

DIGITAL AD SPECS



05/10/2016

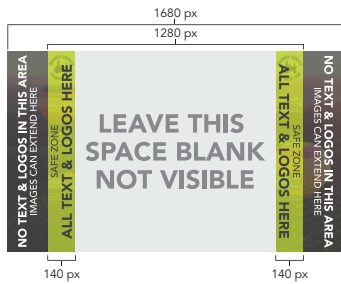
Leaderboard | 1

Dimensions: 728x90
 File Size: 60 kb max
 File Format: JPG, PNG, GIF
 Animation: GIF; 15 sec max
 Video: Yes (RRM)
 Expandable: Yes (728x90 > 728x270)



Wallpaper | 3

NJ.com & LehighValleyLive.com only
 Dimensions: 1280-1680 wide x 800-1600 high
 (1,000px of white space in the center. Due to different monitor sizes, the full width may not be seen on all monitors; plan accordingly.)
 File Size: 200 kb max, 100 kb optimal
 File Format: JPG
 Animation: No
 Video: No



Half Page | 4

Dimensions: 300x600
 File Size: 60 kb
 File Format: JPG, PNG, GIF
 Animation: GIF; 15 sec max
 Video: Yes (RRM/IBV)
 Expandable size: 300x600 > 560x600



Wide Sky | 5

Extended network only
 Dimensions: 160x600
 File Size: 60 kb
 File Format: JPG, PNG, GIF
 Animation: GIF; 15 sec max
 Video: Yes (RRM/IBV)
 Expandable sizes:
 160x600 > 320x600



Rectangle | 2

Dimensions: 300x250
 File Size: 60 kb max
 File Format: JPG, PNG, GIF
 Animation: GIF; 15 sec max
 Video: Yes (RRM/IBV)
 Expandable sizes: 300x250 > 600x250
 300x250 > 320x480
 (mobile only)



Billboard | 6

Dimensions: 970x250
 File Size: 200 kb
 File Format: JPG, PNG
 Animation: 15 sec max
 Video: Yes (RRM/IBV)



Pushdown | 7

NJ.com & LehighValleyLive.com only
 Dimensions: 970x90 to 970x415
 File Size: 200 kb
 File Format: JPG, PNG, GIF
 Animation: 15 sec max
 Video: Yes (RRM/IBV)



Filmstrip | 4

Dimensions: 300x600 (max 5 panels that scroll top to bottom)
 File Size: 300 kb max
 File Format: JPG, PNG, GIF
 Animation: 15 sec max
 Video: Yes (RRM/IBV)

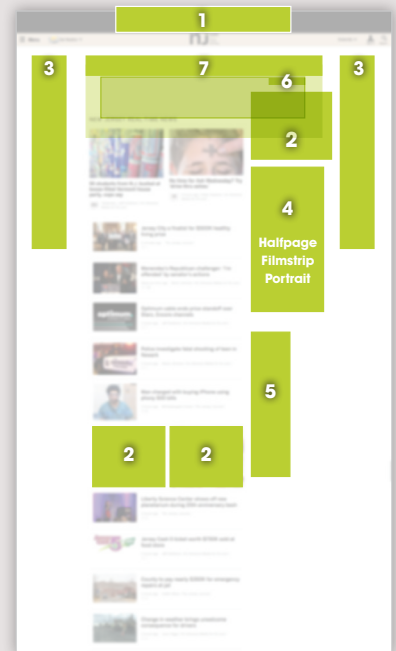


Portrait | 4

Dimensions: 300x1050
 File Size: 300 kb
 File Format: JPG, PNG, GIF
 Animation: 15 sec max
 Video: Yes (RRM/IBV)



DESKTOP AD POSITIONS



MOBILE AD POSITIONS



Mobile Banner | 8

Dimensions: 320x50
 File Size: 60 kb max
 File Format: JPG, PNG, GIF
 Animation: GIF; 15 sec max
 Video: Yes (RRM)
 RRM available for desktop, mobile browser, and extended reach mobile apps.
 Expandable Sizes:
 300x250
 320x480



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Social Ad Specs

Use these guidelines to design an image that looks good everywhere it appears on social media. The recommended image size ensures your image always looks high quality.

Facebook & Instagram Single Image Post

Dimensions: 1200x628
(Your image may not include more than 20% text, which includes the text in a logo.)
File Size: 2 MB max (or video 2GB)
File Format: JPG, PNG
Video: MP4, MOV

Facebook & Instagram Carousel

Dimensions: 1080x1080
Cards: 2 minimum, 10 maximum
File Size: 2 MB max (or video 2GB)
File Format: JPG, PNG
Video: MP4, MOV

Twitter Website Card

Dimensions: 800x320
File Size: 3 MB
File Format: JPG, PNG

LinkedIn Sponsored Post

Dimensions: 1200x627
File Size: 1 MB max
File Format: JPG, PNG

YouTube TrueView Video | 1

Aspect Ratios: 16:9, 4:3
Frame Rate: 30 FPS
File Size: 1 GB max
File Format: MP4, MOV, WMV, 3GPP, AVI
Video Length: 12 seconds minimum
180 seconds maximum recommended

- Viewers can choose to skip the ad after 5 seconds
- VPAID is not allowed on YouTube
- End of video should have a call to action

YouTube Companion Ad | 2

Dimensions: 300x60
File Size: 150 kb
File Format: JPG, PNG, GIF

HTML Email for Real Deals & Targeted Email

Width: 600 pixels (recommended)
Height: 600-1000 pixels (recommended)
Images: 72 dpi, JPG, GIF, PNG

