

Property Name	Definition / Semantics	EBUcore	EBUCore implementation hints and examples
EBU Core in mets:dmdSec[dataObject]			
title	The title of an item contained in a dataObject may differ, either slightly or wholly, from the title of the Version and/or Work/Variant to which it is linked hierarchically. In particular, where an incomplete physical product of the Version has been acquired and been catalogued as an item	title/dc:title	
physical description	The broad media type of the item contained in a dataObject (e.g., film, video, audio, optical, digital file). Recording this high-level information will enable simple searching for only film, video, digital, etc. elements rather than searching by all possible formats and carriers.	format/medium/@typeLabel	<format><medium typeLabel="digital" /></format>
specific carrier type	The physical carrier storing the digital file. For digital files, it is most important for users to immediately identify the file container or wrapper (MXF, MOV, DPX, etc.) Institutions should develop standard lists of terms to indicate the specific carrier type or refer to authoritative existing lists.	description[@typeLabel="specificCarrierType"]/ dc:description	<description typeLabel="specificCarrierType"><dc:description>DCDM</dc:description></description>
preservation/access status	Description of the preservation or access status of the dataObject, for example Master, Viewing, etc. Select term from a controlled list.	description[@typeLabel="accessStatus"]/ dc:description	
supplementary information	Additional information specific to the item contained in the dataObject	description[@typeLabel="comment"]/ dc:description	
file size	Enter the numerical measurement indicating the size of the digital asset's file(s), in KB, MB, GB, or TB. (Total size of Item)	format/fileSize[@unit="GB"]	

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is data object of		isPartOf/relationIdentifier/dc:identifier	<isPartOf><relationIdentifier formatLabel="URI"><dc:identifier>https://hdl .handle.net/10.12344</dc:identifier></relatio nIdentifier></isPartOf>
identifier		identifier/dc:identifier	<identifier formatLabel=URI><dc:identifier>https://hdl.h andle.net/10.12345</dc:identifier></identifie r>
language version	Language version of the video.	language[@typeLabel="..."]/dc:language	<language typeLabel="dialogue"><dc:language>de</dc:l anguage></language> <language typeLabel="SDHSubtitles"><dc:language>fr</ dc:language></language> May also be moved to mets:techMD in order to assign different languages per file
source	The name of the archive or other organisation supplying the record.	metadataProvider/organisationDetails	<metadataProvider><organisationDetails organisationId="dnb.info/gnd/16037760-2"> <organisationName>Stiftung Deutsche Kinemathek (SDK)</organisationName> </organisationDetails></metadataProvider>
last modified	Date and time of last update to metadata record.	ebuCoreMain/@dateLastModified + ebuCoreMain/@timeLastModified	<ebuCoreMain dateLastModified="2020-04- 30+02:00" timeLastModified="13:51:12+02:00">...</ebu CoreMain>

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EBU Core in mets:amdSec/techMD[dataObject] (repeat techMD in order to assign different metadata to files)			
duration	Duration of the overall content (from the first to the last frame)	format/duration/normalPlayTime	<normalPlayTime>PT1M40.1S</normalPlayTime> Comment: normalPlayTime: duration according to ISO8601: PnYnMnDTnHnMnS, e.g. PT1M40.1S for duration of 1 minute 40.1 seconds Only applicable if no number of frames indicated. Otherwise see Property „Number of frames“
number of frames (or samples for audio)	Total number of frames in this sequence-package	format/duration/editUnitNumber	<editUnitNumber editRate="25" factorNumerator="15679" factorDenominator="15375">156790</editUnitNumber> Comment: editRate = (total number of frames / duration in seconds) rounded to nearest integer. factorNumerator and factorDenominator: positive integers without common divisor such that duration * editRate * factorNumerator / factorDenominator = total number of frames.
container format	Format information about file containing the video or audio or subtitle data and about	format/containerFormat	<ebucore:containerEncoding formatLabel="MXF"/>

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audio coding	Machine readable code and a human readable term for the used audio coding	format/audioFormat/audioEncoding/ @typeLabel	<ebuCore:audioEncoding typeLabel="PCM"/>
audio codec-identifier	Codec-Identifier of the audio data.	format/audioFormat/codec/codeIdentifier	<ebuCore:codec> <ebuCore:codeIdentifier> <dc:identifier>0D01030102060100</dc:identifier> </ebuCore:codeIdentifier> </ebuCore:codec>
audio bitrate	Bit rate of the audio data depending on the Audio Bit Rate Type: if fixed the fixed rate, if variable the average rate	format/audioFormat/bitRate	
audio bitrate max	Bit rate of the audio data depending on the Audio Bit Rate Type: if fixed not applicable, if variable the maximum rate	format/audioFormat/bitRateMax	
audio bitrate type	Indicates if the bitrate of the audio data is fixed or variable	format/audioFormat/bitRateMode	
audio channel layout	Term indicating the channel layout	format/audioFormat/audioTrackConfiguration/ @typeLabel	
audio channels	Number of used audio channels	format/audioFormat/channels	
audio sample rate	Rate used for sampling the audio	format/audioFormat/samplingRate	
audio bit depth	Bit depth of audio data.	format/audioFormat/sampleSize	
sound type	Indicate the presence or absence of sound in the dataObject, i.e. "sound," "silent," "mute", "combined" or "mixed" etc. Selection should be made from a controlled list of terms.	format/audioFormat/comment/ [@typeLabel="soundType"]	

