



24-inch 3D LCD Monitor

DT-3D24G1

Revolutionizing 3D Content Creation



3D Monitor Features

- Xpol® Circular Polarizing System compatible with widely available RealD 3D eyeglasses
- 3D Cursor and Grid Modes for easy binocular disparity adjustment
- Camera-assist functions: Mirror/Rotation, Split, R Shift, Anaglyph, LR Sequential, Individual, and LR Swap
- Dual Time Code, Waveform and Vectorscope displays
- 3D Mixing function
- Supports Line-by-Line and Side-by-Side 3D formats

Basic Monitor Features

- Supports 3G-SDI, dual HD-SDI, and DVI
- WUXGA (1920 x 1200p) professional monitor
- ITU-709 color gamut
- Gamma 2.2, 2.35, 2.45, and 2.6 presets
- Supplied with tilt stand
- DC 24V power supply capability



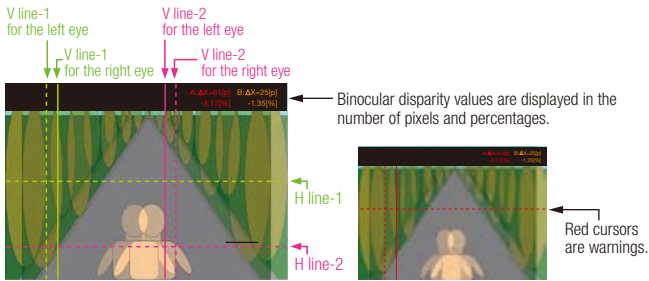
Ready to Answer the Call: On Location, in the Studio, Wherever and Whenever.

Shooting on location

Easy binocular disparity adjustment on-screen

The DT-3D24G1 helps ease the process in 3D content production with the 3D Cursor mode and variable Grid mode, which assure intuitive and efficient 3D scaling with displays of pixels and percentages for negative and positive depth.

• **3D Cursor Mode** ensures the easy checking and adjustment of binocular disparity during recording or editing and even provides warnings when the value exceeds established tolerance levels. On the screen, 3D Cursors or the line markers of L (dash dot), R (solid line) and H (dashes) are shown. There are two sets of Cursors, A in green and B in purple, either of which can be used to finely adjust levels of depth or pop-up; the H line is used as a horizontal guide.

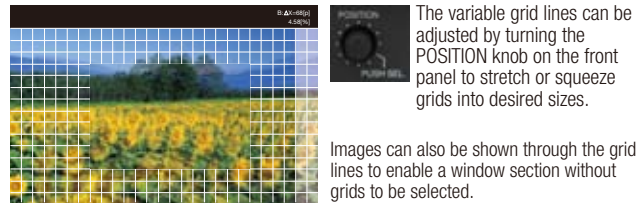
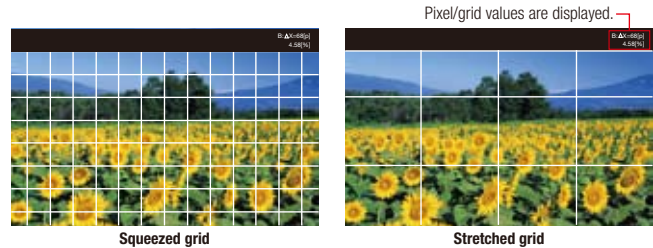


To check binocular disparity, the H line is first set to the center of a desired object or scene to apply 3D effects. One of the V lines for the left eye is then set to a position where binocular disparity is to be subsequently checked and the V line for the right eye is shifted to the left or right. As the R line is shifted, binocular disparity values in the number of pixels and percentages will be displayed on the top-right of the screen.

Warning color: The color of the Cursors will turn red if the amount of binocular disparity surpasses a tolerance level. Although the perception of 3D images will vary with individuals, binocular disparity should be maintained within a certain range.

Note: When deciding upon the amount of effects to apply for 3D content, creators must always try to avoid excessive binocular disparity as this can prove to be detrimental to the health of viewers.

• **Grid Mode** with variable scaling helps in determining the approximate positions of left and right images instantaneously by displaying grid lines over the screen with pixel values shown on the top right corner of the screen.



Images can also be shown through the grid lines to enable a window section without grids to be selected.

• Xpol® method with RealD 3D glasses

The monitor adopts the Xpol® circular polarizing system together with widely available, lightweight RealD-compatible 3D eyeglasses, which are popular among studio professionals and creators.

Monitor performance

• 3G-SDI and Dual Link

The monitor is compliant with the SMPTE 424M standard and compatible with dual link HD-SDI, as well as 3G-SDI in six formats (see below chart) for serial transmission of 1080p video.

