

Your Host for today

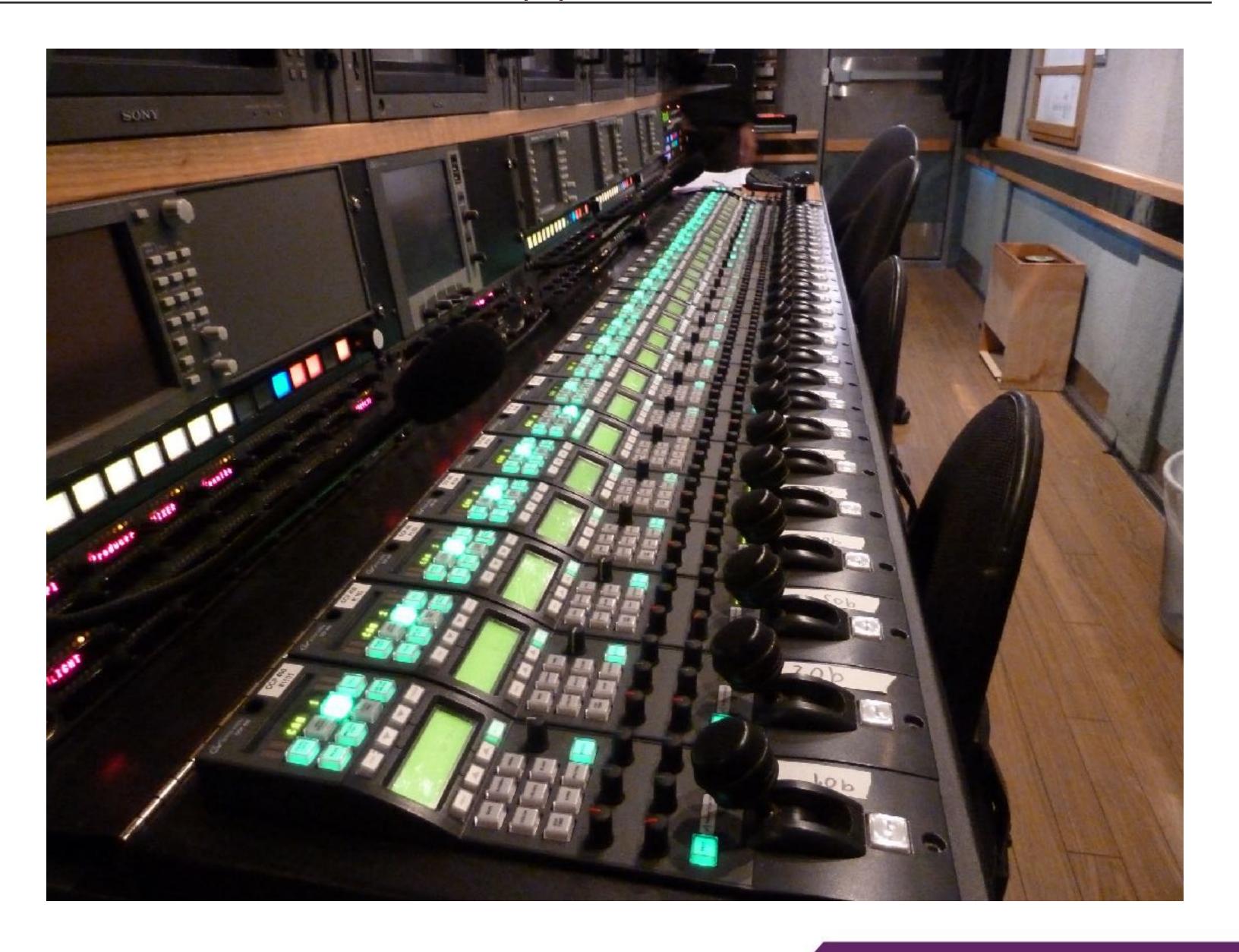
Jan Paul Campman



## LDX Advanced LDX Introduction and Basics (1)

## Part 1:

- Introduction & Basic information
- Menu structures
- LDX Basic functions





## Introduction LDX series

The LDX series Camera

Main differences: (Compared with the previous LDK8000)

#### - Xensium FT imager

- New video functions
- Lens corrections
- New leaking pixel corrector "TrueTexture".
- Improved LED-wall artifact compensation.
- New menu structure with rotary knob
- Changed button layout
- More user friendly interface.
- "Art Touch".
- Diagnostics
- New mounting method camera <-> adaptor





## Introduction LDX series







#### Licenses LDX series 2016

License LDX80 Elite **LDX80 Premiere** no License for Focus LDX80 Flex **Focus 70/75 3G Triax or 3G Fiber Triax or Fiber** 

LDX86 Univers 3 or 6 speed 4K / XDR

LDX86 ExtremeSpeed 3 or 6 speed

LDX86 HighSpeed 3 speed

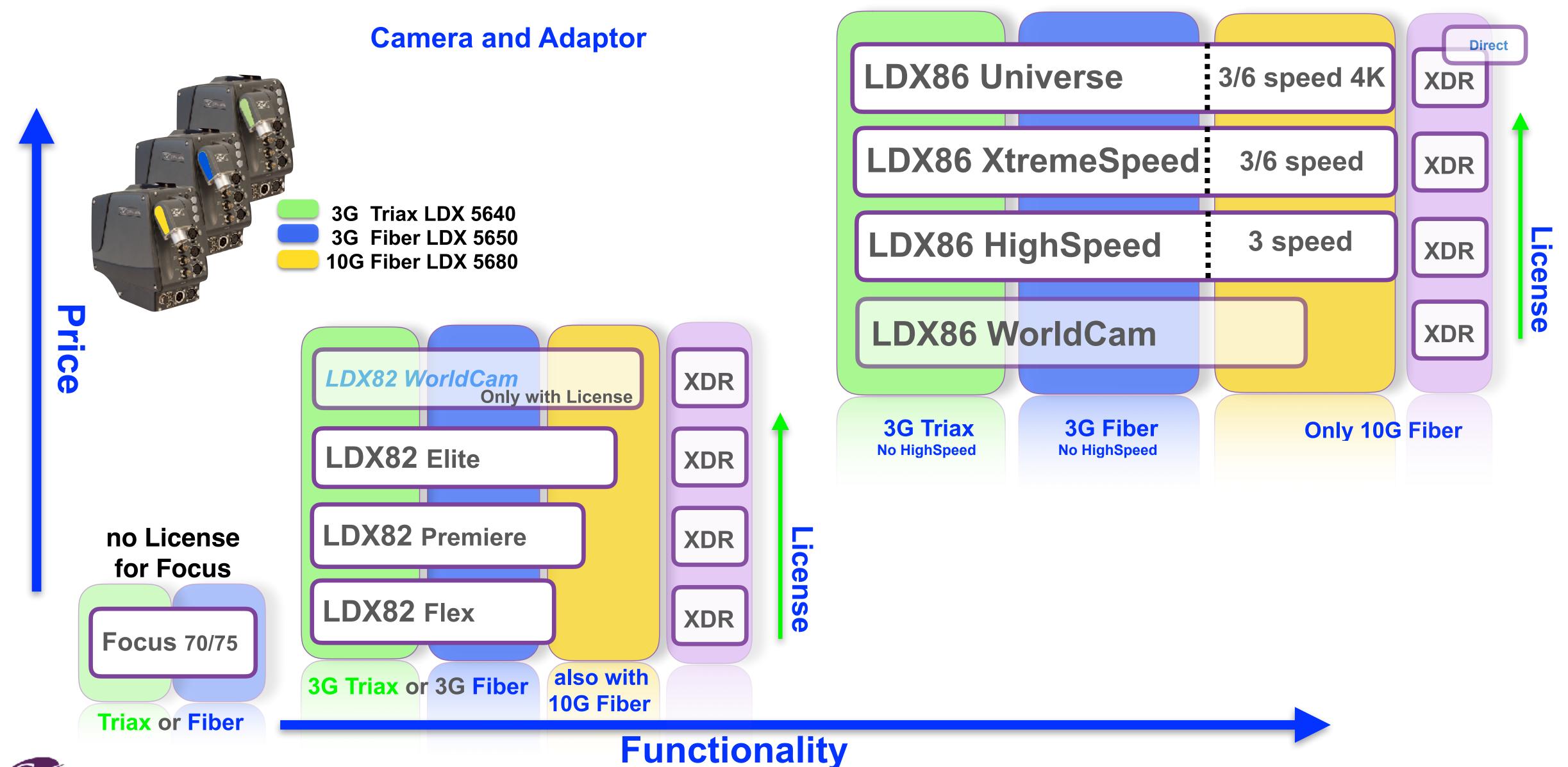
LDX86 WorldCam

Only 10G Fiber





#### Licenses LDX series 2017



#### Licenses LDX series

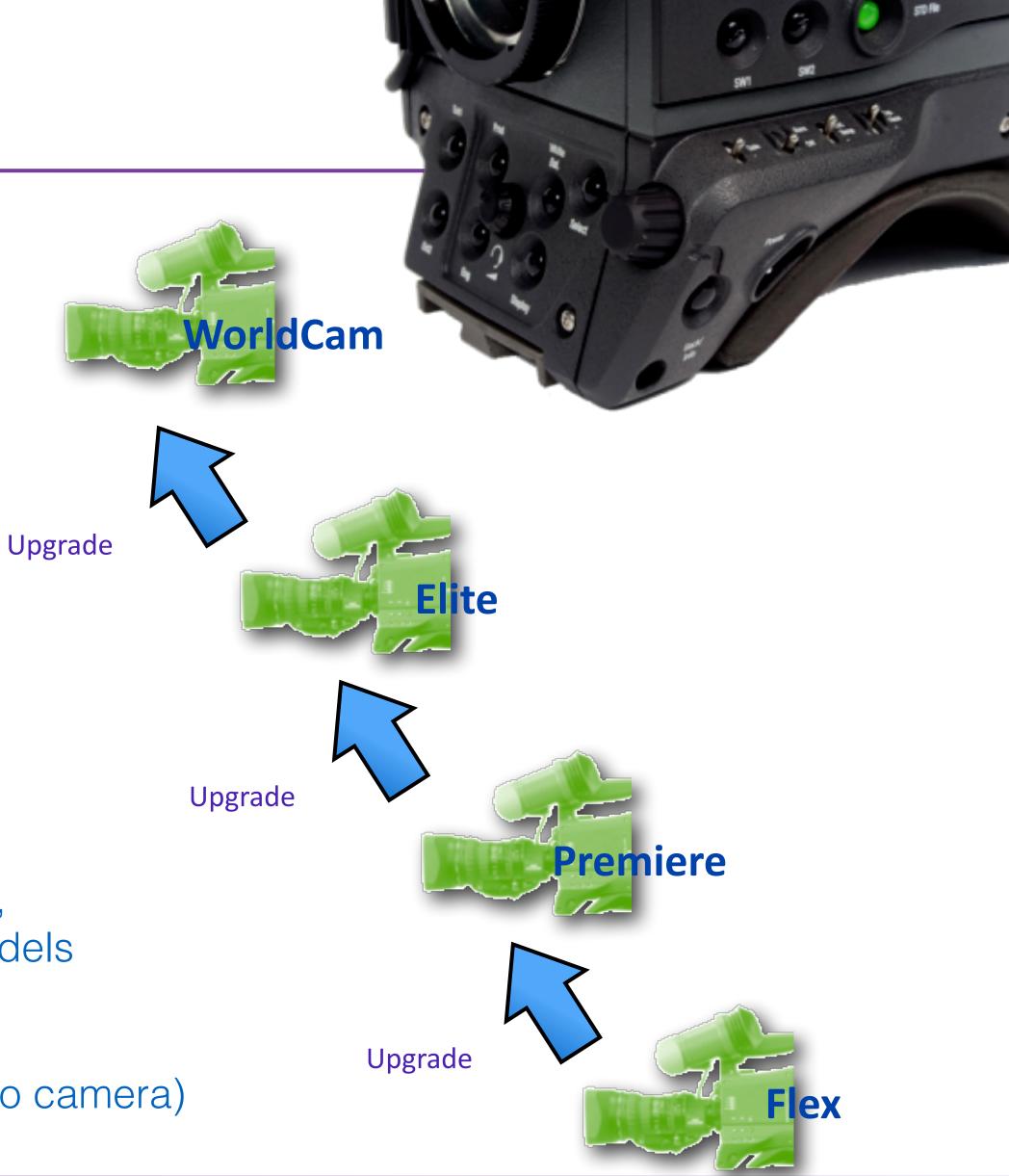
#### The LDX Series Camera

#### LDX available in *Several* versions

- LDX Flex
- LDX Premiere
- LDX Elite
- LDX WorldCam
- LDX HighSpeed
- LDX XSpeed
- LDX Direct IP
- LDX XDR
- XCU Univers

#### e-Licenses

Licenses are one-step incrementals
This enables the path towards buying bulk licenses,
while the customer has many different flavors of models
Licenses are available via the sales channels
Licenses are available for long and short periods
Licenses are downloadable files (from USB or FTP to camera)





#### The LDX series Camera









### Focus series









## LDX 82 Series





# LDX 82 Compact Series





## LDX 86 series





### LDX 86 now available in 2 flavours





#### LDX 86 now available in 2 flavors

#### LDX 86

A BELDEN BRAND

#### Available with Licenses as:

- 4K not native
- High Speed 3x or 6x
- XDR
- Standard video modes
- Direct IP

### LDX 86n (native)

#### **Available** with Licenses as:

- 4K NATIVE
- High Speed 3x or 6x (under developent)
- XDR
- Standard video modes
- Direct IP





### LDX 86 now available in 2 flavors



# LDX 86<sup>N</sup> Series – High-level overview



Introduced at NAB / IBC 2016 – First Commercial Shipment July '16



♣ New Xensium<sup>HAWK</sup> imager with DPM<sup>Ultra</sup> Based on Xensium<sup>FT</sup> with 2.5µ image cell



Improved optical alignment accuracy
Making an important step forward in a key process



Additional 5μ optical low-pass filter Delivering sublime HD when in HD modes



Improved soft-focus filter

Matching the HD/4K characteristics and requirements





## Strength comparison - Native 4K versus Processed 4K

- Use the technology which fit best to the specific requirements

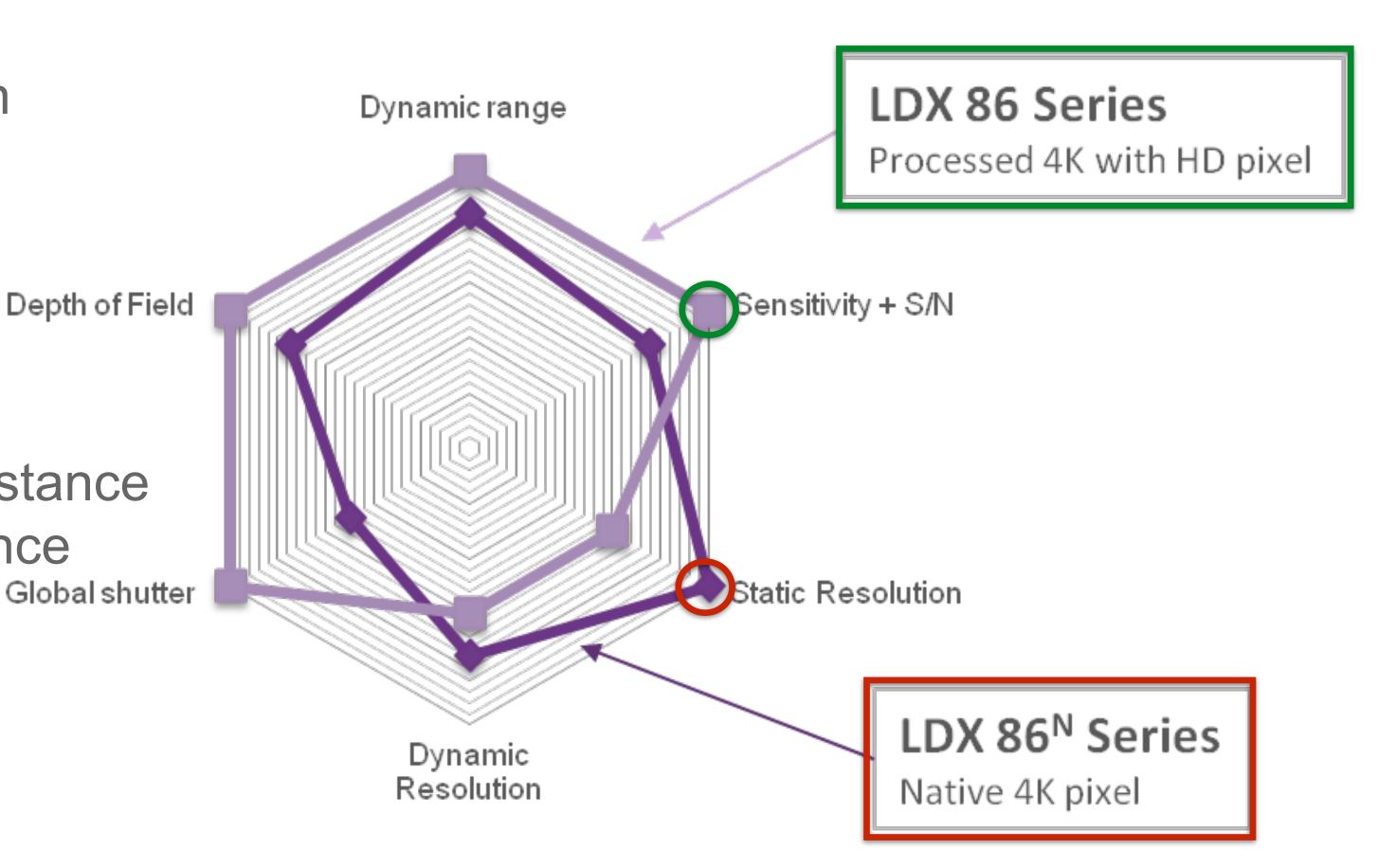
For wide angle shooting position Resolution is most important

To see all the small details in the image

For telephoto shots over large distance

Sensitivity is of highest importance

 Being able to reach a large depth of field





# Grass Valley Cameras Basics overview



## Grass Valley Cameras Basics overview







### Grass Valley Cameras Video modes overview



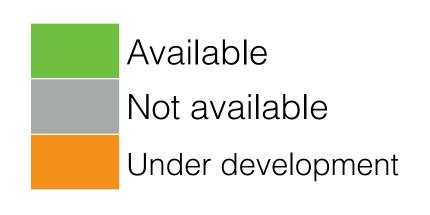


Available

1080i or 720p

Not available

### Grass Valley Cameras Functions/Features overview



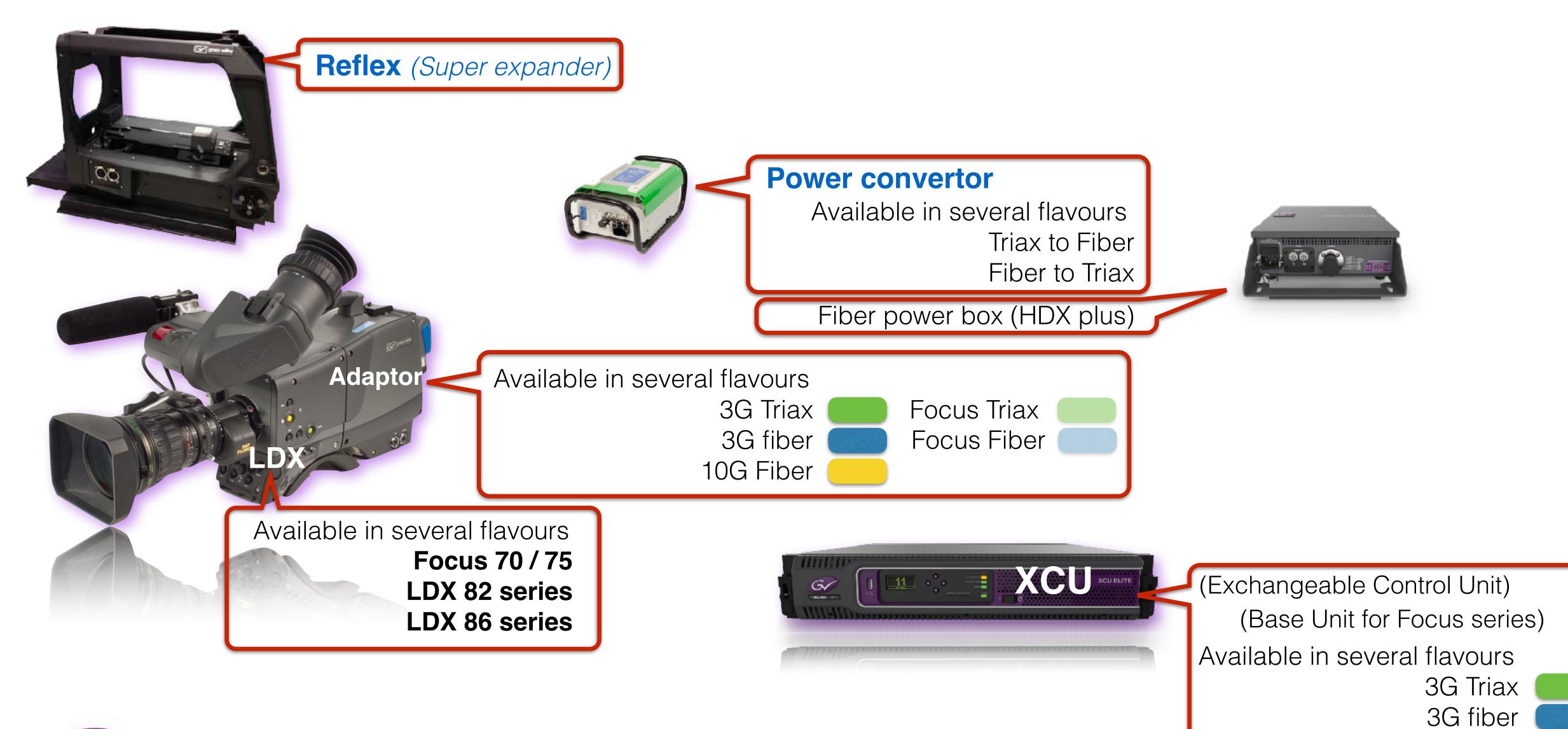
License

Same for Compact versions			Entry level Mid Range					High End					
			Focus	70 / 75	LDX 82 series				LDX 86(n) series				LDX86n
Functions	Functions	Type Features	70	75	Flex	Premiére	Elite	WorldCam only with Lic	WordCam	HiSpeed	Xtreme Speed	Univers Cam/XCU	4K native
	Standard	Gamma											
		Knee											
		Detail											
		Matrix											
	ArtTouch	Power Curves											
		Details Equalizer											
		Color protect											
		DoF indicator											
		Sensitivity modes											
		Effect filter											
	HighSpeed	AnyLight											u.d.
	XDR(Lic)	Gain / Detail											
	4K	4K Details											

