Section 3.1. language should be as specific as possible (e.g., ‘ja-kata’ instead of ‘ja’). | xs:language |  |
|  | default | Indicates whether this is a language to use if no other available language is meaningful within the usage context (e.g., the native langue for the user). ‘true’ indicates yes. ‘false’ or absence indicates no. | xs:boolean | 0..1 |
|  | condition | Identifies condition under which this LocalizeInfo applies. See [Manifest], Section 9.2 for recommended enumerations. | xs:string | 0..1 |
| TitleDisplay19 |  | A brief version of the feature title (for display) that is up to a maximum length of 19 chars. This field is deprecated and we recommend UIs use TitleDisplayUnlimited. | xs:string | 0..1 |
| TitleDisplay60 |  | A 60-character-or-less version of the title for display in UIs that can’t accommodate titles longer than 60 characters. We recommend UIs use TitleDisplayUnlimited. | xs:string | 0..1 |
| TitleDisplayUnlimited |  | A display title with no length limit. It is recommended this be limited to no more than 256 characters. | xs:string | 0..1 |
| TitleSort |  | A sortable version of the feature title, e.g., "Incredibles, The" separated by commas. | xs:string | 0..1 |
| ArtReference |  | Reference to art image | xs:anyURI | 0..n |
|  | resolution | String in the form *col*x*row* (e.g., 800x600 would mean an image 800 pixels wide and 600 pixels tall).  | xs:string | 0..1 |
|  | purpose | Purpose of image. No controlled vocabulary defined in this spec. | xs:string | 0..1 |
| Summary190  |  | The title description – sentence. (max 190 char) | xs:string | 0..1 |
|  | cast | Flag to indicate if cast is or is not included in summary description. Missing assumes ‘false’. | xs:boolean | 0..1 |
| Summary400 |  | The title description -one paragraph, could be used as description in EPG. (max 400 char) | xs:string | 0..1 |
|  | cast | Flag to indicate if cast is or is not included in summary description. Missing assumes ‘false’. | xs:boolean | 0..1 |
| Summary4000 |  | The title description – multi-paragraph. (max 4000 char) | xs:string | 0..1 |
|  | cast | Flag to indicate if cast is or is not included in summary description. Missing assumes ‘false’. | xs:boolean | 0..1 |
| DisplayIndicators |  | Indicators that MAY affect UI display. See Display Indictor Encoding below. | xs:string | 0..n  |
| Genre |  | Subject-matter classification of the show. See Genre Encoding below. | xs:string | 0..n |
|  | source | Naming system from which genre is derived.  | xs:anyURI | 0..1 |
|  | id | Identifier for genre used within source | xs:string | 0..1 |
|  | level | Indicates precedence of genre, with a lower number being high precedence. | xs:integer | 0..1 |
| Keyword |  | Keyword | xs:string | 0..n |
| VersionNotes |  | A descriptive statement about the reason why this cut was created or what its content represents with reference to other versions of this work. Do not include information about the language of the title in this field. If the cut is for a censor in a particular linguistic region, the region associated with the censor or censor name should be used, i.e., German censor version. VersionNotes may include edits for content, such as “Airplane Version”. | xs:string | 0..1 |
| Region |  | Region where this instance of LocalizedInfo applies. This further constrains usage beyond @language.  | md:Region-type | 1..n | 0..1 choice |
| ExcludedRegion |  | Regions where LocalizedInfo does not apply | md:Region-type | 1..n |
| TargetAudience |  | The intended audience for this LocalizedInfo object. | md:Audience-type | 0..n |
| OriginalTitle |  | Original title (no size limits). | xs:string | 0..1 |
| CopyrightLine |  | Displayable copyright line.  | xs:string | 0..1 |
| PeopleLocal |  | People involved in the localized production, typically local voice actors. | md:BasicMetadataPeople-type | 0..n |
| TitleAlternate |  | Alternate titles | xs:string | 0..n |
|  | type | Type of alternate title | xs:string | 0..1 |
|  | language | The language of TitleAlternate if different from language attribute for BasicMetadataInfo-type. | xs:language | 0..1 |
| Terms |  | Any other terms | md:Terms-type | 0..n |

#### Display Indicator Encoding

The values used for Display Indicator are at the discretion of the Publisher and the Retailer. Examples of values conceived for this element include, “CC”, “DVS”, “P” (season premiere) and “F” (finale).

#### Genre Encoding

Genre is culturally and contextually specific, so different genre classifications may exist for different regions. This section presents a few alternatives for genre enumeration. Others will apply. Any genre list may be used.

The source attribute should be used for defined genre sets. It should be a URL that uniquely and unambiguously identifies a genre classification system. Ad hoc genre naming systems should use a URI whose namespace is under the control of the author.

The @id attribute may be used when a genre has an ID associated with the text string. In this case, the text string goes in the element, and the ID goes in the attribute. For example, using the EBU metadata, when the genre is “Surfing” the ID is “3.2.6.10”.

@id may also be formatted as follows: “md:genre:” <scheme> “:” <SSID>. <scheme> is given in the table below. SSID is the value defined for that genre. For example, “md:genre:common:action”. For hierarchical genres, levels can be separated by colons (“:”).

The level attribute indicates which genres are primary genre, main genre, subgenre, etc. A lower number indicates a higher precedence. Primary should be encoded as ‘0’. Only one instance of a primary should be included for a source.

Following are some genre encoding that may be used. Others may be used as well.

|  |  |  |  |
| --- | --- | --- | --- |
| **Region (Language)** | **Source** | **Scheme** | **’source’ attribute value** |
| United States, Canada (English) | Common Metadata | common | <http://www.movielabs.com/md/md/common_genre.html>  |
| United States, Canada (English) | Library of Congress, Motion Picture and Television Reading Room | loc | <http://www.loc.gov/rr/mopic/miggen.html>  |
| Europe | European Broadcast Union (EBU) Tech 3295 – P\_META Metadata Library, v 2.0, EBUContentGenre | ebu | <https://www.ebu.ch/metadata/cs/ebu_ContentGenreCS_p.xml.htm> and <https://www.ebu.ch/metadata/cs/ebu_ContentGenreCS.xml>  |
| United States, Canada (English), TV | Cable Television Laboratories (CableLabs) | cablelabs | <http://www.cablelabs.com/projects/metadata/downloads/genre_classification_list.pdf> [Note: this link is not active and there is no link. Use this as value for ‘source’ if you are still using this classification. |
| Worldwide | Media Entertainment Core (MEC) from Entertainment Merchant’s Association (EMA) and Digital Entertainment Group (DEG) | mec | <http://www.movielabs.com/md/mec/mec_primary_genre.html>  |
| Selected territories | UltraViolet practices (includes guidance) | dece | <https://www.uvcentral.com/sites/default/files/files/PublicSpecs/Genres%20in%20UltraViolet.pdf>  |

#### TitleAlternate/type Encoding

The following types should be used for the type attribute describing an AlternateTitle element:

* ‘alternative’ – legitimate alternative titles used to refer to the work. Shortened titles and common variations are included in this category. Most alternate titles are in the category.
* ‘misspelling’ – the title with a common misspelling. This should be included rarely, and a comprehensive list of possible misspellings should *not* be included.
* ‘StartsWith’ – search-centric title using convention typically used in Japan

For the movie “Terminator 2: Judgment Day”, ‘alternate’ titles could include “T2”, “Terminator 2”, “Terminator Two”, and “Judgment Day”. A ‘misspelling’ title could include ‘Terminator 2: Judgement Day”.

Alternate titles may include a language attribute to indicate a language different from the language attribute in the parent element. For example, if the LocalizedInfo is in Hiragana and there is a Katakana TitleAlternate with a type of “StartsWith”, the language should be ‘ja-kata’.

### ContentIdentifier-type, AltIdentifier-type

This is designed to provide a cross reference to all other identifiers associated with this content. ContentIdentifier-type is a simple type based on md:id-type.

Namespace will be any namespace as listed in Table 2-1.

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Element** | **Attribute** | **Definition** | **Value** | **Card.** |
| **ContentIdentifier-type** |  |  |  |  |
| Namespace |  | Namespace of identifier from Content ID table in the Identifiers section. | xs:string |  |
| Identifier |  | Value of identifier. | xs:string |  |
| Location |  | Reference location for item in the referenced namespace.  | xs:anyURI | 0..1 |
| Scope |  | Scope within Namespace for this identifier. For example, if Namespace is “EIDR”, Scope can be “Abstraction” | xs:string | 0..1 |
|  | subscope | Additional detail on the scope. | xs:string | 0..1 |

Scope constrains the Namespace to a specific category of identifier. For example, although the Namespace of “EIDR” defines the identifier structure, it is non-specific as to whether that identifier is an abstraction, an edit, or a manifestation. That information goes in Scope.

If Namespace is EIDR, Scope element may have the same values as EIDRURN-type/@scope as defined in Section 2.1.2.:

The subscope further constraints Scope. For example, if the identifier is a language edit, subscope might be ‘language’.

### BasicMetadataPeople-type

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Element** | **Attribute** | **Definition** | **Value** | **Card.** |
| **BasicMetadataPeople-type** |  |  |  |  |
| Job |  | Description of job function and, if applicable, character(s) | md:BasicMetadataJob-type | 1..n |
| Name |  | Person or entity’s name  | md:PersonName-type |  |
| Identifier |  | Formal identifier for this individual. | md:PersonIdentifier-type | 0..n |
| Gender |  | Gender | md:Gender-type | 0..1 |
| Pronouns |  | Pronouns associated with this person | md:Prounouns-type | 0..1 |
| Salutations |  | Titles and honorifics associated with person | md:Salutations-type | 0..1 |
| ImageReference |  | Reference to image associated with this person | xs:anyURI | 0..n |
|  | resolution | String in the form *col*x*row* (e.g., 800x600 would mean an image 800 pixels wide and 600 pixels tall).  | xs:string | 0..1 |
|  | purpose | Purpose of image. No controlled vocabulary defined in this spec. | xs:string | 0..1 |
| Biography |  | Biography of person or entity | xs:string | 0..n |
|  | language | Language of with Biography. One instance should be included for each localized language. | xs:language | 0..1 |

#### BasicMetadataJob-type

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Element** | **Attribute** | **Definition** | **Value** | **Card.** |
| **BasicMetadataJob-type** |  |  |  |  |
| JobFunction |  | Role in production of media. Role is encoded in accordance with “Role Encoding” above. This version is displayable, but JobDisplay is preferred if present. | md:Role-type  |  |
|  | scheme | The Role Scheme if alternate role systems are used. | xs:string | 0..1 |
| JobDisplay |  | Displayable version of Role. This allows metadata encoder to be more specific. For example, while JobFunction allows encoding of “Assistant Cameraman”, JobDisplay could be “1st Assistant Cameraman”. | xs:string | 0..n |
|  | language | Language of JobDisplay. There may be multiple instances of JobDisplay, but only with unique language attributes. | xs:language | 0..1 |
| BillingBlockOrder |  | Order of listing, starting with 1. If missing, implies infinity and may be listed in any order. This need not be contiguous. Multiple instances are only allowed when order is different in different territories. | xs:int, [1..maxint] | 0..n |
|  | topBilled | Indicates talent is top-billed. | xs:boolean | 0..1 |
|  | region | Region for this billing block order when order is different in different territories. | md:RegionUnion-type | 0..1 |
| Character |  | For actors, what role(s) they are playing. May be more than one. | xs:string | 0..n |
| CharacterInfo |  | Detailed information about the Character, including localized names and identifiers | md:BasicMetadataCharacter-type | 0..1 |
| Guest |  | Whether this is a guest role (e.g., guest actor). If ‘true’, Job is as a guest. ‘false’ or absent is not guest. | xs:boolean | 0..1 |

##### BasicMetadataCharacter-type

Includes character information including localized names and associated identifiers. Note that this is redundant with the Character object which does not support localization or IDs.

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Element** | **Attribute** | **Definition** | **Value** | **Card.** |
| **BasicMetadataCharacter-type** |  |  |  |  |
| CharacterName |  | Name of character. | xs:string | 1..n |
|  | language | Language of character name. One instance should be included for each localized language. | xs:language | 0..1 |
| CharacterID |  | Identifier associated with the character. | md:PersonIdentifier-type | 0..n |
| Nonfictional |  | If True, character is a non-fictional (i.e., a real person) | xs:boolean | 0..1 |
|  | appearance | Context of their appearance. Only valid if NonFictional is True. | xs:string | 0..1 |
| Gender |  | Gender of character | md:Gender-type | 0..n |
| Pronouns |  | Pronouns associated with this character | md:Prounouns-type | 0..1 |
| Salutations |  | Titles and honorifics associated with person | md:Salutations-type | 0..1 |
| GroupingEntity |  | Group to which Character belongs, such as Franchise or Universe | md:GroupingEntity-type | 0..n |
| ImageReference |  | Reference to image associated with this character | xs:anyURI | 0..n |
|  | resolution | String in the form *col*x*row* (e.g., 800x600 would mean an image 800 pixels wide and 600 pixels tall).  | xs:string | 0..1 |
|  | purpose | Purpose of image. No controlled vocabulary defined in this spec. | xs:string | 0..1 |
| CharacterDescription |  | Description of character | xs:string | 0..n |
|  | language | Language of with CharacterDescription. One instance should be included for each localized language. | xs:language | 0..1 |

There is no default for Nonfictional. If True, character is a nonfictional character (e.g., Winston Churchill in *Finest Hour*). If False, character is known to be fictional. If absent, assumptions should not be made. If a character is playing themselves, CharacterName should match the person’s name exactly, and identifiers should match.

Nonfictional/@appearance indicates why the character is appearing. They could be appearing as themselves (e.g., John Malkovich in *Being John Malkovich*), in mostly accurate representation (Winston Churchill) or in a fictionalized derivation (e.g., *Abraham Lincoln, Vampire Slayer*). Full definition of @appearance is left for definition in best practices, for possible inclusion here in the future.

#### BasicMetadataParent-type

This allows parent metadata to be included either by inclusion or reference. Usage rules will define if and when ParentContentID may be used in lieu of Parent. This is an optimization to avoid repeating full metadata sets when multiple objects have the same parent.

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Element** | **Attribute** | **Definition** | **Value** | **Card.** |
| **BasicMetadataParent-type** |  |  |  |  |
|  | relationshipType | The relationship between this asset and its parent as defined below. | xs:string | 0..1 |
| Parent |  | The parent metadata object. | md:BasicMetadata-type | (choice) |
| ParentContentID |  | Same as Parent, although included by reference instead of inclusion. | md:ContentID-type |
| SequenceInfo |  | Indicates how asset fits into sequence | md:ContentSequenceInfo-type | 0..1 |
| Region |  | Regions where sequence applies. If Region and RegionExcluded both absent, applies to all regions. | md:Region-type | 1..n | 0..1 choice |
| ExcludedRegion |  | Regions where sequence does not apply | md:Region-type | 1..n |

The relationshipType attribute may have the following enumerations:

* ‘isclipof’ – The asset is a subset of the larger body that is a contiguous subset of the parent. It may include unique small amounts of pre- and post-material such as new titles and credits. A typical example is a clip extracted from a larger video.
* ‘isepisodeof’ – The asset is an instance of an ordered sequence (i.e., an episode)
* “isseasonof’ – The asset is a season and the parent is a show
* ‘ispartof’ – The asset is one complete segment of a larger body not covered by other definitions here. This may include a movie that is part of a series of movies. A song will be part of an album.
* ‘isderivedfrom’—The asset is a modification of the parent work. Some examples include a colorized version derived from a B&W version, and an edit such as a “Director’s Cut” or “Unrated Edition”.
* ‘iscompositeof’ – Asset includes a subset of the parent, such as may be found in a mashup. This contrasts a clip which is a proper subset otherwise unmodified.
* ‘issupplementto’ – is supplemental material. For example, outtakes and makings-of would be supplements.
* ‘ispromotionfor’ – is promotional material, such as a trailer. This is used when the child object has a work type of ‘Promotion’ and it is a promotion for the parent object.
* ‘isbasedon’ – Is based on a fictional or non-fictional, event, person, book, or other entity.
* ‘isdescendentof’ – Relation is to an ancestor that is not a parent (e.g., from episode to a Series).

Note that the parent object supplements information in the work—there is no structural or implied inheritance. When parents exist, they should be included either directly or by reference in each BasicMetadata-type element instance.

When SequenceInfo is included, it is the sequence information in the context of this parent. This must be included if there are multiple Parent instances when those parents are sequenced. For example, if there are multiple Parent instances with relationshipType of ‘isepisodeof’ and the episodes are ordered, then SequenceInfo is be included. Also, for example, if relationshipType is ‘isclipof’ (an unordered relationship), SequenceInfo would not be included. It is recommended that whenever BasicInfo/SequenceInfo is included and there is a Parent object, Parent/SequenceInfo also be included.

For backwards compatibility, when there is a single Parent object and Parent/SequenceInfo is included, BasicMetadata/SequenceInfo should be included. When there are multiple sequenced Parent objects, BasicMetadata/SequenceInfo should not be included.

#### ContentSequenceInfo-type

Describes Sequence, if part of sequence (episode, season, movie series, etc.). The actual sequence type is defined by the WorkType element.

Either Number or HouseSequence must be included. An element with HouseSequence but no number indicates the asset is non-sequenced and the HouseSequence is included for reference. This might be the case for a documentary whose airing sequence is irrelevant but the HouseSequence is still usable for management of the asset.

If neither Number nor HouseSequence is included, the ContentSequenceInfo-type based element should not be included.

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Element** | **Attribute** | **Definition** | **Value** | **Card.** |
| **ContentSequenceInfo-type** |  |  |  |  |
| Number |  | Where it fits in sequence (e.g., episode 1 is “1”). Start with 1. If it is the only one in the sequence, it is numbered 1. Generally, sorting is done by Number. This is a strict ordering that may not necessarily correspond with the actual release number. For example, if a show issues with episodes represented in DistributionNumber as‘1’, ‘2’, ‘3a’, ‘3b’ and 4, the corresponding Number will be ‘1’, ‘2’, ‘3’, ‘4’ and ‘5’.  | xs:int |  |
| DistributionNumber |  | A flexible, but mainly numeric, representation of the sequence of release within a set or season as used in distribution.  Note that ContentNumber-type allows non-numeric values such as '3a' and '1.2'. | xs:string | 0..1 |
|  | domain | The namespace domain for the element |  | 0..1 |
| HouseSequence |  | Identifier used internally for the asset. This might not be ordered the same as Number and is general in format allowing the inclusion of season or other information, e.g. 'S03E15' or 'GT0315' This is sometimes called Production ID. | xs:string | 0..1 |
|  | domain | The namespace domain for the element |  | 0..1 |
| AlternateNumber |  | Another identifier by which this item is known, e.g., a number used by a distributor, such as a network, that does not fall into the above definitions. It also is general in format and may include season or other information. | xs:string | 0..n |
|  | domain | The namespace domain for the element |  | 0..1 |

### BasicMetadataGroup-type

A group is an organization that includes people. This element provides for listing of the people within a group.

A sports team is an example of a group. It has an identity to itself and includes people in their associated roles. This is particularly useful for sports teams because each team can be listed as its own group.

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Element** | **Attribute** | **Definition** | **Value** | **Card.** |
| **BasicMetadataGroup-type** |  |  | md:AssociatedOrg-type (by extension) |  |
| Level |  | Level of the organization. 0 is the bottom (e.g., a team) | xs:nonNegativeInteger | 0..1 |
| Description |  | Description of group | xs:string | 0..n |
|  | language | Language of with Description. One instance should be included for each localized language. | xs:language | 0..1 |
| ImageReference |  | Reference to image associated with this group | xs:anyURI | 0..n |
|  | resolution | String in the form *col*x*row* (e.g., 800x600 would mean an image 800 pixels wide and 600 pixels tall).  | xs:string | 0..1 |
|  | purpose | Purpose of image. No controlled vocabulary defined in this spec. | xs:string | 0..1 |
|  | language | Written language on image | xs:language | 0..1 |
| AltIdentifier |  | Any identifier associated with group | md:ContentIdentifer-type | 0..n |
| People |  | A member of the group | md:BasicMetadataPeople-type | 0..n |
| ParentOrganizationID |  | Reference to a parent organization. This would typically refer to @organizationID in that organization’s attributes. | md:orgID-type |  | Optional choice |
| ParentGroup |  | Recursive inclusion of parent group. | md:PersonIdentifier-type | 1..n |

An example of groups would be teams. Each team would have its own group with a role that identifies it as a group. A parent organization, such as a league, could be listed as another group. If there is a league and two teams the organization should be clear.

Alternatively, the league could be referenced in ParentOrganizationID or included in ParentGroup. This would provide an explicit linkage.