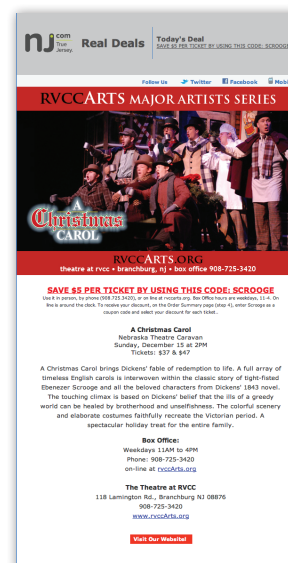
- Use inline-CSS only
- All the content must reside BETWEEN <body> and </body>
- All tables should contain <align="center">

NOT ALLOWED

- Background Images or nested background colors
- Javascript, Flash, or other plugins

DESIGN BEST PRACTICES

- All the hex numbers for colors must start with # and be 6 digits
- The email should make sense even without the graphics for those recipient who block images by default.
- Avoid thick borders, spam-like words, and excessively large fonts



- Masthead Copy
- Header Image
- Headline
- Body Copy
- Call to Action

Ad Specifications for Advertisers/Agencies providing Creative HTML5 Creative

HTML5 displays across all devices, unlike older creative formats such as Flash. It is the industry best practice for non-static creative and may include animation, video, multiple click throughs, widgets and other custom user interactions.

We prefer to either build original creative or follow a provided design layout to produce HTML5 ad tags to ensure ads meet ad server specifications so there is no delay with the campaign flight or error in campaign reporting. If you would like us to follow your provided layout, please include original files or assets. We will mimic your layout and user experience to the extent allowed by ad specs and our HTML5 design technology.

We can accept provided HTML5 ad tags (DoubleClick, for example) as long as ads are built to ad server specs outlined in this guide. This means that the provided tag must be SSL compliant and site-ready to serve as is. Any creative, CSS or other file references need to be hard-coded and hosted by the third party. Tags must be built with click-tracking and impression macros so that we can track and optimize for our ad servers. We cannot be responsible for tracking code, creative edits or trouble shooting in third-party provided ad tags.

Responsive Rich Media (RRM) is HTML5 creative used to reach your best prospect anywhere, on any device. Designed to compel interaction, they offer dynamic features, which includes video or expansion.

In-Banner Video (IBV) is HTML5 creative that plays video delivered inside of the display ad creative for a given placement rather than initiating the use of a native video player.

If providing creative components for expandable responsive rich media or in banner video ads, please adhere to the following:

- If possible, we prefer original, editable design files with links and fonts: Adobe PSD, INDD, AI.
- Ad creative/background should be sized per ad unit dimension at the proper proportion, 72 minimum or higher, formats: PSD, JPG, PNG, PDF.
- Any individual buttons/images intended to animate should be saved with a transparent background: 150px, formats: PNG, PDF, AI, EPS.
- We will build the expandable ad in our ad design platform where we combine the background creative, video (if included), links for buttons, expanded ad animation, and more.

Video specs for advertisers/agencies:

- The original video file as MOV, or MP4.
- 30 seconds is max video length.
- Frame rate: 24fps
- Aspect Ratios: 16:9, 4:3, and 6:5
- Video Codec: H.264 (main profile/level 4.1 suggested but not required)
- Video Bitrate: >5 mbps
- Audio Codec: AAC
- Audio Sample Rate: 44.100/48.000 kHz
- Audio Bitrate: >128 kbps

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HTML File Size Specifications:

CREATIVE UNIT NAME	ASSET	MAX FILE SIZE (KB)	FILE TYPE
HTML5 Desktop / Tablet	Backup Image	60 kb	JPG, PNG, GIF
	Initial Load	200 kb	HTML5, JPG, PNG, GIF
	Polite Load / Panel	2.2 mb	HTML5, JPG, PNG, GIF
	User Initiated Load / Expansion	10 mb	HTML5, JPG, PNG, GIF
	Video (optional)	10 mb	MP4, OGG, WebM
HTML5 Mobile	Backup Image	60 kb	JPG, PNG, GIF
	Initial Load	80 kb	HTML5, JPG, PNG, GIF
	Polite Load / Panel	200 kb	HTML5, JPG, PNG, GIF
	User Initiated Load / Expansion	2 mb	HTML5, JPG, PNG, GIF
	Video (optional)	2 mb	MP4, OGG, WebM
HTML5 Standard	Banner	80 kb	HTML5, JPG, PNG, GIF

SSL Compliant Creative

Advance Local sites use a secure protocol (<https://>) to protect users privacy and data. With this commitment to our users, any display ads which are scheduled to deliver on our local sites need to be SSL compliant. All components of third-party display ads, including creative and tracking, must be able to serve via SSL (<https://>) without any disruption to the browser, page, or user. Static creative (JPG, PNG, GIF) is secure by default.

Flash/SWF files

Flash is no longer supported across all desktop browsers. We must rebuild Flash creative into JPG, PNG, GIF or HTML5 (usually HTML5 to replicate animation). While we prefer original files to build the ads in-house, we can “pull apart” creative elements in a Flash/SWF file. That said, sometimes there’s a bit of image quality loss and if the fonts aren’t outlined, we’ll replace them with the closest available from our font library.

In-App ads for Mobile and Tablet

Static and HTML5 ads are accepted on mobile apps. HTML5 creative for in-app must be MRAID formatted.

Extended Reach Networks

We work with a number of network exchanges and ad servers (these are advertising sites provided through Google, App Nexus, Microsoft, etc.), each with their individual specifications. All accept static creative and many accept HTML5 following the specs outlined in this document. Please consult your account executive for details on specific requirements for extended reach campaigns.