

# PRODUCTION MONITORS (13"+)

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# User Interface

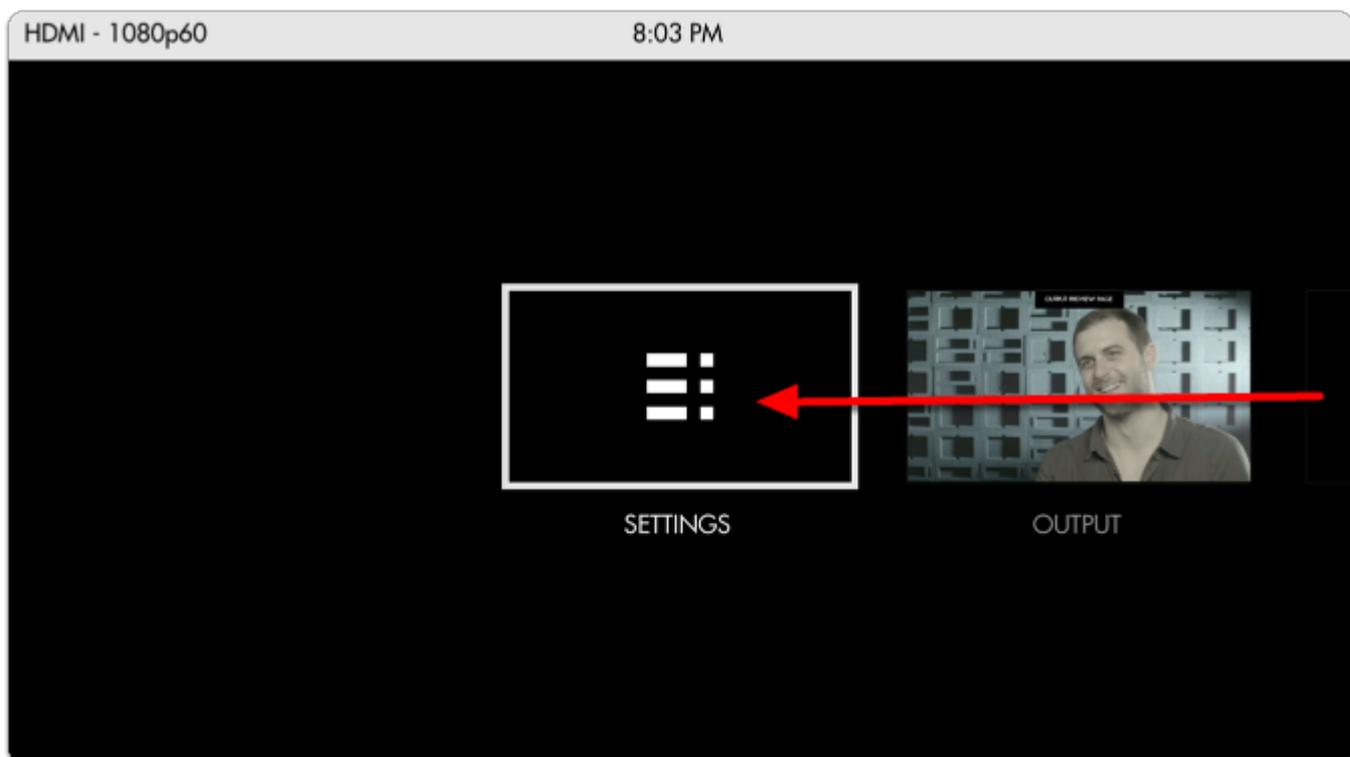
## User interface quick-start (joystick)

Once you get your monitor plugged in, check out this guide for a quick overview of the interface.

💡 A tutorial is built into the monitor itself under Settings > Help which will run you through the basics via on-screen prompts. This written guide can be followed separately if you don't have a monitor in your hands to train with.

### Select an Input

To start, ensure you have an input being displayed on your monitor by visiting the Settings page.



To select the monitor's input press the joystick left until you reach the **Monitor Settings** page.

Navigate with the joystick to the **(1) Input section** and click to go 'into' the input menu. From here **(2) select HDMI or HD-SDI** depending on which signal you wish to display.

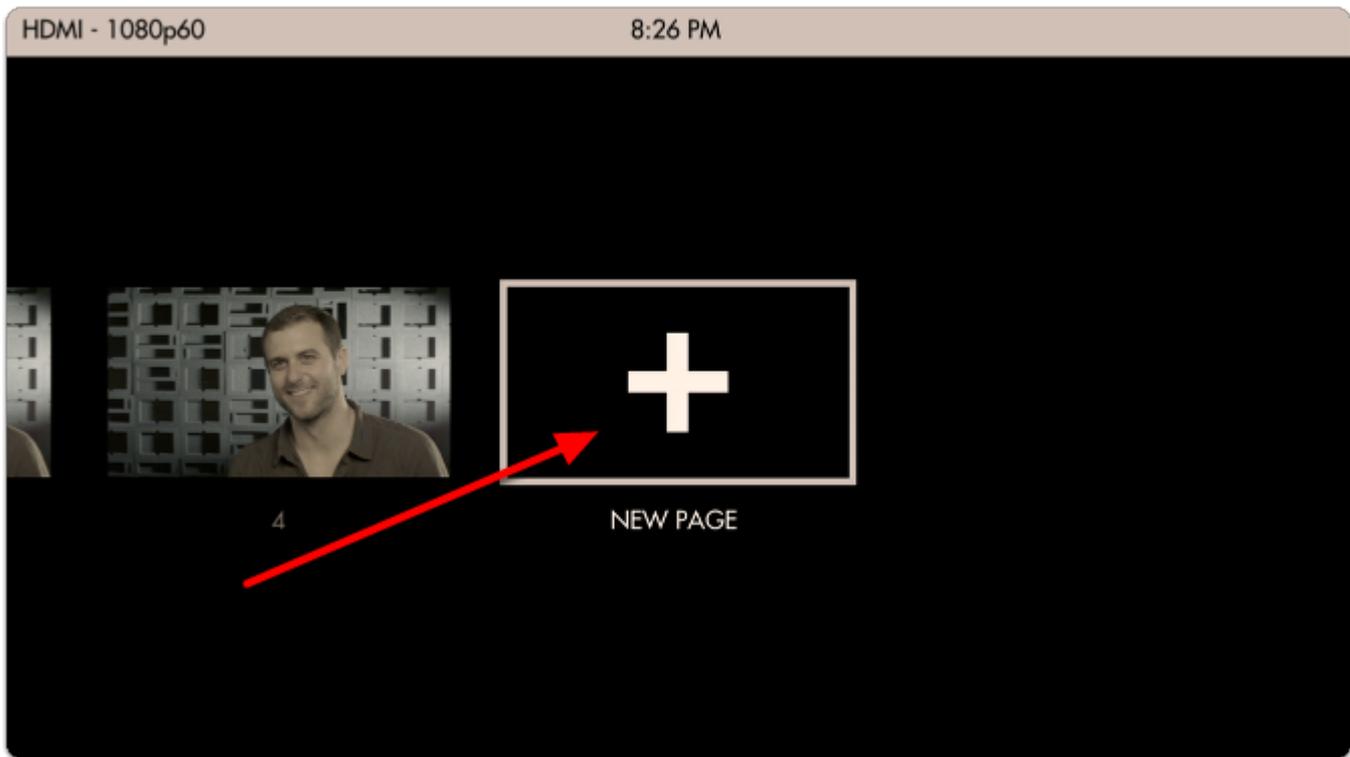


💡 To learn about the settings menu, take a look at the [Monitor Settings documentation](#).

Press the **Back** button once to access the rest of the settings menu, and press it once more to get to a zoomed-out view of all the monitor's 'Pages'

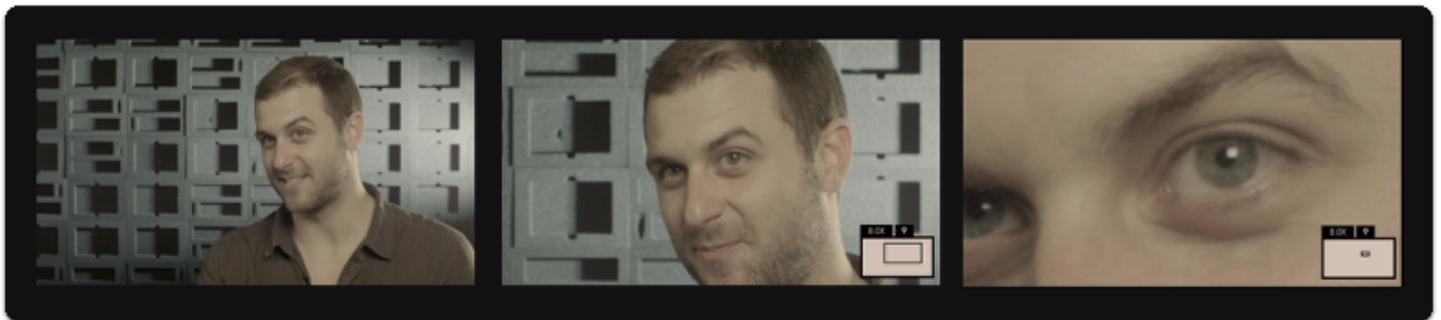
💡 The entire monitor is based on the concept of customizable Pages - instead of having to enable and disable features individually when needing to change a setup, create pages with a task in mind, for example setting exposure, and quickly flip between each page on-set for a highly efficient workflow.

While still zoomed-out, **scroll all the way to the right** and **click the joystick** (or press upward) when the '+' is selected. This will add a brand new page that you can customize however you wish to accomplish a range of on-set tasks.

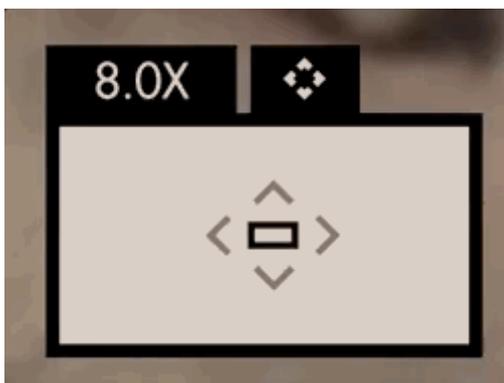


## Pixel Zoom

To zoom into any page for quick spot checks, press up on the joystick.



To pan when zoomed in, click the joystick.



# SmallHD User Manual

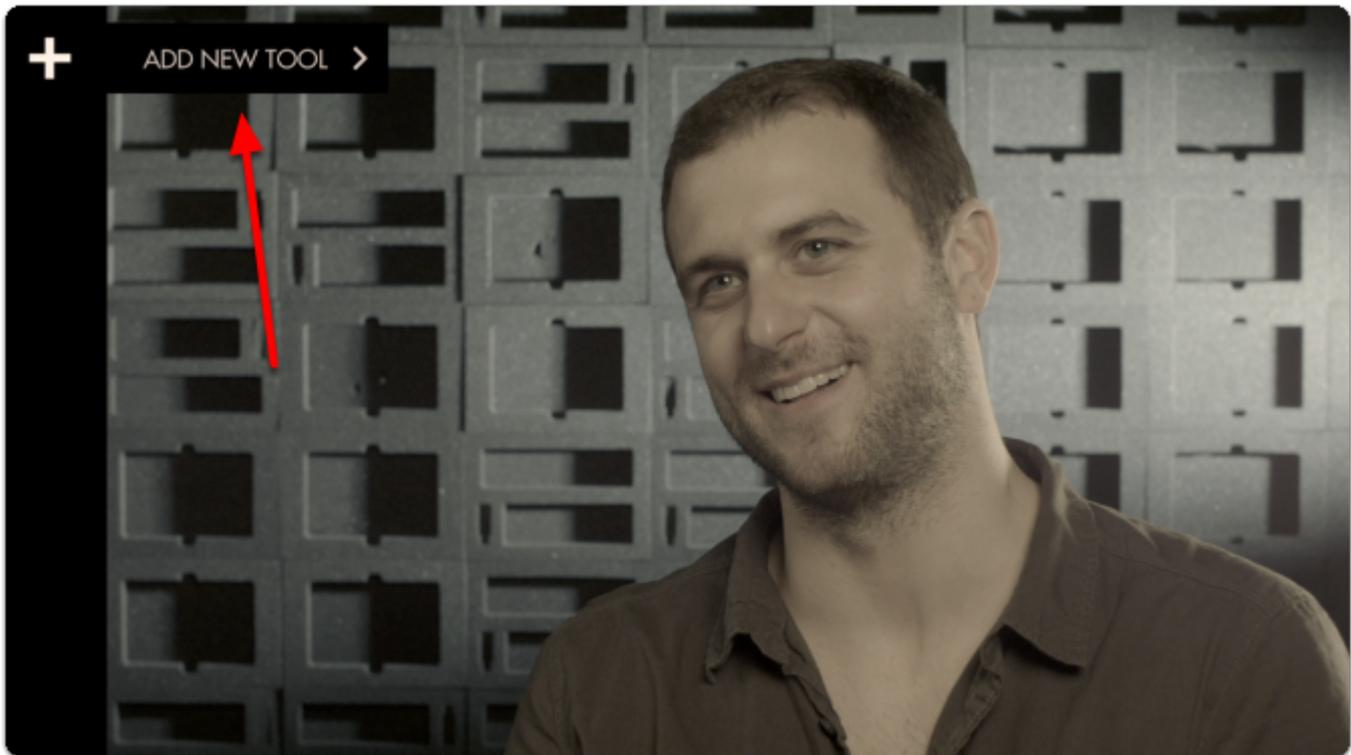
If you wish to adjust the maximum zoom level go to [Settings > Interface > Pixel Zoom](#)



## Adding tools to a page

Let's make this into a 'focus + framing' page that we can flip to for composing our shot and nailing focus. This will include a [focus assist](#), a [crosshair](#) for accuracy performing pan/tilt and custom [frame guides](#) for a cinemascope aspect ratio.

Click the joystick to bring up the 'add new tool' menu.



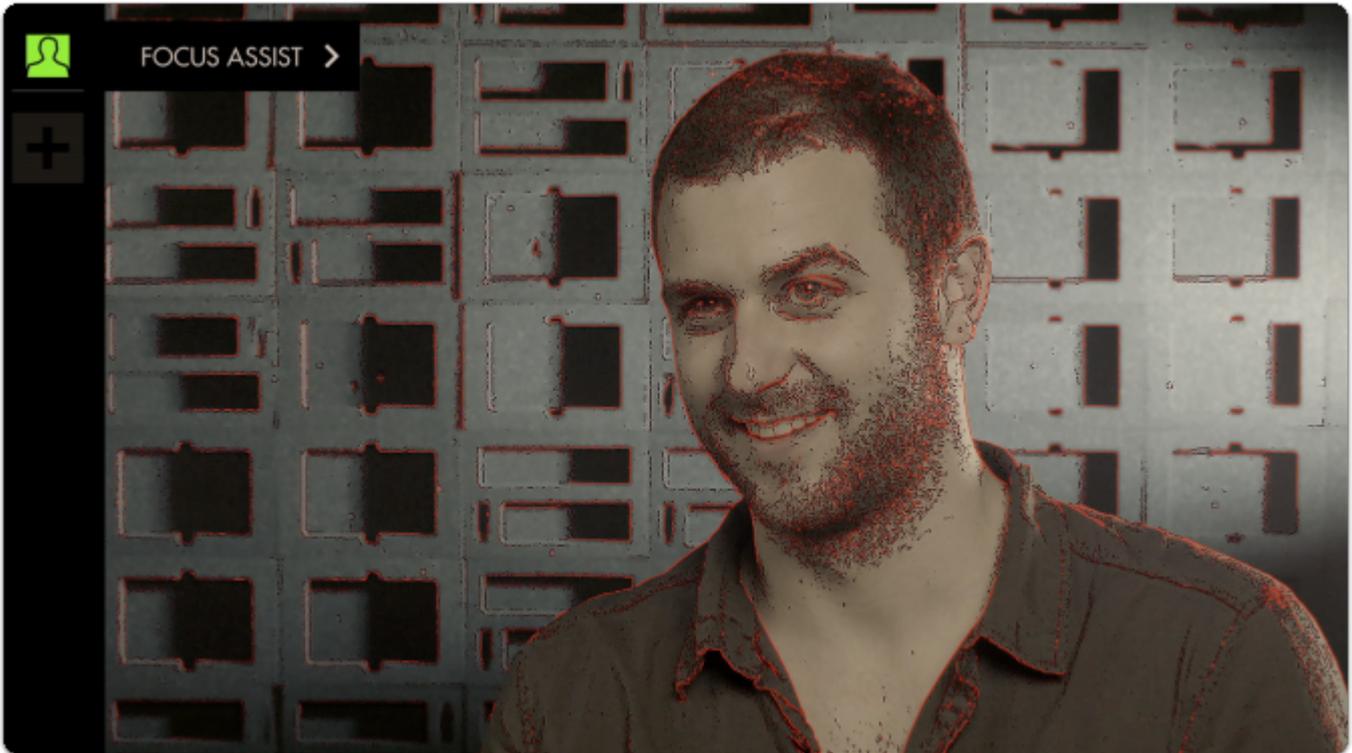
From here press right or click the joystick to select, and navigate to (1) Focus > (2) Focus Assist and select the '+' to add [Focus Assist](#) to this page.



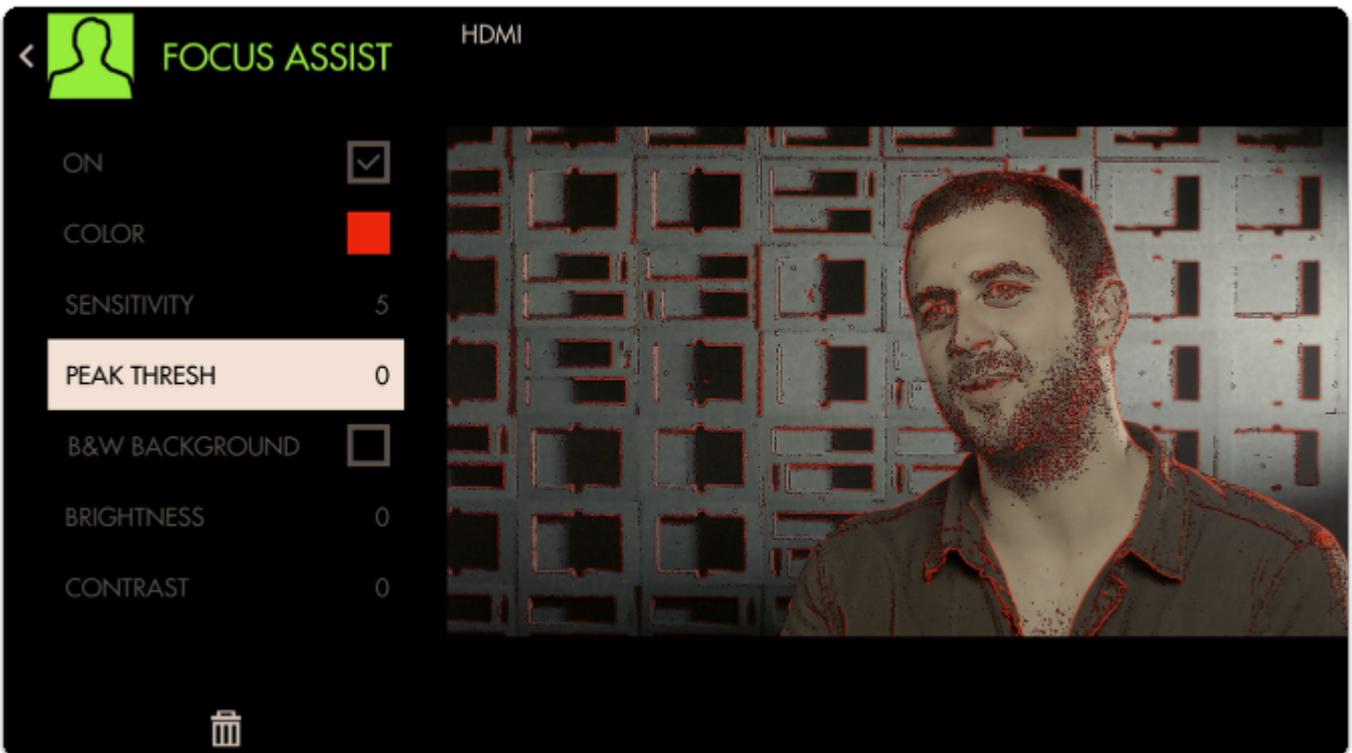
Focus Assist will paint a **highlight** around areas it determines to be in focus based on small/harsh changes in contrast.

# SmallHD User Manual

The Peak Threshold is a bit high, meaning we are picking up extraneous edges on the back wall which are not quite in focus.

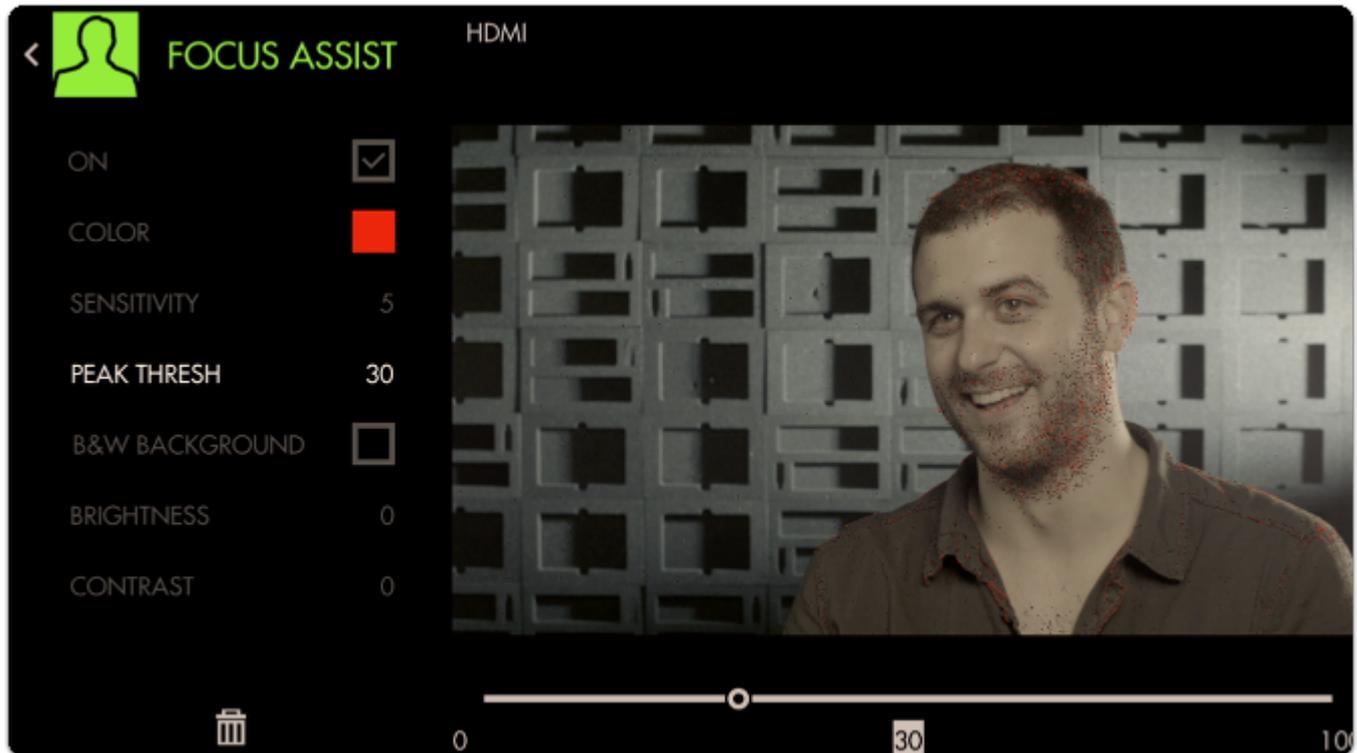


To fix this, edit Focus Assist by pressing to the right when it is highlighted in the tool bar, and navigate to Peak Threshold.



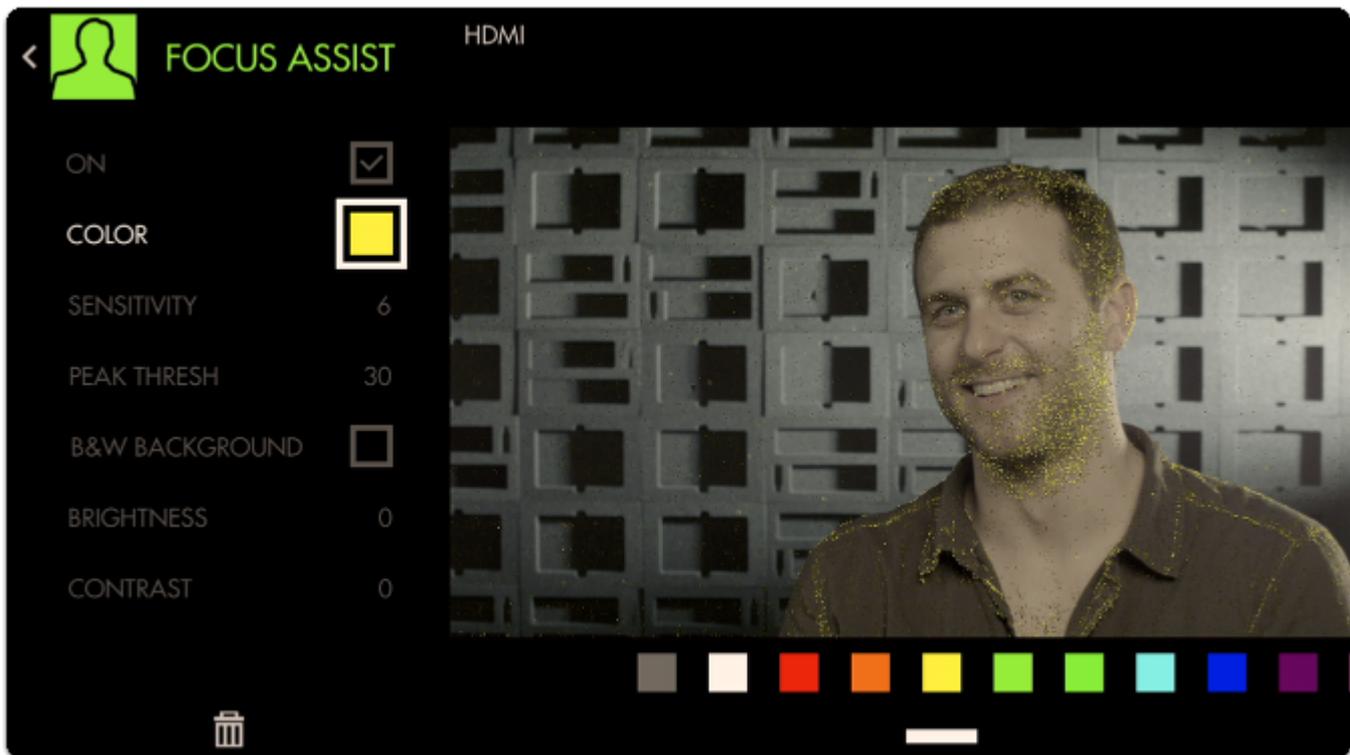
# SmallHD User Manual

Bringing Peak Threshold up to around 30 does a better job of causing only in-focus areas to activate the filter but this is ultimately a balance that may need tweaking depending on the camera/shot.

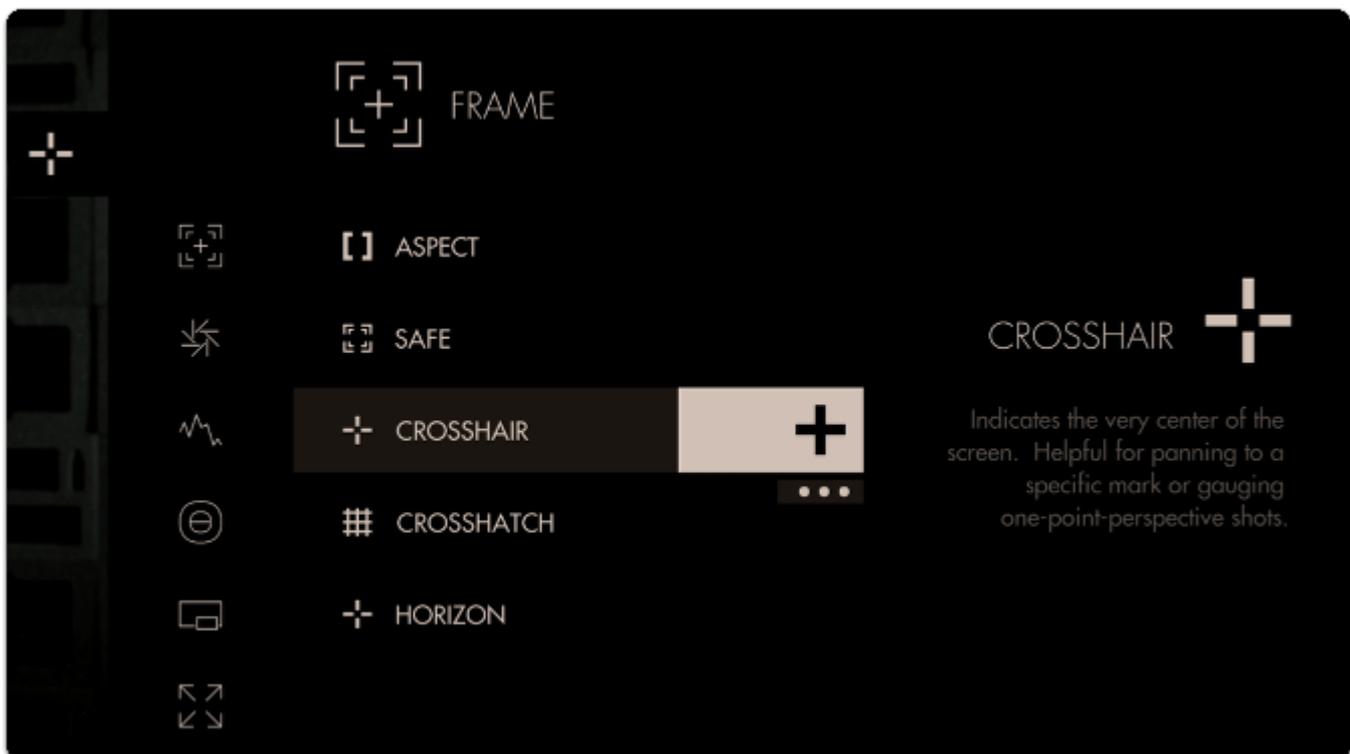


To make the effect more visible we can boost up the Sensitivity and change the Color.

[Click here for an in-depth look at Focus Assist](#)



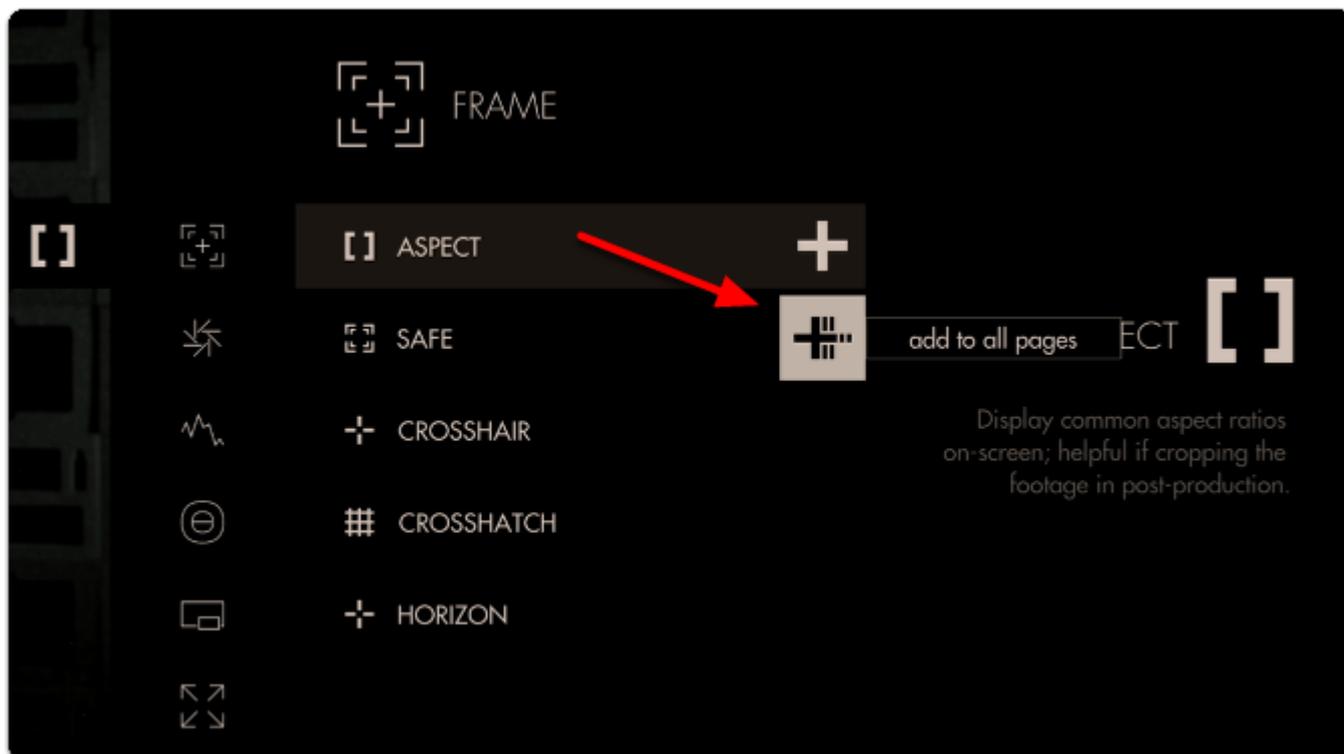
Next Add a [Crosshair](#) to the page by going through Add Tool > Frame > Crosshair



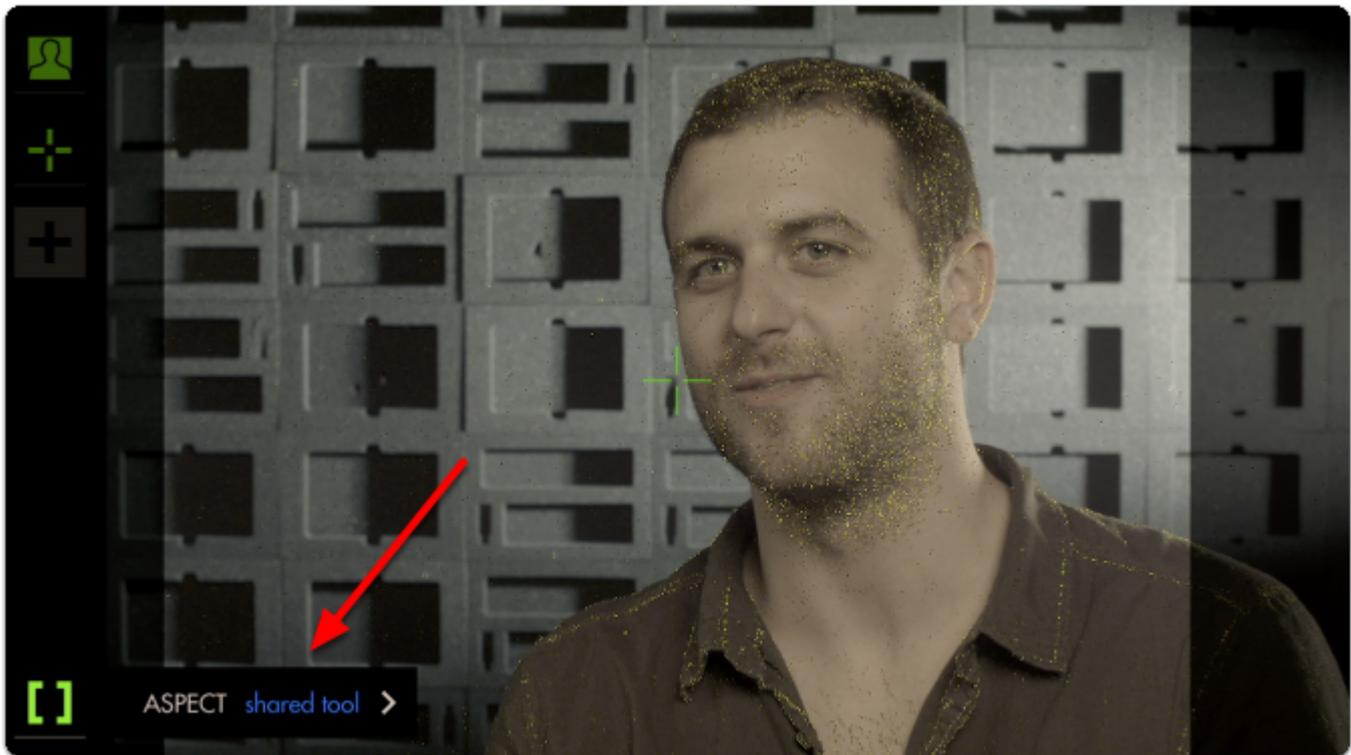
Finally we can add an [Aspect Guide](#) by going to Add Tool > Frame > Aspect.



This time when highlighting the '+', press down once and click to add [Aspect Guides](#) to all pages.

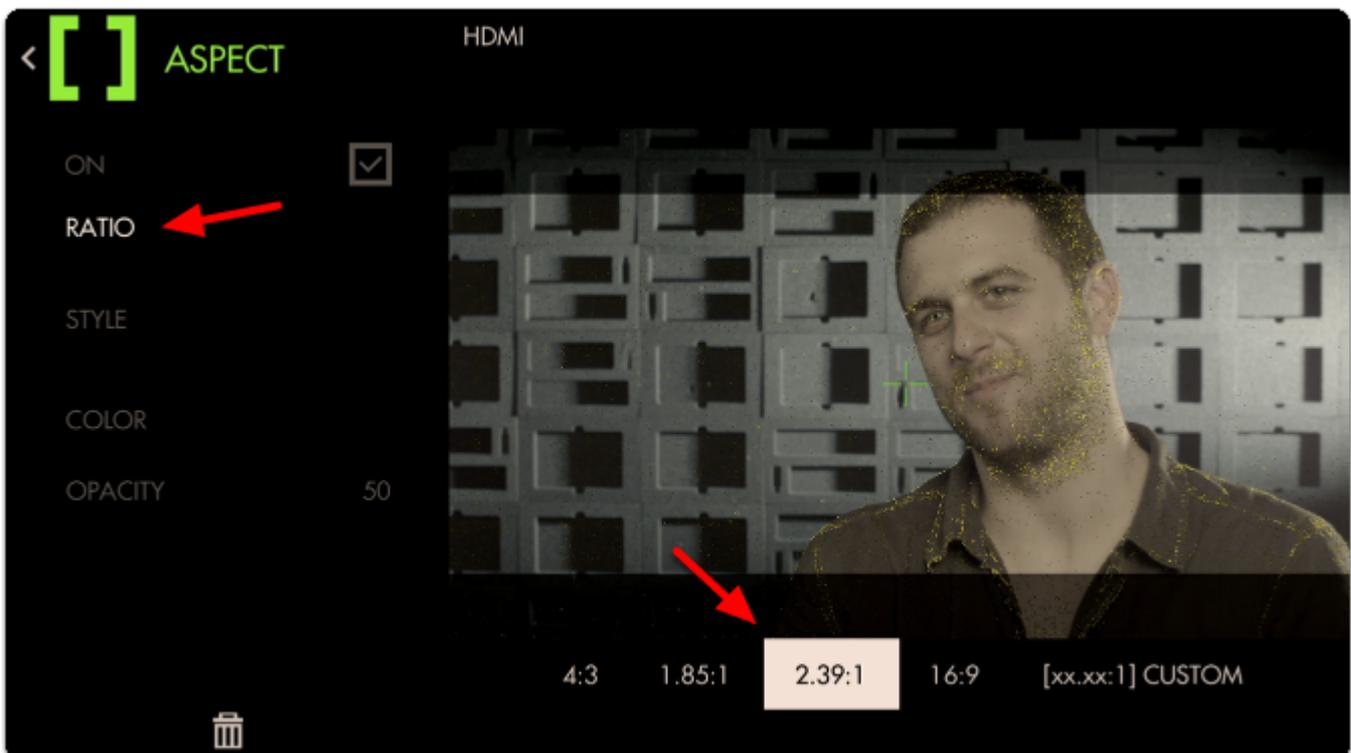


This will ensure you are able to view this tool on every page of the monitor, and any edits to it are made globally. Any tool can be added to all pages, including scaling adjustments and [Look \(3D LUT\)](#) files.