## Compilation Object

A Compilation Object is a grouping outside of the structure of Basic Metadata (i.e., Parent definitions). Compilation Objects may include metadata, either by inclusion or reference. The md:CompObj-type is designed as a simple list of entries. It is intended for inclusion within other structures. The md:CompObjData-type is a more standalone structure that has an ID and a DisplayName field at the top level, and then the entries. Lists of entries are ordered. For example, if the entries are season premieres of a given show, they can be ordered in season order; and that ordering should be preserved.

### CompObj-type

The following defines a compilation.

Generally, a compilation will contain Entry elements defining the content of the compilation. Use of CompilationClass is optional.

In some circumstances such as Avails and in identifier metadata, knowledge of the entries might not be known or needed. In this case, it is acceptable to include CompilationClass with no Entry elements. Note that if Entry is absent, CompilationClass is required, and if CompliationClass is empty, Entry is required.

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Element** | **Attribute** | **Definition** | **Value** | **Card.** |
| **CompObj-type** |  |  |  |  |
| Entry |  | An individual entry in the compound object. The list is ordered. | md:CompObjEntry-type | 0..n |
| CompilationClass |  | A description of the compilation | xs:string | 0..1 |
|  | hasOtherInclusions | Indicates whether Entry elements include entries beyond the scope of the ComplicationClass. Only applies if ‘true’. | xs:boolean | 0..1 |

### CompObjID-type

This is a simple type of type md:id-type that can be used to assign a unique identifier.

### CompObjData-type

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Element** | **Attribute** | **Definition** | **Value** | **Card.** |
| **CompObjData-type** |  |  | md:CompObj-type | (extension) |
|  | CompObjID | Identifier for this compound object | md:CompObjID-type | 0..1 |
| DisplayName |  | A description of the Compound Object. There may be one entry per language. |  | 0..n |
|  | language | Language of the DisplayName in accordance with encoding described in Section 3.1. | xs:language | 0..1 |

### Comp-ObjEntry-type

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Element** | **Attribute** | **Definition** | **Value** | **Card.** |
| **CompObjEntry-type** |  |   |  |  |
| DisplayName |  | A description of the Compilation Object. There may be one entry per language. |  | 0..n |
|  | language | Language of the DisplayName in accordance with encoding described in Section 3.1. | xs:language | 0..1 |
| EntryNumber |  | Represents the sequence of this entry relative to other entries. When specified, EntryNumber reflects order. This shall be numeric unless the system using this element specifically allows other formats (e.g., EIDR allows forms such as ‘1a’). | xs:string | 0..1 |
| EntryClass |  | Describes the relationship of this Entry to the elements of the compilation.  | xs:string | 0..1 |
| Entry |  | An individual entry in the compound object. The list is ordered. | md:CompObjEntry-type | 0..n |
| ContentID |  | Content ID for item in the Compilation Object. It is assumed the metadata associated with this ContentID is available, and this field is used as an optimization to avoid repeating metadata. | md:ContentID-type | (choice) |
| BasicMetadata |  | Basic Metadata for the entry. | md:BasicMetadata-type | (choice) |
| (any) |  | Provisions for external references or other metadata (reserved). | (any##other) | (choice) |

Metadata is included either by inclusion (use of BasicMetadata element) or by reference (use of ContentID element). Use of ContentID is an optimization for situations where the metadata for that ContentID is already provided. External systems, such as EIDR, can have external references. Therefore, additional elements can be used in lieu of ContentID or BasicMetadata. Within Common Metadata usage, only ContentID and BasicMetadata is used.

#### EntryClass Encoding

EntryClass defines how an element relates to the compilation. If the entity does not fit one of the following, this element should be omitted. Vocabulary is:

* ‘Episode’ – the item is an episode, or treated as an episode in the context of this compilation
* ‘Installment’ – the item is part of a sequential but non-episodic set of items
* ‘Part’ – the item is a piece of a large work, e.g. Part 1 and Part 2 of a film
* ‘Season’ – the item is a season of a series, or treated as a season in the context of this compilation

## Content Related To

The structure defines relationships between the content described in metadata (i.e., the work defined in the remainder of the BasicMetadata object), and something else. For example, if a movie (the content) is based on a book (another work), ContentRelatedTo defines that relationship.

This includes relationships such as ‘based on’ and ‘is part of’ (e.g., universe, brand, franchise, character group, ad hoc group).

### ContentRelatedTo-type

ContentRelatedTo-type defines relationships between content and other objects.

This element is intended to be extensible to reference other types of objects (e.g., people, characters, events, time periods, etc.).

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Element** | **Attribute** | **Definition** | **Value** | **Card.** |
| **ContentRelatedTo-type** |  |  |  |  |
| Relationship |  | Defines the relationship between the content defined in metadata and the object(s) related to. | md:ContentRelatedToRelationship-type |  |
| Description |  | A description of the relationship. This should be suitable for display to an end-user. One instance for each language. | xs:string | 0..n |
|  | language | Language of description. | xs:language | 0..1 |
| Work |  | A referenced work. In this context, the term ‘work’ is broad. | md:ContentRelatedToWork-type | 1..n | 0..1 (choice) |
| Character |  | A referenced character | md:ContentRelatedToCharacter-type | 1..n |
| PersonOrGroup |  | A referenced person or group. | md:ContentRelatedToPerson-type | 1..n |
| Period |  | A referenced time period | md:ContentRelatedToPeriod-type | 1..n |
| Place |  | A referenced place | md:ContentRelatedToPlace-type | 1..n |
| Venue |  | A venue (location where event occurs) | md:Venue-type | 1..n |
|  | primary | @primary as defined in ContentRelateTo-attr | xs:boolean | 0..1 |
| Event |  | A referenced event | md:ContentRelatedToEvent-type | 1..n |
| Activity |  | An activity, such as a sport. | md:Activity-type | 1..n |
| GroupingEntity |  | Specifies grouping characteristics such as Universe, Brand or Franchise. | md:GroupingEntity-type | 0..n |
| Terms |  | Any additional terms | md:Terms-type | 0..n |

#### ContentRelatedTo-attr

These attributes are used across relationships.

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Element** | **Attribute** | **Definition** | **Value** | **Card.** |
| **ContentRelatedTo-attr** |  |  |  |  |
|  | primary | If true, relationship is primary (i.e., more important or relevant than other relationships) | xs:boolean | 0..1 |
|  | fictional | If true, related object is fictional. ’false’ if object is nonfictional. | xs:boolean | 0..1 |

### ContentRelatedToRelationship-type

Defines how the content is related to the referenced entities.

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Element** | **Attribute** | **Definition** | **Value** | **Card.** |
| **ContentRelatedToRelationship-type** |  |  |  |  |
|  | primary | Relationship is primary within this Type and SubType | xs:boolean | 0..1 |
| Type |  | Type of refence | xs:string |  |
| SubType |  | Additional detail for reference type | xs:string | 0..n |
| Description |  | Description of relationship | xs:string | 0..n |
|  | language | Language of instance of Description | xs:language | 0..1 |

Values for Type include

* Any value of Type from Parent relationship as defined in Section 4.1.4.2.
* ‘isrelatedto’ – generic relationship when others don’t apply
* ‘iswithin’ – Is within something with broader context. This is used in conjunction with GroupingEntity for groupings such as franchises, universes, brands, character groups and ad hoc groups. These will be defined in best practices.
* ‘performedat’ – Work was performed at this location. Location named in ContentRelatedTo/Description.
* ‘createdat’ – Work was created at this location. For example, it was filmed at that location. Location named in ContentRelatedTo/Description.
* ‘takesplaceat’ – Work takes place in this location. Location named in ContentRelatedTo/Description.
* ‘takesplaceduring’ – Work takes place during a given timeframe.
* ‘isremakeof’ – Work is a remake of another work (typically a movie of a movie)

‘isbasedon’ asserts that content is based on the referenced entity, such as a book, game, person, character or location. If a story is about an entity, it should use the ‘isbasedon’ Type.

When ContentRelatedTo/Work defines the Worktype, or ContentRelatedTo/Person defines a person or group, SubType is implicit and should not be specified (i.e., works and people don’t get SubTypes). Following are some SubType values that cover areas not addressed by Work or Person.

* ‘Legend’ – Legend or Mythology (e.g., Greek Mythology). Note that legends originating from written works (e.g., Sleepy Hollow) would be ‘Story’
* ‘Era – Specific long time period (e.g., Ming Dynasty, Dark Ages, and 12th Century). Use Description.
* ‘Timeframe’ – Short timerframe, possibly non-specific timerame (e.g., “Holiday Season”, “Fall”, “One day in Winter”). Use Description
* ‘Date’ – A specific date or date range (January 1, 2019)

@primary indicates that the relationship is primary. For example, the movie Selma is primarily about Martin Luther King, although it is also about Coretta Scott King and George Wallace. MLK would have the @primary flag set to ‘true’. The others would not.

### ContentRelatedToWork-type

Defines relationships to ‘works’. The term ‘works’ is defined broadly, in particular anything defined in WorkType (section 4.1.1). Detailed work type usage will be covered in Best Practices.

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Element** | **Attribute** | **Definition** | **Value** | **Card.** |
| **ContentRelatedToWork-type** |  |  |  |  |
|  | primary, fictional | Relationship attributes | md:ContentRelatedTo-attr | 0..1 |
| WorkType |  | WorkType as enumerated in section 4.1.1 | xs:string | 0..1 |
| ContentID |  | Content Identifier. Typically used to reference @ContentID in a BasicMetadata object. | md:ContentID-type | 0..n |
| OtherIdentifier |  | Any other identifier that can be used to identify the work.  | md:ContentIdentifier-type | 0..n |
| Description |  | Description of work | xs:string | 0..n |
|  | language | Language of instance of Description | xs:language | 0..1 |

Note that ContentID and OtherIdentifier can be used together, as @ContentId and AltIdentifier are used in BasicMetadata.

### ContentRelatedToCharacter-type

Defines relationships to people or groups.

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Element** | **Attribute** | **Definition** | **Value** | **Card.** |
| **ContentRelatedToCharacter-type** |  |  | md:BasicMetadataCharacter-type (by extension) |  |
|  | primary, fictional | Relationship attributes | md:ContentRelatedTo-attr | 0..1 |
| Description |  | Description of Person | xs:string | 0..n |
|  | language | Language of instance of Description | xs:language | 0..1 |

### ContentRelatedToPerson-type

Defines relationships to people or groups.

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Element** | **Attribute** | **Definition** | **Value** | **Card.** |
| **ContentRelatedToPerson-type** |  |  |  |  |
|  | primary, fictional | Relationship attributes | md:ContentRelatedTo-attr | 0..1 |
| Identifier |  | Identifier for the person or group.  | md:PersonIdentifier-type | 0..n |
| Name |  | Person or group’s name | md:PersonName-type |  |
| Description |  | Description of Person | xs:string | 0..n |
|  | language | Language of instance of Description | xs:language | 0..1 |

### ContentRelatedToPeriod-type

ContentRelatedToPeriod is an extension of Timeframe-type.

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Element** | **Attribute** | **Definition** | **Value** | **Card.** |
| **ContentRelatedToPeriod-type** |  |  | md:Period-type |  |
|  | primary | Relationship attributes from md:ContentRelatedTo-attr | xs:boolean | 0..1 |
|  |  |  |  |  |
|  |  |  |  |  |
|  |  |  |  |  |
|  |  |  |  |  |
|  |  |  |  |  |
|  |  |  |  |  |

### ContentRelatedToPlace-type and ContentRelatedToVenue-type

Place defines relationship to a location.

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Element** | **Attribute** | **Definition** | **Value** | **Card.** |
| **ContentRelatedToPlace-type** |  |  |  |  |
|  | primary, fictional | Relationship attributes | md:ContentRelatedTo-attr | 0..1 |
| Region |  | Region or territory | md:Region-type | 0..1 |
| Address |  | Street/Postal address of place | xs:string | 0..1 |
| EarthCoordinate |  | Earth Coordinate | md:CoordinateEarth-type | 0..1 |
| OtherCoordinate |  | Other coordinate systems, perhaps fictional | md:CoordinateOther-type | 0..1 |
| Description |  | Description of Place | xs:string | 0..n |
|  | language | Language of instance of Description | xs:language | 0..1 |

ContentRelatedToVenue-type extends Venue-type to include @primary for consistency with other ContentRelatedTo elements.

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Element** | **Attribute** | **Definition** | **Value** | **Card.** |
| **ContentRelatedToVenue-type** |  |  | md:Venue-type |  |
|  | primary | Relationship attributes from md:ContentRelatedTo-attr | xs:boolean | 0..1 |

### ContentRelatedToEvent-type

Defines relationship to an event.

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Element** | **Attribute** | **Definition** | **Value** | **Card.** |
| **ContentRelatedToEvent-type** |  |  |  |  |
|  | primary, fictional | Relationship attributes | md:ContentRelatedTo-attr | 0..1 |
| Type |  | Type of event | xs:string | 0..1 |
| SubType |  | SubType of event | xs:string | 0..n |
| Date |  | Year, date or time of period | md:YearDateOrTime | 0..1 |
|  | approximate | Indicates Date is approximate  | xs:boolean | 0..1 |
| Duration |  | Duration of period | xs:duration | 0..1 |
|  | approximate | Indicates Duration is approximate  | xs:boolean | 0..1 |
| Description |  | Description of event | xs:string | 0..n |
|  | language | Language of instance of Description | xs:language | 0..1 |

Type is intended to contain values such as “Battle” or “Crime”. Controlled vocabulary will be defined in Best Practices.

### ContentRelatedToActivity-type

ContentRelatedToActivity is an extension of Activity-type.

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Element** | **Attribute** | **Definition** | **Value** | **Card.** |
| **ContentRelatedToActivity-type** |  |  | md:Activity-type |  |
|  | primary, fictional | Relationship attributes  | md:ContentRelatedTo-attr | 0..1 |

## Asset Intent

Asset Intent describes the reasons an asset was created, what assets it was derived from, and any organizations involved in the asset’s origin or creation.

### AssetIntent-type

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Element** | **Attribute** | **Definition** | **Value** | **Card.** |
| **AssetIntent-type** |  |  |  |  |
| Type |  | Type of intent | xs:string |  |
| SubType |  | Additional detail related to intent | xs:string | 0..n |
|  | ordinal | Indicates sequence for subtyped objects. | xs:integer | 0..1 |
| Description |  | Description of intent | xs:string | 0..1 |
| AssetReference |  | Reference to asset or assets associated with this asset’s creation | AssetIntentReference-type | 0..n |
| AssociatedOrg |  | An organization or organizations associated with the relationship, including provenance. | md:AssociatedOrg-type | 0..n |
| WIP |  | If true, item is considered work in progress (WIP). Otherwise, it is considered finished.  | xs:boolean | 0..1 |

Values for Type include but are not limited to the following. The most specific value should be used.

* ‘edit’ – Asset is an edit variant. This is typically a compliance/regulatory edit.
* ‘typevariant’ – Asset is altered in a way that changes type. For example, a subtitle change type as defined in Section 5.2.8.1, or audio changes type as defined in Section 5.2.2.1
* ‘encoding’ – This asset is different in technical characteristics.
* ‘mediaprofile’ – Asset is modified to change media profile. For example, between HD and UHD, SDR and HDR, 5.1 and object-based, etc.
* ‘configuration’ – This includes changes that do not alter the story elements but alters the presentation. Examples include audio channel remixing (that do not alter media profile) and picture aspect ratio changes.
* ‘language’ – Asset includes language localization
* ‘content’ – Content changed in asset. This includes non-language localizations, supplemental material, and changes other than ratings. This is typically a creative modification.
* ‘textconfiguration’ – This applies to picture that either has text added or removed. For example, texted material might be added to a textless master.
* ‘trackconfiguration’ –Packages and containers, are reconfigured. For example, a container might have additional tracks.
* ‘editorial’ – Asset is in the editorial process, working towards completion. Whis this Type, it is generally useful to use SubType and, where applicable, Ordinal. The following values should be used for SubType when applicable
	+ ‘Locked’ – Timeline is locked with respect to scenes and timeline
	+ ‘Final’ – Work is in its final form with respect to visual effects, sound editorial, etc.
* ‘other’ – any other intent

Subtype/@ordinal indicates the ordinal of the specific SubType. For example, if an asset relates to “Locked 2” version of the work, Type would be ‘editorial’, SubType would be ‘Locked”, and @ordinal would be ‘2’. Examples of SubType where @ordinal apply are

* ‘Draft’ – A broad category that indicates asset is not completed but may still be usable for certain functions.
* ‘Locked’ – Timeline is intended to be locked, but other changes are likely
* ‘Final’ – Timeline and content are presumed to be finalized

Draft and Locked are considered WIP. Final is not generally conserved WIP until a subsequent Final is released.

### AssetIntentReference-type

Defines relationships to other assets.

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Element** | **Attribute** | **Definition** | **Value** | **Card.** |
| **AssetIntentReference-type** |  |  |  |  |
| ContentID |  | Content Identifier. Typically used to reference @ContentID in a BasicMetadata object. | md:ContentID-type | 0..n |
| OtherIdentifier |  | Any other identifier that can be used to identify the work.  | md:ContentIdentifier-type | 0..n |
| Description |  | Description of work | xs:string | 0..1 |

# Digital Asset Metadata

Digital Asset Metadata describes includes relating to the Physical Asset that is distinct from the Logical Asset.

## Digital Asset Metadata Description

A Digital Asset has certain properties that are not general to the Logical Asset and are therefore distinct from Basic Metadata. Digital Asset Metadata describes these properties. These data are distinct from Basic Metadata. The set of Digital Asset Metadata does not attempt to include all possible data about the Asset, only a subset of those most useful.

Metadata includes:

* Audio/video Encoding information
* Resolution, codec, frame rate, max bitrate

## Definitions

### DigitalAssetMetadata-type and DigitalAssetSet-type

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Element** | **Attribute** | **Definition** | **Value** | **Card.** |
| **DigitalAssetMetadata-type** |  |  |  |  |
| Audio |  | Metadata for an audio asset | md:DigitalAssetAudioData-type | (choice) |
| Video |  | Metadata for a video asset | md:DigitalAssetVideoData-type | (choice) |
| Subtitle |  | Metadata for subtitles | md:DigitalAssetSubtitleData-type | (choice) |
| Image |  | Metadata for Images  | md:DigitalAssetImageData-type | (choice) |
| Interactive |  | Metadata for Interactive | md:DigitalAssetInteractiveData-type | (choice) |
| Ancillary |  | Metadata for Ancillary | md:DigitalAssetAncillaryDate-type | (choice) |

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Element** | **Attribute** | **Definition** | **Value** | **Card.** |
| **DigitalAssetSet-type** |  |  |  |  |
| Audio |  | Metadata for an audio asset | md:DigitalAssetAudioData-type | 0..n |
| Video |  | Metadata for a video asset | md:DigitalAssetVideoData-type | 0..n |
| Subtitle |  | Metadata for subtitles | md:DigitalAssetSubtitleData-type | 0..n |
| Image |  | Metadata for Images  | md:DigitalAssetImageData-type | 0..n |
| Interactive |  | Metadata for Interactive | md:DigitalAssetInteractiveData-type | 0..n |
| Ancillary |  | Metadata for Ancillary | md:DigitalAssetAncillaryDate-type | 0..n |

### DigitalAssetAudioData-type

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Element** | **Attribute** | **Definition** | **Value** | **Card.** |
| **DigitalAssetAudioData-type** |  |  |  |  |
| Description |  | Description of the track. Description should be in the language given by the “Language” element below. | xs:string | 0..n |
|  | language | Language of Description (for localization) | xs:language | 0..1 |
| Type |  | The type of track. See Audio Track Encoding. If not present, track is assumed to be ‘primary’. | xs:string | 0..1 |
| SubType |  | The subtype of audio track. | xs:string | 0..n |
| Language |  | Language for the audio track as defined in Section 3.1.  | xs:language | 0..1 |
|  | dubbed | If present and true, indicates Language is dubbed audio. If it is not dubbed, it is ‘original’ or ‘OV’ (original version). | xs:boolean | 0..1 |
|  | forced | If present and true, indicates dubbing includes forced narratives (in lieu of forced subtitles). Only applies when @dubbed=’true’ | xs:boolean | 0..1 |
|  | disposition | Language disposition as defined in Section 3.1 | xs:string | 0..1 |
| People |  | People included in track. Generally, only used when Type=’commentary’ | md:BasicMetadataPeople-type | 0..n |
| Encoding |  | Audio encoding information. If CODEC is not known, this should not be included. | md:DigitalAssetAudioEncoding-type | 0..1 |
| Channels |  | Number of audio channels, either as an integer (e.g., 2) or of the form x.y where x is full channels, and y is limited channels (e.g. “5.1”) | xs:string | 0..1 |
| MCALabelSubdescriptor |  | Selected elements of MCA Label Subdescriptor from [SMPTE-377-4] | md:DigitalAssetAudioMCALabel-type | 0..1 |
| Compliance |  | Compliance for audio track. | md:Compliance-type | 0..n |
| AssetIntent |  | Why asset was created, which assets it was created from, and who was involved | md:AssetIntent-type | 0..n |
| TrackReference |  | Track cross-reference to be used in conjunction with container-specific metadata. | xs:string | 0..1 |
| TrackIdentifier |  | Identifiers, such as EIDR, for this track. Multiple identifiers may be included. | md:ContentIdentifier-type | 0..n |
| Private |  | Extensibility mechanism to accommodate data that is private to given usage. | md:PrivateData-type | 0..1 |

#### Type Encoding

If Type is present, it should have one of the following values:

* ‘primary’ – primary audio track. There may be multiple primary tracks, with one for each language
* ‘narration’ - The visually impairment associated service is a complete program mix containing music, effects, dialogue, and additionally a narrative description of the picture content.  The narration service may be coded using multiple channels.  A Descriptive Video Service® (DVS®) track is a narration track.
* ‘dialogcentric’ - The hearing-impaired associated service is a complete program mix containing music, effects, and dialogue with dynamic range compression. The dialog-centric service may be coded using multiple channels.
* ‘commentary’ – Commentary on the video.  May be paired with a PIP.
* ‘silent-omitted’ – Indicates there is no audio associated with the video (i.e., a silent film with no associated music). This is a means of signaling that no audio tracks will be delivered.
* ‘silent’ – Indicates that an audio track is provided (as opposed to ‘silent-omitted’) but there is no audio content. For example, a card is supplied with an audio track containing no audio content. Note that an audio track containing music for a so-called *silent movie* would be labeled a ‘primary’ track.
* ‘lectoring’ – Lectoring contains translated dialog, typically Russion, with corresponding underlying dialog still audible.
* ‘other’ – not one of the above

#### SubType Encoding

If SubType is present it may have one of the following values

* ‘MandE’ – Music and Effects audio (i.e., no dialog)
* ‘Music’ – Music track
* ‘Effects’ – Effects track
* ‘Dialog-only’ – Dialog track
* ‘Voice-over’ – Localized dialog spoken over another dialog track
* SubTypes for Type of ‘commentary’
	+ ‘Director’ – Director(s) commentary
	+ ‘ActorDirector’ – Director(s) and actor(s) commentary
	+ ‘Actor’ – Actor commentary

#### MCALabelSubdescriptor-type

Contains specific elements of MCALabelSubdescriptor as defined in MXF Audio Labelling Framework. Selected elements are useful in determining additional details regarding the audio contained within the track.