License



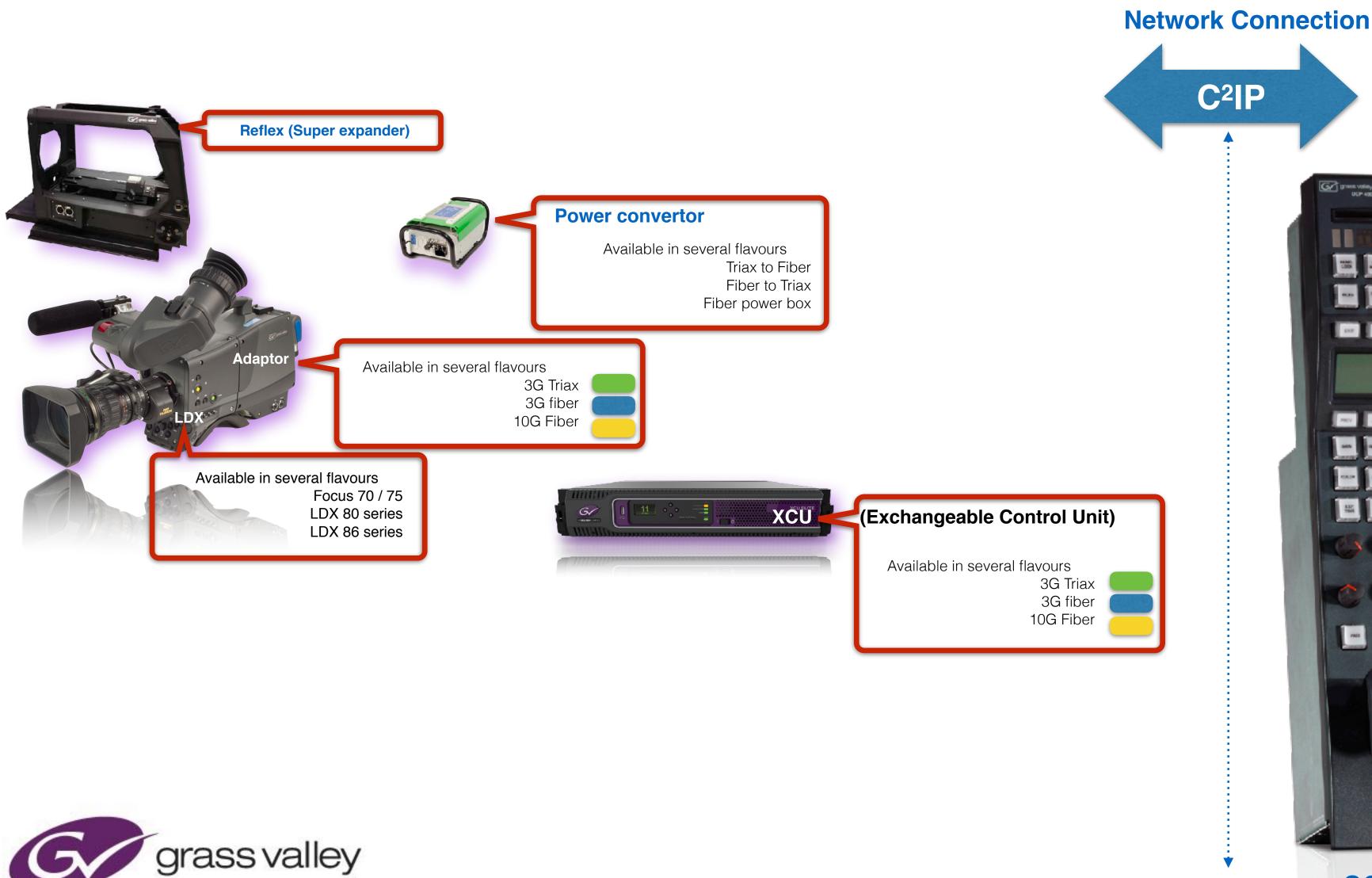
## Grass Valley Cameras System overview





10G Fiber

### Grass Valley Cameras System overview





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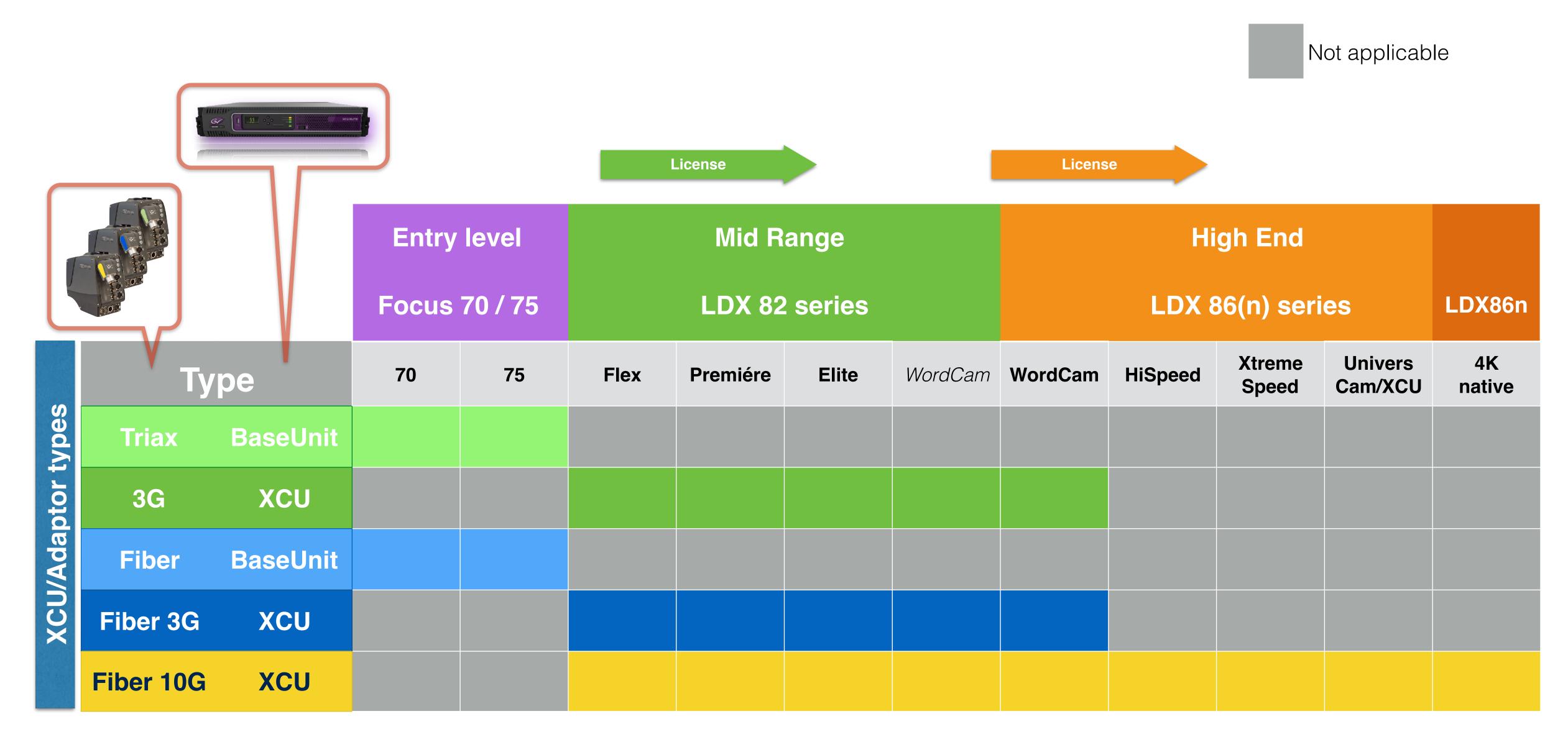
MET A A MET

**OCP 400** 





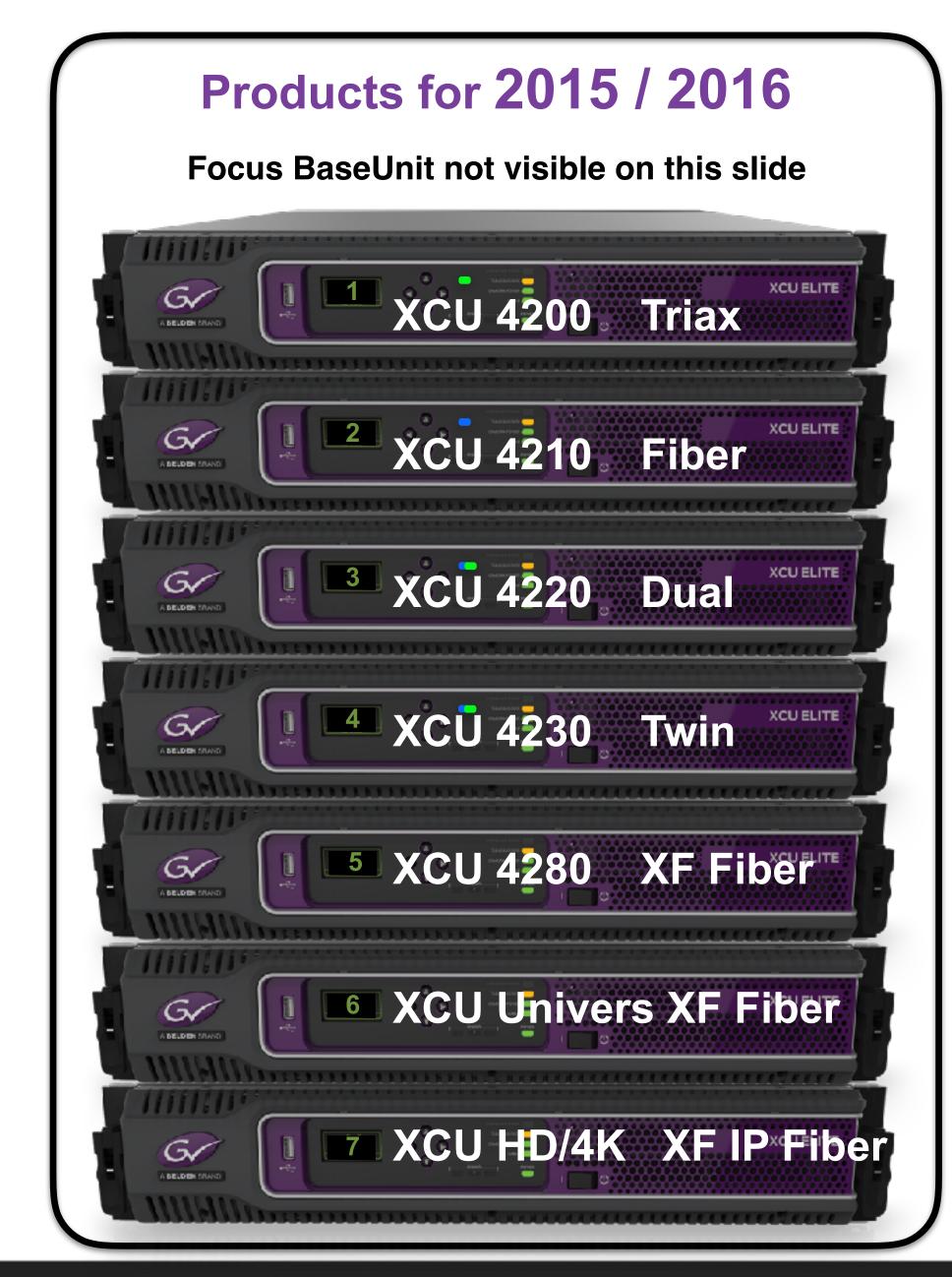
### Grass Valley Cameras XCU /Adaptor overview





## Grass Valley System overview









# Grass Valley System overview

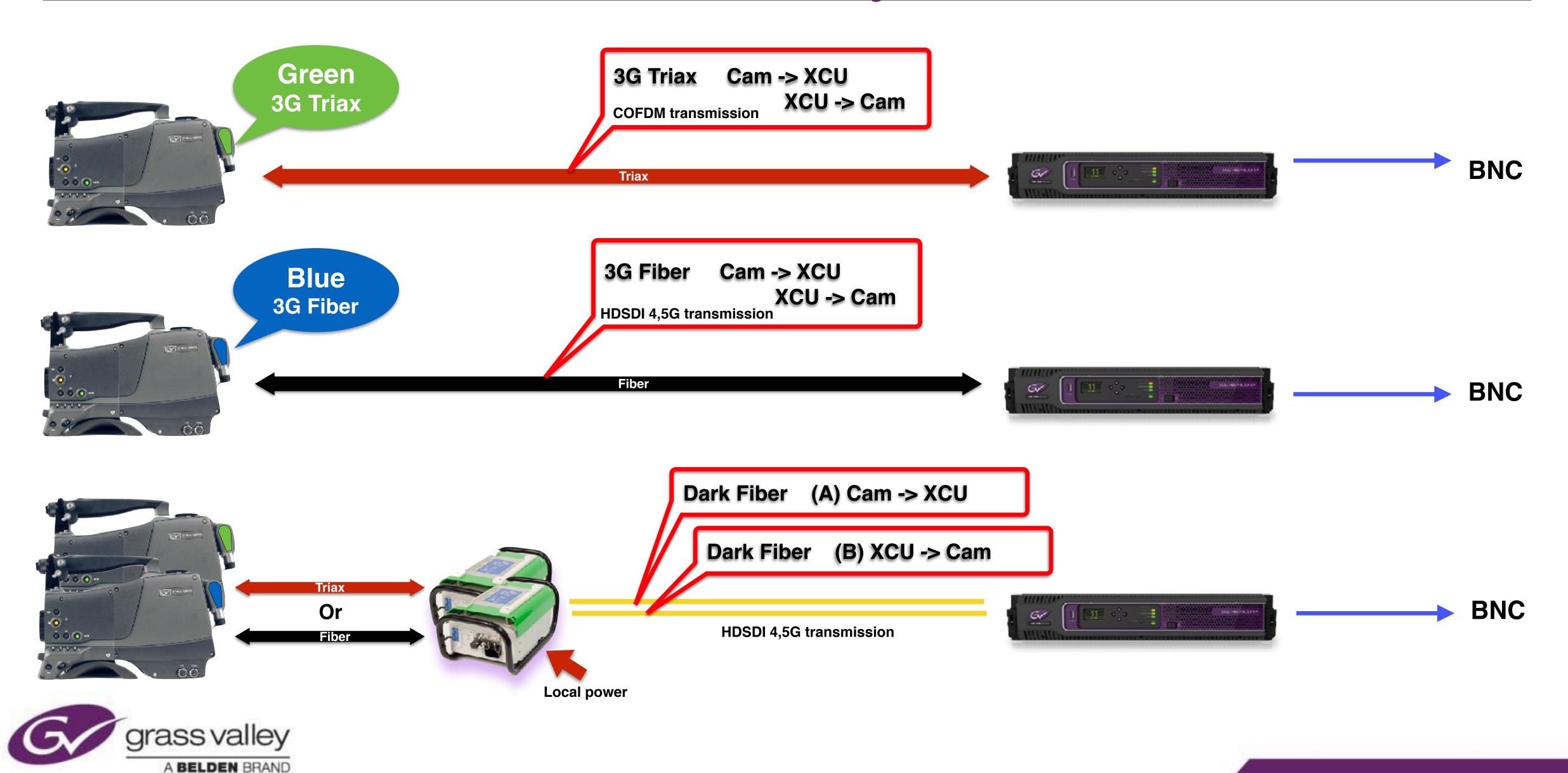




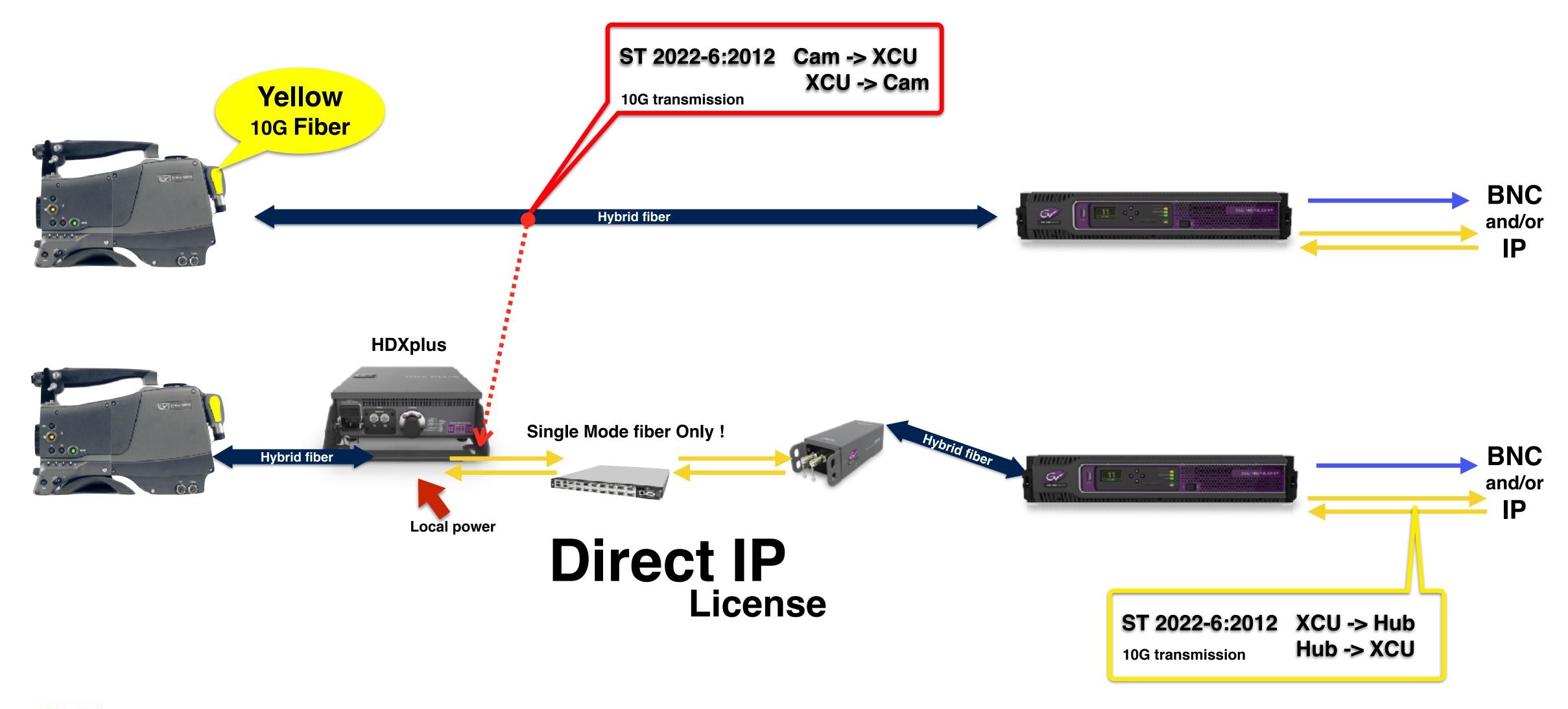




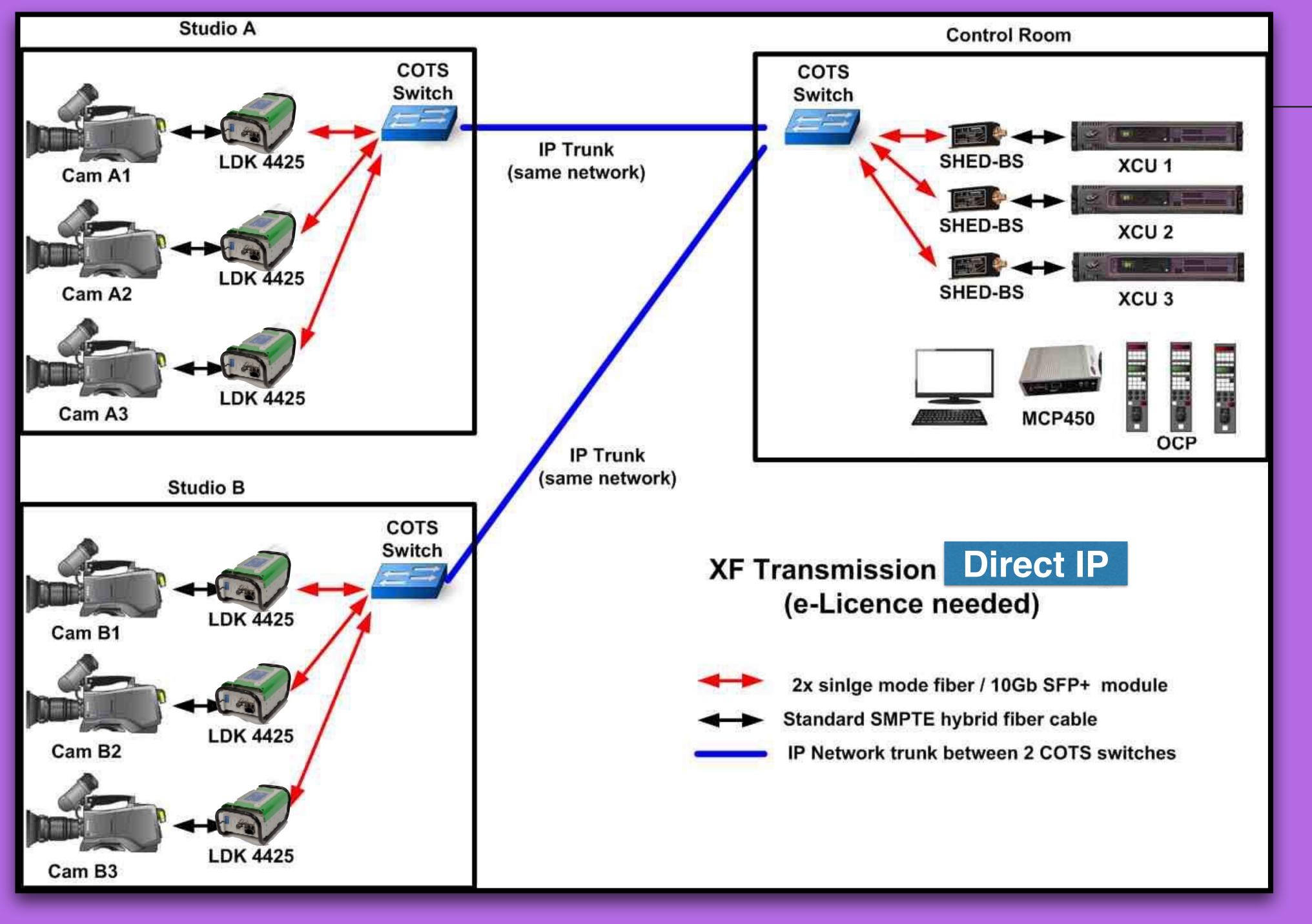
# Available (3G Triax/Fiber) System connections



# Available (10G IP based) System connections







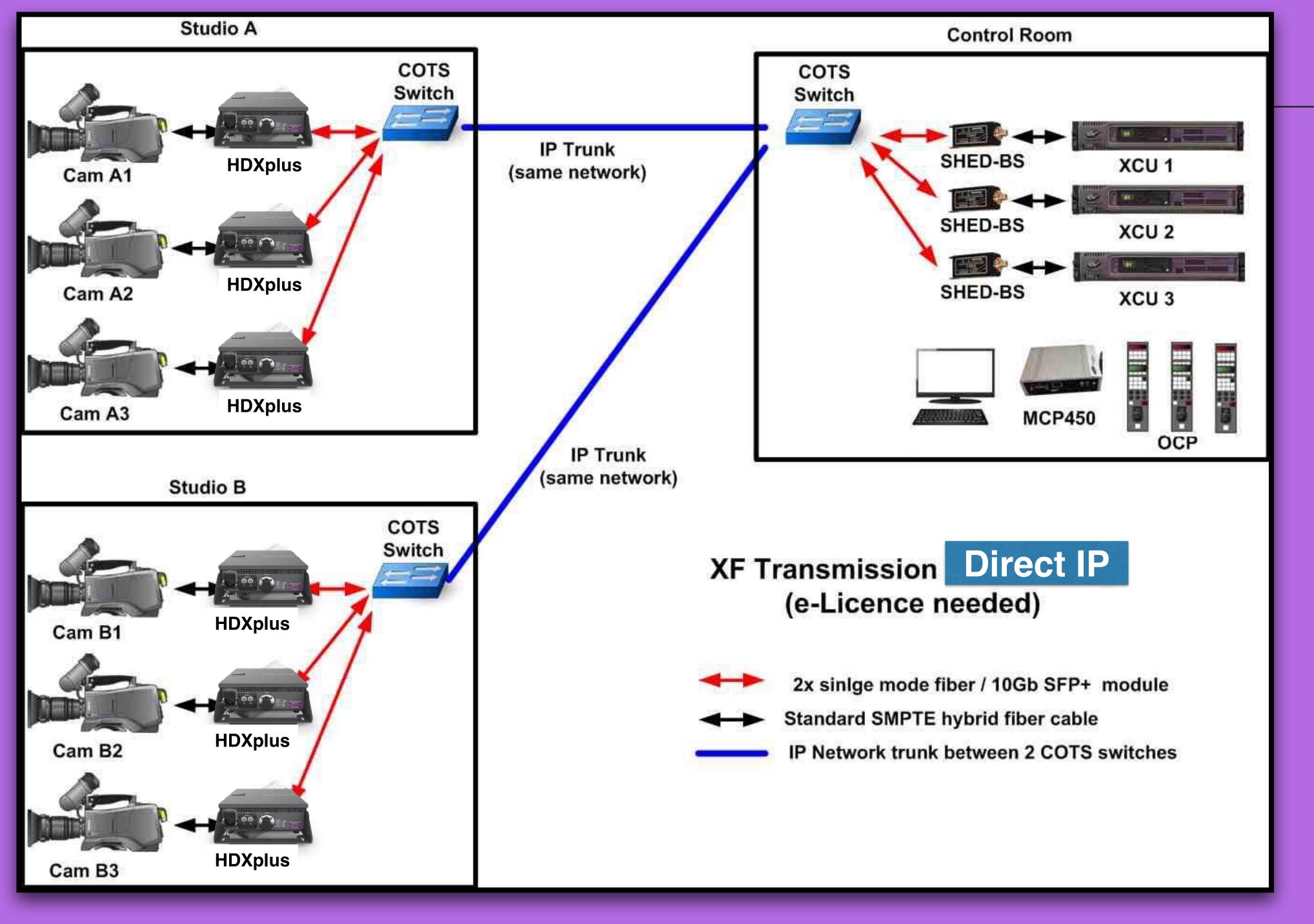
#### DIRECT IP

(licence needed)

