

RED DSMC2

Informations Générales

Capteur

Enregistrement

Photos	Description	Poids	Technologie du capteur	Dynamique du capteur	Sensibilité nominale	Fichier d'enregistrement	Framerate Max	Redcode Setting	PRORES	DNX
	RED RAVEN <i>(Sortie en 2015)</i>	1,6 Kg	RED DRAGON 9.9 Megapixel CMOS 23.0 mm x 10.8 mm 4608 x 2160	16.5+ stops	800 ISO	R3D Prores DNX	120 fps at 4.5K Full Frame (4608 × 2160), 120 fps at 4.5K 2.4:1 (4608 × 1944) 120 fps at 4K Full Frame (4096 × 2160), 150 fps at 4K 2.4:1 (4096 × 1728) 150 fps at 3K Full Frame (3072 × 1620), 200 fps at 3K 2.4:1 (3072 × 1296) 240 fps at 2K Full Frame (2048 × 1080), 300 fps at 2K 2.4:1 (2048 × 864)	3:1 REDCODE for 4.5K Full Frame (4608 × 2160) at 24 fps 8:1 REDCODE for 4.5K Full Frame (4608 × 2160) at 60 fps 3:1 REDCODE for 4K Full Frame (4096 × 2160) at 24 fps 7:1 REDCODE for 4K Full Frame (4096 × 2160) at 60 fps	422 HQ, 422 and 422 LT at 2K (2048 × 1080) up to 60 fps	DNxHD LB (1920 × 1080) 8-bit up to 60 fps
	RED WEAPON 6K MAGNESIUM <i>(Sortie en 2015)</i>	1,6 Kg	RED DRAGON 19.4 Megapixel CMOS 30.7 mm x 15.8 mm 6144 x 3160	16.5+ stops	800 ISO	R3D Prores DNX	75 fps at 6K Full Frame (6144 x 3160), 100 fps at 6K 2.4:1 (6144 x 2592) 96 fps at 5K Full Frame (5120 x 2700), 120 fps at 5K 2.4:1 (5120 x 2160) 120 fps at 4K Full Frame (4096 x 2160), 150 fps at 4K 2.4:1 (4096 x 1728)	4:1 REDCODE for 6K Full Frame (6144 x 3160) at 24 fps 9:1 REDCODE for 6K Full Frame (6144 x 3160) at 60 fps 2:1 REDCODE for 4K Full Frame (4096 x 2160) at 24 fps 4:1 REDCODE for 4K Full Frame (4096 x 2160) at 60 fps	4444 XQ and 4444 at 2K (2048 × 1080) up to 60 fps 422 HQ, 422 and 422 LT at 2K (2048 × 1080) up to 60 fps	DnxHR 444 at 2K (2048 × 1080) 12-bit up to 60 fps DNxHD 444 and HQX (1920 × 1080) 10-bit up to 60 fps DnxHD HQ, SQ and LB (1920 × 1080) 8-bit up to 60 fps
	RED WEAPON 6K WOVEN <i>(Sortie en 2015)</i>	1,5 Kg	RED DRAGON 19.4 Megapixel CMOS 30.7 mm x 15.8 mm 6144 x 3160	16.5+ stops	800 ISO	R3D Prores DNX	75 fps at 6K Full Frame (6144 × 3160), 100 fps at 6K 2.4:1 (6144 × 2592) 96 fps at 5K Full Frame (5120 × 2700), 120 fps at 5K 2.4:1 (5120 × 2160) 120 fps at 4K Full Frame (4096 × 2160), 150 fps at 4K 2.4:1 (4096 × 1728)	3:1 REDCODE for 6K Full Frame (6144 × 3160) at 24 fps 7:1 REDCODE for 6K Full Frame (6144 × 3160) at 60 fps 2:1 REDCODE for 4K Full Frame (4096 × 2160) at 24 fps 3:1 REDCODE for 4K Full Frame (4096 × 2160) at 60 fps	422 HQ, 422 and 422 LT at 4K (4096 × 2160) up to 29.97 fps 4444 XQ and 4444 at 2K (2048 × 1080) up to 120 fps 422 HQ, 422 and 422 LT at 2K (2048 × 1080) up to 120 fps	DnxHR HQX at 4K (4096 × 2160) 12-bit up to 29.97 fps DNxHR HQ, SQ and LB at 4K (4096 × 2160) 8-bit up to 29.97 fps DnxHR 444 at 2K (2048 × 1080) 12-bit up to 120 fps DNxHD 444 and HQX (1920 × 1080) 10-bit up to 120 fps