One use case for these data is information about audio tracks included as extras/bonus content.

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Element** | **Attribute** | **Definition** | **Value** | **Card.** |
| **DigitalAssetAudioMCALabel-type** |  |  |  |  |
| ContentKind |  | MCA Audio Content Kind as defined in [SMPTE-377-4] | xs:string | 0..1 |
| ElementKind |  | MCA Audio Element Kind as defined in [SMPTE-377-4] | xs:string | 0..1 |
| Content |  | MCA Content as defined in [SMPTE-377-4] and [SMPTE-377-41] | xs:string | 0..1 |
| UseClass |  | MCA Use Class as defined in [SMPTE-377-4] and [SMPTE-377-41] | xs:string | 0..1 |
| ContentSubtype |  | MCA Content Subtype as defined in [SMPTE-377-4] and [SMPTE-377-41] | xs:string | 0..1 |
| ContentDifferentiator |  | MCA Content Differentiator as defined in [SMPTE-377-4] and [SMPTE-377-41] | xs:string | 0..1 |

### DigitalAssetAudioEncoding-type

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Element** | **Attribute** | **Definition** | **Value** | **Card.** |
| **DigitalAssetAudioEncoding-type** |  |  |  |  |
| Codec |  | Name of supported codec. See Codec encoding below. | xs:string |  |
| CodecType |  | Formal reference identification of CODEC. See below | xs:string | 0..n |
| BitrateMax |  | Peak Bitrate (bits/second) averaged over a short period. | xs:nonNegativeInteger | 0..1 |
| BitrateAverage |  | Bitrate averaged over the entire track. | xs:nonNegativeInteger | 0..1 |
| VBR |  | Variable BitRate information. | xs:string | 0..1choice |
| CBR |  | If ‘true’ encoding is Constant Bitrate | xs:boolean |
| SampleRate |  | Sample Rate (samples/second) | xs:nonNegativeInteger | 0..1 |
| SampleBitDepth |  | Number of bits per audio sample | xs:nonNegativeInteger | 0..1 |
| ChannelMapping |  | Indication of how channels are mapped to intended speaker locations. | xs:string | 0..1 |
|  | isSingleTrack | If ‘true’ indicates all channels are on a single track in the container. If ‘false’ TrackReference is first track number and subsequent channels are on successive tracks. | xs:boolean | 0..1 |
|  | isMultipleFiles | Indicates channels are in separate files, typically in a directory | xs:Boolean | 0..1 |
| Watermark |  | Information about watermark(s) embedded in audio. | md:DigitalAssetWatermark-type | 0..n |
| ActualLength |  | The actual encoded length of the track. | xs:duration | 0..n |
| Ambisonics |  | Ambisonics characteristics | md:DigitalAssetAudioAmbisonics-type | 0..1 |
| Loudness |  | Loudness characteristics | md:DigitalAssetAudioLoudness-type | 0..1 |

#### Audio CODEC Encoding

The following values should be used for elementary stream CODECs listed. “Other” should be used if the CODEC is not on the list. This list may be expanded over time.

* ‘AAC’ – Advanced audio CODEC
* ‘AAC-LC’
* ‘AAC-LC+MPS’
* ‘AAC-SLS’
* ‘AC-3’ – Dolby Digital, AC-3
* ‘AC-4’ – Dolby AC-4
* ‘ADMBWF’ – Broadcast Wave Format RF64 [ITU-BS.2088-1] with Audio Definition Model (ADM) as defined in [ITU-BS.2076]
* ‘AIFF’ – Audio Interchange File Format (when specific CODEC is not known)
* ‘ALAC’ – Apple Lossless Audio Codec
* ‘AMR’ – Adaptive MultiRate
* ‘BWF’ – Broadcast Wave Format as defined in [ITU-BS.1532-3]. Note that in most cases this is superseded by ‘BWF-RF64’
* ‘BWF-RF64’ – Broadcast Wave Format RF64 as defined in [ITU-BS.2088-1]
* ‘DAMF’ – Dolby Atmos Master Format (DAMF)
* ‘DOLBY-ATMOS-ADM-BWF’ – ADM BWF (see ‘ADMBWF’) containing Dolby Atmos master
* 'DOLBY-E’ – Dolby E as defined by [DolbyE] and [DolbyE-Frame]
* ‘DOLBY-DDPLUS-ATMOS’ – Dolby Atmos in Dolby Digital Plus JOC (“Joint Object Coding”). Note that actual codec is Enhanced AC3 (‘.ec3’). This is the Dolby Digital Plus variant used for streaming.
* ‘DOLBY-DDPLUS-ATMOS-B’ – Dolby Atmos in Dolby Digital Plus (.eb3). This is the Dolby Digital Plus variant used for Blu-ray and UHD Blu-ray.
* ‘DOLBY-TRUEHD’
* ‘DOLBY-TRUEHD-ATMOS’ – Dolby Atmos in Dolby TrueHD. Note that actual codec is TrueHD (.mlp)
* ‘DSD’ – Direct Stream Digital
* ‘DST’ – Direct Stream Transfer
* ‘DTS’ – DTS CODEC
* ‘DTS-ES’ – DTS ES (Extended Surround)
* ‘DTS-EXPRESS’ – DTS Express Audio
* ‘DTS-HRA’ – DTS-HD High Resolution Audio
* ‘DTS-96/24’ – DTS 96/24
* ‘DTS-MA’ – DTS-HD Master Audio
* ‘DTS-X’ – DTS:X Audio
* ‘DTS-X-ADMBWF’ – ADM BWF (see ‘ADMBWF’) containing DTS:X Audio
* ‘E-AC-3’ – Enhanced AC3, Dolby Digital Plus (DD+)
* ‘FLAC’ – Free Lossless Audio Codec
* ‘HE-AACv2’ – High Efficiency AAC v2
* ‘IAB’ –Immersive Audio Bitstream as defined in SMPTE ST 2098-2 [SMPTE-2098-2]
* ‘LPAC’ – Lossless Predictive Audio Compression
* ‘LTAC’ – Lossless Transform Audio Compression
* ‘MP3’ – MPEG 1 Layer 3
* ‘MPEG1’ – MPEG1 Layer 2
* ‘MPEG-4-ALS’
* ‘MPEG-H’ – MPEG-H Part 3: 3D Audio
* ‘MLP’ – Meridian Lossless Package
* ‘PCM’ – Pulse Code Modulation, or Linear PCM
* ‘QCELP’ - Qualcomm Code Excited Linear Prediction
* ‘RealAudio-Lossless’ – Real Networks’ lossless format
* ‘Vorbis’ – Ogg Vorbis
* ‘WAV’ – used when specific CODEC (e.g., PCM) is unknown or not listed
* ‘WMA’ – Windows Media Audio
* ‘WM9-lossless’

#### CodecType Encoding

CodecType allows a more formal encoding of CODEC type based on formal registries. CodecType takes the form

<namespace> + ‘:’ + <codec type>

<namespace> is accordance with the following table:

|  |  |  |
| --- | --- | --- |
| **Namespace** | **Definition** | **Reference for <codec type>** |
| mpeg4ra | MPEG 4 Registration Authority  | [http://mp4ra.org/#/codecs#](http://mp4ra.org/#/codecs) |
| IANA | Internet Assigned Numbers Authority (IANA) Audio Media Types | https://www.iana.org/assignments/media-types/media-types.xhtml#audio |
| rfc4281 | CODEC encoded in according with RFC4281 | <http://www.ietf.org/rfc/rfc4281.txt>  |

Only one entry per namespace is allowable.

#### VBR Encoding

The following values should be used for VBR:

* ‘VBR’ – Quality-based, 1-pass VBR
* ‘Constrained VBR’ – Constrained VBR, with maximum bitrate reflected in BitrateMax.
* ‘2-pass VBR’ – 2-pass, unconstrained VBR

####  ChannelMapping Encoding

The following values should be used for ChannelMapping when describing a single track:

* Any “Name” from [SMPTE-2067-8] Section 5.1, which includes by reference [SMPTE-428-12] (e.g., “Left”, “Right”)
* Any Name from [SMPTE-2098-5] (e.g., “Left Height”, “Top Surround”)
* Any of the following: ‘Left Top Front Surround’, ‘Left Top Rear Surround’, ‘Right Top Front Surround’, and ‘Right Top Rear Surround’

When ChannelMapping describes special cases of multiple tracks, use the following can be used:

* ‘stereo’ – Left and Right (equivalent to “L,R”)
* ‘dual mono’ – two channels of identical mono (equivalent to “M1,M2”)
* ‘5.1 Matrix’ – 5.1 channels matrixed in two channels (specific variant of “Lt/Rt”)
* ‘6.1 Matrix’ – 5.1 discrete channels with a matrixed center surround; found in Dolby Digital EX and DTS-ES Matrix (equivalent of “L,C,R,Lst,Rst,LFE”)
* ‘surround’ – Greater than two channels, without a specific channel assignment
* ‘IMAX 6.0’, ‘IMAX 6.1’, ‘IMAX 12.0’, ‘IMAX 12.1’ – IMAX formats.

When ChannelMapping defines a specific channel layout, channels are identified using the convention of symbols separated by commas. The following terms should be used:

* Any term from [SMPTE-2067-8] Section 5.1, which includes by reference [SMPTE-428-12]
* Any term from [SMPTE-2098-5]
* Any of:
	+ ‘Ltfs’ – Left Top Front Side; [ITU-BS.2051-2] Left Top Front (U+045)
	+ ‘Ltrs’ – Left Top Rear Side; [ITU-BS.2051-2] Left Top Back (U+135)
	+ ‘Rtfs’ – Right Top Front Side; [ITU-BS.2051-2] Right Top Front (U-045)
	+ ‘Rtrs’ – Right Top Rear Side; [ITU-BS.2051-2] Right Top Back (U-135)
	+ ‘Ch’ – Center height; [ITU-BS.2051-2] Top Front Center (U+000)
* ‘X’ – Undefined track. indicates track should be ignored. For example, if channel mapping is “L,R,C,LFE,LS,RS,Lt,Rt”, but only the stereo channels are of interest (i.e., Channels=“2.0”), ChannelMapping would be “X,X,X,X,X,X,Lt,Rt”

 Ambisonics use the following channel mapping

* ‘ACN’ – Ambisonics Channel Number (convention). For First-Order Ambisonics, this is W, Y, Z, X for channels 0, 1, 2 and 3 respectively. <http://ambisonics.ch/standards/channels/>
* ‘W,Y,Z,X’ – First order Ambisonics
* ‘W,Y,Z,X,V,T,R,S,U’ – Second order Ambisonics
* ‘W,Y,Z,X,V,T,R,S,U,Q,O,M,K,L,N,P’ – Third order Ambisonics
* ‘Quad-binaural’ – 4 channels of binaural audio as follows: 0 degrees Left, Right; 90 degrees Left, Right; 180 degrees Left, Right; 270 degrees Left, Right.

Examples include the following:

* ‘L,R,C,LFE,LS,RS’
* ‘L,R,C,LFE,LS,RS,LRS,RRS’
* ‘L,C,R,LS,RS,LFE’
* ‘L,R,C,LFE,LS,RS,LC,RC’

When @isMultipleFiles is true, audio is delivered with each channel in its own file, typically in a directory. Channels are generally distinguished by file naming conventions. Unless otherwise specified, the naming convention corresponds with ContainerReference/SequenceParsing/PatternSpec = ‘audio’. If other patterns apply, they should be specified in SequenceParsing.

#### DigitalAssetAudioAmbisonics-type

Describes Ambisonics parameters. See ChannelMapping for channel mapping information.

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Element** | **Attribute** | **Definition** | **Value** | **Card.** |
| **DigitalAssetAudioAmbisonics-type** |  |  |  |  |
| Type |  | Ambisonic Type. If absent, ‘Periphonic’ is assumed. | xs:string | 0..1 |
| Order |  | Highest Order of Ambisonics. If VerticalOrder is not included, this is the order of 3D Ambisonics. First order Ambisonics have the value 1, with no VerticalOrder present. If VerticialOrder is present, this is the Horizontal Order. | xs:positiveInteger |  |
| VeriticalOrder |  | Used to specify Pantophonic (two-dimensional) or mixed-order Ambisoncis. If present, this represents the Vertical order (V) and must be less than H. If 0, result is two-dimension.  | xs:integer | 0..1 |
| Normalization |  | Ambisonics Normalization | xs:string |  |

Type is encoded as follows:

* ‘Periphonic’ – 3D
* ‘Pantophonic’ – 2D
* ‘Mixed-order’ – Mixed order

Normalization is encoded as follows:

* ‘SN3D’ – Schmidt semi-normalization
* ‘SN2D’ – SN2D normalization (horizontal only)
* ‘maxN’ – maxN normalization
* ‘N3D’ – Full 3D normalization
* ‘N2D – N2D normalization (horizontal only)

#### DigitalAssetAudioLoudness-type

DigitalAssetAudioLoudness-type holds information about the loudness of the audio track. Measurements are in accordance with ITU Recommendation BS.1770-3 [ITU-BS.1770-3].

This specification treats LKFS (Loudness K-weighted Full Scale) defined in BS.1770-3 and used in ATSC A.85 [ATSC-A85], and LUFS (Loudness Units Full Scale) defined in EBU Recommendation 128 [EBU-R128] as identical. These are referred to as Loudness Level here and, in accordance with those specifications.

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Element** | **Attribute** | **Definition** | **Value** | **Card.** |
| **DigitalAssetAudioLoudness-type** |  |  |  |  |
| Level |  | Loudness in LKFS. | xs:decimal | 0..1 |
| Deviation |  | Loudness Units (LU) of deviation as defined in [EBU-R128] | xs:decimal | 0..1 |
| LeqM |  | Sound Equivalent Level Leqm in accordance with [SMPTE-2054] | xs:decimal | 0..1 |
| Compliance |  | Indicates compliance of encoded loudness with a pre-defined set of criteria. See below. | xs:string | 0..n |

Compliance indicates compliance with particular regulations, recommendations and practices. Although other values may be used, the following values shall be used when they apply

* “CALM” – compliance with the United States CALM Act [CALM]
* “EBUR128” – compliance with EBU Recommendation R 218 [EBU-R128]
* “ARIB” – compliance with ARIB Technical Report [ARIB-TRB32]
* “FREETVAU” – compliance with FreeTV Australia Operational Practice OP-59 [AU-OP59]
* “AESTD1004” – compliance with [AES-TD1004]
* ‘TASA’ – complies with [TASA] (trailers).

### DigitalAssetVideoData-type

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Element** | **Attribute** | **Definition** | **Value** | **Card.** |
| **DigitalAssetVideoData-type** |  |  |  |  |
| Description |  | Description of this video track | xs:string | 0..n |
|  | language | Language of Description (for localization) | xs:language | 0..1 |
| Type |  | Type of video track. If Type is missing, ‘primary’ is assumed. See Video Track Type encoding below. | xs:string | 0..1 |
| SubType |  | The subtype of video track. | xs:string | 0..n |
| Encoding |  | Details on Video Encoding. If CODEC is unknown, this element should not be included. | md:DigitalAssetVideoEncoding-type | 0..1 |
| Picture |  | Picture description. Should generally be included except for ancillary tracks. | md:DigitalAssetVideoPicture-type | 0..1 |
| ColorType |  | Color type of video.Note that Color Type is also included in BasicMetadata, however, this provides information down to the individual stream.  | md:ColorType-type | 0..1 |
| PictureFormat |  | PictureFormat of video. If absent, assumed to be same as in BasicMetadata.Note that PictureFormat is also included in BasicMetadata, however, this provides information down to the individual stream. | xs:string | 0..1 |
| CaptureMethod |  | Means used to create image. More than one can apply. | xs:string | 0..n |
| Language |  | Language of text visible in the video. The primary use is to distinguish this track from other tracks with different localized text. | xs:string | 0..n |
|  | disposition | Language disposition as defined in Section 3.1 | xs:string | 0..1 |
|  | listingOrder | The preferred order of listing for this instance | xs:positiveInteger | 0..1 |
| SubtitleLanguage |  | Indicates the presence of subtitles embedded in the video stream, either closed (e.g., EIA-608B) or rendered into the video. This is distinguished from subtitles handled via separate tracks. Subtitles in separate tracks should be included in DigitalAssetMetadata-type’s Subtitle element. Language encoding is defined in Section 3.1. Silent movies with text displays are considered ‘normal’ subtitles. | xs:language | 0..n |
|  | closed | Indicates whether captions are closed. Default is ‘false’ (open). | xs:boolean | 0..1 |
|  | type | Indicates type of subtitle. See Section 5.2.8.1. | xs:string | 0..1 |
|  | disposition | Language disposition as defined in Section 3.1 | xs:string | 0..1 |
| SignedLanguage |  | Indicates the presence of signed language in the video. Language must be a sign language such as ‘ase’ for American Sign Language or ‘fsl’ for French Sign Language. | xs:language | 0..1 |
|  | disposition | Language disposition as defined in Section 3.1 | xs:string | 0..1 |
| CardsetList |  | Cardsets, such as distribution logos and anti-piracy notices, embedded in video. | md:DigitalAssetCardsetList-type | 0..n |
| Compliance |  | Compliance for video track. | md:Compliance-type | 0..n |
| AssetIntent |  | Why asset was created, which assets it was created from, and who was involved | md:AssetIntent-type | 0..n |
| TrackReference |  | Track cross-reference to be used in conjunction with container-specific metadata. | xs:string | 0..1 |
| TrackIdentifier |  | Identifiers, such as EIDR, for this track. Multiple identifiers may be included. | md:ContentIdentifier-type | 0..n |
| Private |  | Extensibility mechanism to accommodate data that is private to given usage. | md:PrivateData-type | 0..1 |

CaptureMethod is encoded as follows:

* ‘LiveAction’ – Live actors are captured in the image
* ‘MotionCapture’ – Real-world subjects (e.g., people, animals, scenery and objects) are captured and then rendered in some form into the picture
* ‘Rotoscope’ – Live action is artistically rendered into an image. Derived from the technique of rotoscoping.
* ‘StopAction’ – Objects such as models or paper are captured and manually moved between frames
* ‘Rendered’ – 3D computer rendering of frames.
* ‘Animation’ – 2D drawing of frames. Covers both human and computer generated images.