By default the Aspect Guide is set up for a 4x3 aspect ratio for times when you're needing to preview the cutoff area of an old-school monitor.

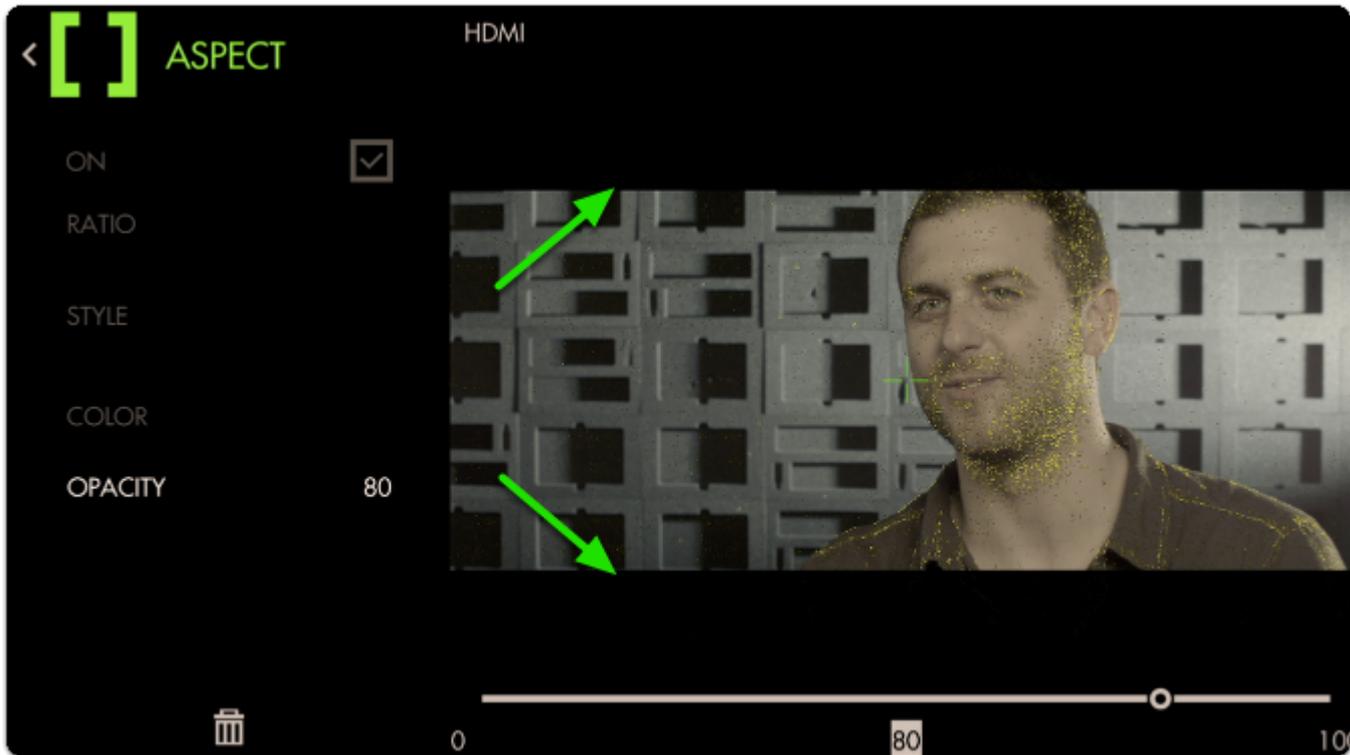
Press right to edit the [Aspect Guide](#).



Navigate to "Ratio", select it and change the aspect ratio to "2.39" for cinemascope viewing.

# SmallHD User Manual

Next move down to 'Opacity' and increase its percentage to view the guide becoming more opaque for a more visible effect.

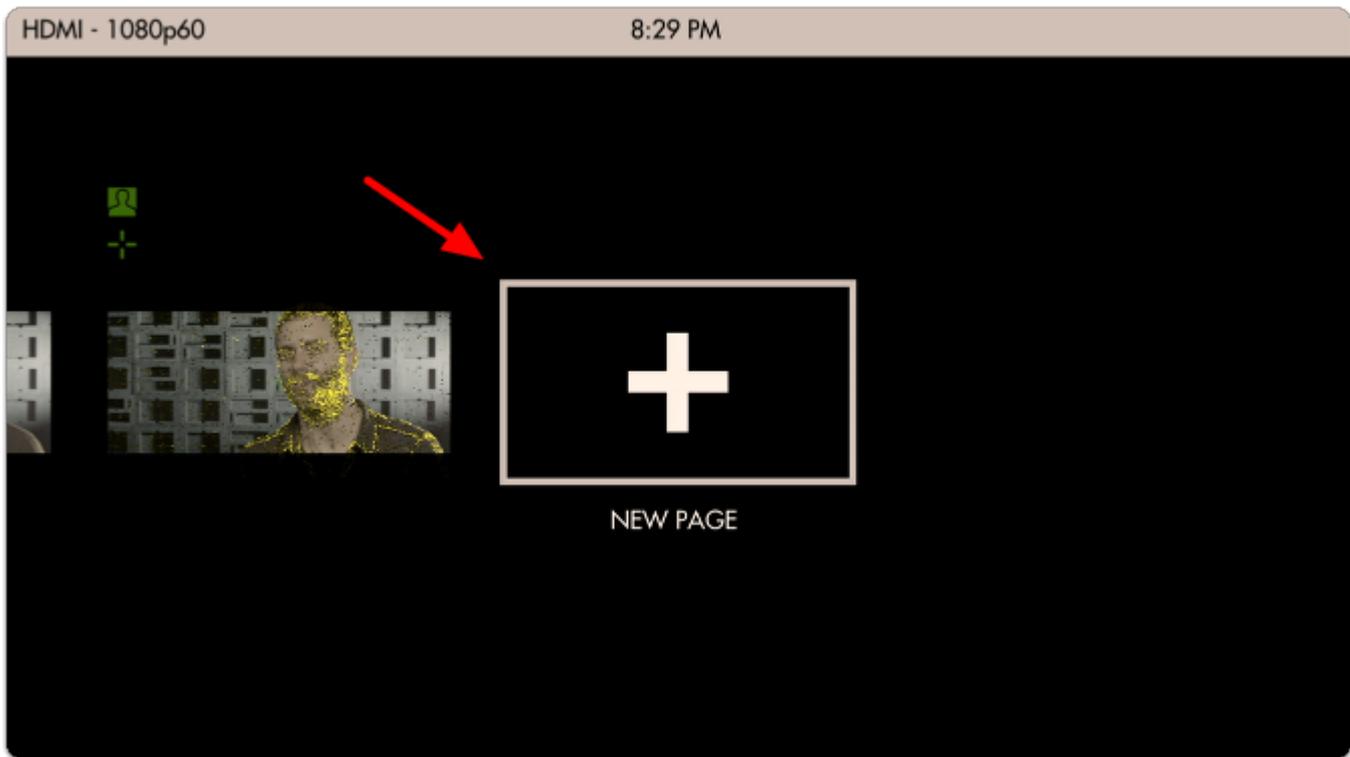


💡 Now we have a page that lets us focus our shot and frame it up properly for the common 2.39 aspect ratio.

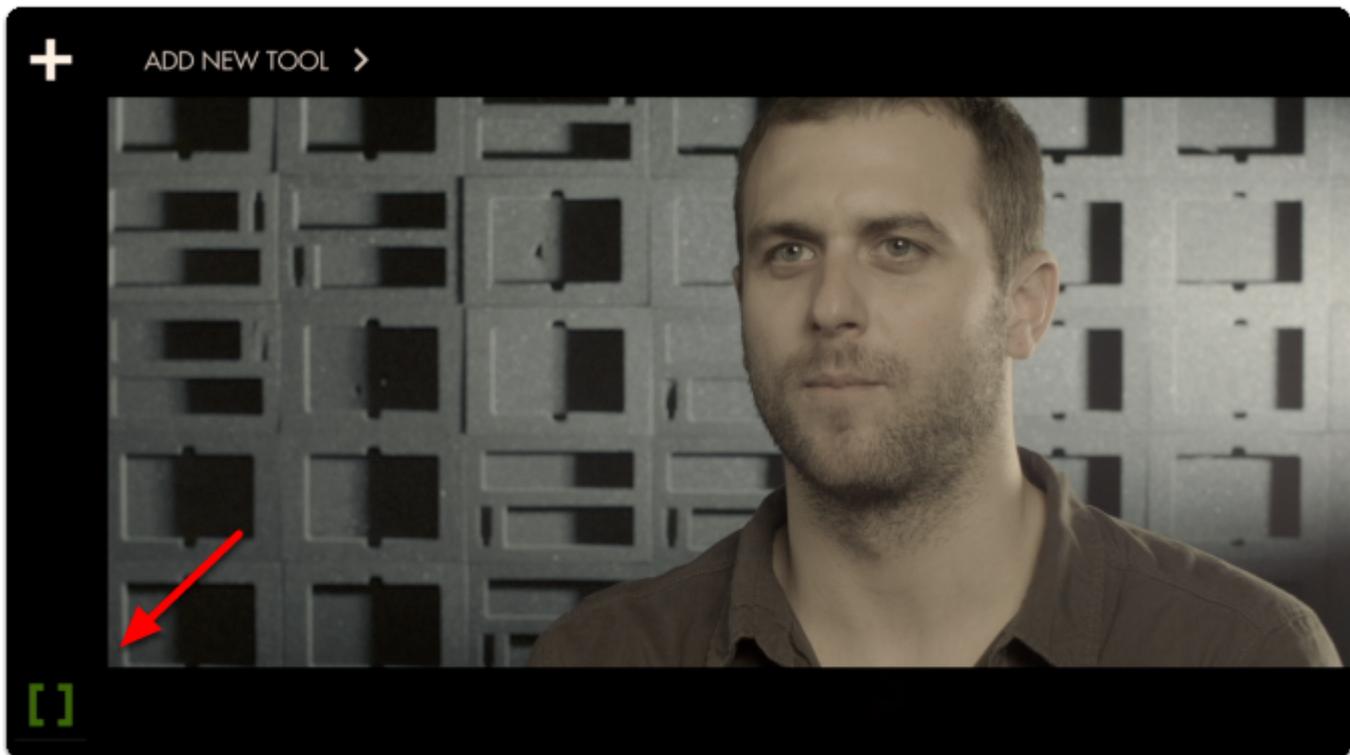
## Adding a Look (3D LUT) file to a page

[Look files \(3D LUTs\)](#) are a great way to visualize color grades without 'baking' anything into the footage - great for testing out different looks on set. Try our free ['Movie Looks' pack](#) which can be placed on an SD card for use on your monitor or at any point in post production.

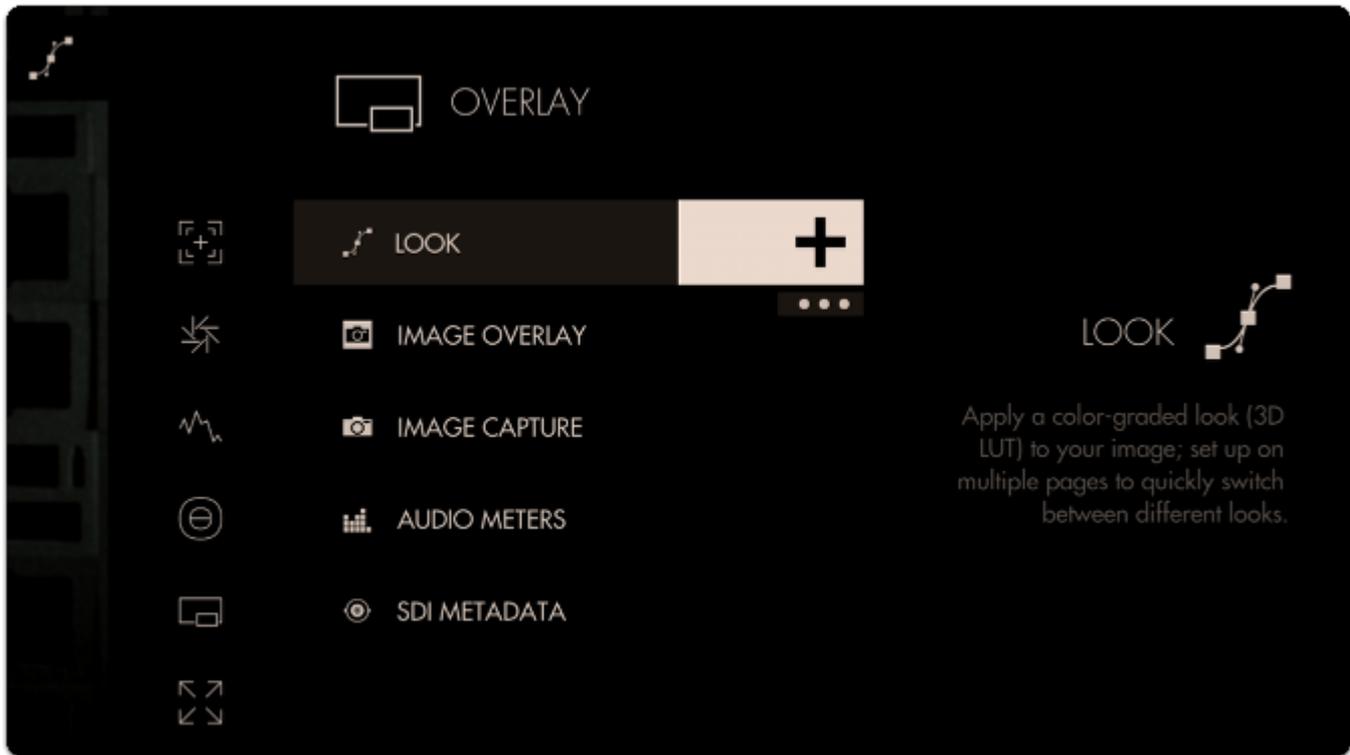
Let's add a [Look](#) to a new page - start by navigating back to the zoomed-out view, moving to the far right and selecting 'New Page' once more.



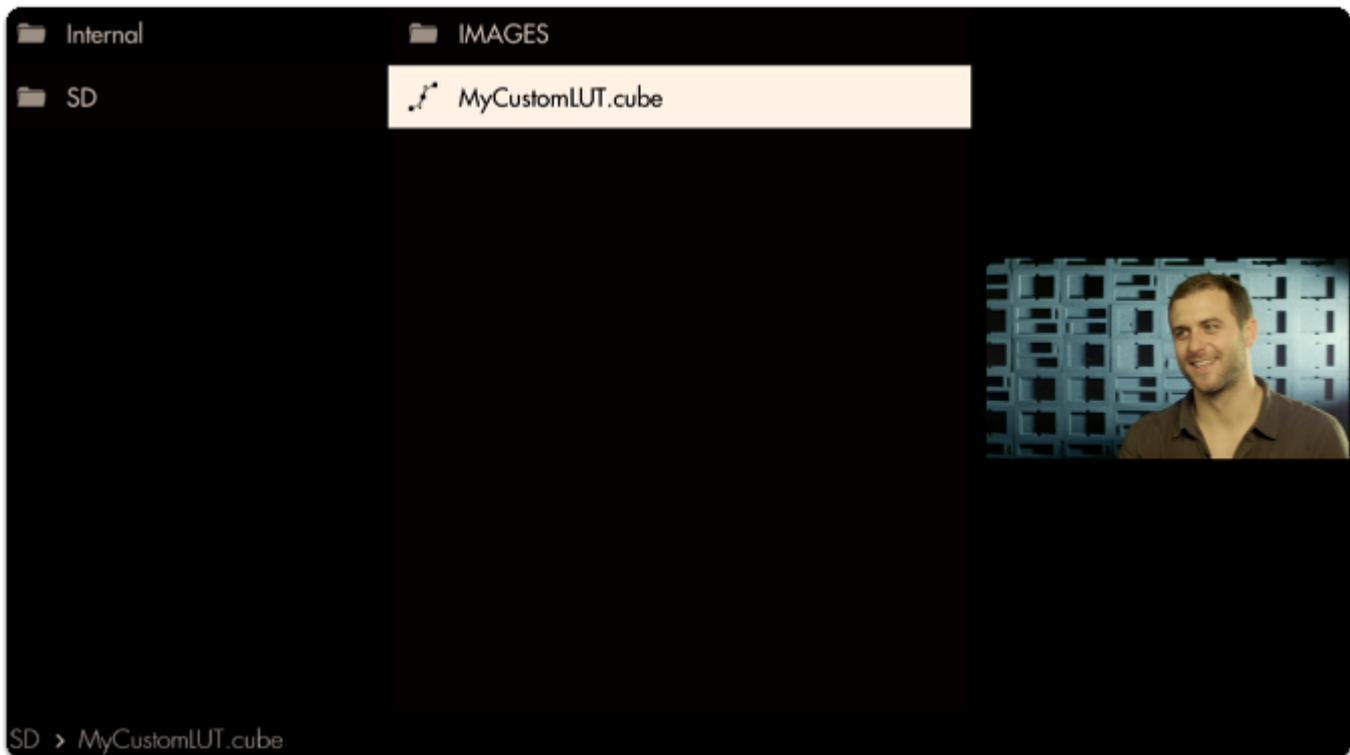
Notice how when you add a new page, the **Aspect Guide** that was set for 'all pages' shows up automatically.



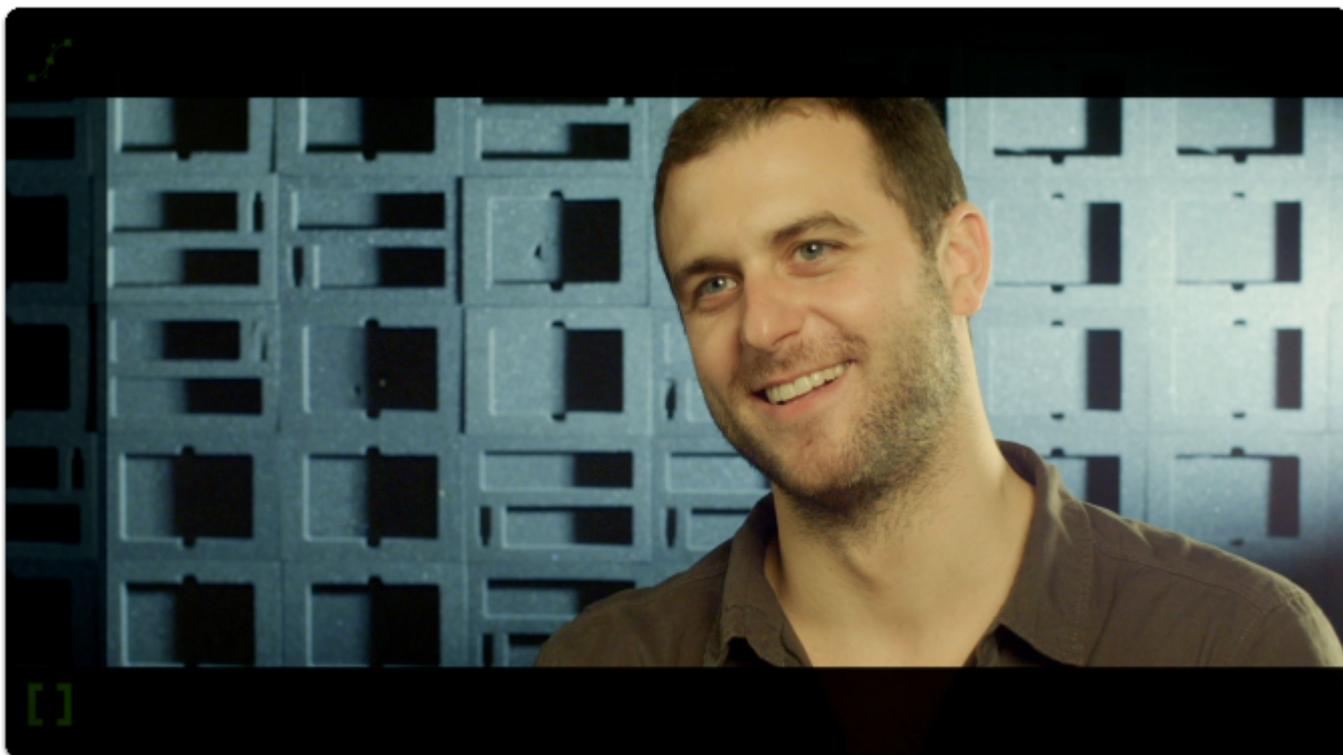
Click to add a new tool and this time navigate to **Overlay > Look** and select the '+'.



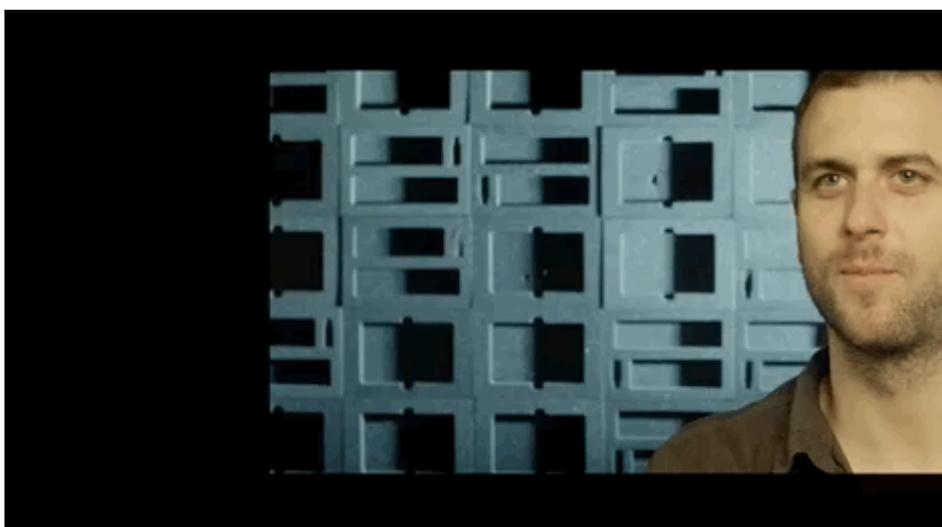
You will immediately be presented with a file browser to select a 3D LUT file.



Selecting it will apply it to this page.



💡 Adding several [LUTs](#) to several pages can be a great way to test out looks for a shoot while mobile, enabling creative decisions to be made early rather than in post production.



💡 To learn how to create your own color grade in Davinci Resolve and save the result as a LUT to be used on your monitor, check out the [tutorial video \(19m\)](#).

## Conclusion

As you can see Pages can take very different roles depending on your needs. Don't be afraid to experiment to find the best setups!

[For an exposure overview, go here.](#)

[For an overview of our focusing toolset, go here.](#)

[For a list of monitor settings, go here](#)

# Working with Pages

## Pixel Zoom



Zooms directly into your image on the monitor to get you an exact idea of your focus distance and any other fine details.

### Pixel Zoom - Stats

EASE OF USE



Enable Pixel Zoom by pressing up on the joystick or pinch-to-zoom/swipe up on touchscreen monitors when viewing your camera feed normally. When zoomed in, press the joystick/tap to switch to pan mode to move around the image.

SPEED



With Pixel Zoom it's very easy and thorough to set proper focus when you have time to do so but the other methods- [Focus Assist](#) and [Peaking](#) can often be used more quickly when added to a page to swipe to for a quick spot-check.

UTILITY



Pixel Zoom gives you a zoomed-in view of your camera's feed which means it's most likely the tool that will enable you to **spot areas** where you can make improvements, be it **precise focus** or a piece of set dressing that's not angled correctly towards the camera, a stray light stand in the corner of the shot, etc.

IMAGE INTEGRITY



As long as you have no image-altering features activated, Pixel Zoom lets you see exactly your image zoomed in, making it the best tool for 'seeing it for yourself'.

## Pixel Zoom - Quick Start

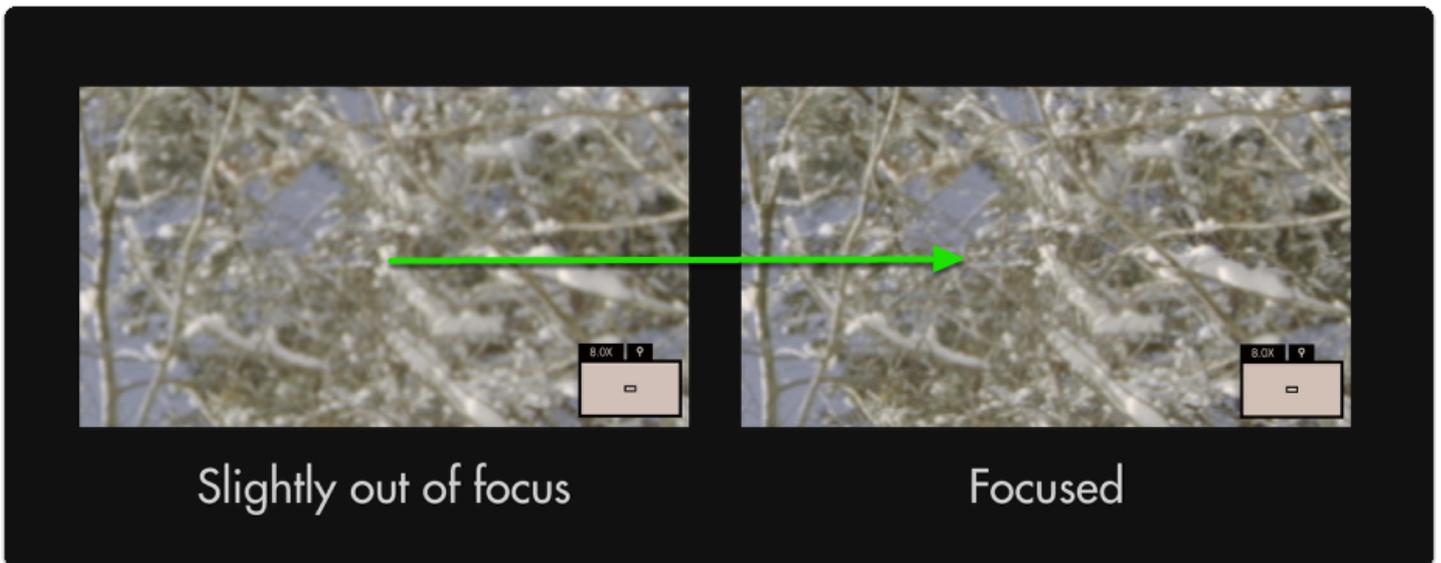
In this section we'll use Pixel Zoom to set focus and enable us to spot issues with our image.

From a distance this outdoor shot *looks* in focus but using Pixel Zoom reveals we need to make a slight adjustment.



If using a touchscreen, pinch-to-zoom to your desired level to check focus.

If using a joystick, press up to zoom in up to 8x (maximum zoom level may be adjusted in [Pixel Zoom Settings](#)).



Though a minor adjustment, this has **increased the effective resolution** of the entire image.

With 4k and 8k cameras becoming commonplace, achieving proper focus becomes **even more important** to properly utilize available resolution.

💡 To pan around the image once zoomed-in, click the joystick once and then move in any direction. To pan on touchscreen monitors, drag with one finger around the image when zoomed in.



Pixel Zoom, [Focus Assist](#) and [Peaking](#) are excellent tools to help keep your shots in focus. We recommend trying each to find which works best for your shooting style.

## Pixel Zoom - Settings

Because Pixel Zoom isn't added to a page in the traditional way tools operate, its settings can be found in the [Settings Menu](#) > [Interface](#) > [Pixel Zoom](#)

# Output Page

# Settings Menu

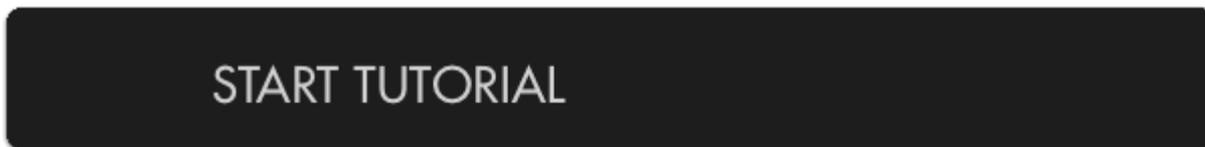
## Help (section)

### Tutorial Settings



If you wish to have your monitor teach you about your monitor, this is where to go.

### Start Tutorial (button)



Begins a step-by-step overview to get you familiar with the monitor's user interface.

## Input/Output

Define which signal you wish to view and where to output; set up color properties to monitor your footage in its intended color space, for example DCI-P3 for previewing your footage the way it may appear in cinema projection.

 Actual Input/Output settings dependent on monitor model.

### Input Settings



Use this section to choose your input and adjust related settings.

### HDMI



View the signal plugged into 'HDMI IN'.

### SDI 1



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View the HD-SDI signal plugged into 'SDI IN 1' (or 'SDI IN' depending on monitor model).

## SDI 2



View the HD-SDI source plugged into 'SDI IN 2'.

 Dual HD-SDI inputs available on SmallHD's Production monitors (13" and up).

 The following options become available when the monitor has been calibrated (see [Calibration](#) section for details). This allows you to safely define a color space, white point and Log correction that are within the bounds of your calibration.

## Color Space



Here is where you want to select the exact color space your camera is outputting to display properly on the monitor.

## White Point



Here is where you want to select the white point your camera is outputting to see it reflected on the monitor.

## Log Correction

LOG CORRECTION

If your camera is outputting a log-based gamma, here is where you select your intended output color space/gamma.

## Output Settings



OUTPUT

Choose how signals flow once you plug in your camera.

## HDMI



HDMI



This option will send HDMI 'downstream' via the 'HDMI OUT' port on the monitor.

💡 Any tools you have applied to the [Output Page](#) (such as a Look/3D LUT) will display on any monitor connected via HDMI OUT

## HD-SDI



This option will send HD-SDI 'downstream' via the 'HDMI OUT' port on the monitor.

 Any tools you have applied to the [Output Page](#) (such as a Look/3D LUT) will display on any monitor connected via HD-SDI OUT

## Output Page Settings



The Output Page enables lets you apply tools to a downstream output just like with any other page, enabling any monitor or TV to display, for example, a properly graded image on set, especially useful for client monitoring.

## Always Show



If you wish to apply tools to the output of your monitor before an output is physically connected (for example to set it up before shooting), check this option.

## Show if Output Enabled



This will enable the output page only if you are outputting a signal. This option is useful when you wish to keep your interface free of clutter when no signal is being output but still allows you the ability to configure it when it is.

## Never Show



If you know you will not need to add and configure tools to apply to an output feed, check this option to keep the output page hidden even when an output signal is being sent downstream.

## Display

Settings that affect the output of the display can be found here such as backlight adjustment & auto calibration.

 Individual options dependent on monitor model.

### Backlight Settings



## BACKLIGHT

Set up and fine-tune the brightness of the LED backlight.

#### STANDARD RANGE

### STANDARD RANGE



This option enables adjustment of the backlight up to its maximum limit within the specified color space.

#### STUDIO BRIGHTNESS

### STUDIO BRIGHTNESS



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If you are in a studio or other low-light environment, use this option to limit the backlight to 100 nits which enables a fine-tune adjustment within that range.

## BACKLIGHT



Adjusts the actual output of the backlight or in the case of OLED adjusts the maximum pixel brightness.

## Calibration Settings



Your monitor ships calibrated from the factory with selectable calibration LUTs depending on how you may want to display your image, for example DCI color space for cinema projection or Rec. 2020 for HDR production. Auto-calibration can be performed here to account for long-term color drift by using a compatible calibration puck. This will automatically set the gamma and white point to ensure your monitor is perfectly displaying its intended color space.

## Enable Calibration LUT



Once auto-calibration has taken place, toggle this for a before/after comparison of the results.

## Calibration LUT

CALIBRATION LUT



If you already have a saved calibration LUT you wish to use, you can browse your SD card and apply it here. Otherwise this will display stats related to your auto-calibration.

### Targeted Color Space:

Targeted Color Space:

DCI-P3

(not editable) Lists the color space that your monitor is currently displaying post-calibration.

### Targeted White Point:

Targeted White Point:

D65

(not editable) Lists the white point that your monitor is currently displaying post-calibration.

## Reset Calibration LUT

RESET CALIBRATION LUT

Reverts to the factory calibration LUT that is shipped with the monitor.

## Run Auto-Calibration

RUN AUTO CALIBRATION

Automatically sets the white point and gamma of your monitor by using a compatible color calibration probe.

## Appearance Settings



APPEARANCE

This menu allows you to directly alter the display's RGB output post-calibration if adjustments need to be made to match a lesser monitor on set.

**⚠** This menu directly affects (and can therefore negate) the extensive calibration capability of the monitor - modify at your own risk.

## Gamma Shift

GAMMA SHIFT

0.00

Adjusts the gamma curve being applied to the final output.

## Sharpness



Adjusts the intensity of edge detection. See [Peaking](#) for a more user-friendly version of this.

## Contrast, Brightness, Saturation (Con,Brt,Sat)



Standard Contrast, Brightness and Saturation controls.

## Red, Green, Blue Gain (RGB Gain)



Adjusts the Gain or Contrast of the Red, Green and Blue channels individually.

## Red, Green, Blue Offset (RGB Offset)



Adjusts the amount of offset for Red, Green and Blue color channels.

## Controls

Miscellaneous settings we had a hard time categorizing :)

### Volume Settings



Control output volume of the 1/8" stereo port and internal speakers if applicable.

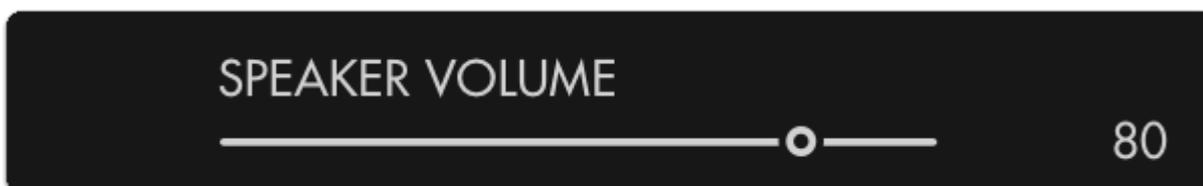
### Headphone Volume



Adjusts the output of the 1/8" stereo mini port

### Speaker Volume

 Only available on SmallHD Production Monitors



If using a monitor with speakers (Production Monitors 13" and up), adjust their output volume here.

## Image Rotate Settings



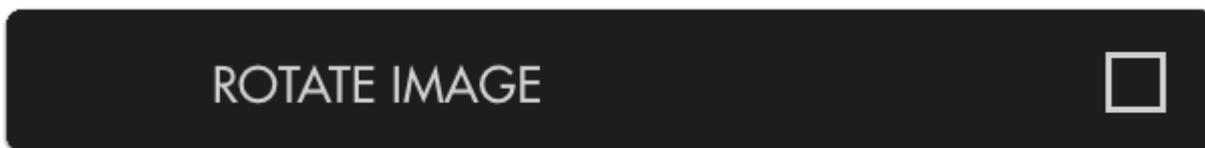
Use this section to rotate/flip the image and/or menu to enable operation from a funny angle.

### Auto Flip Image



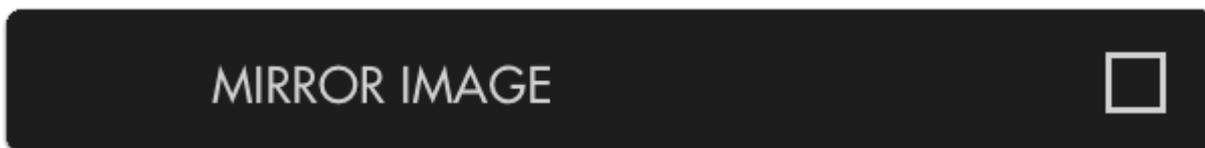
Depending on how your monitor is oriented (portrait, upside down) select this to automatically flip the displayed image, similar to a smartphone.

### Rotate Image



This will rotate the displayed image 180° bypassing any automatic functionality

### Mirror Image



Mirrors the image horizontally, useful when pointed towards the talent/scene for more intuitive framing.

## Match Menu to Video

MATCH MENU TO VIDEO



For situations with an upside-down camera - low mode on a stabilizer for example - use this option to rotate the image and not the menu.

**i** The following options become available when "MATCH MENU TO VIDEO" is disabled.

## Auto Flip Menu

AUTO FLIP MENU



This option keeps the menu right-side up regardless if the image itself is set to rotate.

## Rotate Image

ROTATE MENU



If you wish to explicitly flip the menu independently of the image select this option. (disables auto rotation)

## Mirror Menu

MIRROR MENU



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For the one person who needs to view and operate the monitor through a mirror but keeping the image itself un-flipped, congratulations this option is for you :-)

## Anamorphic Settings



If using anamorphic lenses which squeeze the picture horizontally, the following options will 'de-squeeze' your image, stretching it out horizontally.

### 1X (off)



This option performs no image de-squeeze - for use with non-anamorphic lenses.

### 1.33X



Use to de-squeeze anamorphic footage using lenses or adapters with a 1.33X squeeze factor.

### 1.5X



Use to de-squeeze anamorphic footage using lenses or adapters with a 1.5X squeeze factor.

## 1.66X



Use to de-squeeze anamorphic footage using lenses or adapters with a 1.66X squeeze factor.

## 2X



Use to de-squeeze anamorphic footage using lenses or adapters with a 2X squeeze factor.

## DSLR Scale Settings



For older Canon DSLRs that like to output a cropped image over HDMI, use these options to 'uncrop' for a fullscreen view.

## None (no scaling)



Disables DSLR Scale.

## Canon 5D Mark II



Scales the HDMI feed from a Canon 5DMKII to fill the screen properly.

## Canon 7D



Scales the HDMI feed from a Canon 7D to fill the screen properly.

## Capture

Settings related to capturing and viewing images on the monitor.

