Spirit 4k/2k/HD
data for everyone

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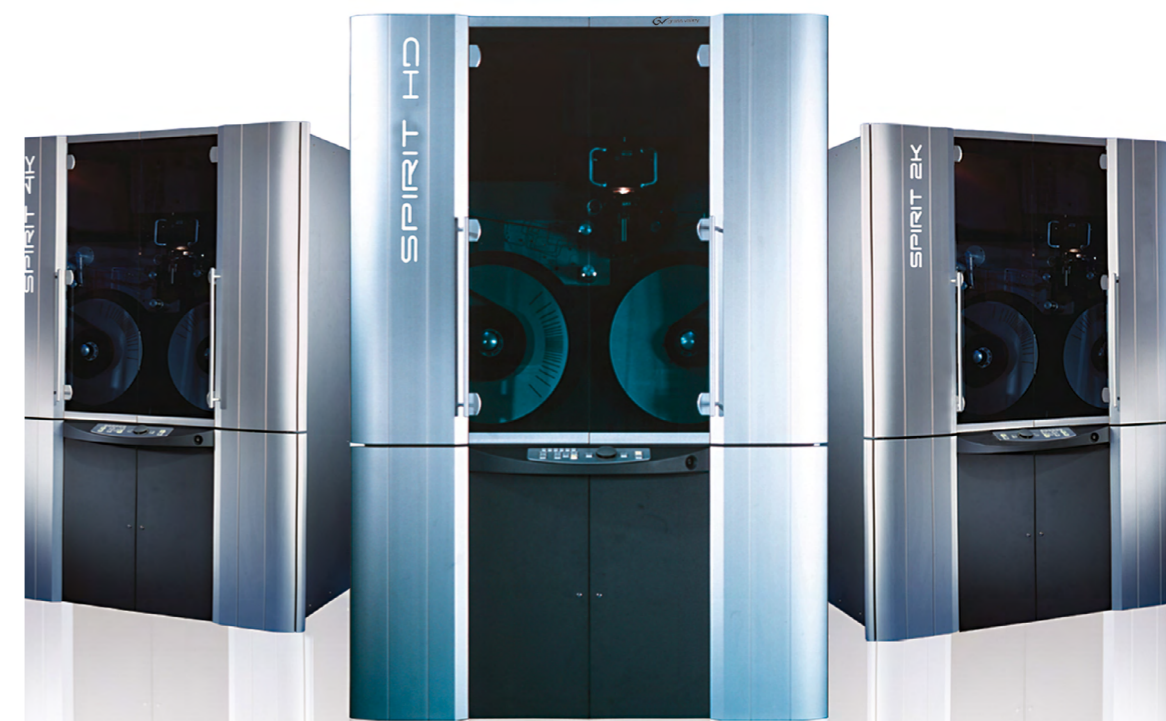
data for everyone

Spirit 2k/4k/HD >>>

Scanning film at HD, 2k and 4k resolutions requires a high-speed data interface. With practical transfer rates in excess of 500MB/s, the Infiniband interface has no problem handling real-time 2k or HD resolution files and can sustain 4k resolution output at rates up to 7.5fps, depending on the selected packing format and the receiving system's capability.

In addition, the Infiniband interface comes with an SXGA output with an SXGA output output that you can calibrate to monitor a high resolution scan without a dedicated workstation. The Bones workstation provides an interface to external graphics and compositing systems.

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Specifications

Data output functions

Image resolution	• Adjustable and presets
Image processing	• Spirit Aperture Correction, RGB matching, RGB primary color correction included
	• Spirit 6SC Color Processor, Scream Plus Grain Manager, Automatic Dmin, PrinterLights - if fitted
Spatial Processing	• Spirit Zooming, H/V-Sizing, Positioning, Blanking, Fixed Formats included
	• Spirit Rotation - if fitted
File format	• DPX according to SMPTE 268M-1994
	• incl. Keycode, Timecode and additional metadata
Transfer characteristics	• TV gamma, linear, logarithmic, user defined output
Image monitoring	• Display characteristics selectable via display look-up tables
	• Resolution presets up to 1280x1024 (SXGA)
	• Connector mini D-sub 15-pin
Components and packing:	• 3X 16-bit, RGB (only Spirit 4K!)
	• 3X 10-bit, RGB filled to 32-bit with padding at bits 0 and 1
	• 4X 8-bit, RGBA packed to 32-bit, Alpha (A) = space ("0")
	• 3X 10-bit, Y-only filled to 32-bit with padding at bits 30 and 31
	• 2X 16-bit, Y-only packed to 32-bit (only Spirit 4K!)

Bones workstation >>>

The Bones workstation is offered with Infiniband data interface but without any disk storage. For operation with the Bones Transfer application at least one disk array is required. The Bones Workstation is supplied with Bones Framework, Bones Transfer, and Bones Mover licenses.

Transfer and data management	• Import EDLs or Keycode lists or create scan lists
	• Add handles to shots
	• Remote control of Spirit 4K, Spirit 2K, Spirit HD, Spirit DataCine, Shadow or Specter FS Virtual DataCine systems
	• Built in viewer to review material
	• Quantum StorNext, SGI CXFS, IBM GPFS, Bright Systems, BrightClip compatible
	• Built-in waveform monitoring, vector scopes, histogram and detail tool
Review	• Browse media, auto-conform and edit
Deliver	• Convert, color correct and resize DPX media to any other file or video format with optional Bones PlayoutMaster or Bones Dailies software modules

System Performance

Related film speed	• Up to 30 frames/s at HD (1920x1080/3X 10-bit RGB filled to 32 bits)
	• Up to 20 frames/s at 2K (2048x1556/3X 10-bit RGB filled to 32 bits)

* Note: The achievable data transfer speed depends on the overall system performance and might be subject to variations. Parameters such as the connected storage, the connections between storage and host and the type of file system are of major impact.

711 south main street
burbank | california 91506 | USA
t : +1 818 861 7419

borsigstrasse 13 | 64291
darmstadt | germany
t : +49 6151 8503 500

28, arunachalam road,
saligramam, chennai - 600 093 | India
t : - +91 44 23764432

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t : - +91 44 23764432

e : sales@dft-film.com

dft's policy is one of continuous improvements and we reserve the right to change the specification at any time without prior notice