

CHC-1

Camera Head Controller



SYSTEM

Control. Shoot. Repeat.

The CHC-1 controller provides a fully integrated control interface for both pulsetrain and serial controlled camera heads, focus/iris/zoom controls, and FX devices. The unit features both single-ended and quadrature opto-isolated pulsetrain outputs, dual RS-232 and RS-485 outputs, three ethernet connections, four dry contact relay outputs for bloop lights and other devices, four dry contact inputs for triggers, and both 24V and 5V auxilliary power outputs. In addition, device-specific outputs are available for the Libra and FilMOTECHNIC gyrostabilized camera heads products, as well as the Preston FiZ controller. All inputs and outputs can be utilized and controlled on multiple devices simultaneously in real time.

When used in conjunction with FTSI's award-winning Navigator motion control package, operators can program, record, adjust, and speed scale any controlled output to any device and interrelate all motion and timing, providing extremely fast and accurate motion control programming, as well as integrate with FTSI's full line of motion control, camera flight, stunt rigging, hydraulic devices, and winch machinery.

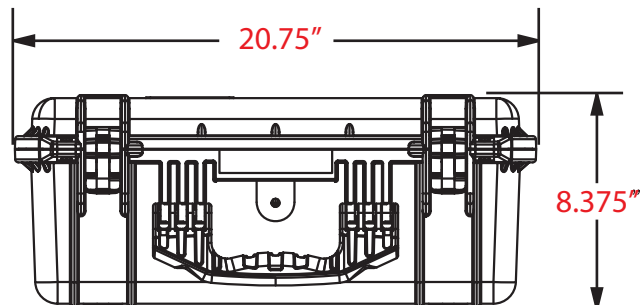
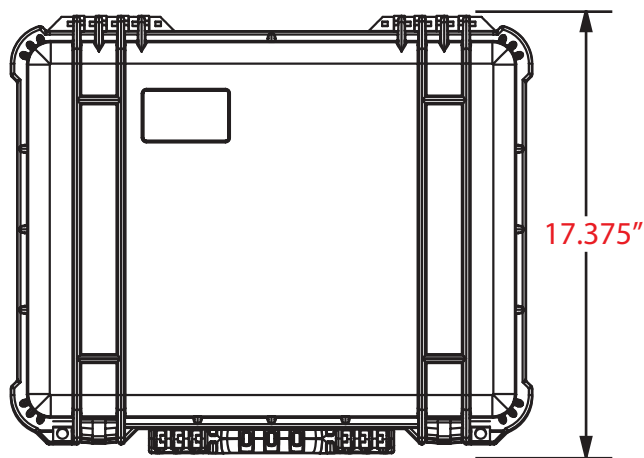


Navigator
automation system

CHC-1

Camera Head Controller

FTSI
AUTOMATION



SYSTEM



Connection Panel

Specifications

- Dedicated Libra head pan/tilt/roll control and record
- Driver for Filmotechnic "Flight Head" through RS485
- Two RS232 and two RS485 outputs for serial devices
- Additional quadrature or step/direction output
- Dual Navigator real time network control connections
- Fully optoisolated inputs and outputs
- Four 1.5A dry contact relay closures for other devices
- Four 24VDC inputs for triggers and switches
- Four additional power outputs for other devices (5/24VDC)

Key Features:

- Pan/Tilt/Roll moves can be recorded directly from the camera console in real time.
- Camera position can be synchronized or automatically targeted with any object or device under Navigator control.
- Frame-by-frame camera and object position data can be exported to data files for VFX
- Camera position can be modified and corrected on-the-fly by the camera head operator during motion
- Bloop lights, FX, and other devices can be triggered at specific points in time through the aux outputs
- Built into a ruggedized, water-tight case