

**Rolls of Film:** 

#### **MAIL ORDER FILM - ORDER FORM**

403 West Cordova Street, Vancouver BC V6B 1E5

Please fill out the information below and either print and include with your shipment or email to <a href="mailto:order@rocketrepro.com">order@rocketrepro.com</a>

Once the shipment is received, we will email you an invoice to be paid via e-transfer

### Make Sure you SAVE this form before printing or closing to send

Full Name:		Phone Number:	
I	Email:		
Shipping	g Address: (if requir	ing return shipping):	
Street Ad	dress:		
City:		Province:	
Postal	Code:		
Film Servi	ices: Click here for	PRICE LIST	
•	•	E-6 film can only be "Cross Processed" in C-41 Chemistry; prices vary de 1037x1565 pixels - 35mm   1024x1024 pixels - 120mm) unless otherwise	
select 1 only	<ul><li>□ Develop and S</li><li>□ Develop and P</li></ul>	(development, no scans or prints)  can (development and digital files)  rint (development and 4" x 6" prints)  and Scan (development, 4" x 6" prints and digital files)	
Во	rder Preference (onl	y for 35mm film - 120mm and 110mm are borderless onl	y):
select 1 only	<ul><li>□ Borderless</li><li>□ White Border (</li></ul>	(for prints only - not scans)	ble on Level 1, 35mm)  Scan Options
	□ Not Applicable	e (for Develop Only)	Borderless
Cu	t and Sleeve Negation Yes No (will be left	ves? in continuous strip and placed in protective box)	
Return Shipping of Neg		gatives and/or Prints?	
		in-store at Rocket Repro - we hold for 30 days only)	Clean lines edge to edge minor cropping required
Additional Notes (push+pull for B&W only, Level 2 & 3 scans, etc.)			Full Frame (ProMasi
	Date:	Roll#	
Polls of Film:		If options above are different for each roll of film,	Image oversampled includes black film rebate as perimeter

please include a separate form for each and mark each roll and form with a roll number above

# **Scan Options**

### **Borderless**



Clean lines edge to edge minor cropping required

## II Frame (ProMask)



Image oversampled includes black film rebate as perimeter zero cropping