### Image Capture Settings



#### IMAGE CAPTURE

These options will help determine what happens when you use the built in Image Capture function.

### Capture LUTs (Look files)

CAPTURE LUTS (LOOK FILES)



When capturing an image, this option will apply any user Look files (3D LUTs) to the saved image, great for reviewing color-graded stills of a shoot day.

### Timestamp in Filename

TIMESTAMP IN FILENAME



To get a precise measure of when a screen capture is taken for easier file sorting/searching, enable this option.

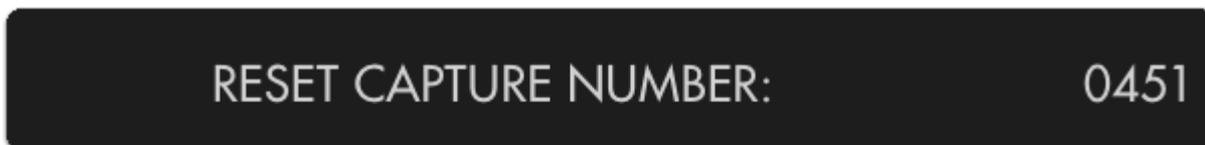
## Capture on Record Start



This will automatically capture an image as soon as the monitor detects the camera is recording- useful for a quick overview of a shoot day.

 This feature is currently available for SDI signals only

## Reset Capture Number



Resets the naming of captured images starting with 0001, useful when beginning a shoot for easy grouping of captured files.

## Capture Location



Choose where to save your image captures- save to an SD card for quickly dropping files onto a computer or save to the monitor's internal memory.

## Reset Capture Location



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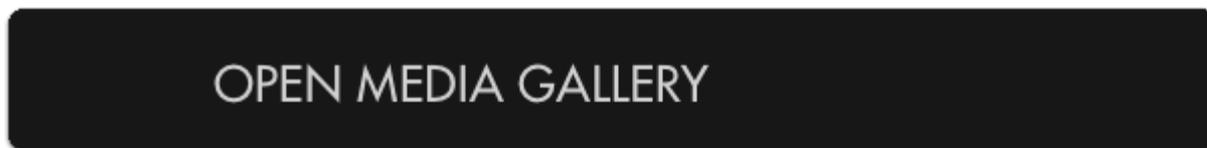
Sets the Image Capture location back to the monitor's internal memory.

## Image Gallery Settings



[View and access files taken with Image Capture](#)

## Open Media Gallery



Opens the image browser where you can view and manage files taken via Image Capture.

## Interface

Options related to customizing the user interface for your shooting style.

### Pixel Zoom Settings



#### PIXEL ZOOM

These settings adjust the functionality of Pixel Zoom which enables you to zoom in on your image at any time when viewing your shot (move up on joystick or swipe up on touch screens)

#### First Level

FIRST LEVEL



1.5X

This option determines the desired zoom level for the first 'stage' of pixel zoom.

#### Second Level

SECOND LEVEL



7X

This option determines the desired zoom level for the second 'stage' of pixel zoom, by pressing up twice on the joystick (swiping on touchscreen) when viewing a shot.

## Scopes Button

 Only available on SmallHD Production Monitors (13"+)



### SCOPES BUTTON

These settings determine which scopes are displayed when the Scopes Button is activated on the front face of SmallHD's production monitors.

### Waveform

WAVEFORM



Displays the Waveform on-screen when the Scopes button is activated.

### Histogram

HISTOGRAM



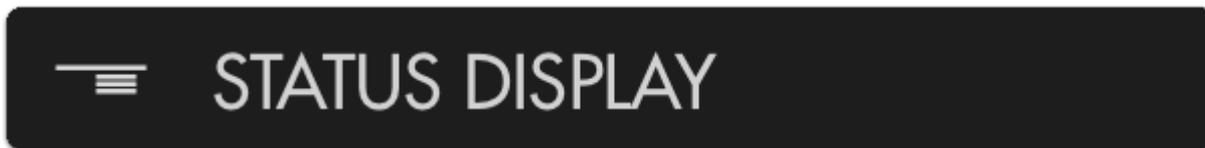
Displays the Histogram on-screen when the Scopes button is activated.

## Vectorscope



Displays the Vectorscope on-screen when the Scopes button is activated.

## Status Display Settings



The Status Display is a discreet information bar at the top or bottom of the image for displaying signal format, frame rate, time and battery life (if applicable).

### Off



Turns the Status Display off.

### Top



Enables the Status Display and places it at the top of the image.

## Bottom



Enables the Status Display and places it at the bottom of the image.

## Show Frames/Sec



Displays the frames per second next to your camera's resolution on the status bar.

## Show Fields/Sec



Displays the fields per second next to your camera's resolution on the status bar.

## UI Lock Settings

UI Lock is like a 'hold' switch which disables user input while active. This is useful in scenarios where there is a risk of the monitor's controls getting bumped.

 Not available on FOCUS monitors



## UI LOCK

Hold Joystick to Lock UI.

HOLD JOYSTICK TO LOCK UI



Enables or disables the UI lock at any time via a press-and-hold on the joystick.

## Language Settings



## LANGUAGE

Choose your preferred language in which to operate the user interface.

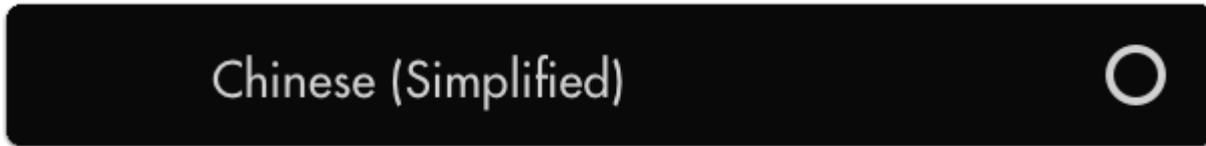
### English

English



Sets the user interface language to English.

## Chinese (Simplified)



Sets the user interface language to Chinese (Simplified).

## User

Settings related to monitor personalization.

### Power Settings



This section is for controlling user-definable power options.

### Auto Recover

AUTO RECOVER



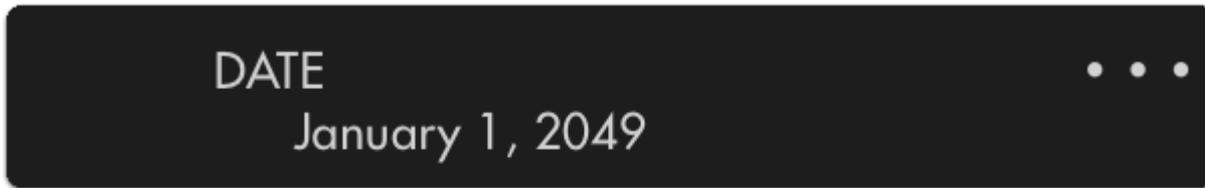
Automatically turns the monitor back on after a power loss.

### Date & Time



Use this menu to adjust the current date & time - [this will keep you organized when taking screen captures](#) by using a date in the file name.

## Date



Sets the month/day/year.

## Time



Sets the current time.

## 24H Display



Displays the clock in a 00:00 to 24:00 format, known commonly as 'military time' which makes 12am and 12pm slightly less confusing.

## Profiles [Settings]



Save and load profiles between monitors to keep your monitor's configuration consistent on set or between sets.

## Save Profile to Storage

A black rectangular button with rounded corners and white text that reads "SAVE PROFILE TO STORAGE".

Saves all pages, tools and settings currently applied to the monitor to an SD card for easy consistency between.

## Load Profile from Storage

A black rectangular button with rounded corners and white text that reads "LOAD PROFILE FROM STORAGE".

Load a saved profile from internal memory or SD card to keep from having to reconfigure all your settings, pages and tools if moving from monitor to monitor.

## System

Update system firmware or reset to factory defaults.

### Firmware Settings



FIRMWARE

Go to this section to update & manage your firmware via SD card.

### Update to [version number] (SD)

UPDATE TO X.X (SD)  
Current version: 3.0

Selecting this option will update your firmware to the version contained on your SD card (if any).

 The latest SmallHD firmware is always available from [smallhd.com/latestfirmware](https://smallhd.com/latestfirmware). To apply the update, unzip the file, drop the resulting .bin file right onto the main directory of your SD card, plug it into the monitor and select this option to perform the update.

## Factory Reset Settings



**FACTORY RESET**

Go to this section to reset the monitor's pages & settings to how it was when it came out of the box.

## Execute Factory Reset

**EXECUTE FACTORY RESET**

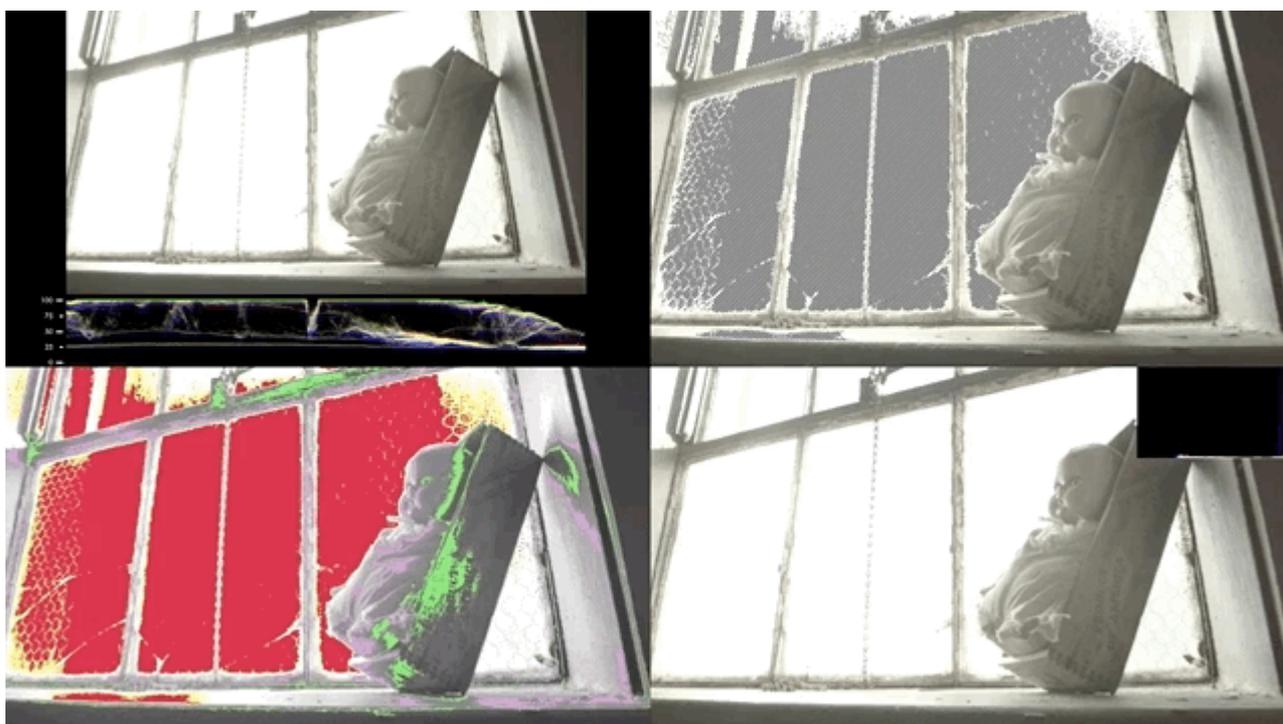
Select this option to reset the monitor to its factory default settings.

 Factory Reset is useful when swapping between different users or when encountering issues that may be a result of fiddling around with unfamiliar settings ;-)

# Tools - Exposure

## Exposure Overview

Either before or after reading this guide you will have an understanding of how to set proper exposure using SmallHD's industry-leading toolset. Learn how [Waveform](#), [Exposure Assist](#), [Zebra](#), [Histogram](#) and [Color Picker](#) compare and how to get the most from each.



### The Dynamic Range 'bucket'

Cameras have a limited **dynamic range**; this is the range between the **darkest dark** and the **brightest bright** a camera can simultaneously see and retain detail. If this range is set incorrectly, it can mean important details get lost or clipped.

The philosophy of the SmallHD toolset has always been to help free up the operator's mental burden - combined with pages, SmallHD's tools are designed to promote a level of confidence in the technical aspects of a shot to help free up creative energy. We haven't performed a formal study but we'd wager shooting with SmallHD monitors decreases stress on set.

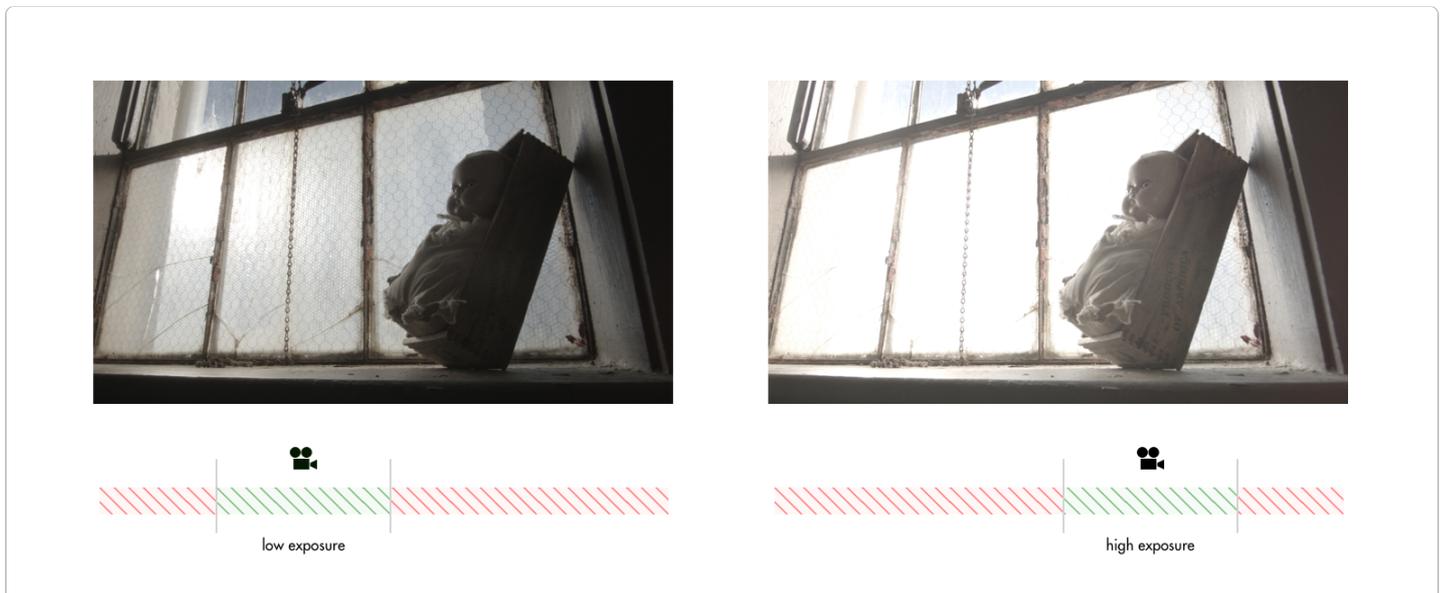
**Ambient lighting** conditions change human **perception** of on-screen images so drastically that **eyeballing the exposure range** without aid can be **highly risky**; tools that present the range clearly are generally considered critical for consistent footage gathering.



Adjusting exposure will shift the dynamic range to capture brighter or darker detail in order to accommodate the most important aspects of the image. Anything outside the dynamic range gets clipped, meaning a badly placed exposure is *wasting the camera's potential*.

## Exposure Examples

Let's look at the problems we face with a shot with a relatively low exposure (underexposed) and one with a relatively high exposure (overexposed).



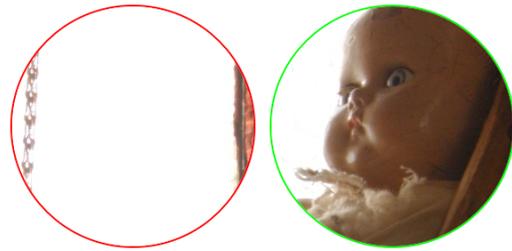
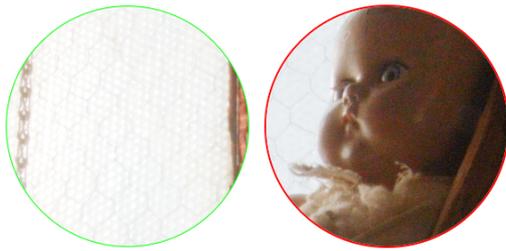
For an easier direct comparison these shots have been color graded to roughly match one another:



(Low exposure - brightened)



(High exposure - darkened)



Underexposure --> Brightened	Overexposure --> Darkened
1. Bright highlight detail remains in-tact (good)	3. Bright highlights have been clipped, meaning the detail of the window cannot be recovered (bad)
2. Shadow tones reveal noise when boosted (bad)	4. The face of the doll is exposed well and contains minimal image noise (good)

💡 There will almost always be something in your image that is clipping like a dark shadow or a light bulb - the key is to be aware of and balance the extremes while ensuring the desired midtones (typically skin tones) are placed in the center of the camera's dynamic range.

## Adjusting exposure

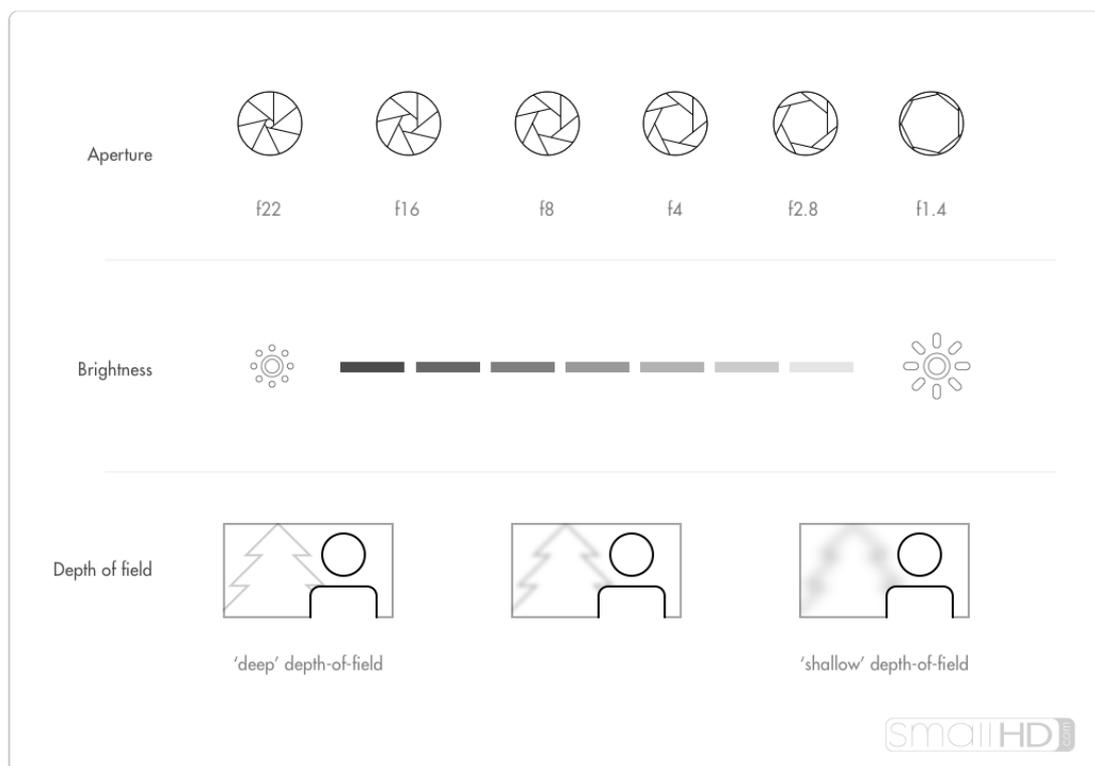
There are several ways to control exposure on a camera and it is critical when operating to have a firm grasp of the benefits and trade-offs of each. Let's have a look at them:

## Scene lighting

If you have the benefit of a set with controllable lighting, the best scene exposure can be generally achieved without touching the camera. Because this is such a huge topic, we will just be covering adjustments that can be made on-camera.

## Iris/Aperture

The most commonly used method for controlling exposure, the **Iris** or **Aperture** adjusts the **physical size of the opening in the lens** at which light passes through to reach the camera's imaging plane.



### Notes on adjusting iris/aperture for exposure

**Speed** - Iris/Aperture is most often a physical ring on the lens, making it very quick to turn and immediately see a result.

**Fine-tuned control** - Higher-end & cinema lenses often have smooth or 'de-clicked' aperture rings making very precise exposure adjustments simple to achieve.

**Affects depth of field** - If part of the intended look of the scene is to have a character in focus with the background blurry, just be aware that adjusting the iris will affect the amount of blurriness (bokeh) in out-of-focus objects.

## ISO

Increasing camera ISO essentially 'boosts' the camera's image digitally beyond its native ISO level, brightening the image but increasing the likelihood of image noise.



### Notes on adjusting ISO for exposure

**Flexibility/Night Shooting** - Some cameras have incredibly low-noise sensors and effective noise processing that can allow for high ISO values without noticeable artifacting meaning easier shooting in the dark. Mileage varies greatly and older cameras tend not to fare as well in this respect.

**Variable Image Noise** - Because adjusting ISO is artificially 'boosting' the output of the sensor, image noise, especially in shadows becomes more apparent at higher ISO values.

- 💡 Every digital camera has a native ISO which tends to produce the least noisy results and the most dynamic range. Pushing the ISO up is asking the camera to reach further outside its 'comfort zone' and will increasingly apply image noise/lessen dynamic range.

## Shutter Speed

Shutter speed refers to the amount of time the sensor is being exposed to light for each frame. Shutter speed is slightly less commonly used when adjusting exposure due to it having a more pronounced stylistic effect at different extremes.



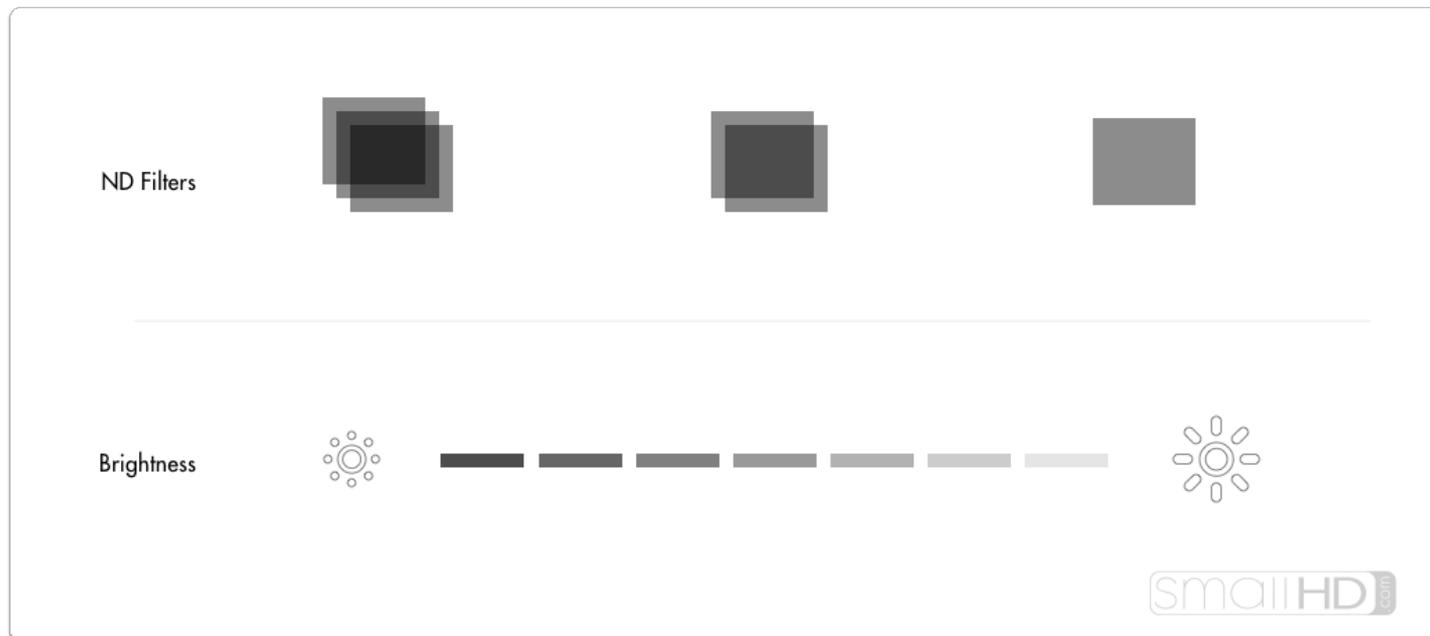
### Notes on adjusting shutter speed for exposure

**Controls perceived 'smoothness' of motion** - if footage motion appears too smooth for the intended style, increasing shutter speed will increase a 'strobing' effect, think the 'Saving Private Ryan' look where action appears frozen in time.

**Consistency of shots** - If adjusting shutter speed for every shot to compensate for lighting, the amount of 'strobing' (ie perceived smoothness) will vary shot-to-shot as well and this may be displeasing to some viewers.

💡 An extremely common & widely acceptable shutter speed setting is at half the frame rate being captured, commonly referred to as a 180° shutter. If shooting at 24 frames per second, this means the shutter speed would be 1/48th of a second.

## Lens Filters



Lens filters offer creative flexibility on brightly lit scenes - instead of having to raise shutter speed and increase strobing, or close down the aperture and deepen the depth of field, ND (neutral density - aka darkening) filters can darken the shot without adjusting the aesthetic.

### Notes on adjusting lens filtration for exposure

**Shallow depth of field on bright days** - dense ND (neutral density ie darkening) filters make shallow depth-of-field possible on very bright days - other options are to close down the iris (resulting in deep depth of field) or increasing shutter speed (resulting in stuttery motion).

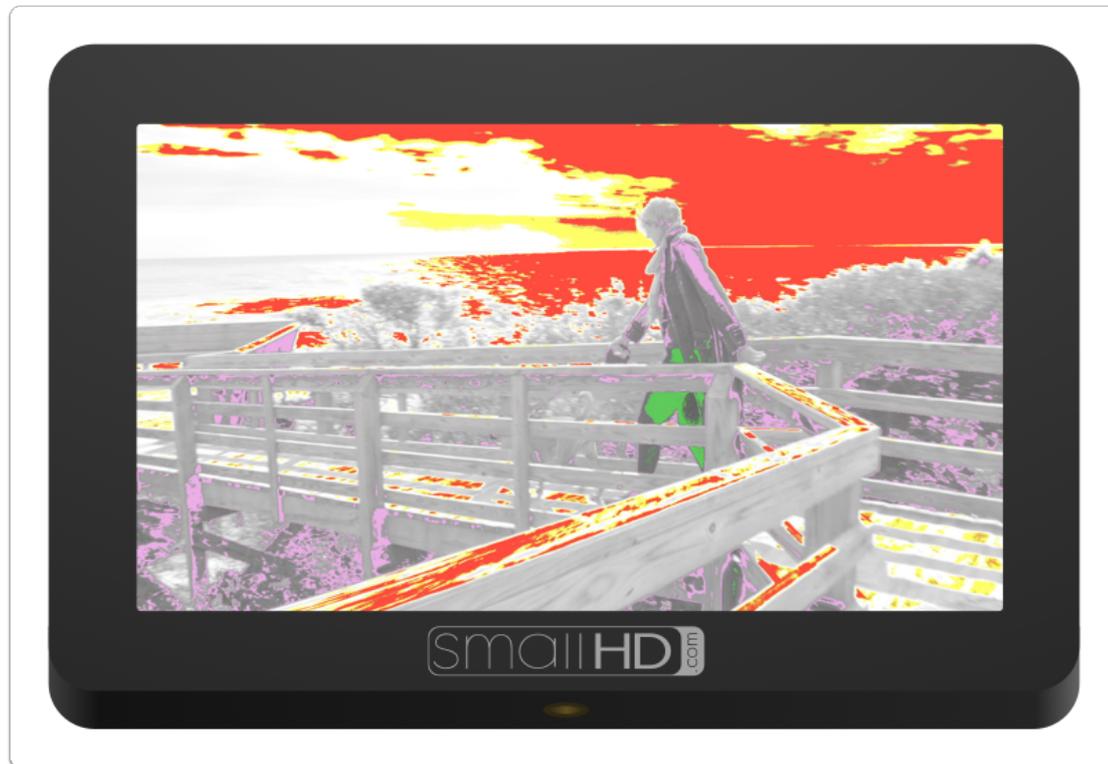
**Localized Adjustments** - ND filters often have a graduated (dark to light) effect so that adjustments are made only to a portion of the image - great for dimming a bright sky while keeping a darker foreground in tact.

**Speed of operation will vary** - Many cameras have built-in ND filters which are speedy to operate but for cameras that dont, they will have to be threaded onto to a lens or slid into a matte box which can be slower options than rolling the iris/aperture.

## Choosing an exposure tool

We have found personal preference to be the biggest factor when choosing an exposure tool. Wish to see exposure issues directly on the image as they happen? [Exposure Assist](#) or [Zebra](#) may be right for the job. Prefer an untouched image with a separate graph to provide value readings for spotting issues? [Waveform](#) or [Histogram](#) may suit your needs better.

## Exposure Assist



Exposure Assist is a great overall balance of utility and ease of use and can benefit most shooting scenarios. It allows 'painting' the image depending on the intensity of a pixel's luma value. For example you could set 97% IRE and up to turn bright red as an overexposure warning while creating a scale to turn green when a face is exposed properly at 55%, etc. (& anything else you wish to plot to any points on the range). [Click to learn more about Exposure Assist.](#)

💡 New firmware 3.0 feature - Exposure Assist scale is now fully [customizable!](#)

## Zebra





Zebra is essentially a simplified version of Exposure Assist which allows the specific 'painting' of areas depending on brightness value but is less destructive to the underlying image -- it is however limited to painting one value range at a time, though up to two Zebra tools can be activated simultaneously. [Click to learn more about the Zebra tool.](#)

## Waveform



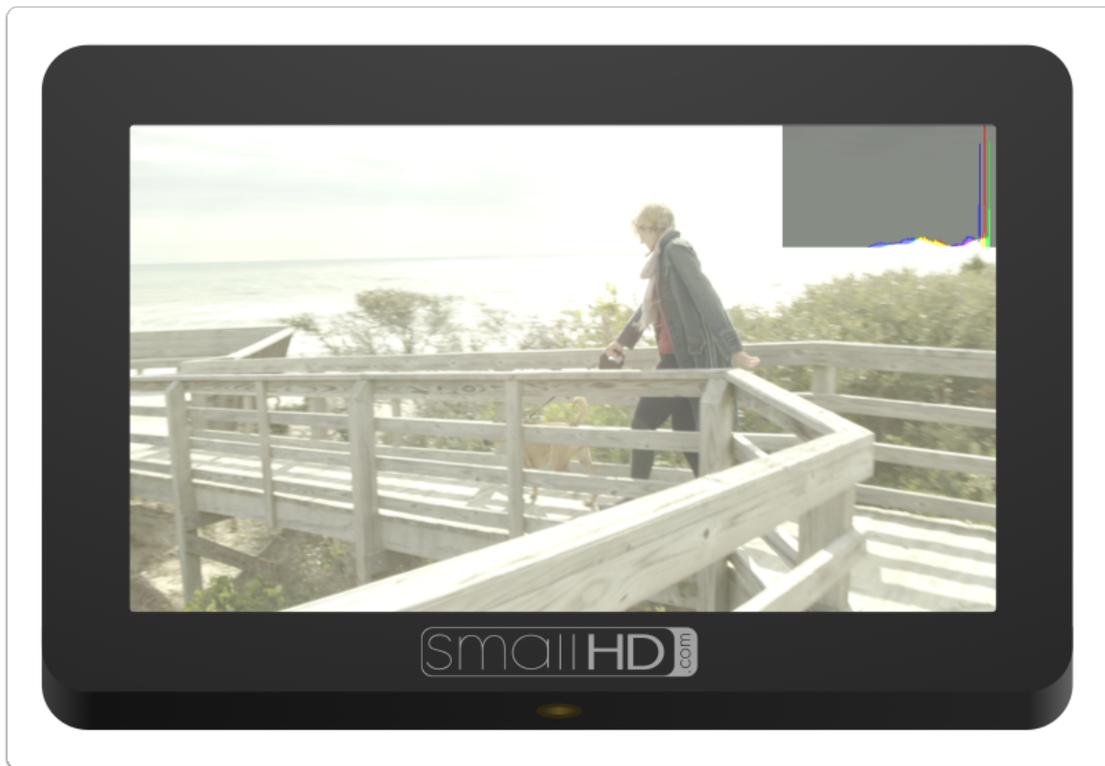


Waveform plots the value of the entire image onto a graph that physically matches it from left-to-right, meaning if you see an area that's too bright on the left side of the image, it will create a 'peak' on the left side of the waveform graph. It also has other benefits by way of RGB & RGB Parade modes. [Click to learn more about the Waveform.](#)

💡 Use the Waveform to check evenness of lighting across a solid-color backdrop- just look for a straight line all the way across.

## Histogram





Histogram sorts every pixel in your image based on its brightness and plots it to a chart; darker values on the left and brighter values on the right. [Click to learn more about the Histogram.](#)

💡 If you see that the Histogram is mostly a 'lump' towards the left hand side, you may have a generally under-exposed image (or a normally-exposed night scene). If it is stacked up towards the right, you may have an over-exposed image (or a normally-exposed day time snow scene).

## Color Picker



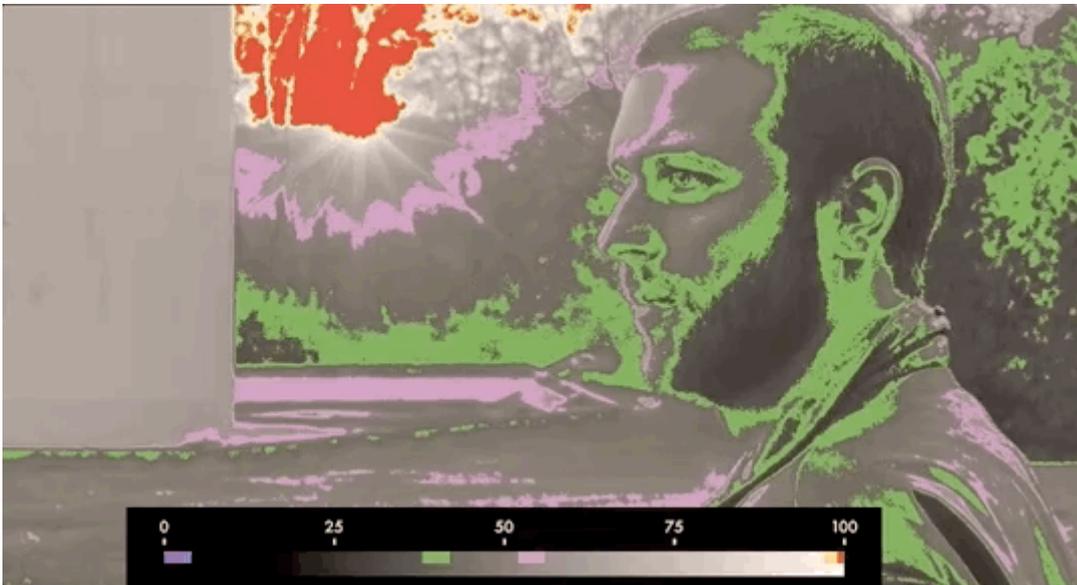
Color Picker samples color/value information from a single pixel to give a precise readout of a specific location. [Click to learn more about the Color Picker.](#)

 When you need an extra level of information on a very precise location, set up a color picker on your subject's face and as light levels change, roll exposure or relight to compensate to achieve the same or a similar readout.

## Exposure Assist (False Color)



### Exposure Assist (False Color)



Exposure Assist is a highly visible, quick and accurate guide to setting exposure for your shots by 'painting' pixels when they hit a specified luma (brightness) value. This helps you pinpoint the exact areas your image may be clipping and quickly roll exposure to adjust for it, particularly in difficult viewing conditions (outdoors or on a gimbal or crane)

💡 \*New firmware 3.0 feature - Exposure Assist scale is now fully [customizable!](#)

## Exposure Assist - Stats

Use this section to compare Exposure Assist with SmallHD's other exposure tools to help you find what suits your personal preference.

## EASE OF USE



Because Exposure Assist 'paints' your image different colors depending on what their luma (brightness) value is, it can be beneficial to memorize these colors to make the most sense of your exposure range. Alternately you can now [create your own exposure/color scale](#) if you find the presets not to your tastes or suitable for your camera.

## SPEED



Exposure Assist is a very fast tool for finding proper exposure because you can simply look at your image - if a desired portion of the picture is being painted the color designated for highlights for example, that typically means you'll have to bring down the exposure to regain the detail in that area.

💡 If the colorizing effect of Exposure Assist is too distracting for your other on-set tasks, try creating a new page specifically for it so that you can flip back and forth for a quick exposure spot-check when needed.

## UTILITY



Because the Exposure Assist scale can now be [customized](#) allowing you to map many colors to many brightness ranges, it can give you an incredibly comprehensive look at your exposure values. The [Waveform](#) only offers slightly more utility in that it can be used to gauge chrominance (color) in addition to luminance (exposure) when using [Parade](#) or [RGB](#) modes.

💡 If you would rather look at a graph to expose your image than to have it 'painted over', have a look at the [Waveform](#).

