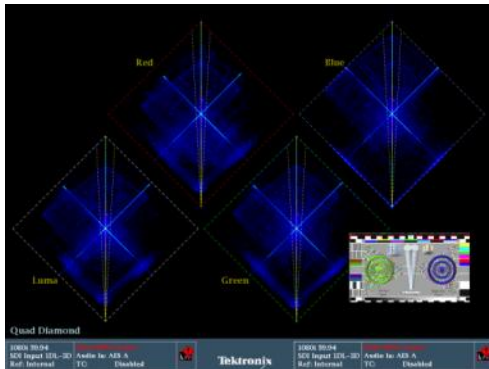


3DTV Video Camera Balancing & Alignment

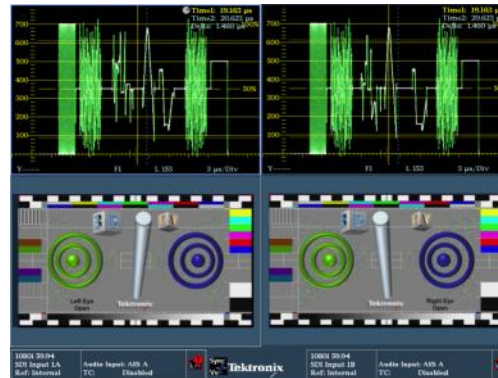
WVR/WFM200 & 8300 Rasterizers & Waveform Monitors

Technology Fact Sheet

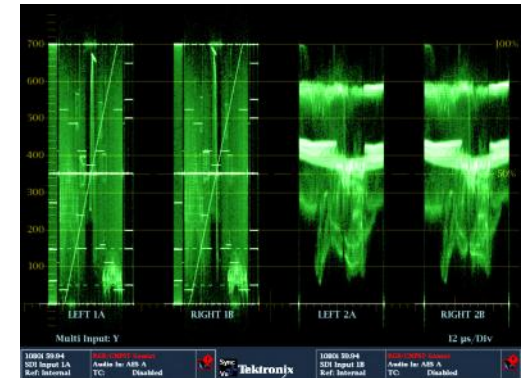
To produce 3D content, a range of new 3D production equipment is required to combine images from the two cameras, representing the Left Eye and Right Eye. One of the key monitoring elements is to ensure that the two cameras are well balanced and matched to create good quality 3D effects without causing viewers' discomfort. Tektronix has introduced several new displays for 3D production work that assist production teams who are determining the differences between the Left Eye and Right Eye images.



Quad Diamond Display



Dual Stream 3D Mode

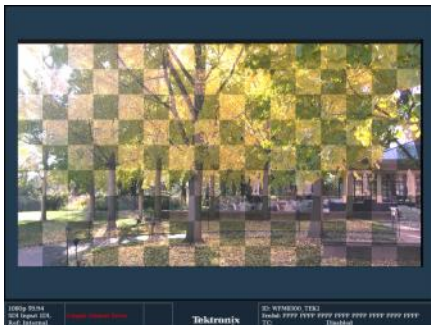


Video Level Adjustments for Multiple Inputs

- Ideal for camera matching of the two left and right signal for 3D applications.
- Quickly isolate the component in error and make adjustments to the left or right camera to correct the imbalance.
- Increases the trace display brightness with increasing L-R channel disparity
- CH-1 & CH-2 Left Eye & Right Eye
- SyncVu™ allows simultaneous changes of channels
- Any measurement displays can be configured
- Timing Measurement
- Multiple line selects
- Multiple Input in full screen mode to view paraded display of luma traces for left and right eye.
- With OPT 2 SDI up to four inputs can be viewed simultaneously allowing the output from two left and right camera to be displayed.

3D Video Camera Balancing & Alignment

WVR/WFM8300 Rasterizers & Waveform Monitors



Checkerboard Display

- Left Eye and Right Eye blocks form 16x9 checkerboard
- Ideal for checking color balance and brightness between Left and Right Eye Signals



Difference Map

- Left Eye minus Right Eye blocks
- Ability to check Disparity between images
- If 50% grey, the image is identical between the left and right image.



Anaglyph Modes

- Selectable either as Green / Magenta or Red / Cyan
- Monochrome image when left and right images are identical.
- Allows user to view 3D image with the use of appropriate colored anaglyph glasses.



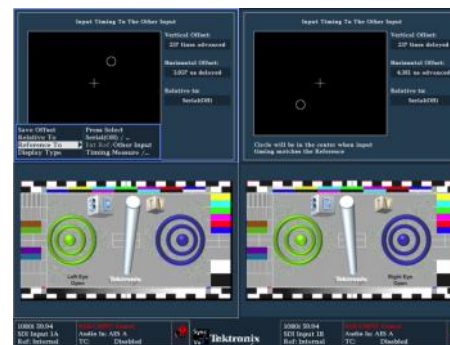
Disparity Grid

- Horizontal Disparity grid of 1-10% of screen width
- Vertical Disparity grid of 50%, 25% or 10%
- Ideal for camera setups



Disparity Cursor

- Measure Horizontal Disparity of Object between left and right eye signals.



4-SDI Input Monitoring

- Reference to External or Other Input
- Allows Frame Timing between inputs