



# HALO

WESTFIELD MALL OF SCANDINAVIA

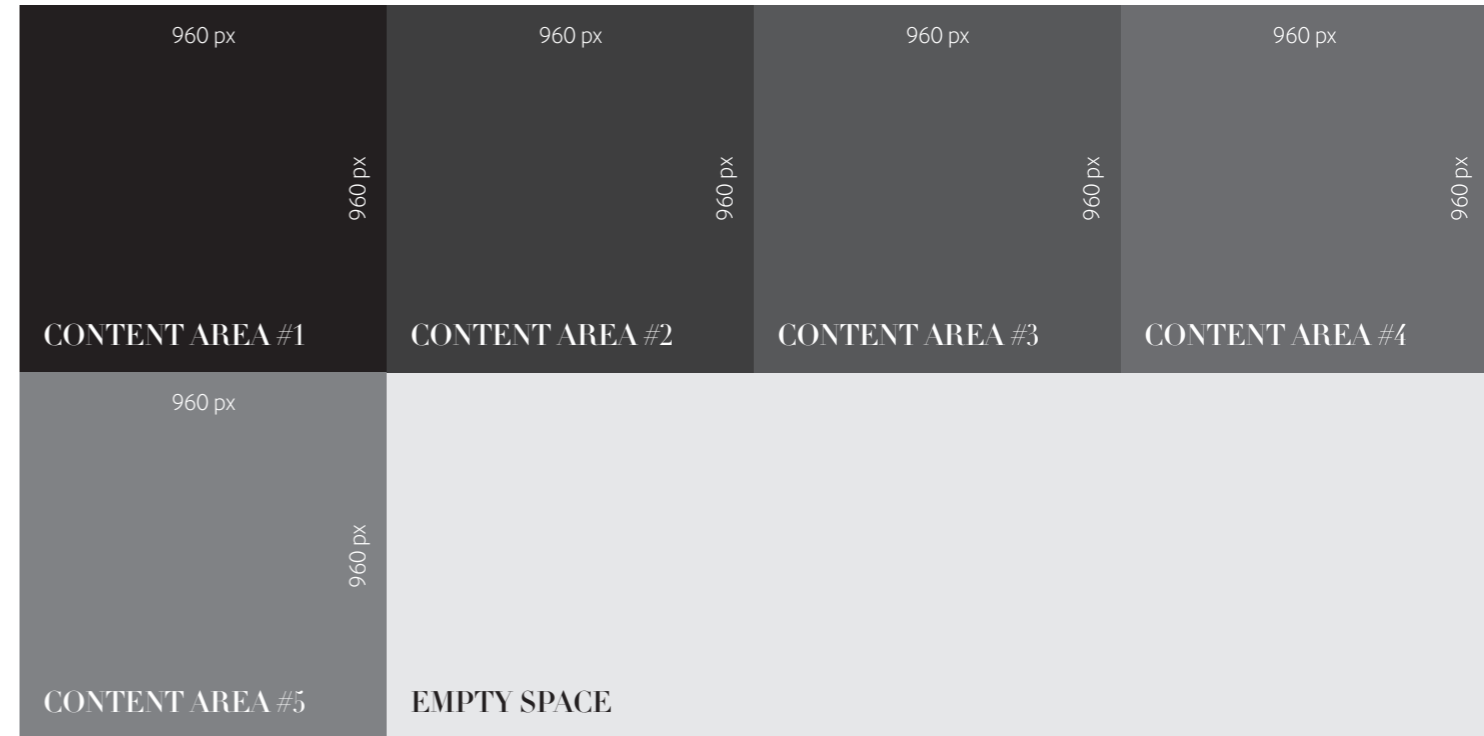
# CUBES /&/ HALOS

PIXELSETUP, CONTENT AND RENDER



# THE CUBE<sub>s</sub>

The blueprint below is a guide on how to stack the different content surfaces before rendering. The overall dimensions of the sketch are 3840 x 1920 pixels and that is the dimension we need to have the films at hand. 1 film per cube.