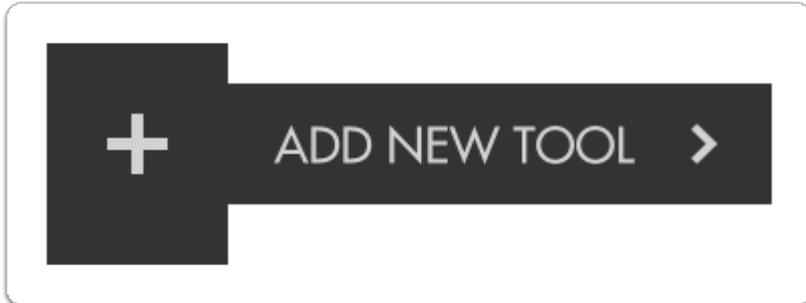
## IMAGE INTEGRITY



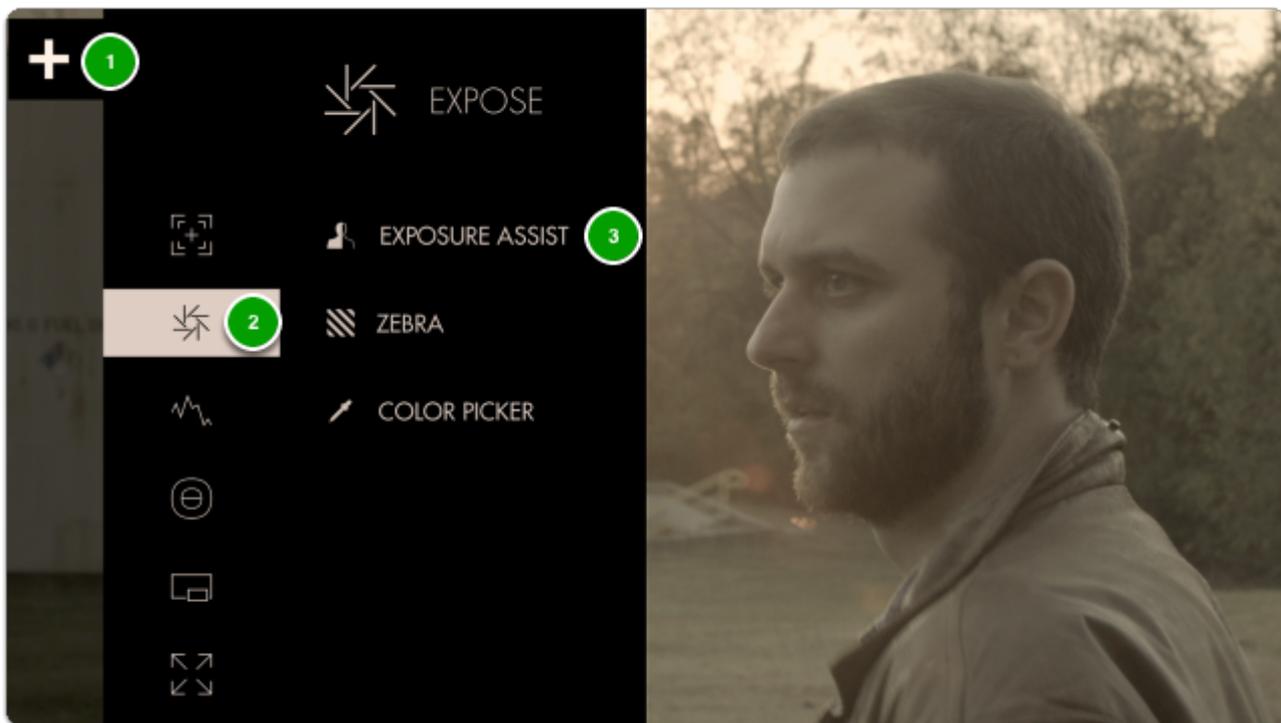
# SmallHD User Manual

Because of the nature of Exposure Assist and how it paints the image various colors, it can become distracting to other necessary jobs on set. Tools like the [Zebra](#), though less comprehensive, may work better for keeping a low profile.

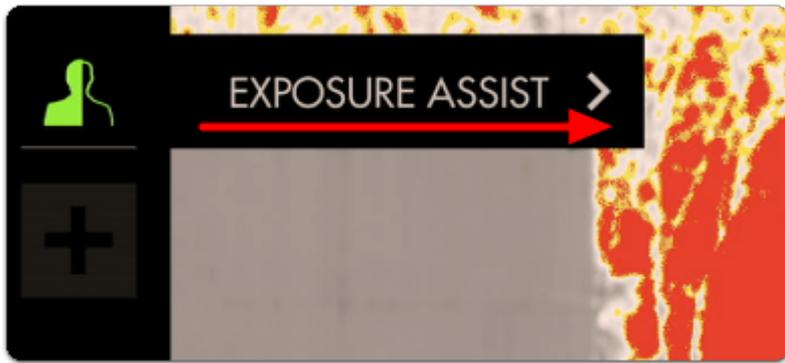
## Exposure Assist - Quick Start



From any page, click the joystick or tap the screen to bring up (1) 'Add New Tool' and navigate to (2) Expose > (3) Exposure Assist and select to add it to the current page.



Once added you can edit the settings by navigating right or tapping the right arrow when 'Exposure assist' is highlighted.



By default the Arri False Color scale is used which is a great place to start.

The chart below describes what each color means- essentially when an element in your scene gets colored, that means it is **within the brightness range** specified here.

Color	Level	Description
red	99 – 100%	White clipping
yellow	97 – 99%	Just below white clipping/white shoulder
pink	52 – 56%	One stop over medium gray (Caucasian skin)
green	38 – 42%	18% neutral gray
blue	2.5 – 4.0%	Just above black clipping/black slope
purple	0 – 2.5%	Black clipping

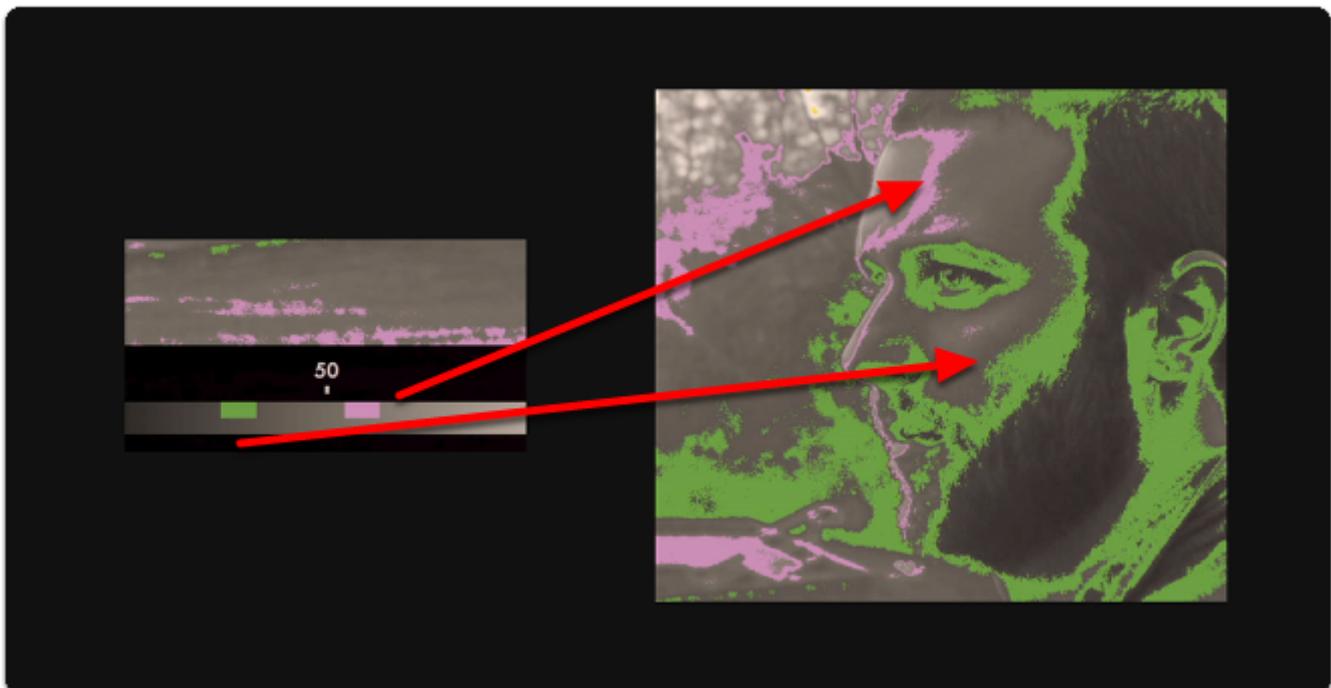
(ARRI FALSE COLOR SCALE)

This allows you to make exposure decisions that are based on **numeric values** as opposed to simply how the image **appears**, which depending on viewing environment and many other factors can yield inconsistent results.

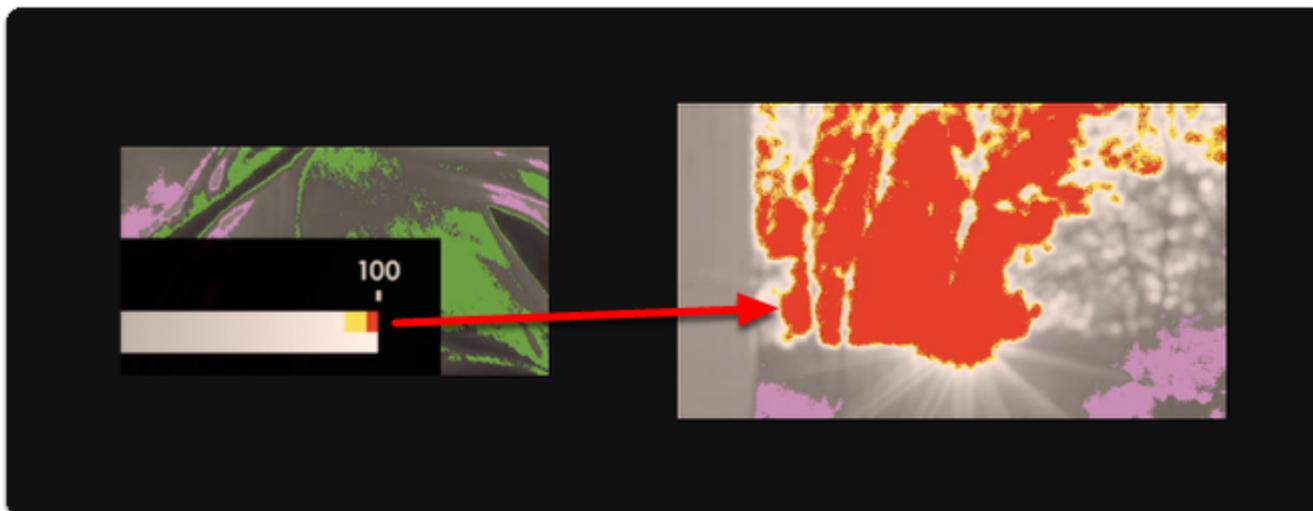
Enable 'SHOW IRE GUIDE' to get an on-monitor view of which **values** are getting mapped to the colors on the scale.



Exposure values near the 50% mark on the scale will generally provide the most natural result on human skin. With the Arri scale this means the pink and green bands provide a great guide as the upper and lower range for exposing faces.

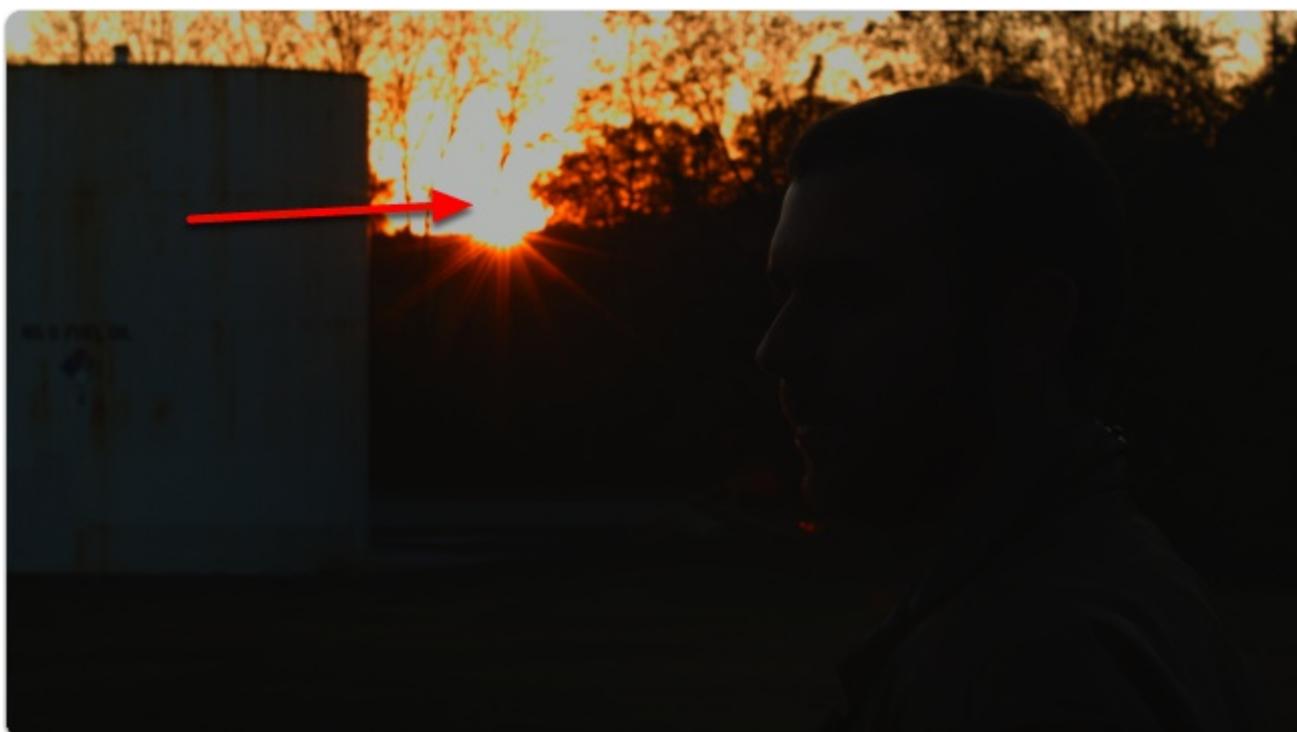


Sticking with this exposure value means we'll be clipping a portion of the sky & sun - Exposure Assist makes it clear which areas will be clipping/losing detail as a result of overexposure by painting such areas red.

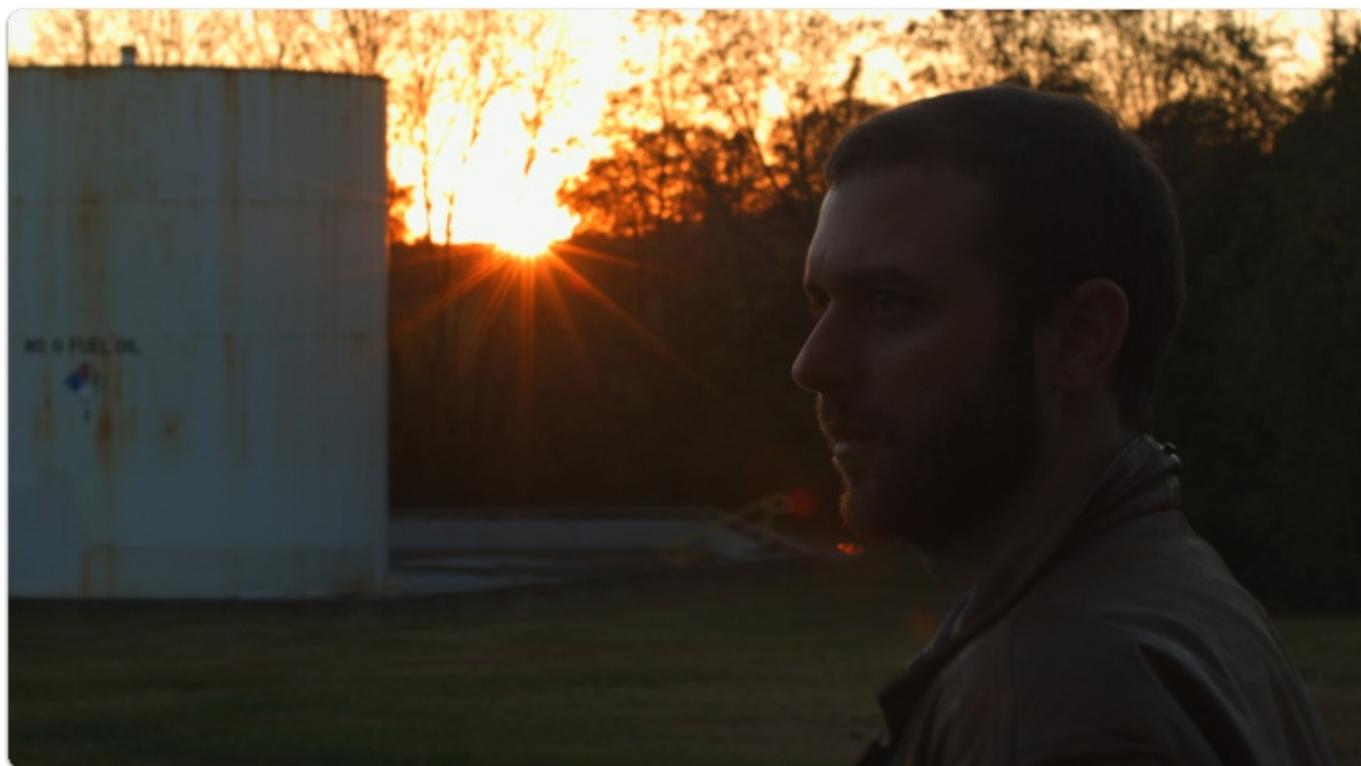


Clipped areas are tricky to manipulate in post production because they are effectively comprised of a single 'blob' of color/value.

If I darken the entire shot, the clipped areas of the sky & sun appear quite unnatural:



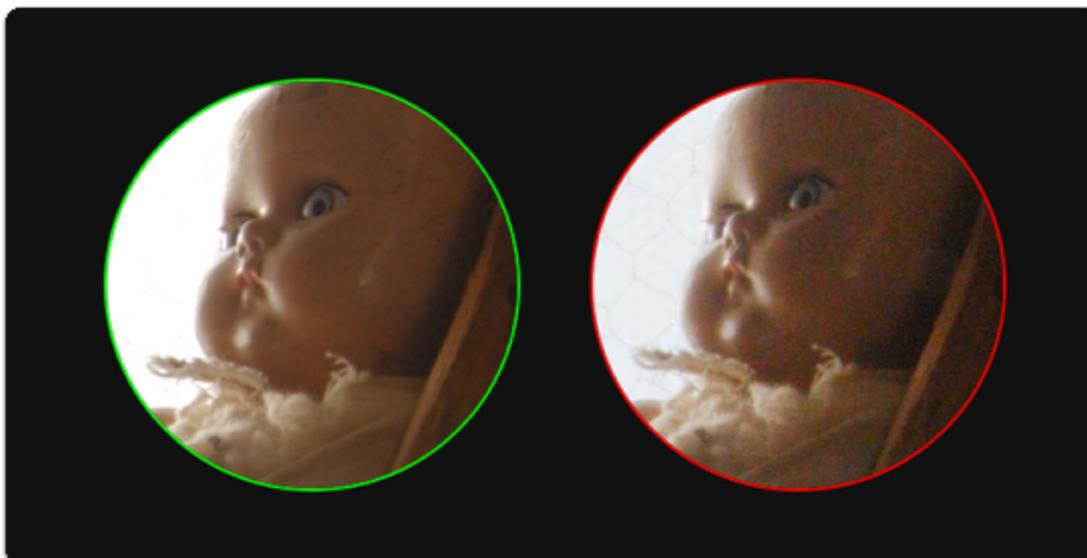
If I darken everything but the sky/sun, they each appear much more acceptable:



When graded normally, skin tones maintain plenty of detail due to being exposed in an optimal range.



Below-left is an example of normally-exposed face, below-right is an example of an underexposed face that has been brought up in color grading - take note the difference in image noise.



Exposing a shot 'just right' will vary greatly between shoots, operators and cameras but is always a compromise in some way. You must decide **how important** are your **highlights** and **shadows** and what will contribute to the better final image, and this can vary depending on many elements including intended color grade, delivery methods, VFX and of course the camera itself - some handle highlights better than shadows for example, others vice-versa.

## Exposure Assist - Customization

**NEW with firmware version 3.0!** - Continue this section to learn how to get the most out of Exposure Assist by creating your own preset.

Many cameras, particularly when shooting in 'log' mode keep their **brightest** highlight and **darkest** shadow at values **other than 100%** and **0%** respectively. Full shadow clipping might be as high as 10% and highlights might be as low as 90% for example. **Customizing the Exposure Assist scale** ensures these settings are **tuned to your specific camera** for **guaranteed accuracy**.



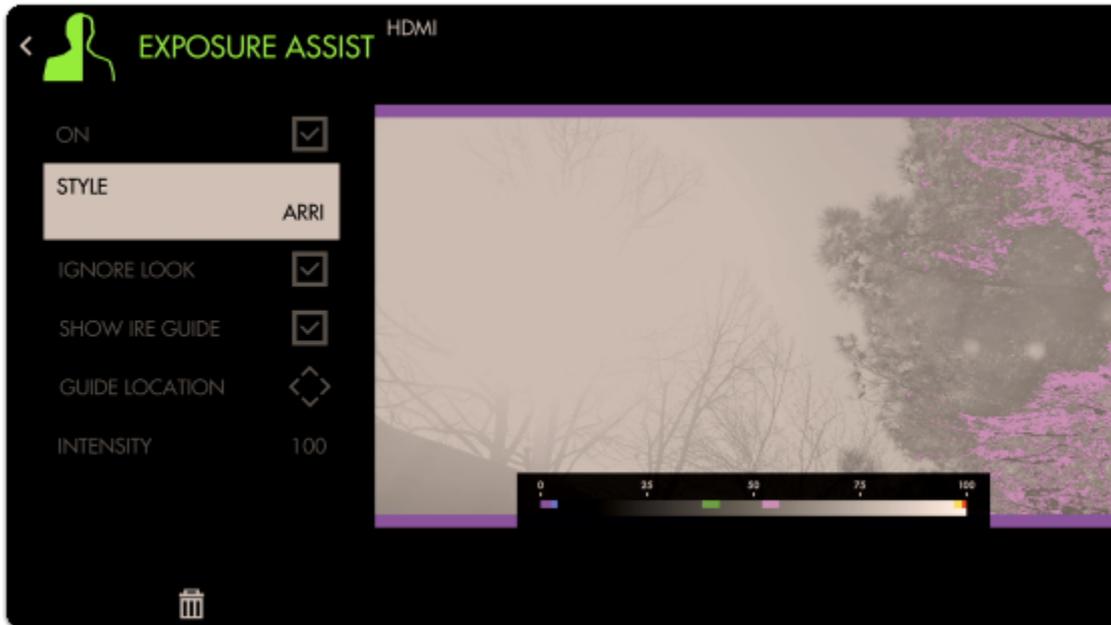
To begin setting the scale we need to first **find the limits**. For the following example I'm using a DVX200 set to V-Log gamma but this procedure applies to any camera or gamma.

First, point the camera toward any **bright objects** that will **overexpose** the shot (a white car or exposed concrete on a bright day will do fine) - **turn off ND filters**, **open the aperture** and **decrease the shutter speed** if needed:



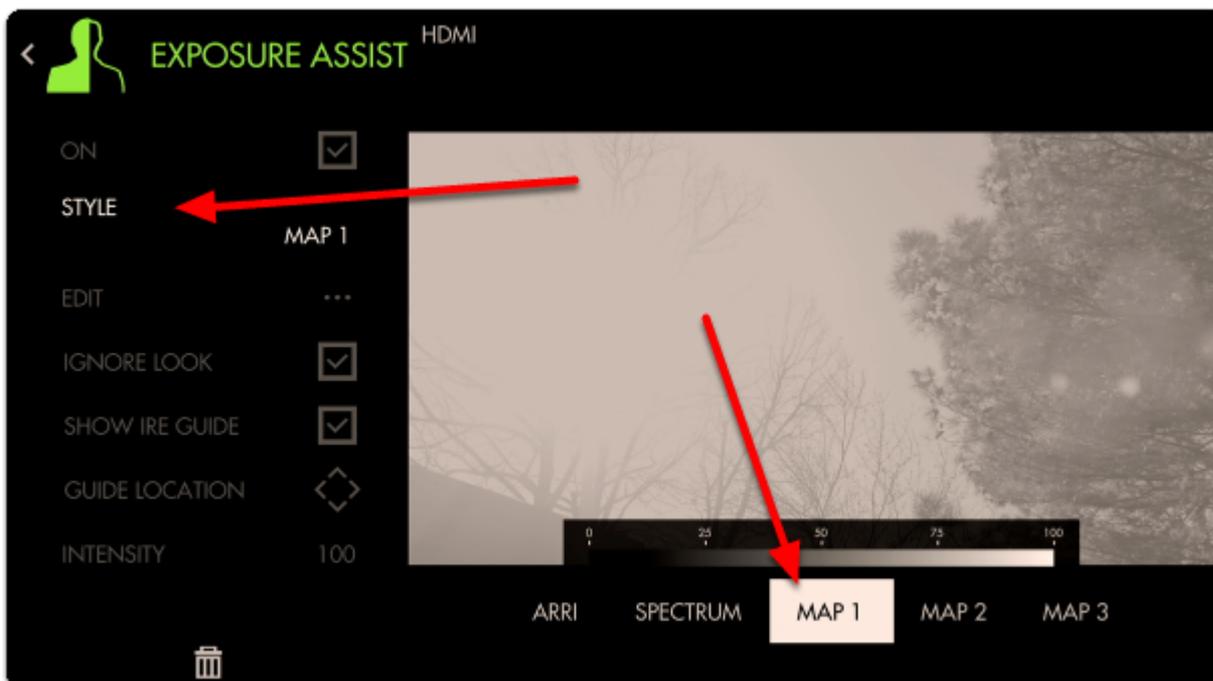
**!** I briefly pointed the camera towards the sun during midday for this shot - this is generally not advisable to keep the sensor safe but I did it so you don't have to ;-)

Add an Exposure Assist via Add Tool > Expose > Exposure Assist if not already applied.



Even though the sun area is clearly clipping, the Arri false color scale doesn't pick it up - we need to fix this for an accurate reading.

Select 'Style' and choose 'Map1' to start with an empty preset that we can modify.



# SmallHD User Manual

Select 'EDIT' to begin customization



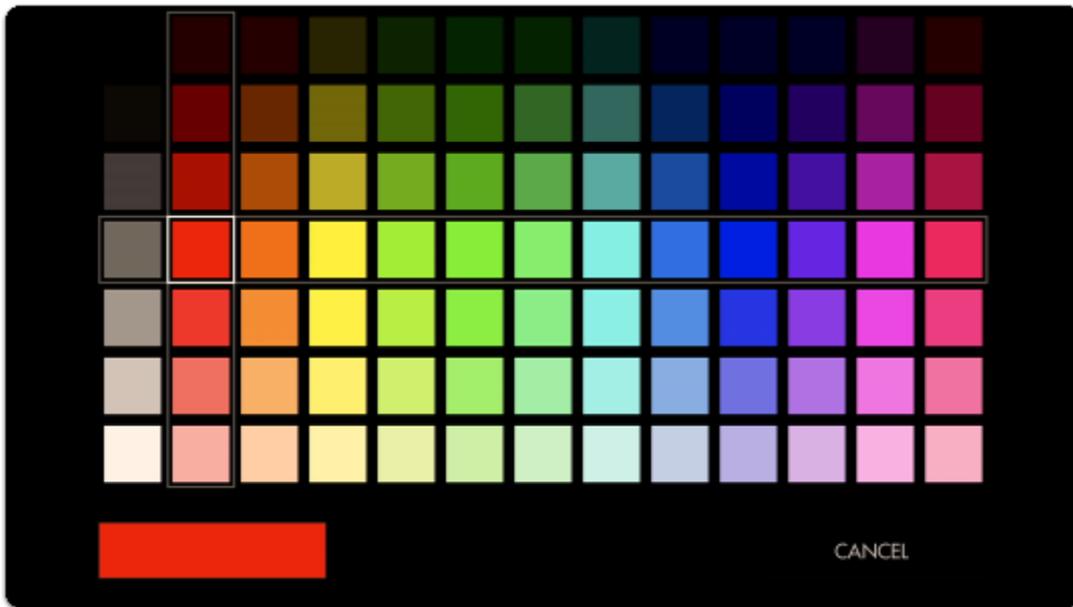
To begin adding a range, select the '+'



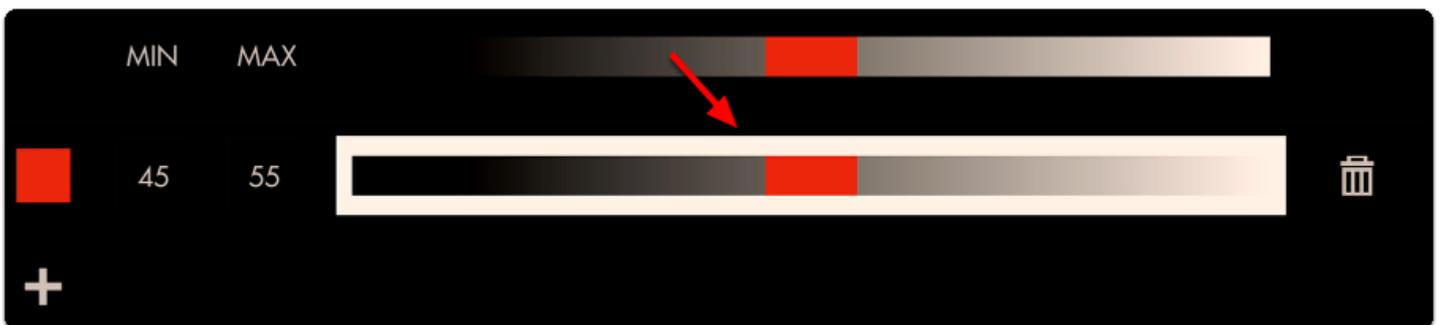
A default color and range is placed onto the scale; let's change this color by selecting it



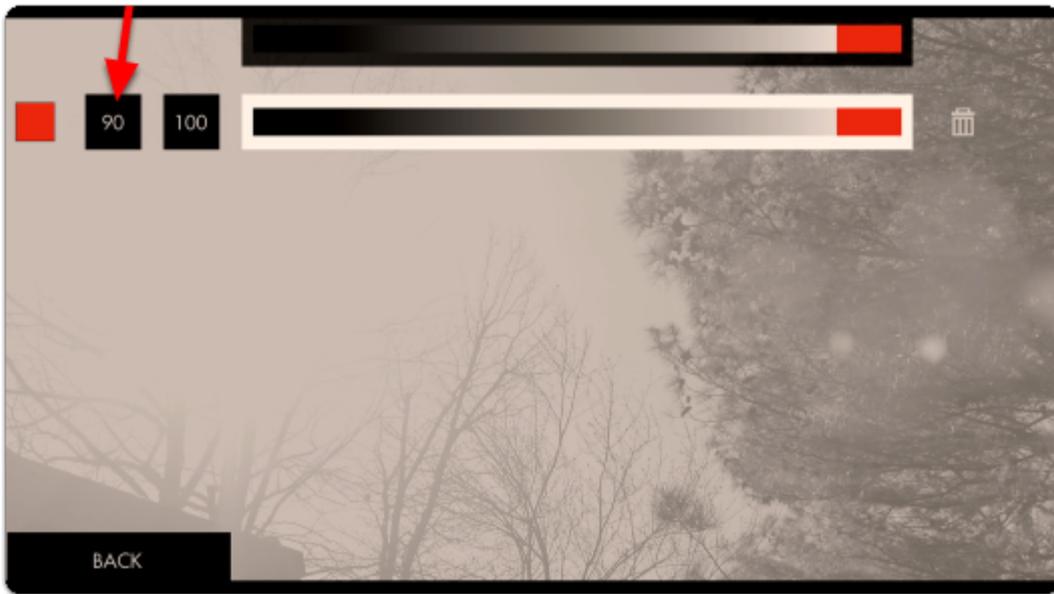
Let's choose **red** to act as an overexposure clip warning.



Next we can edit the position of this color on the luminosity scale by selecting it and dragging in either direction



Move the color block to the far right - now any values in the 90%-100% range will get painted red. As can be seen none of the values in this image even reach 90% so we need to decrease the 'MIN' until we see a red blob appear where the sun is located.



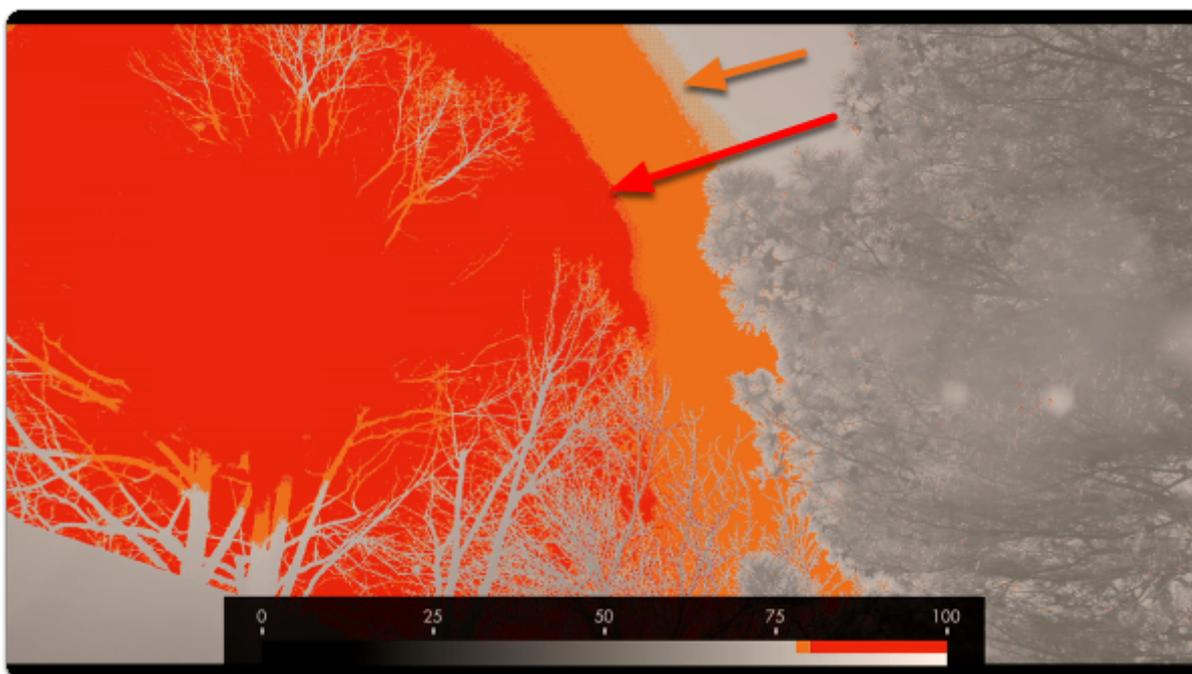
When decreased to 80%, we have finally found the limit at which this camera clips highlights.



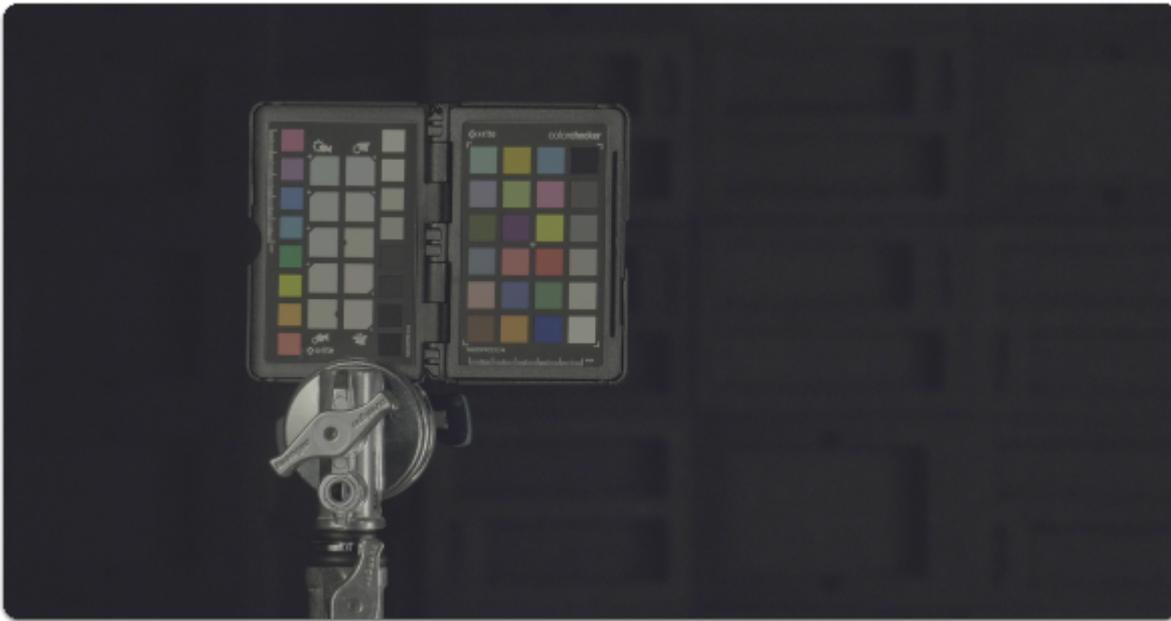
This red area is telling you 'this data is getting clipped' so let's set up another small color value immediately beside this one to act as a warning:



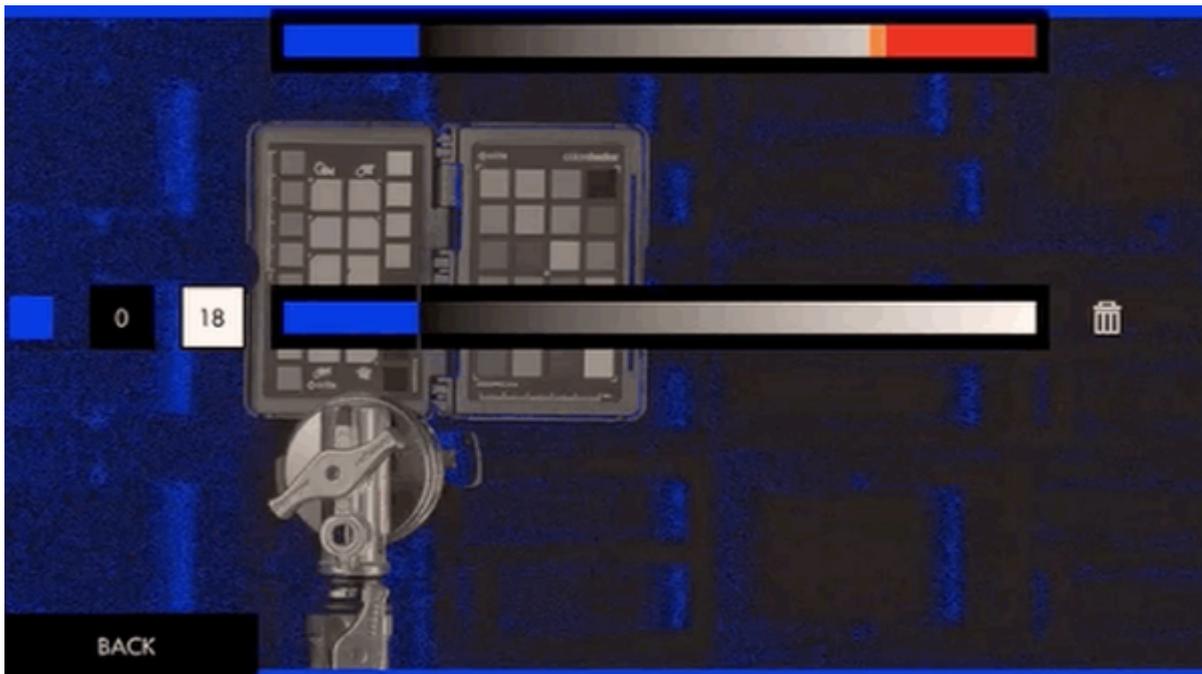
Now if you see orange it means you're **almost clipping highlights** and if you see red you **are clipping highlights**.



Repeat the same process but this time to the **darker extremes** - I have my shot set up in a dark environment but you may simply cover the lens for this stage when looking to pinpoint the camera & gamma's native black point.



