

# escapism

# Print specifications

## General

### REQUIREMENTS

- Artwork must be supplied as a high resolution PDF, we recommend the PPA's pass4press guidelines
- All images must be embedded, at a minimum of 300dpi
- Only CMYK colours are allowed: no spot colours, no RGB, no LAB
- All fonts must be embedded
- Ink limit is 300%
- Artwork that includes transparency will be flattened, please ensure you preview the flattened output

- Extended guidelines and joboptions for PDF creation can be found under the PPA's pass4press section. (Mirrored on our site, links right.)
- The recommended colour profiles specified below are available from the ECI's website. (Mirrored on our site, link far right.)
- Please follow all specifications carefully. While every effort is made to ensure that all advertisements are reproduced to the highest standard Threadneedle Media will not accept responsibility for the reproduction of advertisements that have been supplied without a colour accurate printed proof, nor can it when the PDF artwork has not been supplied to our specification.

#### Pass4press joboptions & flattener

[threadneedlemedia.com/download/pass4press\\_v1-v2\\_cc\\_new\\_font\\_singles.pdf](http://threadneedlemedia.com/download/pass4press_v1-v2_cc_new_font_singles.pdf)

#### Pass4press guidelines

[threadneedlemedia.com/download/p4pv1\\_saved-flattener-presets.plist](http://threadneedlemedia.com/download/p4pv1_saved-flattener-presets.plist)

[threadneedlemedia.com/download/p4p\\_v1\\_idcc\\_pdfx1a.joboptions](http://threadneedlemedia.com/download/p4p_v1_idcc_pdfx1a.joboptions)

## Delivery

### REQUIREMENTS

- Artwork should be delivered by email to [production@escapismmagazine.com](mailto:production@escapismmagazine.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.

[production@escapismmagazine.com](mailto:production@escapismmagazine.com)

## Colour

### REQUIREMENTS

- Ink limit - 300%.
- Colour profile: ISO Coated v2 300% (ECI)

- Escapism uses coated paper stock

#### ISO Coated v2 300% ECI ICC profile

[threadneedlemedia.com/download/isocoated\\_v2\\_300\\_eci.icc](http://threadneedlemedia.com/download/isocoated_v2_300_eci.icc)

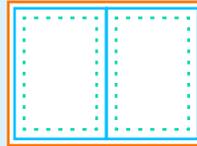
# Print specifications

## Dimensions

### DOUBLE PAGE SPREAD

- **Trim** 420mm wide x 280mm high
- **Bleed** 426mm wide x 286mm high
- **Text area** 404mm wide x 264mm high

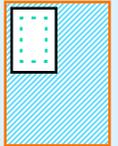
When supplying a DPS artwork allow a 6mm gutter / double image allowance (3mm per page). This allowance should be on the spine edge and within the trim width. A DPS should be supplied as two single pages, marked LHP and RHP



### QUARTER PAGE

- **Trim** 90,5mm wide x 125,5mm high
- **Bleed** n/a
- **Text area** 80,5mm wide x 115,5mm high

No bleed is required as a white margin is included on all sides



### FULL PAGE

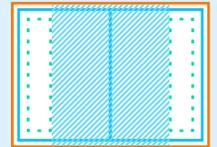
- **Trim** 210mm wide x 280mm high
- **Bleed** 216mm wide x 286mm high
- **Text area** 194mm wide x 264mm high



### BOOKENDS

- **Trim** 70mm wide x 280mm high
- **Bleed** 73mm wide x 286mm high
- **Text area** 58mm wide x 268mm high

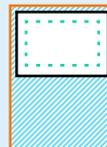
Dimensions refer to each individual bookend. One should be supplied for the left slot and another for the right hand slots. For bleed add +3 to the trim for the top, bottom and outer edges.