Compatible 3G-SDI Input Formats

The following signal information can be displayed when a 3G-SDI signal comes in.

Resolution	Frame rate	Color range	Rate	Level	3G-SDI mapping structure		
1080	60p/50p	YCbCr=4:2:2	10-bit	A	1		
				B			
	30p/25p	YCbCr=4:2:2	12-bit	A	4		
				B			
	24p	YCbCr=4:4:4	10-bit	A	2		
				B			
			12-bit	A	3		
				B			
			60i	RGB	10-bit	A	2
						B	
	50i	RGB	12-bit	A	3		
				B			
720p	60p/50p	YCbCr=4:2:2	10-bit	B	Dual stream		
	30p/25p	YCbCr=4:4:4	10-bit	A	2		
	24p	RGB	10-bit	A	2		

• Gamma preset mode

Four gamma preset modes are featured, allowing users to calibrate the gamma settings according to usage conditions and situations.

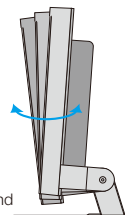
- Gamma 2.2 Conventional CRT (NTSC)
- Gamma 2.35 Reference monitors, recommended by EBU Tech 3320
- Gamma 2.45 HD reference monitors, recommended by ARIB
- Gamma 2.6 Digital Cinema environment

More features:

- Supplied with tilt stand (adjustable ± 6 degrees)
- Dual power supply: DC (24V) and AC



Hard-button front control panel



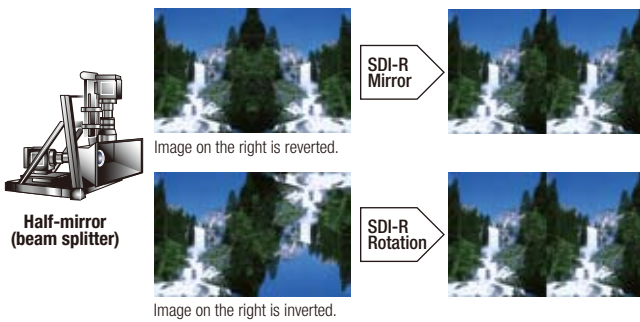
Tilt stand

JVC's new DT-3D24G1 will change how 3D content is created as it is compact enough to take along on location and offers intuitive on-screen binocular disparity adjustment modes. The DT-3D24G1 also has a number of camera-assist functions that support the checking and adjustment of 3D effects immediately on-site. What's more, it adopts the Xpol® circular polarizing system that uses widely available RealD-compatible passive glasses to ensure cost-effective advantages, while a built-in mixer function allows 3D checking in real-time. The JVC DT-3D24G1 — it's ready to revolutionize 3D content creation.

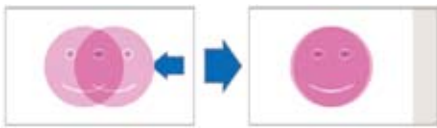


Versatile camera-assist functions

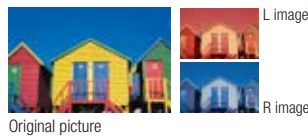
• **Rig settings:** The Mirror/Rotation function is designed to work with any type of 3D camera rig. This function reverts one of the two images laterally and/or vertically to a normal viewing position and adds automatic delay to non-rotated images one at a time to synchronize both images.



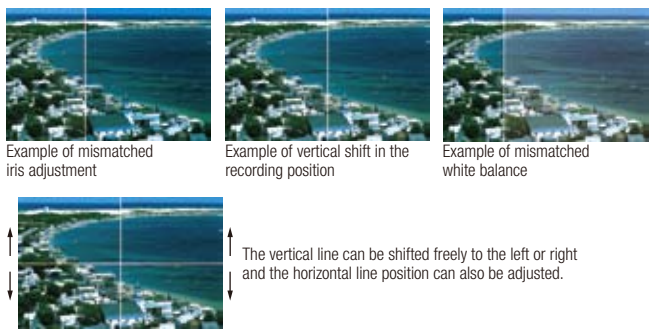
• **R Shift:** In order to check vertical misalignment or color discrepancy, the right camera image can be shifted to the left to overlap with the left camera image, which is static.



• **Anaglyph:** For creators who are accustomed to working in anaglyph mode, the amount of parallax can be checked using traditional red (for L images) and blue (for R images) colors. 3D camera setup is even easier together with the R Shift mode.



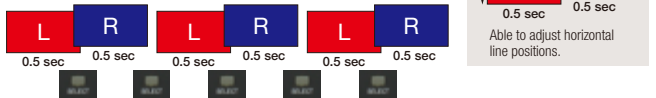
• **Split:** Images on the left of the vertical line in the screen are from the left camera and accordingly, right images are from the right camera. Split is useful for fine-tuning requirements such as setting recording positions in the vertical direction, L/R iris differences, and white balance adjustment.