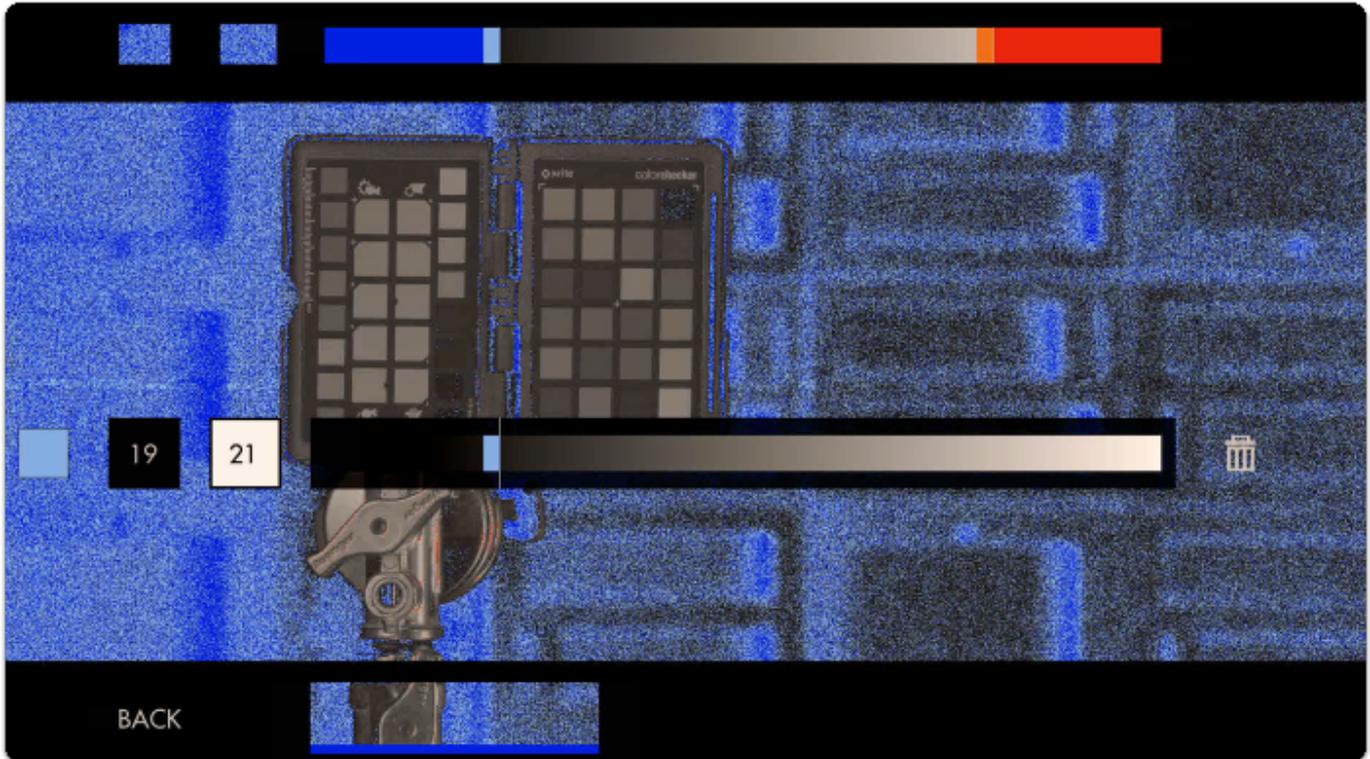
Create a new color band for the **shadows** - I prefer 'cool' colors for dark areas and normally set highlights to 'warm' colors to help me identify each zone quickly but feel free to use any configuration that makes sense to you!



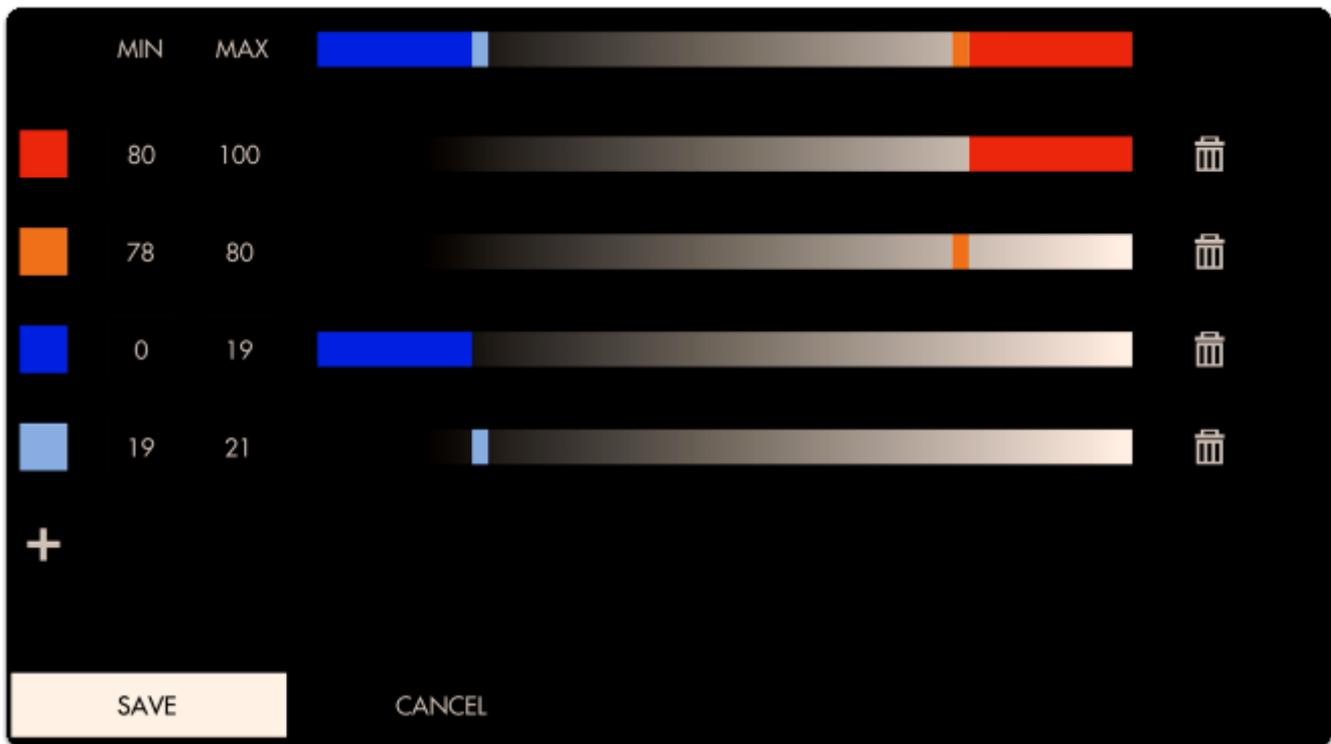
Set the **MIN** to 0 and adjust the **MAX** value to the point where color starts being introduced - You can customize this value until the **noise level** is acceptable to you (anything that gets painted blue is considered 'clipped', so increase the **MAX** to 'clip' more of the noise).

💡 Because Exposure Assist is ultimately a guide, setting these ranges is for keeping us aware of issues as soon as they show up. In this case if we see a **deep blue** on someone's face, we'll need to **increase exposure** or the footage will be **noisy**.

Next we can add a small 'warning zone' next to our 'clipping zone' just like with the highlights:



This is what our scale looks like with the upper and lower ranges applied:



Here is what a shot looks like when we're employing the new exposure scale. The colors reveal precisely which areas are recoverable and which are lost.

**Red areas are clipped highlights, blue areas are noisy/clipped shadows.**



You may continue to add colors to the scale, for example a midpoint to represent skin tones or an 18% grey card/chart.

## Exposure Assist - Settings

Access Exposure Assist's settings menu by navigating right or pressing the right arrow when the Waveform is highlighted.

### On



Toggles Exposure Assist Off/On

### Style



Choose from a preset exposure assist scale or start with a generic map that you can customize.

### Edit



[Customize](#) the exposure scale to set any brightness value to a color of your choosing. It's useful! [Try it out!](#)

## Ignore Look



Allows Exposure Assist to work on the signal directly from the camera even if you have a Look (3D LUT) applied which would otherwise affect the results on the scale. Uncheck if you wish to monitor exposure values AFTER a look has been applied to see what effect it may bring to the final image.

 We recommend leaving this on for most shooting scenarios unless you are baking a LUT into your footage on set and do not intend to color grade in post.

## Show IRE Guide



Display a visual 'legend' to help make sense of the colors that correspond to brightness values.

## Guide Location



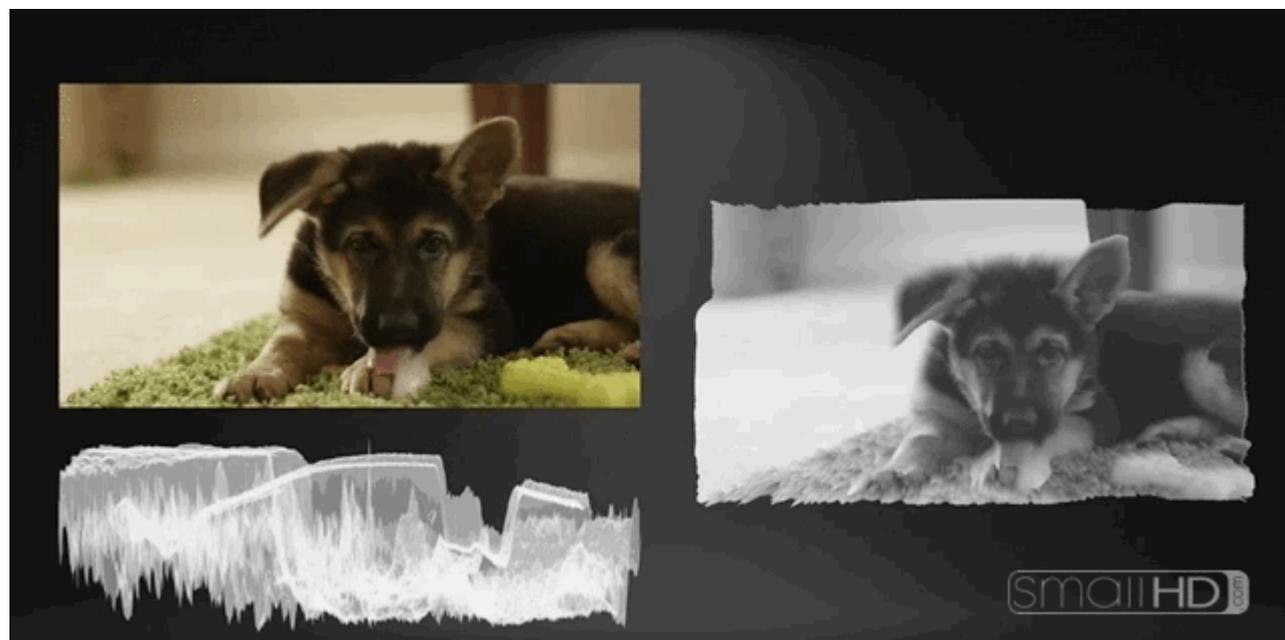
Set the location of the IRE guide to a spot of your choosing.

## Intensity



Dial in the intensity of Exposure Assist to make its effect more subtle, allowing an easier view of the original image. Dialing back the Intensity will also decrease Exposure Assist's greyscale influence, bringing saturation back into your image.

## Waveform



The Waveform is generally considered the most robust exposure tool because it plots your image's luminance (brightness) – and chrominance if using [RGB mode](#) -- to a graph but unlike the Histogram, it physically matches the screen from left-to-right.

💡 \*New firmware 3.0 feature - Waveform now has a ['spot meter' function](#) for a detailed look at specific areas of your shot!

### 1. Stats

Although SmallHD provides many available tools to help with setting proper exposure, most of the decision will be down to what works for you. Use this section if you need help deciding where to start.

## EASE OF USE



The Waveform is an extremely comprehensive exposure tool but when needing to understand your exposure levels from a quick glance, [Exposure Assist](#) or [Zebra](#) may be better options.

## SPEED



Once you get comfortable with how the Waveform works you can quickly reach optimal exposure with it by **balancing exposure** between the top and bottom of the graph to **make sure highlights and shadows aren't being clipped too harshly**. If they are, perhaps adding some light into shadow areas or diffusing/filtering highlights can help compensate.

 [Zebra](#) is generally considered the simplest (and often fastest) way to gauge exposure at the expense of customizability- if you don't wish to be distracted with the extra information a Waveform provides, give it a try!

## UTILITY



Waveform is often considered the best exposure tool because it allows very precise measurement of all aspects of the image's luma (brightness) and chroma (color) by [setting the 'style' to RGB](#).

## IMAGE INTEGRITY



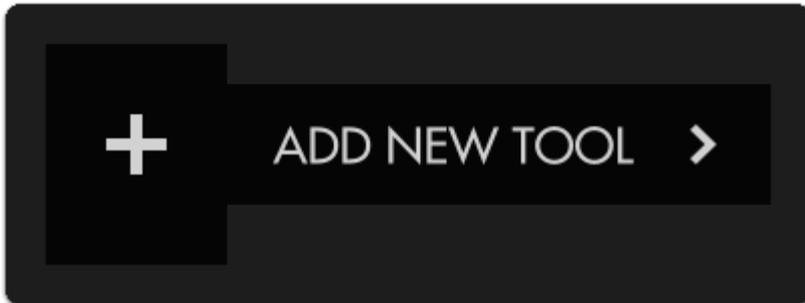
Because the Waveform gains the most benefit when using the full width of the screen (so that it matches the image horizontally) it might consume more of your image than you are comfortable with.

 Try the [Zebra](#) tool for an exposure aid that consumes a minimal portion of your image.

## 2. Waveform - Quick-Start

To set exposure with the **Waveform**, first add it to a page.

From any page, click the joystick or tap the screen to bring up 'Add New Tool'



Press right on the joystick or tap the right arrow next to 'ADD NEW TOOL' and navigate to **Scopes > Waveform** and select to add it to the current page.

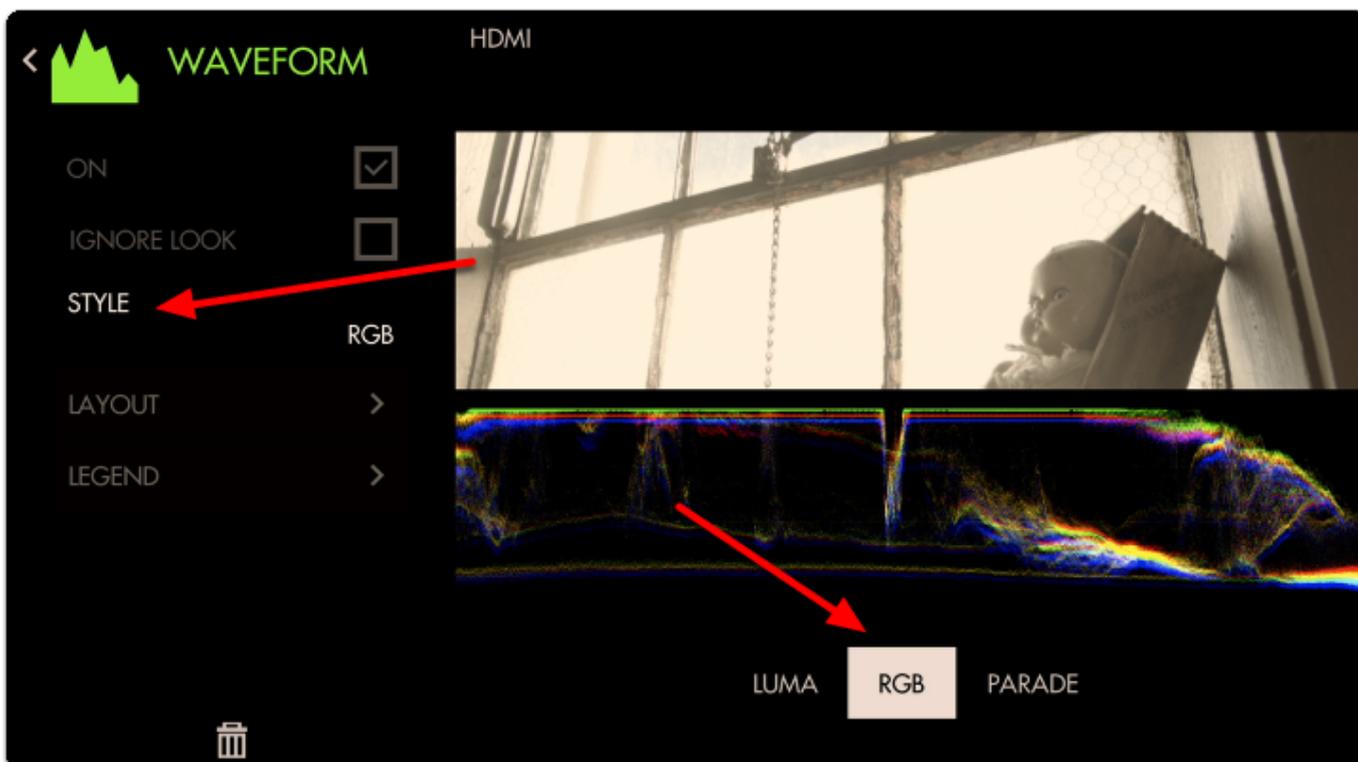


Once added you can edit the settings by navigating right when 'Waveform' is highlighted.

# SmallHD User Manual

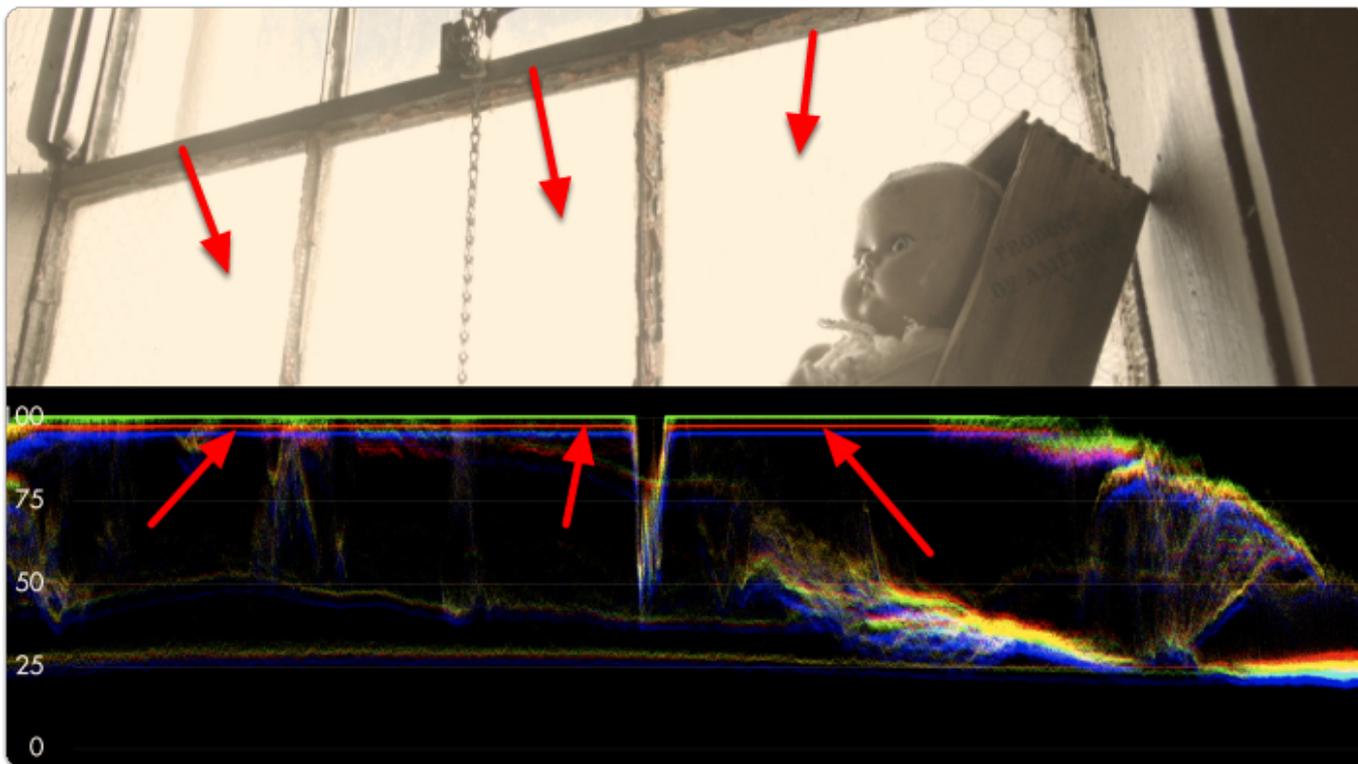


Select 'Style' and switch from LUMA to RGB - this will let you observe each Red, Green and Blue value simultaneously - a unique benefit of the Waveform.

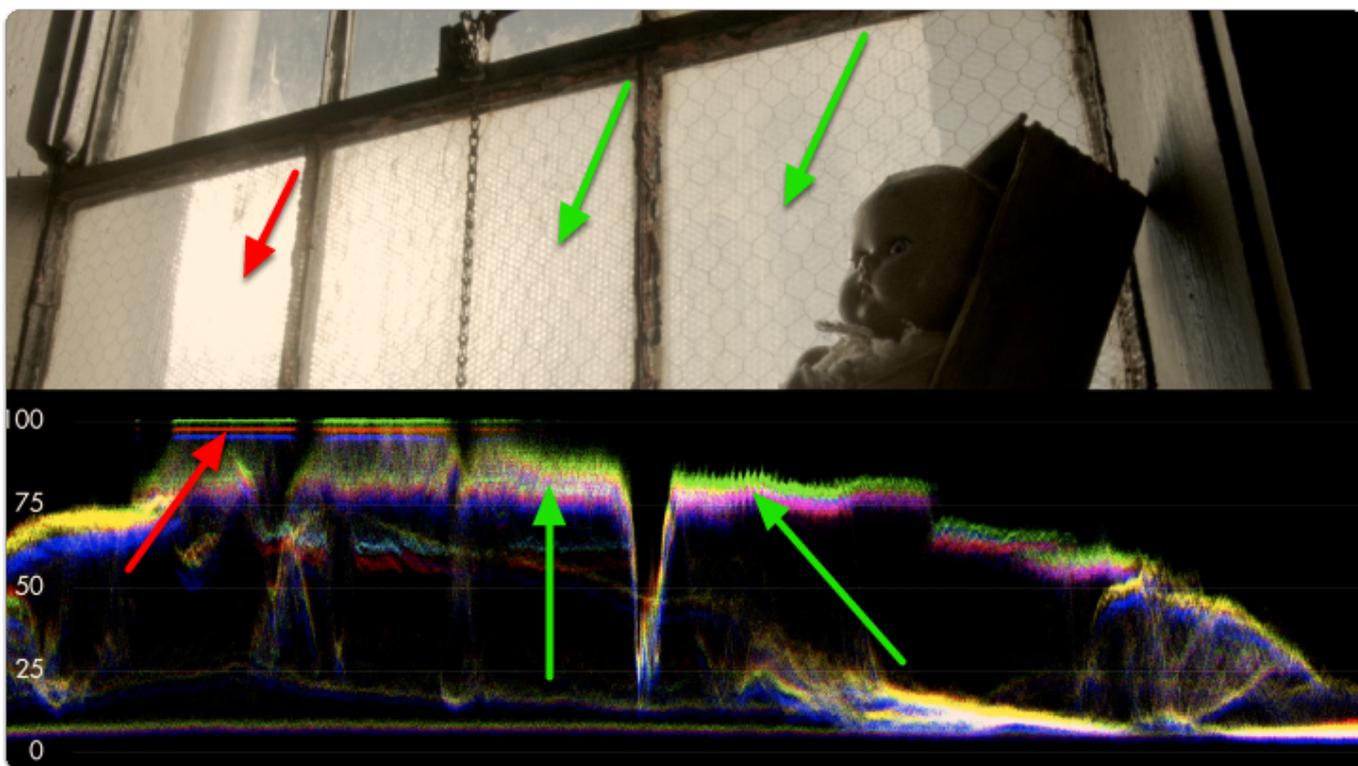


Back out of the Edit Tool menu to observe the waveform in action and to accurately expose your footage.

The Waveform 'flattens' at the top when highlights are being **blown or 'clipped'** - this will result in footage that is a solid 'block' of color without the ability to manipulate it meaningfully in post production.

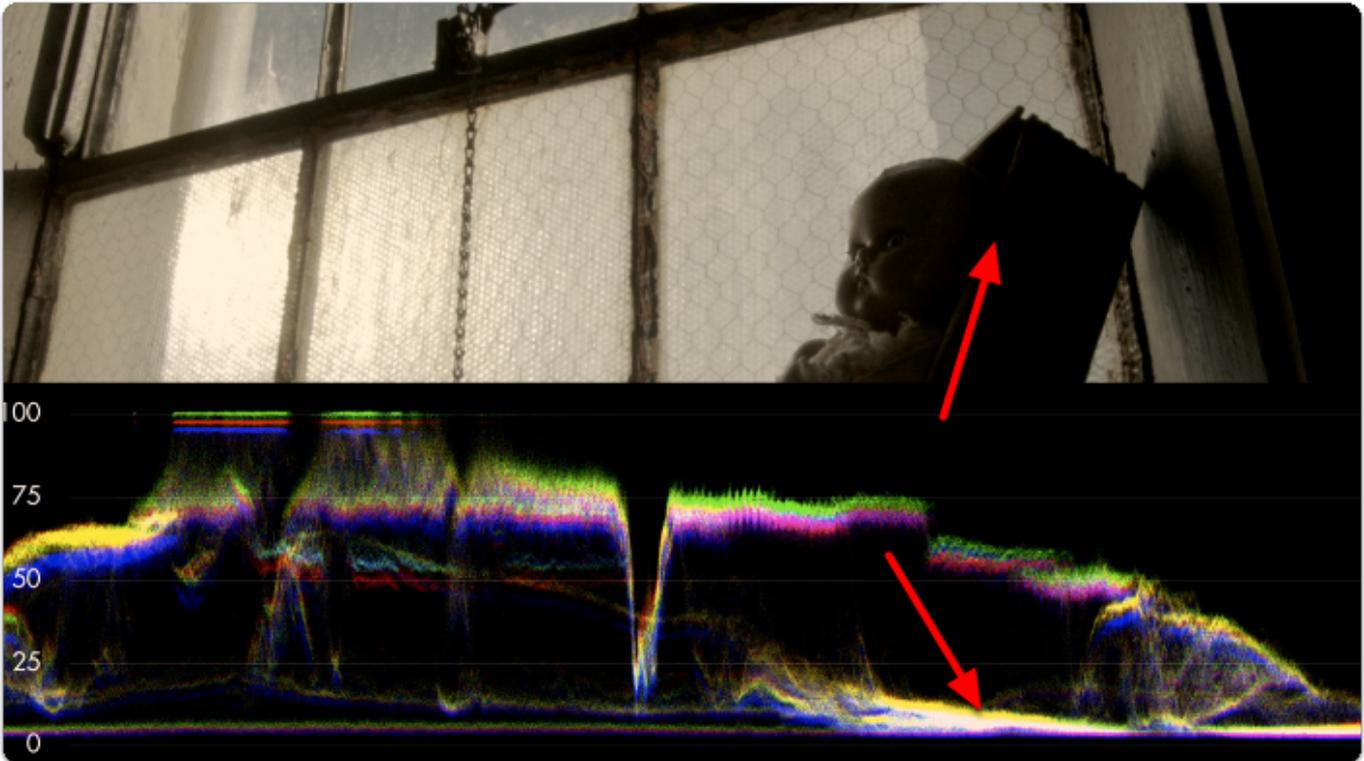


Rolling exposure downwards, the lines 'un-flatten' and much more of the window can now be manipulated in color grading while some areas remain overexposed.



If we keep rolling exposure down (closing the aperture) we will continue seeing more 'into' the brighter details at the expense of shadow details which become 'crushed' or 'clipped' and effectively lost similar to overexposure.

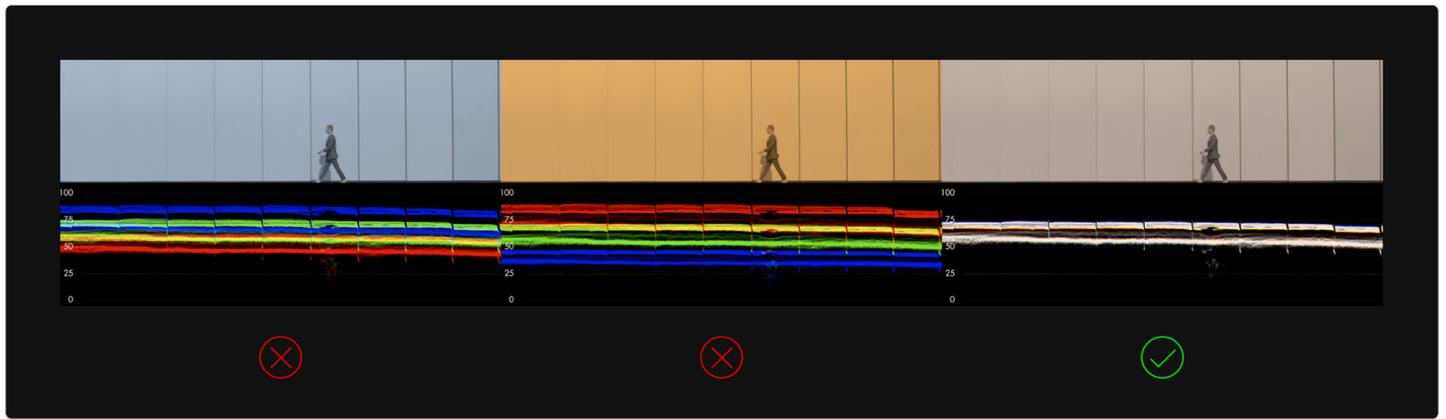
- 💡 The key to finding a healthy exposure relies on a graceful balance between clipped highlights (top of graph) and crushed/noisy shadows (bottom of graph).



- 💡 The difference between the darkest and the brightest areas that a camera can effectively see detail is known as its **dynamic range** - this is why high dynamic range is a highly sought after feature among cameras; you are able to capture and therefore **manipulate more of your image**.

As mentioned before, because we're looking at an **RGB Waveform** we can use it to make color decisions in addition to luminance.

If a **pure white** or **pure gray** element occupies part of your scene, you can **white balance** with the waveform.



Notice how adjusting the white balance setting on the camera shifts the RGB 'bands' - when lined up they turn white, indicating a proper white balance setting.

## 3. Waveform Settings

Access the Waveform's settings menu by navigating right or pressing the right arrow when the Waveform is highlighted.

### On/Off



Toggles the Waveform On/Off.

### Ignore Look



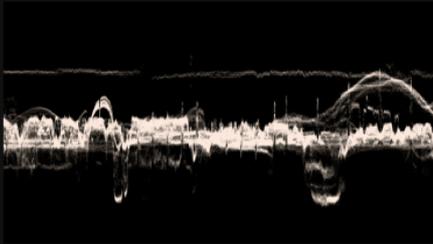
Allows you to apply a Look (3D LUT) to your footage while monitoring a waveform that is not affected by the Look. This lets you make exposure decisions based on the signal coming from the monitor for ideal flexibility in post-production.

💡 We recommend leaving this on for most shooting scenarios so that the waveform applies to the footage being recorded instead of shifting around while adding or adjusting a 3D LUT.

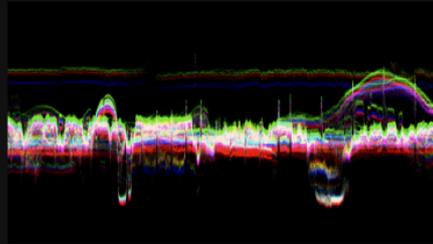
## Style

STYLE

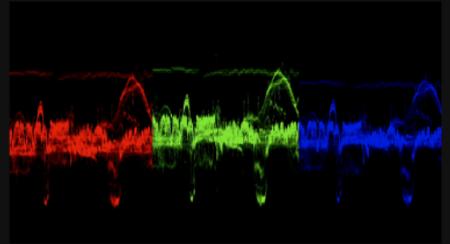
RGB, LUMA, PARADE



LUMA



RGB



PARADE

Pick your flavor of Waveform- LUMA displays a brightness/luma plot only while RGB graphs each primary color on top of one another. RGB PARADE physically separates the Red, Blue and Green channels into discrete sections from left to right so they can be viewed easily in isolation.

## Layout

LAYOUT



Set the positioning, scale and visibility of the Waveform.

## Full Screen



Displays the waveform in a full-screen view, useful when viewing from a distance or if using multiple monitors where another can be displaying the image itself.

## Width



Scales the Waveform horizontally.

 We recommend leaving this at 100 (or set to the same width as your image) to gain the benefit if the graph matching up evenly with your image from left-to-right.

## Height



Scales the Waveform vertically.

## Location



# SmallHD User Manual

Set the location of the Waveform to a spot of your choosing - useful when placing multiple tools/scopes on screen.

## Intensity



Adjusts the brightness of the waveform graph (the plotted portion) - increase if the graph appears too faint.

## Opacity



Adjusts the transparency of the black background behind the Waveform.

 For better visibility, boost [Intensity](#) to compensate for a lower Opacity if desired.

## Spot Meter



Brings up a small, moveable 'window' you can place on the image that highlights the portion of the Waveform it corresponds to. Useful for getting very specific exposure information from a specific part of the image such as skin tones, hot spots or calibration charts.

## Enabled



Toggles visibility of the Spot Meter.

## Width



Adjusts the width of the Spot Meter.

## Height



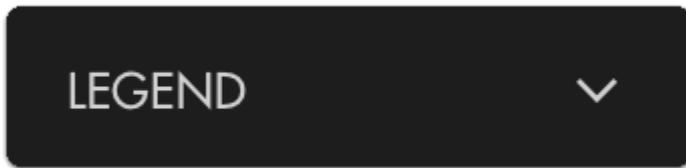
Scales the height of the Spot Meter.

## Spot Location



Set the location of the Spot Meter to an area of your choosing.

## Legend



Places a guide onto the Waveform graph listing numeric IRE (brightness) values for measuring levels.

## Overlaid



Toggles visibility of the legend on/off.

## Num Labels



De-clutter your waveform by decreasing its number of labels or increase this for more granularity.

## Legend Color



Change the legend color if in need of extra readability of IRE values.

## Line Color



Change the line color of the graph to more clearly see when your values are reaching a specific level.



Adjusts the opacity of the graph lines to make them stand out - or invisible to improve graph visibility.



Adjusts the thickness of the graph lines for readability.

## Zebra



Similar to [Exposure Assist](#) but a bit simpler to use, the Zebra tool helps you expose your image properly by displaying a stripe pattern over a specific brightness (IRE, value) range on your image. This is useful for essentially setting exposure 'boundaries' typically for highlights but you can add one for shadows as well; as soon as a value hits the range you specify, a zebra pattern is displayed on that portion of the image to warn you of over-or-underexposure.

### Zebra - Stats

EASE OF USE



The Zebra tool is arguably the easiest exposure tool to use- just set the brightness range where you want the Zebra tool to act and it will paint itself over that portion of the image, acting as a warning. [See the Quick-Start below to get set up!](#)



If set to the proper range, In many cases using the Zebra tool is as fast as rolling the iris until you don't see – or see the appropriate amount of – zebra stripes.



You can add up to two (2) Zebra tools simultaneously, letting you cover the highlights and shadows, for example. For deeper custom mapping functionality, have a look at [Exposure Assist](#).

💡 If you would rather look at a graph to exposure your image than to have it 'painted over', have a look at the [Waveform](#).



Because the Zebra tool acts on only one brightness range at a time (maximum of 2 instances of Zebra allowed simultaneously) AND it doesn't desaturate the image like Exposure Assist it will mean the image is largely clean & free of distractions apart from the activated areas. Zebra is a great 'low-profile' exposure aid because of this.

💡 If the zebra pattern effect is still too distracting for your other on-set tasks, try creating a new page specifically for it so that you can flip back and forth for a quick exposure spot-check when needed.

## Zebra - Quick Start

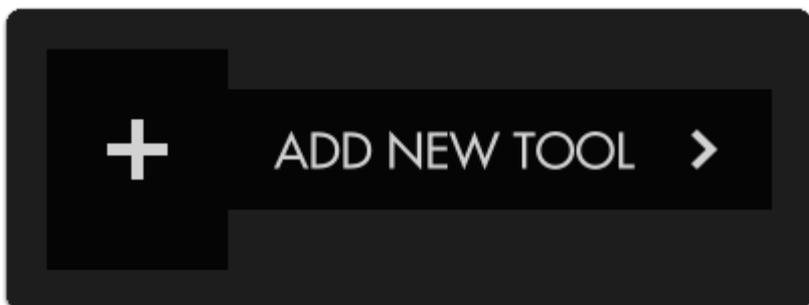
In this section we will add a Zebra to a page and customize it to use as a functional exposure aid.

# SmallHD User Manual

Here we have a shot that is **overexposed**; we can use the Zebra tool to determine what we need to do to compensate for it and by how much.



From any page, click the joystick or tap the screen to bring up 'Add New Tool'



Navigate to Expose > Zebra and select the '+' to add it to the current page.



We don't see any effect yet because the Zebra tool only activates by default on 100% brightness and above (confusingly, luma values can reach below 0% and above 100%).



Because our camera places its overexposure limit below 100% or 100 IRE (quite common when shooting in log/flat gammas) we need to adjust the minimum IRE until the Zebra is activated.

# SmallHD User Manual



You can edit the settings by navigating right (tap the arrow on touchscreen) when 'Zebra' is highlighted.



Now decrease the 'MIN IRE' setting until you can see a zebra pattern being painted over the brightest portion of your image.