Note that the presence of visual effects (VFX) does not generally define the category. For example, *Life of Pi* is “LiveAction’ despite considerable VFX.

#### Video Type Encoding

Type, if present, should have one of the following values:

* ‘primary’ – primary video track.  Whether or not this has burned-in subtitles (i.e., subtitle text in the picture) is determined by the presence of the SubtitleLanguage element
* ‘overlay’ – PIP or other overlay track, intended for use with a ‘primary’ track
* ‘angle’ – alternate angle track
* ‘enhancement’ – Track is an enhancement layer for another track, such as for scalability
* ‘other’ - not one of the above

### DigitalAssetVideoEncoding-type

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Element** | **Attribute** | **Definition** | **Value** | **Card.** |
| **DigitalAssetVideoEncoding-type** |  |  |  |  |
| Codec |  | CODEC used. See Video CODEC Encoding below.  | xs:string |  |
| CodecType |  | Formal reference identification of CODEC. See below | xs:string | 0..n |
| MPEGProfile |  | MPEG Profile | xs:string | 0..1 |
| MPEGLevel |  | MPEG Level (e.g., “3”, “4”, “1.3”) | xs:string | 0..1 |
| CodecProfile |  | Profile for CODECs for non-MPEG profiles. | xs:string | 0..1 |
| BitrateMax |  | Bitrate (bits/second)  | xs:nonNegativeInteger | 0..1 |
| BitRateAverage |  | Bitrate averaged over the entire track. | xs:nonNegativeInteger | 0..1 |
| VBR |  | Variable BitRate information. See Section 5.2.3.3 for encoding values. | xs:string | 0..1choice |
| CBR |  | If ‘true’ encoding is Constant Bitrate | xs:boolean |
| Watermark |  | Information about watermark(s) embedded in video. | md:DigitalAssetWatermark-type | 0..n |
| ActualLength |  | The actual encoded length of the track. | xs:duration | 0..1 |

#### Video CODEC Encoding

The following values should be used for elementary stream CODECs listed. ‘Other’ should be used if the CODEC is not on the list. This list may be expanded over time.

* ‘AVI Uncompressed’
* ‘CineForm HD’
* ‘DIVX’
* ‘DV’ – DV, including variants such as DVCPRO, DVCAM, etc.
* ‘H.264’ – H.264, MPEG-4 Part 10
* ‘H.264-DolbyVision’ – H.264 Dolby Vision Enhancement layer
* ‘H.265’ – HEVC/H.265
* ‘H.265-DolbyVision’ – H.265 Dolby Vision Enhancement layer
* ‘JPEG2000’ – JPEG 2000, ISO/IEC 15444
* ‘MOBICLIP’ – Actimagine’s Mobiclip CODEC
* ‘MPEG1’ – MPEG 1 Part 2
* ‘MPEG2’ – MPEG 2 Part 2
* ‘On2’ – On2 CODEC when not VP6, VP7 or VP8, or exact CODED is unknown.
* ‘PHOTOJPEG’
* ‘PRORES’ – Apple ProRes
* ‘PRORESHQ’ – Apple ProRes HQ
* ‘PRORES422’ – Apple ProRes 422
* ‘PRORESXQ’ – ProRes 4444 XQ
* ‘PRORES4444’ – ProRes 4444
* ‘QT Uncompressed’ – Apple QuickTime Uncompressed
* ‘REAL’ – RealNetworks’ RealVideo
* ‘Spark’ – Sorenson Spark
* ‘SVQ’ – Sorenson Video Quantizer
* ‘WMV’ – Windows Media Video when not WMV7, WVM8 or WMV9 or exact CODEC is unknown
* ‘WMV7’ – Windows Media Video 7
* ‘WMV8’ - Windows Media Video 8
* ‘WMV9’ – Windows Media Video 9
* ‘VC1’ – Microsoft VC-1
* ‘VC-2’ – VC-2 as defined by SMPTE 2042 [SMPTE-2042]; also known as Dirac.
* ‘VC-3’ – VC-3, as defined by SMPTE ST 2019-1 [SMPTE-2019]; also known as Avid DNxHD.
* ‘VC-5’ – VC-5 as defined by SMPTE 2073 [SMPTE-2073] ; also known as CineForm.
* ‘VC-6’ – In development. Term may be used for SMPTE VC-6.
* ‘VP6’ – On2 VP6
* ‘VP7’ – On2 VP7
* ‘VP8’ – On2 VP8
* ‘VP9’ – Google VP9
* ‘XVID’ – Xvid
* ‘OTHER’ – not one of the above.

#### CodecType Encoding

CodecType allows a more formal encoding of CODEC type based on formal registries. CodecType takes the form

<namespace> + ‘:’ + <codec type>

<namespace> is accordance with the following table:

|  |  |  |
| --- | --- | --- |
| **Namespace** | **Definition** | **Reference for <codec type>** |
| mpeg4ra | MPEG 4 Registration Authority  | [http://mp4ra.org/#/codecs#](http://mp4ra.org/#/codecs)   |
| IANA | Internet Assigned Numbers Authority (IANA) Video Media Types | https://www.iana.org/assignments/media-types/media-types.xhtml#video |

Only one entry per namespace is allowable.

#### Video MPEG Profile and Level Encoding, and CodecProfile

MPEG Profile and Level encoding depends on the CODEC used (that is, Codec and CodecType).

The following values should be used for MPEGProfile and MPEGLevel:

|  |  |  |
| --- | --- | --- |
| **Codec** | **MPEGProfile** | **MPEGLevel** |
| H.264 (preferred) | as defined in [ISO14496-10]* ‘BP’ – Baseline Profile
* ‘CBP’ – Constrained Baseline Profile
* ‘MP’ – Main Profile
* ‘XP’ – Extended Profile
* ‘HiP’ – High Profile
* ‘CHiP’ – Constrained High Profile (not in [ISO14496-10])
* ‘PHiP’ – Progressive High Profile
* ‘Hi10P’ – High 10 Profile
* ‘Hi422P’ – High 4:2:2 Profile
* ‘Hi444P’ – High 4:4:4 Profile
* ‘Hi444PP’ – High 4:4:4 Predictive Profile
* ‘Hi10IP’ – High 10 Intra Profile
* ‘Hi422IP’ – High 4:2:2 Intra Profile
* ‘Hi444IP’ – High 4:4:4 Intra Profile
* ‘C444IP’ – CAVLC 4:4:4 Intra Profile
* ‘SBP’ – Scalable Baseline Profile
* ‘SCBP’ – Scalable Constrained Baseline Profile
* ‘SHP’ – Scalable High Profile
* ‘SHIP’ – Scalable High Intra Profile
* ‘SCHP’ – Scalable Constrained High Profile
* ‘StereoHP’ – Stereo High profile
* ‘MultiviewHP’ – Multiview High Profile
 | as defined in [ISO14496-10]* 1
* 1b
* 1.1
* 1.2
* 1.3
* 2
* 2.1
* 2.2
* 3
* 3.1
* 3.2
* 4
* 4.1
* 4.2
* 5
* 5.1
* 5.2
 |
| H.264 (alternate) | profile\_idc as defined in [ISO14496-10] | level\_idc as defined in [ISO14496-10] |
| MPEG2 | As defined in [ISO13818-2]1. ‘SP’ – Simple Profile
2. ‘MP’ – Main Profile
3. ‘SNR’ Scalable Profile
4. ‘Spatial’ – Spatially Scalable Profile
5. ‘HP’ – High Profile
6. ‘422’ – 4:2:2 Profile
7. ‘MVP’ – Multi-view profile
 | As defined in [ISO13818-2]1. ‘LL’ – Low Level
2. ‘ML’ – Main Level
3. ‘H-14’ – High 1440
4. ‘HL’ – High Level
 |
| H.265 (tentative) | 1. ‘M’ – Main Profile
2. ‘M10’ – Main 10
3. ‘MSP’ – Main Still Picture
4. ‘M12’ – Main 12
5. ‘M42210” – Main 4:2:2 10
6. ‘M42212’ – Main 4:2:2 12
7. ‘M444’ – Main 4:4:4
8. ‘M44410’ – Main 4:4:4 10
9. ‘M44410’ – Main 4:4:4 12
10. ‘M44416’ – Main 4:4:4 16 Intra
11. ‘SM’ – Scalable Main
12. ‘SM10’ – Scalable Main 10
13. ‘MM’ – Multiview Main
14. ‘3DM’ – 3D Main
15. ‘SEM’ – Screen Extended Main
16. ‘SEM10’ – Screen Extended Main 10
17. SEHT’ – Screen Extended High Throughput 4:4:4
18. SEHT10’ – Screen Extended High Throughput 4:4:4 10
19. SEHT14’ – Screen Extended High Throughput 14
20. ‘HT’ – High Throughput 4:4:4
21. ‘'HT10’ – High Throughput 4:4:4 10
22. ‘HT14’ – High Throughput 4:4:4 14
23. ‘SM’ – Scalable Monochrome
24. ‘SM10’ – Scalable Monochrome 12
25. ‘SM16’ – Scalable Monochrome 16
26. ‘SM444’ – Scalable Main 4:4:4
 | * 1
* 2
* 2.1
* 3
* 3.1
* 4
* 4.1
* 5
* 5.1
* 6
* 6.1
* 6.2
 |

In consideration for the future is the addition of a new parameter, possibly called CodeSubtype, that corresponds with the [RFC6381] representation of the CODEC. This would be modeled after @codecs in MPEG DASH [ISO23009-1].

CodecProfile contains code profiles for non-MPEG profiles. Where profiles define specific profiles, those profiles should be used. Informal industry names should only be used when there is no controlled vocabulary, and preferably in conjunction with a published best practice. For example, Avid’s DNxHD is an implementation of VC-3. Codec should be “VC-3” while CodecProfile would be something like “DNxHD290”.

Encoding should eliminate all spaces, and only use dashes when part of the official definition. For example, “IMX50”, not “IMX 50”. CodecProfile should be interpreted as case insensitive, although it should be encoded using capitalization conventions for the codec in question.

CodecProfile should be used in conjunction with other parameters. For example, for IMX 50, Codec is “MPEG2”, CodecType is “mpeg4ra:m2ts”, MPEGProfile is “422”, MPEGLevel is “ML”, BitRateMax is “50”, and so forth. I this example, it is not sufficient to include only CodecProfile.

### DigitalAssetVideoPicture-type

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Element** | **Attribute** | **Definition** | **Value** | **Card.** |
| **DigitalAssetVideoPicture-type** |  |  |  |  |
| AspectRatio |  | Aspect ratio of picture after decode (i.e., frame size). Note that this is not necessarily the original aspect ratio. These will be of the form n:m, for example, “16:9”. The following should be used for the respective standard encoding: “16:9”“4:3”, “1.85:1”. “2.35:1”, “1:1”, etc. | xs:string | 0..1 |
|  | original | Whether AspectRatio is the original aspect ratio. | xs:boolean | 0..1 |
| PixelAspect |  | Class of pixel aspect ratios | xs:string“square”“NTSC”:“PAL”“other” | 0..1 |
| WidthPixels |  | Number of columns of pixels encoded (e.g., 1920)  | xs:int | 0..1 |
| HeightPixels |  | Number of rows of pixels encoded (e.g., 1080) | xs:int | 0..1 |
| ActiveWidthPixels |  | Number of active pixels. Must be less than or equal to WidthtPixels. | xs:int | 0..1 |
|  | xOffset | Number of pixels from left of picture where active pixels begin. Default is integer part of (WidthPixels-ActiveWidthPixels)/2 | xs:int | 0..1 |
| ActiveHeightPixels |  | Number of active pixels. Must be less than or equal to HeightPixels. | xs:int | 0..1 |
|  | yOffset | Number of pixels from bottom of picture where active pixels begin. Default is integer part of (HeightPixels-ActiveHeightPixels)/2 | xs:int | 0..1 |
| FrameRate |  | Frames/second. If interlaced, use the frame rate (e.g., NTSC is 30). | xs:int | 0..1 |
|  | multiplier | This attribute indicates whether the 1000/1001 multiple should be applied. There is only one legal value for this attribute which is “1000/1001”. If present, then apply 1000/1001 multiplier to FrameRate. For example, a FrameRate of 30 with multiplier=‘1000/1001’ defines an actual frame rate of 29.97. If the frame rate is integral, this attribute shall not be present | xs:string“1000/1001” | 0..1 |
|  | timecode | Indication of how drop frames are handled in timecode. See below. | xs:string | 0..1 |
| Progressive |  | Whether image is progressive. “true”=progressive, “false”=interlaced | xs:boolean | 0..1 |
|  | scanOrder | Indicates the scan order. | xs:string | 0..1 |
|  | pulldown | Pulldown sequence (e.g., “3:2”) | xs:string | 0..1 |
| ColorSubsampling |  | Color subsampling model, if applicable. | xs:string | 0..1 |
| BitDepth |  | Maximum bit depth of each encoded color sample. So-called ‘8-bit video’ would be encoded as ‘8’.  | xs:positiveInteger | 0..1 |
|  | alphaDepth | Number of alpha channel bits (transparency) in each pixel. If zero or absent, there no alpha channel. | xs:nonNegativeInteger | 0..1 |
| Colorimetry |  | Picture colorimetry.  | xs:string | 0..1 |
| Type3D |  | Type of 3D picture. Encoding currently undefined. | xs:string | 0..1 |
| MasteredColorVolume |  | Color Volume used at mastering. This represents the boundaries of the encoded color. | md:DigitalAssetColorVolume-type | 0..1 |
| ColorEncoding |  | Color encoding methods. | md:DigitalAssetColorEncoding-type | 0..1 |
| ColorTransformMetadata |  | Color Transform Metadata base and enhancement method | md:DigitalAssetColorTransformMetadata-type | 0..n |
| LightLevel |  | Limits of encoded light levels. | md:DigitalAssetVideoPictureLightLevel-type | 0..1 |
| HDRPlaybackInfo |  | Information a player uses for playing high dynamic range content. | md:DigitalAssetPictureHDRPlaybackInfo-type | 0..1 |
| ThreeSixty |  | Information about 360 video. | md:DigitalAssetPicture360-type | 0..1 |
| OriginalPicture |  | Information about the picture before encoding/transcoding. | md:DigitalAssetPictureOriginal-type | 0..1 |
| (any) |  | Any additional elements.  | any##other | 0..n |

Type3D is encoded with the following values

* ‘left-only’ – Left eye only. Right eye is presumed in a different container
* ‘right-only’ – Right eye only. Left eye is presumed in a different container.
* ‘left-right’ – Side-by-side encoding with left eye on the left
* ‘right-left’ – Side-by-side encoding with left eye on the right
* ‘left-over-right’ – Top-bottom with the with left eye on the top
* ‘right-over-left’ – Top-bottom encoding with left eye on the bottom
* ‘interlaced-left-first’ – interlaced encoding with left eye lines over right eye lines
* ‘interlaced-right-first’ – Interlaced encoding with right eye lines over left eye lines
* ‘2D-plus-Delta’ – 2D Plus Delta encoding, generally associated with Multiview Video Coding (MVC) extensions to H.264.
* ‘2D-plus-Depth’ – 2D Plus Depth encoding
* ‘Anaglyph’ – anaglyph encoding. Specific color pairs can be indicated by adding a dash and one of the following values (e.g., Anaglyph-rc’)
	+ ‘rg’ – red-green
	+ ‘rc’ – red-cyan
	+ ‘ab’ – Amber-blue, such as ColorCode 3-D
	+ ‘Anachrome’ – Anachrome red/cyan
	+ ‘super’ – super-anaglyph spectral multiplexing. Proprietary systems can append system (e.g., Anaglyph-super-Dolby).

#### FrameRate/timecode Encoding

The timecode element of FrameRate is encoded with the following values

* ‘Drop’ – Drop frame SMPTE timecode is used.
* EBU – AES/EBU embedded timecome
* Other – Other timecode

#### scanOrder Encoding

For interlaced (i.e., Progressive=’false’), valid values are

* ‘TFF’ for Top Field First
* ‘BFF’ for Bottom Field First

For Progressive (i.e., Progressive=’true’), it is recommend the optional attribute not be included. If included, the only valid is

* ‘PPF” Picture Per Field

#### ColorSubsampling Encoding

Valid values for ColorSubsampling are:

* ‘4:1:1’
* ‘4:2:0’
* ‘4:2:2’
* ‘4:4:4’

Note that alpha is indicated using @alphaDepth (i.e., *not* ‘4:4:4:4”).

#### Colorimetry Encoding

Values for Colorimetry include:

* ‘601’ – ITU Recommendation BT.601, *Studio encoding parameters of digital television for standard 4:3 and wide screen 16:9 aspect ratios* <http://www.itu.int/rec/R-REC-BT.601/en>
* ‘709’ – ITU Recommendation BT.709, *Parameter values for the HDTV standards for production and international programme exchange*. <http://www.itu.int/rec/R-REC-BT.709/en>
* ‘2020’ – ITU Recommendation BT.2020, *Parameter values for ultra-high definition television systems for production and international programme exchange*. <http://www.itu.int/rec/R-REC-BT.2020/en>
* ‘P3’ – SMPTE RP 431-2:2011 D-Cinema Quality – Reference Projector and Environment. This is also referred to as DCI-P3 or P3.
* ‘xvYCC709’ – Colorimetry for use with Rec.709 primaries defined in [IEC61966-2-4]

#### DigitalAssetColorVolume-type

The primaries, white point and luminance in this type define a color volume. Primaries are defined in terms of [CIE15] chromaticity values for R, G and B. White Point is defined as a [CIE15] chromaticity value.

Minimum and Maximum luminance is defined in units of candela per square meter (cd/m2). Luminance values shall have two decimal places, as per [SMPTE-2086].

When this element refers to mastered content, the values represent the outer boundaries of the encoded picture content. Note that the encoding method might support more values than are actually encoded.

### Pull Down

If frame rate (FrameRate) is different than the original frame rate (OriginalPicture/FrameRate), PullDown can express the method of pulldown. Values are expressed as the sequence of frame pull downs separated by colons (e.g,. “3:2”, “5:4”, and “2:2:2:4”.

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Element** | **Attribute** | **Definition** | **Value** | **Card.** |
| **DigitalAssetColorVolume-type** |  |  |  |  |
| PrimaryRChromaticity |  | Red chromaticity values. | md:DigitalAssetChromaticity-type |  |
| PrimaryGChromaticity |  | Green chromaticity values. | md:DigitalAssetChromaticity-type |  |
| PrimaryBChromaticity |  | Blue chromaticity values. | md:DigitalAssetChromaticity-type |  |
| WhitePointChromaticity |  | White point chromaticity values. | md:DigitalAssetChromaticity-type |  |
| LuminanceMax |  | Maximum luminance. | xs:decimal |  |
| LuminanceMin |  | Minimum luminance. | xs:decimal |  |

#### DigitalAssetColorEncoding-type

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Element** | **Attribute** | **Definition** | **Value** | **Card.** |
| **DigitalAssetColorEncoding-type** |  |  |  |  |
| Primaries |  | Primaries used in encoding. | xs:string |  |
| TransferFunction |  | Transfer Function used in encoding. | xs:string |  |
| ColorDifferencing |  | Color Differencing used in encoding. | xs:string |  |

##### Primaries Encoding

Primaries is encoded as follows

* ‘BT601’ –Primaries defined in ITU-R Recommendation BT.601. [ITUR-BT.601]
* ‘BT709’ –Primaries defined in [ITUR-BT.709]. Note that these are the same primaries as sRGB [sRGB].
* ‘BT2020’ –Primaries defined in [ITUR-BT.2020]. Also used for BT2100 video [ITUR-BT.2100]
* ‘DCIP3’ –Primaries defined in [SMPTE-431-2]. Commonly referred to as Digital Cinema Initiatives (DCI) P3.
* ‘XYZ’ – CIE XYZ primaries, defined in [CIE1931].
* ‘ACES’ – Academy Color Encoding Specification (ACES) primaries as defined in [ACES-2008-1]
* ‘opRGB’ – Open RBG [opRGB] also known as Adobe RGB.

##### Transfer Function Encoding

TransferFunction is encoded as follows

* ‘BT1886’ – Standard dynamic range transfer function (gamma 2.4) as defined in [BT.1886]. Commonly used for BT.709 and BT.2020 video.
* ‘ST428-1’ –Digital cinema transfer function (gamma 2.6) as defined in [SMPTE-428-1], Section 4.3.
* ‘ST2084’ – High dynamic range transfer function as defined for Perceptual Quantization in [ITUR-BT.2100].
* ‘BT2100HLG’ – High dynamic range transfer function as defined for Hybrid Log Gamma in [ITUR-BT.2100].

