

RED DSMC2

Informations Générales			Capteur			Enregistrement				
Photos	Description	Poids	Technologie du capteur	Dynamique du capteur	Sensibilité nominale	Fichier d'enregistrement	FrameRate Max	Redcode Selling	PRORES	DNX
	RED RAVEN (Sortie en 2015)	1,6 Kg	RED DRACON 9.9 Megapixel CMOS 33.0mm x 10.0mm 4608 x 2160	16.5+ stops	800 ISO	R3D Prorez DNX	170 fps at 4.5K Full Frame (4608 x 2160), 170 fps at 4.5K 2.4:1 (4608 x 1944) 170 fps at 4K Full Frame (4096 x 2160), 150 fps at 4K 2.4:1 (4096 x 1728) 150 fps at 3K Full Frame (3072 x 1620), 200 fps at 3K 2.4:1 (3072 x 1296) 240 fps at 2K Full Frame (2048 x 1080), 300 fps at 2K 2.4:1 (2048 x 864)	3.1 REDCODE E (4K) Full Frame (4096 x 2160) at 74 fps 8.1 REDCODE E (4K) Full Frame (4096 x 2160) at 60 fps 3.1 REDCODE E (4K) Full Frame (4096 x 2160) at 74 fps 3.1 REDCODE E (4K) Full Frame (4096 x 2160) at 60 fps	472 HQ, 472 and 472 LT at 4K (4096 x 2160) up to 60 fps	DNxHD LB (1920 x 1080) 8-bit up to 60 fps
	RED WEAPON 5K MONOLITH (Sortie en 2015)	1,6 Kg	RED DRACON 19.4 Megapixel CMOS 30.3mm x 13.8mm 6144 x 3160	16.5+ stops	800 ISO	R3D Prorez DNX	75 fps at 6K Full Frame (6144 x 3160), 100 fps at 6K 2.4:1 (6144 x 2397) 96 fps at 5K Full Frame (5120 x 2700), 120 fps at 5K 2.4:1 (5120 x 2160) 170 fps at 4K Full Frame (4096 x 2160), 150 fps at 4K 2.4:1 (4096 x 1728)	4.1 REDCODE E (6K) Full Frame (6144 x 3160) at 74 fps 9.1 REDCODE E (6K) Full Frame (6144 x 3160) at 60 fps 3.1 REDCODE E (6K) Full Frame (6144 x 3160) at 74 fps 4.1 REDCODE E (6K) Full Frame (6144 x 3160) at 60 fps	4444 XQ and 4444 at 7K (7048 x 1080) up to 60 fps 4444 XQ and 4444 at 7K (7048 x 1080) up to 60 fps	DNxHR 4444 at 7K (7048 x 1080) 12-bit up to 60 fps DNxHD 444 and HQX (1920 x 1080) 10-bit up to 60 fps
	RED WEAPON 5K WOVEN (Sortie en 2015)	1,5 Kg	RED DRACON 19.4 Megapixel CMOS 30.3mm x 13.8mm 6144 x 3160	16.5+ stops	800 ISO	R3D Prorez DNX	75 fps at 6K Full Frame (6144 x 3160), 100 fps at 6K 2.4:1 (6144 x 2397) 96 fps at 5K Full Frame (5120 x 2700), 120 fps at 5K 2.4:1 (5120 x 2160) 170 fps at 4K Full Frame (4096 x 2160), 150 fps at 4K 2.4:1 (4096 x 1728)	3.1 REDCODE E (6K) Full Frame (6144 x 3160) at 74 fps 3.1 REDCODE E (6K) Full Frame (6144 x 3160) at 60 fps 3.1 REDCODE E (6K) Full Frame (6144 x 3160) at 74 fps 3.1 REDCODE E (6K) Full Frame (6144 x 3160) at 60 fps	472 HQ, 472 and 472 LT at 4K (4096 x 2160) up to 75.97 fps 4444 XQ and 4444 at 7K (7048 x 1080) up to 170 fps 472 HQ, 472 and 472 LT at 7K (7048 x 1080) up to 170 fps	DNxHR HQX at 4K (4096 x 2160) 12-bit up to 75.97 fps DNxHR HQ, HQX and LB at 4K (4096 x 2160) 8-bit up to 75.97 fps DNxHR 4444 at 7K (7048 x 1080) 12-bit up to 170 fps DNxHD 444 and HQX (1920 x 1080) 10-bit up to 170 fps
