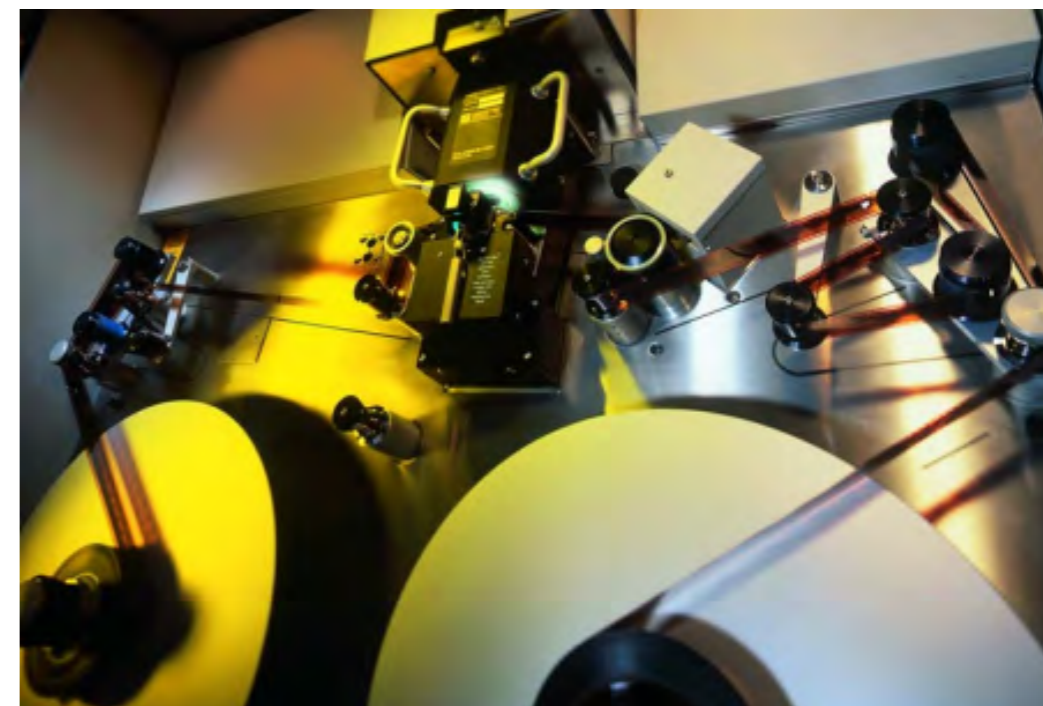


digital film technology

Spirit classic

data for everyone





data for everyone

Spirit classic >>>

Scanning film at HD and 2k resolution requires a high-speed data interface. With practical transfer rates in excess of 500 MB/s, the Infiniband interface has no problem handling HD resolution files at 30 fps depending on the selected packing format and the receiving system's capability.

In addition, the Infiniband interface comes with an SXGA 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.

Spirit classic >>>

Specifications

Data output functions

Image resolution	<ul style="list-style-type: none"> • Adjustable and presets
Image processing included	<ul style="list-style-type: none"> • Spirit Aperture Correction, RGB matching, RGB primary color correction • Spirit Six-Sector Color Processor, Scream Grain Reducer - if fitted
Spatial Processing	<ul style="list-style-type: none"> • Spirit Zooming, H/V-Sizing, Positioning, Blanking, Fixed Formats included • Spirit Rotation - if fitted
File format	<ul style="list-style-type: none"> • DPX according to SMPTE 268M-1994 • incl. Keycode, Timecode and additional metadata
Transfer characteristics	<ul style="list-style-type: none"> • TV gamma, linear, logarithmic, user defined output
Image monitoring	<ul style="list-style-type: none"> • Display characteristics selectable via display look-up tables • Resolution presets up to 1280x1024 (SXGA) • Connector mini D-sub 15-pin
Components and packing	<ul style="list-style-type: none"> • 4x8 bit, RGBA packed to 32bit, Alpha (A) = space("0") • 3x10 bit, Y-only filled to 32 bit with padding at bits 30 and 31 • 2x16 bit, Y-only packed to 32bit

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	<ul style="list-style-type: none"> • 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	<ul style="list-style-type: none"> • Browse media, auto-conform and edit
Deliver	<ul style="list-style-type: none"> • 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	<ul style="list-style-type: none"> • 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)
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* 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.



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