##### ColorDifferencing Encoding

ColorDifferencing is encoded as follows

* ‘BT601’ –Color differencing defined in [ITUR-BT.601]
* ‘BT709’ – Color differencing defined in [ITUR-BT.709]
* ‘BT2020’ – Non-constant luminace color differencing defined in [ITUR-BT.2020]
* ‘BT2020CL’ – Constant luminance color differencing defined in [ITUR-BT.2020]
* ‘BT2100CI’ – Constant intensity ICtCp color differencing defined in [ITUR-BT.2100].
* ‘ST2085’ – Color differencing defined in [SMPTE-2085]
* ‘xvYCC709’ – Color differencing for Rec.709 defined in [IEC61966-2-4]
* ‘none’ – No color differencing applied. For example, uncompressed video using non-color differenced encoding (e.g. tiff with RGB or XYZ)

#### DigitalAssetChromaticity-type

Expresses chromaticity in accordance with CIE 15:2004 “Calculation of chromaticity coordinates” [CIE15] (Section 7.3) and [SMPTE-2086].

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Element** | **Attribute** | **Definition** | **Value** | **Card.** |
| **DigitalAssetChromaticity-type** |  |  |  |  |
| ChromaticityCIEx |  | Chromaticity *x* as defined in [CIE15] | xs:decimal |  |
| ChromaticityCIEy |  | Chromaticity *y* as defined in [CIE15] | xs:decimal |  |

#### DigitalAssetPictureLightLevel-type

This complex type provides definitions for encoded light levels in the video.

These have value in determining playability, especially with respect to power limitations within a display.

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Element** | **Attribute** | **Definition** | **Value** | **Card.** |
| **DigitalAssetPictureLightLevel-type** |  |  |  |  |
| ContentMax |  | Maximum Pixel Light Level for the Content.  | xs:nonNegativeInteger | 0..n |
|  | interpretation | Enumeration that identifies how ContentMax is to be interpreted. If absent, “MaxCLL” is assumed. | xs:string | 0..1 |
| FrameAverageMax |  | Maximum Average Light Level for a Frame | xs:nonNegativeInteger | 0..n |
|  | interpretation | Enumeration that identifies how FrameAverageMax is to be interpreted. If absent, “MaxFALL” is assumed. | xs:string | 0..1 |

Default interpretation of ContentMax and FrameAverageMax are “MaxCLL” and “MaxFALL” respectively. If these interpretation are used, the @intepretation attribute need not be used.

Interpretation of ContentMax as “MaxCLL” and FrameAverageMax as “MaxFALL” is in accordance with [CEA861.3]. The definitions for MaxCLL and MaxFALL are as follows:

Content with interpretation=“MaxCLL” is calculated using the following algorithm:

CalculateMaxCLL()

{

 set MaxCLL = 0

 for each ( frame in the sequence )

 {

 set frameMaxLightLevel = 0

 for each ( pixel in the active image area of the frame )

 {

 convert the pixel’s non-linear (R’,G’,B’) values to linear values (R,G,B) calibrated to cd/m2

 set maxRGB = max(R,G,B)

 if( maxRGB > frameMaxLightLevel )

 set frameMaxLightLevel = maxRGB

 }

 if( frameMaxLightLevel > MaxCLL )

 set MaxCLL = frameMaxLightLevel

 }

 return MaxCLL

}

FrameAverage with interpretation=“MaxFALL” is calculated using the following algorithm:

CalculateMaxFALL()

{

 set MaxFALL = 0

 for each ( frame in the sequence )

 {

 set runningSum = 0

 for each ( pixel in the active image area of the frame )

 {

 convert the pixel’s non-linear (R’,G’,B’) values to linear values (R,G,B) calibrated to cd/m2

 set maxRGB = max(R,G,B)

 set runningSum = runningSum + maxRGB

 }

 set frameAverageLightLevel = runningSum / numberOfPixelsInActiveImageArea

 if( frameAverageLightLevel > MaxFALL )

 set MaxFALL = frameAverageLightLevel

 }

 return MaxFALL

}

When using MaxCLL interpretation, if Content is required, but the value is unknown, 0 (zero) shall be used. When using MaxFALL interpretation, if FrameAverage is required, but the value is unknown, 0 (zero) shall be used.

For MaxCLL interpretation, the unit is equivalent to cd/m2 when the brightest pixel in the entire video stream has the chromaticity of the white point of the encoding system used to represent the video stream. Since the value of MaxCLL is computed with a max() mathematical operator, it is possible that the true CIE Y Luminance value is less than the MaxCLL value. This situation may occur when there are very bright blue saturated pixels in the stream, which may dominate the max(R,G,B) calculation, but since the blue channel is an approximately 10% contributor to the true CIE Y Luminance, the true CIE Y Luminance value of the example blue pixel would be only approximately 10% of the MaxCLL value.

For MaxFALL interpretation, the unit is equivalent to cd/m2 when the maximum frame average of the entire stream corresponds to a full-screen of pixels that has the chromaticity of the white point of the encoding system used to represent the video stream. The frame-average computation used to compute the MaxFALL value is performed only on the active image area of the image data. If the video stream is a "letterbox" format (e.g. where a 2.40:1 aspect ratio is put inside a 16:9 image container with black bars on the top and bottom of the image), the black bar areas are not part of the active image area and therefore are not included in the frame-average computation. This allows the MaxFALL value to remain an upper bound on the maximum frame-average light level even if image zooming or pan/scan is performed as a post-processing operation.

#### HDRPlaybackInfo-type

HDRPlaybackInfo-type contains information the player uses to properly playback HDR content.

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Element** | **Attribute** | **Definition** | **Value** | **Card.** |
| **DigitalAssetVideoPictureHDRPlaybackInfo-type** |  |  |  |  |
| SDRDownconversion |  | Instructions for downconverting HDR video to SDR video. | xs:string | 0..1 |

SDRDownconversion indicates that HDR to SDR downconversion is prohibited. Content is authored such that downconversion would produce an unacceptable result. An SDR video track, if available, should be used instead. SDRDownconversion is encoded as follows:

* ‘Prohibited’ – Downconversion is prohibited unless the player has an indication that the display device has the capability to handle all video parameters. For example, the ability to process SMPTE 2084 EOTF [SMPTE2084] is such an indication.
* ‘ProhibitedAlways” – Downconversion is prohibited unless it is known to the player that the display device the capability to handle all video parameters.

#### DigitalAssetVideoPictureThreeSixty-type

This complex type contains information the player uses to properly playback 360 Video content.

Where traditional video is mapped onto a rectangular surface, 360 video is mapped onto a surface that surrounds the viewer (either physically or virtually). Generally, a 360 video is mapped onto sphere so the viewer can look all around. However, other topologies such cylinders and cubes are also valid. Common Metadata identifies the surface in the Rendering element. Note that current practice assumes spherical rendering and does not specify Rendering.

Projection is the mapping of the rendered surface onto the encoded video frame; for example, the mapping of a sphere onto a 3840x2160 video frame. The processes are like those used in cartography and the concepts apply—excepting that the Earth is not a true sphere. Note that current practice most commonly uses equirectangular projections.

See Picture/ThreeD for information on 3D encoding.

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Element** | **Attribute** | **Definition** | **Value** | **Card.** |
| **DigitalAssetVideoPicture360-type** |  |  |  |  |
| Projection |  | Projection of the 360 video onto a rectangular video frame. | xs:string |  |
| Rendering |  | Surface on which image is intended to be rendered | xs:string | 0..1 |
| InitialView |  | Initial perspective of viewer at playback start. | DigitalAssetVideoPicture360Initial-type |  |

Projection is encoded as follows:

* ‘equirectangular’ – Equirectangular projection.
* ‘cube32’ – Cube mapped 3x2
* ‘cube43’ – Cube mapped 4x3

Rendering is encoded as follows

* ‘sphere’ – Spherical surface, with the viewer in the middle
* ‘cylinder’ – vertically oriented cylindrical surface with the user in the middle. Orientation is such that the cylinder’s opening is above and below the viewer.
* ‘cube’ – cube with viewer at the center, viewing the center of one surface.

#### DigitalAssetVideoPicture360Initial-type

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Element** | **Attribute** | **Definition** | **Value** | **Card.** |
| **DigitalAssetVideoPicture360Initial-type** |  |  |  |  |
| HeadingDegrees |  | Initial heading | xs:decimal, 0 to 360 |  |
| PitchDegrees |  | Initial pitch | xs:decimal, -90 to 90 |  |
| RollDegrees |  | Initial roll | xs:decimal-180 to 180 |  |

#### DigitalAssetVideoPictureOriginal-type

Provides information about the picture before encoding/transcoding. This includes ‘cadence’ information such as the original frame rate and scan information, useful for processing pulldown and ensuring correct handling of interlaced and progressive content.

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Element** | **Attribute** | **Definition** | **Value** | **Card.** |
| **DigitalAssetVideoPictureOriginal-type** |  |  |  |  |
| FrameRate |  | See DigitalAssetVideoPicture-type/FrameRate | xs:int | 0..1 |
|  | multiplier | See DigitalAssetVideoPicture-type/FrameRate/@multiplier | xs:string“1000/1001” | 0..1 |
|  | timecode | See DigitalAssetVideoPicture-type/ FrameRate/@timecode | xs:string | 0..1 |
| Progressive |  | See DigitalAssetVideoPicture-type/Progressive | xs:boolean | 0..1 |
|  | scanOrder | See DigitalAssetVideoPicture-type/Progressive/@scanOrder | xs:string | 0..1 |

#### DigitalAssetColorTransformMedatata-type

This type describes color volume transform metadata included in the video stream (e.g., via MPEG SEI messages). Color Volume Transforms are defined in SMPTE 2094-1 [SMPTE-2094-1].

Enhancement metadata transforms color values in the base video stream, so it is necessary to also know the base encoding. Base information can be found in other Picture elements, including ColorEncoding and MasteredColorVolume.

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Element** | **Attribute** | **Definition** | **Value** | **Card.** |
| **DigitalAssetColorTransformMetadata-type** |  |  |  |  |
| ColorVolumeTransform |  | ColorVolumeTransform identification | xs:string |  |
| ApplicationIdentifier |  | SMPTE 2094 ApplicationIdentifier as defined in [SMPTE-2094-1].  | xs:nonNegativeInteger | 0..1 |
|  | applicationVersion | SMPTE 2094 ApplicationVersion defined in [SMPTE-2094-1]. | xs:nonNegativeInteger | 0..1 |
| TargetSystemDisplay |  | SMPTE 2094 TargetDisplay defined in [SMPTE-2094-1]. | md:DigitalAssetColorVolume | 0..1 |
| DoNotTanscodeBase |  | Indicates whether base video track can be transcoded by itself. If ‘false’, then only base+enhancement can be transcoded from the referenced video tracks. | xs:boolean | 0..1 |

ColorVolumeTransform is encoded as follows:

* ‘DolbyVision’ – Uses Color Volume Transfer defined in SMPTE 2094-10 (Application #1) [SMPTE-2094-10]. This corresponds with ApplicationIdentifier=1.
* ‘SL-HDR’ – Users Color Volume Transform defined in SMPTE 2094-20 (Application #2) [SMPTE-2094-20] and SMPTE 2094-30 (Application #3) [SMPTE-2094-30]. ApplicationIdentifier should have instances of ‘2’ and ‘3’ as appropriate.
* ‘HDR10PLUS’ – Uses HDR10+ transform as defined in SMPTE 2094-40 (Application #4) [SMPTE-2094-40]. This corresponds with ApplicationIdentifier=2.

If ColorVolumeTransform is “SL-HDR”, the version of SL-HDR is defined by the Base. Base is determined by examining Picture/ColorEncoding. The following is guidance for making that determination:

* If base is Standard Dynamic Range base layer, generally using BT.709 [ITUR-BT.709] primaries and BT.1186 [ITUR-BT.1886] EOTF, the transform is SL-HDR1 [ETSI-SL-HDR1]
* If the base layer is encoded with High Dynamic Range, generally using BT.2100 [ITUR-BT.2100] primaries and Perceptual Quantization [SMPTE-2084] EOTF, the transform is SL-HDR2 [ETSI-SL-HDR2]
* If the base layer is using Hybrid Log Gamma as defined in BT.2100 [ITUR-BT.2100], the transform is SL-HDR3. At the time of this document’s publication, SL-HDR3 has not been published by ETSI.

ApplicationIdentifier and @applicationVersion are defined in [SMPTE-2094-1]. Values are defined in the specification for the applicable application.

TargetSystemDisplay is defined in terms of md:DigitalAssetColorVolume-type, which is the same structure as used by Picture/MasteredColorVolume for [SMPTE-2086] data. SMPTE ST 2086 and SMPTE ST 2094 use the same units, but in some cases have slightly different ranges. SMPTE 2094 values apply here.

### DigitalAssetSubtitleData-type

Defines timed text data. In this context, ‘subtitle’ and ‘timed text’ are synonymous.

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Element** | **Attribute** | **Definition** | **Value** | **Card.** |
| **DigitalAssetSubtitleData-type** |  |  |  |  |
| Format  |  | Format of subtitle. See Subtitle Format Encoding below. | xs:string | 0..1 |
|  | SDImage | Are subtitle images targeted towards SD included? ‘true’ means yes, ‘false’ or absent means no. This only applies if Format is ‘Image’ or ‘Combined’ | xs:boolean | 0..1 |
|  | HDImage | Are subtitle images targeted towards HD included? ‘true’ means yes, ‘false’ or absent means no. This only applies if Format is ‘Image’ or ‘Combined’ | xs:boolean | 0..1 |
|  | UHDImage | Are subtitle images targeted towards UHD included? ‘true’ means yes, ‘false’ or absent means no. This only applies if Format is ‘Image’ or ‘Combined’ | xs:boolean | 0..1 |
| Description |  | Description of this subtitle track. Description is in the language of the Language element. | xs:string | 0..n |
|  | language | Language of Description (for localization) | xs:language | 0..1 |
| Type |  | Intended purpose or purposes of subtitle | xs:string | 1..n |
| SubType |  | The subtype of subtitle track. | xs:string | 0..n |
| FormatType |  | Identification of subtitle format. See below | xs:string | 0..1 |
| Langauge |  | Language. If there are multiple languages present there should be one instance for each language. See Language Encoding in Section 3.1. | xs:language | 1..n |
|  | disposition | Language disposition as defined in Section 3.1 | xs:string | 0..1 |
| Encoding |  | Encoding information (to be defined). For images, Encoding should be MIME type indicating encoding method. See Section 3.14. | xs:anyType | 0..1 |
| Properties |  | Subtitle properties, including rates | md:DigitalAssetSubtitleProperties-type | 0..1 |
| PictureDetails |  | Information about the image encoding, for image subtitles. This matches Video track picture data. | md:DigitalAssetVideoPicture-type | 0..1 |
| DynamicRangeProfile |  | Category of encoded dynamic range. Definitions is as defined in Section 5.2.9 | xs:string | 0..1 |
|  | LuminanceMin | Minimum image luminance. Definition is as defined in Section 5.2.6.5 | xs:decimal | 0..1 |
|  | LuminanceMax | Maximum image luminance. Definition is as defined in Section 5.2.6.5 | xs:decimal | 0..1 |
| ColorGamutProfile |  | Category of encoded color gamut as defined in terms of colorimetry. More detail can be provided in PictureDetails. Values are defined in Section 5.2.6.4 | xs:string | 0..1 |
| Creation |  | Information about how the subtitle was created. | md:DigitalAssetSubtitleCreation-type | 0..1 |
| AdditionalOffset |  | Duration expressed as a timecode, representing offsets between the subtitle timeline and the video timeline that are not already captured in the media file. Subtitle event timecode + TimecodeOffset = video timecode. | md:Timecode-type | 0..1 |
| DropFrame |  | If ‘true’ or absent, closed caption derived subtitle (e.g., SCC) is encoded for drop frame, typically 29.97 fps. If ‘false’, subtitle is encoded with non-drop frame (e.g., 30 fps). | xs:boolean | 0..1 |
| CardsetList |  | Cards, such as distribution logos and anti-piracy notices, included in subtitle. | md:DigitalAssetCardsetList-type | 0..n |
| Compliance |  | Compliance for subtitle track. | md:Compliance-type | 0..n |
| AssetIntent |  | Why asset was created, which assets it was created from, and who was involved | md:AssetIntent-type | 0..n |
| TrackReference |  | Track cross-reference to be used in conjunction with container-specific metadata. | xs:string | 0..1 |
| TrackIdentifier |  | Identifiers, such as EIDR, for this track. Multiple identifiers may be included. | md:ContentIdentifier-type | 0..n |
| Private |  | Extensibility mechanism to accommodate data that is private to given usage. | md:PrivateData-type | 0..1 |

#### Subtitle Type Encoding

Type describes the intended use or uses of the subtitle. If the track has more than one intended use, then multiple instances of Type must be included. For example, a single track might be used for both ‘normal’ and ‘SDH’ uses.

The following values may be used:

* ‘normal’ – subtitle used for languages
* ‘SDH’ – Subtitles for deaf and hard-of-hearing.
* ‘large’ – subtitles for visually impaired
* ‘forced’ – used to indicate subtitles is required regardless of whether the user has enabled subtitles. The correct language subtitle track must be chosen. Often referred to as ‘forced captions.’ A Type of ‘forced’ must only be used in conjunction with other Type instances, when the track contains a mix of forced and non-forced subtitles. Generally, when ‘forced’ is used it is the only instance of Type.
* ‘noforced’ – indicates subtitles do not contain forced subtitles. Must be used with another Type, but not ‘forced’. For example, a subtitle with Type of ‘normal’ and ‘noforced’ would contain all language subtitles except forced subtitles.
* ‘commentary’ – commentary, such as associated with a commentary audio track.
* ‘easyreader’ – ‘easy reader’ subtitle complying with US Federal requirements [47CFR9.103(c)(9)] . The ‘easy reader’ and ‘SDH’ Types are independent. That is, if a track is both ‘easy reader’ and ‘SDH’ it should be tagged with both Types.
* ‘singalong’ – Timed text is used primarly to show words that go with song for the purpose of singing along. This should only be usd if distinct from SDH.
* ‘samelanguage’ – Timed text is in the same language as the original version, but not one of the other categories (i.e., neither SDH, commentary, easyreader, nor other same-language type). An example of samelangauge are tracks created for ESL (English as a Second Language) training.
* ‘script’ – Time text captures the script. This is generally an intermediate product. If script is used for dubbing, SubType should be ‘dubbing’. A second SubType can include any Audio Type as defined in Section 5.2.2.1.
* ‘template’ – Timed text is an intermediate product used for subsequent creation of other functions (e.g., translation or dubbing). When using at Type of template, SubType might be “English” (for the very common practices of first creating an English template), or “FIE” (for Foreign into English), or any other value that describes the template.
* ‘other’ – subtitles for commentary, or other purposes.

#### Subtitle Format Encoding

It is anticipated that IANA or others will provide a registry for subtitle encoding schemes. At that time, this section will be revised to reflect a more standard means of describing the subtitle. In the meantime, the following values may be used for Subtitle /Format:

* ‘Text’ – text subtitle
* ‘Image’ – image/picture data
* ‘Combined’ – Subtitle encoding that includes both text and image

#### FormatType Encoding

FormatType may be one of the following:

* ‘3GPP’ – 3GPP Timed Text, MPEG 4 Part 17 Timed Text, ISO/[IEC](http://en.wikipedia.org/wiki/International_Electrotechnical_Commission) 14496-17.
* ‘Blu-Ray’
* ‘CAP’ – Cheetah CAP
* ‘CEA-708’ – CTA 708; formerly known as CEA-708 and EIA-708 [CTA-708]
* ‘EIA-608’ – CTA-608 also known as CEA-608 and EIA 608 [CTA-608]
* ‘LCAP’ – Videotron Lambda Cap
* ‘DCI’ – DCI Subtitle, SMPTE 428-7-2007 D-Cinema Distribution Master – Subtitle
* ‘DLP’ – Texas Instruments (TI) DLP Cinema XML Subtitles [DLPC]
	+ ‘DLP1’ – DLP Cinema Version 1
	+ ‘'DLP1.1’ – DLP Cinema Version 1.1
* ‘DVB’ – DVB Subtitling, *ETSI 300 743 ‘Digital Video Broadcasting (DVB); Subtitling systems (2006-11)*
* ‘DVD’
* ‘Excel’ – When Microsoft Excel is used to capture subtitles (non-standard usage)
* ‘SMPTE 2052-1 Timed Text” – Timed Text Format (SMPTE-TT), SMPTE ST 2052-1:2010
* ‘SBV’ –SubViewer (applies to both .sub and .sbv)
* ‘SCC’ – SCC Subtitles (‘Scenarist Closed Caption’).
* ‘SRT’ – SRT (SubRip) Subtitles
* ‘STL’ – Spruce Subtitle
* ‘Teletext’ – ETSI Teletext [ETSI-TT-706], [ETSI-TT-708]
* ‘TTML’ –Timed Text Markup Language (TTML) 1.0, W3C [TTML] or later
	+ ‘TTML1’ – TTML1 to be more specific regarding TTML version 1 [TTML]
	+ ‘TTML2’ – Timed Text Markup Language 2 (TTML2), W3C, [TTML2]
	+ ‘'CFF-TT’ Common File Format (CFF) Timed Text [CFFTT]
	+ ‘DXFP’ – Distribution Format Exchange Profile. Unless this is pre-TTML DFXP, ‘TTML’ should be used.
	+ ‘EBU-TT’ – EBU Timed Text (EBU-TT-D) [EBU-TT-D]
	+ ‘IMSC1’ – TTML Profiles for Internet Media Subtitles and Captions 1.0 [IMSC1]
	+ ‘IMSC1.1’ – TTML Profiles for Internet Media Subtitles and Captions 1.1 [IMSC1.1]
	+ ‘ITT” – iTunes Timed Text [ITT]
* ‘WebVTT’ – WebVTT (Web Video Text Tracks)

#### PictureDetail

PictureDetail has dual purpose. For text subtitles, it expresses the target for which the text was authored. For example, if text position is defined by pixel offsets, PictureDetail specifies the assumptions about image resolution. MasteredColorVolume is the assumed video target for which the subtitles are authored.

