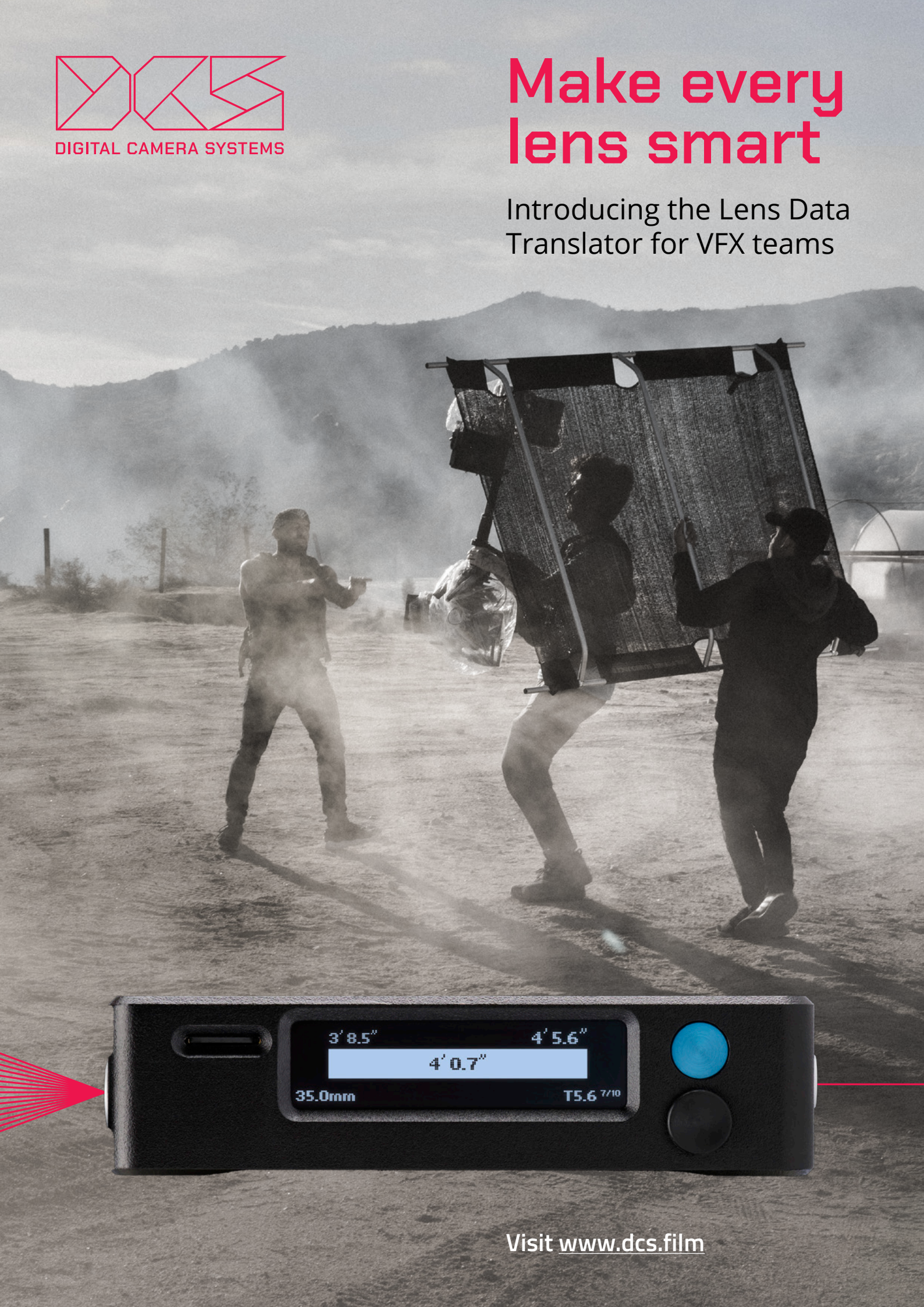
DIGITAL CAMERA SYSTEMS

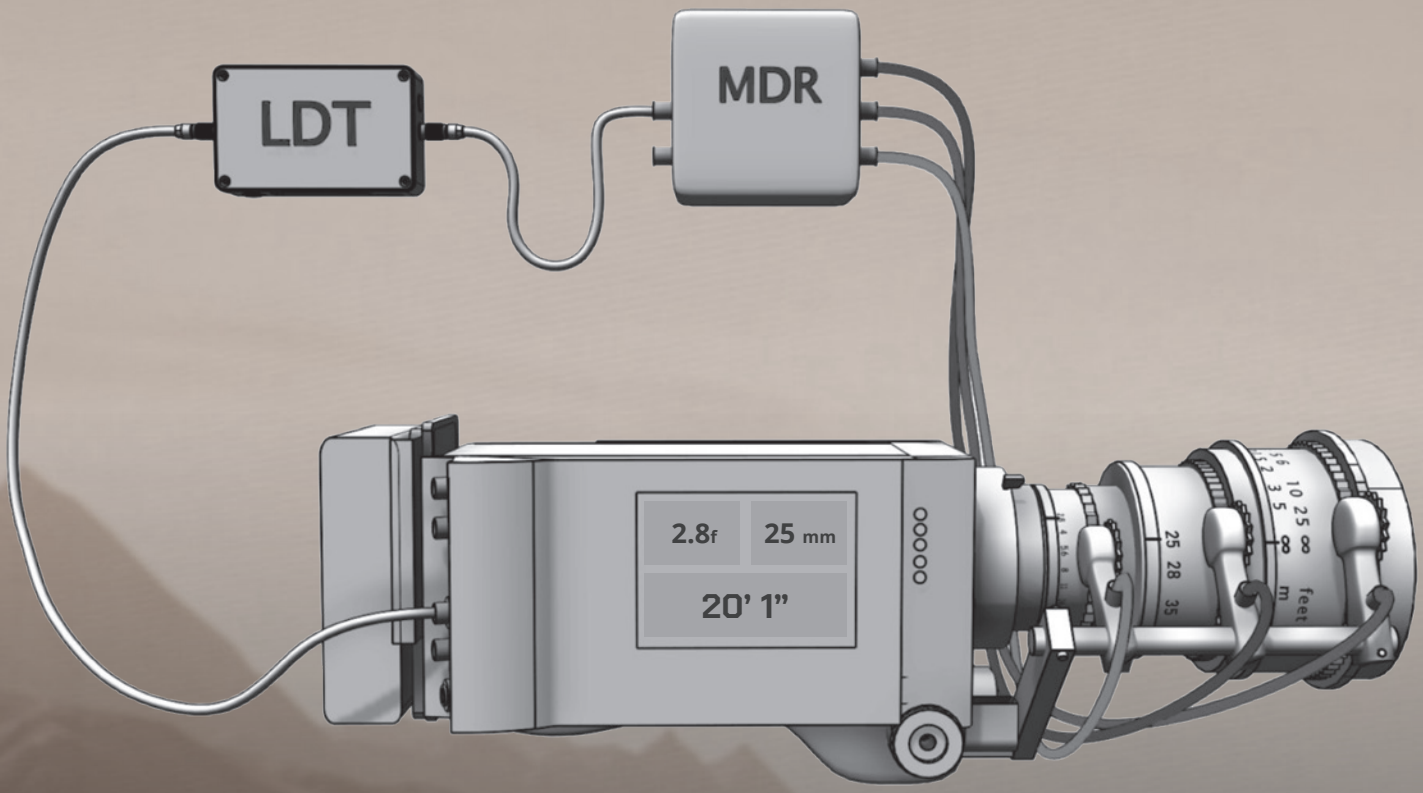
Make every lens smart

Introducing the Lens Data Translator for VFX teams



Visit www.dcs.film

VFX teams... Breathe a sigh of relief



How does the LDT work?

The LDT is a versatile device that is directly connected to a lens control system. It reads the Focus, Iris and Zoom axis movements of the lens and translates them into real time lens metadata. This metadata can then be written directly into the RAW camera files in real time.

Key features

- Compatible with any Digital or Film Camera using ANY lens
- No external encoders on the camera if you have already lens motors
- Record lens metadata directly into the RAW files so that they travel with the clip, no additional sidecar file required!
- On Screen overlay of Focus, Iris and Zoom metadata
- Small Footprint and power consumption, easy to rig and rugged design

Why do I need lens data?

Accurate frame by frame lens metadata is extremely valuable onset and offset to many departments, from camera to script supervisor, from editorial to VFX. During production, the live data can be streamed as human readable information as an overlay to the on set monitors helping keep track of the continuity between shots. For post production, it helps manage shots accurately and allows an easier matchmoving process, eliminating guesswork when building and compositing CG elements.

		
