

FACEBOOK.COM/ESCAPISMMAGAZINE

ESCAPISMMA

## escapism

#### PRINT SPECIFICATIONS

#### **GENERAL**

#### **REQUIREMENTS**

- · Artwork must be supplied as a high resolution PDF
- · All images must be embedded, at a minimum of 300dpi
- CMYK colours only are allowed
- · All fonts must be embedded
- · Artwork must be flattened
- Extended guidelines and joboptions for PDF creation can be found under the PPA's pass4press section. The recommended colour profiles specified below are available from the ECI's website.
- Please follow all specifications carefully. While every effort is made to ensure that all advertisements are reproduced to the highest standard Square Up Media will not accept responsibility for the reproduction of advertisements that have been supplied without a printed proof, nor can it when the PDF artwork has not been supplied to our specification.
- Escapism is saddle stitched so requires no gutter / double image allowance when supplying DPS artwork, though we do not recommend placing fine text (smaller than 40pt) across the gutter.

ppa.co.uk/resources/resources/ppaproduction-resources

eci.org/en/downloads



#### PRINT SPECIFICATIONS

#### **DELIVERY**

#### **REQUIREMENTS**

- Artwork should be delivered by email to production@ squareupmedia.com or via web transfer.
- You must notify your account manager of delivery via email.
- DropBox, Google Drive, OneDrive and WeTransfer are all acceptable.
- For email delivery a maximum file size of 20MB applies.
- Please contact your account manager to confirm receipt of artwork on +44 (0) 20 7819 9999.

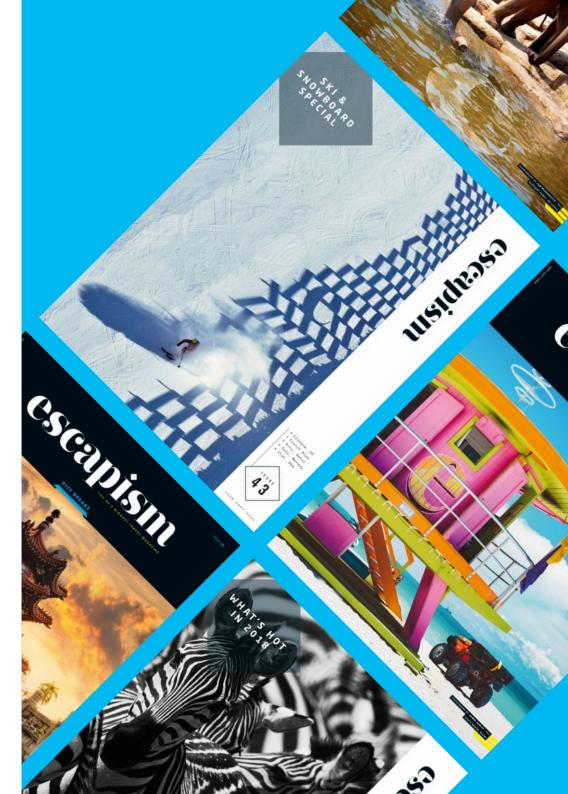
production@squareupmedia.com

#### **COLOUR**

- Escapism uses coated paper stock.
- Ink limit 300%.
- Please use the ISO Coated v2 300% (ECI) colour profile for proofing.

eci.org/en/downloads





#### PRINT SPECIFICATIONS

#### escapism

#### DIMENSIONS

#### **DOUBLE PAGE SPREAD**

- Trim 420mm w x 280mm h
- Bleed 426mm w x 286mm h
- Text area 404mm w x 264mm h
- When supplying a DPS artwork allow a 6mm gutter / double image allowance (3mm per page). This allowance should be on the spine edge and within the trim width. A DPS should be supplied as two single pages, marked LHP & RHP

#### **FULL PAGE**

- Trim 210mm w x 280mm h
- Bleed 216mm w x 286mm h
- Text area 194mm w x 264mm h

#### HALF PAGE

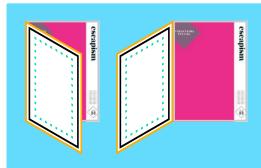
- Trim 190mm w x 128mm h
- Bleed n/a
- Text area 180mm w x 118mm h
- No bleed is required as a white margin is included on all sides

#### QUARTER PAGE

- Trim 91mm w x 128mm h
- Bleed n/a
- Text area 81mm w x 118mm h
- No bleed is required as a white margin is included on all sides



#### **COVER WRAPS**



The **escapism** front cover is trimmed short on the outer edge to reveal the **escapism** masthead strip

#### **OUTSIDE FRONT COVER**

- Trim 170mm w x 280mm h
- Bleed 176mm w x 286mm h
- Text area 154mm w x 264mm h

#### **INSIDE FRONT COVER**

- Trim 170mm w x 280mm h
- Bleed 176mm w x 286mm h
- Text area 154mm w x 264mm h

#### **INSIDE BACK COVER**

- Trim 210mm w x 280mm h
- Bleed 216mm w x 286mm h
- Text area 194mm w x 264mm h

#### **OUTSIDE BACK COVER**

- Trim 210mm w x 280mm h
- Bleed 216mm w x 286mm h
- Text area 194mm w x 264mm h













#### ONLINE SPECIFICATIONS

#### **GENERAL**

#### **REQUIREMENTS**

- Completed online artwork must be submitted at least a week before it is scheduled to ensure that it meets our specifications.
- JPG, PNG, HTML5 file formats accepted.
- For website artwork, the file size should be kept under 1MB (rich media may provide streamed content above this limit).
- For newsletter artwork, maximum file size is 300KB.
- We highly recommend keeping the file size even smaller where possible in order to ensure artwork has maximum exposure under restricted bandwidth conditions (eg. newsletters).
- Please note: campaigns not providing a full set of leaderboards and MPUs will be unable to reach our full audience across all devices.

