# JPEG2000 HDTV Studio Recorder JP2pro 750R





# **Features**

Conforms to the JPEG2000 standard

750 GB hard disk capacity

#### Long recording time

- Lossless (=uncompressed): Approx. 4H (60i) and 5H (24psf)
- Hi-quality (Better than HD-D5): Approx. 12H (60i) and 15H (24psf)
- Long-play (Better than HDCAM): Approx. 24H (60i) and 30H (24psf)

Removable HDD cassette

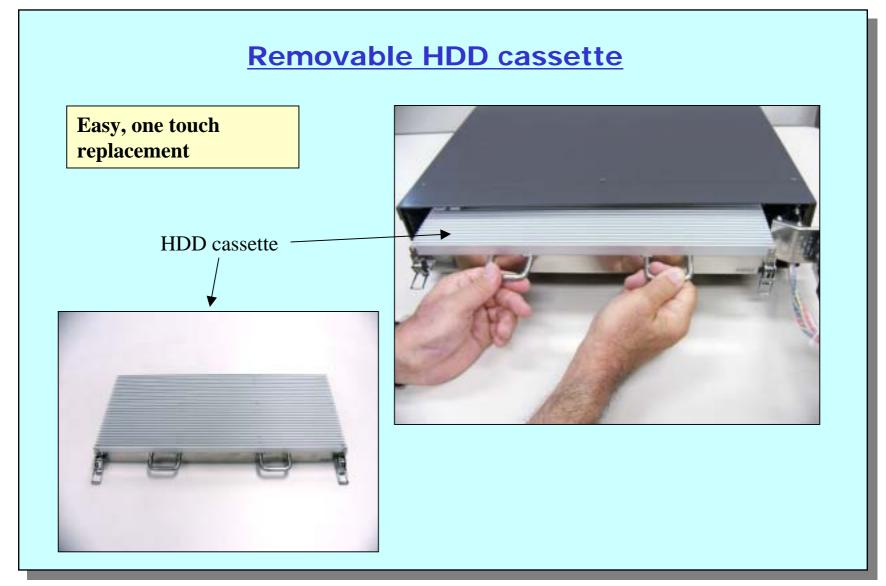
Fully synchronized record/play (2 machines-8 machines)

**Intermittent recording (Time Laps)** 

High reliable record/play by RAID-1 (Mirroring)

**AES3 AUDIO 4CH, Embedded AUDIO 8CH** 







## **Functions**

JOG / VAR / SHUTTLE, Ultra high speed search

**Continuous CLIP playback** 

Loop record, loop play

Character insertion on the monitor out

Remote control: RS-422, RS-232, GPI or Ethernet

**Various HDTV standards (4:2:2 10bit)** 

1080/ 59.94i, 60i 23.98psf, 24psf, 30psf

720/ 59.94p, 60p 1080/ 50i, 1080/ 25psf

Gen-lock to external Tri-level sync or BB

Time code: LTC VITC

VANC meta data

Internal test signals (CB, RAMP, BLK, 1kHz)



# **Options**

VTR like front control panel

**Reversible lossless compression** 

Simultaneous record/play

**File transfer by Gigabit Ethernet** 

RAM recording (Skip-back Recorder)



Front control panel



# **Applications (1)**

## **Broadcasting, productions**

Studio recorder

Field production, sports shootings

**External storage for non-linear editing** 

#### **HDTV** moving picture source

Museums, exhibitions

Science research

**Engineering Dep. Manufacturing Dep.** 



## **Applications (2)**

#### **Special purposes**

Digital cinema recorder (24P, 720P)

**Medical Imaging** 

**Security (Time laps)** 

3D HDTV recording (x2 synchronous rec/play)

4:4:4:4 recording (x2 lossless synchronous rec/play)

Ultra high definition (x4, x8, x16 synchronous rec/play)

**HDTV** high speed file transfer (Gigabit Ethernet)



# **D-CINEMA applications**

## X2 synchronous



2K 4:4:4

## X4 synchronous

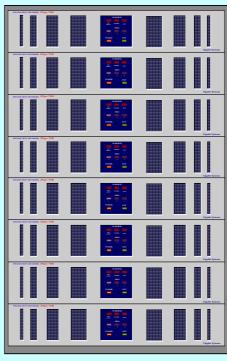


4K 4:2:2

#### **SYNCHRO-CONT 2000**



## X8 synchronous



4K 4:4:4