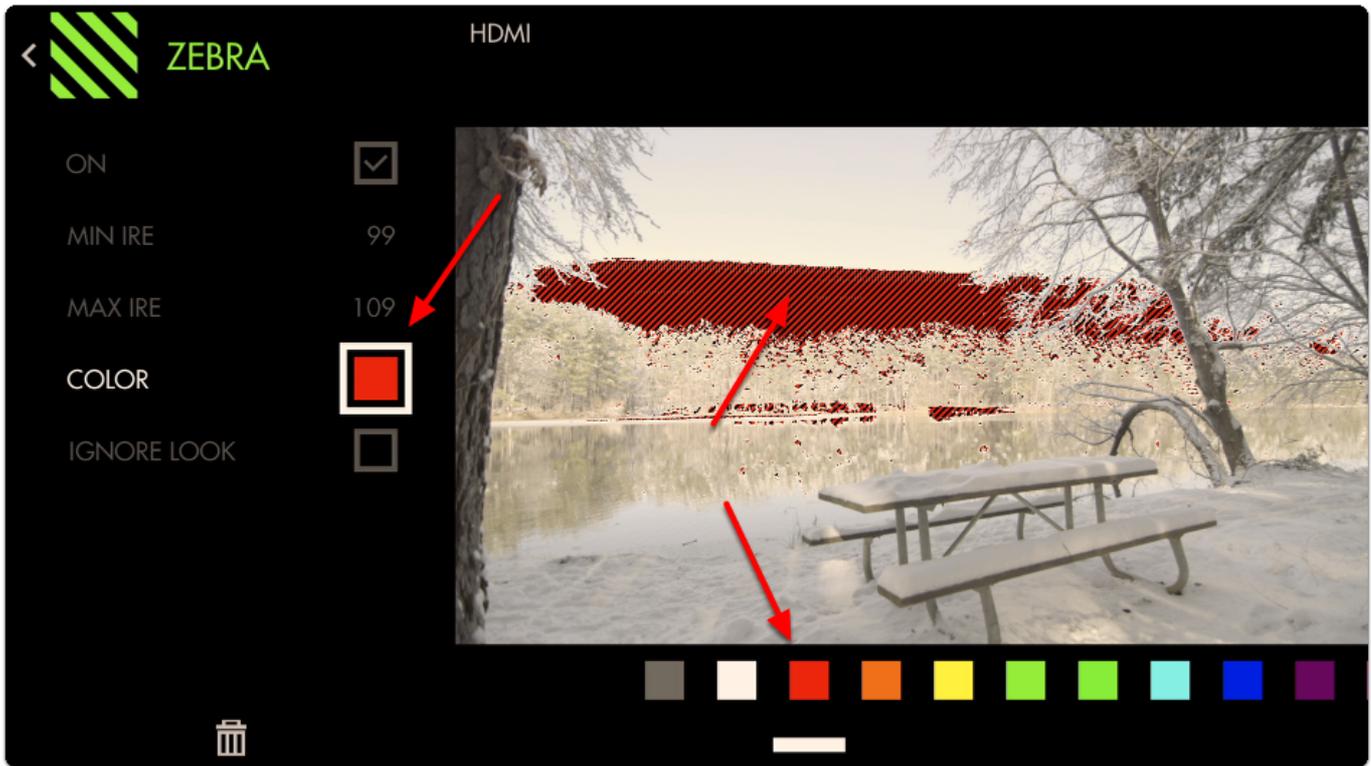
This adjustment will vary between cameras/gammas.



The zebra pattern is now informing us the exact area on our image that the camera clips highlights; this marks the 'top end' of our dynamic range. From now on if we see a zebra pattern, we know for sure that the shot is being overexposed in that portion of the frame.

💡 Bright objects, lights, sun often need to be overexposed and will display a zebra pattern in these cases.

If you wish to make the Zebra pattern more visible (purely cosmetic) you can change the color of the highlighted area. I have changed mine to **red** to make a very distinct **overexposure warning area**.



At this stage we can roll exposure down, add an ND filter, decrease ISO or increase shutter speed to darken the image until the zebra pattern is no longer visible to get **highlight detail back**.



# SmallHD User Manual

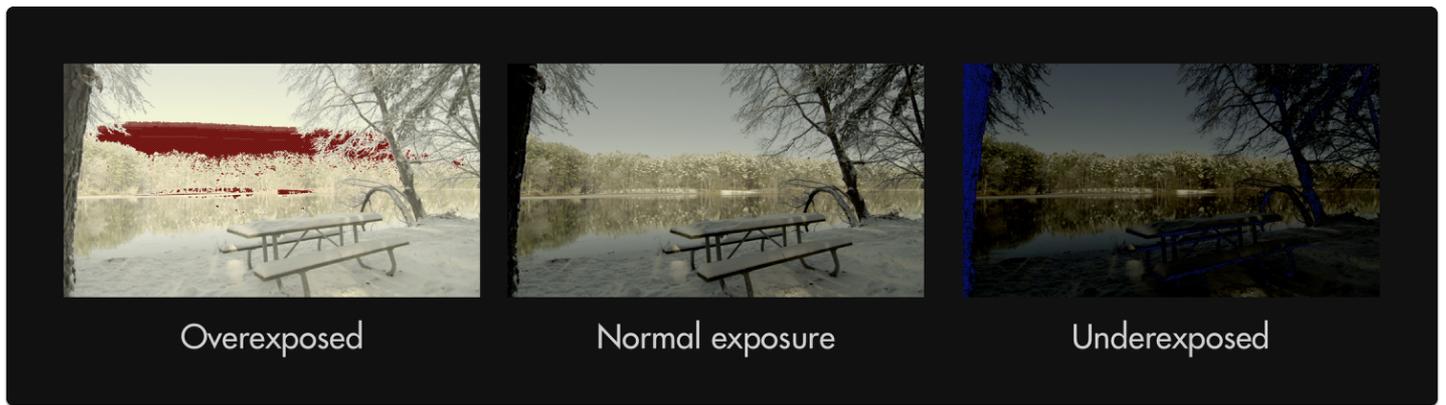
At this point you may wish to add a second Zebra tool and set its range to shadow areas to act as exposure 'boundaries' to help maximize dynamic range.



Here we place the MIN IRE at its lowest possible setting then set the MAX IRE to 0 and increase if necessary until pitch-black shadow areas activate the filter.

Feel free to place a lens cap on your camera to gauge what it considers pitch black.





Now we have a page configured to warn us when we are **overexposing** and when **underexposing** our footage. Anything in these areas will be clipped so you can now adjust for these limits consistently and precisely.

Because the Zebra tool doesn't activate on parts of the image outside the specified ranges, it combines well with other tools such as a Focus Assist or Frame Guides without the screen becoming too cluttered.

## Zebra - Settings

Access Zebra tool settings menu by navigating right or pressing the right arrow when Zebra is highlighted in the tool list.

On



Toggles Zebra Off/On

## Min IRE



Sets the minimum IRE (brightness value) that will activate the Zebra functionality.

## Max IRE



Sets the maximum IRE (brightness value) that will activate the Zebra functionality.

## Color



Choose the background color of the zebra pattern - adjust for visibility in difficult viewing conditions such as outdoors or on a jib/gimbal.

## Ignore Look

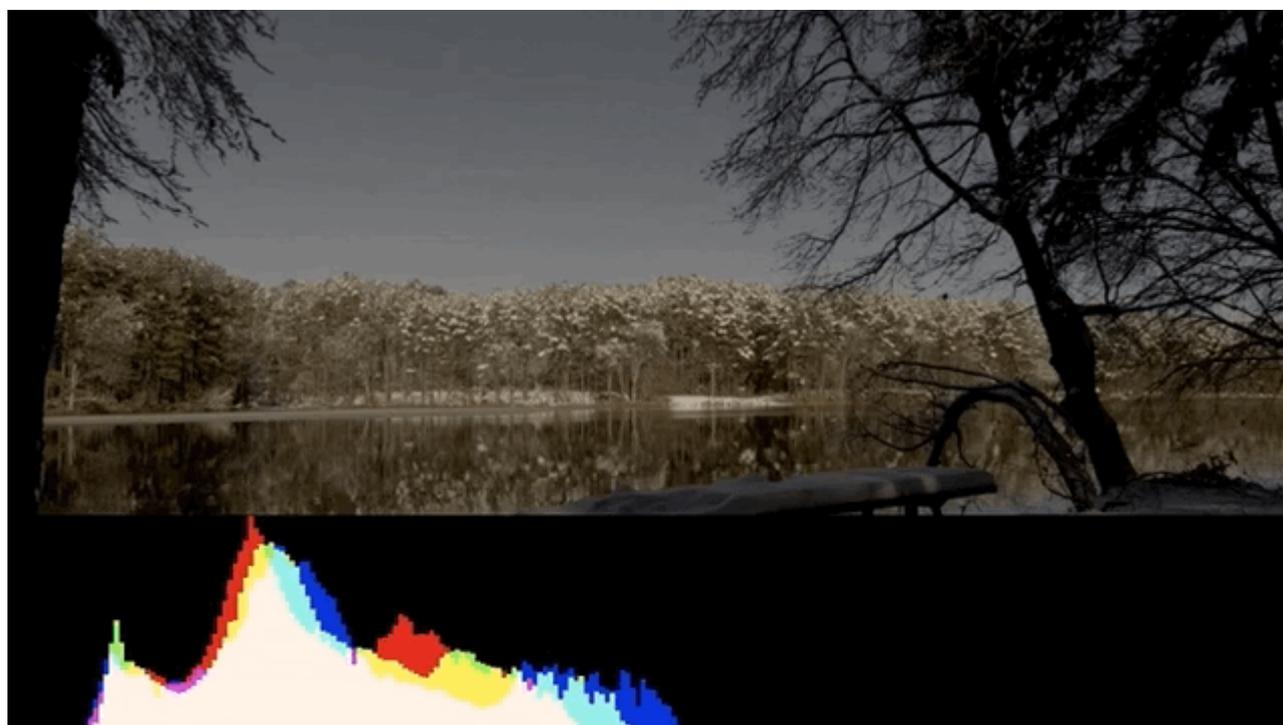


When using a Look (3D LUT) file, you may want to enable this feature which applies the zebra tool to the **original picture** coming into the monitor and **ignores the applied 3D LUT** which would alter the points at which the tool would activate. This is important because it allows you to adjust for the original shot, giving you the most flexibility in post.

# SmallHD User Manual

We recommend keeping this option activated unless you plan to apply a Look/3D LUT directly to your footage in post without any additional adjustments before exporting.

# Histogram



The Histogram is a brightness graph - left side is darker values, right side brighter. Use it to judge the overall balance of exposure in your image.

## Histogram - Stats



Determining where your exposure is balanced is simple with the Histogram- if a 'lump' is shifting more to the left, more of your image is in shadow, if a 'lump' is towards the right, your image is largely in highlight.



One quick glance of the Histogram is enough to **determine the overall exposure balance** of your image -- not fine details about it but a general gauge of where most of your image is 'weighted'.



Beyond determining exposure balance, the Histogram is outclassed in utility by the other exposure aids that are more suitable for pinpointing specific issues on the image. For the most versatile scope for most setups, have a look at the [Waveform](#).

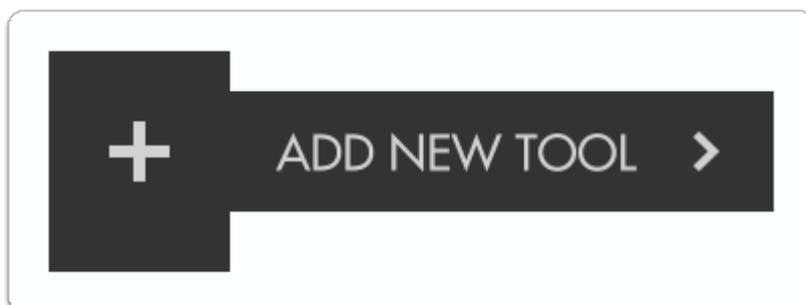


The Histogram is a good low-profile scope as it doesn't generally lose any utility by being scaled down and mostly out of the way.

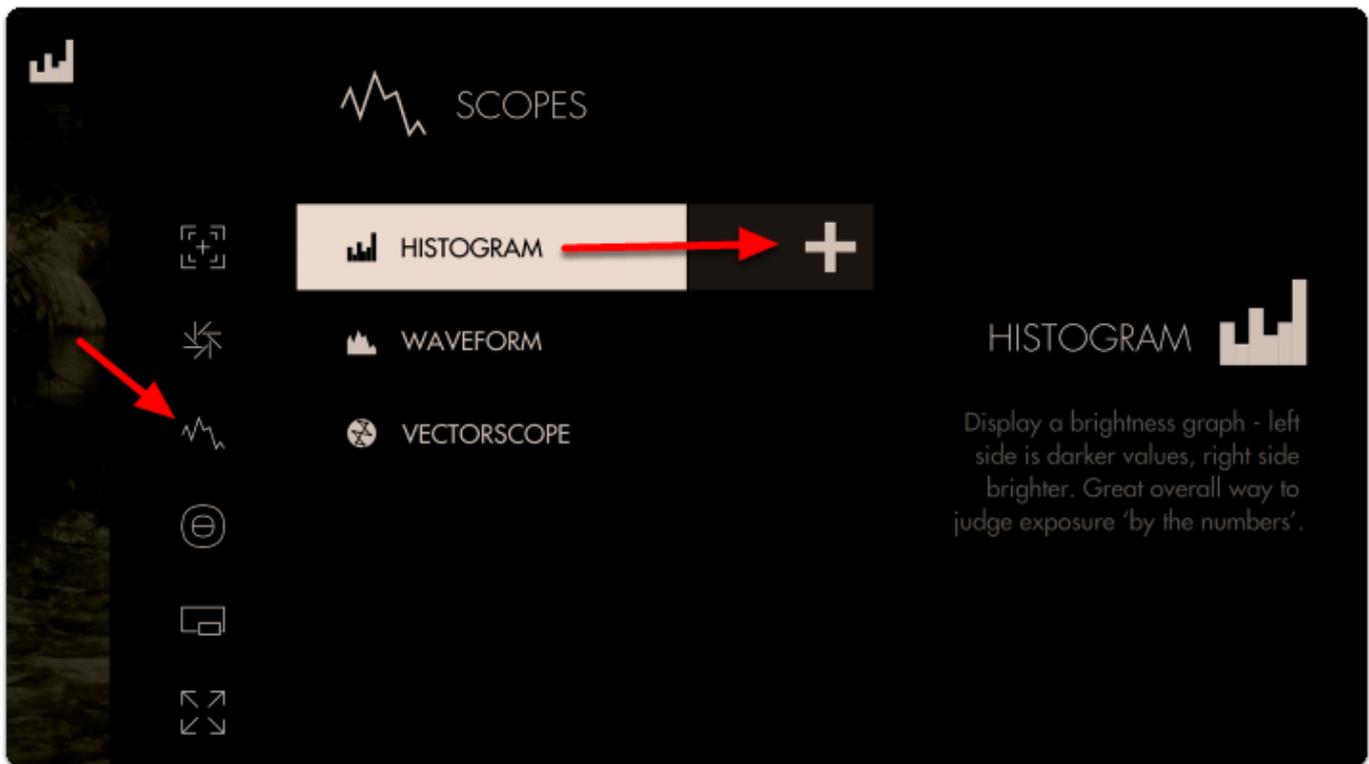
## Histogram - Quick Start

In this section we will add a Histogram to a page and use it to set exposure.

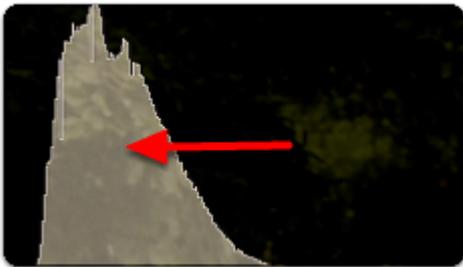
From any page with a feed, click the joystick or tap the screen to bring up 'Add New Tool'



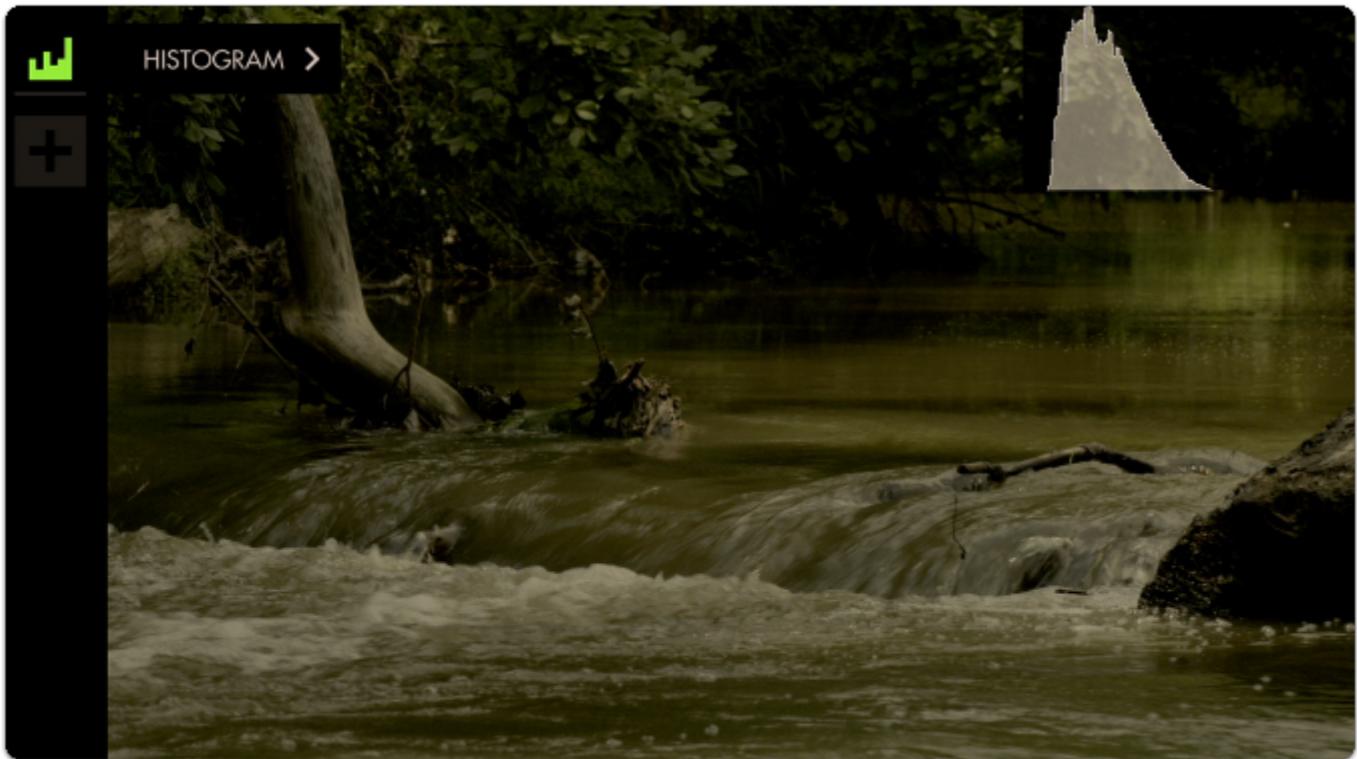
Navigate to **Scopes > Histogram** and select the '+' to add it to the current page.



A graph appears in the top-right of the image.



The overall 'weight' of the image data is positioned towards the **left of the graph**; this is telling us we have a lot more shadow areas than highlight areas.



Since this is a daytime shot with relatively even light (no super-bright objects) we can roll exposure to better balance the 'lump' of the graph toward the center.



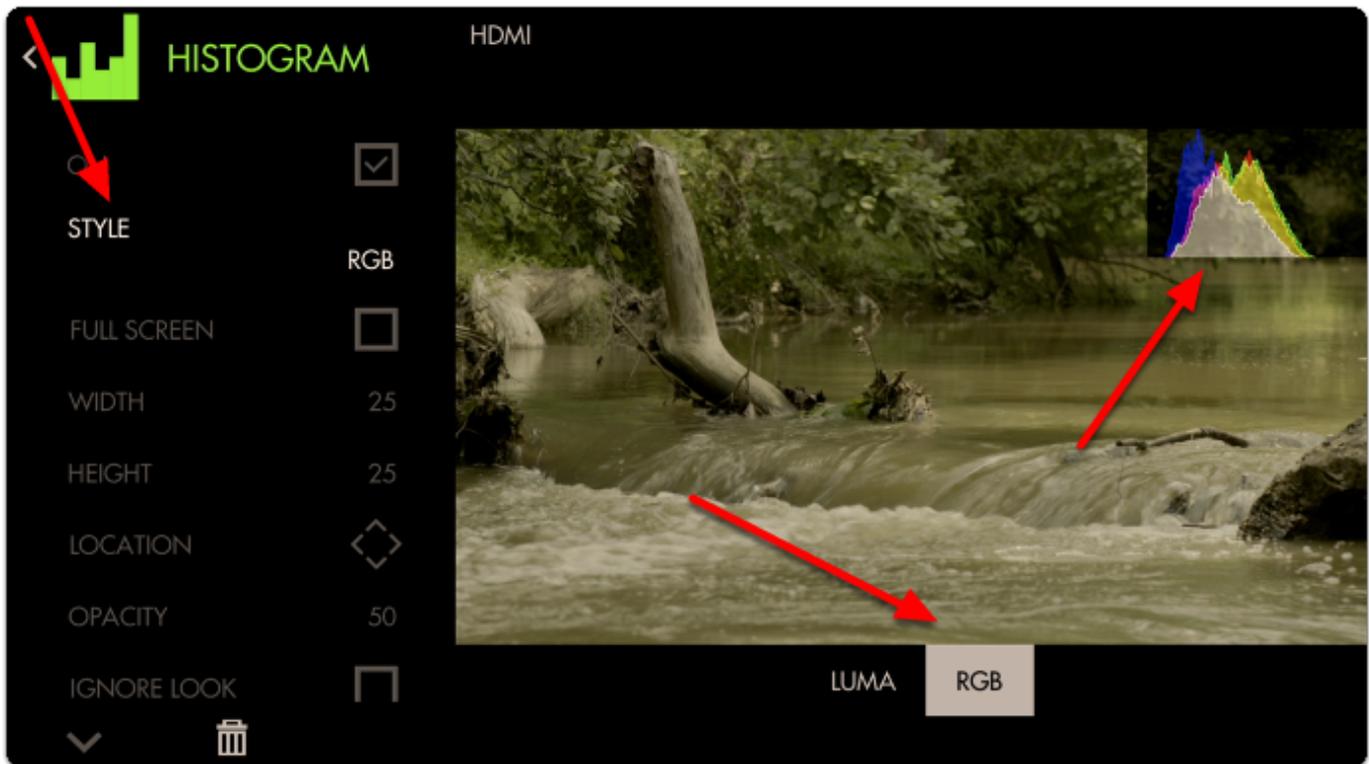
There are no 'spikes' toward the far-left or far-right of the graph, meaning everything in our shot is within a usable exposure range and as a result no clipping is occurring.

# SmallHD User Manual

Let's edit how the graph appears by navigating right or tapping the arrow when 'Histogram' is highlighted.

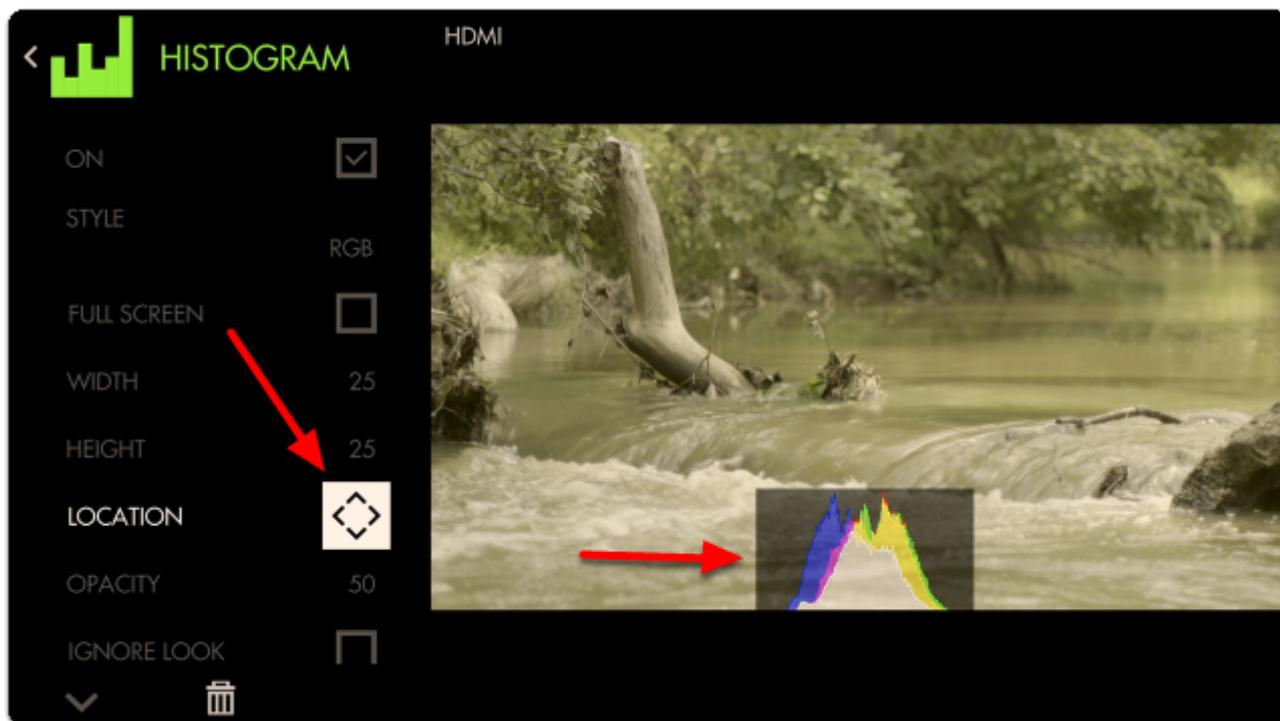


For a bit more useful info you can navigate to 'STYLE' and set from LUMA to RGB to get access to color information in addition to luma/value.



💡 Just as with [Waveform](#), using RGB mode lets you see the individual luma values of red, green and blue that make up your image - If you see a distinct separation of colors on the graph you will notice more colorization/saturation.

To adjust the position of the Histogram to arrange with other tools or for better general visibility, alter the **LOCATION** and use the joystick or tap around the screen to place the graph.



We can also adjust the size of the graph any way we wish (or use FULL SCREEN to dedicate an entire page to the feature)



With the addition of RGB data, we can tell that our image has a warm cast toward the brighter end (yellow area) and a cooler cast in the shadows (blue area).

💡 Cameras which have an 'auto exposure' will often use an internal histogram as their guide, meaning it will center the 'weight' on the graph as best as possible just as we are doing here manually.

⚠️ Because the Histogram does not know the context of your shot it can sometimes be tricky to use for exposure balance. For example a brightly lit snow scene will weigh heavily on the right but if we roll exposure to center the 'lump', the whole scene will then be too dark, because brightly lit snow should appear brightly lit. Conversely if you are shooting a subject under a spotlight but against a dark background, the Histogram may appear as if you have an underexposed image if it's reacting to the dark background. For these cases we recommend the [Waveform](#), [Exposure Assist](#) or [Zebra](#) as they can report issues from discrete portions of the image.

## Histogram - Settings

Access Histogram tool settings menu by navigating right or pressing the right arrow when Histogram is highlighted in the tool list.

On



Toggles Histogram Off/On

## Style



Pick your flavor of Histogram- LUMA displays a brightness/luma plot only while RGB graphs red, green and blue values individually for a look at the chromacity of the image.

## Full Screen



Displays the histogram in a full-screen view, which is useful when viewing from a distance or if using multiple monitors where another can be displaying the image itself.

## Width



Scales the Histogram horizontally to help with rearranging your workspace.

## Height



Scales the Histogram vertically.

## Location



Set the location of the Histogram to a spot of your choosing - useful when placing multiple tools/scopes on screen.

## Opacity



Adjusts the transparency of the black background behind the Histogram for readability. Boosting Intensity helps to compensate for a lower Opacity.

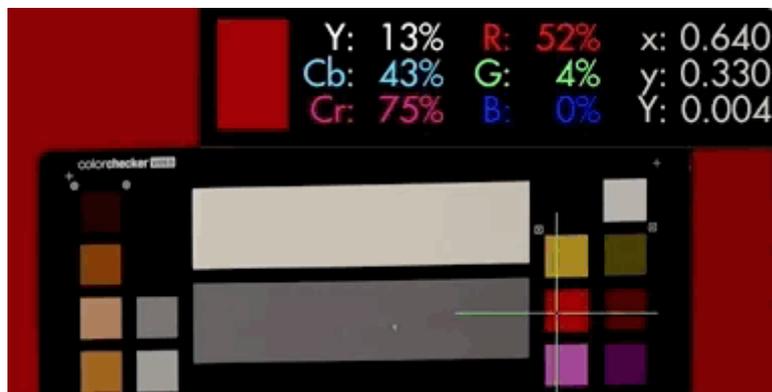
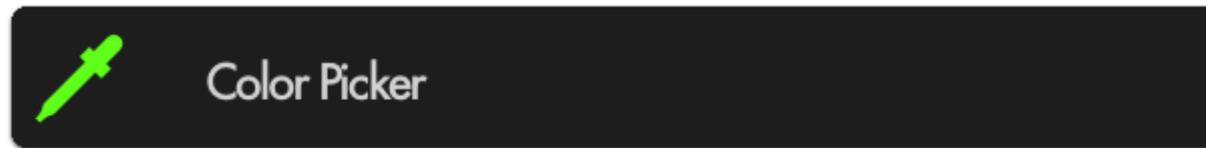
## Ignore Look



Because monitoring with a Look (3D LUT) alters the image and therefore its exposure, it can be useful to ignore its effects on exposure tools. This means you can monitor with any graded Look while using the Histogram to set up your camera to be exposed properly for any other grading possibilities in post because it's working off the camera's original ungraded image.

 We recommend leaving this on for most shooting scenarios unless you are baking a LUT into your footage on set and do not intend to color grade in post.

## Color Picker



Color Picker samples color/value information from a single pixel to give a precise readout of a specific location. Great for matching multiple cameras or getting consistent exposure in changeable lighting conditions by sampling from a color chart or an actor/subject's face.

### Color Picker - Stats



The Color Picker is easily placed anywhere on the image using the joystick or tapping on the touchscreen. Making judgements based on the data will depend on the user's preference.

💡 An example use case for the color picker is placing the sampler on a mid grey card before every take during changing weather conditions. Roll exposure to keep the values matched for consistent exposure throughout the day.

SPEED



Speed is not where the Color Picker shines for setting exposure if you need to keep an eye on several areas simultaneously - for the fastest exposure tools we recommend [Zebra](#), [Exposure Assist](#) or the [Waveform](#) if you prefer a scope.

UTILITY



The Color Picker serves exposure decisions that can be made from a **single point** such as a **human face** or a color chip on a test chart. To gauge a slightly wider area, have a look at the [Spot Meter](#) function of the [Waveform](#).

IMAGE INTEGRITY

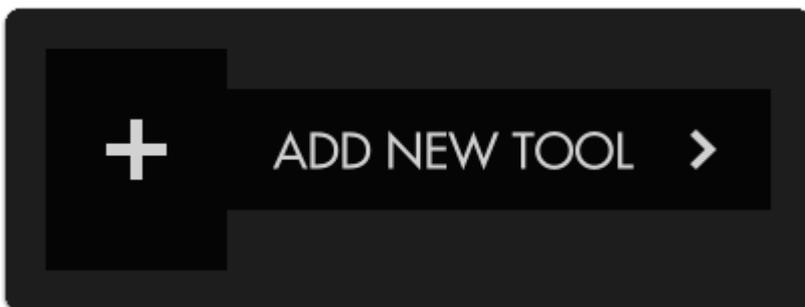


The Color Picker displays only a crosshair and a popup containing some information on the pixel that's being highlighted so it keeps a relatively **low profile**, allowing other imaging decisions to be made without too much on-screen distraction.

## Color Picker - Quick Start

In this section we will add a Color Picker to a page and use it to set exposure in differing lighting conditions using a calibration chart.

From any page with a video feed, click the joystick or tap the screen to bring up 'Add New Tool'.

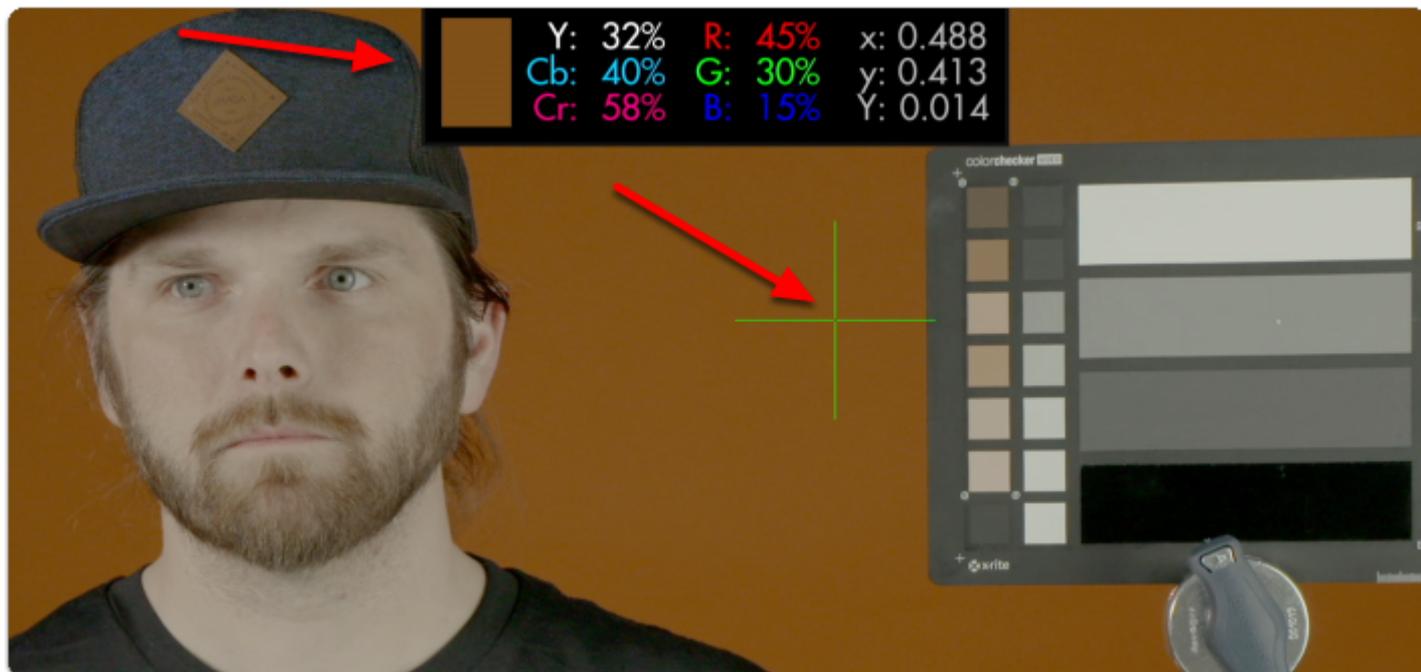


# SmallHD User Manual

Navigate to **Expose** > **Color Picker** and select to add it to the current page.



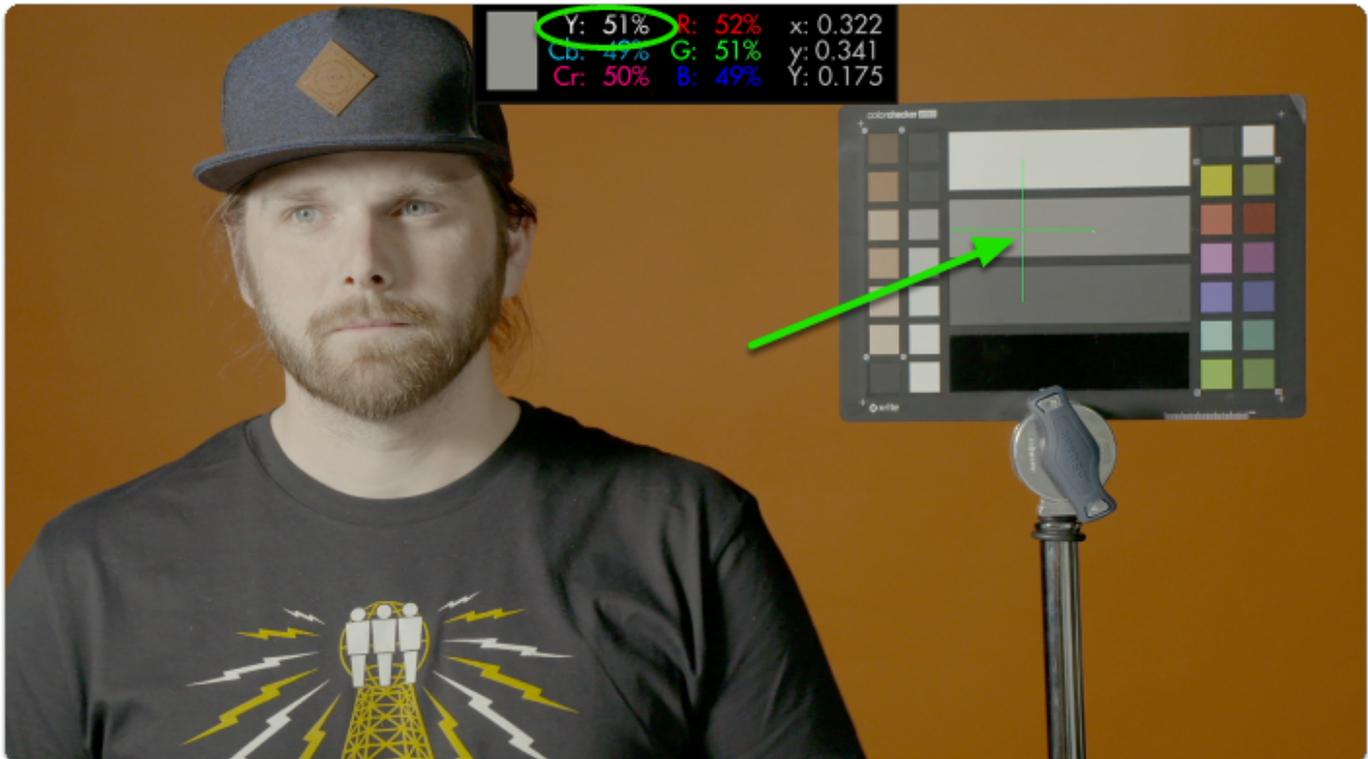
A **stats window** and **crosshair** populate the window; if we move the joystick or tap the screen we can change the point currently being sampled.



**!** The Color Picker is unique in that it doesn't remain active when not in use, meaning when the tool is activated, moving the joystick will move the crosshair around the image and not flip through pages. To freely move between pages, disable the Color Picker.

Set the crosshair on a point on the image that you wish to get a precise reading from. In my case I will pick the middle grey chip on an [X-Rite ColorChecker Video](#) chart.

This enables us to set consistent exposure shot-to-shot, resulting in less work fixing levels in post.



This particular color chip has been designed to read as 'middle grey'. Look for the 'Y' (luma/brightness) percentage and roll exposure until it reads near 50%.

Changing the light setup means our exposure gets **thrown out of its proper range:**

# SmallHD User Manual



To compensate all we need to do is roll (close) the iris until we get back to the **same value from before**.



Using the same technique we can adjust for exposure under any lighting condition and arrive at a clean result that will give us **consistent, gradeable footage!**



## Color Picker - Settings

Access Color Picker tool settings menu by navigating right or pressing the right arrow when Color Picker is highlighted in the tool list.

On



Toggles Color Picker Off/On

## Format



Choose how you wish to display brightness ranges - via percentage or raw image value which will change depending on bit depth (8-bit is 0-255, 10-bit is 0-1023, etc).

## Location



Set the location of the on-screen display to a spot of your choosing for best readability or to make room for the crosshair itself.

## Color



Adjusts the color of the crosshair for easier visibility.

## Joy Speed



Adjusts the speed at which the color picker crosshair will glide across the screen when moved with a joystick.

