

RED DSMC1

Informations Générales			Capteur			Enregistrement		
Photos	Description	Poids	Technologie du capteur	Dynamique du capteur	Sensibilité nominale	Fichier d'enregistrement	Frame Rate Max	Redcode Setting
	RED ONE (Série en 2008)	4,5 Kg	12 Megapixel MYSTERIUM 24,4 x 13,7 mm 4900 x 2580	11 stops	640 ISO	R3D	1-30 FPS 4K 1-60 FPS 3K 1 - 120 FPS 2K	4K (16:9, HD, 2:1, and Anamorphic 2:1) 3K (16:9, 2:1, and Anamorphic 2:1) 2K (16:9, 2:1, and Anamorphic 2:1)
	RED ONE MYSTERIUM X (Série en 2010)	4,5 Kg	Mysterium-X 14 Megapixel 24,4 x 13,7 mm 5120 x 2700	13 stops	640 ISO	R3D	1-30 fps @ 4.5K, 4K 1-60 fps @ 3K 1-120 fps @ 2K	4.5K (2.4:1) 4K (16:9, HD, 2:1, and Anamorphic 2:1) 3K (16:9, 2:1, and Anamorphic 2:1) 2K (16:9, 2:1, and Anamorphic 2:1)
	RED SCARLET-X (Série en 2011)	2,3 Kg	Mysterium-X 14 Megapixel 27,7 mm x 14,6 mm 5120 x 2700	13,5 stops (18 stops en HDR)	800 ISO	Pickier RAW R3D 12 and 16-bit	1-12 fps @ 5K 1-30 fps @ 4K 1-48 fps @ 3K 1-60 fps @ 2K	6:1 REDCODE for 4K Pull Frame (4096 x 2160) at 24 fps 4:1 REDCODE for 3K Pull Frame (3072 x 1620) at 24 fps 7:1 REDCODE for 3K Pull Frame (3072 x 1620) at 48 fps 3:1 REDCODE for 2K Pull Frame (2048 x 1080) at 24 fps
	RED EPIC-X (Série en 2011)	2,3 Kg	Mysterium-X 14 Megapixel 27,7 mm x 14,6 mm 5120 x 2700	13,5 stops (18 stops en HDR)	800 ISO	Pickier RAW R3D 12 and 16-bit	1-120 fps 5K, 4.5K 1-150 fps 4K 1-200 fps 3K 1-300 fps 2K	3:1 REDCODE for 5K Pull Frame (5120 x 2700) at 24 fps 6:1 REDCODE for 5K Pull Frame (5120 x 2700) at 48 fps 3:1 REDCODE for 4K Pull Frame (4096 x 2160) at 24 fps 5:1 REDCODE for 4K Pull Frame (4096 x 2160) at 60 fps
	RED SCARLET-DRAGON (Série en 2013)	2,3 Kg	RED DRAGON 19,4 Megapixel CMOS 30,7 mm x 15,8 mm 6144 x 3160	16,5+stops	800 ISO	Pickier RAW R3D 12 and 16-bit	12 fps Burst Mode at 6K Pull Frame (6144 x 3160) 48 fps at 5K Pull Frame (5120 x 2700), 60 fps at 5K 2.4:1 (5120 x 2160) 60 fps at 4K Pull Frame (4096 x 2160), 75 fps at 4K 2.4:1 (4096 x 1728)	8:1 REDCODE for 5K Pull Frame (5120 x 2700) at 24 fps 16:1 REDCODE for 5K Pull Frame (5120 x 2700) at 48 fps 5:1 REDCODE for 4K Pull Frame (4096 x 2160) at 24 fps 13:1 REDCODE for 4K Pull Frame (4096 x 2160) at 60 fps
	RED EPIC-DRAGON (Série en 2013)	2,3 Kg	RED DRAGON 19,4 Megapixel CMOS 30,7 mm x 15,8 mm 6144 x 3160	16,5+stops	800 ISO	Pickier RAW R3D 12 and 16-bit	75 fps at 6K Pull Frame (6144 x 3160), 100 fps at 6K 2.4:1 (6144 x 2592) 96 fps at 5K Pull Frame (5120 x 2700), 120 fps at 5K 2.4:1 (5120 x 2160) 120 fps at 4K Pull Frame (4096 x 2160), 150 fps at 4K 2.4:1 (4096 x 1728)	4:1 REDCODE for 6K Pull Frame (6144 x 3160) at 24 fps 10:1 REDCODE for 6K Pull Frame (6144 x 3160) at 60 fps 2:1 REDCODE for 4K Pull Frame (4096 x 2160) at 24 fps 5:1 REDCODE for 4K Pull Frame (4096 x 2160) at 60 fps
	RED EPIC-DRAGON MONOCHROME (Série en 2014)	2,3 Kg	RED DRAGON 19,4 Megapixel CMOS 30,7 mm x 15,8 mm 6144 x 3160	16,5+stops	2000 ISO	Pickier RAW R3D 12 and 16-bit	75 fps at 6K Pull Frame (6144 x 3160), 100 fps at 6K 2.4:1 (6144 x 2592) 96 fps at 5K Pull Frame (5120 x 2700), 120 fps at 5K 2.4:1 (5120 x 2160) 120 fps at 4K Pull Frame (4096 x 2160), 150 fps at 4K 2.4:1 (4096 x 1728)	4:1 REDCODE for 6K Pull Frame (6144 x 3160) at 24 fps 10:1 REDCODE for 6K Pull Frame (6144 x 3160) at 60 fps 2:1 REDCODE for 4K Pull Frame (4096 x 2160) at 24 fps 5:1 REDCODE for 4K Pull Frame (4096 x 2160) at 60 fps
	RED EPIC-DRAGON CARBONE (Série en 2014)	1,8 Kg	RED DRAGON 19,4 Megapixel CMOS 30,7 mm x 15,8 mm 6144 x 3160	16,5+stops	800 ISO	Pickier RAW R3D 12 and 16-bit	75 fps at 6K Pull Frame (6144 x 3160), 100 fps at 6K 2.4:1 (6144 x 2592) 96 fps at 5K Pull Frame (5120 x 2700), 120 fps at 5K 2.4:1 (5120 x 2160) 120 fps at 4K Pull Frame (4096 x 2160), 150 fps at 4K 2.4:1 (4096 x 1728)	4:1 REDCODE for 6K Pull Frame (6144 x 3160) at 24 fps 10:1 REDCODE for 6K Pull Frame (6144 x 3160) at 60 fps 2:1 REDCODE for 4K Pull Frame (4096 x 2160) at 24 fps 5:1 REDCODE for 4K Pull Frame (4096 x 2160) at 60 fps