

EPIC-W 8K SUPER 35

SENSOR TYPE	HELIUM 35.4 Megapixel CMOS
EFFECTIVE PIXELS	8192 × 4320
SENSOR SIZE	29.90 mm x 15.77 mm (Diagonal: 33.80 mm)
DYNAMIC RANGE	16.5+ stops
SIGNAL-TO-NOISE-RATIO	80 dB
MAX DATA RATES	Up to 275 MB/s using RED MINI-MAG (512GB & 1TB) Up to 225 MB/s using RED MINI-MAG (120GB & 240GB)
MAX FRAME RATES ¹	30 fps at 8K Full Frame (8192 × 4320), 30 fps at 8K 2.4:1 (8192 × 3456) 30 fps at 7K Full Frame (7168 × 3780), 40 fps at 7K 2.4:1 (7168 × 3024) 75 fps at 6K Full Frame (6144 × 3240), 100 fps at 6K 2.4:1 (6144 × 2592) 96 fps at 5K Full Frame (5120 × 2700), 120 fps at 5K 2.4:1 (5120 × 2160) 120 fps at 4K Full Frame (4096 × 2160), 150 fps at 4K 2.4:1 (4096 × 1728) 150 fps at 3K Full Frame (3072 × 1620), 200 fps at 3K 2.4:1 (3072 × 1296) 240 fps at 2K Full Frame (2048 × 1080), 300 fps at 2K 2.4:1 (2048 × 864)
PLAYBACK FRAME RATES (PROJECT TIMEBASE)	23.98, 24, 25, 29.97, 47.95, 48, 50, 59.94, 60 fps, all resolutions
REDCODE SETTINGS	6:1 REDCODE for 8K Full Frame (8192 × 4320) at 24 fps
RANGE FROM 2:1 UP TO 22:1 ¹	7:1 REDCODE for 8K Full Frame (8192 × 4320) at 30 fps 2:1 REDCODE for 4K Full Frame (4096 × 2160) at 24 fps 4:1 REDCODE for 4K Full Frame (4096 × 2160) at 60 fps
REDCODE RAW	8K Full Frame (8192 × 4320), 2:1, 2.4:1, 16:9, 3:2, 6:5, 4:1, 8:1, and Ana 2x, 1.3x, 1.25x
ACQUISITION FORMATS ²	7K Full Frame (7168 × 3780), 2:1, 2.4:1, 16:9, 6:5, 4:1, 8:1, and Ana 2x, 1.3x 6K Full Frame (6144 × 3240), 2:1, 2.4:1, 16:9, 3:2, 4:3, 6:5, 4:1, 8:1, and Ana 2x, 1.3x, 1.25x

	<p>5K Full Frame (5120 × 2700), 2:1, 2.4:1, 16:9, 3:2, 4:3, 5:4, 6:5, 4:1, 8:1, and Ana 2x, 1.3x</p> <p>4K Full Frame (4096 × 2160), 2:1, 2.4:1, 16:9, 3:2, 4:3, 5:4, 6:5, 4:1, 8:1, and Ana 2x, 1.3x</p> <p>3K Full Frame (3072 × 1620), 2:1, 2.4:1, 16:9, 3:2, 4:3, 5:4, 6:5, 4:1, 8:1, and Ana 2x, 1.3x</p> <p>2K Full Frame (2048 × 1080), 2:1, 2.4:1, 16:9, 3:2, 4:3, 5:4, 6:5, 4:1, 8:1, and Ana 2x, 1.3x</p>
APPLE PRORES	<p>422 HQ, 422 and 422 LT at 4K (4096 × 2160) up to 29.97 fps</p> <p>4444 XQ and 4444 at 2K (2048 × 1080) up to 120 fps</p> <p>422 HQ, 422 and 422 LT at 2K (2048 × 1080) up to 120 fps</p>
AVID CODECS ³	<p>DNxHR HQX at 4K (4096 × 2160) 12-bit up to 29.97 fps</p> <p>DNxHR HQ, SQ and LB at 4K (4096 × 2160) 8-bit up to 29.97 fps</p> <p>DNxHR 444 at 2K (2048 × 1080) 12-bit up to 120 fps</p> <p>DNxHD 444 and HQX (1920 × 1080) 10-bit up to 120 fps</p> <p>DNxHD HQ, SQ and LB (1920 × 1080) 8-bit up to 120 fps</p>
CONSTRUCTION	Magnesium and Aluminum Alloy
WEIGHT	3.35 lbs (BRAIN with Integrated Media Bay)
OPERATING TEMPERATURE	0°C to 40°C (32°F to 104°F)
STORAGE TEMPERATURE	-20°C to 50°C (-4°F to 122°F)
RELATIVE HUMIDITY	0% to 85% non-condensing
COLOR MANAGEMENT	<p>Supports 33×33×33, 32×32×32, 26×26×26, and 17×17×17 3D LUTs</p> <p>Variable number of 3D LUT outputs with DSMC2 expander module</p> <p>User programmable shaper 1D LUTs</p> <p>Tetrahedral interpolation, 16-bit processing</p>
AUDIO	<p>Integrated dual channel digital stereo microphones, uncompressed, 24-bit 48 kHz</p> <p>Optional 2 additional channels with DSMC2 expander module, uncompressed, 24-bit 48 kHz</p>
REMOTE CONTROL	<p>Integrated REDLINK WiFi antenna</p> <p>Ethernet, RS232, and GPI Trigger with DSMC2 expander module</p>
MONITOR OUTPUTS	3G-SDI (HD-SDI) and HDMI with DSMC2 expander module

	<p>1080p RGB or 4:2:2, 720p RGB or 4:2:2 480p RGB or 4:2:2 (HDMI only) SMPTE Timecode, HANC Metadata, 24-bit 48 kHz Audio</p>
MONITOR OPTIONS	<p>DSMC2 RED Touch 4.7" LCD, DSMC2 RED Touch 7.0" LCD and DSMC2 RED EVF (OLED) with cable-free connection. RED Touch 9.0" LCD, RED Touch 7.0" LCD, REDTouch 5.0" LCD, RED PRO 7" LCD, BOMB EVF(OLED) and BOMB EVF (LCOS) compatible with DSMC2 LEMO Adaptor A and LCD/EVF cable.</p>
REDCINE-X PRO DELIVERY FORMATS	<p>4K: DPX, TIFF, OpenEXR (.RED via RRencode plugin) 2K: DPX, TIFF, OpenEXR (.RED via RRencode plugin) 1080p RGB 4:2:2, 720p 4:2:2 : QuickTime, JPEG,AVID AAF, MXF 1080p 4:2:0, 720p 4:2:0 : H.264, .MP4</p>
VIDEO EDITING SOFTWARE COMPATIBILITY ⁴	<p>Adobe Premiere Pro, AVID Media Composer, DaVinci Resolve, Edius Pro, Final Cut Pro, Vegas Pro</p>