	RED WEAPON 6K CF <i>(Sortie en 2015)</i>	1,5 Kg	RED DRAGON 19.4 Megapixel CMOS 30.7 mm x 15.8 mm 6144 x 3160	16.5+ stops	800 ISO	R3D Prores DNX	75 fps at 6K Full Frame (6144 × 3160), 100 fps at 6K 2.4:1 (6144 × 2592) 96 fps at 5K Full Frame (5120 × 2700), 120 fps at 5K 2.4:1 (5120 × 2160) 120 fps at 4K Full Frame (4096 × 2160), 150 fps at 4K 2.4:1 (4096 × 1728)	3:1 REDCODE for 6K Full Frame (6144 × 3160) at 24 fps 7:1 REDCODE for 6K Full Frame (6144 × 3160) at 60 fps 2:1 REDCODE for 4K Full Frame (4096 × 2160) at 24 fps 3:1 REDCODE for 4K Full Frame (4096 × 2160) at 60 fps	422 HQ, 422 and 422 LT at 4K (4096 × 2160) up to 29.97 fps 4444 XQ and 4444 at 2K (2048 × 1080) up to 120 fps 422 HQ, 422 and 422 LT at 2K (2048 × 1080) up to 120 fps	DnxHR HQX at 4K (4096 × 2160) 12-bit up to 29.97 fps DNxHR HQ, SQ and LB at 4K (4096 × 2160) 8-bit up to 29.97 fps DnxHR 444 at 2K (2048 × 1080) 12-bit up to 120 fps DNxHD 444 and HQX (1920 × 1080) 10-bit up to 120 fps
	RED SCARLET-W <i>(Sortie en 2016)</i>	1,5 Kg	RED DRAGON 13.8 MP Super 35 mm CMOS 25.6 mm x 13.5 mm 5120 x 2700	16.5+ stops	800 ISO	R3D Prores DNX	50 fps at 5K Full Frame (5120 x 2700), 60 fps at 5K 2.4:1 (5120 x 2160) 120 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)	5:1 REDCODE for 5K Full Frame (5120 × 2700) at 24 fps 9:1 REDCODE for 5K Full Frame (5120 × 2700) at 60 fps 3:1 REDCODE for 4K Full Frame (4096 × 2160) at 24 fps 7:1 REDCODE for 4K Full Frame (4096 × 2160) at 60 fps	422 HQ, 422 and 422 LT at 2K (2048 × 1080) up to 60 fps	DNxHD HQ, SQ and LB (1920 × 1080) 8-bit up to 60 fps
	RED WEAPON 8K VV <i>(Sortie en 2016)</i>	1,5 Kg	RED DRAGON 35.4 Megapixel CMOS 40.96 mm x 21.60 mm 8192 x 4320	16.5+ stops	800 ISO	R3D Prores 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 3024) 75 fps at 6K Full Frame (6144 x 3240), 100 fps at 6K 2.4:1 (6144 x 2592) 96 fps at 5K Full Frame (5120 x 2700), 120 fps at 5K 2.4:1 (5120 x 2160)	5:1 REDCODE for 8K Full Frame (8192 x 4320) at 24 fps 12:1 REDCODE for 8K Full Frame (8192 x 4320) at 60 fps 2:1 REDCODE for 4K Full Frame (4096 x 2160) at 24 fps 3:1 REDCODE for 4K Full Frame (4096 x 2160) at 60 fps	422 HQ, 422 and 422 LT at 4K (4096 × 2160) up to 29.97 fps 4444 XQ and 4444 at 2K (2048 × 1080) up to 120 fps 422 HQ, 422 and 422 LT at 2K (2048 × 1080) up to 120 fps	DnxHR HQX at 4K (4096 × 2160) 12-bit up to 29.97 fps DNxHR HQ, SQ and LB at 4K (4096 × 2160) 8-bit up to 29.97 fps DnxHR 444 at 2K (2048 × 1080) 12-bit up to 120 fps DNxHD 444 and HQX (1920 × 1080) 10-bit up to 120 fps
