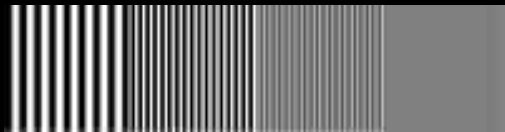




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Pattern Test

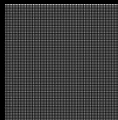


The thickness of the line patter is as follows:

7px | 4px | 2px | 1px

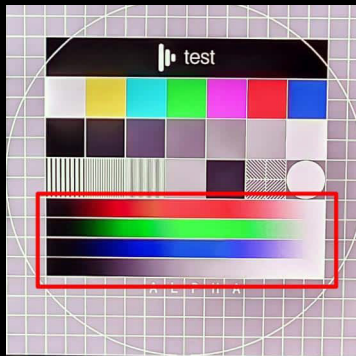
When viewed through the camera, most products display the fourth square (1px) as a grey blur rather than a line.

PASS



The 1px dot pattern allows to test for camera coverage.
Many products will display grey blur rather than dot pattern.

Color Gradient Test



Gradient test is important and is like grayscale test. From black to RGBW and from RGBW to White

PASS

Fast Motion Test

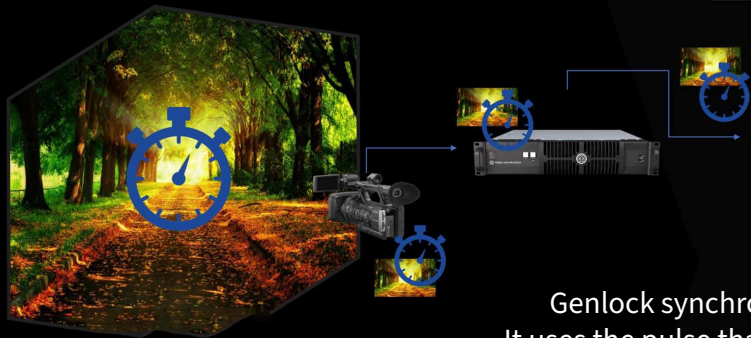


This is caused when an actor moves in front of the screen on the actual virtual production environment. Many products have unnatural motion blur or noise around the people.

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Genlock Sync

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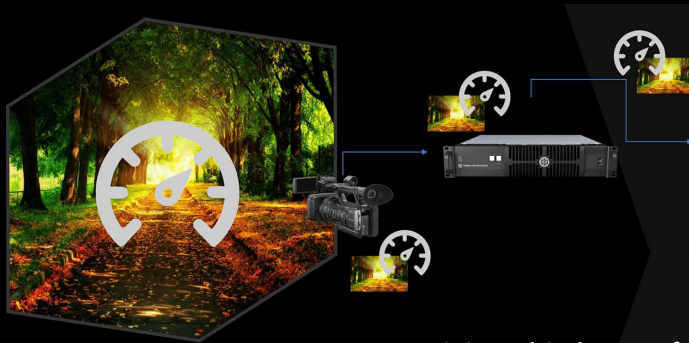
PASS

Genlock synchronizes the cameras.
It uses the pulse that generates the frames
within the camera as the synchronisation point.

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Latency

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PASS

Driving Chip loses 1 frame on 60Hz = .167 seconds

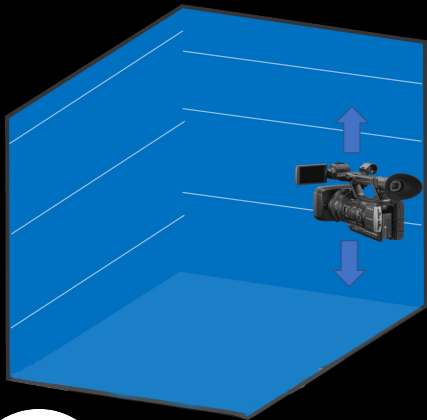
Receiver loses 1 frame on 60Hz = .167 seconds

Total of 2 frames on 60 Hz = .334 seconds

Change of 60 Hz to 120Hz will reduce the latency time by half.

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Tilt Up and Down Test



PASS

Camera being moved up and down can result in visible scan lines & frame sync issues.

Protection



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PASS

Water & Dirt Resistant
The display will not be harmed by water splashes or dirt.

FULL
SWING
PRODUCTIONS