	RED WEAPON 5K CF (Sortie en 2015)	1,5 Kg	RED DRACON 19.4 Megapixel CMOS 30.3mm x 13.8mm 6144 x 3160	16.5+ stops	800 ISO	R3D Prorez DNX	75 fps at 6K Full Frame (6144 x 3160), 100 fps at 6K 2.4:1 (6144 x 2397) 96 fps at 5K Full Frame (5120 x 2700), 120 fps at 5K 2.4:1 (5120 x 2160) 170 fps at 4K Full Frame (4096 x 2160), 150 fps at 4K 2.4:1 (4096 x 1728)	3.1 REDCODE E (6K) Full Frame (6144 x 3160) at 74 fps 3.1 REDCODE E (6K) Full Frame (6144 x 3160) at 60 fps 3.1 REDCODE E (6K) Full Frame (6144 x 3160) at 74 fps 3.1 REDCODE E (6K) Full Frame (6144 x 3160) at 60 fps	472 HQ, 472 and 472 LT at 4K (4096 x 2160) up to 75.97 fps 4444 XQ and 4444 at 7K (7048 x 1080) up to 170 fps 472 HQ, 472 and 472 LT at 7K (7048 x 1080) up to 170 fps	DNxHR HQX at 4K (4096 x 2160) 12-bit up to 75.97 fps DNxHR HQ, HQX and LB at 4K (4096 x 2160) 8-bit up to 75.97 fps DNxHR 4444 at 7K (7048 x 1080) 12-bit up to 170 fps DNxHD 444 and HQX (1920 x 1080) 10-bit up to 170 fps
	RED SCARLET-W (Sortie en 2016)	1,5 Kg	RED DRACON 13.8 MP Super 35 mm CMOS 23.6mm x 13.5mm 5120 x 2700	16.5+ stops	800 ISO	R3D Prorez DNX	50 fps at 5K Full Frame (5120 x 2700), 60 fps at 5K 2.4:1 (5120 x 2160) 170 fps at 4K Full Frame (4096 x 2160), 150 fps at 4K 2.4:1 (4096 x 1728) 150 fps at 3K Full Frame (3072 x 1620), 200 fps at 3K 2.4:1 (3072 x 1296) 240 fps at 2K Full Frame (2048 x 1080), 300 fps at 2K 2.4:1 (2048 x 864)	3.1 REDCODE E (5K) Full Frame (5120 x 2700) at 74 fps 9.1 REDCODE E (5K) Full Frame (5120 x 2700) at 60 fps 3.1 REDCODE E (5K) Full Frame (5120 x 2700) at 74 fps 3.1 REDCODE E (5K) Full Frame (5120 x 2700) at 60 fps	472 HQ, 472 and 472 LT at 7K (7048 x 1080) up to 60 fps	DNxHD HQ, HQX and LB (1920 x 1080) 8-bit up to 60 fps
	RED WEAPON 5K VV (Sortie en 2016)	1,5 Kg	RED DRACON 35.4 Megapixel CMOS 40.96mm x 21.60mm 8192 x 4320	16.5+ stops	800 ISO	R3D Prorez DNX	60 fps at 8K Full Frame (8192 x 4320), 75 fps at 8K 2.4:1 (8192 x 3456) 60 fps at 7K Full Frame (7168 x 3780), 75 fps at 7K 2.4:1 (7168 x 3096) 75 fps at 6K Full Frame (6144 x 3740), 100 fps at 6K 2.4:1 (6144 x 2397) 96 fps at 5K Full Frame (5120 x 2700), 120 fps at 5K 2.4:1 (5120 x 2160)	3.1 REDCODE E (8K) Full Frame (8192 x 4320) at 74 fps 12.1 REDCODE E (8K) Full Frame (8192 x 4320) at 60 fps 3.1 REDCODE E (8K) Full Frame (8192 x 4320) at 74 fps 3.1 REDCODE E (8K) Full Frame (8192 x 4320) at 60 fps	472 HQ, 472 and 472 LT at 4K (4096 x 2160) up to 75.97 fps 4444 XQ and 4444 at 7K (7048 x 1080) up to 170 fps 472 HQ, 472 and 472 LT at 7K (7048 x 1080) up to 170 fps	DNxHR HQX at 4K (4096 x 2160) 12-bit up to 75.97 fps DNxHR HQ, HQX and LB at 4K (4096 x 2160) 8-bit up to 75.97 fps DNxHR 4444 at 7K (7048 x 1080) 12-bit up to 170 fps DNxHD 444 and HQX (1920 x 1080) 10-bit up to 170 fps
