

Professional Scene File Settings

AG-HPX500 series Handbook

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Adjustable range of parameters [The end of the book]

Chapter 1 : SCENE FILE

In the AG-HPX500 series, there are a total of six preset scene files. They can be selected by using the SCENE FILE dial. These scene files are used to set your camera's DETAIL, KNEE, GAMMA, DRS, DETAIL CORING /SKIN TONE DTL, CHROMA LEVEL / PHASE, MATRIX / COLOR TEMP, and MASTER PEDESTAL to create an image depending on the recording conditions or you may create your own image.

F1	Normal	<p>This is a setting best used for normal HD recording.</p> <p>The Gamma curve is set to "HD NORMAL" and other parameters are set to the center value.</p>
F2	FLUO.	<p>This setting is best used for recordings indoors under cool fluorescent lamps.</p> <p>Most of the parameters are similar to "F1: Normal" but this mode uses a "FLUO" color matrix table. "FLUO" matrix table compensates for recording under fluorescent lighting by adjusting your camera's internal colors.</p> <p>The "FLUO" matrix, may not be required under natural color fluorescent lamps.</p>
F3	SPARK	<p>This look creates a better "resolution", "color level" and "contrast".</p> <p>Your image will become brighter with richer colors.</p> <p>Used to highlight subjects at receptions, dinners, etc.</p>
F4	B-STR	<p>This look broadens the contrast of the dark parts of the image. And would be effective for a scene which has dark & bright areas together (wedding ceremony etc.).</p> <p>This mode expands gradation at the darker areas (Black stretch) by assigning a "HIGH" gamma curve. Suitable for some shooting locations such as "sunsets" and "in the Theater".</p>
F5	CINE V	<p>This look selects a "CINELIKE V" gamma curve, to shoot a movie-like scenes where the contrast is to be emphasized</p> <p>NOTE: Panasonic recommends adjusting the iris to reduce the video level to approximately 1/2 of its normal level, which will reduce the video level. Used to prioritize contrast</p>
F6	CINE D	<p>This look selects a "CINELIKE D" gamma curve to create a movie-like image scenes, where the dynamic range is to be emphasized. The "CINELIKE D" curve keeps maintains gradations from low light to a high light level with a higher priority for the dynamic range.</p> <p>When editing this footage in post production or finishing the film, the "CINE D" mode will make it easier and simpler.</p> <p>NOTE: Panasonic recommends adjusting your camera's iris to approximately 1/2 of its normal level, which will reduce the video level. Used to prioritize dynamic range.</p>

Professional Scene File Setting for AG-HPX500 series

Standard Scene Preset comparisons

* Detailed explanations are available in this handbook for menu items in “**bold**”.

MENU	F1	F2	F3	F4	F5	F6
	(Normal)	FLUO.	SPARK	B-STR	CINE V	CINE D
OPERATION TYPE	VIDEO CAM	VIDEO CAM	VIDEO CAM	VIDEO CAM	FILM CAM	FILM CAM
FRAME RATE	(DEFAULT)	(DEFAULT)	(DEFAULT)	(DEFAULT)	** FRAME	** FRAME
SYNCHRO SCAN	1/48.0	1/48.0	1/48.0	1/48.0	180.0d	180.0d
DETAIL LEVEL	0	0	+7	0	0	0
V DETAIL LEVEL	0	0	0	0	0	0
DETAIL CORING	0	0	+4	+3	0	0
CHROMA LEVEL	0	0	0	+1	-2	0
CHROMA PHASE	0	0	0	0	0	0
COLOR TEMP Ach	0	0	0	0	0	0
COLOR TEMP Bch	0	0	0	0	0	0
MASTER PED	0	0	0	0	-2	-2
A.IRIS LEVEL	0	0	0	0	-2	-3
NEWS GAMMA	OFF	OFF	OFF	OFF	(OFF)	(OFF)
GAMMA	HD NORM	HD NORM	SD NORM	HIGH	CINELIKE V	CINELIKE D
KNEE	MID	MID	MID	MID	(MID)	(MID)
MATRIX	NORM1	FLUO	NORM2	NORM1	CINELIKE	CINELIKE
SKIN TONE DTL	OFF	OFF	OFF	OFF	OFF	OFF
V DETAIL FREQ	(THIN)	(THIN)	(THIN)	(THIN)	(THICK)	(THIN)

The recording format (“REC FORMAT” menu item in “RECORDING SETUP” screen) is not changed even when “F5: CINE V” or “F6: CINE D” positions are selected.



Chapter 2 : DETAIL

Detail is a function that enhances contours or edges of an image. It electrically applies artificial image enhancements to the image's borders to sharpen the image. Both Detail Level and Vertical Detail Level functions are covered in this chapter.

The Detail Level allows you to adjust the image outline correction, both in the horizontal and vertical directions simultaneously. It basically, adds more detail to your image.

The Vertical Detail Level allows you to adjust the vertical detail only. It basically, adds more vertical detail to your image.

It is important in most cases to maintain a good balance between these two adjustments. Some people prefer a higher level of detail and some prefer a lower level of detail. The higher the number (+7) the more detail compensation (detail enhancement) for the luminance signal.

Keep in mind, once detail is added to the image and recorded, the detail can not be removed.

There are some scenes that Light may reflect slightly on the subject and may enhance or soften the Image. This may influence the expression of surface luster and quality. Luster of the subjects and the quality can be expressed by this detail control more naturally.