Example







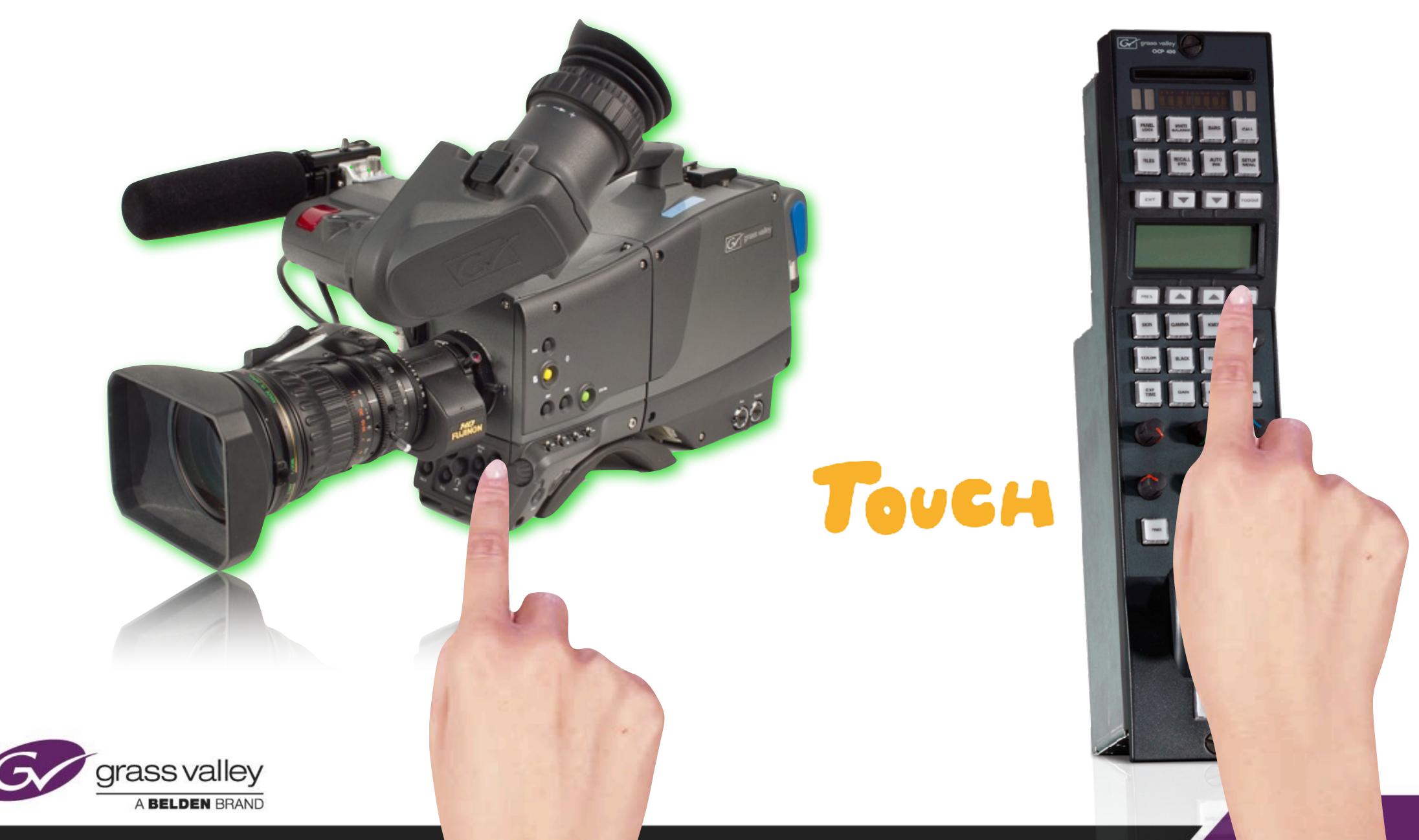
#### DIRECT IP

(licence needed)

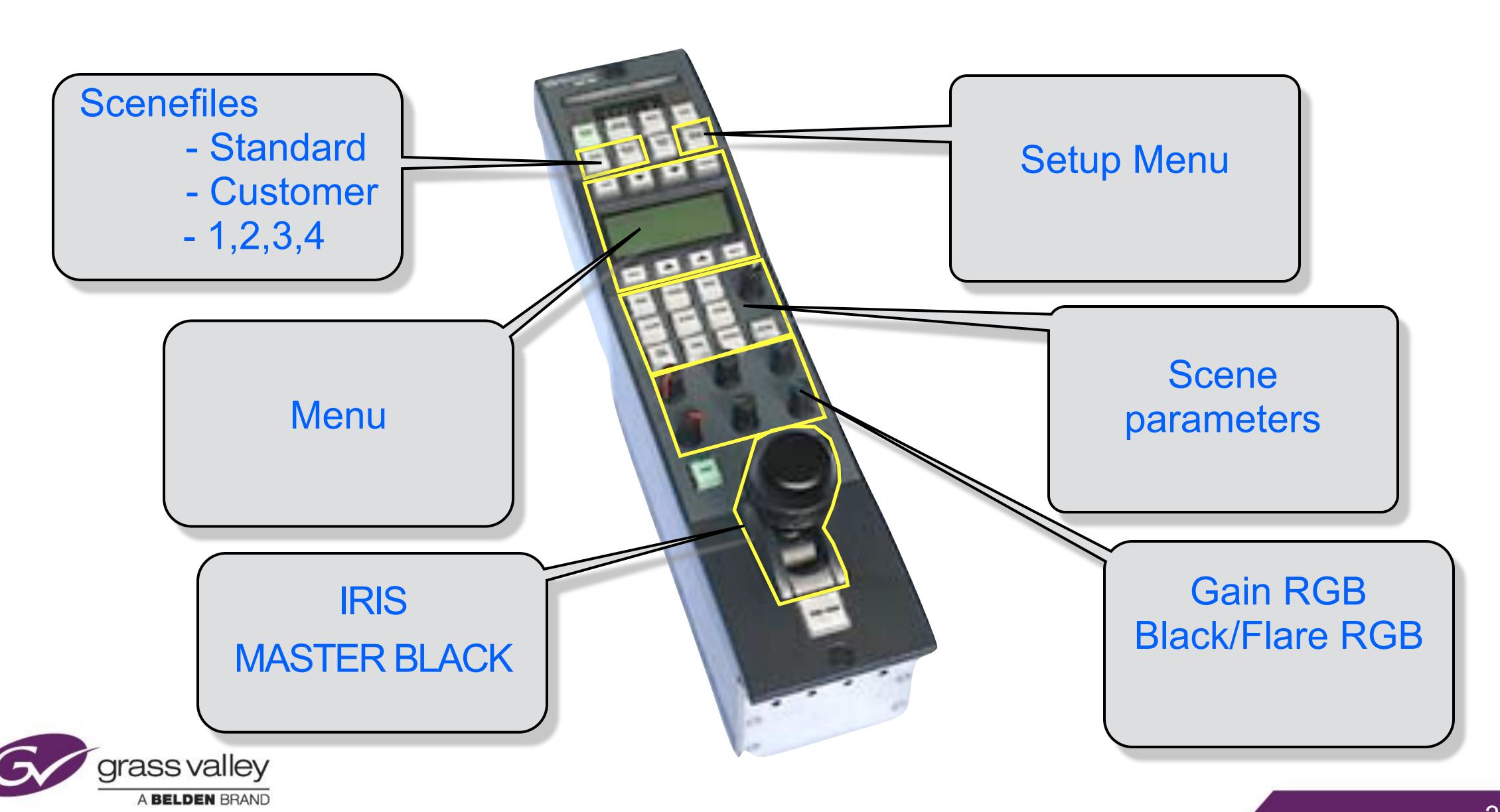
Example



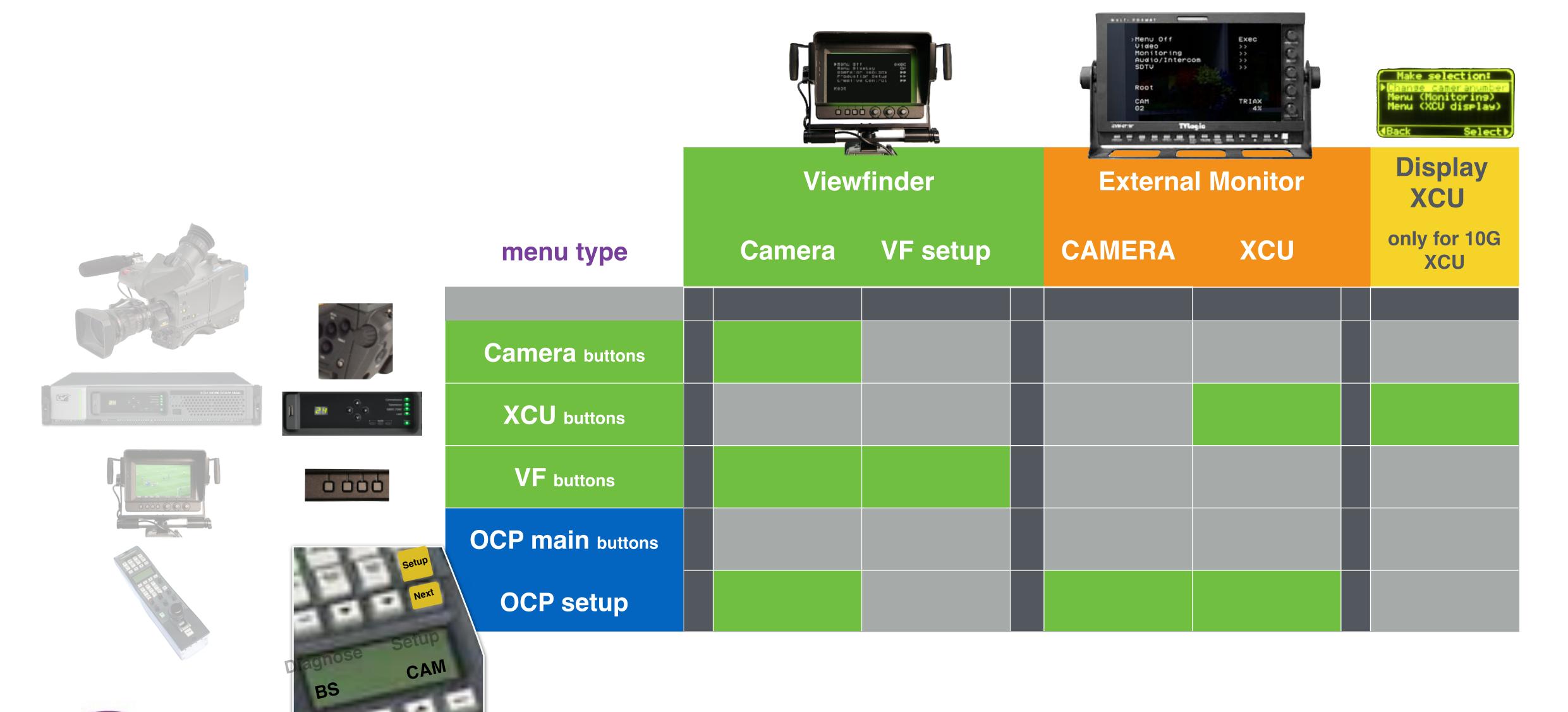




31

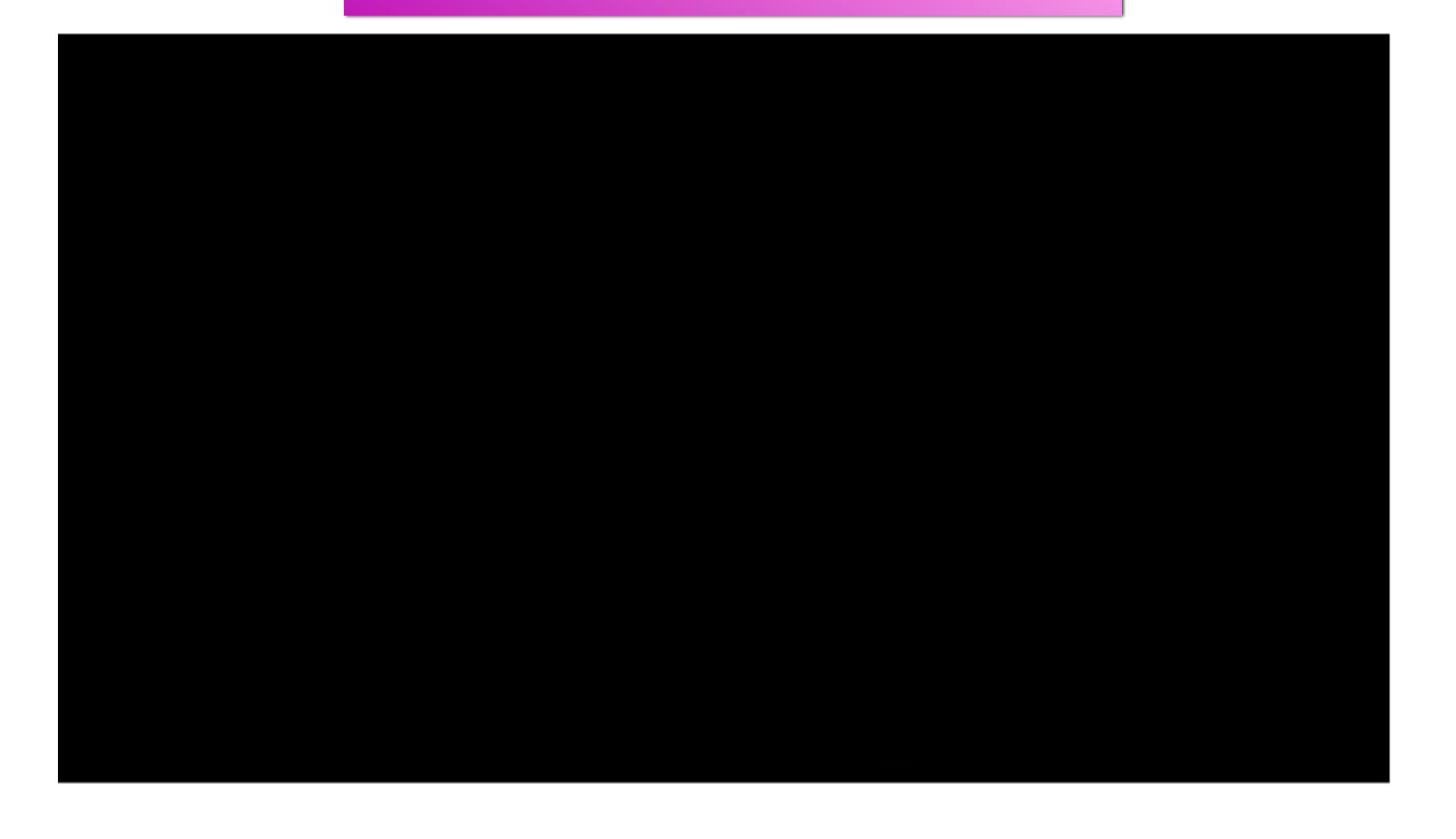


A BELDEN BRAND



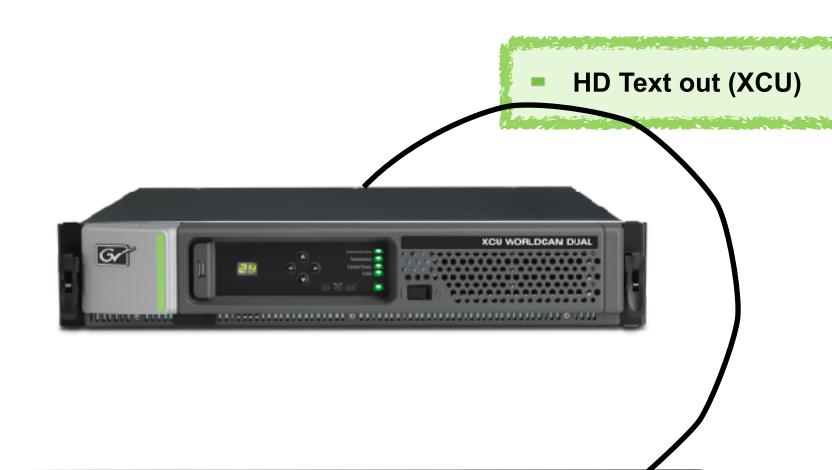
Camera or XCU

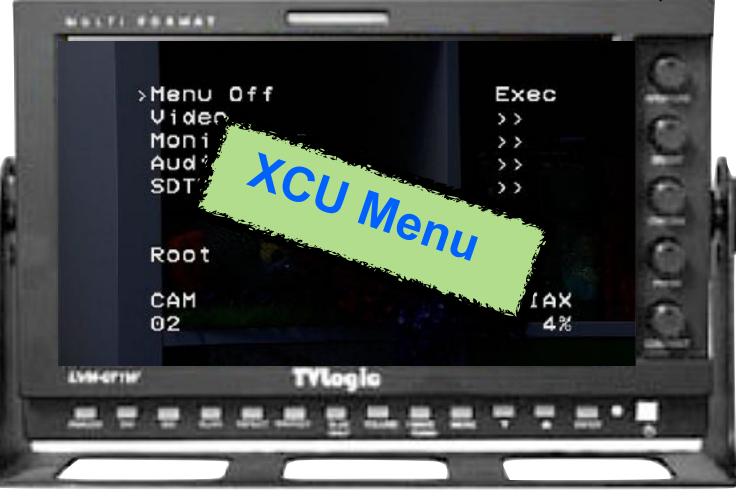
menu from OCP

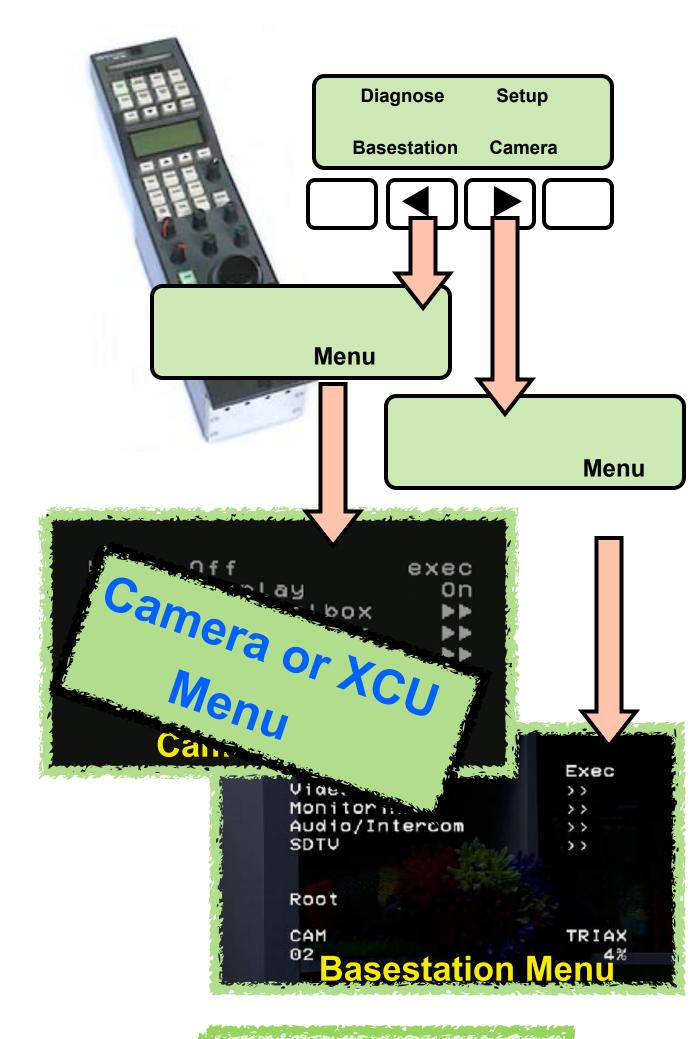






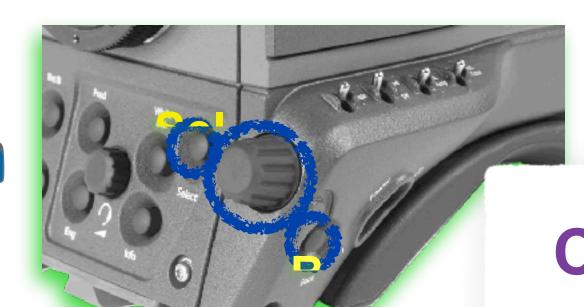






HD Text out (XCU)







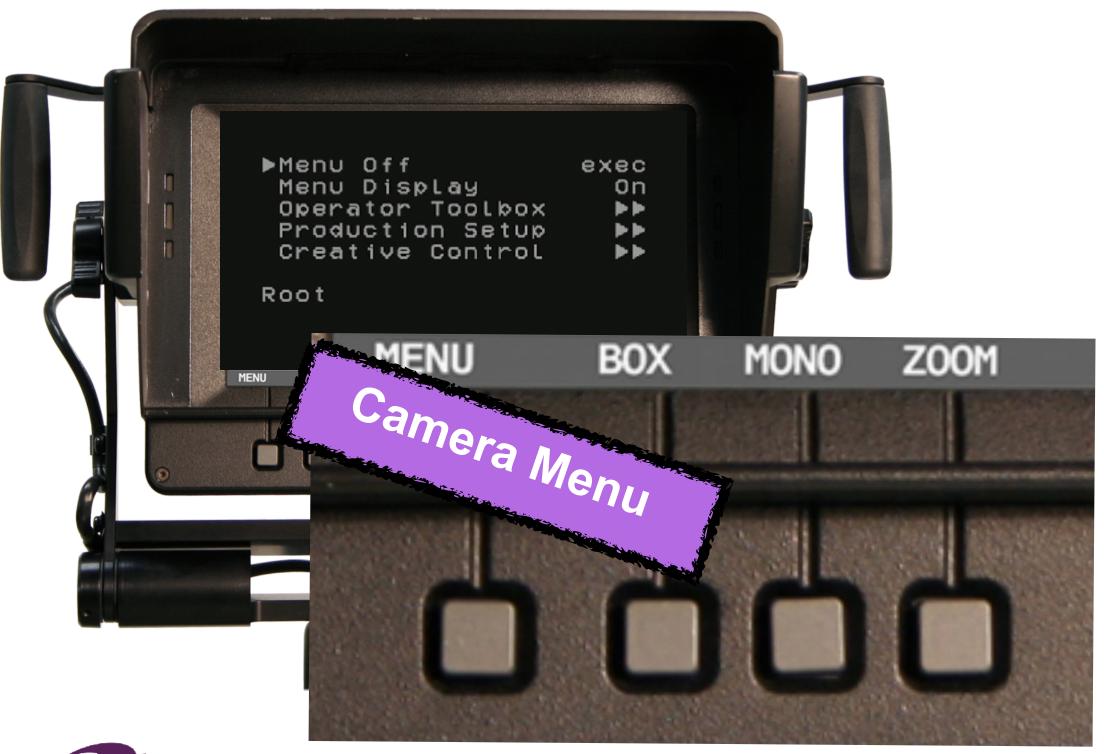
#### Camera menu

With the Menu from the Camera you can select the the functions in the camera menu

- Scene (Video)
- Operational
- Install
- Lens







# Camera Menu with Viewfinder

With the Menu from the Viewfinder you also can select the the functions in the camera menu

- Scene (Video)
- Operational
- Install
- Lens





STATUS INFO

DIAG

#### VF Menu for VF settings

With the Menu from the Viewfinder you can select the the functions from the Viewfinder menu

