## RECOMMENDATION ITU-R BR.1725

## Handling, restoration and storage of programme material that broadcasters have archived in the form of cinematographic film

(Question ITU-R 92/6)

(2005)

## Scope

This Recommendation, on the handling, restoration and storage of programme material that is on film and stored in broadcasters' archives, references recent European Broadcasting Union (EBU) documents on this subject. Those documents provide extensive guidance on the handling, storage, preservation and restoration of film.

The ITU Radiocommunication Assembly,

considering

- a) that large amounts of broadcast programme material has been shot using film;
- b) that while broadcasters transfer much film material to digital form for production and archiving, there is still a need to maintain archives of the original film material;
- c) that in some cases finished programmes are converted to film for the purpose of long-term archiving of the programme;
- d) that many existing film archives are suffering degradation due to the storage conditions and this degradation could be slowed by improved storage and handling;

that an ITU-R guidance on the storage and restoration of programme material on film, based on an understanding of broadcasters' problems and economics, would be beneficial and relevant to those broadcasters that keep archives of programme material on film,

## recommends

that those broadcasters who keep an archive of programme material on cinematographic film should refer to EBU Document TECH 3289 – Preservation and Reuse of Motion Picture Film Material for Television: Guidance for Broadcasters, and to its Supplement 1 for guidance on recommended handling, storage and preservation methods, in the perspective of broadcasters' requirements and constraints<sup>1</sup>.

EBU Document TECH 3289 and its Supplement 1 can be downloaded from the EBU website at the address: <a href="http://www.ebu.ch/en/technical/publications/tech3000\_series/">http://www.ebu.ch/en/technical/publications/tech3000\_series/</a>.