# Tools - Focusing

## Focusing Overview

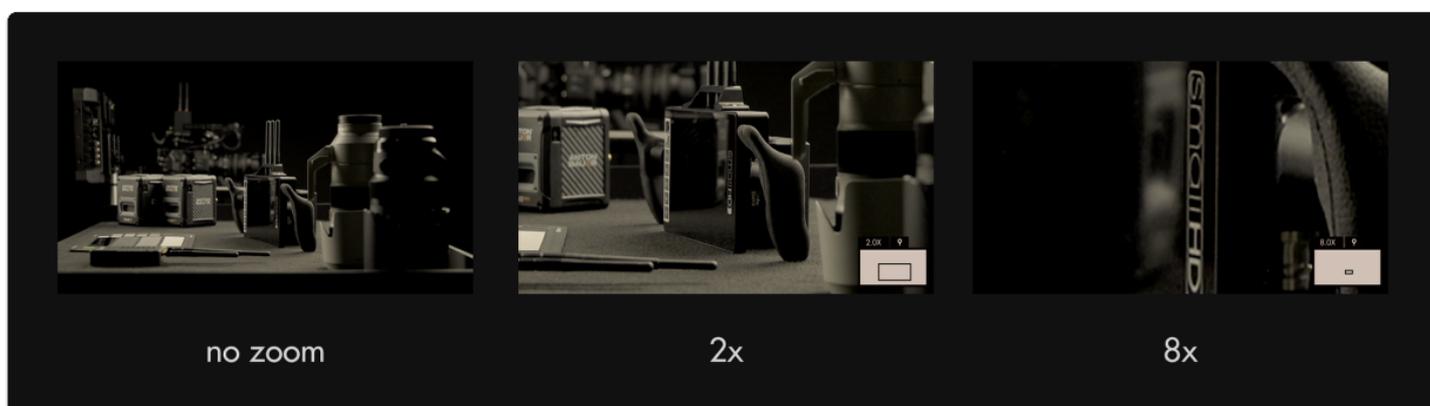


Manually focusing a camera with accuracy can be difficult, thankless, and if unchecked can lead to a surprise of the worst kind in post-production. Use SmallHD's industry-leading focusing toolset to help achieve razor-sharp focus every time and to free you up for other on-set tasks.

### Pixel Zoom



[Pixel Zoom](#) lets you quickly 'push in' to your image to make careful judgements over any details and to check for accurate focus before rolling. Because you're seeing the actual image up close you can be extra confident making decisions using this tool.



- 💡 Pixel zoom is unique in that it isn't added to a page like other tools but is accessible from any time by pushing up on the joystick or using pinch-to-zoom on touchscreen monitors.

## Focus Assist



Focus Assist

[Focus Assist](#) is a filter that looks at your image for areas of dense contrast and highlights those areas with a color of your choosing. This represents the 'in-focus' portion of your image which can be seen clearly in a wide variety of viewing conditions.

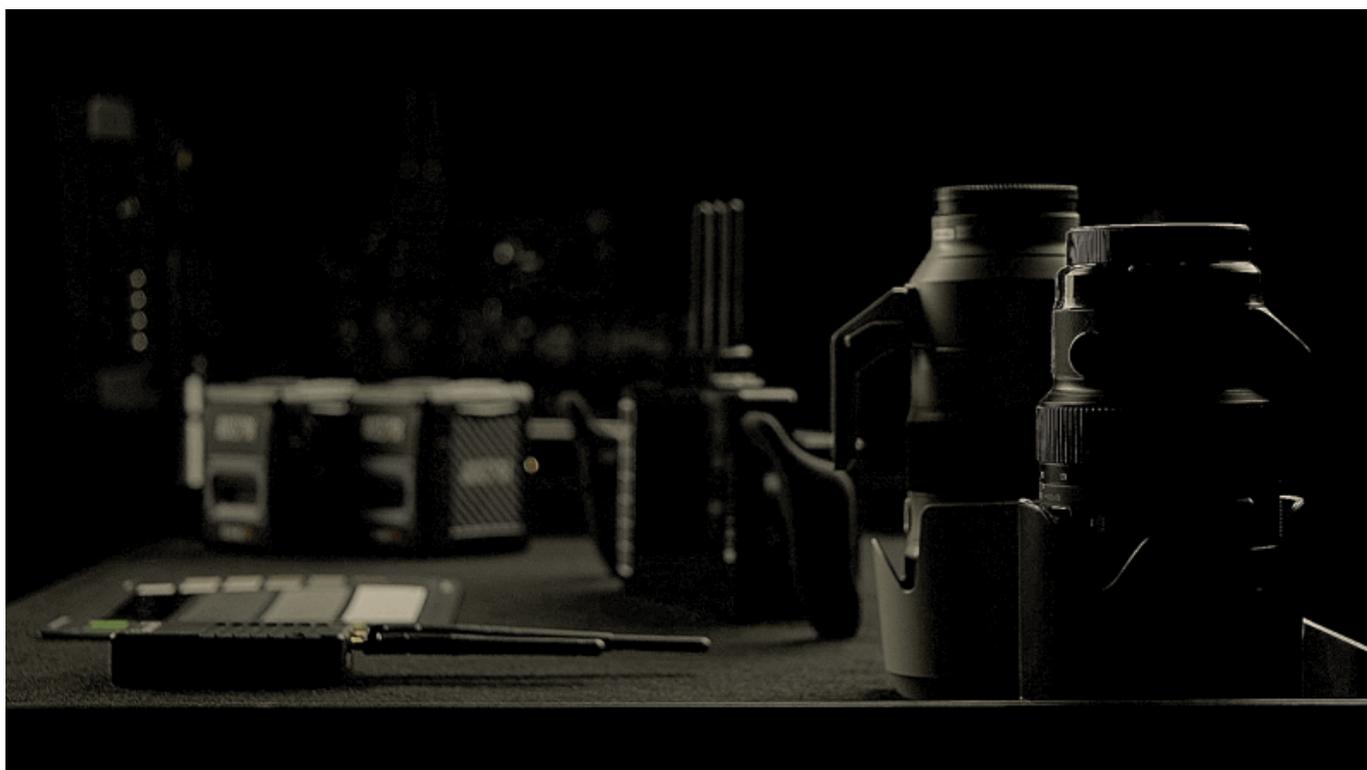


- 💡 If you need the fastest, most apparent view of what's in focus, for example when shooting with a gimbal where you can't get a close view of the screen, Focus Assist is a great option.

## Peaking

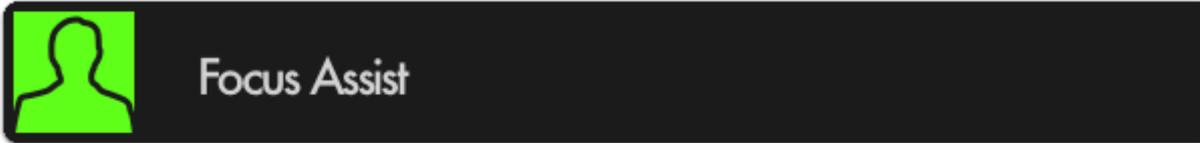


[Peaking](#) is essentially the 'sharpness' filter turned all the way up -- meaning in-focus edges highlight similarly to [Focus Assist](#), but it doesn't alter the image as drastically which can be helpful when used in combination with other tools.



- 💡 If you need to manage several aspects of your image at once while still focusing, Peaking may be the correct tool for the job since it doesn't mess around too much with the integrity of the original image.

# Focus Assist



Paints a highlight around in-focus edges, enabling very fast and accurate focusing on-the-fly without needing any additional tools.

## Focus Assist - Stats



If configured properly, Focus Assist makes finding your focus point extremely easy- simply roll focus until your subject is displaying **bright edge highlights**.

SPEED



Focus Assist is the **fastest** method to find your focus point because of its pronounced effect on in-focus edges.

UTILITY



Focus Assist is versatile and accurate, only at a slight disadvantage to Pixel Zoom in its overall utility since it doesn't allow for as much direct scrutiny of the underlying image, but at the advantage of speedy usage.

IMAGE INTEGRITY



Depending on how it is set up, Focus Assist generally has a pronounced enough effect on the image that it tends to require its own page to not confuse readings with another feature or other aspects of the image. If you wish to, for example be able to focus and expose your image on the same page with minimal overlays, perhaps try a combination of [Peaking](#) and [Zebra](#).

## Focus Assist - Quick Start

Focus Assist benefits from being **configured** for each camera due to differences in noise levels which can affect readings and exhibit false positives. **Let's set it up!**

From any page, click the joystick or tap the screen to bring up 'Add New Tool'

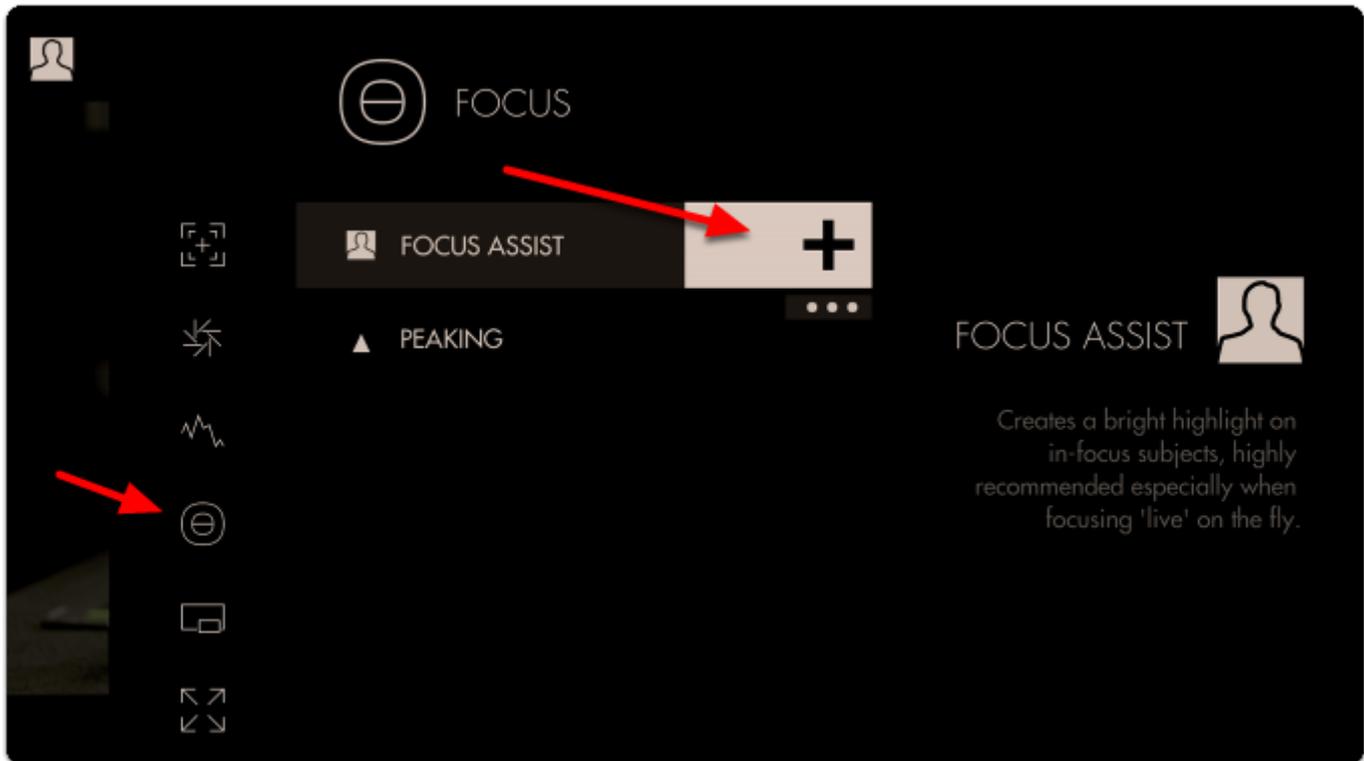


ADD NEW TOOL



# SmallHD User Manual

Navigate to Focus > Focus Assist and select to add it to the current page.



Once added you can edit the settings by navigating right or tapping the right arrow when 'Focus Assist' is highlighted.



The default sensitivity is usually a good starting point but if you are not seeing enough edge highlighting, give this value a boost.



Notice how we are picking up many edges that are **not in focus** in addition to the areas that **are in focus**.

Increase the next slider labeled 'Peak Thresh' to help eliminate the false positives.



Now we are getting a **much more isolated** area of focus with this particular setup.

💡 A good rule-of-thumb for sensitivity/threshold is to adjust until image noise is *just* out of range of affecting the filter drastically. Some false positives will almost always be present and proper usage is generally about looking at the 'center of mass' of the colorized area as the focus distance.

You can check 'B&W Background' to make the colorizing effect stand out more if viewability is compromised.

//Gif: B&W Background Off > Exit tool edit

Accurately rack focusing on-the-fly is now made vastly less tricky by way of Focus Assist!

## Focus Assist - Settings

On



Enable/Disables Focus Assist.

Color



Choose the edge highlight color of the Focus Assist- this can be useful to modify if the current color isn't visible enough against your footage. If this is still an issue after adjusting color, try lowering the Brightness and/or Contrast

## Sensitivity



Sensitivity adjusts the intensity of Focus Assist - a low number causes a faint edge highlight, high numbers cause many more edges to be detected.

## Peak Threshold (Peak Thresh)



Peak Threshold is like a 'confidence' slider, the higher the Peak Threshold, the more confident Focus Assist needs to be about an area to paint it as 'in-focus'. Increase this setting to taste after increasing Sensitivity for best results.

## B&W Background



Makes the underlying image monochrome so that the [highlight color](#) is more visible.

## Brightness/Contrast



# SmallHD User Manual

Adjust the brightness/contrast of the image to feed Focus Assist with an adequate (ie not a flat log signal) source, translating into a clearer view of what is in focus.

 Any active exposure tools will respond to changes in brightness and contrast made here unless "Ignore Look" has been applied on each exposure tool - we recommend leaving these settings checked so that you are making exposure judgements off your original un-manipulated footage.

## Peaking



Peaking essentially mimics an exaggerated 'sharpening' filter like you may find on a consumer TV - this effectively increases contrast on in-focus portions of your image while retaining full color unlike [Focus Assist](#). Because of its relatively benign effect on the image this makes it great to use in combination with other features.

### Peaking - Stats



Focusing with Peaking is simple- just look at where edges are being highlighted more drastically than others and this gives an indication of where your focus is placed.



Apart from the effect not being as visible as with [Focus Assist](#), getting focus with Peaking can be done very quickly if within a clear enough view of your monitor.



Because Peaking doesn't have an extremely pronounced overall effect, critical applications where you may not have as clear a view of the monitor may benefit when using [Pixel Zoom](#) or [Focus Assist](#).



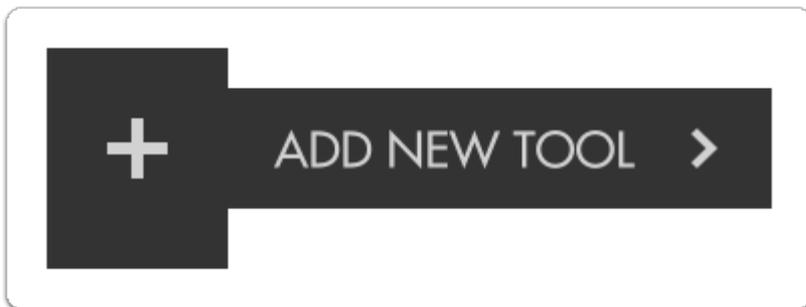
# SmallHD User Manual

Because it only enhances edges to a certain degree and doesn't otherwise mess with the image, Peaking is very useful in combination with other tools and scopes.

## Peaking - Quick Start

The main benefit of using Peaking to focus your shot is that due to its relatively low impact on the image, we can use multiple tools along with it on a single page. In this example we'll add Peaking to a page that already has Frame Guides, a Look (3D LUT) file and the Zebra tool applied.

From any page, click the joystick or tap the screen to bring up 'Add New Tool' and navigate to Focus > Peaking and select to add it to the current page.



Once added you can edit the settings by navigating right when 'Peaking' is highlighted.

//Gif: Peaking > Edit

To make the effect more visible on our footage, increase the intensity slider.

//Gif: Increasing the intensity slider/footage responds to increase.

Press the Back button to get to a full screen view of your footage.

You can look at the white 'haloing' appearing around in-focus edges to determine where your focus plane is. Pointing the camera at the ground, you can very clearly what area is in focus.

 For tricky shots where you need to focus on a subject as they move toward or away from the camera, try using the ground as a reference point before shooting to get a feel for moving the lens, how far/how fast to turn etc.

//Gif: Rack focusing on ground

//Gif: Rack focusing between subjects

If you want a similar but more pronounced effect with which to focus your shot, try [Focus Assist](#)

## Peaking - Settings

On



Enables/disables the Peaking tool.

## Intensity



Adjust the opacity of the edge highlighting effect - increase for a more visible 'halo' with which to focus.

## Brightness/Contrast



Adjust the brightness/contrast of the image to feed the Peaking filter with an adequate (ie not a flat log signal) source, translating into a clearer view of what is in focus.

 Any active exposure tools will respond to changes in brightness and contrast made here unless "Ignore Look" has been applied on each exposure tool - we recommend leaving these checked so that you are making exposure judgements off your original footage.

## Pixel Zoom



Zooms directly into your image on the monitor to get you an exact idea of your focus distance and any other fine details.

### Pixel Zoom - Stats

EASE OF USE



Enable Pixel Zoom by pressing up on the joystick or pinch-to-zoom/swipe up on touchscreen monitors when viewing your camera feed normally. When zoomed in, press the joystick/tap to switch to pan mode to move around the image.

SPEED



With Pixel Zoom it's very easy and thorough to set proper focus when you have time to do so but the other methods- [Focus Assist](#) and [Peaking](#) can often be used more quickly when added to a page to swipe to for a quick spot-check.

UTILITY



Pixel Zoom gives you a zoomed-in view of your camera's feed which means it's most likely the tool that will enable you to **spot areas** where you can make improvements, be it **precise focus** or a piece of set dressing that's not angled correctly towards the camera, a stray light stand in the corner of the shot, etc.

IMAGE INTEGRITY



As long as you have no image-altering features activated, Pixel Zoom lets you see exactly your image zoomed in, making it the best tool for 'seeing it for yourself'.

## Pixel Zoom - Quick Start

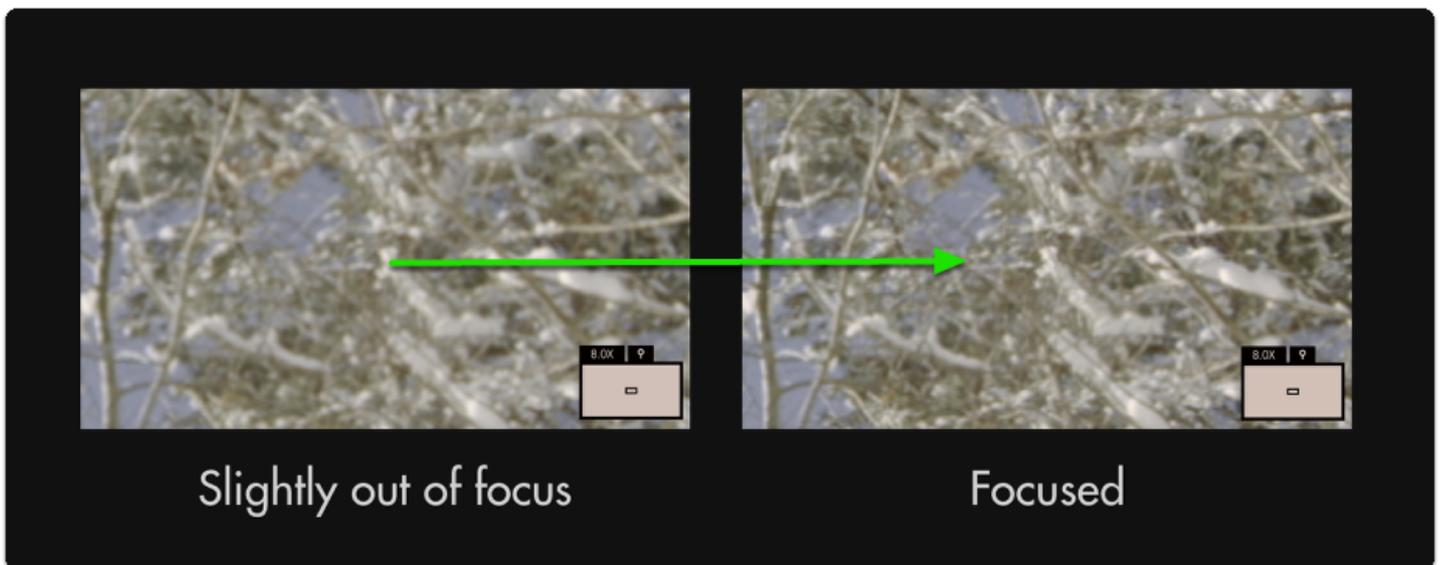
In this section we'll use Pixel Zoom to set focus and enable us to spot issues with our image.

From a distance this outdoor shot *looks* in focus but using Pixel Zoom reveals we need to make a slight adjustment.



If using a touchscreen, pinch-to-zoom to your desired level to check focus.

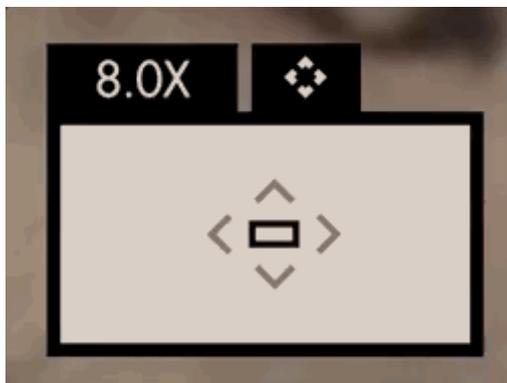
If using a joystick, press up to zoom in up to 8x (maximum zoom level may be adjusted in [Pixel Zoom Settings](#)).



Though a minor adjustment, this has **increased the effective resolution** of the entire image.

With 4k and 8k cameras becoming commonplace, achieving proper focus becomes **even more important** to properly utilize available resolution.

💡 To pan around the image once zoomed-in, click the joystick once and then move in any direction. To pan on touchscreen monitors, drag with one finger around the image when zoomed in.



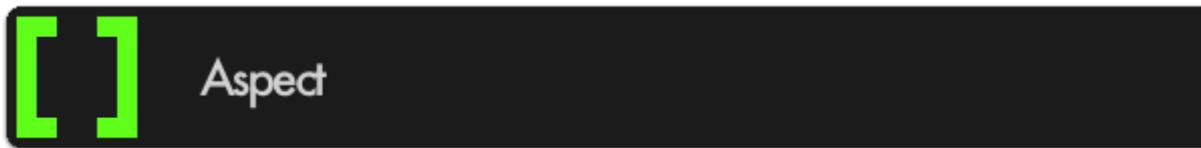
Pixel Zoom, [Focus Assist](#) and [Peaking](#) are excellent tools to help keep your shots in focus. We recommend trying each to find which works best for your shooting style.

## Pixel Zoom - Settings

Because Pixel Zoom isn't added to a page in the traditional way tools operate, its settings can be found in the [Settings Menu](#) > [Interface](#) > [Pixel Zoom](#)

# Tools - Framing

## Aspect (guides)



If you are shooting in a different aspect ratio than the expected final output, place an Aspect Guide on your page for framing your shots instead of just using gaffer tape.

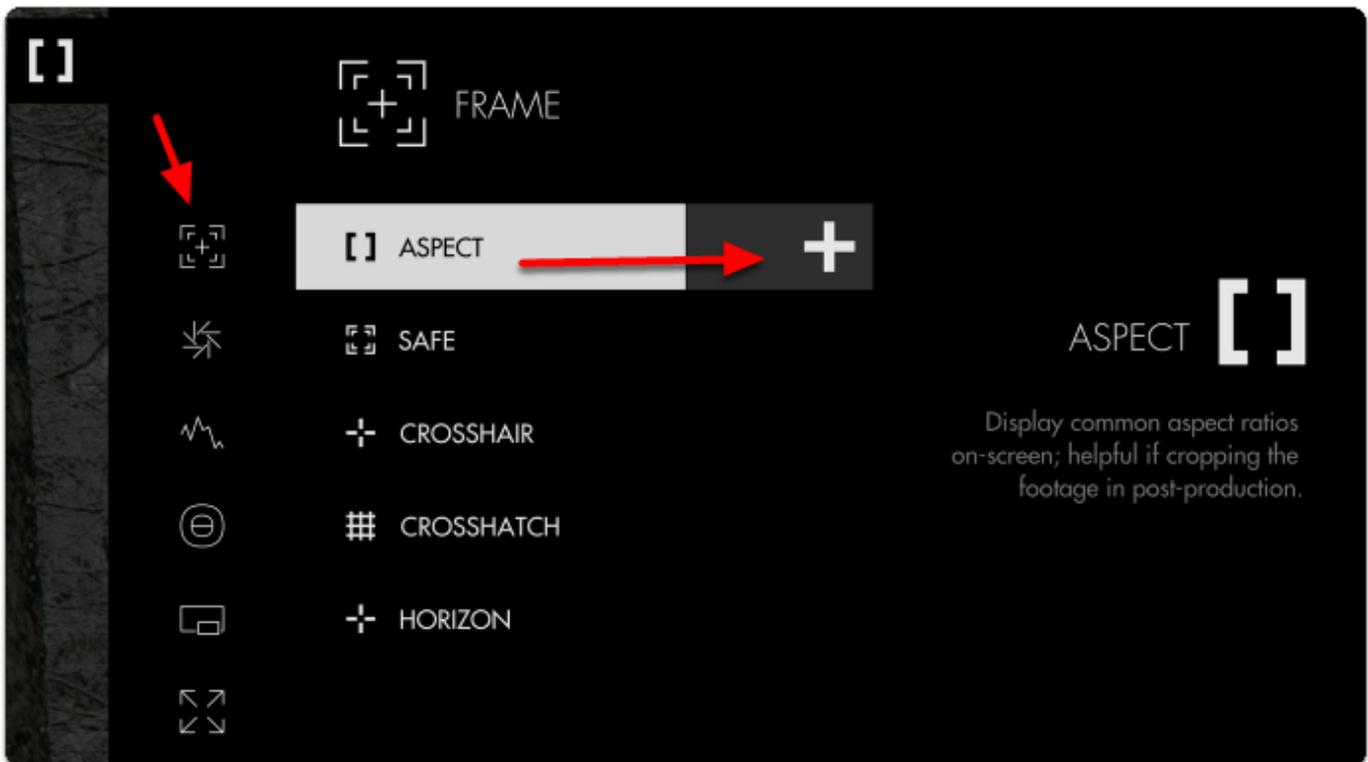
### Aspect - Quick Start

For this example we will be preparing for a **cinemascope (2.39:1)** aspect ratio while filming in standard 16x9. This means we wish to visualize the top and bottom of the image being cropped for the final product via **Aspect Guides**.

From any page, click the joystick or tap the screen on a touchscreen monitor and select 'Add New Tool'



Navigate to **Frame** > **Aspect** and select the '+' to add it to the current page.



Once added you can edit the settings by **navigating right** or **tapping the right arrow** when 'Aspect' is highlighted.



The default setting is for previewing a 4:3 aspect ratio for older TVs. Select '**Ratio**' and change it to **2:39** to see the black bars switch to a horizontal configuration.



By default the bars are set to 50% opacity; adjust '**style**' and '**opacity**' to taste for whatever you find most viewable. Here I set the opacity to 80% to keep the off-screen areas from being distracting.

💡 If your production relies on boom audio, you can use the top and bottom dead zones to give your boom operator a 'grace area' for getting close-but-not-too-close.



To complete our 'cinematic preview' I have applied a [Look \(3D LUT\) - learn about Look files here](#).



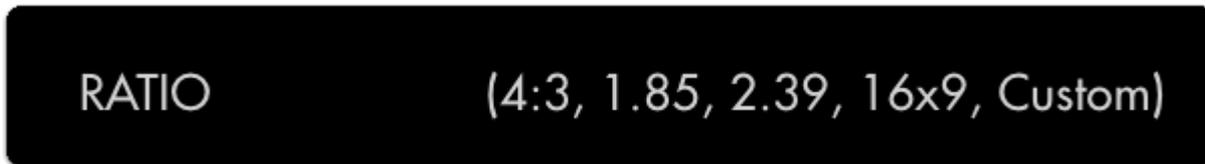
## Aspect - Settings

On



Enable/Disable the Aspect guide.

## Ratio



Select the aspect ratio you wish to visualize with the guide. Go with the Custom setting if using a non-standard ratio.

## Width



When using a custom aspect ratio, this setting manually defines the width of the crop.

## Height



# SmallHD User Manual

When using a custom aspect ratio, this setting manually defines the height of the preview 'crop region'.

## Style



Toggles between a **solid color** overlay and a **thin line** to define the edges of the aspect ratio. Line style may be more helpful when needing to see very clearly what is outside the active area as it will not get 'painted' over as it does with solid color.

## Color



Define the color of the overlay area if using 'MATTE' style or define the color of the border when using 'LINE' [style](#).

## Opacity

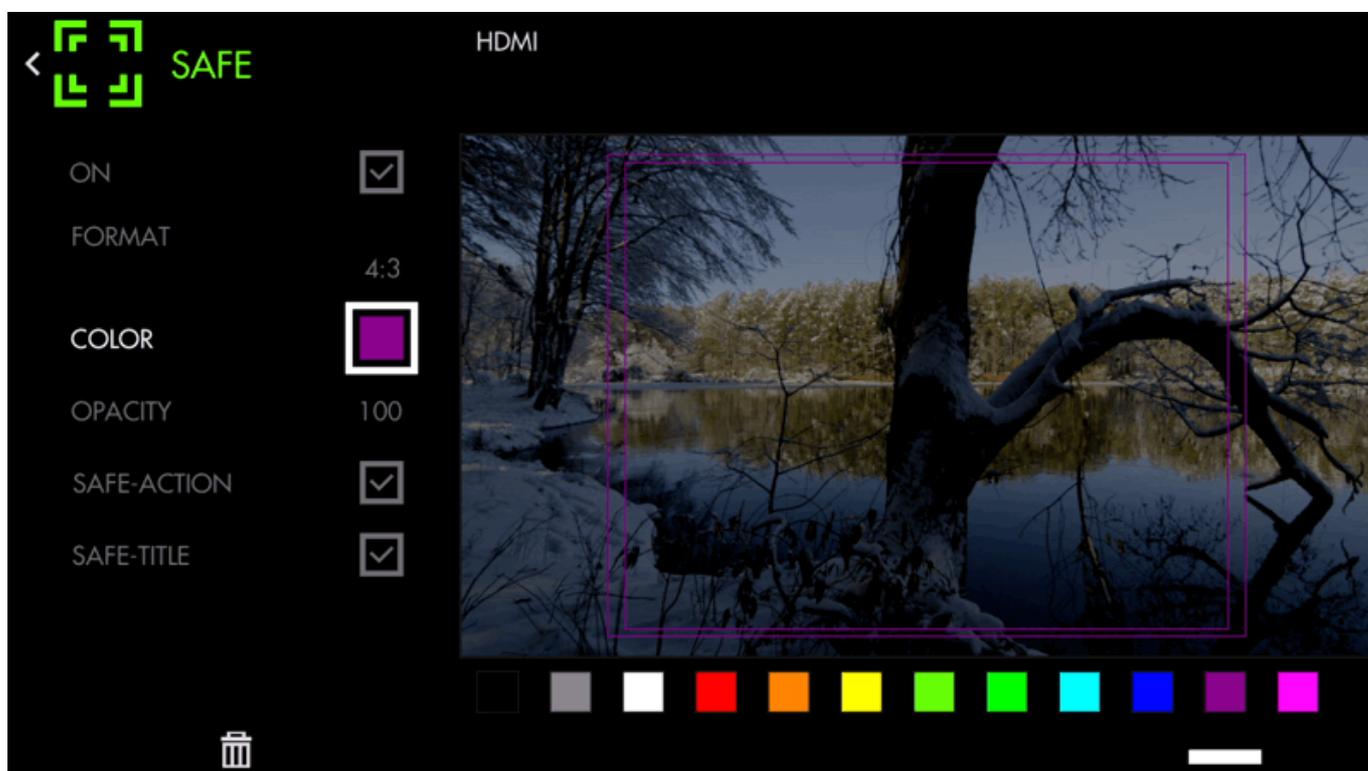


Adjusts the opacity/transparency of the matte area or line borders depending on the chosen [Style](#).

## Safe (guides)



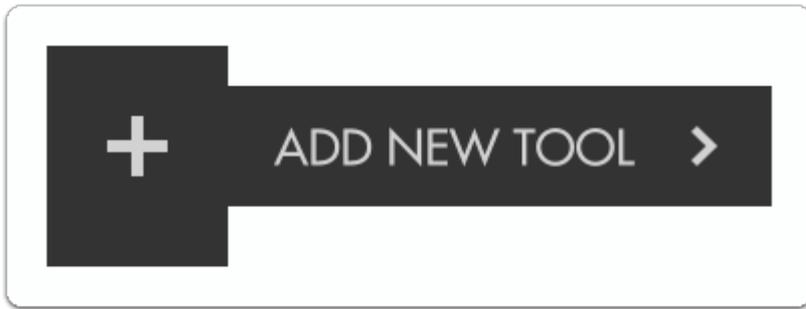
Provides a simple line border near edges of the frame as a friendly reminder to keep important elements in-frame to account for 'overscan'- traditionally SD TVs would crop out part of the frame to fit various aspect ratios/resolutions being sent to it and sadly this practice still often takes place on modern TVs as a relic of the analog past.



### Safe (guides) - Quick Start

Let's apply Safe guides to a page to help judge where to keep titles and action

From any page, click the joystick or tap the screen to bring up 'Add New Tool'.



Navigate to Frame > Safe and select to add it to the current page.

Odds are the default setup is all you will need but you can edit the settings by navigating right when 'Safe' is highlighted.

//Gif: Safe > Edit

Let's change the aspect ratio to 4:3 so we can visualize how an old TV would crop our image.

//Gif: Aspect format: 16:9 to 4:3

If the guides are not visible in your viewing environment you can edit the Color and Opacity for better viewability.

//Gif: Changing color and opacity of safe guides

## Safe (guides) - Settings

On



Enable/Disables Safe guides.

Format



# SmallHD User Manual

Adjusts the aspect ratio of the safe guides; set this to what you consider the 'least common denominator', i.e. if you have to make a 16x9 AND a 4x3 deliverable, use the 4x3 guide to account for the 'worst case'.

## Color



Choose the line color of the guides for easier viewability depending on your shot.

## Opacity



Adjust the transparency/visibility of the guide lines, best practice is typically to go with 'visible but not distracting'.

## Safe-Action



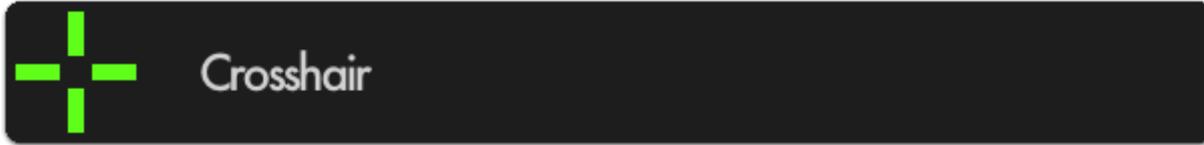
Enables/disables the Action safe (outside) border.

## Safe-Title



Enables/disables the Title safe (inside) border.

## Crosshair

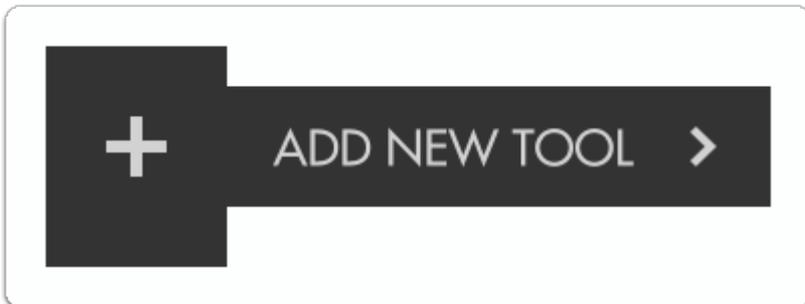


Places a crosshair reticule in the center of your image; great reference point on shoots when symmetry or panning accuracy is an important part of the composition.

### Crosshair - Quick Start

We'll apply a crosshair to our page to help us pan a shot to a precise position.

From any page, click the joystick or tap the screen to bring up 'Add New Tool' and navigate to Frame > Crosshair and select to add it to the current page.



A crosshair will be placed on your image. You can edit the settings by navigating right when 'Crosshair' is highlighted.

//Gif: Crosshair > Edit

## Crosshair - Settings

On



Enable/Disables the Crosshair.

Style



Toggles the Crosshair off/on.

Color



Define the color of the Crosshair for better visibility depending on your shot.

Size



Choose the size of the Crosshair to taste for your preferred balance of visibility and cleanliness.

## Opacity



Sets the transparency/opacity of the crosshair.

## Crosshatch



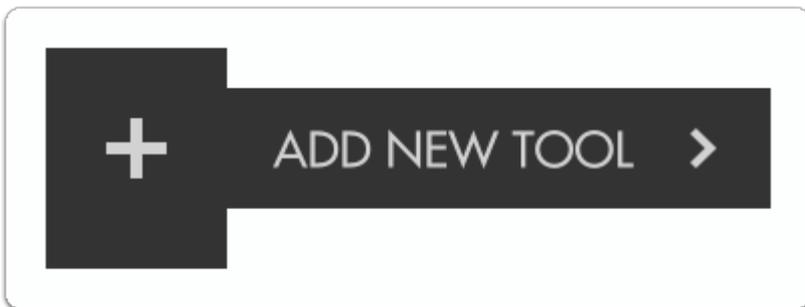
Crosshatch

Adds a basic grid overlay to your image with customizable rows/columns for a variety of on-set compositional needs.

### Crosshatch - Quick Start

Crosshatch is beneficial for aligning elements of a shot into a grid-like and structured pattern, for this example we'll set up a product shot and use the grid lines to help us compose a visually-pleasing arrangement.

From any page, click the joystick or tap the screen to bring up 'Add New Tool' and navigate to Frame > Crosshatch and select to add it to the current page.



Once the Crosshatch is added you can edit the settings by navigating right when 'Crosshatch' is highlighted.

//Gif: Crosshatch > Edit

## Crosshatch - Settings

On



Enable/Disable the Crosshatch.

Color



Set the line color of the Crosshatch to adjust its visibility.