## Content Area

Each cube has 5 sides for content. 4 vertical and 1 horizontal (bottom of the cube). The sides are 2.5m x 2.5m in size and have a pixel size of 960 x 960 pixels.

## Deadlines

Artwork needs to be delivered to Ocean Outdoor no later than 5 business days prior to campaign launch.

Any artwork delivered late is not guaranteed to run on time.

## File Delivery & Enquiries

Delivery link: <https://oo-se.wetransfer.com/>

For questions regarding material, please do not hesitate to contact us at: [adops@oceanoutdoor.se](mailto:adops@oceanoutdoor.se)

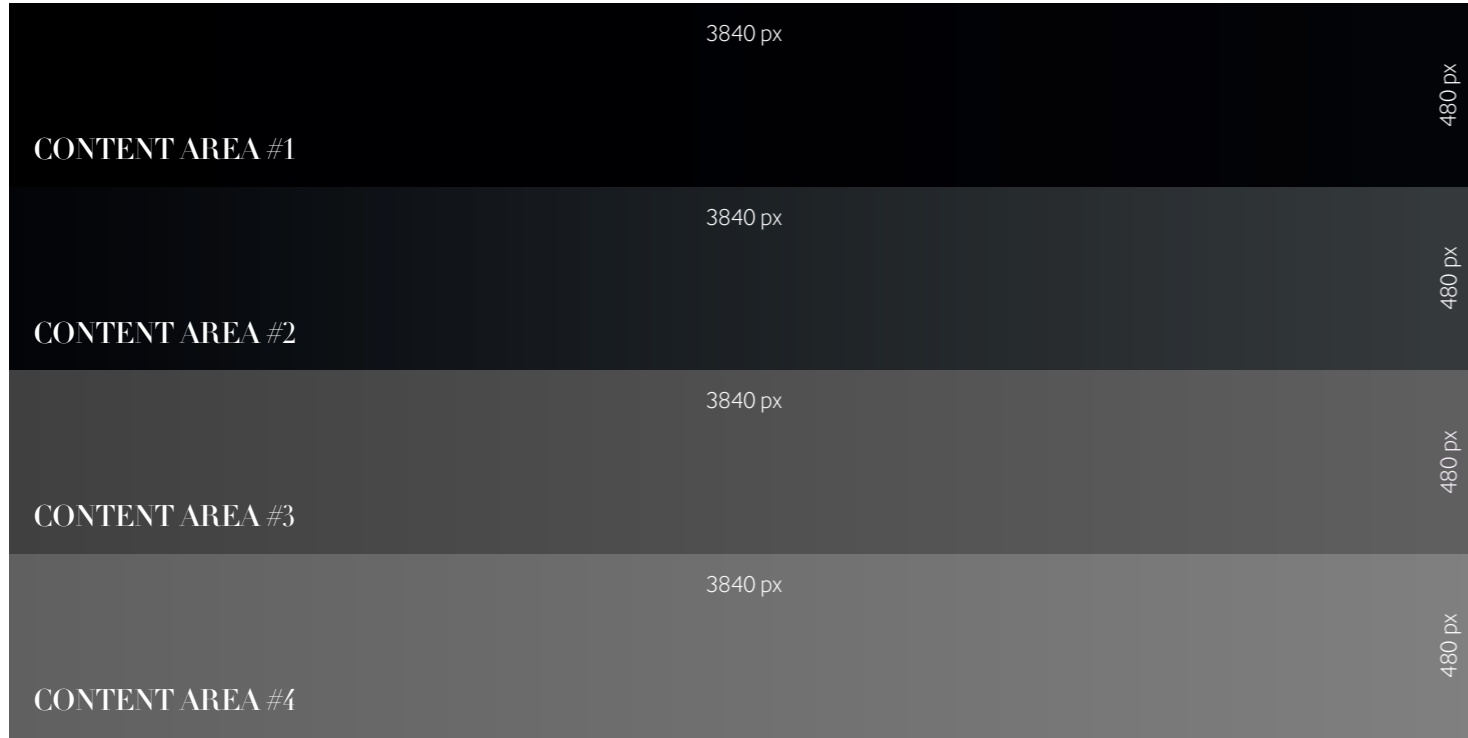
## Naming

Please note that when sending in files, the file name should not contain: special characters, space or å/ä/ö.

