



## 3G/HD/SD SDI to HDMI Converter





The Setup:

- 1. Tungsten lighting with HD camera white balanced to a white card.
- 2. On-set LCD monitor fed by BE72 from still store.

Our 'talent', by the way, for this test that we ran in our design lab is Chris Merrick, one of our engineers. Some times you just have to work with what you've got.

# Color Correcting On-Set Monitors

Our new BE 72 is no ordinary converter. It's much, much more.

It has a host of features --Built-in Test Patterns, Closed Caption Decoding, Timecode Burn-in, Audio Level Meters, H&V Shift and Horizontal Mirror, Graticule Overlay

And . . . A complete Proc Amp and RGB Color Corrector.

Here's a situation where that color corrector makes a BIG difference. Putting a television monitor on set, where it will appear in the scene on camera presents a difficult challenge.

After the scene is lit and the camera is white balanced to the studio lighting, the on camera talent will look correct. But unless the color temperature of the monitor matches the studio lighting, the color in the images on the monitor will be incorrect when in the camera shot.

This white paper shows how easy it is to fix this problem with our BrightEye 72 converter.



## Color Correcting On-Set Monitors **ENSEMBLE**



Without color correction, the monitor appears quite blue when viewed by the HD camera. Sure, some viewers (my Mom?) might not notice it. But if the signal on the monitor was taken full screen direct, the color shift would be very obvious.



Ouch. Wasn't 'digital' supposed to make hue shifts a thing of the past?!?

## Before

BrightEye 72 is an attention hound and insisted on appearing on camera.

Using the BrightEye 72's built-in Color Corrector, you can color balance any HDMI monitor -- without ever touching a single control on the monitor itself.

After



These are straight image captures from a Canon HDV Camera - no retouching (scout's honor)

## Color Correcting On-Set Monitors



### The adjustment process is straightforward.



#### Step 2

With the camera, compose a shot of the monitor with the 20% region filling the screen. If you are working with small monitors there are full screen 20 and 80 percent patterns, too.

20% Gray Before



#### Step 4

Frame the shot on the 80% segment. Repeat the adjustment procedure to collapse the chroma, but this time use the RGB Gain controls.



80% Grav Before



### to adjust the gain of each of the Red, Green, and Blue channels.

Select the 20/80 Test Pattern in BrightEye 72. With a built-in TSG you don't need to go looking for the

The 20% Gray and black regions will be used to set black balance.

The 80% Gray (nearly white) is used

Step 1

right signal.

Step 3

View the camera output on a vectorscope. Adjust the RGB offsets to collapse the chroma to a single dot. NOTE: This is best done using just Red and Blue, leaving Green as the reference.

The controls are all accessible through the front panel using the On Screen Display. Or use BrightEye Mac or PC software to connect to the USB port.



After

Achieved

Black Balance

White Balance Achieved





After

## Color Correcting On-Set Monitors







#### Step 5

Select the 10 step grayscale chipchart, or SMPTE Bars on BrightEye 72's internal TSG. (That TSG is handy, no?)

While viewing the monitor through the camera, use BrightEye 72's Proc Amp controls (Brightness, Contrast, Chroma) to achieve proper exposure.

Remember: The face of the monitor is an actual source of light, while everything else in the set is reflecting light from the lighting instruments. It is easy to make the monitor too bright. If you hold a white card in front of the monitor, next to the 100% white flag in color bars, you can adjust the monitor until they match.

## Presto, Done !

#### Extra Credit:

You can check the results by comparing the vector presentation of color bars.

### Before





After

### Remember how **BLUE** that monitor looked?



- About 5 1/2" wide. Sometimes *smaller* is better.

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