## Settings within the Viewfinder

- Diagnostics
- Settings

Mono Box

VF Temp 38 C

Format

1080150







In Config 1 you wil find the Factory Reset VF







XCU Menu for Basestation settings

With the XCU Menu from the Basestation you can select the following functions

- Diagnostics
- Settings XCU











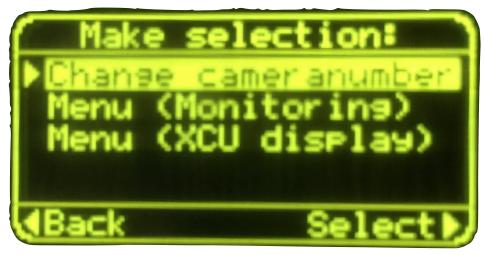


## XCU Worldcam or Univers



New menu control with XCU display



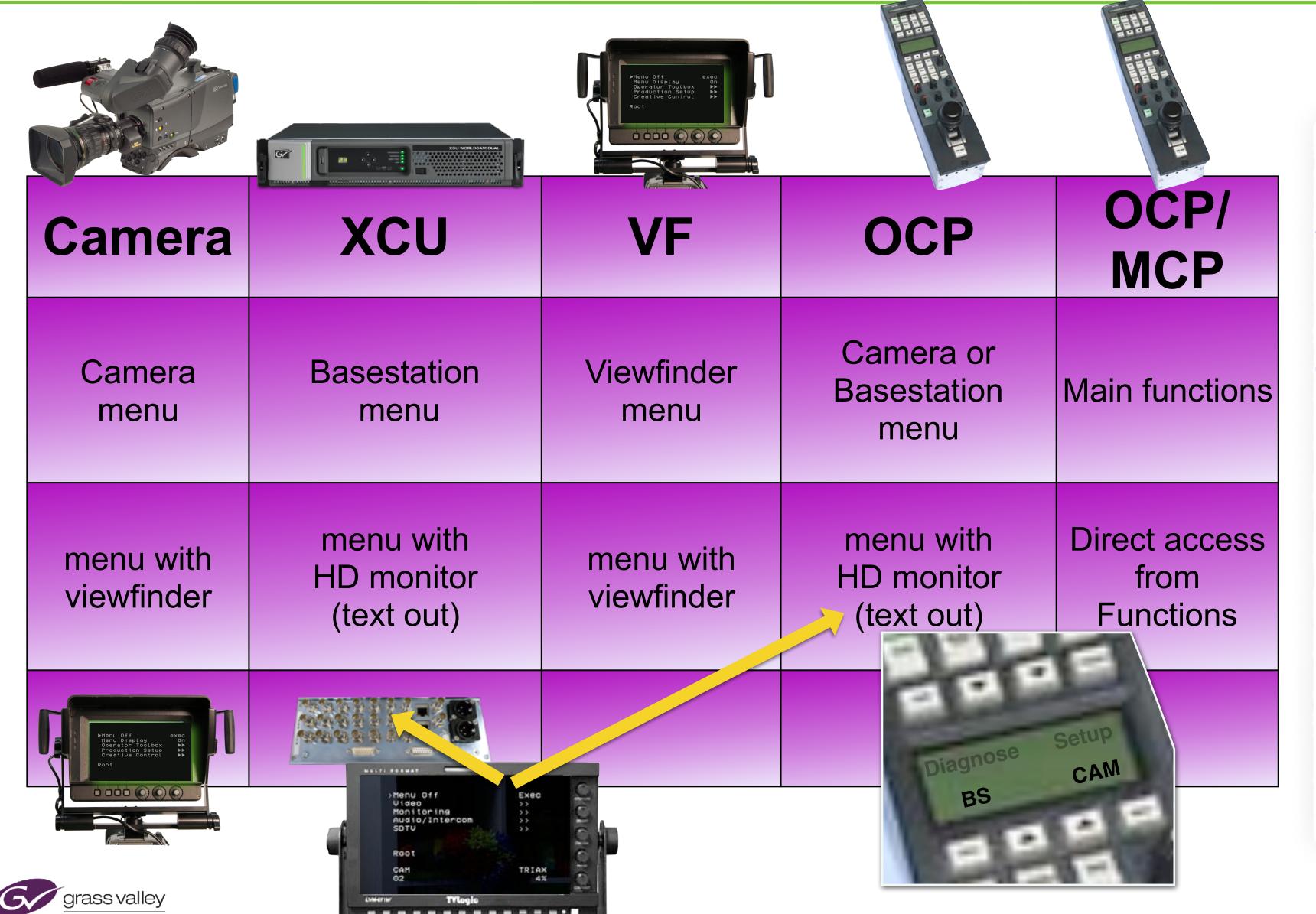












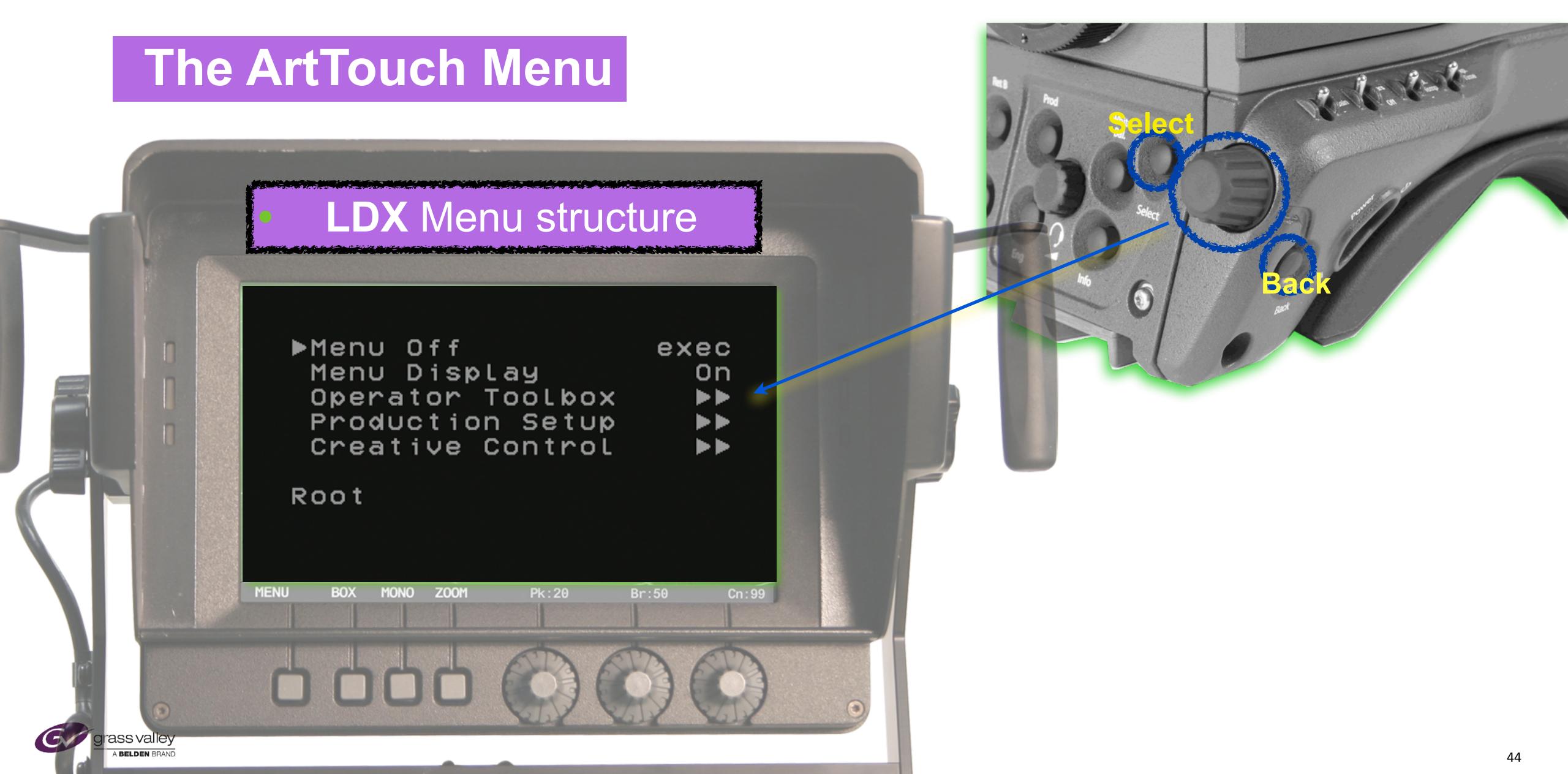
#### Menus

With the Menus from the Camera, Basestation and OCP you can select the the functions in the camera system

- Settings Camera
- Settings VF
- Settings XCU
- Install
- Diagnostics

## The Info button





## The ArtTouch Menu



Camera functions are centered around broadcast workflow phase and task oriented

Better syntax, terms and language.

MORE > Advanced, Const, Params > Settings, International English > Color, Adapter. Use of standard terminology list and abbreviation list.

Use of correct units, ranges and values: mV, dB, %, -15..15, 0..100%.

Context help ?, Info Button.

Extra info, default values, constraints or errors are shown for the selected function. info button to see full screen camera status.

New function groups. (Camera menu)

To reduce the amount of items and to increase clarity, we made new groups like Levels, Color, Sharpness, Image Control and Signals, IP Settings.





## The ArtTouch Menu

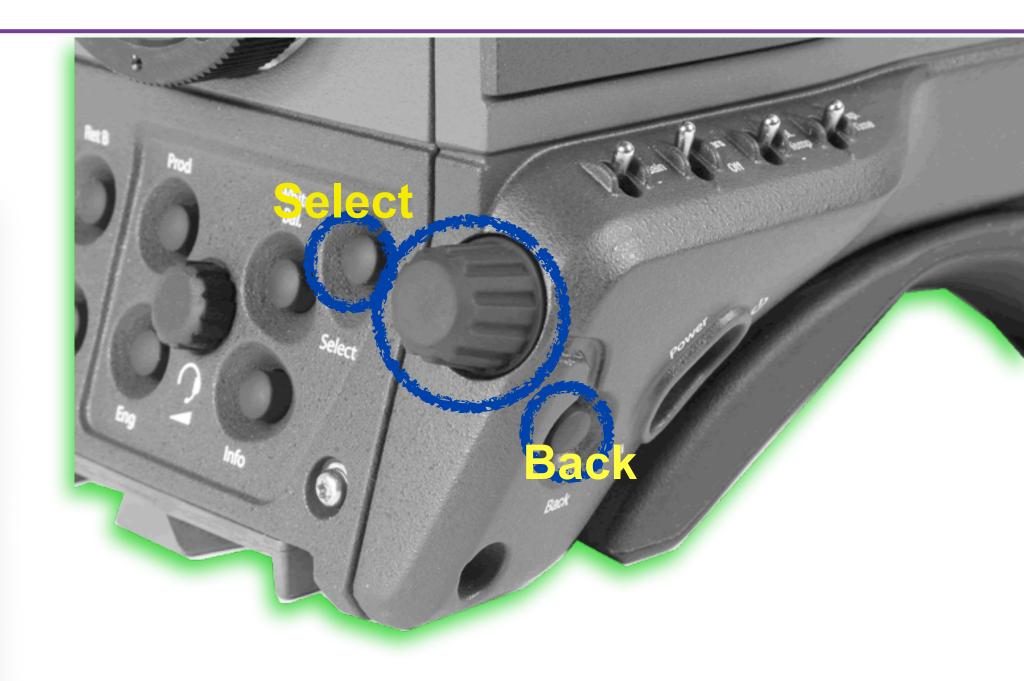
Practical user oriented Menu.

- Operator Toolbox
- Production setup
- Creative control
- Configuration
- Licenses
- Diagnostics
- Service

Accessibility User level dependent.

Service level.

Structure to be continued in OCP and future control devices





#### Operators Toolbox

Cameraman, shooting during live production.

Tools: PickMe button, improved ergonomics, more direct buttons, quick info and more...

#### Production Setup

Video Operator, Shader sets up the scene to neutral/nominal ('baseline').

Tools: sensitivity mode, Powercurves, improved color control and more...

#### Creative control

Video Director, defining "The Look" and the production features

Tools: Contrast control, Powercurves, more sharpness controls and more color controls

#### Configuration

Technical engineer: camera maintenance and calibration, transmission, diagnostics Tools: more diagnostics, grouped lens corrections and more...

#### Licenses

Defining operational functional capability for the users and owners

#### Diagnostics

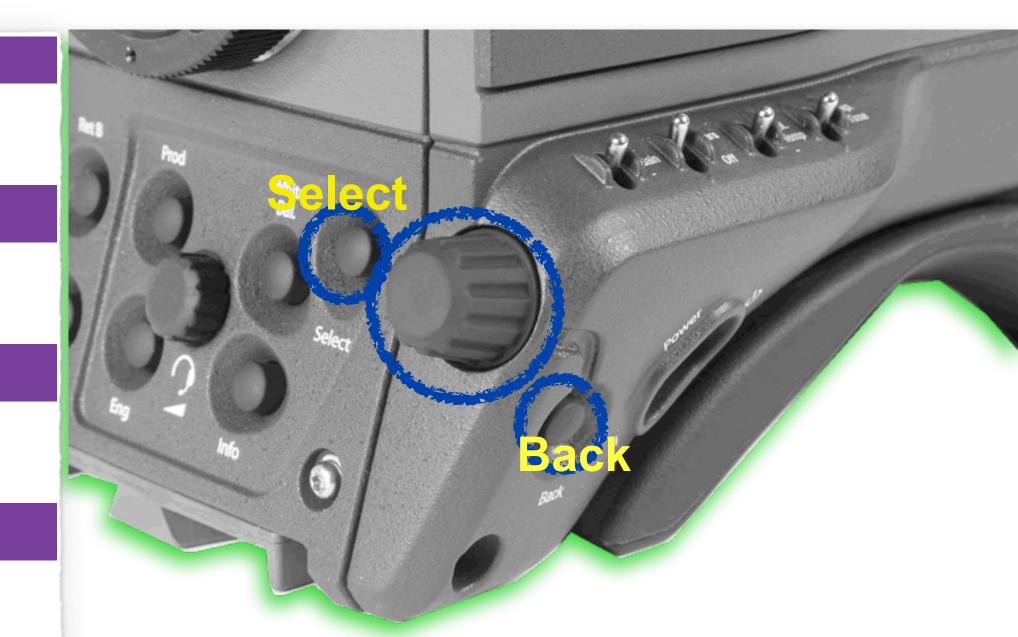
Service related information

Camera diagnostics,

Extensive diagnostic features to be added later

#### Service

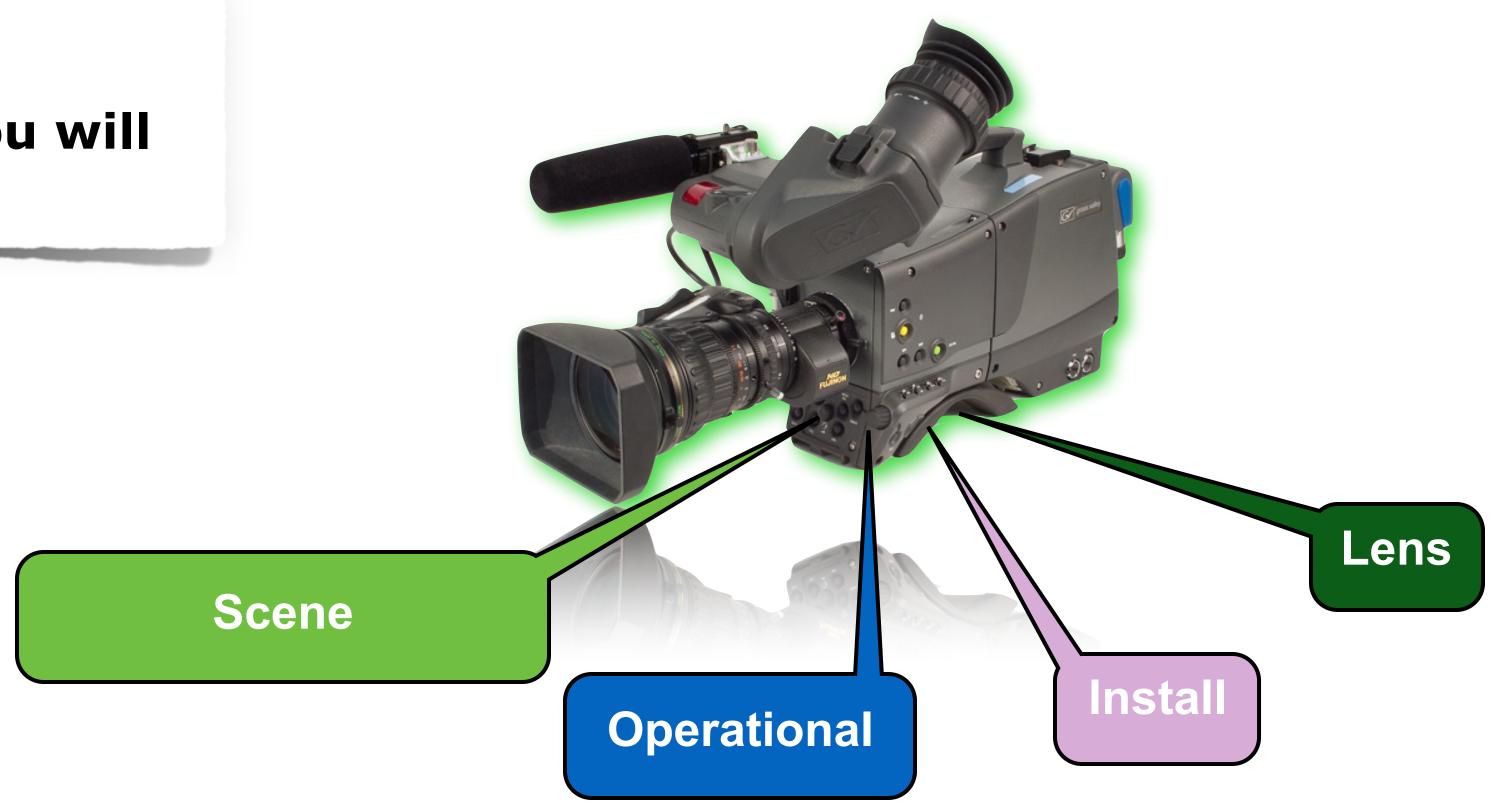
Service related information





Locations of the functions
In the camera system (Head) you will
find 4 different function groups

Scene
Operational
Install
Lens (not in 8000)



To simplify the controllable functions within the camera system We created several function groups.



## Grass Valley Cameras functions overview



	Gains		
Scene Video parameters  Operational	Gamma		
	Knee		
	Details		
	Black/Flare		
	Colors/Matrix		
	VF settings		
	Intercom		
	Audio		
	Diagnostics		
Install	Video modes		
	Timing		
Lens	White Shading		

#### Scene (Video)

In this group you will find all Video related items like:

Gains/Blacks/Gamma/Knee/Detail etc

#### **Operational**

In this group you will find all Operational related items like:

Viewfinder picture setting / Intercom / Audio etc.

#### Install

In this group you will find all Install related items like:

Video Modes / Timing etc

#### Lens

In this group you will find all Lens related items like:

White Shading / Lens setting etc.



## Grass Valley Cameras functions overview

	375						
	E 10 10 10 10 10 10 10 10 10 10 10 10 10						
	Gains						
	Gamma						
Scene	Knee						
Video parameters	Details						
	Black/Flare						
	Colors/Matrix						
	VF settings						
Operational	Intercom						
	Audio						
	Diagnostics						
Install	Video modes						
	Timing						
Lens	White Shading						

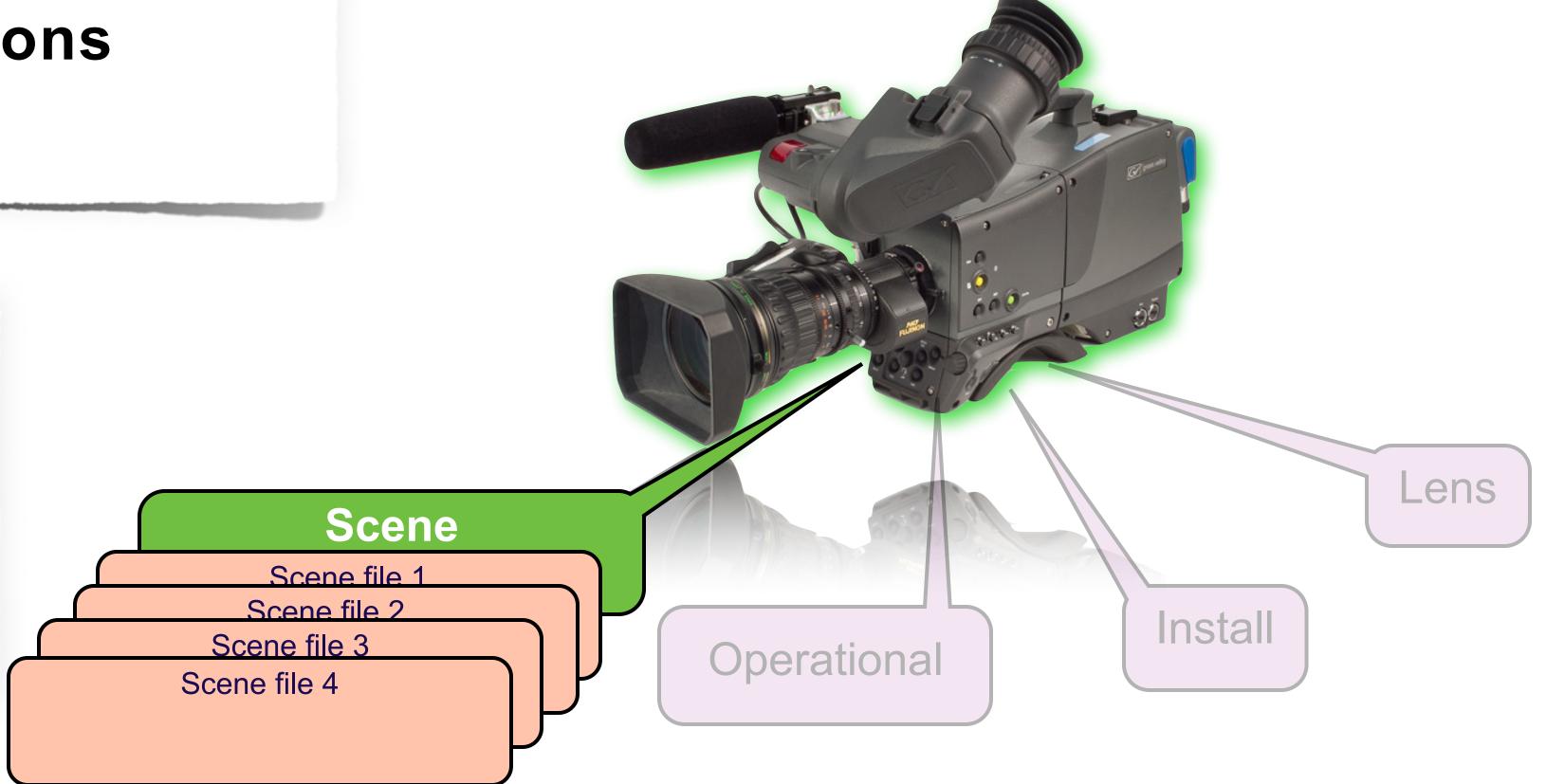


Locations of the functions
The Scene file group

## Scene (Video)

In this group you will find all Video related items like:

Gains/Blacks/Gamma/Knee/Detail etc



It is possible to Store or Recall the settings from each group IN and OUTside the camera

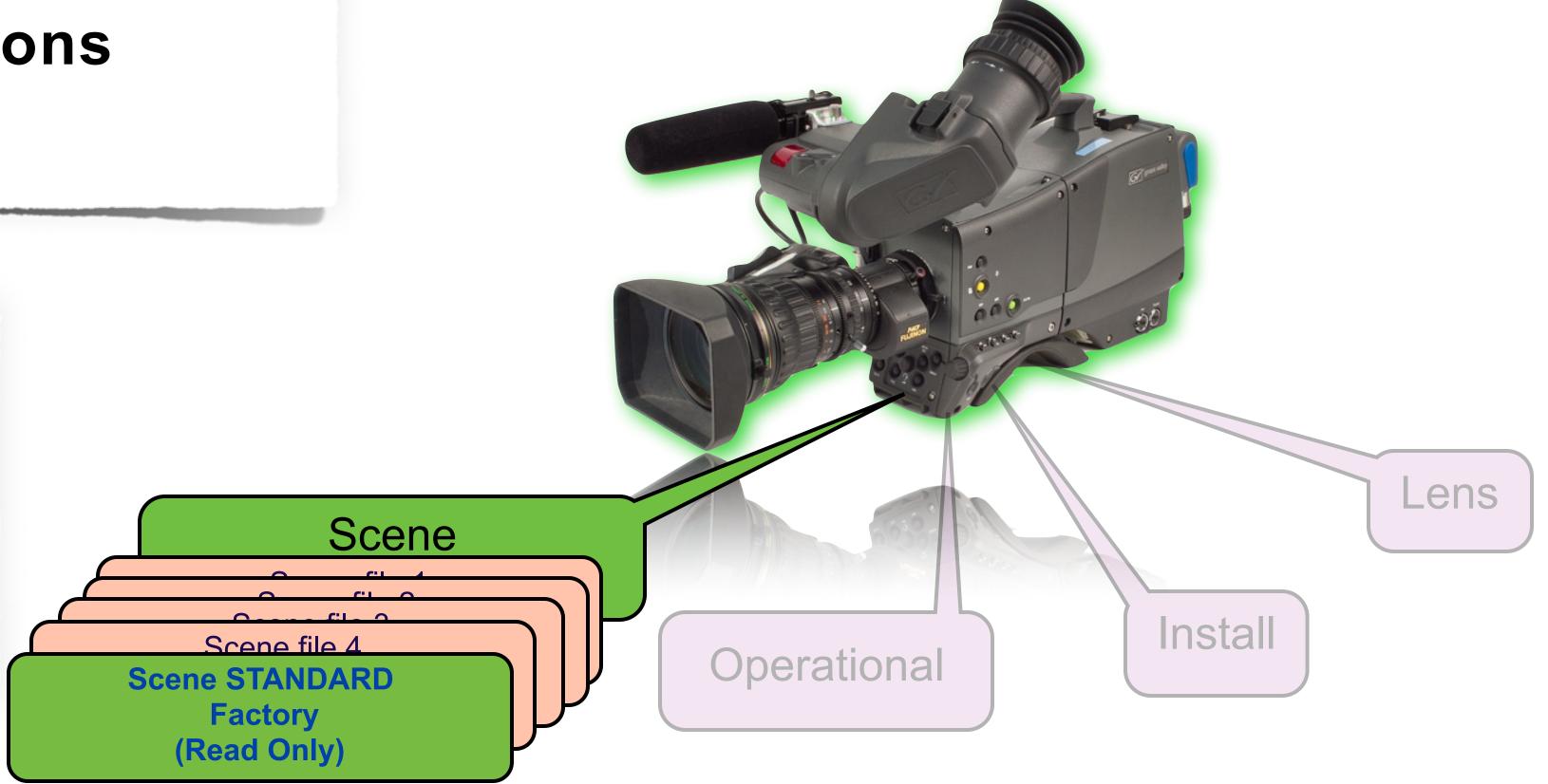


Locations of the functions
The Scene file group

#### Scene

In this group you will find all Video related items like:

Gains/Blacks/Gamma/Knee/Detail etc



More important is that inside the camera a function  ${\color{blue}\mathsf{STANDARD}}\,\mathbb{RECALL}$  is available