	RED WEAPON 8K VV ANAMORPHIC <i>(Sortie en 2016)</i>	1,5 Kg	RED DRAGON 29.0 Megapixel CMOS 33.60 mm x 21.60 mm 6720 x 4320	16.5+ stops	800 ISO	R3D Prores DNX	60 fps at 8K Full Frame 14:9 (6720 x 4320) 75 fps at 6K Full Frame (6144 x 3240), 100 fps at 6K 2.4:1 (6144 x 2592) 96 fps at 5K Full Frame (5120 x 2700), 120 fps at 5K 2.4:1 (5120 x 2160) 120 fps at 4K Full Frame (4096 x 2160), 150 fps at 4K 2.4:1 (4096 x 1728)	4:1 REDCODE for 8K Full Frame 14:9 (6720 x 4320) at 24 fps 10:1 REDCODE for 8K Full Frame 14:9 (6720 x 4320) at 60 fps 2:1 REDCODE for 4K Full Frame (4096 x 2160) at 24 fps 3:1 REDCODE for 4K Full Frame (4096 x 2160) at 60 fps	422 HQ, 422 and 422 LT at 4K (4096 × 2160) up to 29.97 fps 4444 XQ and 4444 at 2K (2048 × 1080) up to 120 fps 422 HQ, 422 and 422 LT at 2K (2048 × 1080) up to 120 fps	DnxHR HQX at 4K (4096 × 2160) 12-bit up to 29.97 fps DnxHR HQ, SQ and LB at 4K (4096 × 2160) 8-bit up to 29.97 fps DnxHR 444 at 2K (2048 × 1080) 12-bit up to 120 fps DNxHD 444 and HQX (1920 × 1080) 10-bit up to 120 fps
	RED HELIUM 8K <i>(Sortie en 2016)</i>	1,5 Kg	HELIUM 35.4 Megapixel CMOS 29.90 mm x 15.77 mm 8192 x 4320	16.5+ stops	800 ISO	R3D Prores 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 3024) 75 fps at 6K Full Frame (6144 x 3240), 100 fps at 6K 2.4:1 (6144 x 2592) 96 fps at 5K Full Frame (5120 x 2700), 120 fps at 5K 2.4:1 (5120 x 2160)	5:1 REDCODE for 8K Full Frame (8192 x 4320) at 24 fps 12:1 REDCODE for 8K Full Frame (8192 x 4320) at 60 fps 2:1 REDCODE for 4K Full Frame (4096 x 2160) at 24 fps 3:1 REDCODE for 4K Full Frame (4096 x 2160) at 60 fps	422 HQ, 422 and 422 LT at 4K (4096 × 2160) up to 29.97 fps 4444 XQ and 4444 at 2K (2048 × 1080) up to 120 fps 422 HQ, 422 and 422 LT at 2K (2048 × 1080) up to 120 fps	DnxHR HQX at 4K (4096 × 2160) 12-bit up to 29.97 fps DNxHR HQ, SQ and LB at 4K (4096 × 2160) 8-bit up to 29.97 fps DnxHR 444 at 2K (2048 × 1080) 12-bit up to 120 fps DNxHD 444 and HQX (1920 × 1080) 10-bit up to 120 fps
	RED EPIC-W <i>(Sortie en 2016)</i>	1,5 Kg	HELIUM 35.4 Megapixel CMOS 29.90 mm x 15.77 mm 8192 x 4320	16.5+ stops	800 ISO	R3D Prores DNX	30 fps at 8K Full Format (8192 x 4320), 30 fps at 8K 2.4:1 (8192 x 3456) 30 fps at 7K Full Format (7168 x 3780), 40 fps at 7K 2.4:1 (7168 x 3024) 75 fps at 6K Full Format (6144 x 3240), 100 fps at 6K 2.4:1 (6144 x 2592) 96 fps at 5K Full Format (5120 x 2700), 120 fps at 5K 2.4:1 (5120 x 2160) 120 fps at 4K Full