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overall bitrate	The total bit rate of all media streams in this file.	format/overallBitRate	
video coding	Machine readable code and a human readable term for the used video coding	format/videoFormat/VideoEncoding/ @typeLabel	<ebucore:format> <ebucore:videoEncoding typeLabel="Apple ProRes (HQ)"/>
video codec identifier	Codec-Identifier of the video data	format/videoformat/codec/codecidentifier	<ebucore:codec> <ebucore:codecidentifier> <dc:identifier>0D01030102106001-0401020201323102</dc:identifier> </ebucore:codecidentifier> </ebucore:codec>
width	Width of the video frame in pixels	format/videoFormat/width	
height	Height of the video frame in pixels	format/videoFormat/height	
signal aspect ratio		format/videoFormat/aspectRatio/ [@typeLabel="signal"]	
video frame rate	Used frame rate	format/videoFormat/frameRate	
video signal format	Combined term including the size of the frame, interlaced/progressive, framerate	format/videoFormat/scanningFormat	
video bitrate	Bit rate of the video data depending on the Video Bit Rate Type: if fixed the fixed rate, if variable the average rate	format/videoFormat/bitRate/ [@unit="mbit/s"]	
video bitrate max	Bit rate of the video data depending on the Video Bit Rate Type: if fixed not applicable, if variable the maximum rate	format/videoFormat/bitRateMax/ [@unit="mbit/s"]	
video bitrate type	Indicates if the bitrate of the video data is fixed or variable	format/videoFormat/bitRateMode	

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compression	Data compression is the process of encoding information using fewer bits than the original representation. It could be either lossy, lossless or uncompressed	format/videoFormat/technicalAttributeString [@typeLabel="compression"]	
visual colour	The visual colouring of the video. Record the colour state of a Version, for example, Black and white (tinted), Colour, Colour + Black & White, etc. Selection should be made from a controlled list of terms.	format/videoFormat/technicalAttributeString [@typeLabel="visualColour"]	
data level/video range	Legal/Full Range – Legal range video is a technique used in broadcast to limit the information addressed by an encoder on the luminance channel. If we think of our luminance channel having values from 0-100, legal range squeezes that video to an effective 7.5-92.5.	format/videoFormat/technicalAttributeString [@typeLabel="colourRange"]	
color space		format/videoFormat/technicalAttributeString [@typeLabel="colourSpace"]	
color subsampling	Name of the used video profile as defined by the maker of the encoding standard.	format/videoFormat/technicalAttributeString [@typeLabel="chromaSubsampling"]	
aperture	The projection characteristics of the dataObject include aspect ratio and aperture	format/videoFormat/technicalAttributeString [@typeLabel="aperture"]	
display aspect ratio	Ratio of width and height of the displayed image. (Width and height do not require to be in pixels.)	format/videoFormat/aspectRatio/ [@typeLabel="display"]	
broadcast standard - video	The broadcast standard for a video or DVD/BluRay: NTSC, PAL, SECAM.	format/videoFormat/technicalAttributeString [@typeLabel="broadcastStandard"]	
video bit depth	Bit depth of video data.	format/videoFormat/technicalAttributeString [@typeLabel="bitDepth"@unit="bit"]	

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pixel shape	Pixel Aspect Ratio (PAR) is a mathematical ratio that describes how the width of a pixel in a digital image compares to the height of that pixel.	format/videoFormat/aspectRatio [@typeLabel="pixelShape"]	<aspectRatio typeLabel="pixelShape"><factorNumerator>1 094</factorNumerator><factorDenominator> 1000</factorDenominator></aspectRatio>
resolution	Note whether the resolution is Standard Definition, High Definition, etc. Selection should be made from a controlled list of terms.	format/videoFormat/comment [@typeLabel="resolution"]	
EBU Core in amdSec/sourceMD[dataObject]			
container format	Format information about file containing the video or audio or subtitle data and about	format/containerFormat	<ebucore:containerEncoding formatLabel="MXF"/>
data source format (video)	format of data source, could be analog or digital video material	format[@typeLabel="sourceFormat"]/videoFormat/technicalAttributeString [@typeLabel="materialFormat"]	
data source type (video)	type of data source, could be analog or digital video material	format[@typeLabel="sourceFormat"]/videoFormat/technicalAttributeString [@typeLabel="materialType"]	
data source format (audio)	format of data source, could be analog or digital audio material	format[@typeLabel="sourceFormat"]/audioFormat/technicalAttributeString [@typeLabel="materialFormat"]	
data source type (audio)	type of data source, could be analog or digital audio material	format[@typeLabel="sourceFormat"]/audioFormat/technicalAttributeString [@typeLabel="materialType"]	