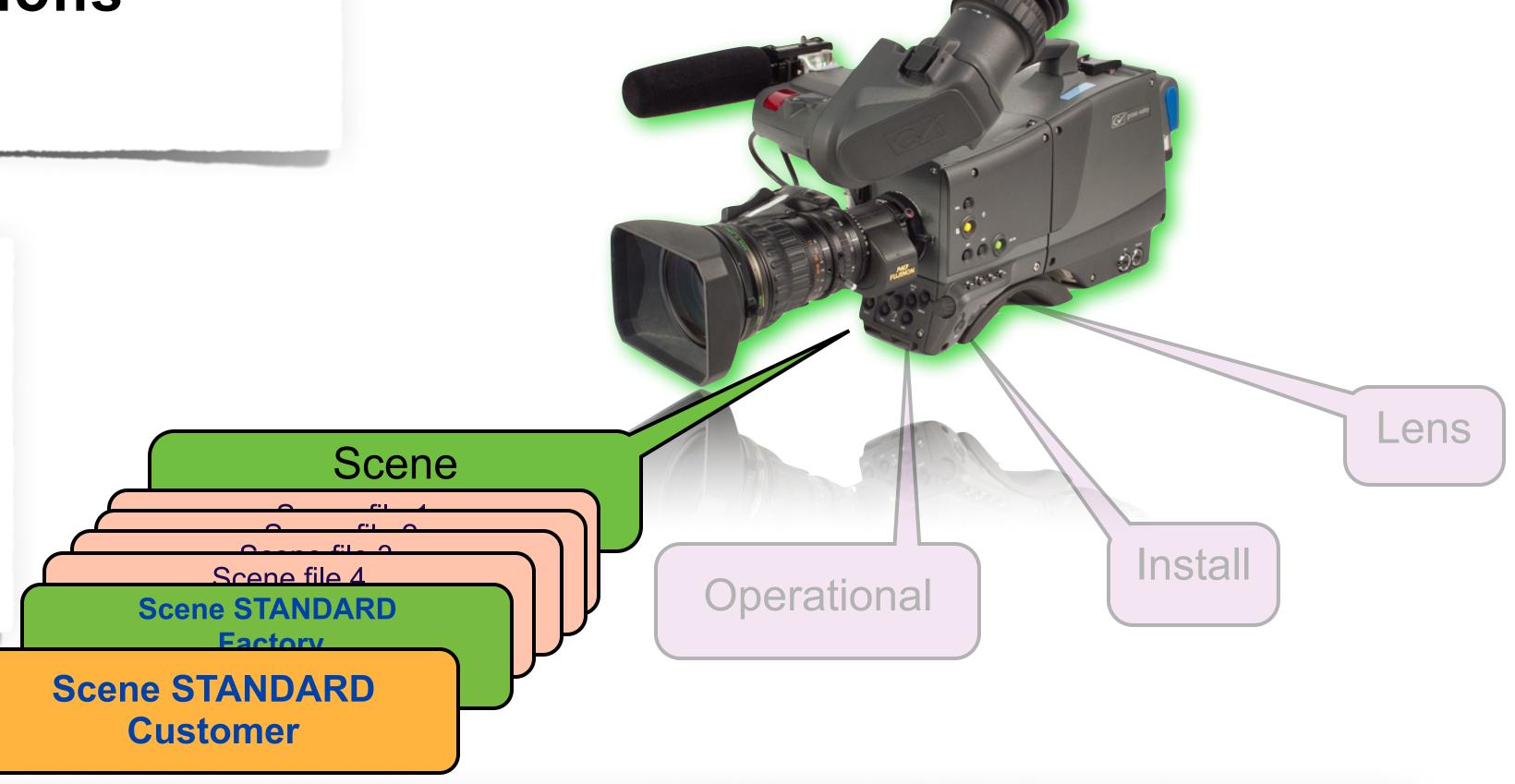


Locations of the functions
The Scene file group

#### Scene

In this group you will find all Video related items like:

Gains/Blacks/Gamma/Knee/Detail etc

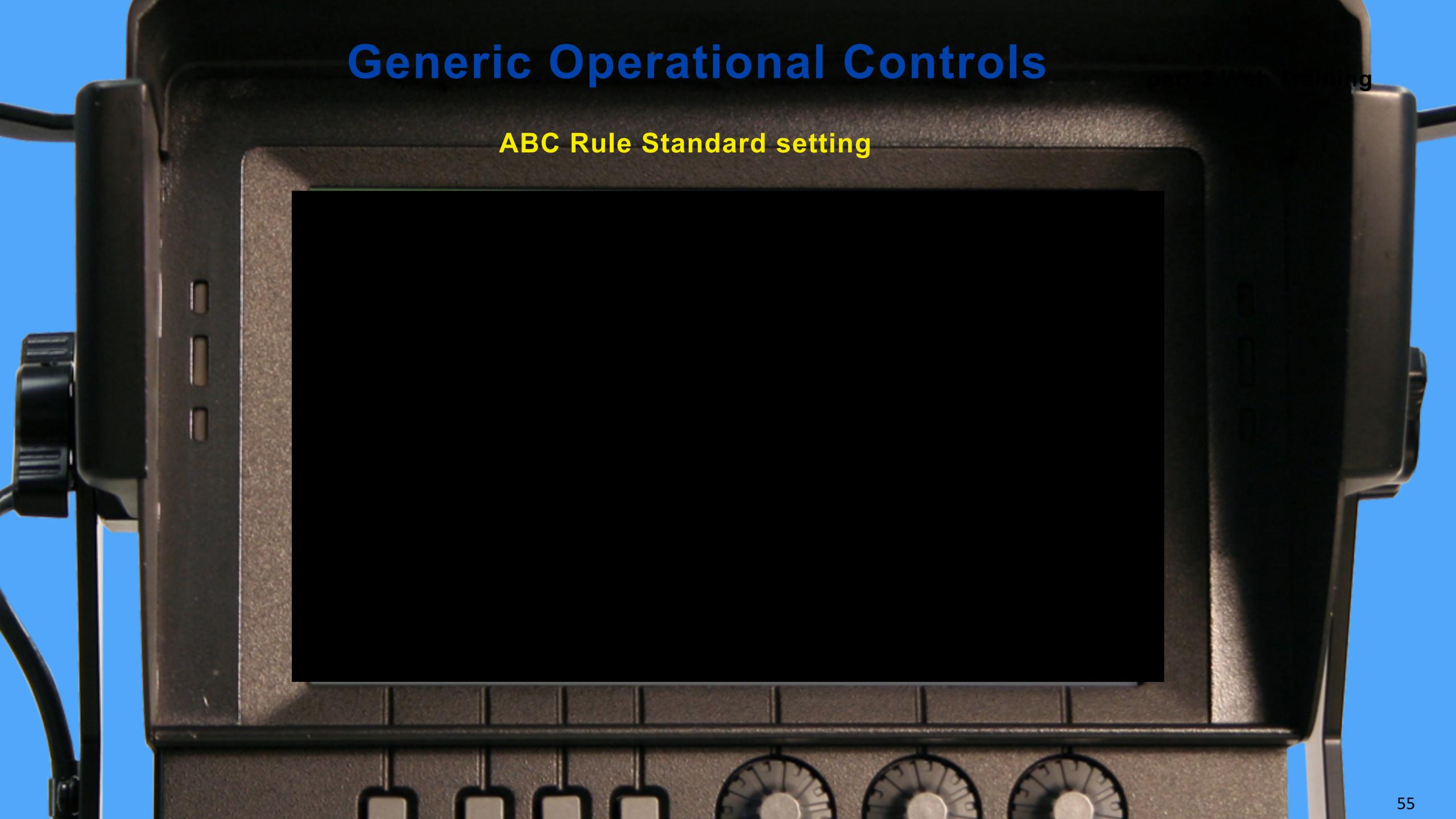


It is also possible to create your own STANDARD file (Customer Store / Recall)



## Basic SETUP procedure

	A		Dasic Selfor procedure					
B			BW1 SW2 STD File  Gain G Sull G Sull G Tite  O Cold					
		Step	Camera sw. panel User level 2,3	Menu Camera User level 2,3	OCP or MCP			
		A	Standard Recall GREEN Button	MenuFiles Standard Recall	Standard Recall FACTORY			
		В	Select AW1 or 2	Auto White	AW 1 / Auto White			
		C	IRIS		IRIS + MBlack			
		D		MenuVideo Flare	Flare			



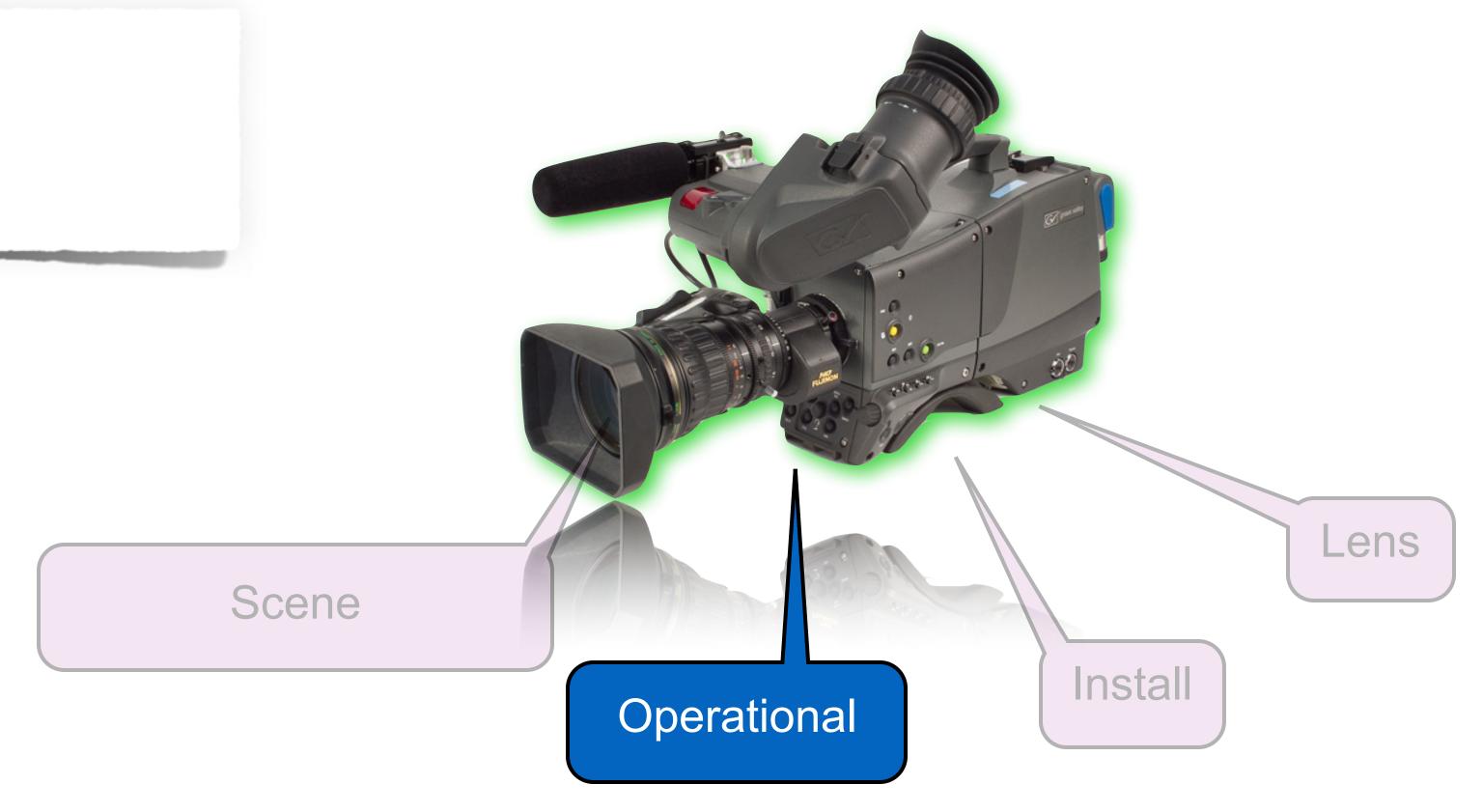
## Operational file handling

Locations of the functions
The Operational file group

## **Operational**

In this group you will find all Operational related items like:

Viewfinder picture setting / Intercom / Audio etc.





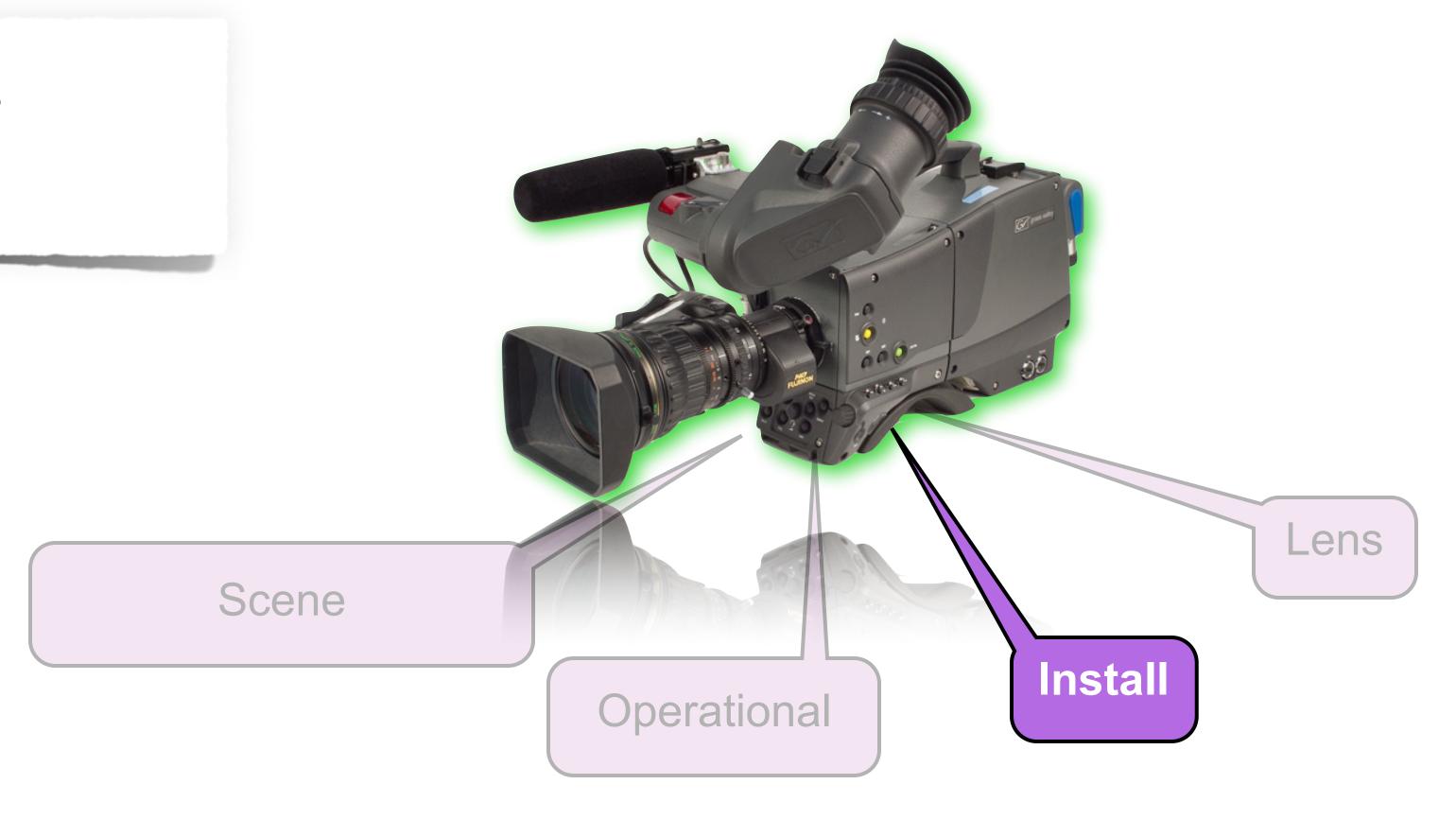
## Install file handling

Locations of the functions
The <u>Install</u> file group

#### Install

In this group you will find all Install related items like:

**Video Modes / Timing etc** 





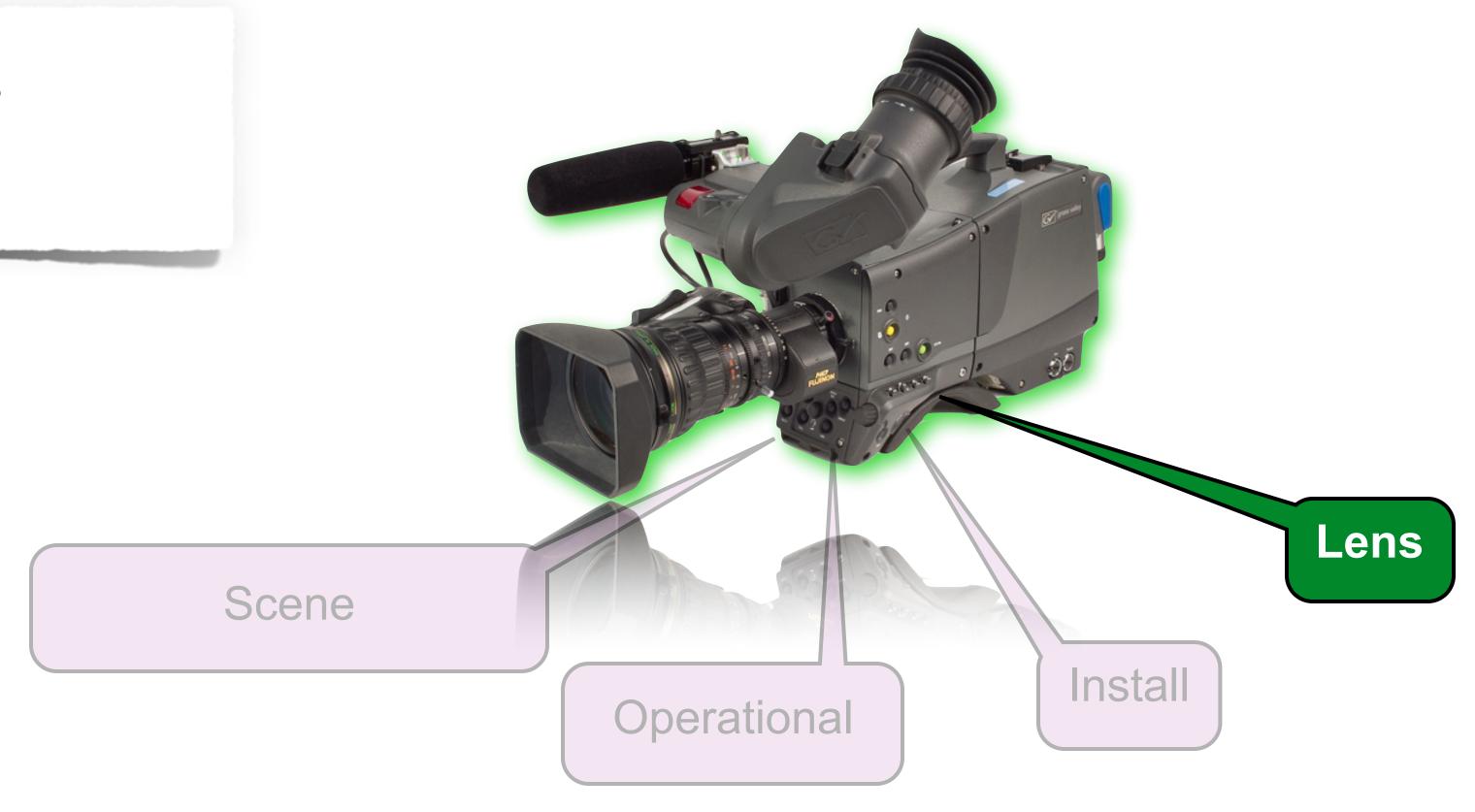
## Lens file handling (not for LDK8000)

Locations of the functions
The Lens file group

#### Lens

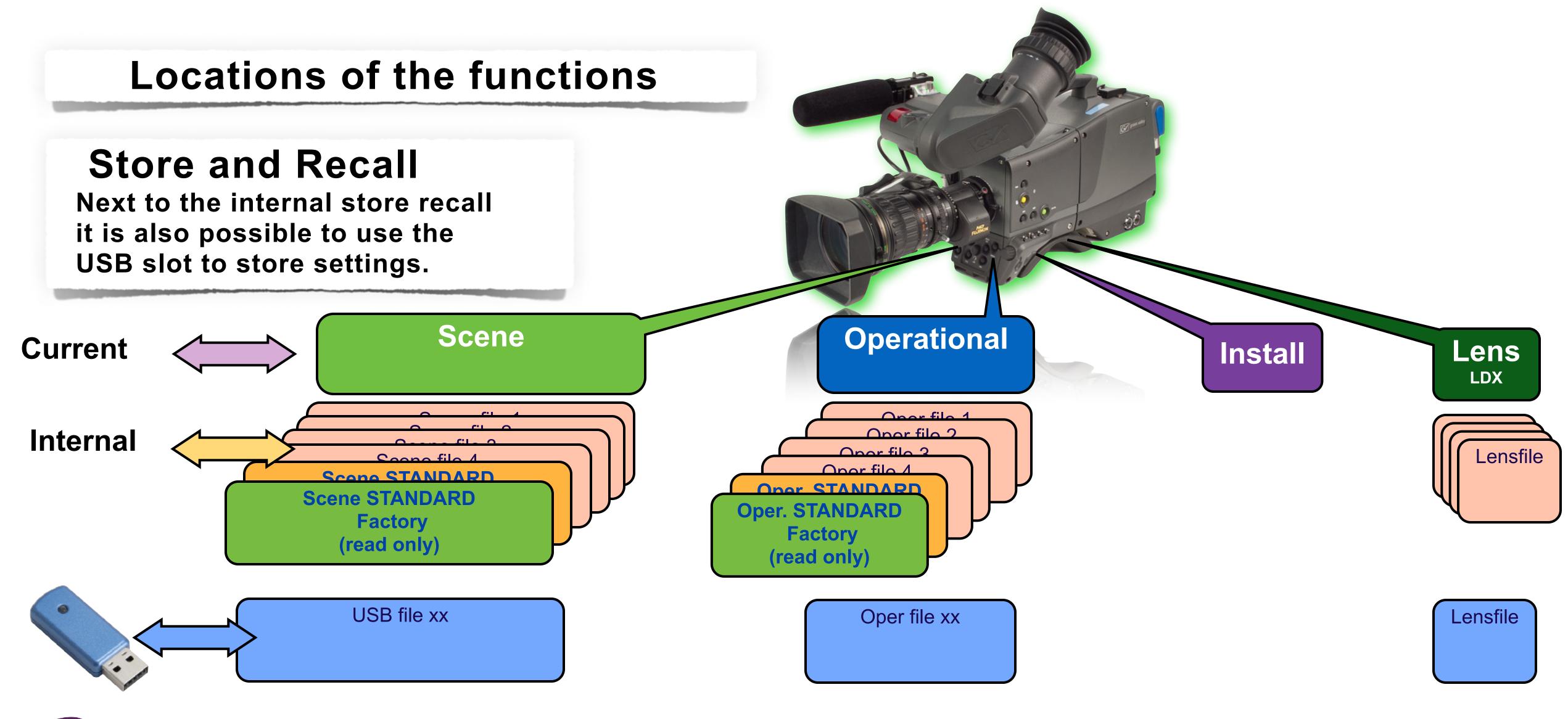
In this group you will find all Lens related items like:

White Shading / Lens setting etc.