	RED WEAPON 5K VV ANAMORPHIC (Sortie en 2016)	1,5 Kg	RED DRACON 35.4 Megapixel CMOS 33.60mm x 21.60mm 6720 x 4320	16.5+ stops	800 ISO	R3D Prorez DNX	60 fps at 8K Full Frame (8192 x 4320), 75 fps at 8K 2.4:1 (8192 x 3456) 60 fps at 7K Full Frame (7168 x 3780), 75 fps at 7K 2.4:1 (7168 x 3096) 75 fps at 6K Full Frame (6144 x 3740), 100 fps at 6K 2.4:1 (6144 x 2397) 96 fps at 5K Full Frame (5120 x 2700), 120 fps at 5K 2.4:1 (5120 x 2160)	4.1 REDCODE E (8K) Full Frame (8192 x 4320) at 74 fps 10.1 REDCODE E (8K) Full Frame (8192 x 4320) at 60 fps 3.1 REDCODE E (8K) Full Frame (8192 x 4320) at 74 fps 3.1 REDCODE E (8K) Full Frame (8192 x 4320) at 60 fps	472 HQ, 472 and 472 LT at 4K (4096 x 2160) up to 75.97 fps 4444 XQ and 4444 at 7K (7048 x 1080) up to 170 fps 472 HQ, 472 and 472 LT at 7K (7048 x 1080) up to 170 fps	DNxHR HQX at 4K (4096 x 2160) 12-bit up to 75.97 fps DNxHR HQ, HQX and LB at 4K (4096 x 2160) 8-bit up to 75.97 fps DNxHR 4444 at 7K (7048 x 1080) 12-bit up to 170 fps DNxHD 444 and HQX (1920 x 1080) 10-bit up to 170 fps
	RED HELIUM 5K (Sortie en 2016)	1,5 Kg	HELIUM 35.4 Megapixel CMOS 29.50mm x 15.77mm 8192 x 4320	16.5+ stops	800 ISO	R3D Prorez DNX	60 fps at 8K Full Frame (8192 x 4320), 75 fps at 8K 2.4:1 (8192 x 3456) 60 fps at 7K Full Frame (7168 x 3780), 75 fps at 7K 2.4:1 (7168 x 3096) 75 fps at 6K Full Frame (6144 x 3740), 100 fps at 6K 2.4:1 (6144 x 2397) 96 fps at 5K Full Frame (5120 x 2700), 120 fps at 5K 2.4:1 (5120 x 2160)	3.1 REDCODE E (8K) Full Frame (8192 x 4320) at 74 fps 12.1 REDCODE E (8K) Full Frame (8192 x 4320) at 60 fps 3.1 REDCODE E (8K) Full Frame (8192 x 4320) at 74 fps 3.1 REDCODE E (8K) Full Frame (8192 x 4320) at 60 fps	472 HQ, 472 and 472 LT at 4K (4096 x 2160) up to 75.97 fps 4444 XQ and 4444 at 7K (7048 x 1080) up to 170 fps 472 HQ, 472 and 472 LT at 7K (7048 x 1080) up to 170 fps	DNxHR HQX at 4K (4096 x 2160) 12-bit up to 75.97 fps DNxHR HQ, HQX and LB at 4K (4096 x 2160) 8-bit up to 75.97 fps DNxHR 4444 at 7K (7048 x 1080) 12-bit up to 170 fps DNxHD 444 and HQX (1920 x 1080) 10-bit up to 170 fps
	RED EPIC-W (Sortie en 2016)	1,5 Kg	HELIUM 35.4 Megapixel CMOS 29.50mm x 15.77mm 8192 x 4320	16.5+ stops	800 ISO	R3D Prorez DNX	30 fps at 8K Full Frame (8192 x 4320), 30 fps at 8K 2.4:1 (8192 x 3456) 30 fps at 7K Full Frame (7168 x 3780), 40 fps at 7K 2.4:1 (7168 x 3096) 75 fps at 6K Full Frame (6144 x 3740), 100 fps at 6K 2.4:1 (6144 x 2397) 96 fps at 5K Full Frame (5120 x 2700), 120 fps at 5K 2.4:1 (5120 x 2160) 170 fps at 4K Full Frame (4096 x 2160)	6.1 