AG-HPX500 series is equipped with two DETAIL controls, for both horizontal & vertical detail ("DETAIL LEVEL") and ("V DETAIL LEVEL"). Balance of horizontal and vertical detail effect can be adjusted by these two controls in a limited range.

When adjusting the detail level in the "+" direction from the center value (0) this will increase detail level, the outline of the subject is enhanced and the picture becomes sharper (increasing the detail level). Adjusting the detail level in the "-" direction from the center value (0) this will decrease the detail level, the outline of the subject becomes softer (decreasing the detail level).

If the balance of resolution between horizontal and vertical seems to be unmatched, adjust "DETAIL LEVEL" first and then adjust the "V DETAIL LEVEL".

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[Example] Effect of detail control



Adjusting “Horizontal & Vertical detail level”

“DETAIL LEVEL” menu item, adjusts both the Horizontal and vertical detail together.

1. Select “DETAIL LEVEL” item in “SCENE FILE” menu screen.
2. Adjust “DETAIL LEVEL” item from “-7” (softer) to “+7” (shaper). The Level of outline enhancement can be adjusted with this control.

* Picture becomes sharper when increasing the value and softer when decreasing it.

Adjusting “Vertical detail level”

“V DETAIL LEVEL” menu item adjusts only the vertical detail. “V DETAIL LEVEL” item is suitable for some subjects that have a difference in resolution balance between horizontal & vertical direction such as a cross striped image.

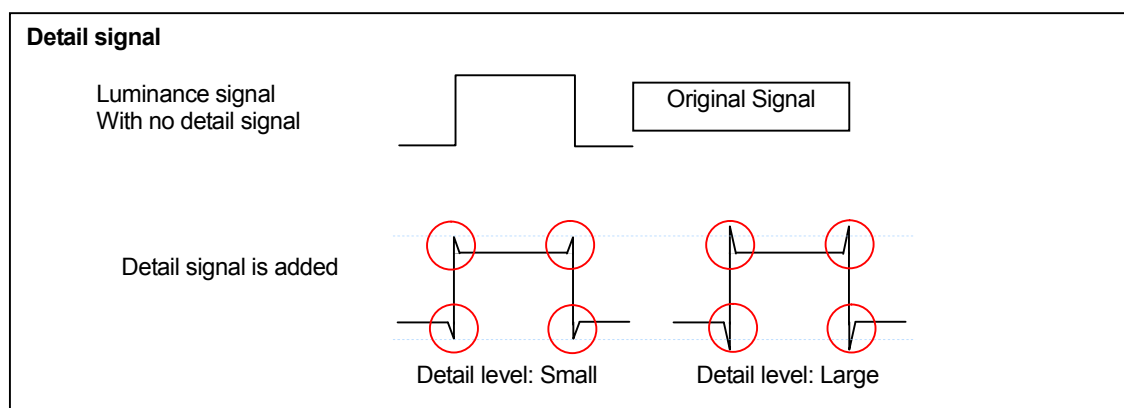
1. Select “V DETAIL LEVEL” item in “SCENE FILE” menu screen.
2. Adjust “V DETAIL LEVEL” item from “-7” to “+7”. The level of outline can be adjusted with this control.

*Adjust “V DETAIL LEVEL” so that the outline enhancement between horizontal and vertical is well balanced.

Technical Description: DETAIL control

Detail signal is added to the edges on the luminance signal to give an outline enhancing effect. Outline of the subject becomes sharper when increasing the detail signal level due to the higher level signal at the edges.

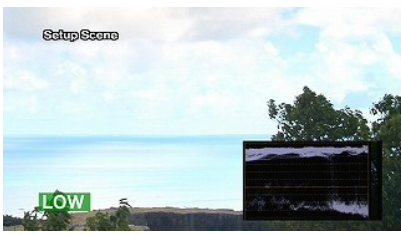
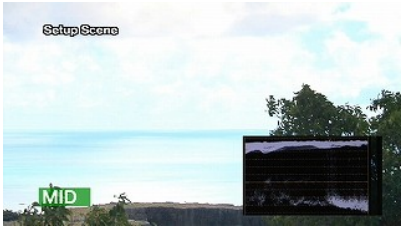

Outline of the picture becomes softer when decreasing the detail signal level.



Chapter 3 : KNEE

Normally, as the intensity of light increases, so does the signal proportionally, until the signal is limited by the white clip. The white clip is set to the maximum Allowable video level. The problem with this is, there is a range of highlight tones, chroma and details that are lost due to the white clip action. The knee extends the dynamic range by compressing high intensity signals and thus, some detail is preserved in the minor overloads below the clip level. Depending on the scene, color may become lighter when KNEE control is adjusted because color gradation is also compressed by the KNEE control.