For image subtitles, PictureDetail describes the image itself.

In both cases, FrameRate expresses the assumed frame rate of the underlying video. For example, if subtitles are timed to frames and assume a 29.97 frame rate, this should be expressed in PictureDetail/FrameRate.

#### DigitalAssetSubtitleProperties-type

DigitalAssetSubtitleProperties-type describes properties of the timed text.

NOTE: One might observe that there is an Encoding element. It was defined as xs:anyType in early versions of this specification, and altering it might break backwards compatibility. So, this object was created to allow Encoding to continue existing as-is.

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Element** | **Attribute** | **Definition** | **Value** | **Card.** |
| **DigitalAssetSubtitleProperties-type** |  |  |  |  |
| MaxCPS |  | Maximum Characters Per Second |  | 0..1 |
|  | strict | If ‘true’, MaxCPS is never exceeded. | xs:boolean | 0..1 |
|  | algorithm | Algorithm used to calculate reading rate | xs:string | 0..1 |
|  | spacesCounted | Algorithm counts spaces as characters | xs:boolean | 0..1 |
|  | punctuationCounted | Algorithm counts punctuation as characters | xs:boolean | 0..1 |
|  | halfCounted | Half-width characters counted as 0.5 | xs:boolean | 0..1 |
| WPM |  | Words per minute | xs:integer | 0..1 |
| MaxLinesPerEvent |  | Maximum lines per event | xs:integer | 0..1 |
|  | strict | If ‘true’, MaxLinesPerEvent is never exceeded. | xs:boolean | 0..1 |
| FormatStripped |  | If true, this subtitle has formatting stripped. Generally, this implies there is another version of the same subtitle with formatting. | xs:boolean | 0..1 |
| ContainsAnnotation |  | If true, track contains annotation | xs:boolean | 0..1 |
|  | type | The type of annotation | xs:boolean | 0..1 |
| TranslatorCreditPresent |  | Does subtitle include translator credits | xs:boolean | 0..1 |
| WritingFeatures |  | Additional attributes of timed text | md:Terms-type | 0..1 |

The @strict attribute indicates whether the associated parameter is never exceeded. If it is false or absent, then there might be occasional exceptions. @spacesCounted, @punctuationCounted, and @halfCounted provide the means to provide additional algorithm details.

@algorithm is the method used to calculate reading rate (not just CPS). It not currently a controlled vocabulary. Note that the algorithm might imply more constraints than just CPS (e.g., the “six second rule”).

ContainsAnnotation indicates that the timed text stream includes non-displaying annotations. @type can include what type of annotation is included. This is mostly relevant to timed text used for other purposes (e.g., dubbing or text translation).

WritingFeatures provides the means for additional attributes to be captured. For example, whether are there glosses (e.g., Ruby), enhancements, or diacritic marks; or the direction of the text (Left-to-right, right-to-left, or top-to-bottom).

#### DigitalAssetSubtitleCreation-type

DigitalAssetSubitleCreation-type provides information about the creation of the subtitle. Although there cannot be direct inference between the use of automated tools and quality, it can be useful to know if technology was used, and how much of the content was automatically processed.

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Element** | **Attribute** | **Definition** | **Value** | **Card.** |
| **DigitalAssetSubtitleCreation-type** |  |  |  |  |
| AutoSTT |  | Whether Speech to Text (STT) technology used | xs:boolean | 0..1 |
|  | full | Whether automated STT was the primary method of generating text.  | xs:boolean | 0..1 |
| AutoSegmentation |  | Whether automated segmentation (phrase brake) technology used | xs:boolean | 0..1 |
|  | full | Whether automate segmentation was the primary method of segmenting.  | xs:boolean | 0..1 |
| AutoTranslation |  | Whether automated translation technology was used | xs:boolean | 0..1 |
|  | full | Whether automate translation was the primary method of translation.  | xs:boolean | 0..1 |
| OCR |  | Whether OCR (Optical Character Recognition) technology was used to extract text from picture | xs:boolean | 0..1 |
|  | full | Whether OCR was the primary method of text extraction  | xs:boolean | 0..1 |

#### AdditionalOffset

It is not uncommon for subtitles files to have a different baseline timecode than video. Some subtitle media formats this offset is captured in the media file; others do not. AddidtionalOffset applies when either the offset is missing from the file, or when the offset in the file is incorrect.

AdditionalOffest should be interpreted as follow: Subtitle event timecode + AddtionalOffset = video timecode associated with that event.

#### TrackReference

When referring to individual channels within a subtitle track, use the following format: <tracknumber> + “:” + <channel>.

For example, when referencing EIA-608 [CTA-608] CC1 on track 1 within a container, TrackReference should be ‘1:CC1”

### DigitalAssetImageData-type

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Element** | **Attribute** | **Definition** | **Value** | **Card.** |
| **DigitalAssetImageData-type** |  |  |  |  |
| Description |  | Description of this subtitle track. Description is in the language of the Language element. | xs:string | 0..n |
|  | language | Language of Description (for localization) | xs:language | 0..1 |
| Type |  | Type of image | xs:string | 0..n |
| SubType |  | The subtype of image. | xs:string | 0..n |
| Purpose |  | Intended purpose. Equivalent to LocalizedInfo/ArtReference/@purpose. | xs:string | 0..n |
| Width |  | Number of columns of pixels (e.g., 1920) | xs:int |  |
| Height |  | Number of rows of pixels (e.g., 1080) | xs:int |  |
| Encoding |  | MIME type indicating encoding method. See Section 3.14. | xs:string |  |
| PictureDetails |  | Information about the image encoding. This matches Video track picture data. | md:DigitalAssetVideoPicture-type | 0..1 |
| DynamicRangeProfile |  | Category of encoded dynamic range.  | xs:string | 0..1 |
|  | LuminanceMin | Minimum image luminance. Definition is as defined in Section 5.2.6.5 | xs:decimal | 0..1 |
|  | LuminanceMax | Maximum image luminance. Definition is as defined in Section 5.2.6.5 | xs:decimal | 0..1 |
| ColorGamutProfile |  | Category of encoded color gamut as define in terms of colorimetry. More detail can be provided in PictureDetails. Values are defined in Section 5.2.6.4 or as below. | xs:string | 0..1 |
| ColorModel |  | Additive (RGB), Subtractive (CMY or CMYK), or monochrome | xs:string | 0..1 |
| PrintProfile |  | Data used when image is intended for printing | md:DigitalAssetImagePrint-data | 0..1 |
| Language |  | Language(s) for this image, if any. | xs:language | 0..n |
|  | disposition | Language disposition as defined in Section 3.1 | xs:string | 0..1 |
| CardsetList |  | Cardsets, such as distribution logos and anti-piracy notices, embedded in video. | md:DigitalAssetCardsetList-type | 0..n |
| Compliance |  | Compliance for image | md:Compliance-type | 0..n |
| AssetIntent |  | Why asset was created, which assets it was created from, and who was involved | md:AssetIntent-type | 0..n |
| TrackReference |  | Track cross-reference to be used in conjunction with container-specific metadata. | xs:string | 0..1 |
| TrackIdentifier |  | Identifiers, such as EIDR, for this track. Multiple identifiers may be included. | md:ContentIdentifier-type | 0..n |
| Private |  | Extensibility mechanism to accommodate data that is private to given usage. | md:PrivateData-type | 0..1 |

DynamicRangeProfile can have the following values.

* ‘SDR’ – Standard Dynamic Range
* ‘HDR’ – High Dynamic Range
* ‘SDR-HDR’ – Content is in a neutral format that can be used in SDR or HDR. This generally applies to overlays such as subtitles.

Precise dynamic range is defined using LuminanceMin and LuminanceMax.

To indicate a thumbnail for a 360 video, PictureDetails/ThreeSixty/InitalView devices the center of the image. Width and Height represent the pixels extending from that central point with the possible extra pixel to the right and below the image. That is, floor(Width/2) to the left, ceil(Width/2) to the right, floor(Height/2) above and ceil(Height/2) below.

ColorModel is typically ‘CMYK’, ‘RGB’, or ‘monochrome’. Other models may be included.

#### DigitalAssetImagePrintData-type

This element is reserve exclusively for images that are targeted for printing. Fields like DPI are only relevant to mapping pixels to physical media of a known size.

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Element** | **Attribute** | **Definition** | **Value** | **Card.** |
| **DigitalAssetImagePrintData-type** |  |   |  |  |
| PPI |  | Pixels Per Inch when printing. | xs:positiveInteger | 0..1 |
| SpotColor |  | Specification of inks used. Spot colors can be listed in addition to process color | xs:string | 0..n |
| PrintSpecification |  | Any specification related to the printing of the object. For example, “SWOP”  | xs:string | 0..n |

ProcessColorModel is typically ‘CMYK’, ‘RGB’, or ‘monochrome’. Other models may be include.

SpotColor is used to list any specific colors or inks specified. For example, “PANTONE 185 C”.

PrintSpecification defines any additional specifications for printing. For example, “SWOP”, “GRACoL”, “G7”, “ISO/PAS 15339”, and “CGATS21”.

### DigitalAssetInteractiveData-type

Interactive data covers both applications as well other forms of interaction such as interactive (non-linear) Virtual Realty (VR). Note that linear 360 video is addressed by its respective video and audio tracks.

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Element** | **Attribute** | **Definition** | **Value** | **Card.** |
| **DigitalAssetInteractiveData-type** |  |  |  |  |
| Type |  | Type of interactive track | xs:string |  |
| SubType |  | Subtype(s) of interactive track. Used to provide more specificity to Type. | xs:string | 0..n |
| FormatType |  | The form the encoding takes: text, executable or metadata. | xs:string | 0..1 |
| Langauge |  | Language. See Language Encoding in Section 3.1. | xs:language | 0..1 |
| Encoding |  | Encoding information. | md:DigitalAssetInterativeEncoding-type | 0..n |
| Compliance |  | Compliance for interactive track. | md:Compliance-type | 0..n |
| AssetIntent |  | Why asset was created, which assets it was created from, and who was involved | md:AssetIntent-type | 0..n |
| TrackReference |  | Track cross-reference to be used in conjunction with container-specific metadata. | xs:string | 0..1 |
| TrackIdentifier |  | Identifiers, such as EIDR, for this track. Multiple identifiers may be included. | md:ContentIdentifier-type | 0..n |
| Private |  | Extensibility mechanism to accommodate data that is private to given usage. | md:PrivateData-type | 0..1 |

For schema redefine support, the first three elements are defined in md:DigitalAssetInteractiveBaseData-type which is in turn defined as md:DigitalAssetInterativeBaseData-group. This has no XML impact.

#### Interactive Type Encoding

Type allows the following values:

* ‘Menu’ – Menu system for navigating settings, value added material and other options.
* ‘Mixed-Media’ – Mixed Media Experience, such as Cross-Platform Extras (CPE) or iTunes Extras package
* ‘Standalone Game’ – Playable game that runs independently of audio or video material
* ‘Overlay Game’ – Game synchronized to audio or video material
* ‘Skins’ – Information that customizes appearance
* ‘Interactivity’ – Ability to choose settings, value added material and other options outside of menus. For example, pop-ups.
* ‘Image’ – Identifies the special case where the interactive application is an image. This supports the case where no other application Type is playable. This is typically used in conjunction with Encoding/RuntimeEnvironment=‘Default’
* ‘Commerce’ – Commerce Experience
* ‘Location’ – Location or Mapping application
* ‘Live’ – Live Data feed
* ‘Comic’ – Digital Comic
* ‘VR’ – Virtual Reality Experience.
* ‘AR’ – Augmented Reality Experience
* ‘MR’ – Mixed Reality Experience
* ‘360’ – Linear 360-degree video experience. This covers 360-degree experiences not encoded as a single linear video. Typically, it will fall in this category if playback requires a player not currently assumed in Common Metadata.
* ‘Other’

#### Interactive FormatType Encoding

FormatType allows the following values:

* ‘Text’ – Instructive text.
* ‘Executable’ – Software that is executable through a runtime environment. See Interactive RuntimeEnvironment.
* ‘Metadata’ – Declarative data that describes behavior to a runtime environment

#### Interactive Encoding Type

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Element** | **Attribute** | **Definition** | **Value** | **Card.** |
| **DigitalAssetInteractiveEncoding-type** |  |  |  |  |
| RuntimeEnvironment |  | The execution runtime environment for the interactive content. |  |  |
| EnvironmentAttribute |  | Any characteristic of the environment that is a required or recommended feature needed for playback.  | xs:string | 0..n |
|  | recommended | Indicates that attribute is recommended. Content will play if this attribute not present/satisfied. If absent or ‘false’, the attribute in EnvironmentAttribute is required. | xs:boolean | 0..1 |
| FirstVersion |  | Earliest version of RuntimeEnvironment in which this encoding will play. If it plays in all versions, or all versions less than or equal to LastVersion, this element may be omitted. | xs:string | 0..1 |
| LastVersion |  | Last version of RuntimeEnvironment in which this encoding will play. If it plays in all versions, or all versions after FirstVersion, this element may be omitted | xs:string | 0..1 |
| (any) |  | Any other addition element(s) | xs:any##other | 0..n |

RuntimeEnvironment must use the following values when the associated runtime environments are used for ‘Executable’ and ‘Metadata’ FormatType values.

The following are a few runtime environments for Executable and Metadata Format Types. Notably absent from this list are emerging Virtual Reality (VR) platforms and engines. These will be enumerated in the future.

* ‘Flash’ – Adobe Flash
* ‘BD-J’ – Blu-ray Java
* ‘MHEG’ – MHEG-5, or more formally ISO/IEC 13522-5.
* ‘HTML5’ – W3C HTML5
* ‘Android’ – Android operating system native app
* ‘iOS’ – Apple iOS operating system native app
* ‘tvOS’ – Apple tvOS
* ‘MacOS’ – Apple MacOS native app
* ‘Windows’ – Microsoft Windows native app
* ‘BrightScript’ – Roku BrightScript native app
* ‘Linux’ – Linux native app
* ‘Default’ – Represents an application that can be played if nothing else can. This is typically an image.
* ‘Other’ – may be used when there is not a type convention.

EnvironmentAttribute is designed to cover a broad range of features. For example, It could indicate the presence of a hardware feature, accessories (e.g., a specific VR interaction device) or a broader concept (e.g., the ability to move in a VR environment). For playback, the assumption is that all the required indicated features will be available.

### DigitalAssetWatermark-type

Identification watermarks contain information that identifies content. This complex type describes which watermark is used and also includes information used for recognition.

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Element** | **Attribute** | **Definition** | **Value** | **Card.** |
| **IDWatermark-type** |  |   |  |  |
|  | guaranteedAbsent | The watermark specified is guaranteed not present in the media. |  | 0..1 |
| Vendor |  | Organization associated with watermark. | xs:string |  |
| ProductAndVersionID |  | Identification of specific watermark version of the technology. It must be sufficiently precise to differentiate between incompatible watermarks from the same Vendor. | xs:string |  |
| Data |  | Data is a string that either contains the information encoded by the watermark or is a reference to that data. Its content is outside the scope of this document. This may be vendor-private data. | xs:string | 0..1 |

The combination of Vendor and ProductAndVersionID unambiguously identifies a watermark technology.

Vendor is a representation of a watermark vendor or relevant technology. This is not a strict enumeration to allow new vendors to be added. However, it is important that vendor names are used consistently. As general guidance, use initial caps (except for acronyms) and no spaces or punctuation. Following are a few examples:

* ‘Philips’
* ‘Civolution’
* ‘Verance’
* ‘Nielsen’
* ‘AACS’

ProductAndVersionID identifies the precise version of the technology. In particular, it is used to differentiate between incompatible watermarks from the same Vendor.

### Cards

A cardset is a collection of static text or graphics separate from the work itself that appear at the beginning or end of the video. Cardsets are typically specific to a market and include distributor logos and anti-piracy warnings. Cardsets may be embedded in video (i.e., burned in) or overlaid on video via a subtitle. Video-embedded cards are described as part of Video metadata. Subtitle cards are described as part of Subtitle metadata.

DigitalAssetCardsetList-type is used to describe a collection of cardsets used together. DigitalAssetCard-type are related by purpose.

Note that we use the term cardsets to refer to one or more cards. For example, a US anti-piracy cardset might consist of more than one warning card including an FBI card, a Department of Homeland Security card and others. Note also that a single video or subtitle track may contain multiple cardsets.

Note that this area is somewhat experimental and will likely change in the future. Please communicate any use cases that are not accommodated by the following.

#### DigitalAssetCardsetList-type

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Element** | **Attribute** | **Definition** | **Value** | **Card.** |
| **Cardset-type** |  |  |  |  |
| Type |  | The intended general usage of the cardset list. | xs:string | 0..n |
| Region |  | Location for which cardset is intended. For example, US anti-piracy cardset would be for country=’us’. CardsetLists may apply to more than one region. If absent, cards are assumed to be worldwide. | md:MadeForRegion-type | 0..n |
| CardSet |  | Description of the cardset. | md:DigitalAssetCardset-type | 1..n |

Type is encoded as follows:

* ‘Theatrical’ – Theatrical
* ‘Broadcast’ – Broadcast, not including Internet
* ‘Hospitality’ – Hospitality, such as airline and hotel
* ‘Rental’ – Rental (Internet)
* ‘EST’ – Electronic Sell Through (Internet)

#### DigitalAssetCardset-type

A cardset is a collection of cards for one purpose and displayed together. The reason it is a cardset may contain multiple individual cards. For example, a US anti-piracy cardset may contain an FBI card, a Department of Homeland Security card, and others.

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Element** | **Attribute** | **Definition** | **Value** | **Card.** |
| **Cardset-type** |  |  |  |  |
| Type |  | Type of cardset. See below. | xs:string | 1..n |
| Description |  | Description of cardset (human readable) | xs:string | 0..n |
|  | language | Language of Description (for localization) | xs:language | 0..1 |
| Sequence |  | Order of display for this cardset. A higher number represents later display. Cardsets with the same sequence must not overlap Region. | xs:positiveInteger | 0..1 |
| Language |  | Language associated with card. For example, this would indicate the language of Type=’DubbingCredit’ card or the language of a Type=’AntiPiracy’ card. | xs:language | 0..n |

Type is encoded as follows:

* ‘AntiPiracy’ – Anti-piracy notices
* ‘DistributionLogo’ – Logos associated with distribution entity or entities.
* ‘Rating’ – Content Rating
* ‘DubbingCredit’ – Credits for dubbing (e.g., French talent dubbing in French)
* ‘Intermission’ – Information displayed during an intermission.
* ‘EditNotice’ – Information displayed regarding the edit (e.g., “This movie has been modified from the original version. It has been formatted to fit your screen.”)
* ‘Health’ – Health notice (e.g., Indian tobacco use warnings)
* Other

### DigitalAssetAncillary-type

Ancillary tracks are tracks that are not playable by themselves, but support another track. An example of Ancillary tracks is an enhancement layer (e.g., Dolby Vision). Ancillary tracks can be a track of an existing type (e.g,. a video track) or a track supporting another track.

Ancillary Tracks are matched with exactly one other track called the Base Track. For example, if the Ancillary track is an Enhancement Layer, the Base Track is the Base Layer.