REDCODE E (8K) Full Frame (8192 x 4320) at 74 fps 3.1 REDCODE E (8K) Full Frame (8192 x 4320) at 60 fps 3.1 REDCODE E (8K) Full Frame (8192 x 4320) at 74 fps 4.1 REDCODE E (8K) Full Frame (8192 x 4320) at 60 fps	472 HQ, 472 and 472 LT at 4K (4096 x 2160) up to 75.97 fps 4444 XQ and 4444 at 7K (7048 x 1080) up to 170 fps 472 HQ, 472 and 472 LT at 7K (7048 x 1080) up to 170 fps	DNxHR HQX at 4K (4096 x 2160) 12-bit up to 75.97 fps DNxHR HQ, HQX and LB at 4K (4096 x 2160) 8-bit up to 75.97 fps DNxHR 4444 at 7K (7048 x 1080) 12-bit up to 170 fps DNxHD 444 and HQX (1920 x 1080) 10-bit up to 170 fps
	RED HELIUM 5K Monochrome (Sortie en 2017)	1,5 Kg	HELIUM 35.4 Megapixel CMOS 29.50mm x 15.77mm 8192 x 4320	16.5+ stops	3000 ISO	R3D Prorez DNX	60 fps at 8K Full Frame (8192 x 4320), 75 fps at 8K 2.4:1 (8192 x 3456) 60 fps at 7K Full Frame (7168 x 3780), 75 fps at 7K 2.4:1 (7168 x 3096) 75 fps at 6K Full Frame (6144 x 3740), 100 fps at 6K 2.4:1 (6144 x 2397) 96 fps at 5K Full Frame (5120 x 2700), 120 fps at 5K 2.4:1 (5120 x 2160)	6.1 REDCODE E (8K) Full Frame (8192 x 4320) at 74 fps 3.1 REDCODE E (8K) Full Frame (8192 x 4320) at 60 fps 3.1 REDCODE E (8K) Full Frame (8192 x 4320) at 74 fps 4.1 REDCODE E (8K) Full Frame (8192 x 4320) at 60 fps	472 HQ, 472 and 472 LT at 4K (4096 x 2160) up to 75.97 fps 4444 XQ and 4444 at 7K (7048 x 1080) up to 170 fps 472 HQ, 472 and 472 LT at 7K (7048 x 1080) up to 170 fps	DNxHR HQX at 4K (4096 x 2160) 12-bit up to 75.97 fps DNxHR HQ, HQX and LB at 4K (4096 x 2160) 8-bit up to 75.97 fps DNxHR 4444 at 7K (7048 x 1080) 12-bit up to 170 fps DNxHD 444 and HQX (1920 x 1080) 10-bit up to 170 fps
	RED WEAPON 5K VV (Sortie en 2017)	1,5 Kg	Monstro 35.4 Megapixel CMOS 40.96mm x 21.60mm 8192 x 4320	17 stops	800 ISO	R3D Prorez DNX	60 fps at 8K Full Frame (8192 x 4320), 75 fps at 8K 2.4:1 (8192 x 3456) 60 fps at 7K Full Frame (7168 x 3780), 75 fps at 7K 2.4:1 (7168 x 3096) 75 fps at 6K Full Frame (6144 x 3740), 100 fps at 6K 2.4:1 (6144 x 2397) 96 fps at 5K Full Frame (5120 x 2700), 120 fps at 5K 2.4:1 (5120 x 2160)	6.1 REDCODE E (8K) Full Frame (8192 x 4320) at 74 fps 3.1 REDCODE E (8K) Full Frame (8192 x 4320) at 60 fps 3.1 REDCODE E (8K) Full Frame (8192 x 4320) at 74 fps 4.1 REDCODE E (8K) Full Frame (8192 x 4320) at 60 fps	472 HQ, 472 and 472 LT at 4K (4096 x 2160) up to 75.97 fps 4444 XQ and 4444 at 7K (7048 x 1080) up to 170 fps 472 HQ, 472 and 472 LT at 7K (7048 x 1080) up to 170 fps	DNxHR HQX at 4K (4096 x 2160) 12-bit up to 75.97 fps DNxHR HQ, HQX and LB at 4K (4096 x 2160) 8-bit up to 75.97 fps DNxHR 4444 at 7K (7048 x 1080) 12-bit up to 170 fps DNxHD 444 and HQX (1920 x 1080) 10-bit up to 170 fps