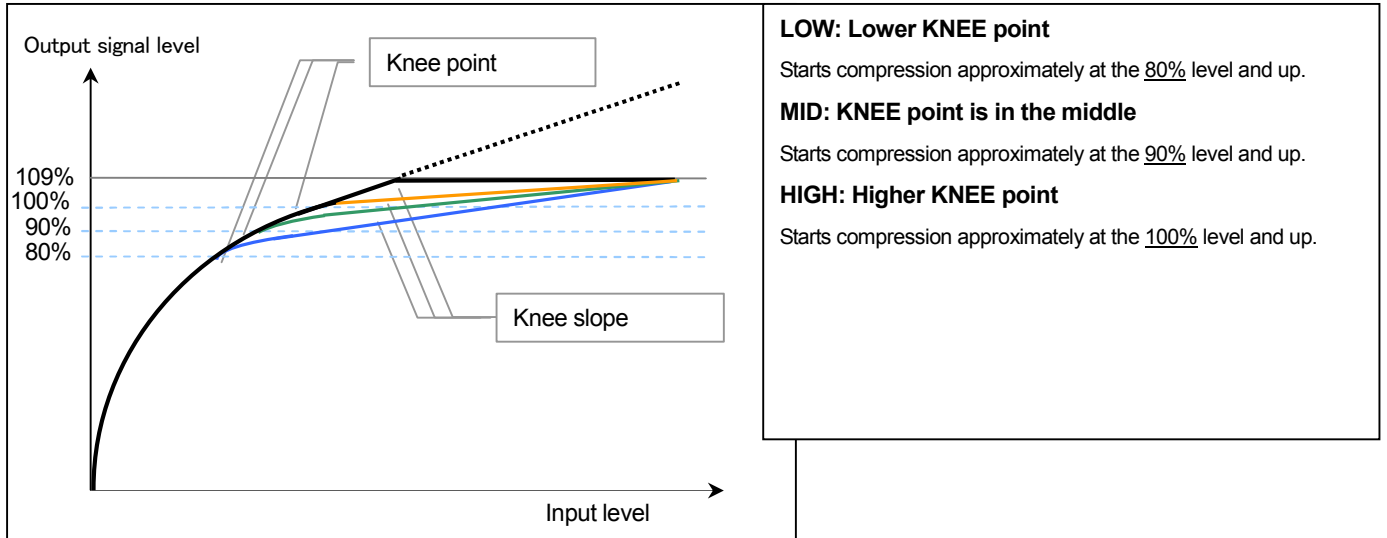
Picture comparison: KNEE setting

	<p>LOW : The threshold level is to 80%. When set to 80% and upper portion of the video signal will be compressed, and the color of the sky and clouds can be recognized. This setup is suitable for scenes that have high intensity areas.</p>
	<p>MID : The threshold level is to 90%. When set to 90% and upper portion of the video signal will be compressed, the color of sky is not visible, the image will appear to be whiter and not well separated from the clouds.</p>
	<p>HIGH : The threshold level is to 100%. When set to 100% and upper portion of the video signal will be compressed, and most part of the sky appears white.</p>

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Adjusting the “Knee Control”

1. Open a “KNEE” item in “SCENE FILE” menu screen.
2. Select the starting level of the KNEE compression (KNEE point) with a “KNEE” item.



* This is an example only and may differ from actual measurement

Technical description:

The KNEE is a function used to allow for higher video levels within the dynamic range of the circuit. It compresses the signal at a certain level and up, so that the level is within the approximately 109% (white clip point).

Knee function expresses gradations in high intensity area such as clouds in the blue sky without changing the gradation expression at the knee point and lower.

Knee point is a setting for starting level of the KNEE compression. The Adjustable range is approximately from 80% to 100%, which is typical used by professional video cameras.

Knee Slope is a slope which is determined by a knee point and the maximum level of the dynamic range.

The AG-HPX500 series has no manual knee slope adjustment, it is automatically adjusted with the knee point setting.

Generally, for the scenes that have high intensity areas, a lower knee point setting is recommended to avoid blown out highlights. For the scenes which have no high intensity areas, a higher knee point setting is recommended, to keep gradations in the middle of the intensity area.





Chapter 4 : GAMMA

Gamma correction is applied in the camera to correct for nonlinear light-output characteristics of the standard TV picture tube. The TV picture tube's gamma stretches the whites and compresses the blacks and the video Camera's gamma compresses the whites and stretches the blacks. The Camera's gamma can be properly set by using a logarithmic gray scale chart and a waveform monitor. The Camera's gamma must be the reciprocal of picture tube gamma which is 2.2, so camera gamma is usually 0.45.




There are cases where the footage recorded shows different results in "color and contrast" from the original image.

In such cases, adjusting the gradation of the output video signal is effective. For this purpose, please choose a suitable gamma curve depends on the image.

The following seven kinds of different Gamma curves are available in the AG-HPX500 series.

	<p>HD NORM:</p> <p>This is the standard gamma setting for HD shooting.</p> <p>It is the gamma curve defined as HDTV standard by Professional organizations such as ARIB, EBU and SMPTE.</p> <p>When shooting regular HDTV programs, use this mode.</p>
	<p>LOW:</p> <p>The video signal levels in the low intensity areas are compressed and the Middle-High intensity area will be clear. Thus the picture image will be sharper.</p>
	<p>SD NORM:</p> <p>Use this standard gamma setting for SD recording.</p> <p>When the camera is used in the SDTV mode or when the final program is to be delivered in the SDTV mode, please use this gamma setting.</p> <p>It is the same gamma curve used in the AG-DVX100 series camera recorder. At the lower intensity areas, the video signal is more compressed than in the HD NORM mode.</p>
	<p>HIGH:</p> <p>The video signal level in the low intensity areas are Expanded.</p> <p>The detail in the dark area can be visible in this mode. It will provide brighter tone and soft contrast.</p> <p>When you have objects in the dark area, this mode will help.</p>