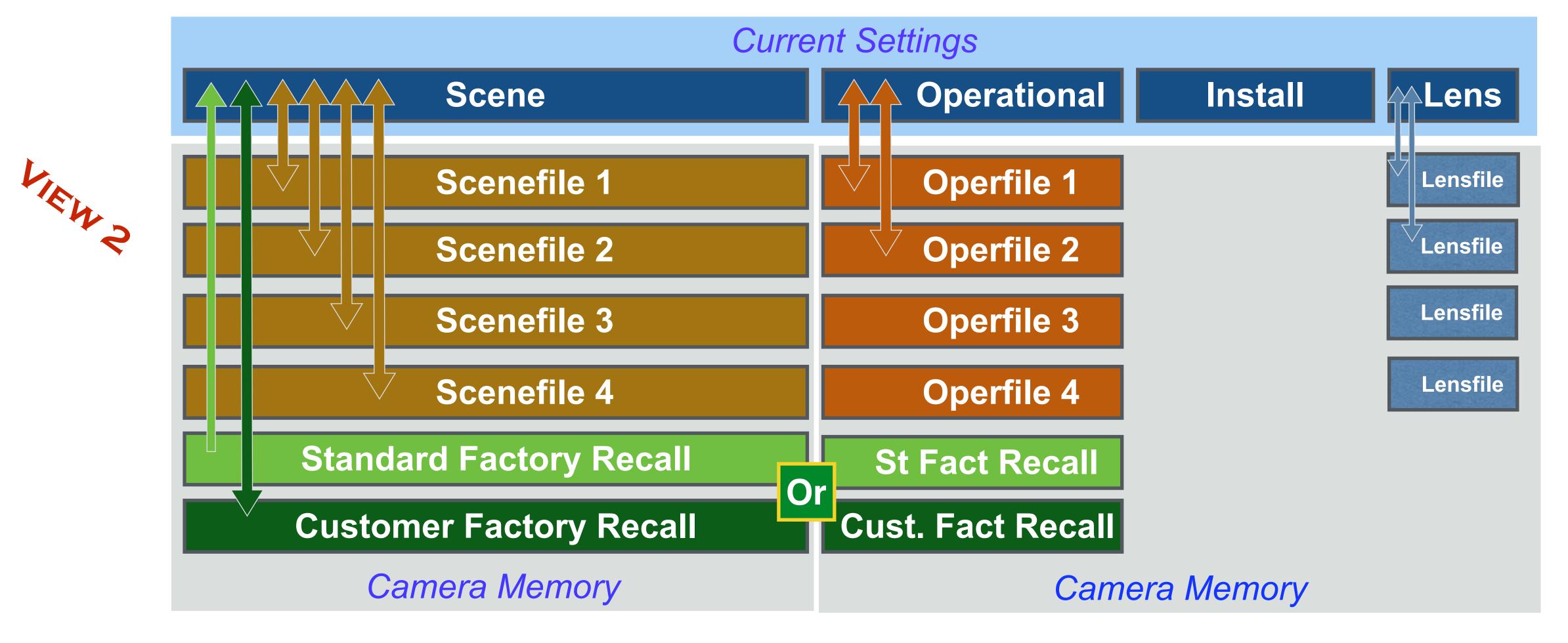
## File handling





## Generic Operational Controls (File-handling)

In camera function parameter

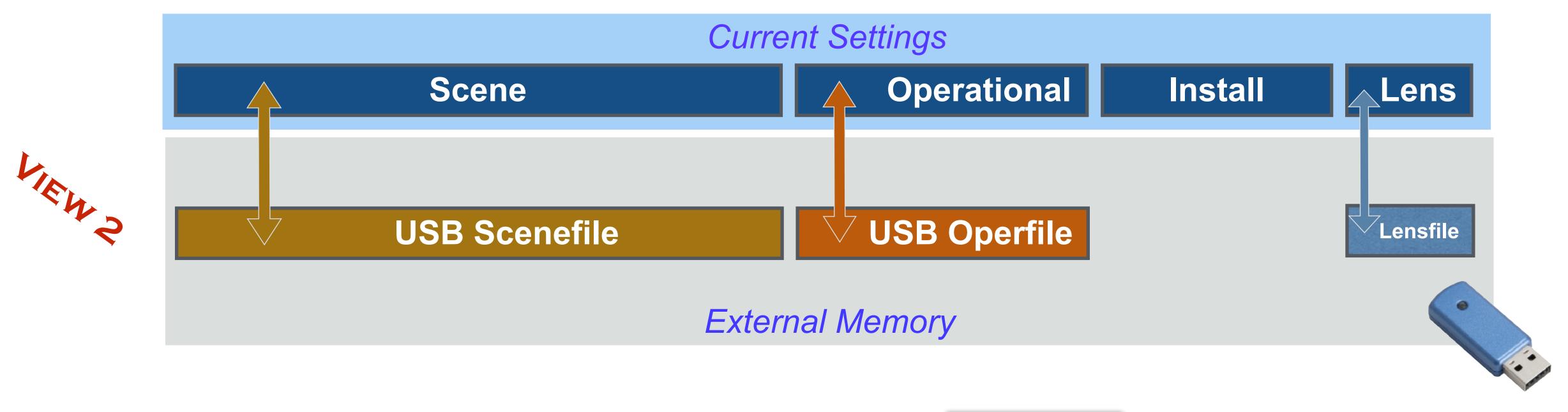




## Generic Operational Controls (File-handling)

part 2 Web Training

In camera function parameter



Scenefile 1 Video parameter Camera

Operfile 1 Operational parameter Camera

Lensfile Lens parameter Camera

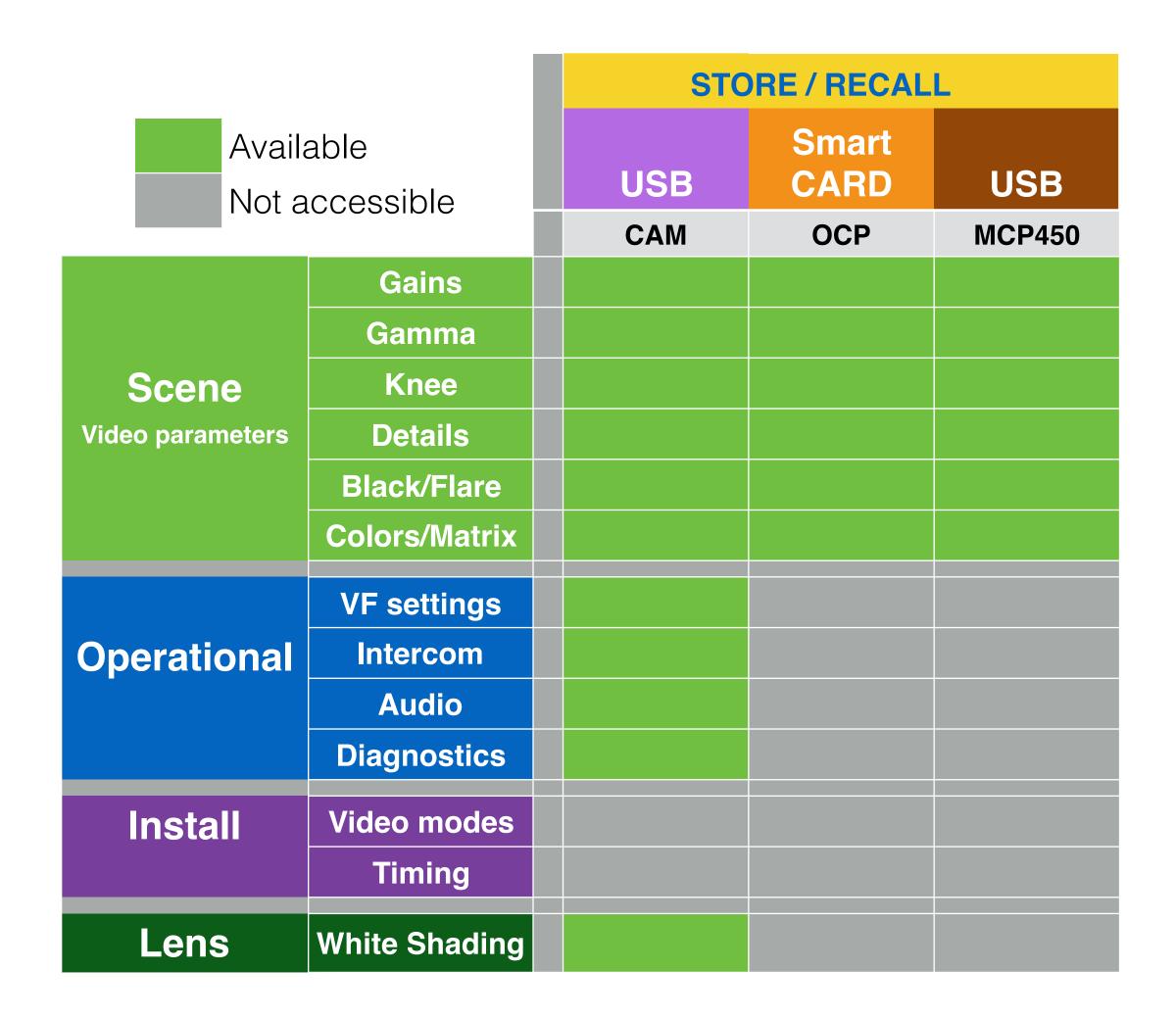


## Grass Valley Cameras File handling

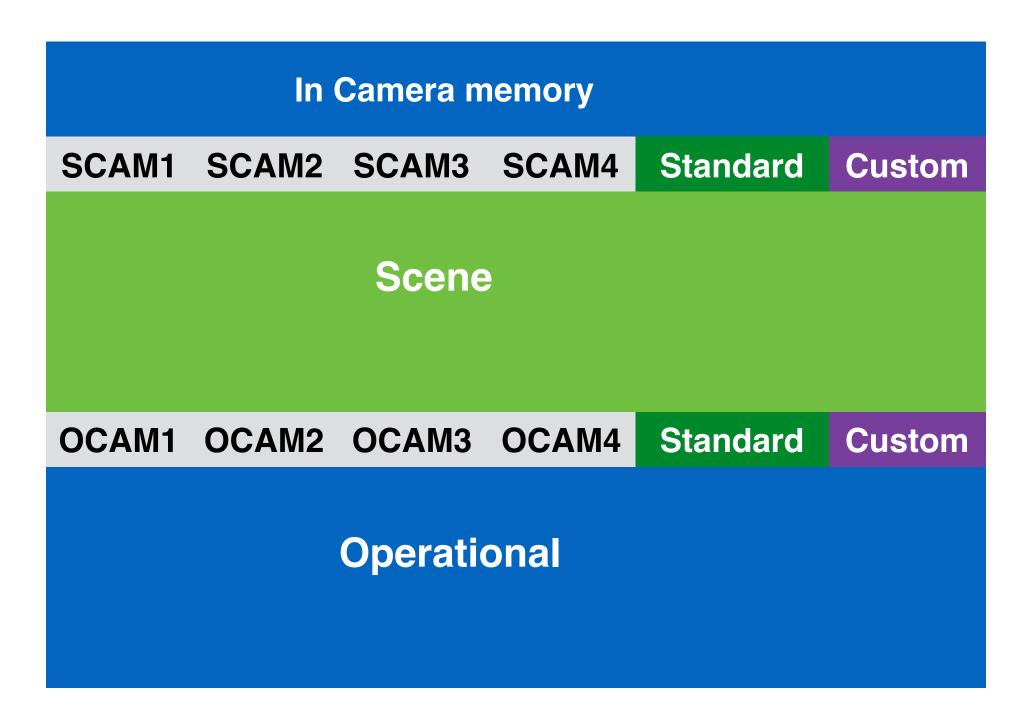
		STORE / RECALL		
Available  Not accessible		USB CAM	Smart CARD OCP	USB MCP450
	Gains			
	Gamma			
Scene	Knee			
Video parameters	Details			
	Black/Flare			
	Colors/Matrix			
	VF settings			
Operational	Intercom			
	Audio			
	Diagnostics			
Install	Video modes			
	Timing			
Lens	White Shading			



## Grass Valley Cameras File handling

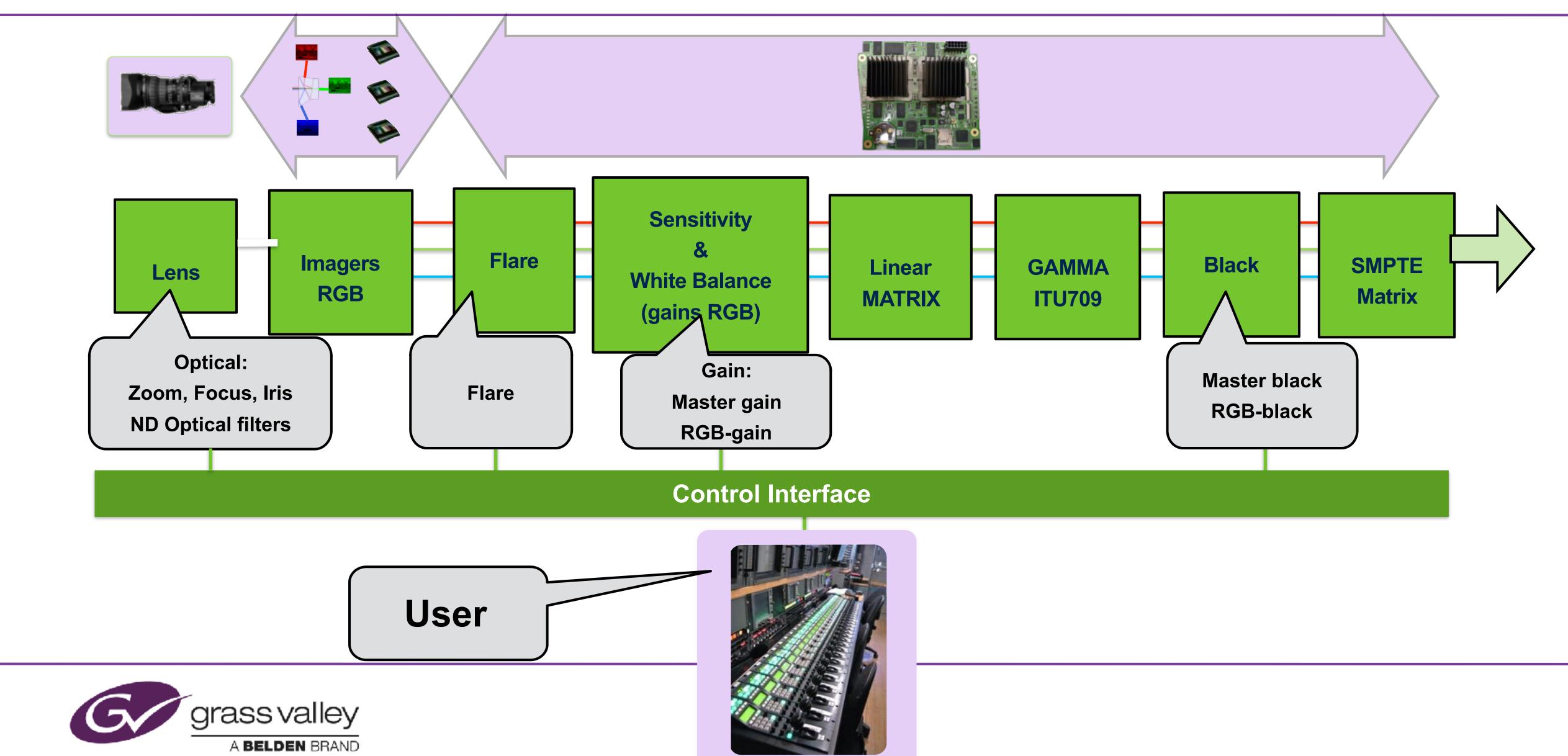


## **Tryout**

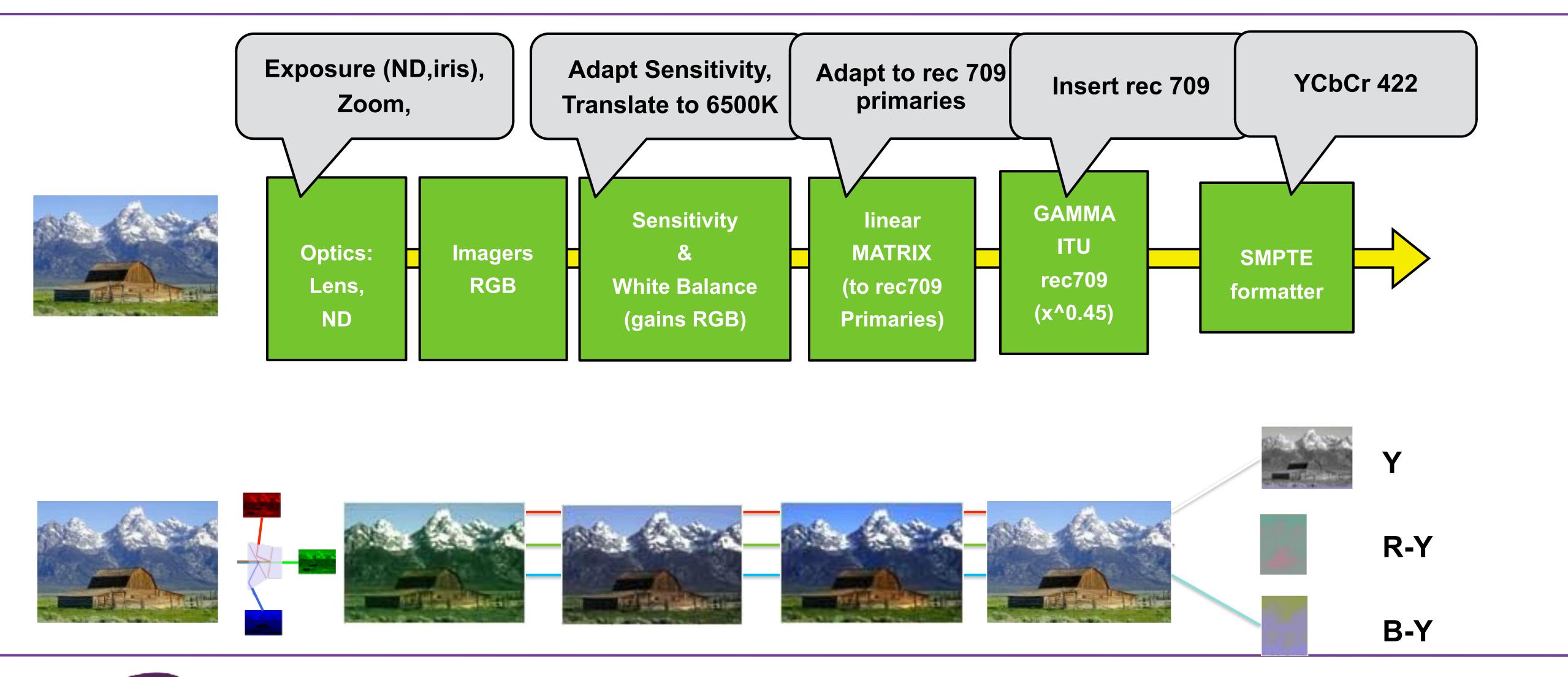




## Generic Operational Controls (Overview)

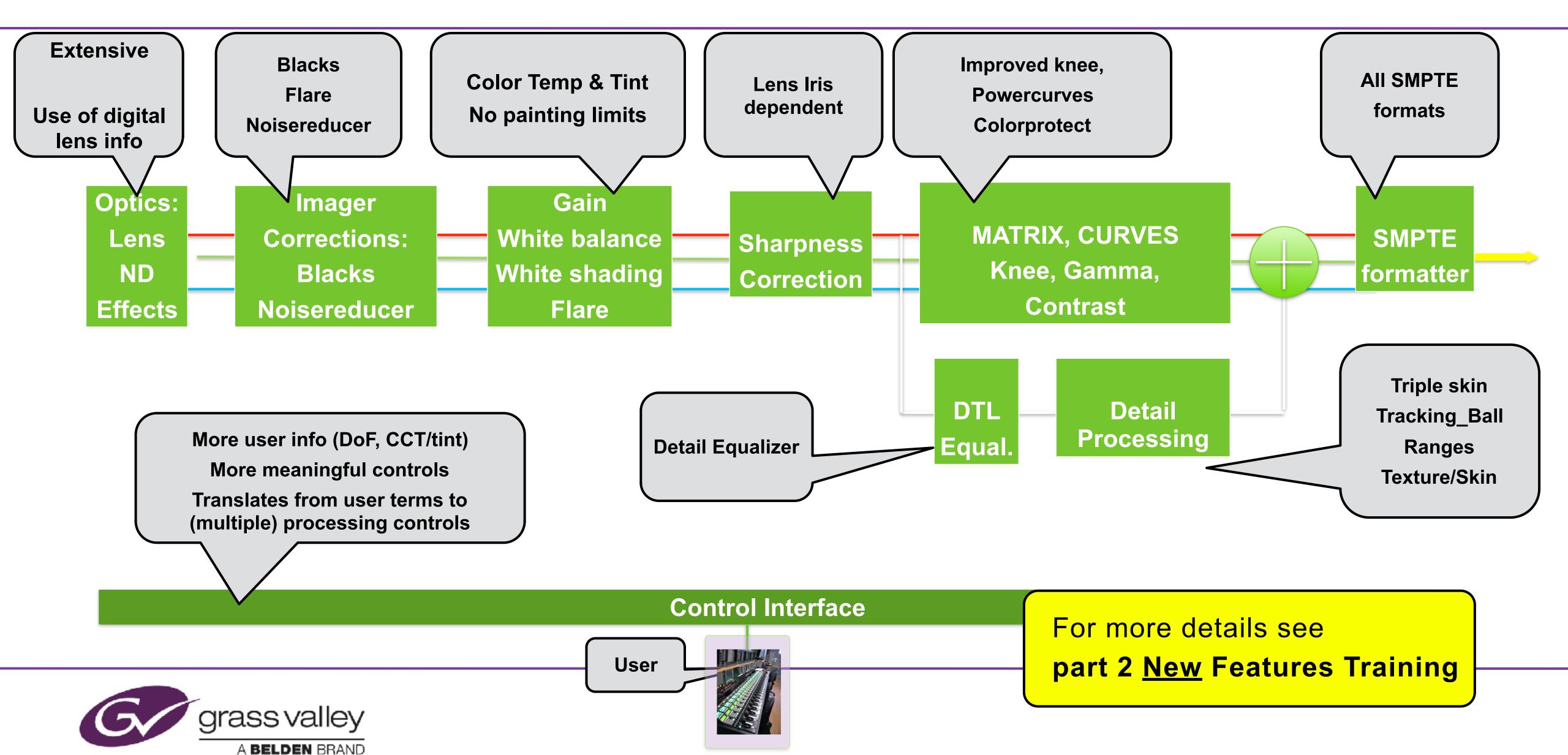


## Generic Operational Controls (Overview)





## Generic Operational Controls (and More)



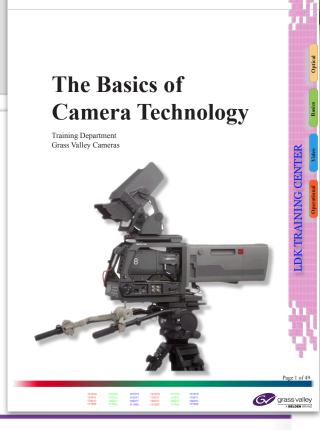
## **Basics Video / Image processing**

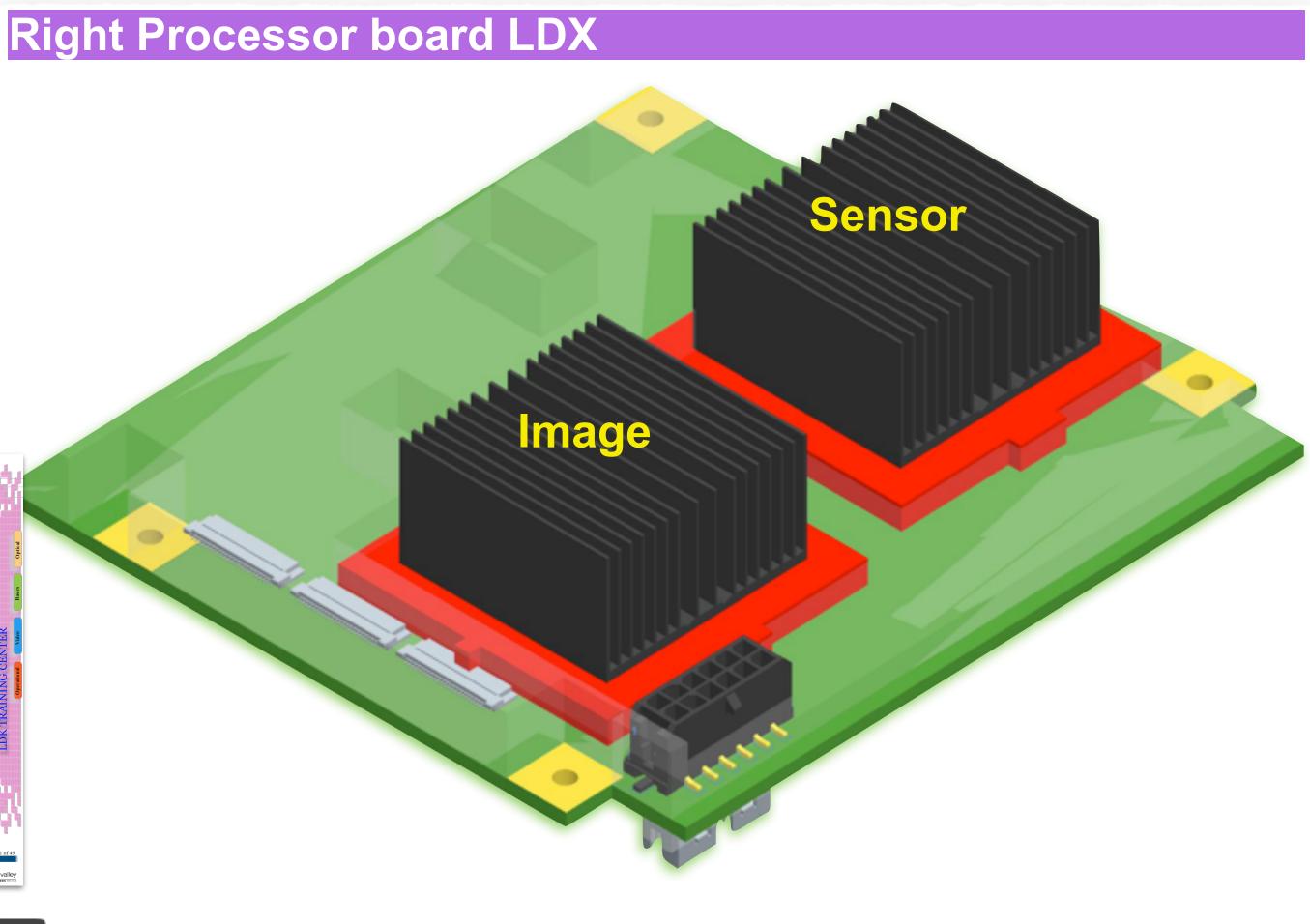


- O Basic camera experience is mandatory in order to follow the training sessions.
- O For more details.