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Element** | **Attribute** | **Definition** | **Value** | **Card.** |
| **DigitalAssetAncillaryData-type** |  |  |  |  |
| Type |  | Type of Ancillary Track.  | xs:string |  |
| SubType |  | Detailed type information for Ancillary Track. | xs:string | 0..n |
| BaseTrackID |  | Internal identifier reference to the Base Track.  | md:id-type | 0..1 |
| BaseTrackReference |  | Track Reference corresponding with TrackReference in the Base Track. | xs:string | 0..1 |
| BaseTrackIdentifier |  | Track Identifier corresponding with TrackIdentifier in the Base Track. | md:ContentIdentifier-type | 0..1 |
| TrackMetadata |  | Metadata for the Ancillary Track | md:DigitalAssetMetadata-type | 0..1 |
| CombinedMetadata |  | Metadata for the Ancillary Track combined with the Base Track | md:DigitalAssetMetadata-type | 0..1 |
| Compliance |  | Compliance for ancillary track. | md:Compliance-type | 0..n |
| AssetIntent |  | Why asset was created, which assets it was created from, and who was involved | md:AssetIntent-type | 0..n |
| Private |  | Allowable extension mechanism. | Sequence of 1..n of any##any | 0..1 |

#### Referencing the Base Track

Ancillary Tracks are defined to reference exactly one Base Track. Depending on context, some combination of BaseTrackID, BaseTrackReference and BaseTrackIdentifier will uniquely identify the Base Track. At least one of BaseTrackID, BaseTrackReference and BaseTrackIdentifier must be included. They must contain information sufficient to unambiguously identify the Base Track.

#### Type and SubType encoding

Type is encoded as follows:

* ‘enhancement’ – Ancillary track enhances another track such that the combined track is in some way improved.
* ‘metadata’ – Ancillary track is metadata. For example, an MPEG timed metadata track.
* ‘variation’ – Track defines a variation on the base track. For example, an MPEG Variant track.
* ‘other’ – An ancillary track not fitting one of the definitions above.

If Type=’enhancement’, and enhancement track is Dynamic Metadata for HDR, SubType should use the controlled vocabulary for ColorVolumeTransform as defined in Section 5.2.7.8. Otherwise, SubType currently has no controlled vocabulary.

#### TrackMetadata and CombinedMetadata

TrackMetadata, if present, describes the Ancillary Track itself. For example, a Dolby Vision Enhancement Layer track is formatted as a video track, so it would have Video metadata encoded in TrackMetadata/Video. Any description necessary for a decoder to interpret the track would be included. For example, with Dolby Vision, TrackMetadata/Video/Encoding/Codec could be ‘H.264-DolbyVision’ or ‘H.265-DolbyVision’ as defined in Section 5.2.5.1. Similarly, Ancillary Tracks of other types could use the other element options in TrackMetadata.

CombinedMetadata, if present, describes the track resulting from combining the Base Track with the Ancillary Track. For example, if the resultant combination is a video track, then the CombinedMetadata/Video element would contain the metadata for the resultant track.

# Container Metadata

The Container Metadata describes the container that includes the various media pieces and the glue that holds them together.

## Container Metadata Description

Logically speaking, the container holds a collection of tracks as described using md:DigitalAssetMetadata-type. The container packages these data in accordance with the rules for that container type, defined with the md:ContainerType element.

Often, the container type definition alone is not enough information to access the media in the container. md:ContainerSpecificMetadata may be included to provide any additional necessary information. Container-specific metadata definitions are not included in this version of the specification, so the xs:any type is used.

If ContainerSpecificInformation is provided, the md:TrackRef elements in the Digital Asset Metadata types may be used to cross reference. For example, container-specific metadata may map an MPEG-2 transport stream PID to a given Track.

## Definitions

### ContainerMetadata-type

This type describes a container that in turn contains one or more audio, video, subtitle or image tracks.

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Element** | **Attribute** | **Definition** | **Value** | **Card.** |
| **ContainerMetadata-type** |  |  |  |  |
| ContainerType |  | Identification of container type | md:DigitalAssetContainerType-type | 0..1 |
| Track |  | Track metadata | md:ContainerTrackMetadata-type | 1..n |
| Hash |  | Hash of container. Multiple instances may be included if multiple methods are used. | md:Hash-type | 0..n |
| Size |  | Size of container in bytes (octets). | xs:positiveInteger | 0..1 |
| ContainerReference |  | Reference to Container within another object. For example, if the Container is a file within a ZIP file, ContainerReference would be the Container’s filename within the ZIP. | xs:string | 0..1 |
| ContainerIdentifier |  | Identifier for the Container. For example, if Container were a UltraViolet Common File Format file, this could contain the APID. | md:ContentIdentifier-type | 0..1 |
| ContainerIntent |  | The intent for which the container was created, ancestor assets, and organizations associated with its creation. | md:AssetIntent-type | 0..n |
| ContainerSpecificMetadata |  | Additional information about the content and structure of the container. In the future, container-specific information will be provided. | md:ContainerSpecific-type | 0..1 |
| (any) |  | Any additional definitions | xs:any##other | 0..n |

#### Container Type encoding, ContainerType-type

Container type is of simple type ContainerType-type that is xs:string. It may contain one of the following values:

* + ‘3GP’ – Third Generation Partnership Project (3GPP) file format
	+ ‘3GP2’ – 3GPP2 file format
	+ ‘AC3’ – Dolby Digital file
	+ ‘AIFF’ – Audio Interchange File Format
	+ ‘ASF’ – Microsoft Advanced Streaming Format
	+ ‘atmos’ – Dolby Atmos Home theater or VR master file set (see “DAMF”). “SubType should be the component file extension (without period) as defined by Dolby, for example, ‘atmos’, ‘audio’, ‘dbmd’ and ‘metadata’). See [Atmos-Render], Section 31.1 and 13.5
	+ ‘AVI’ – Microsoft Audio Video Interleave, also includes AVI 2.0
	+ ‘BWF’ – Broadcast Wave Format as defined in [ITU-BS.1532-3]. Note that in most cases this is superseded by ‘BWF-RF64’
	+ ‘BWF-RF64’ – Broadcast Wave Format RF64 as defined in [ITU-BS.2088-1]
	+ ‘CAF’ – Apple Core Audio Format [CAF]
	+ ‘CFF’ – Common File Format (UltraViolet)
	+ ‘DAMF’ – Dolby Atmos Master File (See “atmos”)
	+ ‘DIVX’ – DivX movie file
	+ ‘DPX’ – Digital Picture Exchange file [SMPTE-268-1]
	+ ‘DTS’ – DTS encoded file
	+ ‘FLV’ – Flash Video File
	+ ‘HCT’ – Hectavision File
	+ ‘IMF’ – Interoperable Master File [SMPTE-2067]
	+ ‘ISO’ – ISO Container ISO/IEC 14496-12, when not specified in a more specific fashion (e.g., MP4)
	+ ‘JPEG’ – JPEG image file
	+ ‘LSR’ – Layer Source Representation (LSR)
	+ ‘M4V’ – Apple M4V
	+ ‘MJ2’ – JPEG 2000 file format; ‘ISO’ containing JPEG 2000
	+ ‘MP4’ – MPEG-4 Part 14, ISO/IEC 14496-14:2003
	+ ‘MKV’ – Matroska multimedia container
	+ ‘MPEG-2 (TS)’ – MPEG-2 Transport stream
	+ ‘MPEG-2 (PS)’ – MPEG-2 Program Stream
	+ ‘MXF’ – SMPTE MXF file
	+ ‘Ogg’ – Xiph.Org file format for Vorbis and Theora
	+ ‘OpenEXR’ – OpenEXR file [OPENEXR]
	+ ‘Quicktime (MOV)’ – Apple QuickTime movie file
	+ ‘PNG’ – Portable Network Graphics (PNG) file
	+ ‘PSB’ – Adobe Photoshop BIG
	+ ‘PSD’ – Adobe Photoshop Document
	+ ‘RIFF – Resource Interchange File Format
	+ ‘RM’ – RealNetwork’s RealMedia file format
	+ ‘SWF’ – Adobe Shockwave Flash
	+ ‘TIFF’ – tagged image file format
	+ ‘WAV’ – Wav file format
	+ ‘WMV’ – Microsoft WMV file
	+ ‘VOB’ – DVD Video OBject file
	+ ‘XMF’ – XMF music file (MIDI)
	+ ‘ZIP’ – ZIP file
	+ ‘other’

If the format is not in this list, it is acceptable to include the Windows file extension. When using this form, precede with ‘EXT:’. For example, ‘EXT:DXR’ for Macromedia Director Movie File (.dxr file extension).

Standard encoding is preferred and will be investigated.

#### ContainerSpecific-type

ContainerSpecific-type is a sequence of 0..n any##other. This allows any container metadata to be used here.

#### ContainerTrackMetadata-type

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Element** | **Attribute** | **Definition** | **Value** | **Card.** |
| **ContainerTrackMetadata-type** |  |  |  |  |
| Audio |  | Metadata for an audio asset | md:DigitalAssetAudioData-type | (choice) |
| Video |  | Metadata for a video asset | md:DigitalAssetVideoData-type | (choice) |
| Subtitle |  | Metadata for subtitles | md:DigitalAssetSubtitleData-type | (choice) |
| Image |  | Metadata for Images  | md:DigitalAssetImageData-type | (choice) |
| Interactive |  | Metadata for Interactive | md:DigitalAssetInteractiveData-type | (choice) |
| Container |  | Container encapsulated within the container (recursive). | md:ContainerMetadatata-type | (choice) |
| ExternalTrackReference |  | Reference to a track that is external. It may be a standalone track or part of another container. If part of a container, the trackReference attribute should point to the track in the other container. | md:DigitalAssetExternalTrackReference-type | (choice) |
| InternalTrackReference |  | Reference to a track that is internal to the Container. This is used when it is preferred to refer to track by IDs rather than metadata.  | xs:string | (choice) |

### ContainerProfile-type

ContainerProfile-type is defined as xs:string. It may be used to specify a profile for a given container. There are no enumerations currently defined.

# Content Ratings

Common Metadata supports content advisory based on formal ratings systems along with extensions for special cases such as adult-only content.

## Description

Ratings are of the form: Region/System/Rating/Reason. There is also type (e.g., Film, TV and Music) but this is generally subsumed by the System and implicit in the content (exceptions are handled).

## Rules

There is no implied cross-mapping between advisory systems.

Additional rules can be found in Common Ratings documentation [TR-META-RS].

## Definition

This section specifies the structure that can include a complete content rating set for a title.

### ContentRating-type

This element describes content-specific parental control information as provided by the content owner or rating agency.

NotRated and RatingsMatrix are an XSD ‘choice’. If NotRated is chosen, it must be ‘true’. NotRated is used if there are no other ratings.

The absence of a rating in a particular system does not necessarily imply the content is unrated. However, in most cases it can be assumed to be unrated. Specifications based on Common Metadata should include a requirement that all relevant ratings be included if available.

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Element** | **Attribute** | **Definition** | **Value** | **Card.** |
| **ContentRating-type** |  |  |  |  |
| NotRated |  | Has the content never been rated? ‘true’=not rated. Must be ‘true’ if included. | xs:boolean | (choice) |
|  | condition | An indication of the nature of the unrated status.  | xs:string | 0..1 |
| Rating |  | Rating information | md:ContentRatingDetail-type | (choice) 1..n |
| AdultContent |  | Recommend that this element not be used. Instead, accordance with Common Ratings, create a rating with System of “UNRATED” and Rating of “ADULT”.*Should content be blocked for all non-adult viewers? ‘true’= yes. ‘false’ or absent means no. There is no formal definition of ‘adult’ content, and this represents the judgment of the originator.* | xs:boolean | 0..1 |

NotRated is distinguished from “unrated”. As mentioned above, the term “unrated” is often used as a marketing term. “unrated” may be used as a keyword to indicate this type of version. For NotRated, preference is to use the UNRATED conventions in Common Ratings [TR-META-RS], Section 4. NotRated and AdultContent maybe deprecated in the future.

#### Condition encoding

Condition is an indication of why the work is unrated. If condition is absent, no conclusions can be drawn regarding why work is unrated.

If the BasicMetadata-type element has a parent element and condition is included, the values shall be encoded in accordance with Common Metadata Ratings [TR-META-CS], Section 4.

If the BasicMetadata-type element does not have a parent element and condition should not be included. This can be interpreted as “never rated.”

### ContentRatingDetail-type

This element describes content-specific parental control information as provided by the content owner or rating agency.

Values come from Section 8, “Content Rating Encoding”. Values should be exactly as entered in the table in Common Ratings [TR-META-CR].

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Element** | **Attribute** | **Definition** | **Value** | **Card.** |
| **ContentRatingDetail-type** |  |  |  |  |
| Region |  | Country/Region. Uses region encoding | md:Region-type |  |
| System  |  | Rating System | xs:string |  |
| Value |  | Rating Value | xs:string |  |
| Reason |  | Rating Reason. Only one Reason per element (i.e., either “L” or “V”, but not “LV”.) | xs:string | 0...n |
|  | value | Ratings value associated with Reason. Used when Reason has its own rating (e.g., “L” is rated “16”) | xs:string | 0..1 |
| LinkToLogo |  | If there is an image associated with this rating, the link may be provided | xs:anyURI | 0..1 |
|  | language | Language of logo | xs:language | 0..1 |
| Description |  | A string associated with the rating, such as, “**Rated PG** For mild thematic elements and brief smoking”. Note that this is title-specific description, not a generic description of the rating. | xs:string | 0..n |
|  | language | Language of Description | xs:language | 0..1 |
|  | authoritative | Inidicates whether Description is from the original ratings system. Default is ‘true’. | xs:boolean | 0..1 |
|  | origin | If @authoritative = ‘false’, indicates origin of translation.  | xs:string | 0..1 |

# Content Rating Encoding

Encoding for content ratings has been moved to its own document, TR-META-CR found at <http://www.movielabs.com/md/ratings>. We recommend using the latest version of this document.

# Selected Examples

Following are selected examples. These and other examples will appear on the web site.

## People Name Examples

The following example was based on this test schema

 <xs:element name="Person-name" type="md:PersonName-type"/>

 <xs:element name="People">

 <xs:complexType>

 <xs:sequence>

 <xs:element name="Person" type="md:BasicMetadataPeople-type" maxOccurs="unbounded"/>

 </xs:sequence>

 </xs:complexType>

 </xs:element>

The following example covers the following people: Gorillaz, Kid n' Play, Cher, 50 Cent, MC Hammer, Dita von Teese, Marilyn Manson, Teenage Mutant Ninja Turtles, James van der Beek, Max von Sydow, Kat von D, Benjamin “Scatman” Crothers, and Peter Sellers. Note that Teenage Mutant Ninja Turtles is not a real entity and therefore will not be encoded, but it was included to test completeness.

<mdtest:People xsi:schemaLocation="http://www.movielabs.com/md/mdtest mdtest.xsd" xmlns:md="http://www.movielabs.com/md" xmlns:mdtest="http://www.movielabs.com/md/mdtest" xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance">

 <mdtest:Person>

 <md:Job>

 <md:JobFunction>Music Group</md:JobFunction>

 <md:JobDisplay>Band</md:JobDisplay>

 </md:Job>

 <md:Name>

 <md:DisplayName>Gorillaz</md:DisplayName>

 <md:SortName>Gorillaz</md:SortName>

 </md:Name>

 <md:Gender>neutral</md:Gender>

 </mdtest:Person>

 <mdtest:Person>

 <md:Job>

 <md:JobFunction>Other Group</md:JobFunction>

 <md:JobDisplay>Comedy Duo</md:JobDisplay>

 </md:Job>

 <md:Name>

 <md:DisplayName>Kid 'n Play</md:DisplayName>

 <md:SortName>Kid 'n Play</md:SortName>

 </md:Name>

 <md:Gender>male</md:Gender>

 </mdtest:Person>

 <mdtest:Person>

 <md:Job>

 <md:JobFunction>Singer</md:JobFunction>

 <md:JobDisplay>Singer</md:JobDisplay>

 </md:Job>

 <md:Name>

 <md:DisplayName>Cher</md:DisplayName>

 <md:SortName>Cher</md:SortName>

 </md:Name>

 <md:Gender>female</md:Gender>

 </mdtest:Person>

 <mdtest:Person>

 <md:Job>

 <md:JobFunction>Singer</md:JobFunction>

 <md:JobDisplay>Rapper</md:JobDisplay>

 </md:Job>

 <md:Name>

 <md:DisplayName>50 Cent</md:DisplayName>

 <md:SortName>50 Cent</md:SortName>

 <md:FirstGivenName>Curtis</md:FirstGivenName>

 <md:SecondGivenName>James</md:SecondGivenName>

 <md:FamilyName>Jackson</md:FamilyName>

 <md:Suffix>III</md:Suffix>

 </md:Name>

 <md:Gender>male</md:Gender>

 </mdtest:Person>

 <mdtest:Person>

 <md:Job>

 <md:JobFunction>Singer</md:JobFunction>

 <md:JobDisplay>Rapper</md:JobDisplay>

 </md:Job>

 <md:Name>

 <md:DisplayName>MC Hammer</md:DisplayName>

 <md:SortName>MC Hammer</md:SortName>

 </md:Name>

 <md:Gender>male</md:Gender>

 </mdtest:Person>

 <mdtest:Person>

 <md:Job>

 <md:JobFunction>Dancer</md:JobFunction>

 <md:JobDisplay>Burlesque Dancer</md:JobDisplay>

 </md:Job>

 <md:Name>

 <md:DisplayName>Dita von Teese</md:DisplayName>

 <md:SortName>Von Teese, Dita</md:SortName>

 <md:FirstGivenName>Dita</md:FirstGivenName>

 <md:FamilyName>Von Teese</md:FamilyName>

 </md:Name>

 <md:Gender>female</md:Gender>

 </mdtest:Person>

 <mdtest:Person>

 <md:Job>

 <md:JobFunction>Singer</md:JobFunction>

 <md:JobDisplay>Singer</md:JobDisplay>

 </md:Job>

 <md:Name>

 <md:DisplayName>Marilyn Manson</md:DisplayName>

 <md:SortName>Manson, Marilyn</md:SortName>

 <md:FirstGivenName>Marilyn</md:FirstGivenName>

 <md:FamilyName>Manson</md:FamilyName>

 </md:Name>

 <md:Gender>male</md:Gender>

 </mdtest:Person>

 <mdtest:Person>

 <md:Job>

 <md:JobFunction>Other Group</md:JobFunction>

 <md:JobDisplay>Superhero Turtles</md:JobDisplay>

 </md:Job>

 <md:Name>

 <md:DisplayName>Teenage Mutant Ninja Turtles</md:DisplayName>

 <md:SortName>Teenage Mutant Ninja Turtles</md:SortName>

 </md:Name>

 <md:Gender>neutral</md:Gender>

 </mdtest:Person>

 <mdtest:Person>

 <md:Job>

 <md:JobFunction>Actor</md:JobFunction>

 <md:JobDisplay>Actor</md:JobDisplay>

 <md:BillingBlockOrder>1</md:BillingBlockOrder>

 <md:Character>Dawson Leery</md:Character>

 </md:Job>

 <md:Name>

 <md:DisplayName>James Van Der Beek</md:DisplayName>

 <md:SortName>Van Der Beek</md:SortName>

 <md:FirstGivenName>James</md:FirstGivenName>

 <md:SecondGivenName>William</md:SecondGivenName>

 <md:FamilyName>Van Der Beek</md:FamilyName>

 <md:Suffix>Jr.</md:Suffix>

 </md:Name>

 <md:Gender>male</md:Gender>

 </mdtest:Person>

 <mdtest:Person>

 <md:Job>

 <md:JobFunction>Actor</md:JobFunction>

 <md:JobDisplay>Actor</md:JobDisplay>

 <md:Character>Otto Frank</md:Character>

 </md:Job>

 <md:Name>

 <md:DisplayName>Max von Sydow</md:DisplayName>

 <md:SortName>von Sydow</md:SortName>

 <md:FirstGivenName>Max</md:FirstGivenName>

 <md:FamilyName>von Sydow</md:FamilyName>

 </md:Name>

 <md:Gender>male</md:Gender>

 </mdtest:Person>

 <mdtest:Person>

 <md:Job>

 <md:JobFunction>Artist/Performer</md:JobFunction>

 <md:JobDisplay>Tatoo Artist</md:JobDisplay>

 </md:Job>

 <md:Name>

 <md:DisplayName>Kat von D</md:DisplayName>

 <md:SortName>String</md:SortName>

 <md:FirstGivenName>Kat</md:FirstGivenName>

 <md:FamilyName>von D</md:FamilyName>

 </md:Name>

 <md:Gender>female</md:Gender>

 </mdtest:Person>

 <mdtest:Person>

 <md:Job>

 <md:JobFunction>Singer</md:JobFunction>

 <md:JobDisplay>Scat Singer</md:JobDisplay>

 </md:Job>

 <md:Name>

 <md:DisplayName>Scatman Crothers</md:DisplayName>

 <md:SortName>Scatman Crothers</md:SortName>

 <md:FirstGivenName>Benjamin</md:FirstGivenName>

 <md:SecondGivenName>Sherman</md:SecondGivenName>

 <md:FamilyName>Crothers</md:FamilyName>

 <md:Moniker>Scatman</md:Moniker>

 </md:Name>

 <md:Gender>male</md:Gender>

 </mdtest:Person>

 <mdtest:Person>

 <md:Job>

 <md:JobFunction>Actor</md:JobFunction>

 <md:JobDisplay>Actor</md:JobDisplay>

 <md:BillingBlockOrder>1</md:BillingBlockOrder>

 <md:Character>Group Captain Lionel Mandrake</md:Character>

 <md:Character>President Merkin Muffley</md:Character>

 <md:Character>Dr. Strangelove</md:Character>

 </md:Job>

 <md:Name>

 <md:DisplayName>Peter Sellers</md:DisplayName>

 <md:SortName>Selers</md:SortName>

 <md:FirstGivenName>Peter</md:FirstGivenName>

 <md:FamilyName>Selers</md:FamilyName>

 </md:Name>

 <md:Gender>male</md:Gender>

 </mdtest:Person>

</mdtest:People>

## Release History Example

The following example is based on this test schema:

