DIGITAL CAMERA SYSTEMS

Make every lens smart

Introducing the Lens Data Translator for Virtual Production teams

www.dcs.film

Virtual Production teams... Breathe a sigh of relief. The LDT-V2 and LDT-TX1 are here.

How does an LDT work?

An LDT is a versatile device that is designed to record and stream lens data. The LDT-V2 can be connected to a follow focus system, a smart lens or an LDT-Encoder. It reads the Focus, Iris and Zoom axis movements of the lens and translates them into real time lens metadata. This metadata can then be wirelessly streamed into Unreal Engine, Disguise or other media players, whilst simultaneously being recorded on-board for post-production VFX. The LDT-TX1 is designed for smart lenses only, and streams data wired or wirelessly straight from the lens to a media player.

Key Features

- Compatible with any Digital or Film Camera using ANY lens*
- Works with lens control systems*
- Works with smart lenses
- Optional LDT-Encoders for compatibility with any system*
- Native Unreal Engine plugin
- Small footprint and power consumption
- Record lens metadata directly into the RAW files or as a sidecar CSV*
- Stream shading and distortion data from smart lenses

**LDT-V2 only*

LDT-RX1

Looking to cut the cord? Not a problem, simply add the LDT-RX1 to your package and the LDT-V2 or LDT-TX1 become a wireless powerhouse. Sub Wifi frequencies ensure your connection is stable and lightning fast. Simple set-up and compact size make going wireless an easy choice.

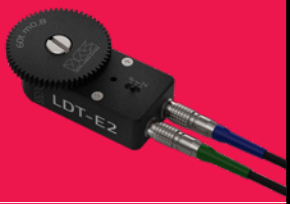
LDT-RX1
L 68 x D65 x H20mm
115 grams

Why do I need lens data?

Lens data is a vital component to unlocking the full potential of virtual production and an LDT is the key. Your lens' Focus, Iris and Zoom settings and their variation throughout a shot affect the digital backgrounds and tracking them properly will allow your digital camera to match and react to your live camera seamlessly. This is the key for a solid ICVFX setup and a consistent blending between foreground and background elements.

An LDT is the solution to delivering live, accurate lens information in real-time, wirelessly from action to engine.

Data sources

		
LDT-V2	**LDT-TX1**	**LDT-E2**
Analogue/Smart Lens Streaming and Recording • Record and stream lens data, • Wired or wireless data streaming (LDT-RX1 required for wireless), • Data injection into cameras • Record data to a MicroSD • Supports 3rd party lens control systems	**Smart Lens Streaming** • Stream smart lens data in Unreal Engine and other media players • Wired or wireless data streaming (LDT-RX1 required for wireless), • Shading and distortion data (if available in lens)	**DCS' Motorless Encoders** • DCS' own brand lens encoders • Works with all lenses • Works with the LDT-V2 and other LDT recording Units • Daisy chain for focus, iris and zoom axis
L120 x D74 x H30mm, 285 grams	L68 x D65 x H20mm, 120 grams	L70 x D33 x H20mm, 105 grams

Compatibility

Preston Cinema Systems, cmotion, ZEISS, Cooke, FUJINON, STAGE PRECISION, DISGUISE, UNREAL ENGINE, Aximmetry

DCS Support

When using any DCS product you also get access to personalised assistance for the complete life cycle of your project to guarantee excellent results:

- Dedicated Support Site
- Set-up Videos
- Lens Encoding Training
- Pipeline Consultation Meetings
- Troubleshooting (live chat)

DCS' latest productions:

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