**Use Basics Camera Training** 



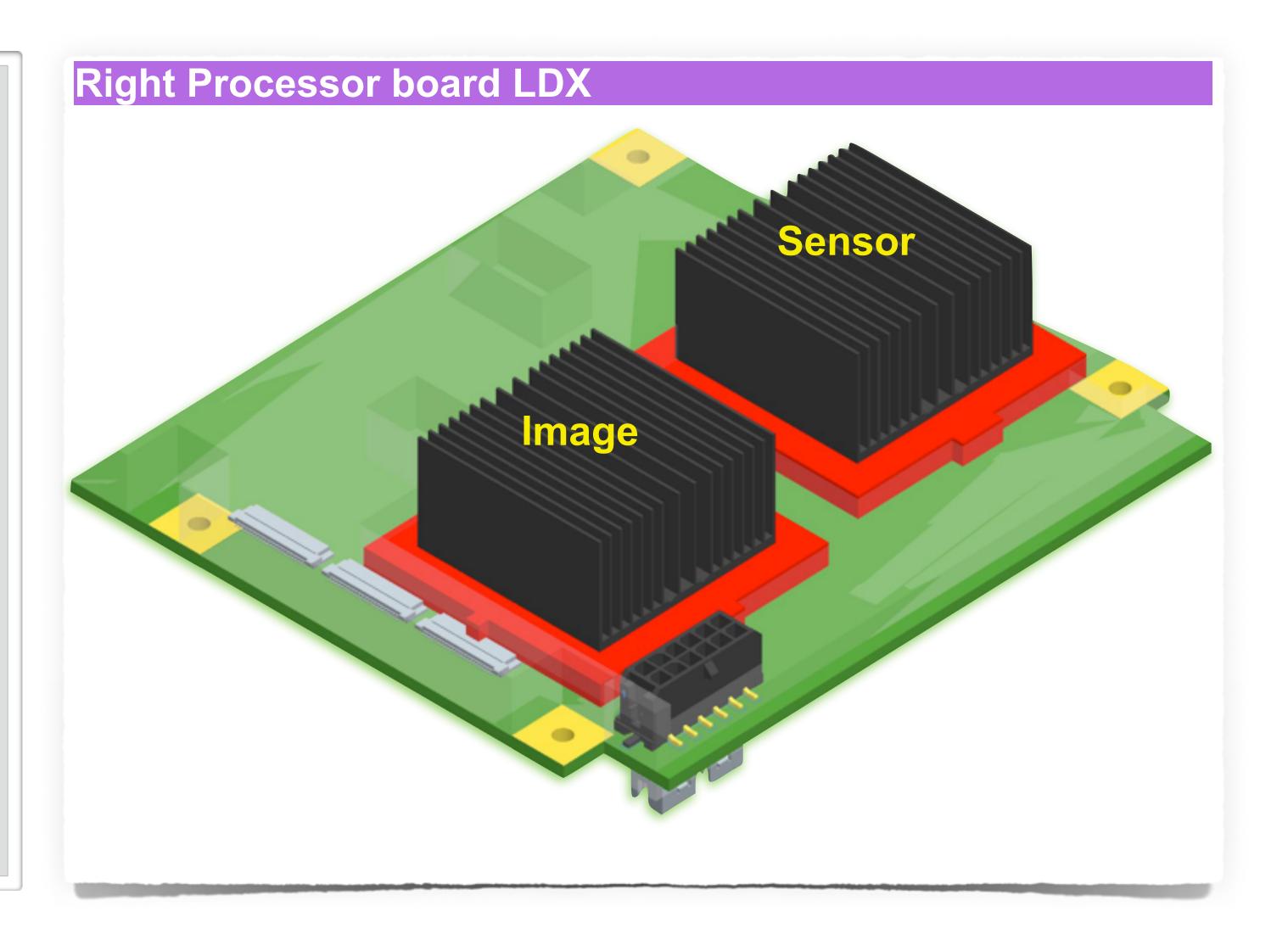






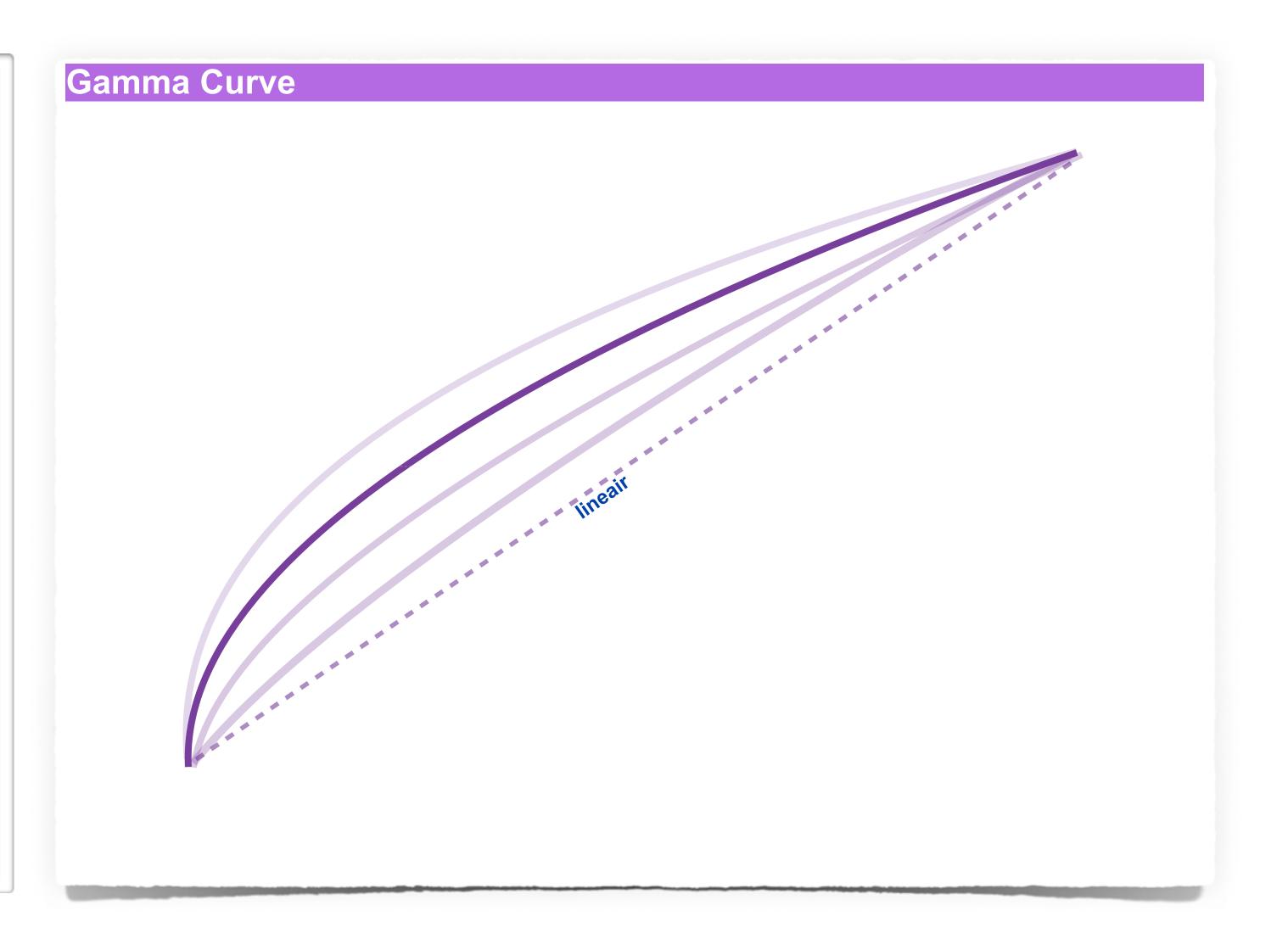


- Gamma
- Knee
- Black Stretch
- Detail
- Color correction
- Flare
- White Shading
- Matrix
- RGB to Y/R-Y/B-Y



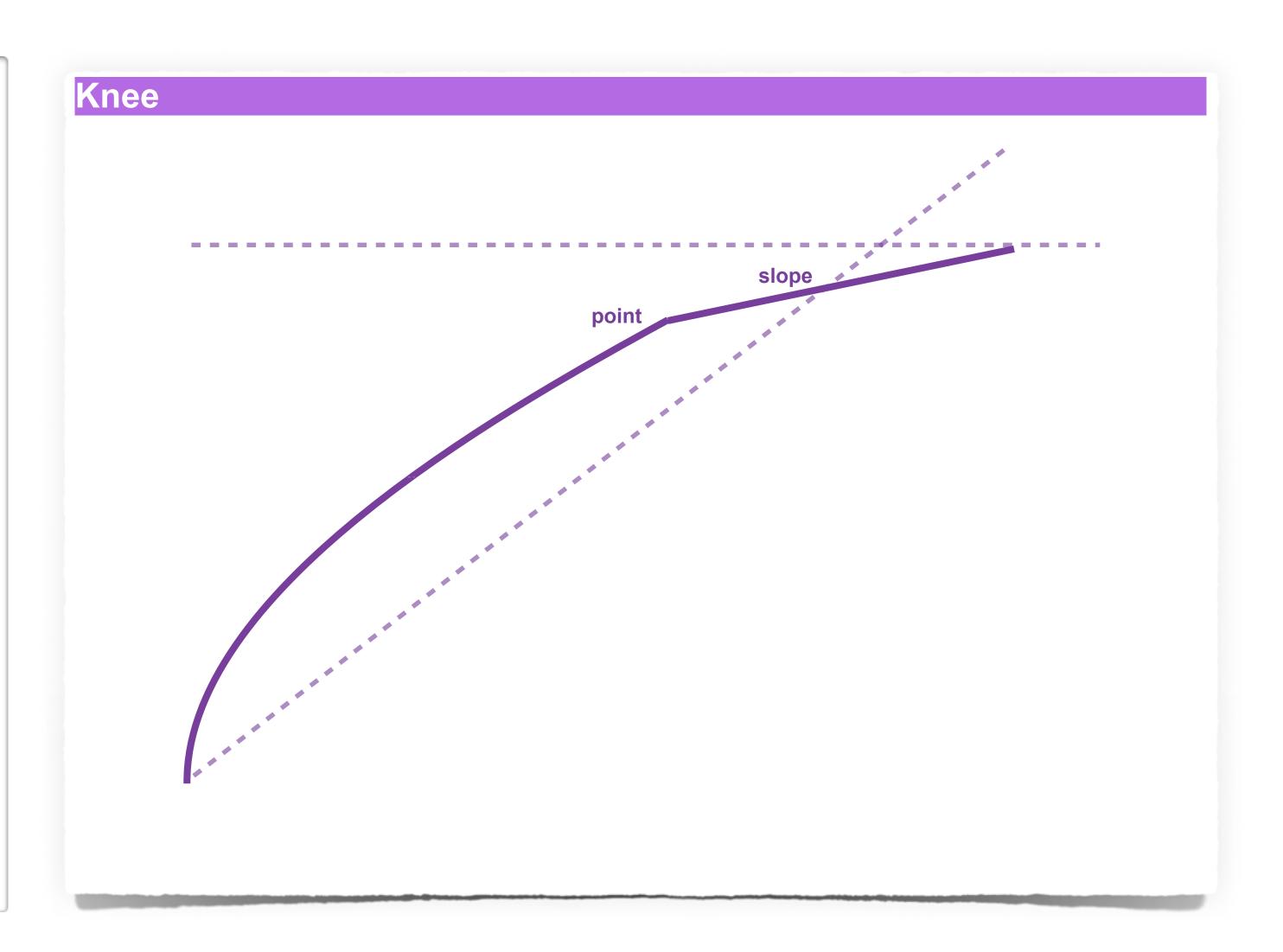


- Gamma
- Knee
- Black Stretch
- Detail
- Color correction
- Flare
- White Shading
- Matrix
- RGB to Y/R-Y/B-Y



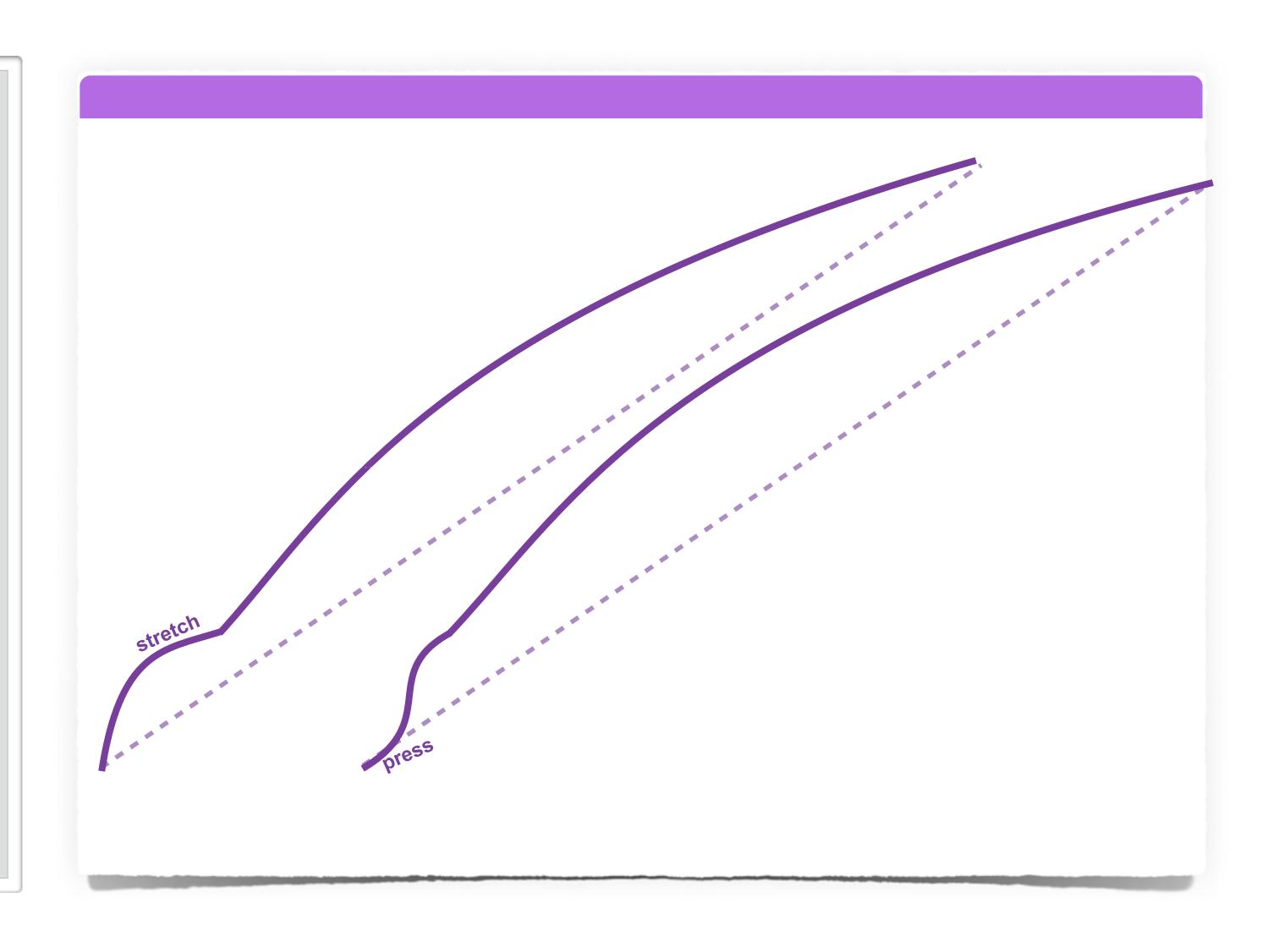


- Gamma
- Compare the second of the s
- Black Stretch
- Detail
- Color correction
- Flare
- White Shading
- Matrix
- RGB to Y/R-Y/B-Y



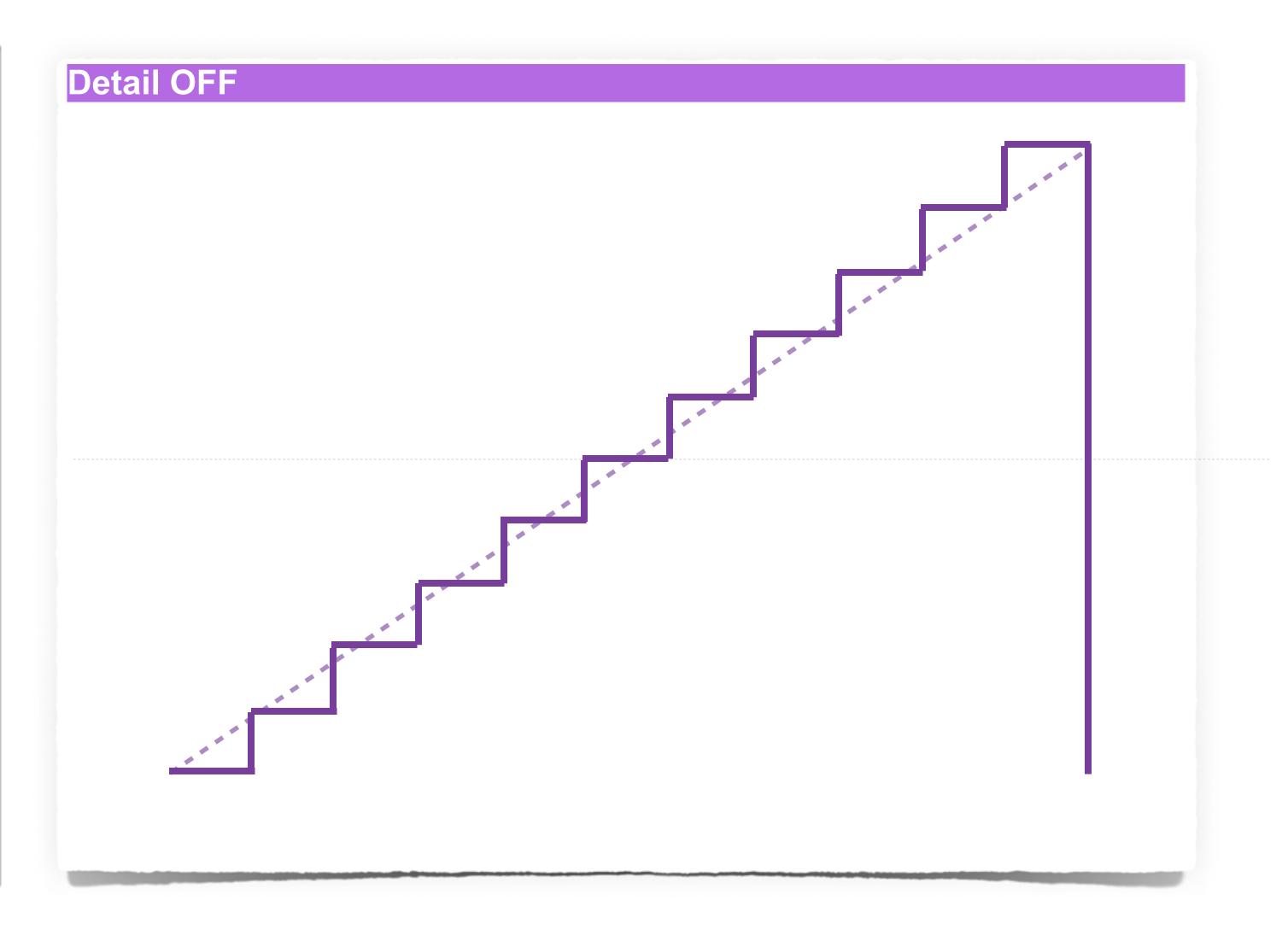


- Gamma
- Knee
- Black Stretch
- Detail
- Color correction
- Flare
- White Shading
- Matrix
- RGB to Y/R-Y/B-Y



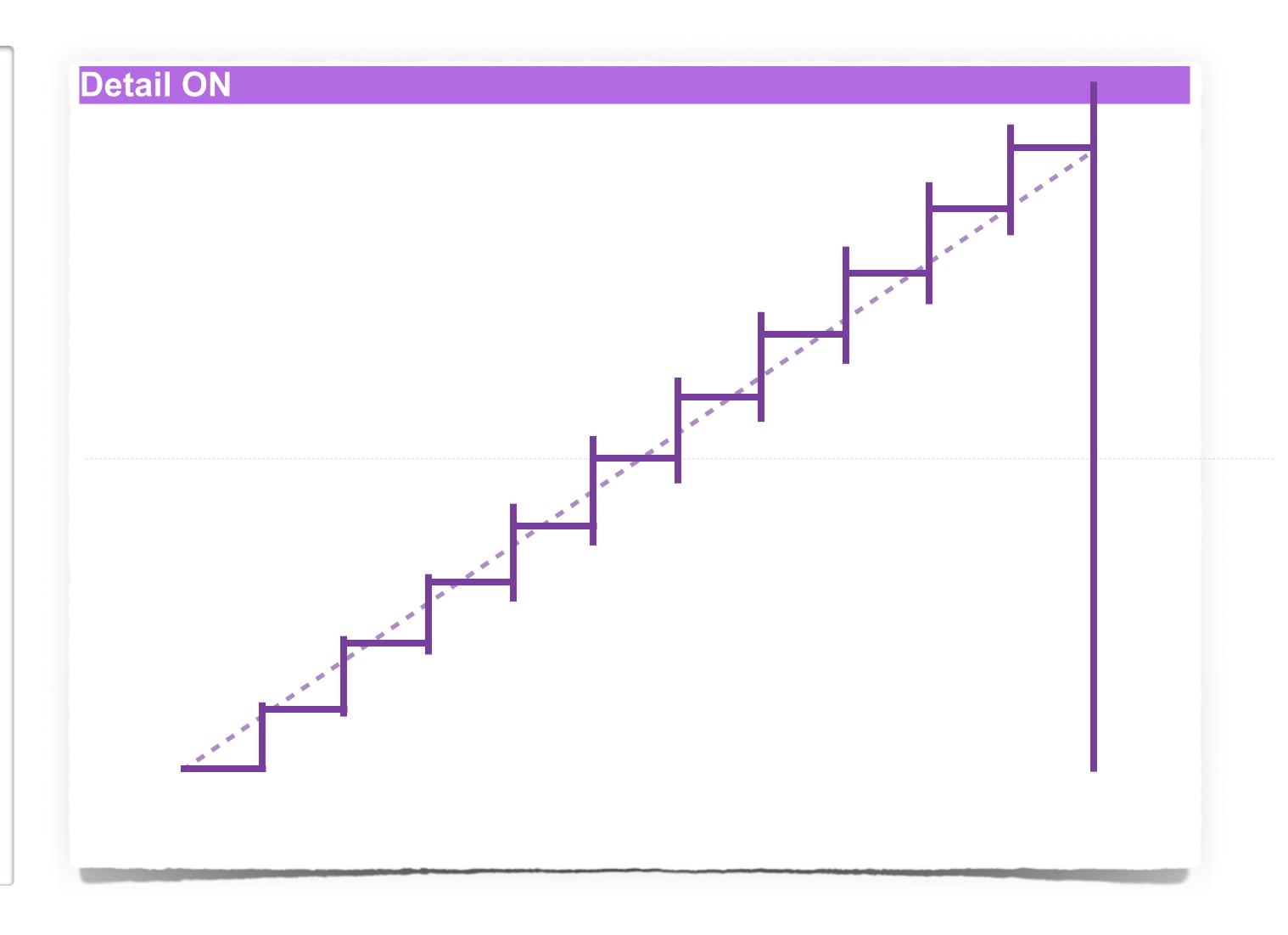


- Gamma
- Knee
- Black Stretch
- Detail Off
- Color correction
- Flare
- White Shading
- Matrix
- RGB to Y/R-Y/B-Y



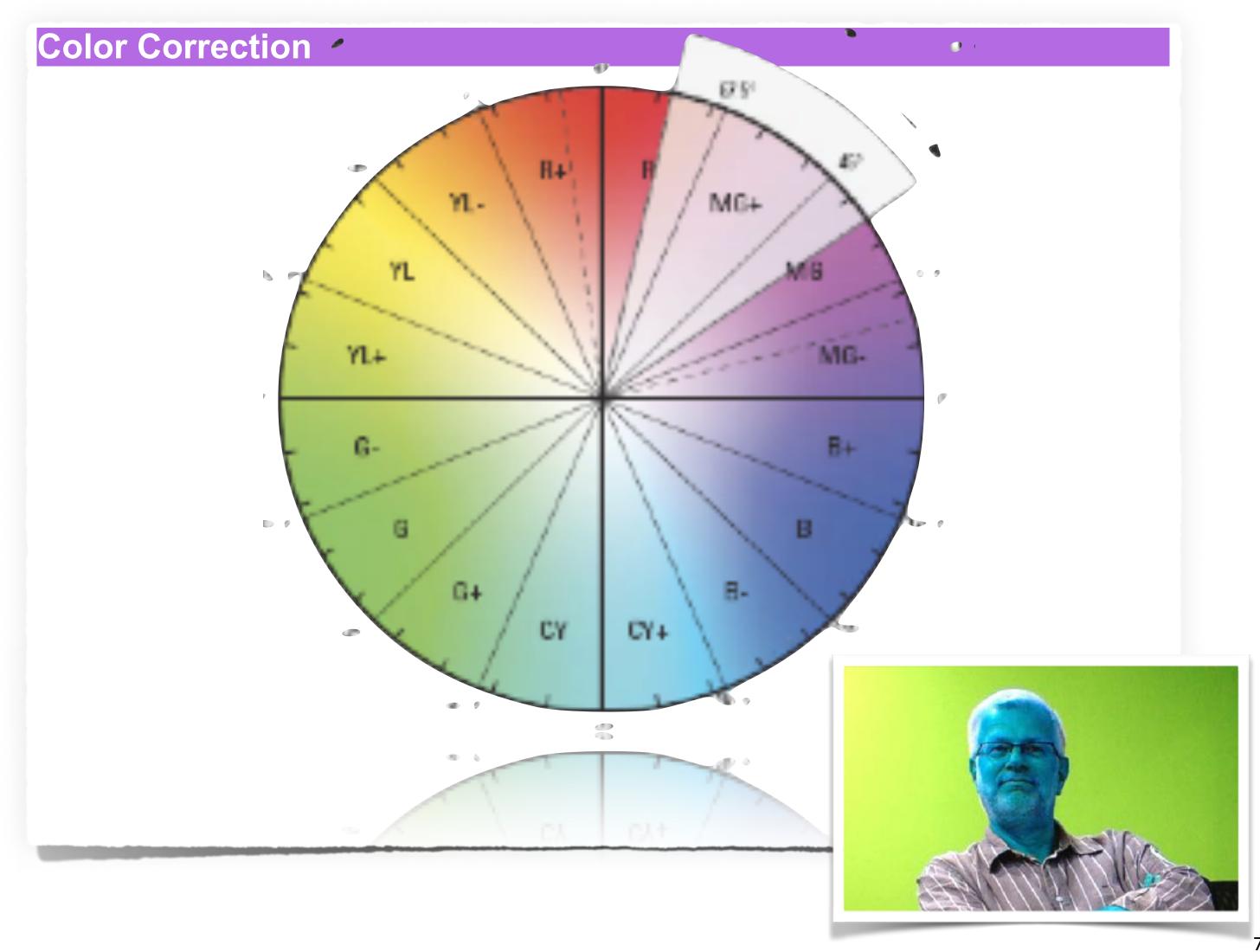


- Gamma
- Knee
- Black Stretch
- Detail ON
- Color correction
- Flare
- White Shading
- Matrix
- RGB to Y/R-Y/B-Y