Example of approved file name: advertiser\_pixelsize\_campaigndate

# UPPER HALO

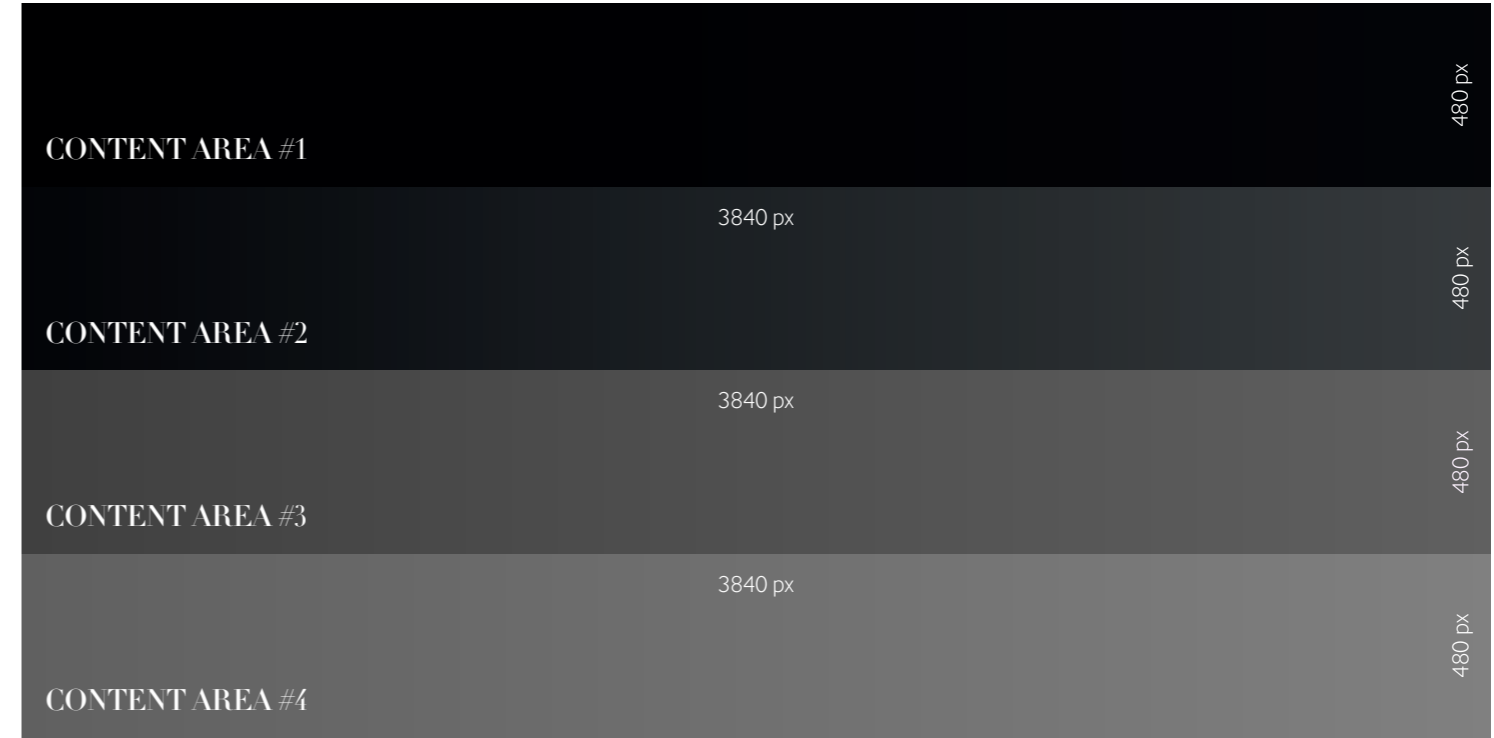
The screens total dimensions are 26304 x 480 pixels. To be able to play it in the best way, you need to stack content according to the blueprints below. A total of two films/outputs with the dimensions 3840 x 1920 pixels.