• **LR Sequential:** Left and right images are displayed alternatively at 0.5-sec. intervals.



• **Individual:** Left and right images can be switched manually with a press on the SELECT button.



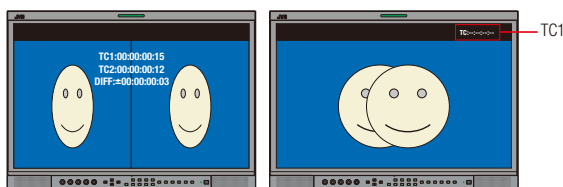
• **LR Swap:** Allows left and right images to be swapped, which helps in checking whether the cables are properly connected.



Double time codes and scopes

• **Dual time code**

The time code of both left and right signals as well as the time gap between the two signals are displayed.

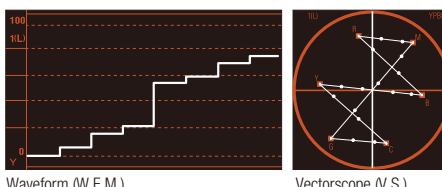


Dual display mode

3D Display Mode: Left signal time code will be displayed at the top right.

• **Waveform and vector scopes**

The two built-in oscilloscopic wave signals of Waveform (W.F.M.) and Vectorscope (V.S.) are available in Single, Parallel and Balance modes.



Waveform (W.F.M.)

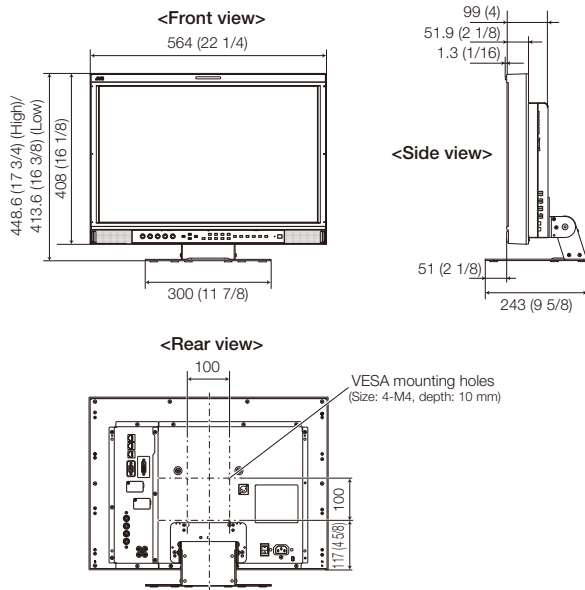
Vectorscope (V.S.)

Video Signal Compatibility

No.	Signal name	Signal format shown in the status display	Input terminals				DVI-D (HDCP) (Digital component/Digital RGB)
			E. AUDIO SDI (IN 1, IN 2)*1	3G SDI	DUAL LINK	MIX	
1	480/60i	480/60i	—	—	—	—	●
2	480/59.94i	480/59.94i	●	—	—	—	●
3	576/50i	576/50i	●	—	—	—	●
4	480/60p	480/60p	—	—	—	—	●
5	480/59.94p	480/59.94p	—	—	—	—	●
6	576/50p	576/50p	—	—	—	—	●
7	640*480/60p	640*480/60p	—	—	—	—	●
8	640*480/59.94p	640*480/59.94p	—	—	—	—	●
9	720/60p	720/60p	●	●	—	●	●
10	720/59.94p	720/59.94p	●	●	—	●	●
11	720/50p	720/50p	●	●	—	●	●
12	720/30p	720/30p	●	●	—	●	—
13	720/29.97p	720/29.97p	●	●	—	●	—
14	720/25p	720/25p	●	●	—	●	—
15	720/24p	720/24p	●	●	—	●	—
16	720/23.98p	720/23.98p	●	●	—	●	—
17	1080/60i	1080/60i	●	●	●	●	●
18	1080/59.94i	1080/59.94i	●	●	●	●	●
19	1035/60i	1035/60i	●	—	—	—	—
20	1035/59.94i	1035/59.94i	●	—	—	—	—
21	1080/50i	1080/50i	●	●	●	●	●
22	1080/60p	1080/60p	—	●	●	●	●
23	1080/59.94p	1080/59.94p	—	●	●	●	●
24	1080/50p	1080/50p	—	●	●	●	●
25	1080/30p	1080/30p	—	●	●	●	●
26	1080/29.97p	1080/29.97p	—	●	●	●	●
27	1080/25p	1080/25p	—	●	●	●	●
28	1080/24p	1080/24p	—	●	●	●	●
29	1080/23.98p	1080/23.98p	—	●	●	●	●
30	1080/30psf	1080/30psf	●*2	●*2	●*2	●*2	—
31	1080/29.97psf	1080/29.97psf	●*3	●*3	●*3	●*3	—
32	1080/24psf	1080/24psf	●	●	●	●	—
33	1080/23.98psf	1080/23.98psf	●	●	●	●	—
34	1080/25psf	1080/25psf	●*4	●*4	●*4	●*4	—

