

**JVC**<sup>®</sup>

The Perfect Experience / —  
/

24" Compact 3D Monitor

**DT-3D24G1**

**In an editing studio or best of all, even on location, the professional features and design of this compact 3D monitor ensure the creation of high-quality 3D stereoscopic video content.**



- 3D image display with the Xpol<sup>®</sup> circular polarizing system
- Compatible with Side-by-Side and Line-by-Line formats
- 3D Mixer for checking 3D content on-site • 3D Cursor for optimized 3D effects • Convenient functions for the checking of recordings include Mirror/Rotation, Split, and L/R Sequential Display • Horizontal (R) shift function to check vertical shift and color discrepancy

- Also capable of displaying left and right images independently
- L/R Swap to check for proper cabling from camera(s) to monitor
- On-screen Dual Time Code display • 1,920 x 1,200 pixel resolution • Vectorscope and Waveform dual-scope modes
- Gamma preset mode • Marker • Audio level meter • Screens check • Durable and well-built design for extra reliability

\* Xpol<sup>®</sup> is a registered trademark of Arisawa Manufacturing.

## 3D monitor on a location

Achieving the desired 3D effects without an appropriate monitor for 3D video production can be a very cumbersome and time-consuming process, especially on location. However, JVC's new DT-3D24G1 not only delivers superb performance in editing studios but is also compact enough to take along on location. And thanks to its Mixer function, this monitor enables the checking of 3D effects immediately on-site without any additional equipment. The adoption of an easy-to-manage circular polarizing (passive) system also makes screen checking simpler and smoother.

## 3D Cursor function

To create 3D video, scenes are recorded by adjusting the binocular disparity against an object to make it appear to pop up or immerse deeper into the scene. And until now, creators had to visually count the number of dots in the screen to adjust binocular disparity, which can be a rather complicated and tedious process. However, the DT-3D24G1 helps to greatly simplify production thanks to its 3D Cursor function. This convenient function displays left, right, and horizontal lines over target scenes on the screen, enabling binocular disparity to be easily fine-tuned just by adjusting the camera settings. This helps to ensure optimized 3D effects.

Green lines are used to adjust depth whereas the pink lines regulate pop-up levels. The horizontal line is moved to a position where binocular disparity is to be checked first, and then the L or R line is moved to a position where binocular disparity is subsequently checked. The values of binocular disparity will be displayed on the screen by either the number of pixels or percentage.

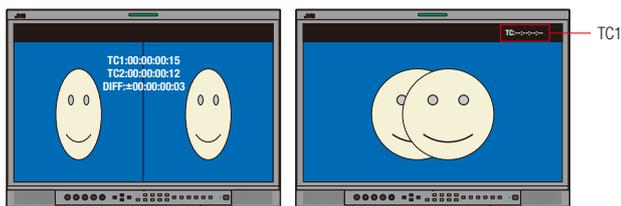
Horizontal line is used as a guide      Horizontal line is used as a guide

Horizontal line is used as a guide      Horizontal line is used as a guide

When the lines become red, it is a warning sign indicating that the amount of binocular disparity has surpassed the acceptable stereoscopic viewing level.

## Dual Time Code

The DT-3D24G1 displays on screen, the time code of both left and right signals as well as the time gap between the two signals. When the monitor is in 3D Display mode, the time code of the left signal will be displayed on the top right of the screen.



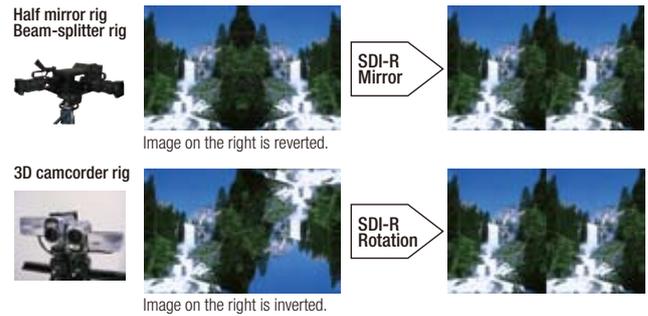
## Inputs and Connectors

The DT-3D24G1 features an array of external input terminals such as SDI x 2 (active through), 3G-SDI, SDI dual link, DVI x 1 (HDCP) and Audio x 1.

## Supports virtually any 3D camera setting

3D camera settings can be configured to facilitate checking whether the left and right images are correctly aligned. A number of monitor functions are required to ensure the best 3D camera setting for the situation. The DT-3D24G1 features all the necessary image rotation features to support even the most complicated 3D camera settings.

• **Mirror/Rotation:** One of the two images is reverted laterally and/or vertically to a normal viewing position. Automatic delay is added to non-rotated images one at a time to synchronize both images.

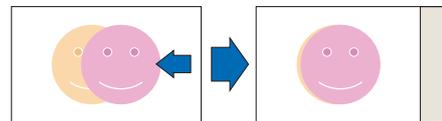


• **Split:** Useful for fine-tuning requirements such as setting recording positions in the vertical direction, L/R iris differences, and white balance adjustment.

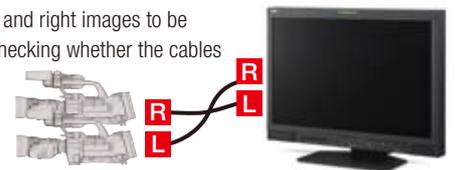
Images on the left of the vertical line in the screen are from the left camera and accordingly, right images are from the right camera.



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



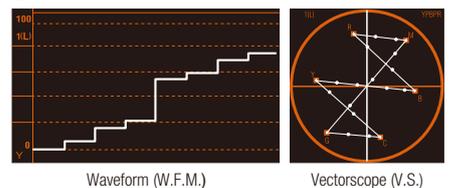
• **L/R Swap:** Allows left and right images to be swapped, and helps in checking whether the cables are properly connected.



• **Sequential L/R Switching:** Left and right images are displayed alternately at 0.5-sec intervals making this method ideal for content creators as 3D glasses are not necessary for viewing.

• **Dual Scope:** Waveform and Vectorscope monitoring allow the user to easily check and monitor input signals from the two channels to facilitate adjustment of the cameras.

The position of the scopes can also be located on any of the monitor's four corners.



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