

Encoding Package for Egripment Cranes



With the increasing demand for Virtual Studios as well as use for Augmented Reality, Egripment offers now a High Quality Encoding Package to be used with Egripment Cranes for VR-Applications.

Based on the classic TDT Crane System and the 305/306 Remote Head, a fully encoded system is now available. High precision encoders in the crane arm and remote head, as well as optional encoders for use on the crane dolly on track, in combination with a superior tracking interface, Egripment delivers the answers for the market's demands.

Camera cranes for VR-Application are usually situated in the high end price segment of the crane market, very often unaffordable for the end user. The Encoding Package for Egripment Crane delivers high quality and reliable crane operation in a much more affordable price range, while

maintaining the same high standards that Egripment is known for.

The Egripment engineer's goal from the beginning was not only to offer the TDT Crane Arm System in an encoded version but also to give existing owners of Egripment cranes the possibility to upgrade their crane arm with this encoding package. This is a simple solution to a complex problem. The encoding upgrade can be used with the TDT Crane Arm, the Scanner Classic Arm, the Scanner Elite Arm as well as the JanJib System.

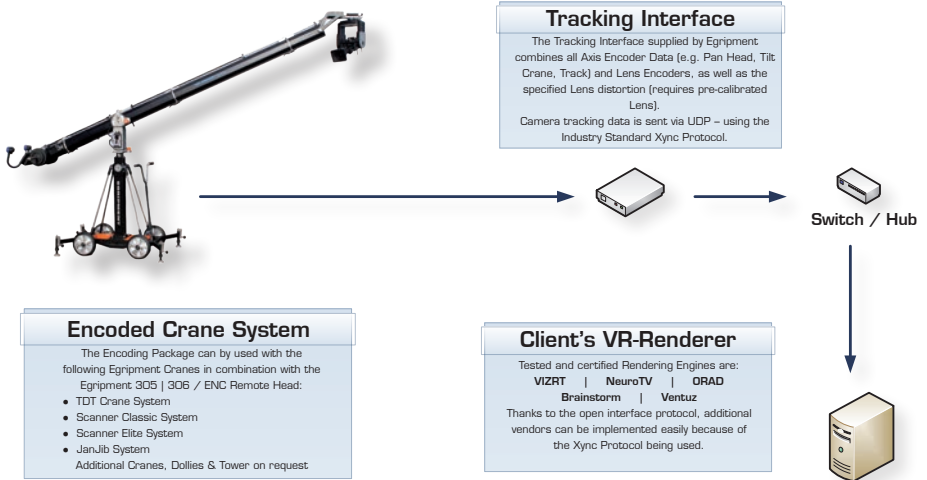
The tracking interface provides information obtained from all measured axes via a simple interface.

EGRIPMENT SUPPORT SYSTEMS

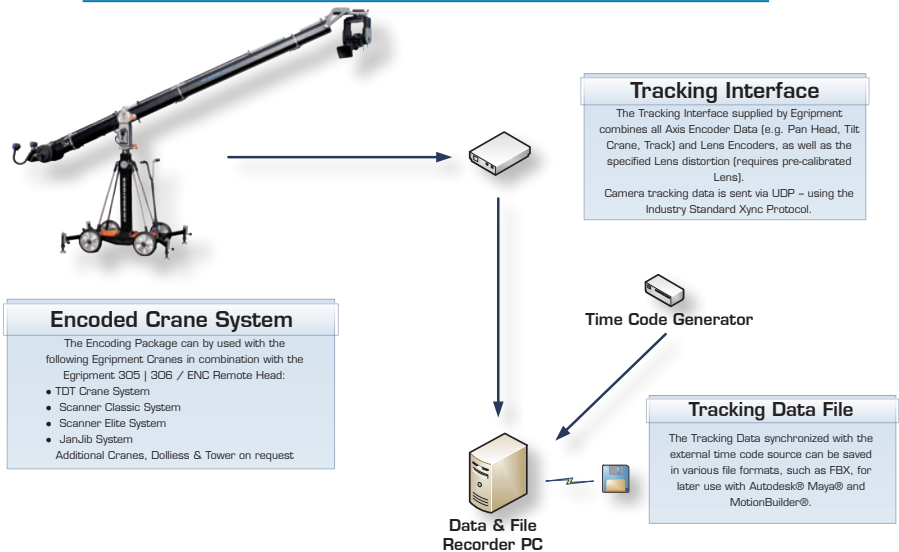


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TOPOLOGY FOR LIVE TRACKING



TOPOLOGY FOR FILE BASED WORKFLOW



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Technical Specifications

Crane Arm Encoder

Boom Pan & Boom Tilt identical

Encoder Resolution	360.000 Counts/Rev
Total Encoder Revolutions per Axis	3
Resolution per Axis	1.080.000 Counts/Rev

All data are subject to change without notification.



306 Remote Head Encoder

Boom Pan & Boom Tilt identical

Encoder Resolution	8.192 Counts/Rev
Total Encoder Revolutions per Axis	182
Resolution per Axis	1.490.944 Counts/Rev

All data are subject to change without notification.



Tracking Interface

Maximum Encoder Inputs	8
Additional Serial Lens Encoder Input	1
Tracking Data Signal Output	UDP via RJ45
Tracking Protocol	XYNC
External Sync	Black Burst, Tri-Level

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The position of each axis is thus completely and reliably received by the graphics software or some other application software. The position data is sent via an

Ethernet network. Thus, multiple interfaced electronics can be operated on one network. The tracking data can be easily integrated with the graphics software of leading manufacturers of virtual studio systems and graphics systems.

The camera data mode, delivering superior tracking data, where the camera parameters (e.g. FoV, XYZ, PTR) are calculated at the interface electronics

itself. The absolute position measurement saves you from the need for homing or further calibrations.

In addition to „live-streaming“ of the Tracking Data to VR-Rendering machines the Tracking Data that are synchronized with an external time code can be recorded with an external device to a file for later use in animation software such as Autodesk® Maya® or MotionBuilder®.



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