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	<p>B.PRESS:</p> <p>The video signal level in the low intensity area is compressed more than the LOW mode.</p> <p>The sharp and strong contrast picture will be created.</p>
	<p>CINELIKE D:</p> <p>This mode will creates cinema like picture.</p> <p>It is provides wider dynamic range in the low dark areas to bright areas.</p> <p>When the post process is planned, this mode provides the widest flexibility.</p> <p>NOTE: Panasonic recommends adjusting the iris to reduce the video level to approximately 1/2 of normal video level.</p>
	<p>CINELIKE V:</p> <p>This mode will creates cinema like picture in regular video process.</p> <p>The rich contrast will be applied.</p> <p>NOTE: Panasonic recommends adjusting the iris to reduce the video level to approximately 1/2 of normal video level.</p>

How to adjust the “GAMMA” control

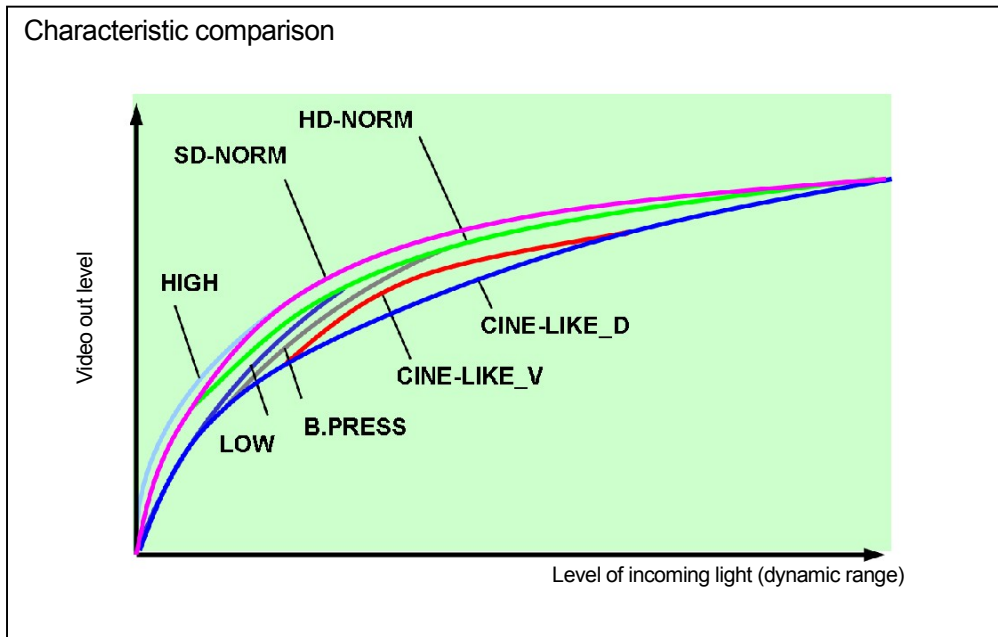
Select the gamma curve with the following procedure.

1. Open the “GAMMA” item in the “SCENE FILE” menu screen.
2. Select a suitable curve from the following selection to record the scene.
HD NORM / LOW / SD NORM / HIGH / B.PRESS / CINE-LIKE_D / CINE-LIKE_V

*For utilizing the full characteristic of the CINE-LIKE gamma curves, Panasonic recommends adjusting the iris to reduce the video level to approximately 1/2 of normal level when the CINE-LIKE_D or CINE-LIKE_V are used.

* The gamma curve is fixed to CINELIKE V at a gain setting of 18dB.



Gamma Curve



* This is an example only and may differ from actual measurement

Chapter 5 : NEWS GAMMA

NEWS GAMMA function is to suppress Overexposure under very bright environment. It would be effective for outside recordings such as news gathering and sports event.

<p>GAMMA curve : HD NORM A part of the women's face is saturated.</p>	<p>NEWS GAMMA: ON Overexposure (Blown out highlights) can be minimized in high intensity area.</p>
	

Professional Scene File Setting for AG-HPX500 series

Activating NEWS GAMMA

Activate NEWS GAMMA with the following procedure. NEWS GAMMA works in 1080/60i, 50i, 720/60P, 50P, 480/60i, 576/50i mode.

1. Set "REC FORMAT" in "RECORDING SETUP" menu screen to a following item.
1080i/60i, 50i, 720/60P, 50P, 480/60i, 576/50i
2. Set "NEWS GAMMA" item in "SCENE FILE" to ON.

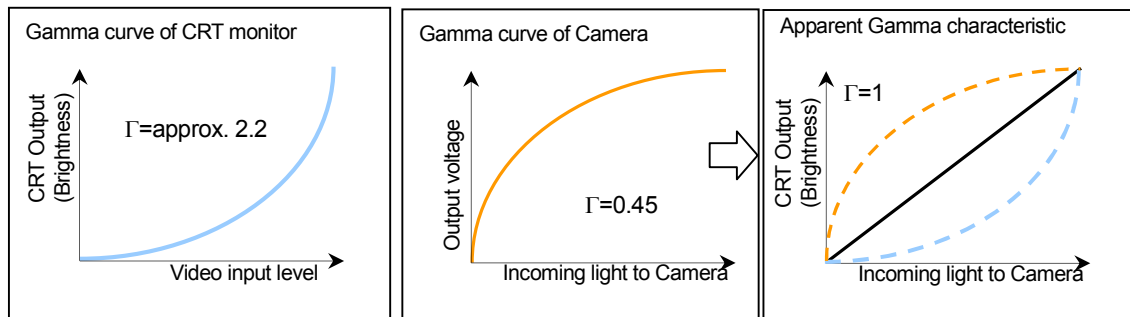
NOTE: When +18dB GAIN is applied, gamma curve setting is fixed to CINE LIKE V.