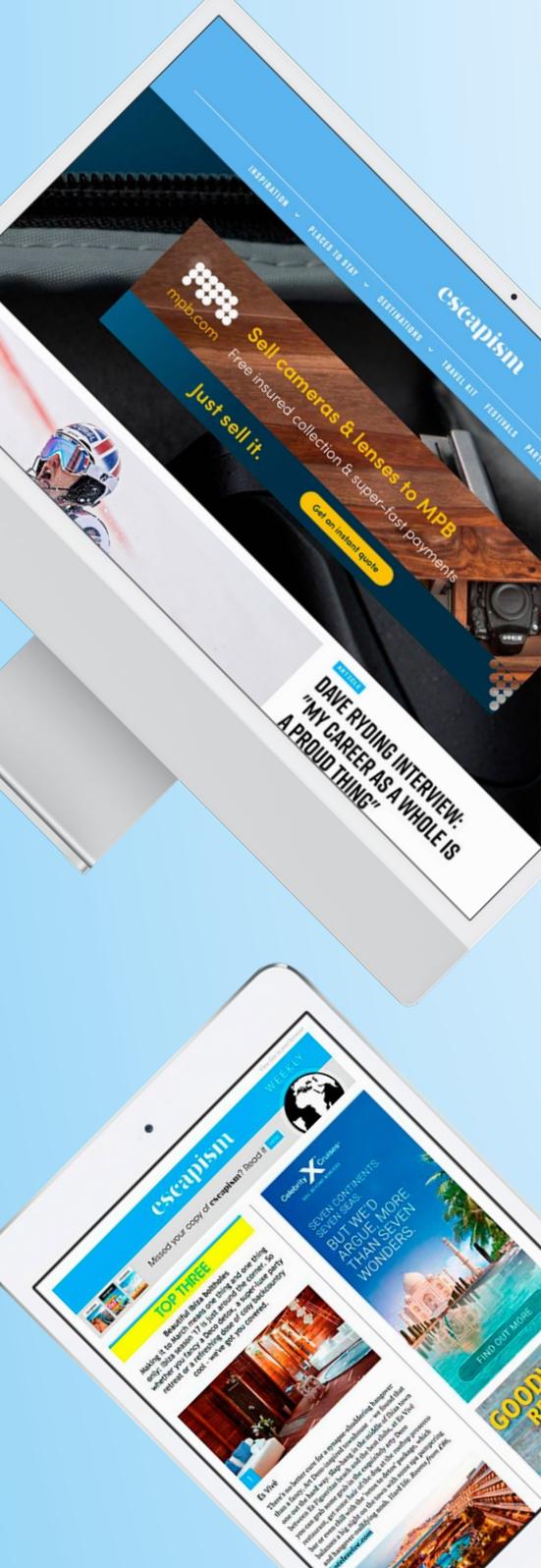


### HALF PAGE

- **Trim** 186mm wide x 125,5mm high
- **Bleed** n/a
- **Text area** 176mm wide x 115,5mm high

No bleed is required as a white margin is included on all sides





# 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

### REQUIREMENTS

- Artwork should be delivered by email to [production@escapismmagazine.com](mailto:production@escapismmagazine.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 3970 0330.

[production@escapismmagazine.com](mailto:production@escapismmagazine.com)

# Escapismmagazine.com specifications

## Online campaigns

- We support HTML 5 animated and interactive artwork or PNG/JPG static artwork. No animated GIFs are allowed.
- Static artwork can support HiDPI displays. If you would like to take advantage of this feature, please provide artwork at both 1x and 2x of the dimensions below.

## Notes

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

## 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).
- **Homepage Takeover (HPTO) campaigns** should include 2x Epic Parallax creatives for larger screens, 1x Interscroller for mobile, along with at least one instance of all Leaderboard sizes and the Half Page, Double MPU and MPU sizes.
- **Click-through link** you should include the destination URL, as well as the tracking link (where applicable). Please include the destination URL even if you are including a tracking link so that the link can be tested before flight.

**EPIC PARALLAX - [SEE PAGE 6 FOR DETAILS](#)**

**Backgrounds**

- Large displays: 1920px wide x 1080px high
- Medium displays: 970px wide x 450px high

**Billboards**

- Large displays: 970px wide x 250px high
- Medium displays: 728px wide x 250px high

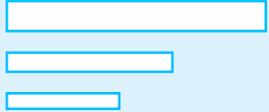
All sizes must be included



**LEADERBOARDS**

- Large: 728px wide x 90px high
- Medium: 468px wide x 60px high
- Small: 320px wide x 50px high

All three sizes must be included



**INTERSCROLLER - [SEE PAGE 7 FOR DETAILS AND EXAMPLES](#)**

- Portrait: 720px wide x 1280px high
- Landscape: 1280px wide x 720px high

Both sizes must be included



**HALF PAGE**

- 300px wide x 600px high



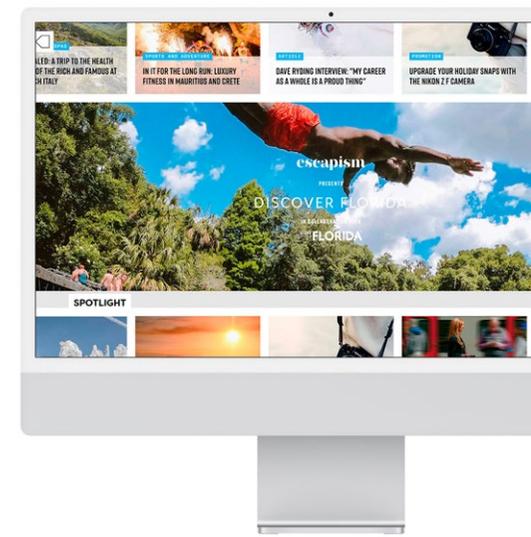
**DOUBLE MPU**

- 300px wide x 500px high



**MPU**

- 300px wide x 250px high

# Epic Parallax artwork extended specifications

## Responsive design

- The Epic Parallax artwork ad slots are designed to respond in order to display effectively on a range of screen sizes. 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

## Parallax 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.

## Normal scrolling

- On medium 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.