#### **COLOUR**

- RGB colour only
- Target sRGB IEC61966-2.1 for proofing

#### RICH MEDIA

- Any HTML5 artwork must have an initial/polite load size under 100k, and ideally progressively load on user interaction.
- Flash artwork is no longer supported. In some instances it can be converted to HTML5 using tools widely available on the web but you are required to test the output thoroughly before submission.
- Frame rate must be no more than 20fps.
- Ads must not loop more than three times or exceed a total of 30 seconds animation time.
- No host-initiated audio is permitted. Audio must be user-initiated by clicking within the banner and must contain clearly visible "Mute" and "Stop" functionality.
- · Video can be host or user-initiated.

#### **DELIVERY**

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- For email delivery a maximum file size of 20MB applies.
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production@squareupmedia.com



### SPECS

#### ONLINE SPECIFICATIONS

#### ONLINE CAMPAIGNS

- We support HTML 5 animated and interactive artwork or PNG/JPG static artwork.
- Static artwork can support HiDPI displays. If you would like to take advantage of this feature, please provide an additional set of artwork at 2x these dimensions:

# EPIC PARALLAX - SEE NEXT PAGE FOR DETAILS AND EXAMPLES Backgrounds: Large displays: 1920px w x 1080px h Medium displays: 970px w x 450px h Billboards: Large displays: 970px w x 250px h Medium displays: 728px w x 250px h Medium displays: 728px w x 250px h Small displays: 300px w x 250px h Large: 728px w x 90px h Medium: 468px w x 60px h Small: 320px w x 50px h All three sizes must be included

#### WHAT TO INCLUDE

- Run of Site (ROS) campaigns should include all Leaderboard sizes and the MPU size (though we recommend also including the Half Page and Double MPU sizes).
- The Epic Parallax requires the full set of background and billboard sizes for each parallax strip.
- Homepage Takeover (HPT0)
   campaigns should include 3
   Epic Parallax creatives, along
   with at least one instance of all
   Leaderboard sizes and the Half
   Page, Double MPU and MPU sizes.

# HALF PAGE • 300px w x 600px h DOUBLE MPU • 300px w x 500px h MPU • 300px w x 250px h

#### **NOTES**

- Static artwork may be compressed for performance optimisation.
- We recommend additional artwork variants of the MPUs for maximum impact.
- Static artwork may be compressed to ensure high performance delivery.

#### NEWSLETTER CAMPAIGNS

- Static artwork only no animation is allowed.
- Click-through URL should be provided with creative.

#### SUPER MPU

- 640px w x
   1280px h
- Super MPU
  artwork is scaled
  to displayed at
  300px w x 600px
  h on desktop
  and full width on mobile to
  support hi-dpi screens.



### EPIC PARALLAX ARTWORK EXTENDED SPECS

#### **RESPONSIVE DESIGN**

- The **Epic Parallax** artwork ad slots are designed to respond in order to display effectively on any screen. This means it's important to test the template artwork with a range of different screen sizes to understand how the artwork behaves. Remember that most users will view your artwork on a handful of the most popular devices and screen sizes so prioritize these.
- · You should include artwork for:
  - Large displays: targeting mostly for desktop and larger laptop screens
  - Medium displays: targeting mostly tablet, phablet and small laptop screens
  - Small displays: targeting mostly standard and small mobile screens

# DYNAMIC SCROLLING Backgrounds: Large displays: 1920px w x 1080px h Billboards: Large displays: 970px w x 250px h

#### **NOTES**

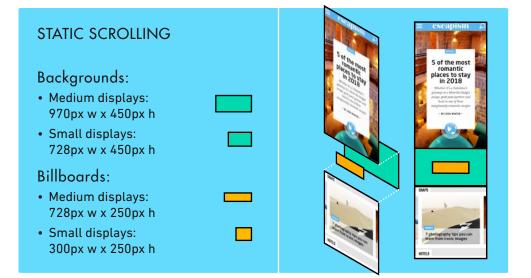
- The billboard is always full viewable so CTAs should be placed on it.
- Billboards can include transparent elements. Use the PNG 24-bit format to enable this. Because they're transparent you don't have to cover the whole area with your CTA. Photographic billboards are better supplied as JPG files.

#### DYNAMIC SCROLLING

- The Epic Parallax artwork on large displays dynamically shifts the Background as the user scrolls, to give the illusion of depth and draw the eye naturally without being overtly intrusive to the browsing experience.
- It is particularly effective to have your Background's focal point off screen initially and then move into view as the user scrolls.

#### STATIC SCROLLING

- On medium and small displays, dynamic scrolling of the Background is disabled to conserve battery life on mobile devices - so the Background and foreground Billboard move together.
- The artwork is responsive so the Background can be cropped depending on some screens and the portion obscured by the Billboard will differ.



#### **EXAMPLE**

• Please use this link to see how the template artwork displays on a variety of screens (copy and paste the link if the button is locked in your PDF reader)

escapismmagazine.com/epic-parallax/example/