 <xs:element name="ReleaseHistorySet">

 <xs:complexType>

 <xs:sequence>

 <xs:element name="ReleaseHistory" type="md:ReleaseHistory-type" maxOccurs="unbounded"/>

 </xs:sequence>

 </xs:complexType>

 </xs:element>

The following history is included:

* US Theatrical: 2008-02-08
* US Fullscreen DVD: 2008-06-17
* US Widescreen DVD: 2008-06-17
* UK Theatrical: 2008-05-30
* UK DVD: 2008-09-22

<mdtest:ReleaseHistorySet xsi:schemaLocation="http://www.movielabs.com/md/mdtest mdtest.xsd" xmlns:md="http://www.movielabs.com/md" xmlns:mdtest="http://www.movielabs.com/md/mdtest" xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance">

 <mdtest:ReleaseHistory>

 <md:ReleaseType>original</md:ReleaseType>

 <md:DistrTerritory>

 <md:country>US</md:country>

 </md:DistrTerritory>

 <md:Date>2008-02-08</md:Date>

 <md:Description>US Theatrical Release</md:Description>

 </mdtest:ReleaseHistory>

 <mdtest:ReleaseHistory>

 <md:ReleaseType>DVD</md:ReleaseType>

 <md:DistrTerritory>

 <md:country>US</md:country>

 </md:DistrTerritory>

 <md:Date>2008-06-17</md:Date>

 <md:Description>US Fullscreen Edition</md:Description>

 </mdtest:ReleaseHistory>

 <mdtest:ReleaseHistory>

 <md:ReleaseType>DVD</md:ReleaseType>

 <md:DistrTerritory>

 <md:country>US</md:country>

 </md:DistrTerritory>

 <md:Date>2008-06-17</md:Date>

 <md:Description>US Widescreen Edition</md:Description>

 </mdtest:ReleaseHistory>

 <mdtest:ReleaseHistory>

 <md:ReleaseType>original</md:ReleaseType>

 <md:DistrTerritory>

 <md:country>GB</md:country>

 </md:DistrTerritory>

 <md:Date>2008-05-30</md:Date>

 <md:Description>UK Theatrical Release</md:Description>

 </mdtest:ReleaseHistory>

 <mdtest:ReleaseHistory>

 <md:ReleaseType>DVD</md:ReleaseType>

 <md:DistrTerritory>

 <md:country>GB</md:country>

 </md:DistrTerritory>

 <md:Date>2008-09-22</md:Date>

 <md:Description>UK Release</md:Description>

 </mdtest:ReleaseHistory>

</mdtest:ReleaseHistorySet>

## Content Rating Examples

The following example was based on this test schema:

 <xs:element name="RatingSet" type="md:ContentRating-type"/>

The following ratings are given:

* US, MPAA, PG-13
* UK, BBFC, 12
* US, TV Parental Guidelines, TV14, course or crude language, sexual situations and violence
* Canada/Ontario, OFRB, 14A

<mdtest:RatingSet xsi:schemaLocation="http://www.movielabs.com/md/mdtest mdtest.xsd" xmlns:md="http://www.movielabs.com/md" xmlns:mdtest="http://www.movielabs.com/md/mdtest" xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance">

 <md:Rating>

 <md:Region>

 <md:country>US</md:country>

 </md:Region>

 <md:System>MPAA</md:System>

 <md:Value>PG-13</md:Value>

 <md:LinkToLogo>http://www.mpaa.org/\_images/parental-strongly.gif</md:LinkToLogo>

 </md:Rating>

 <md:Rating>

 <md:Region>

 <md:country>GB</md:country>

 </md:Region>

 <md:System>BBFC</md:System>

 <md:Value>12</md:Value>

 <md:LinkToLogo>http://www.bbfc.co.uk/images/classification/c-12.gif</md:LinkToLogo>

 </md:Rating>

 <md:Rating>

 <md:Region>

 <md:country>US</md:country>

 </md:Region>

 <md:System>TVPG</md:System>

 <md:Value>TV14</md:Value>

 <md:Reason>L</md:Reason>

 <md:Reason>S</md:Reason>

 <md:Reason>V</md:Reason>

 <md:LinkToLogo>http://www.tvguidelines.org/images/tv14.jpg</md:LinkToLogo>

 </md:Rating>

 <md:Rating>

 <md:Region>

 <md:countryRegion>CA-ON</md:countryRegion>

 </md:Region>

 <md:System>OFRB</md:System>

 <md:Value>14A</md:Value>

 <md:LinkToLogo>http://www.ofrb.gov.on.ca/english/images/14a\_high.gif</md:LinkToLogo>

 </md:Rating>

</mdtest:RatingSet>

# Redefine Support

It is anticipated that schemas that use Common Metadata will wish to control vocabularies or otherwise constrain the schema. This is fully allowed.

Note that unless you intend to do redefines, this section is internal to the schema and has no effect on schema users.

To support controlled vocabularies, Common Metadata provides a set of simple types corresponding with particular elements and attributes. These are of the form

<XML type>-<reference>

Where

* <XML type> refers to the original XML type of the attribute or element. For example, xs:string elements start with ‘string’.
* <reference> is a descriptive term relating to the attribute or element in question. For example, BasicMetadata/Genre’s reference is ‘Genre’.

## General XML Type Redefines

These redefines are used across all uses of the XML type.

|  |  |
| --- | --- |
| **XML type** | **Redefine type** |
| xs:language | md:language-redefine |

##  Type-specific Redefines

The following tables list the element or attribute that is subject to redefine and the simple type that redefines that value. For example, for the element //PersonName/Suffix, there is a simple type md:string-Name-Suffix that can be redefined to control the Suffix element’s pattern or enumeration.

The Contains enumerations column indicates whether the ‘Redefine type’ already includes enumerations. In that case, the only constrainting option available, according to XML redefine rules, is to restrict out one or more of those enumerations.

Note that Common Metadata suggests many vocabularies that are not enforced by XML enumerations.

### Identifiers

The following applies to identifiers. This is applicable when only specific identifiers are allowed. If only one Namespace is allowed, one might wish to define Identifier as a pattern.

|  |  |  |
| --- | --- | --- |
| **Element or Attribute** | **Redefine type** | **Contains enumerations** |
| ContentIdentifier-type/Namespace | md:string-ContentID-Namespace |  |
| ContentIdentifier-type/Identifier | md:sting-ContentID-Identifier |  |
| ContentIdentifier-type/Scope | md:sting-ContentID-Scope |  |
| ContentIdentifier-type/subscope | md:sting-ContentID-subscope |  |
| EIDRURN-type | md:string-EIDR-scope |  |

### Basic Metadata

| **Element or Attribute** | **Redefine type** | **Contains enumerations** |
| --- | --- | --- |
| //BasicMetadataInfo-type/@condition | md:string-condition |  |
| //BasicMetadataInfo-type/ArtReference/@resolution | md:string-ArtReference-resolution |  |
| //BasicMetadataInfo-type/ArtReference/@purpose | md:string-ArtReference-purpose |  |
| //BasicMetadataInfo-type/DisplayIndicators | md:string-DisplayIndicators |  |
| //BasicMetadataInfo-type/Genre | md:string-Genre |  |
| //BasicMetadataInfo-type/Genre/@id | md:string-Genre\_id |  |
| //BasicMetadataInfo-type/Keyword | md:string-Keyword |  |
| //BasicMetadataInfo-type/Audience/Who | md:string-Audience-Who |  |
| //BasicMetadataInfo-type/Audience/When | md:string-Audience-When |  |
| //BasicMetadataInfo-type/Audience/What | md:string-Audience-What |  |
| //BasicMetadataInfo-type/TitleAlternate | md:string-TitleAlternate\_type |  |
| //BasicMetadataJob-type/JobFunction | md:string-JobFunction |  |
| //BasicMetadataJob-type/JobFunction/@scheme | md:string-JobFunction-scheme |  |
| //BasicMetadataJob-type/JobDisplay | md:string-JobDisplay |  |
| //BasicMetadataCharacter-type/Nonfictional/@appearance | md:string-Nonfictional-appearance |  |
| //BasicMetadataPeople-type/Gender | md:string-Gender |  |
| //BasicMetadata/WorkType | md:string-WorkType |  |
| //BasicMetadata/WorkTypeDetail | md:string-WorkTypeDetail |  |
| //BasicMetadata/PictureFormat | md:string-PictureFormat |  |
| //BasicMetadata/AspectRatio | md:string-AspectRatio |  |
| //BasicMetadata/AssociatedOrg/@role | md:string-AssociatedOrg-role |  |
| //BasicMetadata/SequenceInfo/DistributionNumber-type(complex type redefinition necessary to allow redefine) | md:complex-SequenceInfo-DistributionNumber |  |
| //BasicMetadata/SequenceInfo/DistributionNumber-type | md:string-SequenceInfo-DistributionNumber |  |
| //BasicMetadata/SequenceInfo/DistributionNumber -type/@domain | md:string-SequenceInfo-DistributionNumber -domain |  |
| //BasicMetadata/SequenceInfo/HouseSequence-type(complex type redefinition necessary to allow redefine) | md:complex-SequenceInfo-HouseSequence |  |
| //BasicMetadata/SequenceInfo/HouseSequence-type | md:string-SequenceInfo-HouseSequence |  |
| //BasicMetadata/SequenceInfo/HouseSequence-type/@domain | md:string-SequenceInfo-HouseSequence-domain |  |
| //BasicMetadata/SequenceInfo/AlternateNumber-type(complex type redefinition necessary to allow redefine) | md:complex-SequenceInfo- AlternateNumber |  |
| //BasicMetadata/SequenceInfo/AlternateNumber-type | md:string-SequenceInfo- AlternateNumber |  |
| //BasicMetadata/SequenceInfo/AlternateNumber -type/@domain | md:string-SequenceInfo- AlternateNumber-domain |  |
| //BasicMetadata/CountryOfOrigin/interpretation | md:string-CountryOfOrigin-interpretation |  |

### Digital Asset Metadata

| **Element or Attribute** | **Redefine type** | **Contains enumerations** |
| --- | --- | --- |
| //DigitalAssetAudio-type/Type | md:string-Audio-Type |  |
| //DigitalAssetAudio-type/SubType | md:string-Audio-SubType |  |
| //DigitalAssetAudio-type/Language | md:DigitalAssetAudioLanguage-type |  |
| //DigitalAssetAudio-type/Channels | md:string-Audio-Channels |  |
| //DigitalAssetAudio-type/TrackReference | md:string-TrackReference1 |  |
| //DigitalAssetAudioEncoding-type/Codec | md:string-Audio-Enc-Codec |  |
| //DigitalAssetAudioEncoding-type/CodecType | md:string-Audio-Enc-CodecType |  |
| //DigitalAssetAudioEncoding-type/ChannelMapping | md:string-Audio-Enc-ChannelMapping |  |
| //DigitalAssetAudioEncoding-type/Ambisonics/Type | md:string-Audio-Enc-Amb-Type |  |
| //DigitalAssetAudioEncoding-type/Ambisonics/Normalization | md:string-Audio-Enc-Amb-Norm |  |
| //DigitalAssetAudioEncoding-type/Loudness/Compliance | md:string-Audio-Enc-Loud-Compliance |  |
| //DigitalAssetVideoData-type/Type | md:string-Video-Type |  |
| //DigitalAssetVideoData-type/PictureFormat | md:string-Video-PictureFormat |  |
| //DigitalAssetVideoData-type/CaptureMethod | md:string-Video-CaptureMethod |  |
| //DigitalAssetVideoData-type/SubtitleLanguage | md:DigitalAssetVideoSubtitleLanguage-type |  |
| //DigitalAssetVideoData-type/TrackReference | md:string-TrackReference1 |  |
| //DigitalAssetVideoEncoding-type/Codec | md:string-Video-Enc-Codec |  |
| //DigitalAssetVideoEncoding-type/CodecType | md:string-Video-Enc-CodecType |  |
| //DigitalAssetVideoEncoding-type/MPEGProfile | md:string-Video-Enc-MProfile |  |
| //DigitalAssetVideoEncoding-type/MPEGLevel | md:string-Video-Enc-MLevel |  |
| //DigitalAssetVideoEncoding-type/VBR | md:string-Video-Enc-VBR |  |
| //DigitalAssetVideoPicture-type/AspectRatio | md:string-Video-Pic-AspectRatio | Yes |
| //DigitalAssetVideoPicture-type/PixelAspect | md:string-Video-Pic-PixelAspect |  |
| //DigitalAssetVideoPicture-type/ColorSampling | md:string-Video-Pic-ColorSampling |  |
| //DigitalAssetVideoPicture-type/Colorimetry | md:string-Video-Pic-Colorimetry |  |
| //DigitalAssetVideoPicture-type/FrameRate | md:DigitalAssetVideoPictureFrameRate-type |  |
| //DigitalAssetVideoPictureFrameRate-type/@mulitplier | md:string-Video-Pic-FrameRate-mulitplier | Yes |
| //DigitalAssetVideoPictureFrameRate-type/@timecode | md:string-Video-Pic-FrameRate-timecode |  |
| //DigitalAssetVideoPicture-type/Progressive | md:DigitalAssetVideoPictureProgressive-type |  |
| //DigitalAssetVideoPictureProgressive/@scanOrder | md:string-Video-Pic-Progressive-scanOrder | Yes |
| //DigitalAssetVideoPicture-type/Type3D | md:string-Video-Pic-Type3D |  |
| //DigitalAssetVideoPicture-type/ColorEncoding/Primaries | md:string-Video-Pic-Primaries |  |
| //DigitalAssetVideoPicture-type/ColorEncoding/OETF | md:string-Video-Pic-OETF |  |
| //DigitalAssetVideoPicture-type/ColorEncoding/ColorDifferencing | md:string-Video-Pic-ColorDifferencing |  |
| /DigitalAsset/VideoPicture-type/ColorTransformMetadata/ColorVolumeTransform | md:string-Video-Pic-ColorEnhTransform |  |
| //DigitalAssetVideoPicture-type/LightLevel/ContentMax | md:string-Video-Pic-CMaxInterpretation |  |
| //DigitalAssetVideoPicture-type/LightLevel/FrameAverageMax | md:string-Video-Pic-FMaxInterpretation |  |
| //DigitalAssetVideoPicture-type/HDRPlaybackInfo/SDRDownconversion | md:string-Video-Pic-SDRDownconversion |  |
| //DigitalAssetVideoPicture-type/ThreeSixty/Projection | md:string-Video-Pic-Projection |  |
| //DigitalAssetVideoPicture-type/ThreeSixty/Rendering | md:string-Video-Pic-Renderingthreed |  |
| //DigitalAssetSubtitle-type/Format | md:DigitalAssetSubtitleFormat-typemd:string-Subtitle-Format |  |
| //DigitalAssetSubtitle-type/Type | md:string-Subtitle-Type |  |
| //DigitalAssetSubtitle-type/FormatType | md:string-Subtitle-FormatType |  |
| //DigitalAssetImage-type/Type | md:string-Image-Type |  |
| //DigitalAssetImage-type/SubType | md:string-Image-SubType |  |
| //DigitalAssetImage-type/Encoding | md:string-Image-Encoding |  |
| //DigitalAssetImage-type/TrackReference | md:string-TrackReference1 |  |
| //DigitalAssetInteractiveData-type/Type | md:string-Interactive-Type |  |
| //DigitalAssetInteractiveData-type/SubType | md:string-Interactive-SubType |  |
| //DigitalAssetInteractiveData-type/FormatType | md:string-Interactive-FormatType |  |
| //DigitalAssetInteractiveEncoding-type/RuntimeEnvironment | md:string-Interactive-Enc-RuntimeEnvironment |  |
| //DigitalAssetInteractiveEncoding-type/EnvironmentAttribute | md:string-Interactive-Enc-EnvironmentAttriibute |  |
| //DigitalAssetInteractiveEncoding-type/FirstVersion | md:string-Interactive-Enc-Version1 |  |
| //DigitalAssetInteractiveEncoding-type/FirstVersion | md:string-Interactive-Enc-Version1 |  |
| //DigitalAssetInteractive-type/TrackReference | md:string-TrackReference1 |  |
| //DigitalAssetCardsetList-type/Location | md:string-CardsetList-Location |  |
| //DigitalAssetCardset-type/Type | md:string-Cardset-Type |  |
| //DigitalAssetAncillaryData-type/Type | md:string-Anc-Type |  |
| //DigitalAssetAncillaryData-type/SubType | md:string-Anc-SubType |  |
| //DigitalAssetWatermark-type/Vendor | md:string-Watermark\_Vendor |  |

1 This type is used for more than one element or attribute.

### Content Ratings

|  |  |  |
| --- | --- | --- |
| **Element or Attribute** | **Redefine type** | **Contains enumerations** |
| //ContentRating-type/NotRated/@condition | md:string-NotRated-condition |  |
| //ContentRatingDetail-type/System | md:string-Rating-System |  |

### Container Metadata

|  |  |  |
| --- | --- | --- |
| **Element or Attribute** | **Redefine type** | **Contains enumerations** |
| ContainerMetadata-type/Type | md:string-Container-Type |  |
| ContainerMetadata-type/ContainerReference | md:string-Container-ContainerReference |  |

### Compilation Object

|  |  |  |
| --- | --- | --- |
| **Element or Attribute** | **Redefine type** | **Contains enumerations** |
| CompObj-type/EntryNumber | md:string-Compilation-EntryNumber |  |
| CompObj-type/EntryClass | md:string-Compliation-EntryClass |  |
| CompObj-type/CompilationClass | md:CompObjClass-typemd:string-CompilationClass |  |
| CompObj-type/CombObjEntry-type/DisplayName | md:StringAndLanguage-type |  |

### Additional Types

| **Element or Attribute** | **Redefine type** | **Contains enumerations** |
| --- | --- | --- |
| //PersonName-type/DisplayName | md:StringAndLanguage-type |  |
| //PersonName-type/SortName | md:StringAndLanguage-type |  |
| //PersonName-type/Suffix | md:string-Name-Suffix |  |
| //PersonIdentifier-type/Namespace | md:string-Identifier-Namespace |  |
| //ReleaseHistory-type/ReleaseType | md:string-ReleaseType |  |
| //ReleaseHistory-type/ReleaseOrg/@idType | md:string-RelaseOrg-idType |  |
| //Money-type/@currency | md:string-Money-currency |  |
| //Region-type/country | md:string-Region-country | md:string-ISO3166 |
| //Region-type/countryRegion | md:string-Region-countryRegion | union of md:string-ISO3166-2 and md:string-UN-M49 |
|  | md:string-ISO3166 | [A-Z][A-Z] |
|  | md:string-ISO3166-2 | [A-Z][A-Z]-[A-Z0-9]+ |
|  | md:string-UN-M49 | [0-9]{3} |
| //Hash | md:string-Hash |  |
| //Hash/@method | md:string-Hash-method |  |
| //Workflow-attr/@workflow | md:string-Workflow-workflow |  |
| //Workflow-attr/@updateDeliveryType | md:string-Workflow-updateDeliveryType |  |

### Release History

|  |  |  |
| --- | --- | --- |
| **Element or Attribute** | **Redefine type** | **Contains enumerations** |
| //ReleaseHistory-type/ReleaseType | md:string-Release-ReleaseType |  |