

## HD – Graphics

- HD is widescreen only but beware the SD deliverable will have standard 'graphics safe areas' (either 14x9 or centre cut out safe).
- Fonts are scaleable so will work fine in HD – assuming your platform will work HD.
- Render times will be significantly longer – so keep a close eye on the cost of CGI! (It may also impact on your design process as the delay in rendering of large projects can disrupt the creative workflow).
- Good design will look good in any resolution.
- Archive content will usually be in SD – but with careful use (not full frame or polished) will work well in a composite.
- In HD 'pixels' are square unlike the rectangular ones in SD.
- Uncompressed HD images will be much larger than the equivalent SD image. (8.3 Mbytes for a 4:4:4:4 image). This will mean very large 'scratch files' when layering graphics.
- Beware single line wide shape on interlaced output (twitter).
- Check the resource workflow of any new project and identify areas than are unfamiliar. Tests may be required to ensure consistent results. E.g. Captioning in an NLE compared to a dedicated caption device.
- It's hard to deliver a HD deliverable in an SD timescale. (Render times).
- Ensure you are familiar with the meaning of the new HD jargon. E.g. Progressive, HDCam, Varicam etc.