Technical Description:

"Gamma" is used to express a relationship of level between the input of camera and video monitor and the output, in a numerical value.

In general, linear gamma curve ($\Gamma=1$) has the closest characteristic to the human eyes' characteristic.

However, Gamma characteristic in Cathode Ray Tube (CRT) monitors are not linear (output level is much higher than increment of input level, Γ =approximately 2.2). To counterbalance the CRT's gamma characteristic, an opposite gamma curve ($\Gamma = 0.45$, reciprocal value of 2.2, as the standard gamma value) is applied in video cameras (gamma characteristic in the eye becomes $\Gamma=1$).



* This is example image only and may differ from the actual measurement

The "look" of the picture can be changed by Gamma correction (example: making a film-like look). Gamma correction is one of the key points for active picture making.

Chapter 6 : DETAIL CORING /SKIN TONE DTL


Detail Coring

The detail coring is the function of removing noise elements from the detail signal. This is performed by taking out the small amplitude signals from the detail signal. The DETAIL CORING setting allows you to adjust the level of the noise reduction of the detail signal. When set to – the noise increases slightly and when set to + you can reduce the noise.



Skin Tone Detail

The “talking head is probably one of the most common shots in television. The **Skin Tone Detail** is used to improve the head shot quality. When skin tone detail is turned on, the facial skin color has its detail reduced smoothing to any skin irregularities.

The DETAIL CORING control reduces the noise caused by the DETAIL control, by adjusting the coverage areas where the DETAIL signal is added.

	<p>Image example of DETAIL CORING control</p> <p>Enhancing the outline with image detail which may cause noise, coring is added to reduce the noise and keep original texture.</p>
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Example of DETAIL adjustment (without DETAIL CORING control)

	<p>DETAIL +7</p> <p>In this example, outline and background of the woman is accentuated. In the meantime, details of her skin and strand of hair are visible.</p>
	<p>DETAIL 0</p> <p>In this example, outline and background of the woman is not accentuated. However, still the texture of the skin and hair are kept.</p>

As shown in the photos above, DETAIL and V DETAIL adjustments make changes to texture of the image unintentionally. Depending on the scene, the changes to the original texture can be minimized in some degree by masking the signal enhancement in finer areas with the DETAIL CORING adjustments.

If the skin area rough, by reducing the amount of detail in the skin area, can create a smoother look with the SKIN TONE DTL control.

Certain images become flat and lose texture when SKIN TONE DTL is set to “ON” or a higher DETAIL CORING value is chosen, Please use a monitor to check the effect of detail coring on the image.

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Adjusting the **DETAIL CORING** control

1. Open "DETAIL CORING" item in "SCENE FILE" menu screen.
2. Adjust the masking level using with the "DETAIL CORING" item from "-7" to "+7".

* When setting a value toward to "-" direction from the center value (0), the picture image at low signal level area becomes sharper but the noise level is increased. On the contrary, when setting a value toward to "+" direction, the noise level is decreased but picture image at low signal level area will not be enhanced.

* Adjustment results can be different depends on the recording format and lighting conditions even with the same setting. Please check the result with a monitor to make sure the **DETAIL CORING** effect is properly applied.

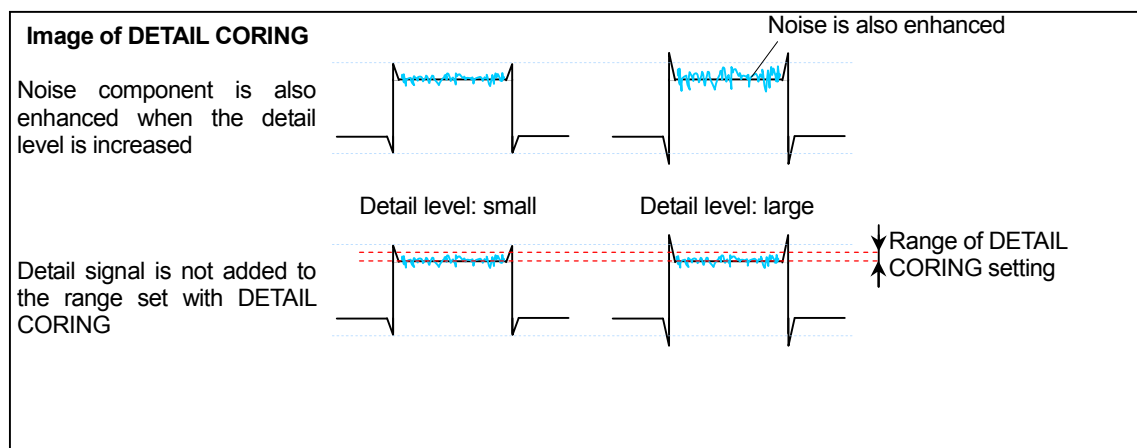
Setting the **SKIN TONE DTL** control

1. Open "SKIN TONE DTL" menu item in the "SCENE FILE" menu screen.
2. Set "SKIN TONE DTL" item to ON or OFF

Technical description

DETAIL CORING is used to avoid addition of detail signal noise(controlled by DETAIL / V DETAIL circuit). The level of noise is relatively smaller than the video signal, enhancing the "noise part" can be avoided by setting the threshold level to be higher than the noise level with DETAIL CORING control.

With DETAIL CORING control, outline for a certain subject can be enhanced without a grainy image. Adjusting of the DETAIL CORING may also be effective to reduce noise which appeared by adjusting the GAMMA correction. In addition, rough textured skin can be smoothen by setting SKIN TONE DTL to ON.