LDT-A2 & LDT- M2	**LDT-R2**	**LDT-F1**
ALEXA	ALEXA RED ARRI MILLENNIUM DXL2 SONY Venice PANAVISION	FILM CAMERA
• Inject data into RAW files • Works natively with the Arri LDA System	• Inject data into RAW files • Record Data Internally • Build/Edit lens tables on the device • Tilt/Roll Data	• Record Data Internally • Overlay Data on a monitor • Upscale SD video feed to HD • Internal Time Code
LDT-A2 L110 x D80 x H28mm 150grams **LDT-M2** L80 x D40 x H18mm 150grams	**LDT-R2** L120 x D74 x H30mm 260grams	**LDT-F1** L120 x D74 x H55mm 320grams

DIGITAL CAMERA SYSTEMS

Virtual Production

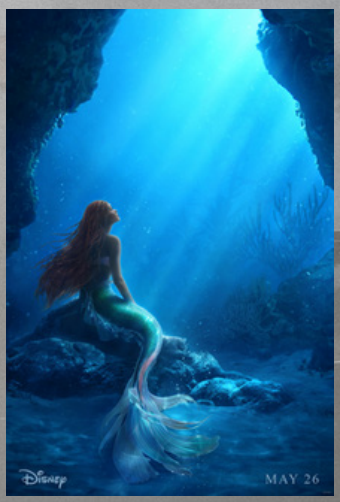
Virtual Production - The LDT-V2 has all the features of the LDT-R2 whilst simultaneously delivering lens data directly to Unreal Engine, Disguise and other media players.
For more information visit: dcs.film/virtual-production/

DCS Support

When using any DCS product you also get access to personalised assistance for the complete life cycle of your project to guarantee excellent results:

- Dedicated Support Site
- Set-up Videos
- Lens Encoding Training
- Pipeline Consultation Meetings
- Troubleshooting (live chat)

Latest Credits

















DIGITAL CAMERA SYSTEMS

WANT TO KNOW MORE?

t +44 (0) 20 8895 6592 e info@dcs.film www.dcs.film