**DYNAMIC SCROLLING**

**Backgrounds**

- Large displays: 1920px wide x 1080px high

**Billboards**

- Large displays: 970px wide x 250px high

The diagram illustrates dynamic scrolling. On the left, a billboard (orange rectangle) and a background (green rectangle) are shown in their initial positions. As the user scrolls (indicated by a downward arrow), the billboard moves down while the background shifts to the right, creating a parallax effect. On the right, the final state shows the billboard and background at their new positions after scrolling.

**STATIC SCROLLING**

**Backgrounds**

- Medium displays: 970px wide x 450px high

**Billboards**

- Medium displays: 728px wide x 250px high

The diagram illustrates static scrolling. On the left, a billboard (orange rectangle) and a background (green rectangle) are shown. As the user scrolls (indicated by a downward arrow), both the billboard and the background move together in the same direction. On the right, the final state shows both elements at their new positions after scrolling.

## 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.

## Example

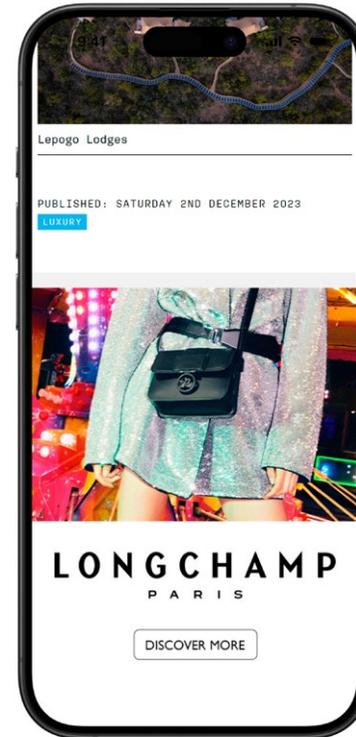
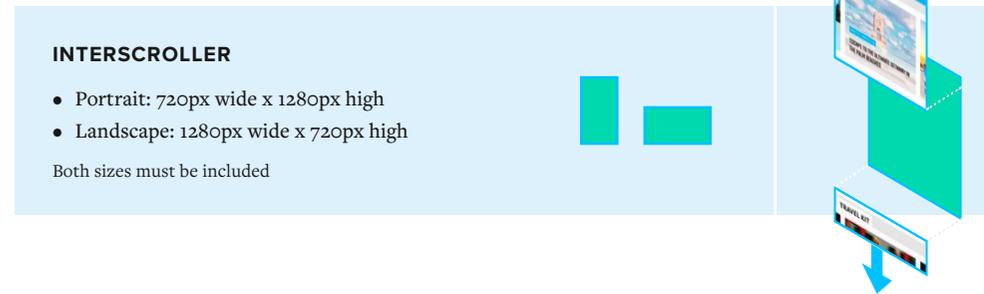
- Please use this link to see how the template artwork displays on a variety of screens (copy and paste the link if the button is locked in your PDF reader)

[escapismmagazine.com/epic-parallax/example/](http://escapismmagazine.com/epic-parallax/example/)

# Interscroller artwork extended specifications

## Responsive design

- Our Interscroller slot provides an engaging, impactful ad solution across any mobile device and orientation by fixing the ad in place behind the editorial content, which the user views through a portal as they scroll the page.



## Example

- Please use this link to see how the template artwork displays on a variety of screens - view it on a mobile-sized screen to view the interscroller (copy and paste the link if the button is locked in your PDF reader)

[escapismmagazine.com/epic-parallax/example/](https://escapismmagazine.com/epic-parallax/example/)

# Newsletter specifications

## Newsletter campaigns

- We support static artwork ONLY for newsletter campaigns, in PNG or JPG format. No animated GIFs or HTML 5 animation is allowed.
- Maximum file size 350kb but the smaller the file size, the quicker the ad will load in low-bandwidth scenarios.
- Artwork can support HiDPI displays prevalent on modern smart phones. Use the high definition dimensions below.

### SUPER MPU

- High definition, 2:1 scale - 640px wide x 1280px high (recommended)
- Standard definition, 1:1 scale - 320px wide x 640px high

Super MPU artwork is scaled to an effective display size of 300px wide x 600px high on desktop and full width on mobile to support hi-dpi screens.

Maximum file size 350kb



## What to include

- **Static artwork** in PNG or JPG format at either standard or high definition dimensions.
- **Click-through link** you should include the destination URL, as well as the tracking link (where applicable). Please include the destination URL even if you are including a tracking link so that the link can be tested before flight.

## Notes

- We recommend additional artwork variants of the MPUs for maximum impact.
- Static artwork may be compressed to ensure high performance delivery.
- Tracking pixels are not supported.