* This is example only and may differ from actual the Measurement

Chapter 7: CHROMA LEVEL / PHASE



The AG-HPX500 series's color look can be adjusted manually with the CHROMA LEVEL (color saturation) and CHROMA PHASE (hue). In addition, MATRIX tables and COLOR TEMP controls are also available for active picture recording. This chapter describes adjustments of CHROMA LEVEL and CHROMA PHASE.

Basically, the Chroma Level adjustment will allow you to adjust the level of the color in the video image and the Chroma Phase adjustment will allow you to finely adjust the phase or tint (hue) of color in the video image.

CHROMA LEVEL adjustment (used to vary color saturation)

	<p>The default setting of CHROMA LEVEL is "0". The value can be set from "-7" to "+7". Color saturation will become higher when value is increased, and will become lighter when value is decreased.</p>
	

CHROMA PHASE adjustment (used to vary the hue)

	<p>Setting: +7 Color phase shifts toward purple and magenta hues. Color look of the women's face slightly becomes bluish in the example.</p>
	<p>Setting: -7 Color phase shifts toward yellow and green hues. Color look of the women's face has more yellow and red umbrella becomes orange in the example.</p>

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Setting CHROMA LEVEL

1. Open "CHROMA LEVEL" in "SCENE FILE" menu screen.
2. Adjust color saturation from "-7" to "+7", the center value is "0".

Setting CHROMA PHASE

1. Open "CHROMA PHASE" in "SCENE FILE" menu screen.
2. Adjust the CHROMA PHASE from "-7" to "+7", the center value is "0". This Adjustment allows fine adjustment of the hue (tint) of the color.

Technical Description

The relation of Red Green and Blue colors are typically expressed as a vector and can be seen on a vector scope.

The CHROMA LEVEL adjustment changes the amplitude of chrominance signal with no rotation of the phase. Adjusting the CHROMA PHASE will rotate the color signals and change their tint or Hue of the color signal.

Chrominance signal in a Vector scope

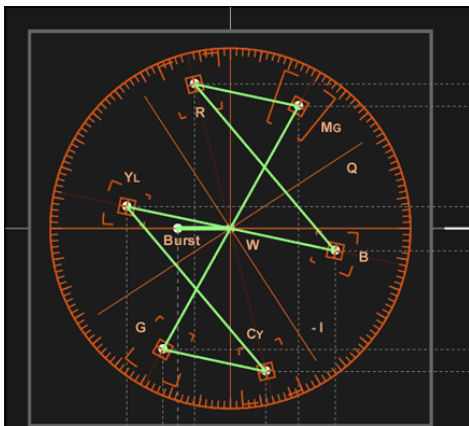
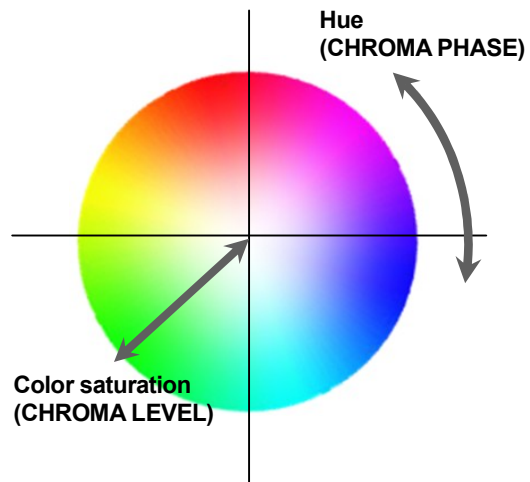


Illustration of CHROMA LEVEL and CHROMA PHASE



Chapter 8: MATRIX / COLOR TEMP

The color look can be actively changed by using the MATRIX tables and the COLOR TEMP (color temperature) control.

MATRIX

Basically, the MATRIX is used to mix the primary colors red, blue and green to produce the many hues in the visible spectrum. We often have to compensate for colors, due to lighting conditions.

The Matrix affects the color fidelity of the camera by subtracting an adjacent color. It is a very useful tool in achieving a specific color look. Remember the white balance and black balance remains unchanged when any of these Matrix items are changed.

Color Temperature





Color temperature generally expresses the color balance of a source of light such as indoor or outdoor light. Measured in degrees Kelvin (K) it describes the various mixtures of hues in a light. For example, if the temperature is relatively low, the light appears reddish. As the temperature increases, the light changes from red to orange to yellow to white. You can set the correct color temperature.

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Selecting MATRIX table

Set color expression by selecting MATRIX tables with the following procedure.

1. Open "MATRIX" in "SCENE FILE" menu screen.
2. Select a suitable matrix table from "NORM1, NORM2, FLUO, CINE-LIKE" to meet the scene.