*1 Compatible with EMBEDDED AUDIO signals. *2 If there is no payload ID, signal is regarded as 1080/60i. *3 If there is no payload ID, signal is regarded as 1080/59.94i. *4 If there is no payload ID, signal is regarded as 1080/50i.

Dimensions [Unit: mm (inches)]



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Specifications

Type	DT-3D24G1	
Screen size	Multi-format 3D LCD Monitor	
LCD SECTION	Type 24 wide format	
LCD type	24" wide, active matrix TFT	
Effective screen size: W x H x Diagonal	518.4 x 324 x 611.3 mm (20-1/2" x 12-7/8" x 24-1/4")	
Number of pixels displayed	1920 x 1200	
Number of colors displayed	16.77 million	
Contrast ratio (TYP.)	1000:1	
Aspect ratio	16:10	
Format	3G SDI: SMPTE424M/SMPTE425M DUAL LINK HD SDI: SMPTE372M HD SDI: BTA S-004C, SMPTE292M SD SDI: ITU-R BT.656: 525/625; SMPTE259M: 525 EMBEDDED AUDIO: SMPTE299M, SMPTE272M	
INPUT/OUTPUT TERMINALS		
Video input	DVI-D	DVI-D signal input (compatible with HDCP): DVI-D connector x 1 (compatible with DDC2B)
	E. AUDIO 3G SDI/HD SDI/SD SDI (IN 1/L) E. AUDIO 3G SDI/HD SDI/SD SDI (IN 2/R)	Digital signal input (compatible with EMBEDDED AUDIO/DUAL LINK signals): Auto detection, 2 line, BNC connector x 2
	E. AUDIO 3G SDI/HD SDI/SD SDI (ACTIVE OUT)	Digital signal output (compatible with EMBEDDED AUDIO signals): 2 line reclocked out, BNC connector x 2
Audio input	AUDIO (IN)	Analog audio signal input: 1 line, RCA connector x 2, 500 mV (rms), high impedance
	AUDIO (MONITOR OUT)	Analog audio signal input: 1 line, RCA connector x 2, 500 mV (rms)
Audio output	Internal speaker: 1.0 W + 1.0 W	
External controls	REMOTE (MAKE/TRIGGER: 8 pins)	Female: PIN1, 2, 3, 4, 5, Tally on/off, External control valid/invalid, and GND
	REMOTE (RS-485: 8 pins for IN/OUT)	Female: TXD+, TXD-, RXD+, NC, NC, RXD-, NC, and GND
	REMOTE (RS-232C: 9 pins)	Female: NC, RXD, TXD, NC, GND, NC, RTS, CTS, and NC (Note: the 7th and 8th terminals are connected)
GENERAL		
Operation environment	Operating temperature: 5°C – 35°C (41°F – 95°F) Operating humidity: 20% – 80% (non-condensing) (Slightly variable depending on ambient conditions for installation.)	
Power requirements	AC 120 V/AC 220 – 240 V, 50 Hz/60 Hz, or DC 24 V (Voltage range: DC 23.3 V – DC 25.5 V)	
Rated current	1.15 A (AC 120 V) 0.67 A (AC 220 – 240 V) 4.8 A (DC 24 V)	
External dimensions: W x H x D; excluding protrusions	With stand	564 x 448.6 x 243 mm (22-1/4" x 17-3/4" x 9-5/8")
	Without stand	564 x 408 x 99 mm (22-1/4" x 16-1/8" x 4")
Mass With stand / Without stand	12.0 kg (26.4 lbs) / 9.1 kg (20.0 lbs)	
Accessories	AC power cord, Power cord holder x 1, Screw x 2 (for power cord holder), Circular polarizing glasses x 2 (for 3D viewing, not under warranty)	

Notes about viewing 3D video content

- Perception of 3D images will vary with individuals. However, stop viewing 3D images immediately if any discomfort such as headaches, dizziness, eye fatigue, etc. occur.
- Viewing of 3D images by children under the age of five is not recommended.
- Read the Safety Precautions in the User Manual carefully before viewing any 3D source.

Front Control



Rear Terminal



JVC®

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