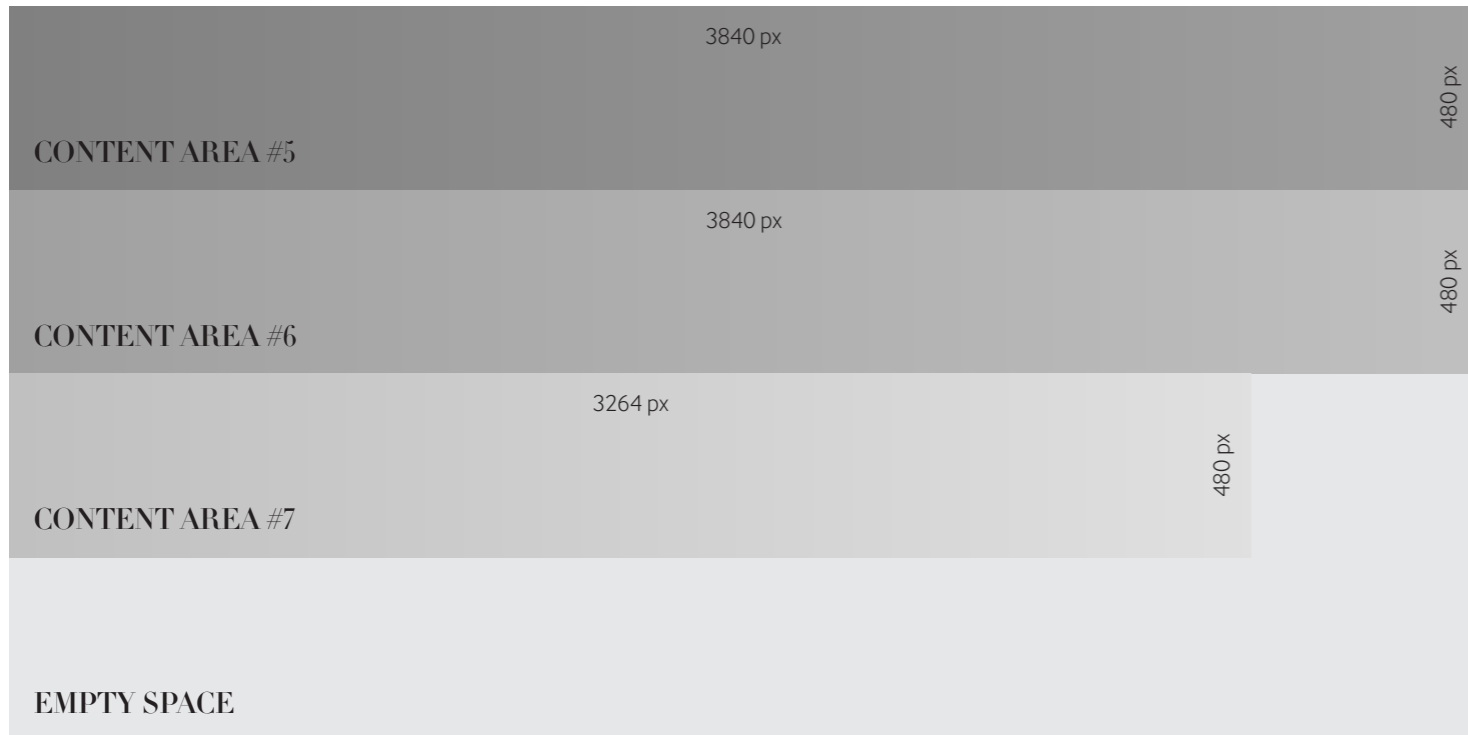
**Output 1 of 2**  
3840 x 1920 px

# LOWER HALO

The screens total dimensions are 27072 x 480 pixels. To be able to play it in the best way, you need to stack content according to the blueprint below. A total of two movies/outputs with the dimensions 3840 x 1920 pixels.



**Output 1 of 2**  
3840 x 1920 px



**Output 2 of 2**  
3840 x 1920 px



**Output 2 of 2**  
3840 x 1920 px