 A photograph of two women in traditional Japanese kimonos standing on a balcony overlooking the ocean. The scene is labeled "Setup Scene" in the top left and "NORM1" in a green box at the bottom left.	<p>NORM1:</p> <p>Suitable for shooting in the open air or under halogen lamps.</p> <p>In general, this color look is used in the NTSC area such as Japan and North America. Always check the color, before deciding to use this mode.</p>
 A photograph of two women in traditional Japanese kimonos standing on a balcony overlooking the ocean. The scene is labeled "Setup Scene" in the top left and "NORM2" in a green box at the bottom left.	<p>NORM2</p> <p>NORM2 has richer color saturation than NORM1.</p> <p>In general, this color look is used in parts of the PAL area such as Europe.</p> <p>Always check the color, before deciding to use this mode.</p>
 A photograph of two women in traditional Japanese kimonos standing on a balcony overlooking the ocean. The scene is labeled "Setup Scene" in the top left and "FLUO" in a green box at the bottom left.	<p>FLUO:</p> <p>Suitable for indoor shooting under cool Fluorescent lamps.</p> <p>This matrix table compensates for the different color temperature (cool light) produced by the fluorescent lamps. This matrix may not be required under natural color fluorescent lamps.</p>
 A photograph of two women in traditional Japanese kimonos standing on a balcony overlooking the ocean. The scene is labeled "Setup Scene" in the top left and "CINE-LIKE" in a green box at the bottom left.	<p>CINE-LIKE:</p> <p>Suitable for cinema-like image making.</p> <p>It is recommended to choose "CINE-LIKE" matrix table when you select the "CINE LIKE V" or "CINE LIKE D" gamma curves.</p>

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Setting COLOR TEMP

Please set the COLOR TEMP control, after adjusting the AUTO WHITE BALANCE (Ch A or Ch B) to have the same adjustable color temperature range even in different scenes.

1. Open "COLOR TEMP Ach" or "COLOR TEMP Bch" in "SCENE FILE" menu screen.
2. Doing fine adjustment of color temperature from "-7" to "+7", center value is "0".

The following scenes are recorded in the evening. You can use these looks or effects at other locations or time of the day by using the COLOR TEMP control.

COLOR TEMP adjustment

	<p>Setting: +7</p> <p>Color look becomes bluish. Early in the morning scenes can be intensified</p>
	<p>Setting: -7</p> <p>Color look becomes more orange. Sunset scenes can be intensified.</p>

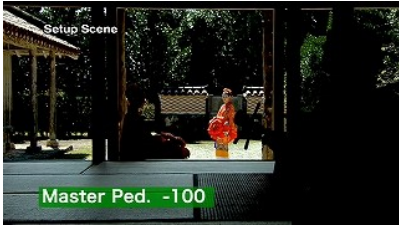


Chapter 9: MASTER PEDESTAL

Pedestal or Setup determines the record setup level and can be seen as a direct readout in IRE units on a waveform monitor. In standard analog video the Pedestal is normally set at 7.5 IRE or 7% and in digital video it is set at 0 IRE or 0%, this is the black reference for the video signal. This adjustment allows the user to slightly control the pedestal level which is set in the Camera Setup Menu. This will change the black reference for the video signal and allow for either slightly rising of the blacks or the crushing of them.

In video signal, the minimum black level is called "Master pedestal" and it is a reference of the luminance. MASTER PED control lifts pedestal (black) level and affects brightness balance of the image.

Gradation controls can be used together with outline controls to give a sharper or softer tone to an image.

	Outline	Gradation	
	DTL	Gamma	Master pedestal
Sharpe look	<p>+</p> <p>Signal edge is enhanced</p>	<p>LOW, B PRESS</p> <p>Slope angle at darker part is low. (Gradation at darker part is suppressed)</p>	<p>-</p> <p>The Darker part is sharpened</p>
Softer look	<p>-</p> <p>Signal edge is de-enhanced</p>	<p>HIGH, CINELIKE D</p> <p>Slope angle at darker part is increased</p>	<p>+</p> <p>Contrast becomes lower</p>

	<p>Setting: -100</p> <p>The image will have more contrast and become sharper by decreasing the value.</p> <p>Even in a scene with haze you can reduce the haze.</p>
	<p>Setting: 0</p> <p>The image example is set to the center value.</p>
	<p>Setting: +100</p> <p>A foggy like look can be created by increasing the value.</p>

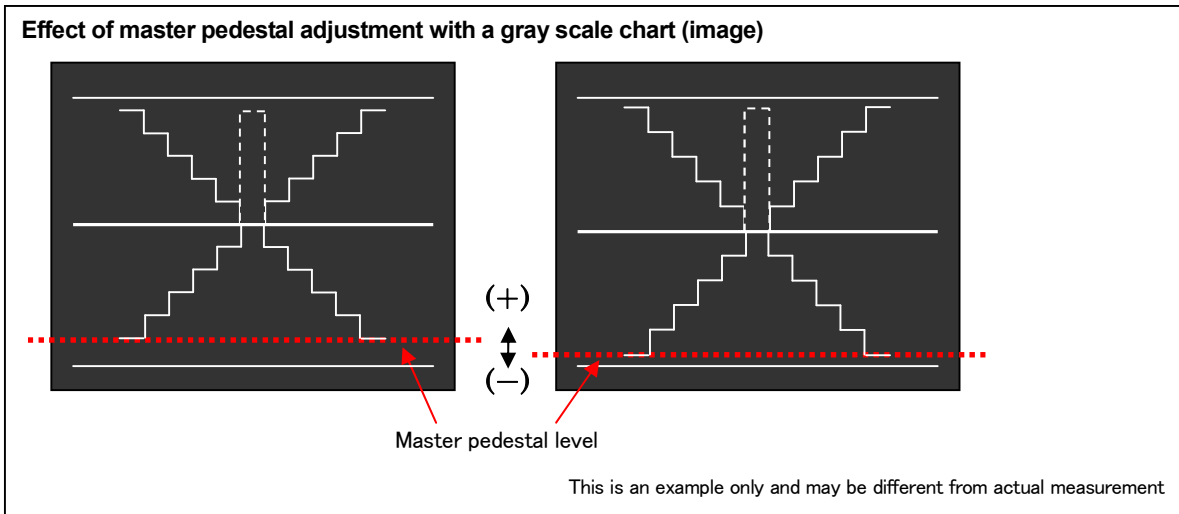
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Setting MASTER PED

1. Open "MASTER PED" in "SCENE FILE" menu screen.
2. Adjust the black level from "-100" to "+100", the center value is "0".

