

# ARRIRAW DPX Multichunk Data

## WORKFLOW GUIDELINE

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# 1. Version History

Version	Author	Change Note
2013_11_18	Goldstone	First document

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# 3. Introduction

The Codex DPX Multichunk user data scheme allows for multiple parties to independently store data in the DPX User Data area. This document defines concretely the format and semantics of chunks related to ARRIRAW processing:

- the effective ARRIRAW header (the original ARRIRAW header optionally modified if the user has adjusted CCT, tint, sharpness, color space, etc.)
- ARRIRAW conversion parameters provided to the program converting the ARRIRAW image to the DPX image in which this chunk is embedded. These do not include modifications to the original header but are instead indicative of choices of debayering algorithm, downscaling performed, &c.
- (optionally, if there were user adjustments to its fields) the unmodified original ARRIRAW header

# 4. Chunk layouts

## Effective ARRIRAW header chunk layout

The chunk size is 4136 (40+4096), the chunk identifier is “ARRI.RAWMETADATAV3”, the chunk data is the merger of the original ARRIRAW header and any user-indicated modifications.

## ARRIRAW conversion parameters chunk layout

The chunk identifier is “ARRI.RAWRENDERER”. The chunk size is  $145+n$  ( $40+4+100+n+1$ ), where  $n$  is the cumulative length of a series of null-terminated character sequences. The chunk data is first a little-endian unsigned 32-bit integer version number, then a 100-character null- or buffer-terminated character sequence identifying the renderer, then a series of null-terminated “a=b” settings, and finally an additional trailing null. The example sequence of character sequences “foo=bar\baz=quux\0” indicates the converter’s *foo* parameter was set to *bar* and that its *baz* parameter was set to *quux*. The chunk size would be 163 ( $40+4+100+18+1$ ).

## Original ARRIRAW header chunk layout

The chunk size is 4096, the chunk identifier is the string “ARRI.RAWMETADATAV3.ORIGINAL”, the chunk data is the original ARRIRAW header.