Format (4096 x 2160),	6:1 REDCODE for 8K Full Format (8192 x 4320) at 24 fps 7:1 REDCODE for 8K Full Format (8192 x 4320) at 30 fps 2:1 REDCODE for 4K Full Format (4096 x 2160) at 24 fps 4:1 REDCODE for 4K Full Format (4096 x 2160) at 60 fps	422 HQ, 422 and 422 LT at 4K (4096 × 2160) up to 29.97 fps 4444 XQ and 4444 at 2K (2048 × 1080) up to 120 fps 422 HQ, 422 and 422 LT at 2K (2048 × 1080) up to 120 fps	DnxHR HQX at 4K (4096 × 2160) 12-bit up to 29.97 fps DNxHR HQ, SQ and LB at 4K (4096 × 2160) 8-bit up to 29.97 fps DnxHR 444 at 2K (2048 × 1080) 12-bit up to 120 fps DNxHD 444 and HQX (1920 × 1080) 10-bit up to 120 fps
	RED Helium 8K Monochrome <i>(Sortie en 2017)</i>	1,5 Kg	HELIUM 35.4 Megapixel CMOS 29.90 mm x 15.77 mm 8192 x 4320	16.5+ stops	2000 ISO	R3D Prores 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 3024) 75 fps at 6K Full Frame (6144 x 3240), 100 fps at 6K 2.4:1 (6144 x 2592) 96 fps at 5K Full Frame (5120 x 2700), 120 fps at 5K 2.4:1 (5120 x 2160)	6:1 REDCODE for 8K Full Format (8192 x 4320) at 24 fps 7:1 REDCODE for 8K Full Format (8192 x 4320) at 30 fps 2:1 REDCODE for 4K Full Format (4096 x 2160) at 24 fps 4:1 REDCODE for 4K Full Format (4096 x 2160) at 60 fps	422 HQ, 422 and 422 LT at 4K (4096 × 2160) up to 29.97 fps 4444 XQ and 4444 at 2K (2048 × 1080) up to 120 fps 422 HQ, 422 and 422 LT at 2K (2048 × 1080) up to 120 fps	DnxHR HQX at 4K (4096 × 2160) 12-bit up to 29.97 fps DNxHR HQ, SQ and LB at 4K (4096 × 2160) 8-bit up to 29.97 fps DnxHR 444 at 2K (2048 × 1080) 12-bit up to 120 fps DNxHD 444 and HQX (1920 × 1080) 10-bit up to 120 fps
	RED WEAPON 8K VV <i>(Sortie en 2017)</i>	1,5 Kg	Monstro 35.4 Megapixel CMOS 40.96 mm x 21.60 mm 8192 x 4320	17 stops	800 ISO	R3D Prores 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 Format (7168 x 3780), 75 fps at 7K 2.4:1 (7168 x 3024) 75 fps at 6K Full Frame (6144 x 3240), 100 fps at 6K 2.4:1 (6144 x 2592) 96 fps at 5K Full Frame (5120 x 2700), 120 fps at 5K 2.4:1 (5120 x 2160)	6:1 REDCODE for 8K Full Format (8192 x 4320) at 24 fps 7:1 REDCODE for 8K Full Format (8192 x 4320) at 30 fps 2:1 REDCODE for 4K Full Format (4096 x 2160) at 24 fps 4:1 REDCODE for 4K Full Format (4096 x 2160) at 60 fps	422 HQ, 422 and 422 LT at 4K (4096 × 2160) up to 29.97 fps 4444 XQ and 4444 at 2K (2048 × 1080) up to 120 fps 422 HQ, 422 and 422 LT at 2K (2048 × 1080) up to 120 fps	DnxHR HQX at 4K (4096 × 2160) 12-bit up to 29.97 fps DNxHR HQ, SQ and LB at 4K (4096 × 2160) 8-bit up to 29.97 fps DnxHR 444 at 2K (2048 × 1080) 12-bit up to 120 fps DNxHD 444 and HQX (1920 × 1080) 10-bit up to 120 fps