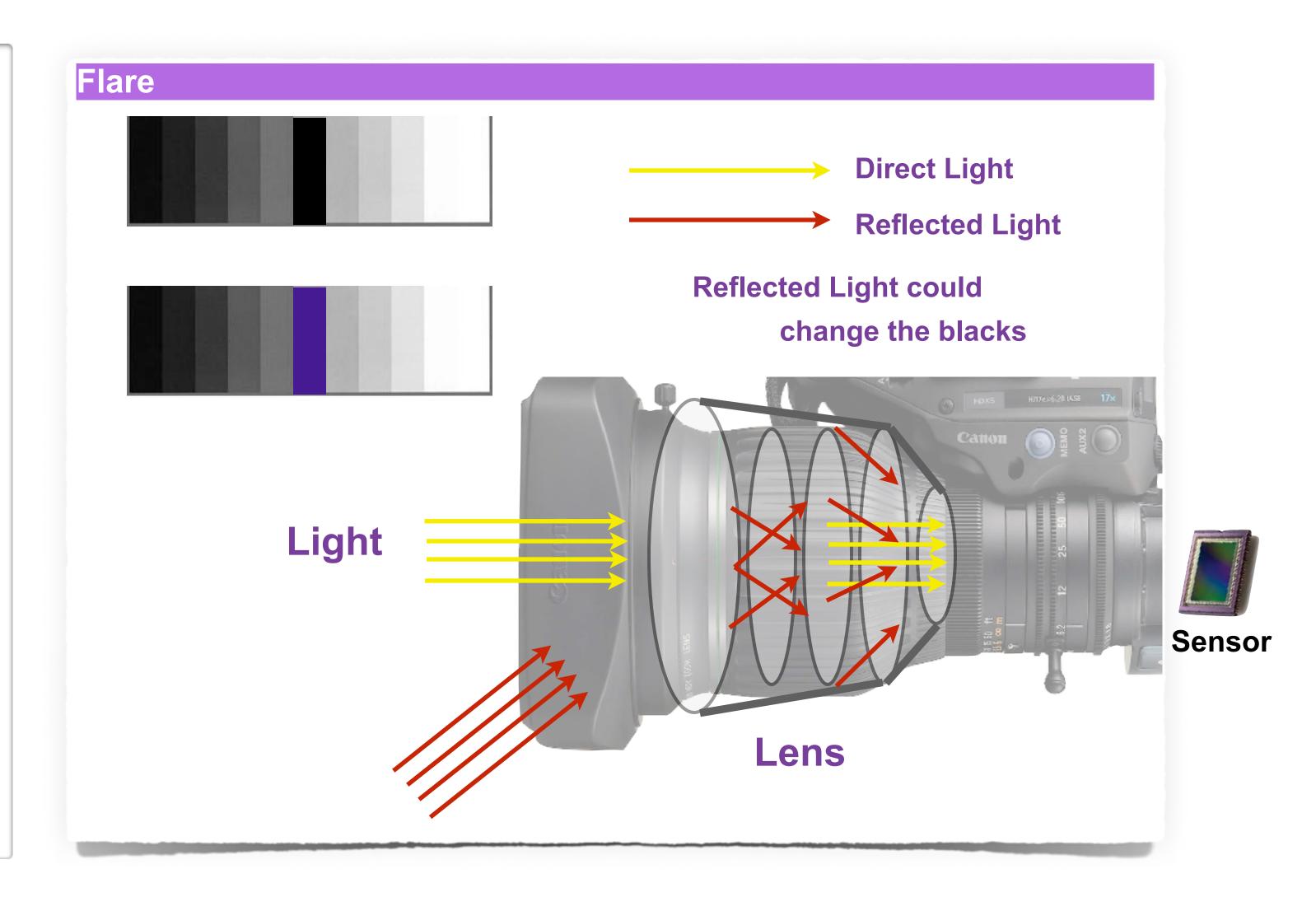


- Gamma
- Knee
- Black Stretch
- Detail
- Color correction
- Flare
- White Shading
- Matrix
- RGB to Y/R-Y/B-Y



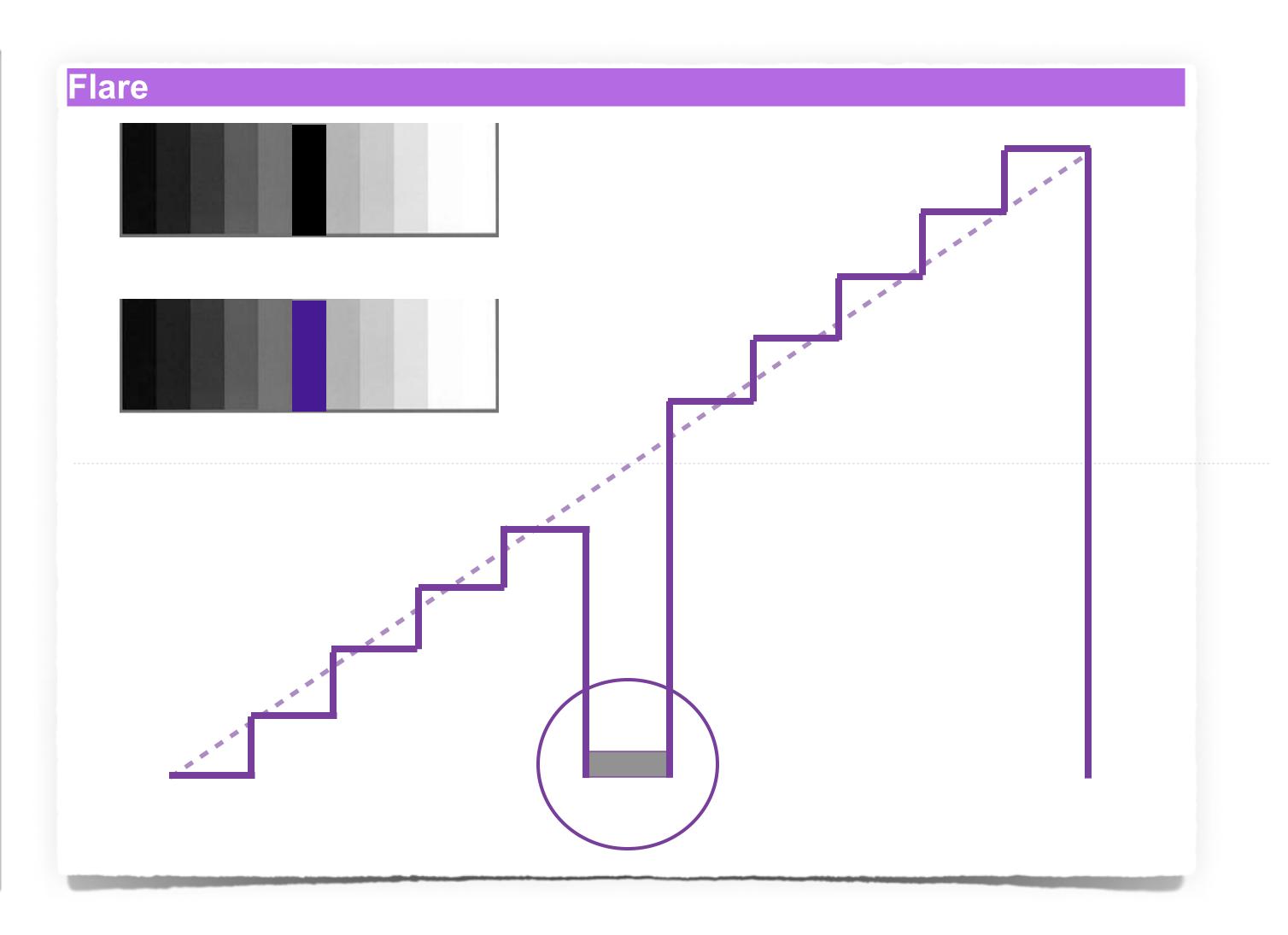


- Gamma
- Knee
- Black Stretch
- Detail
- Color correction
- Flare
- White Shading
- Matrix
- RGB to Y/R-Y/B-Y





- Gamma
- Knee
- Black Stretch
- Detail
- Color correction
- Flare
- White Shading
- Matrix
- RGB to Y/R-Y/B-Y



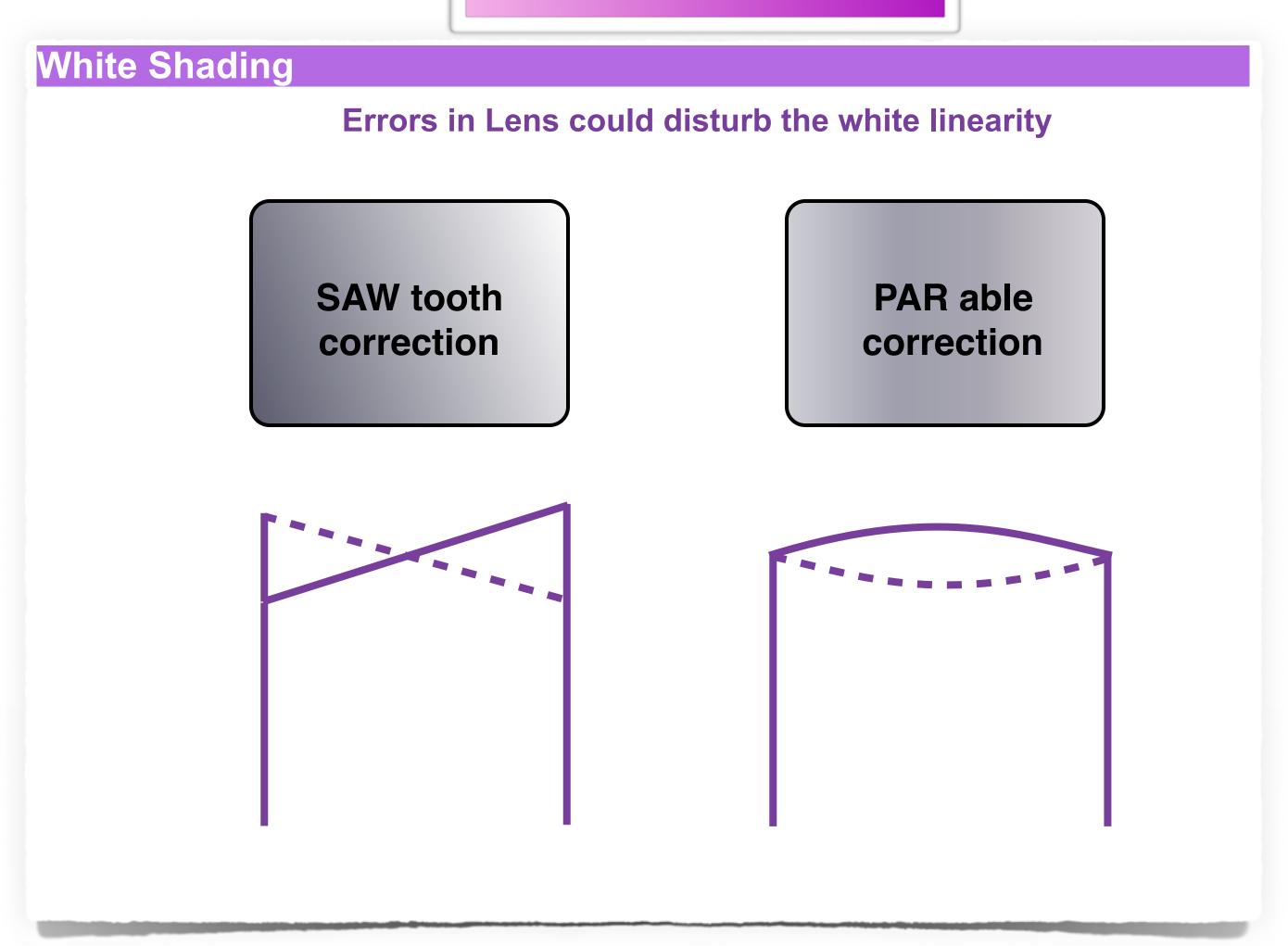


For LDK PAR on 00 SAW on 50

=> Basic settings

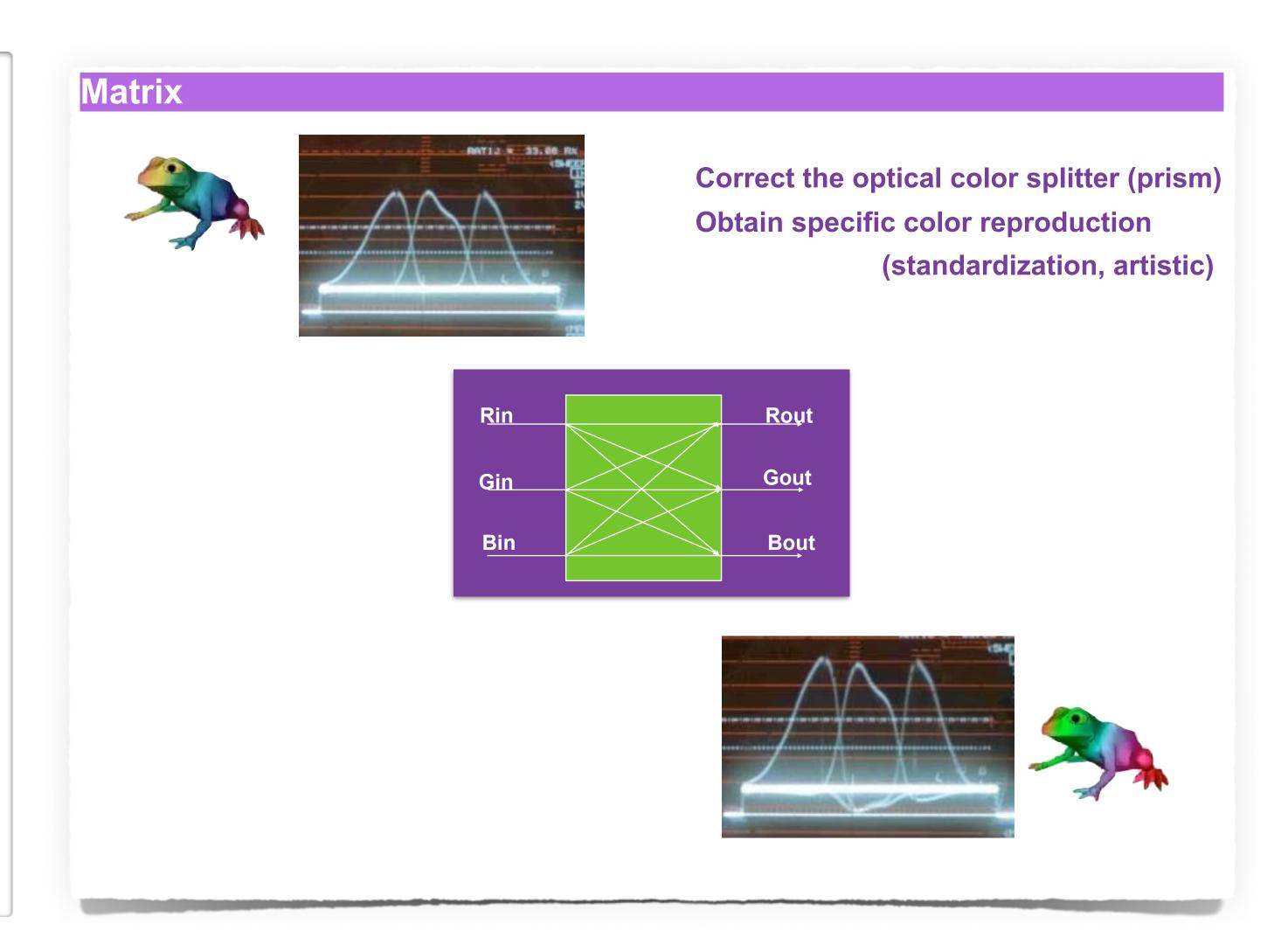
For LDX PAR on 50 SAW on 50

- Gamma
- Knee
- Black Stretch
- Detail
- Color correction
- Flare
- White Shading
- Matrix
- RGB to Y/R-Y/B-Y



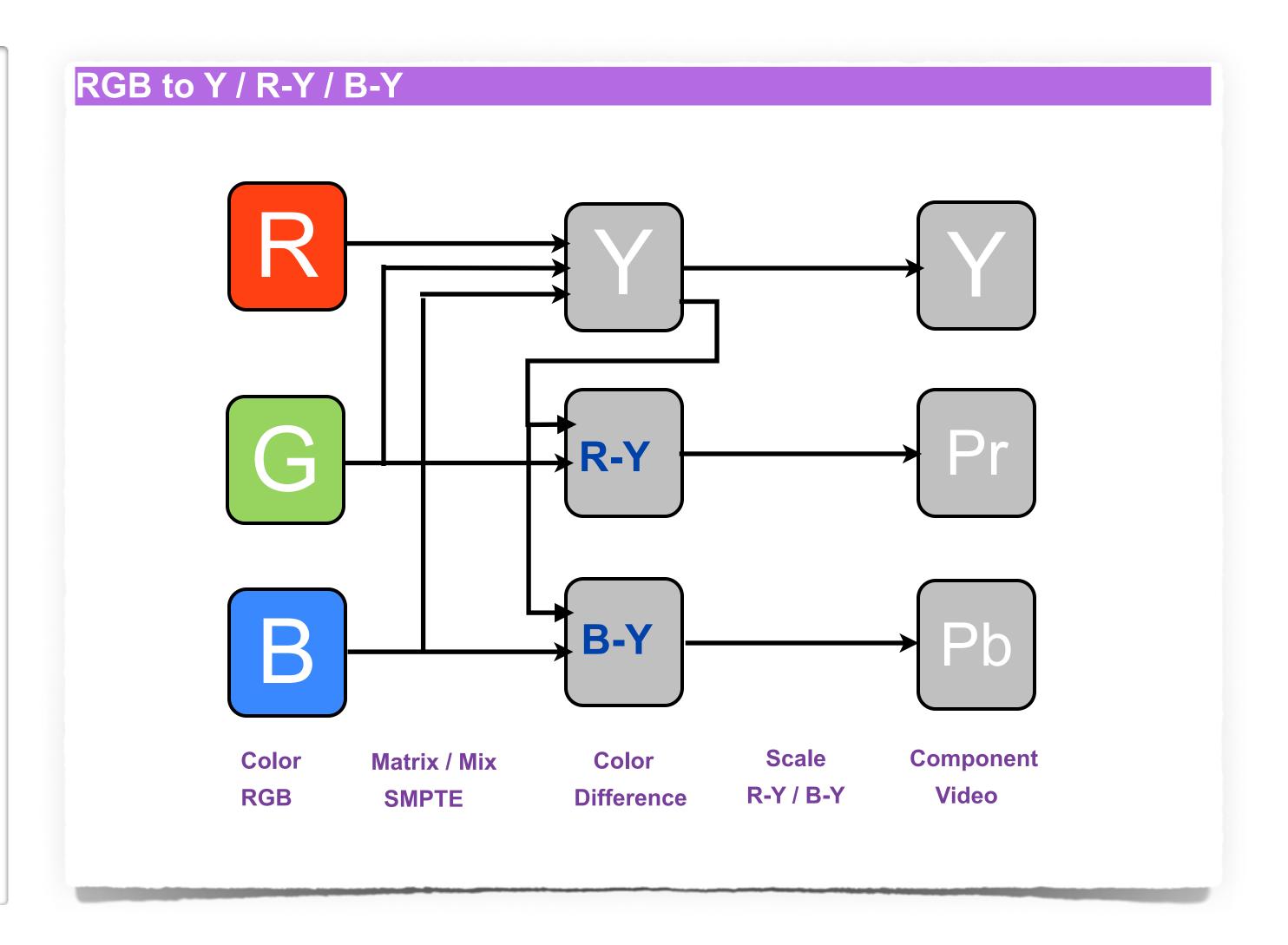


- Gamma
- Knee
- Black Stretch
- Detail
- Color correction
- Flare
- White Shading
- Matrix
- RGB to Y/R-Y/B-Y





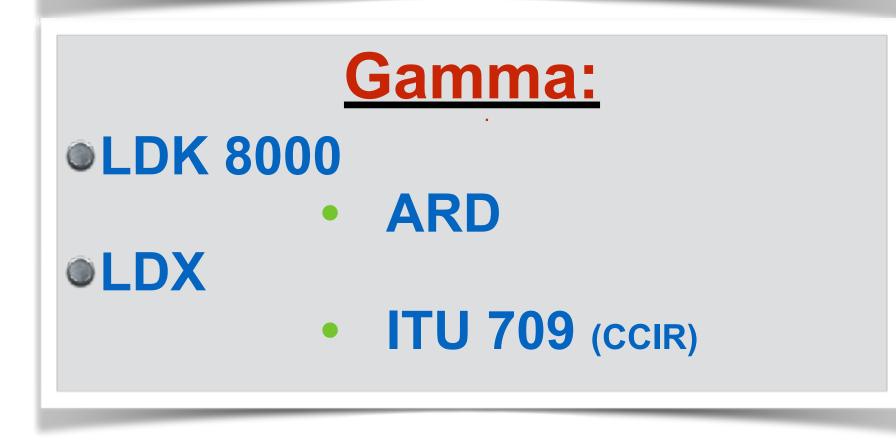
- Gamma
- Knee
- Black Stretch
- Detail
- Color correction
- Flare
- White Shading
- Matrix
- RGB to Y/R-Y/B-Y

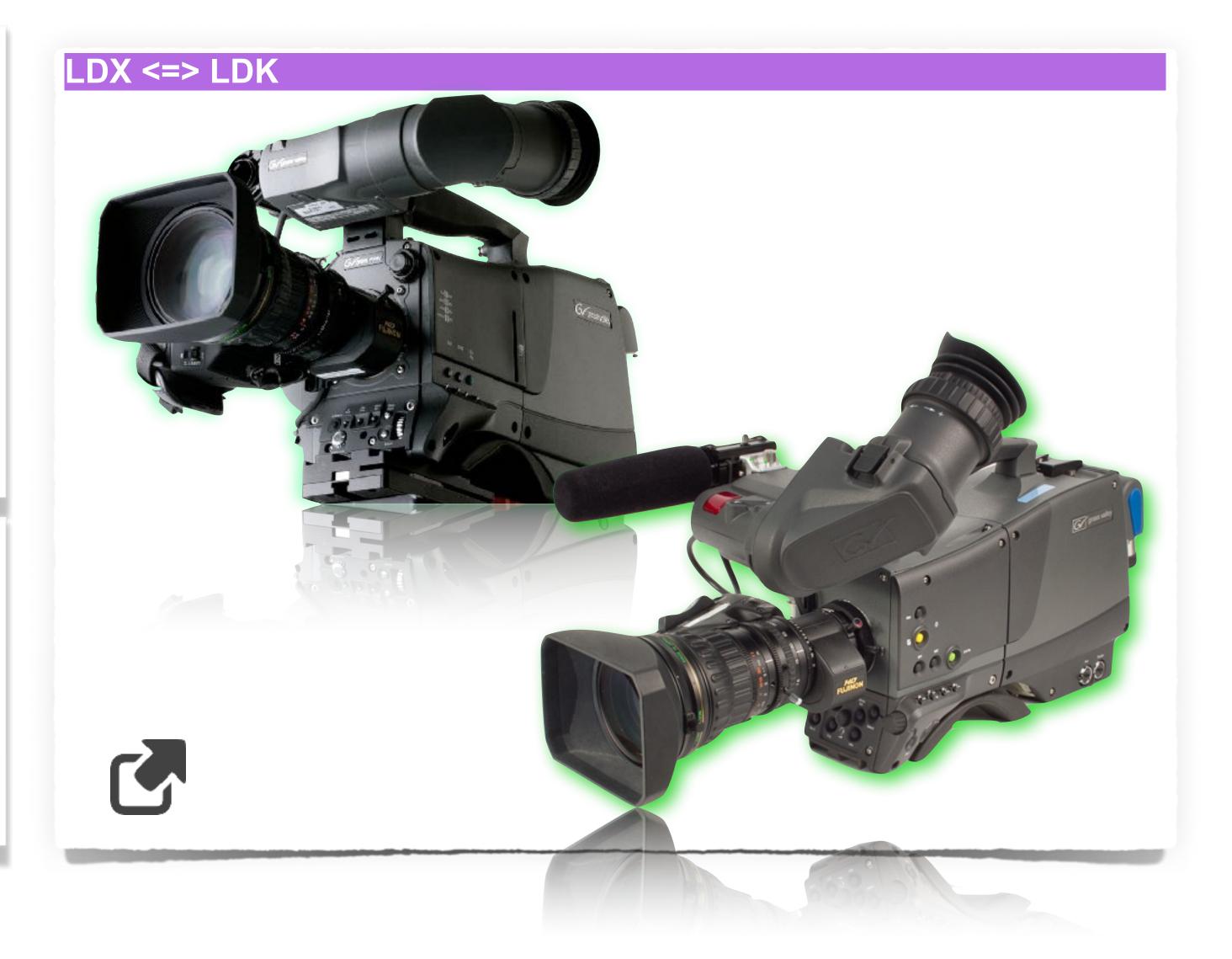




# LDX <=> LDK difference in settings

# Matrix: LDK 8000 Skin G/M LDX XGL M/G M/G is Sequence Matrix / Gamma







## LDX Advanced

## Part 1:

- Introduction & Basic information
- Menu structures
- **M** LDX Basic functions