Technical description

The MASTER PEDESTAL is used to adjust the black level as the reference level of luminance. It is ideal to check the level of its effect with a waveform monitor and higher definition TV monitors because MASTER PED adjustment affects to the picture look.

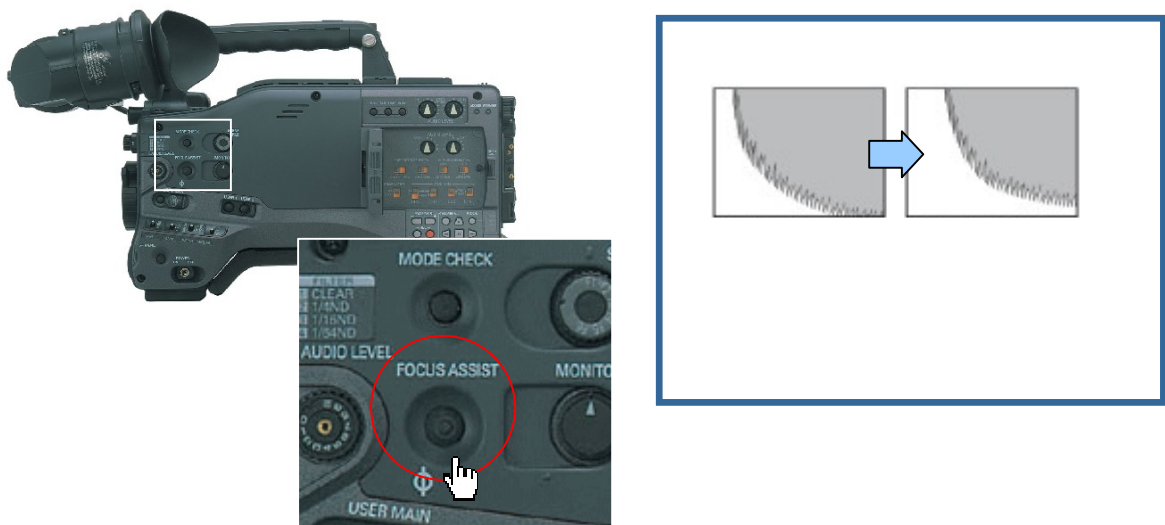


Chapter 10: Shooting assists

Focus assists and AUTO KNEE

Focus assists

The Focus assists can be enabled with the FOCUS ASSIST button. The focus level can be checked with a histogram of frequency distribution on the LCD monitor or viewfinder.



Turn the focusing ring to the point where the white area on the histogram is at its largest.

Professional Scene File Setting for AG-HPX500 series

AUTO KNEE Function

In most environments, brighter and darker areas are mixed in a single image. This can lead to the background being blown when the aperture is set to persons or objects in the darker areas.

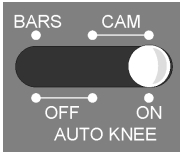
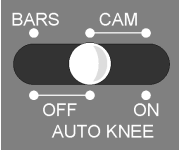
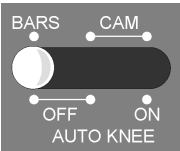
The background will be able to be seen clearly even in such an environment by using the AUTO KNEE function.

The AUTO KNEE function is effective for the following recording situations.

- People in the shade in an otherwise sunny location.
- People inside a car or room when it is sunny outside.
- Scenes with strong contrast.

The AUTO KNEE function can be enabled with the “OUTPUT selector”. The OUTPUT selector is used to assign the output/recording signal source to be either from the camera circuit or the internal signal generator.



<p>CAM. AUTO KNEE ON</p> 	<p>The picture from the camera circuit is output or recorded.</p> <p>AUTO KNEE function works.</p> <p>The compression level (knee point) is automatically controlled in response to the brightness level.</p>
<p>CAM. AUTO KNEE OFF</p> 	<p>The picture from the camera circuit is output or recorded.</p> <p>AUTO KNEE function does not work.</p> <p>The knee point is fixed to the level set in MENU.</p>
<p>BARS</p> 	<p>The internal color bar signal is output or recorded.</p>

Professional Scene File Setting for AG-HPX500 series

Adjustable range of parameters

In the SCENE FILE menu screen, parameters of your picture's "Outline", "light Gradation" and "Color" can be set for your picture recording.

Outline related

MENU	Factory default	Adjustable range
DETAIL LEVEL	0	-7 to +7
V DETAIL LEVEL	0	-7 to +7
DETAIL CORING	0	-7 to +7
SKIN TONE DTL	OFF	ON / OFF

Gradation related

MASTER PED	0	-100 to +100
NEWS GAMMA	OFF	ON / OFF
GAMMA	HD NORM	HD NORM / LOW / SD NORM / HIGH / B.PRESS / CINELIKE D / CINELIKE V
KNEE	MID	LOW / MID / HIGH

Color related

CHROMA LEVEL	0	-7 to +7
CHROMA PHASE	0	-7 to +7
COLOR TEMP Ach/Bch	0	-7 to +7
MATRIX	NORM1	NORM1 / NORM2 / FLUO / CINELIKE