Opacity



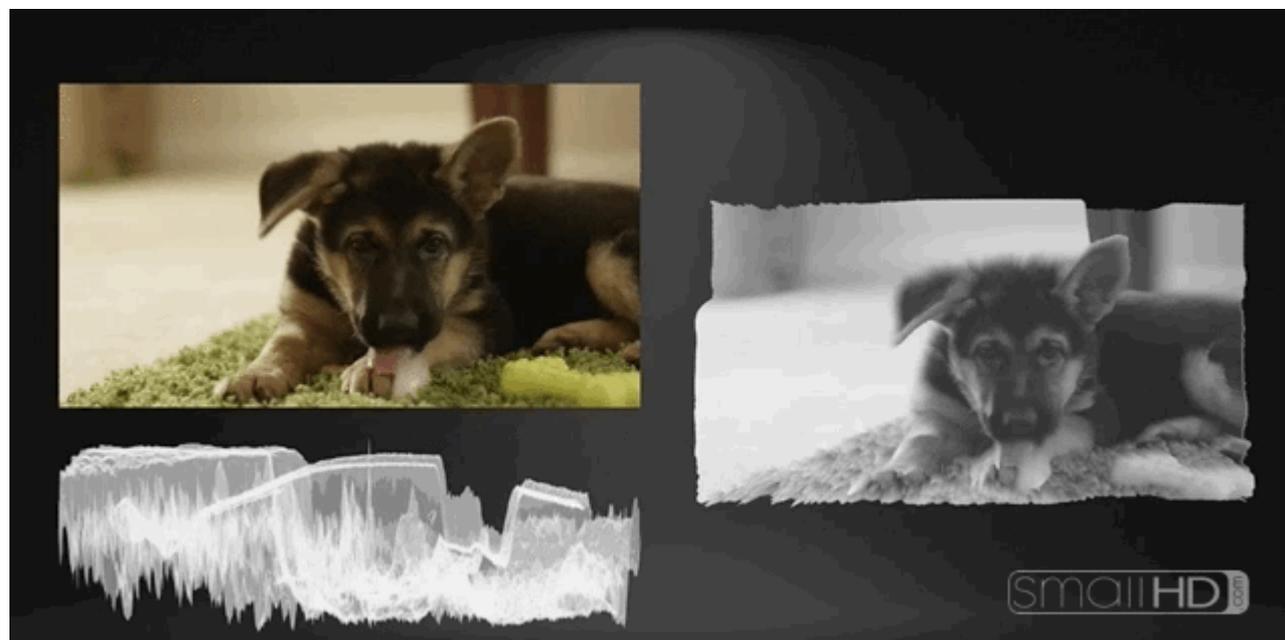
Regions



This setting lets you define the density of the Crosshatch grid for achieving the desired amount of granularity.

# Tools - Scopes

## Waveform



The Waveform is generally considered the most robust exposure tool because it plots your image's luminance (brightness) – and chrominance if using [RGB mode](#) -- to a graph but unlike the Histogram, it physically matches the screen from left-to-right.

💡 \*New firmware 3.0 feature - Waveform now has a ['spot meter' function](#) for a detailed look at specific areas of your shot!

### 1. Stats

Although SmallHD provides many available tools to help with setting proper exposure, most of the decision will be down to what works for you. Use this section if you need help deciding where to start.

## EASE OF USE



The Waveform is an extremely comprehensive exposure tool but when needing to understand your exposure levels from a quick glance, [Exposure Assist](#) or [Zebra](#) may be better options.

## SPEED



Once you get comfortable with how the Waveform works you can quickly reach optimal exposure with it by **balancing exposure between the top and bottom of the graph to make sure highlights and shadows aren't being clipped too harshly**. If they are, perhaps adding some light into shadow areas or diffusing/filtering highlights can help compensate.

 [Zebra](#) is generally considered the simplest (and often fastest) way to gauge exposure at the expense of customizability- if you don't wish to be distracted with the extra information a Waveform provides, give it a try!

## UTILITY



Waveform is often considered the best exposure tool because it allows very precise measurement of all aspects of the image's luma (brightness) and chroma (color) by [setting the 'style' to RGB](#).

## IMAGE INTEGRITY



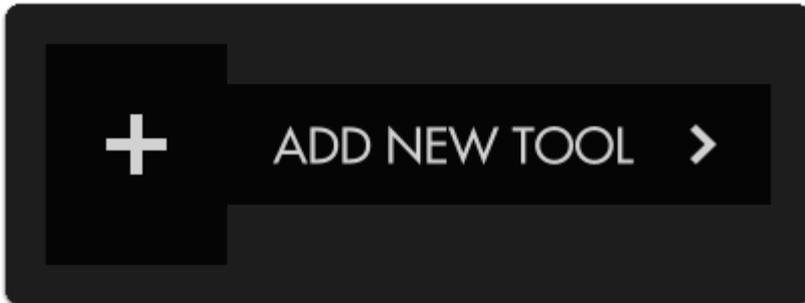
Because the Waveform gains the most benefit when using the full width of the screen (so that it matches the image horizontally) it might consume more of your image than you are comfortable with.

 Try the [Zebra](#) tool for an exposure aid that consumes a minimal portion of your image.

## 2. Waveform - Quick-Start

To set exposure with the **Waveform**, first add it to a page.

From any page, click the joystick or tap the screen to bring up 'Add New Tool'



Press right on the joystick or tap the right arrow next to 'ADD NEW TOOL' and navigate to **Scopes > Waveform** and select to add it to the current page.



Once added you can edit the settings by navigating right when 'Waveform' is highlighted.

# SmallHD User Manual

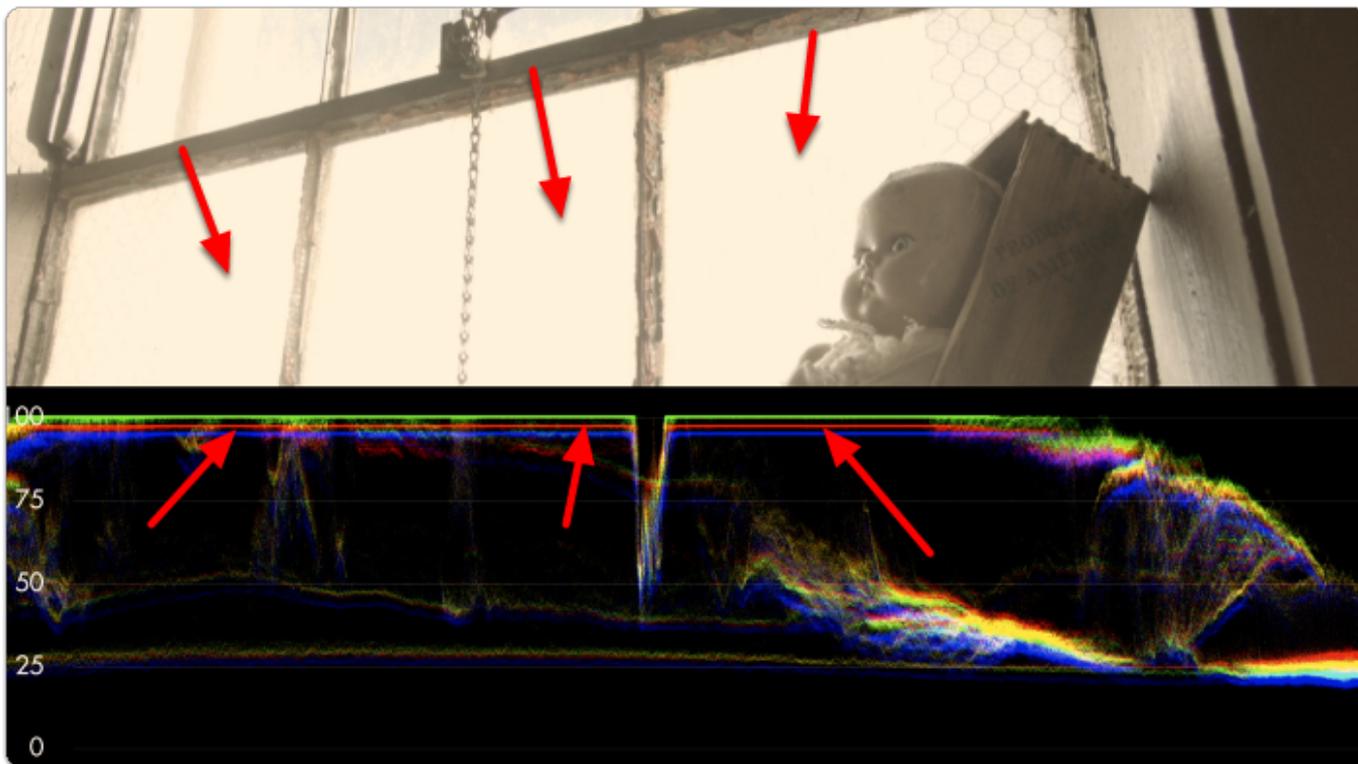


Select 'Style' and switch from LUMA to RGB - this will let you observe each Red, Green and Blue value simultaneously - a unique benefit of the Waveform.

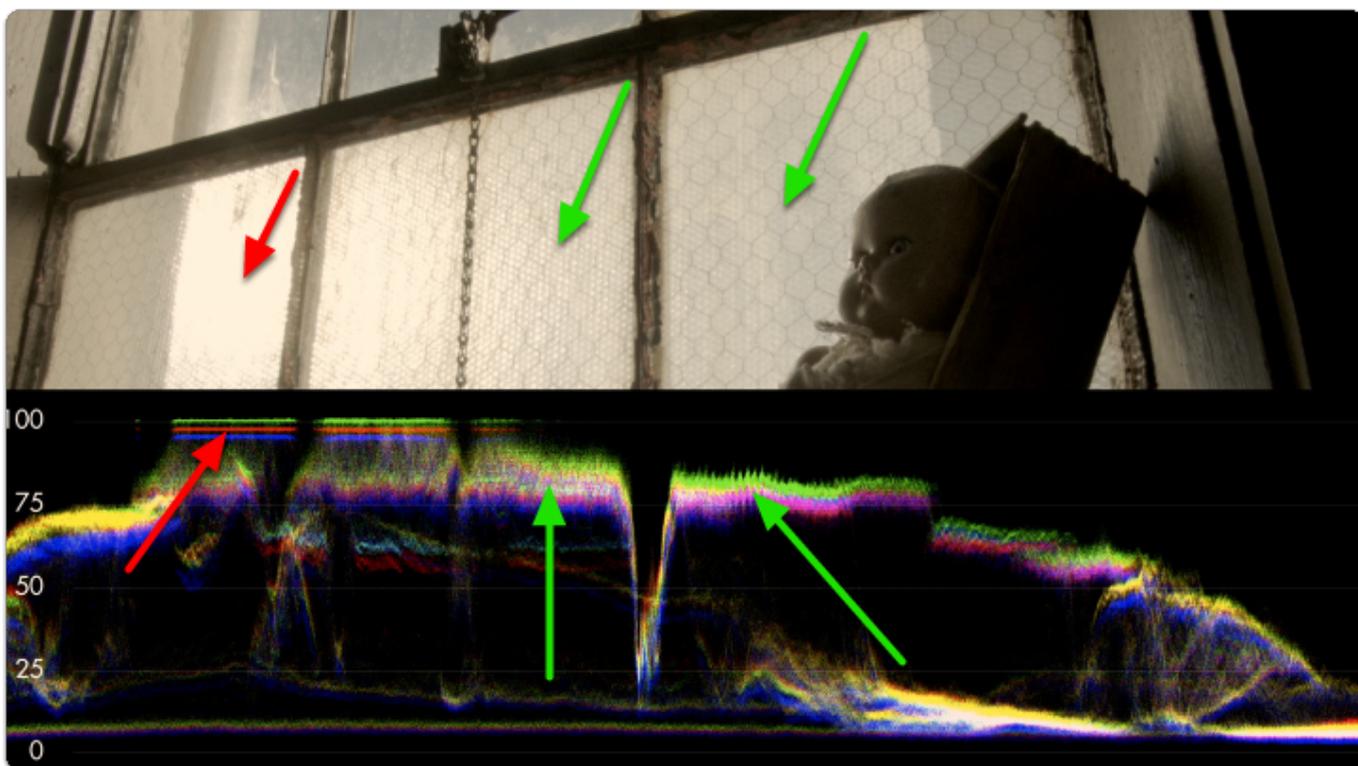


Back out of the Edit Tool menu to observe the waveform in action and to accurately expose your footage.

The Waveform 'flattens' at the top when highlights are being **blown or 'clipped'** - this will result in footage that is a solid 'block' of color without the ability to manipulate it meaningfully in post production.

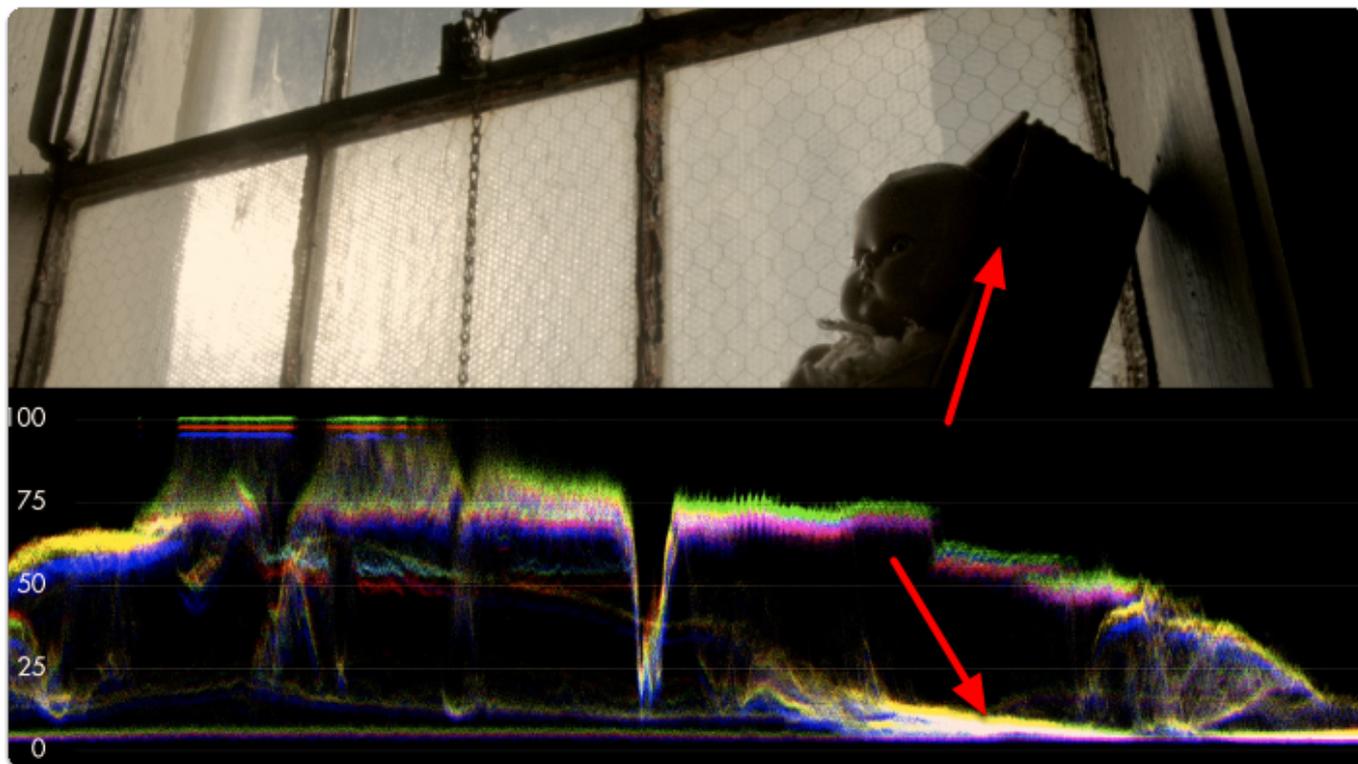


Rolling exposure downwards, the lines 'un-flatten' and much more of the window can now be manipulated in color grading while some areas remain overexposed.



If we keep rolling exposure down (closing the aperture) we will continue seeing more 'into' the brighter details at the expense of shadow details which become 'crushed' or 'clipped' and effectively lost similar to overexposure.

- 💡 The key to finding a healthy exposure relies on a graceful balance between clipped highlights (top of graph) and crushed/noisy shadows (bottom of graph).



- 💡 The difference between the darkest and the brightest areas that a camera can effectively see detail is known as its **dynamic range** - this is why high dynamic range is a highly sought after feature among cameras; you are able to capture and therefore **manipulate more of your image**.

As mentioned before, because we're looking at an **RGB Waveform** we can use it to make color decisions in addition to luminance.

If a **pure white** or **pure gray** element occupies part of your scene, you can **white balance** with the waveform.



Notice how adjusting the white balance setting on the camera shifts the RGB 'bands' - when lined up they turn white, indicating a proper white balance setting.

## 3. Waveform Settings

Access the Waveform's settings menu by navigating right or pressing the right arrow when the Waveform is highlighted.

### On/Off



Toggles the Waveform On/Off.

### Ignore Look



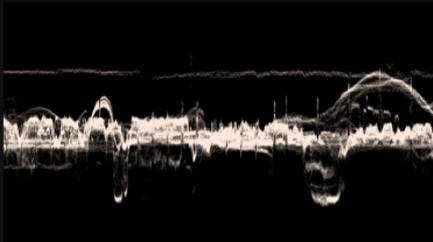
Allows you to apply a Look (3D LUT) to your footage while monitoring a waveform that is not affected by the Look. This lets you make exposure decisions based on the signal coming from the monitor for ideal flexibility in post-production.

💡 We recommend leaving this on for most shooting scenarios so that the waveform applies to the footage being recorded instead of shifting around while adding or adjusting a 3D LUT.

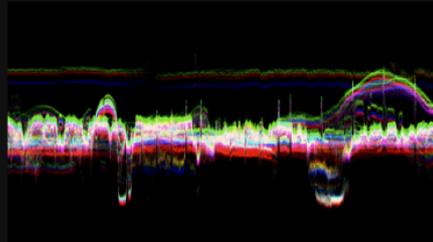
## Style

STYLE

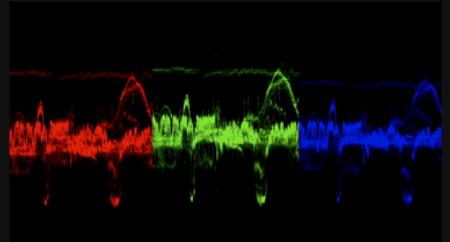
RGB, LUMA, PARADE



LUMA



RGB



PARADE

Pick your flavor of Waveform- LUMA displays a brightness/luma plot only while RGB graphs each primary color on top of one another. RGB PARADE physically separates the Red, Blue and Green channels into discrete sections from left to right so they can be viewed easily in isolation.

## Layout

LAYOUT



Set the positioning, scale and visibility of the Waveform.

## Full Screen



Displays the waveform in a full-screen view, useful when viewing from a distance or if using multiple monitors where another can be displaying the image itself.

## Width



Scales the Waveform horizontally.

 We recommend leaving this at 100 (or set to the same width as your image) to gain the benefit if the graph matching up evenly with your image from left-to-right.

## Height



Scales the Waveform vertically.

## Location



# SmallHD User Manual

Set the location of the Waveform to a spot of your choosing - useful when placing multiple tools/scopes on screen.

## Intensity



Adjusts the brightness of the waveform graph (the plotted portion) - increase if the graph appears too faint.

## Opacity



Adjusts the transparency of the black background behind the Waveform.

 For better visibility, boost [Intensity](#) to compensate for a lower Opacity if desired.

## Spot Meter



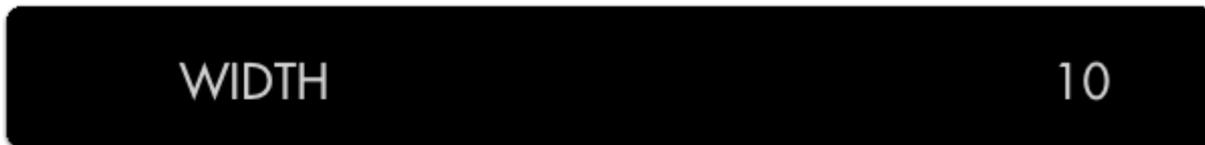
Brings up a small, moveable 'window' you can place on the image that highlights the portion of the Waveform it corresponds to. Useful for getting very specific exposure information from a specific part of the image such as skin tones, hot spots or calibration charts.

## Enabled



Toggles visibility of the Spot Meter.

## Width



Adjusts the width of the Spot Meter.

## Height



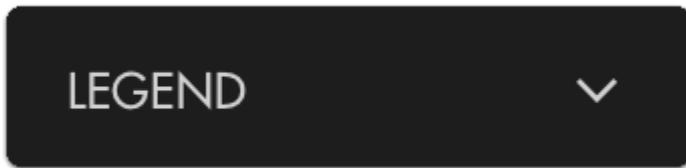
Scales the height of the Spot Meter.

## Spot Location



Set the location of the Spot Meter to an area of your choosing.

## Legend



Places a guide onto the Waveform graph listing numeric IRE (brightness) values for measuring levels.

## Overlaid



Toggles visibility of the legend on/off.

## Num Labels



De-clutter your waveform by decreasing its number of labels or increase this for more granularity.

## Legend Color



Change the legend color if in need of extra readability of IRE values.

## Line Color



Change the line color of the graph to more clearly see when your values are reaching a specific level.

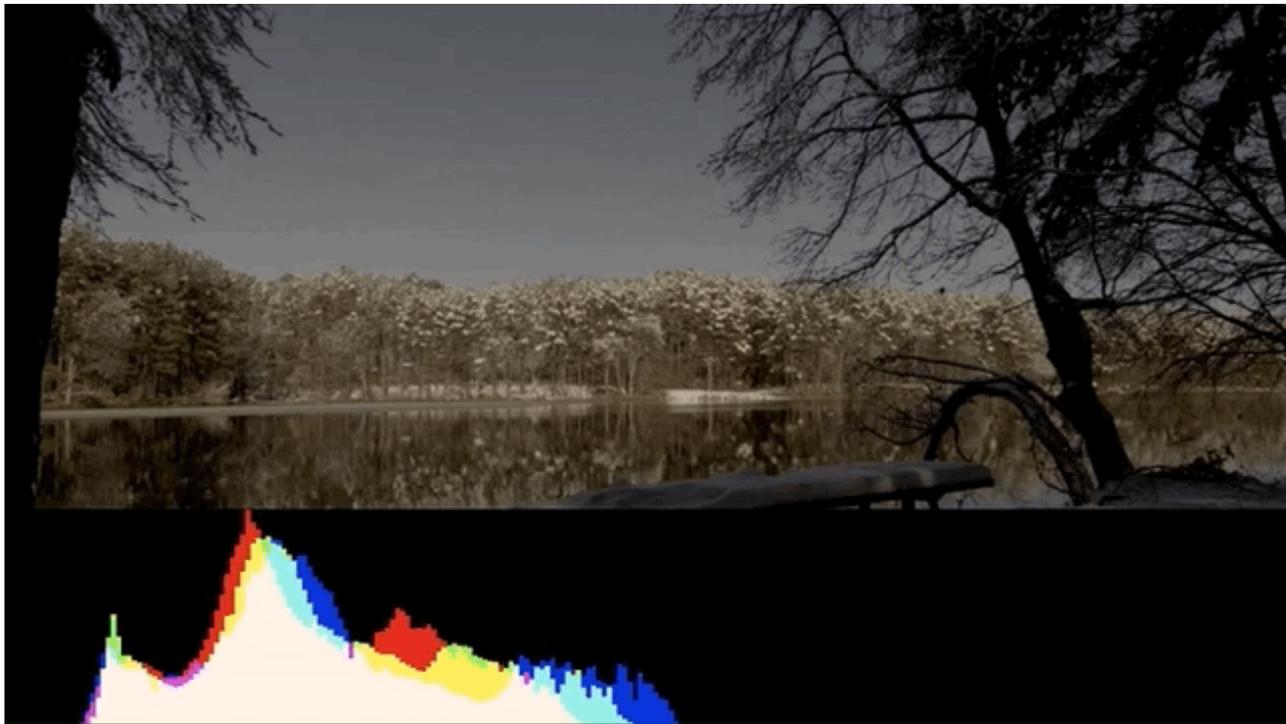


Adjusts the opacity of the graph lines to make them stand out - or invisible to improve graph visibility.



Adjusts the thickness of the graph lines for readability.

# Histogram



The Histogram is a brightness graph - left side is darker values, right side brighter. Use it to judge the overall balance of exposure in your image.

## Histogram - Stats



Determining where your exposure is balanced is simple with the Histogram- if a 'lump' is shifting more to the left, more of your image is in shadow, if a 'lump' is towards the right, your image is largely in highlight.



One quick glance of the Histogram is enough to **determine the overall exposure balance** of your image -- not fine details about it but a general gauge of where most of your image is 'weighted'.



Beyond determining exposure balance, the Histogram is outclassed in utility by the other exposure aids that are more suitable for pinpointing specific issues on the image. For the most versatile scope for most setups, have a look at the [Waveform](#).

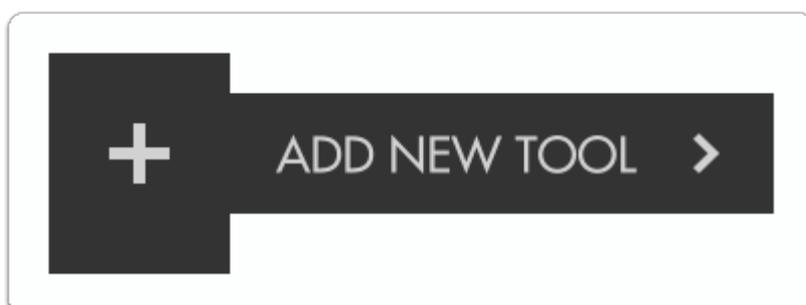


The Histogram is a good low-profile scope as it doesn't generally lose any utility by being scaled down and mostly out of the way.

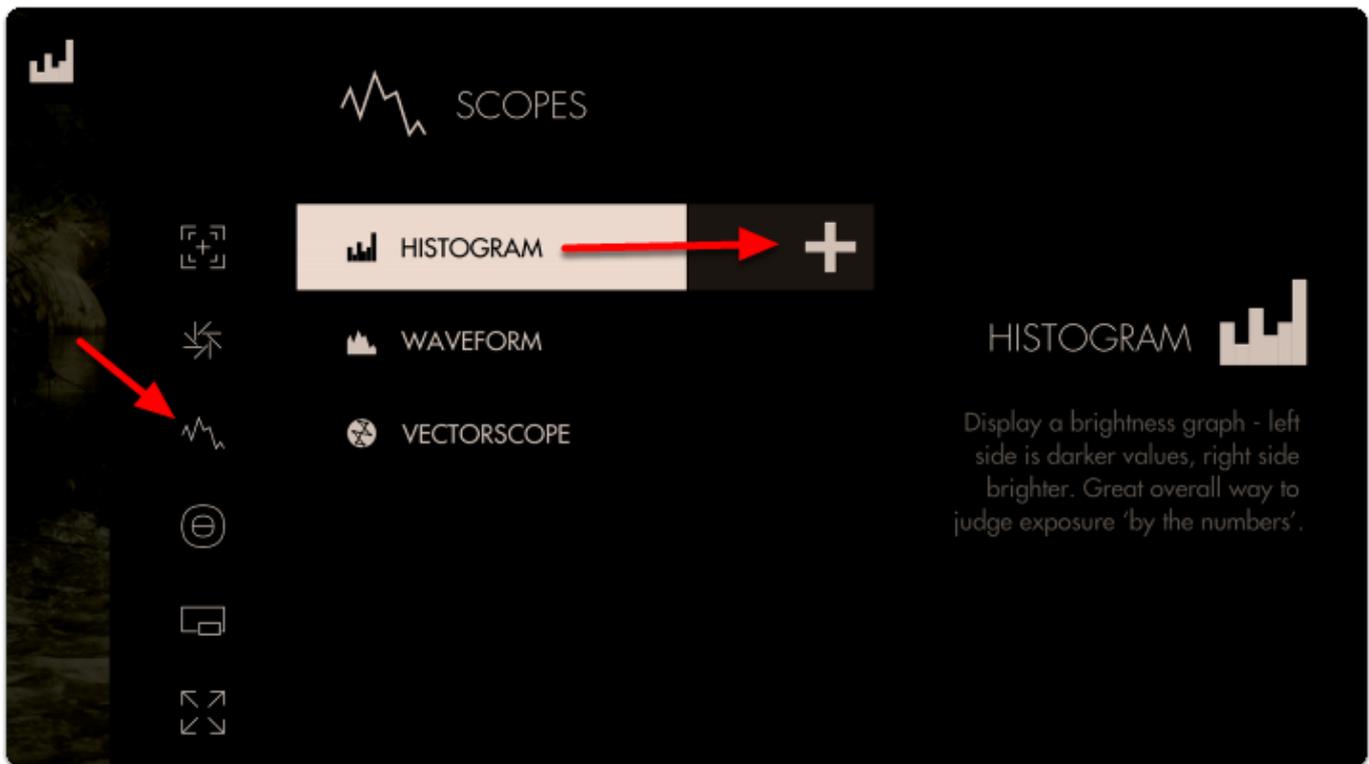
## Histogram - Quick Start

In this section we will add a Histogram to a page and use it to set exposure.

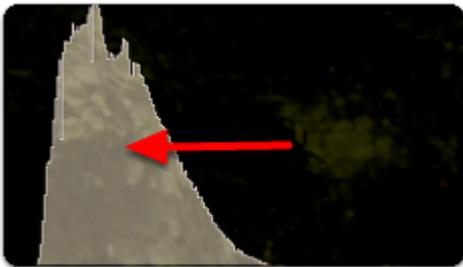
From any page with a feed, click the joystick or tap the screen to bring up 'Add New Tool'



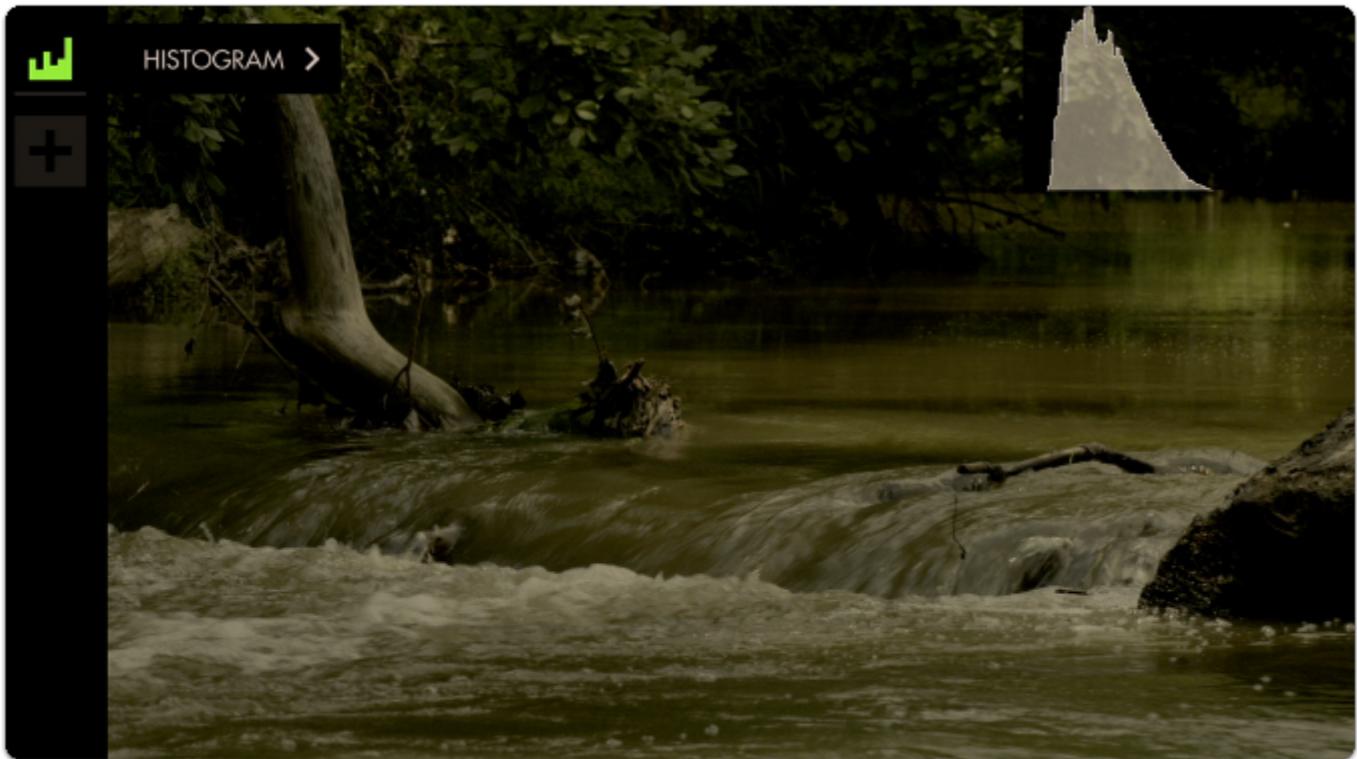
Navigate to **Scopes > Histogram** and select the '+' to add it to the current page.



A graph appears in the top-right of the image.



The overall 'weight' of the image data is positioned towards the **left of the graph**; this is telling us we have a lot more shadow areas than highlight areas.



Since this is a daytime shot with relatively even light (no super-bright objects) we can roll exposure to better balance the 'lump' of the graph toward the center.



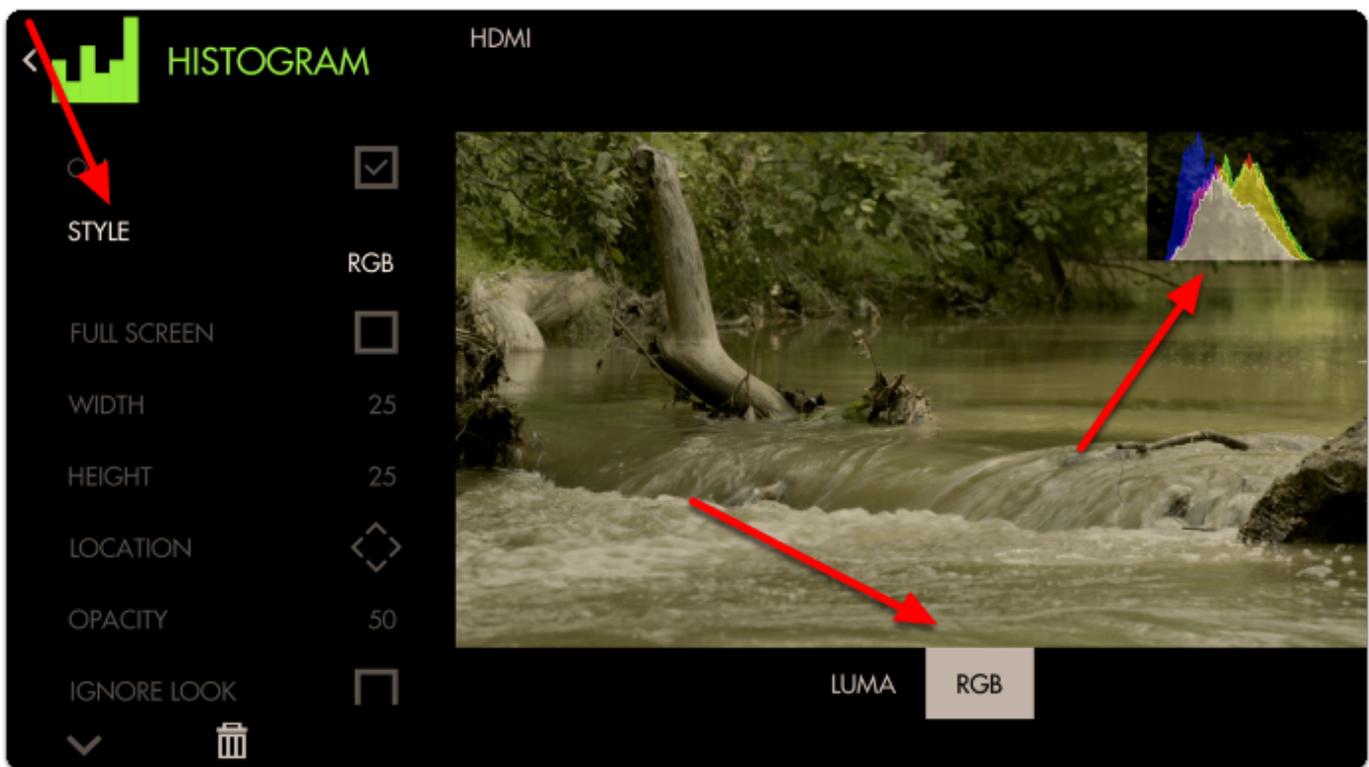
There are no 'spikes' toward the far-left or far-right of the graph, meaning everything in our shot is within a usable exposure range and as a result no clipping is occurring.

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Let's edit how the graph appears by navigating right or tapping the arrow when 'Histogram' is highlighted.

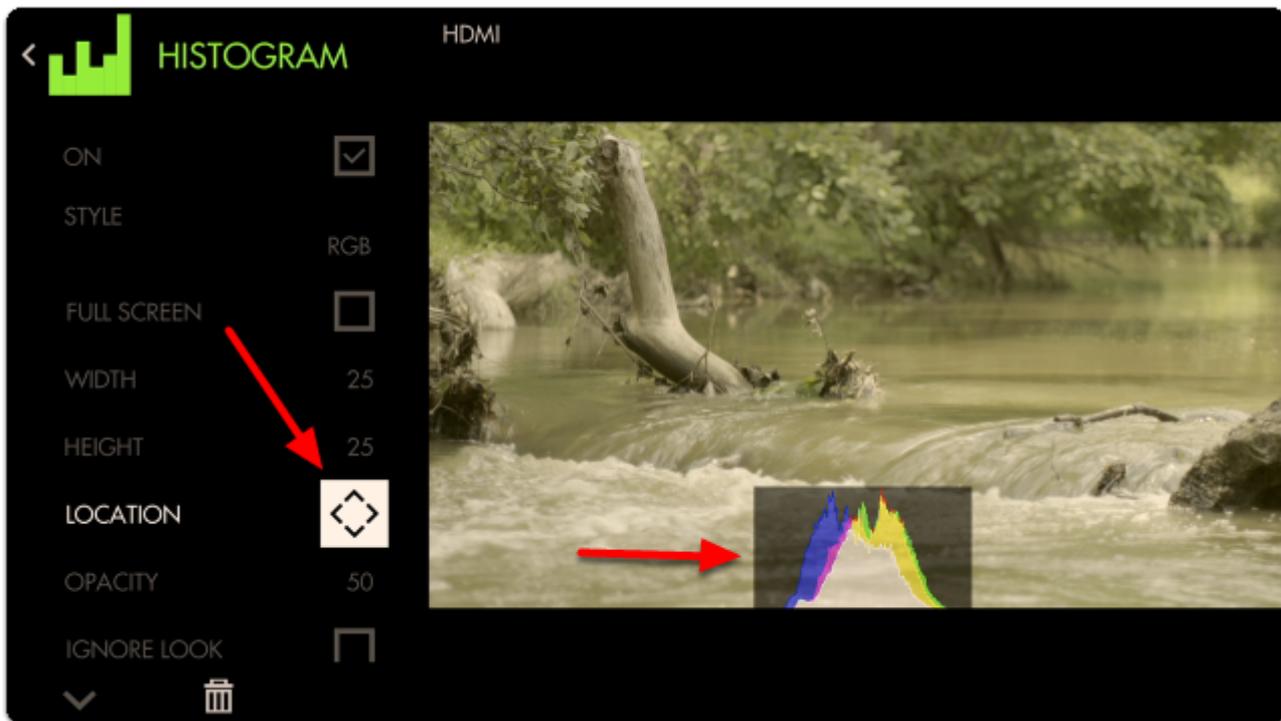


For a bit more useful info you can navigate to 'STYLE' and set from LUMA to RGB to get access to color information in addition to luma/value.

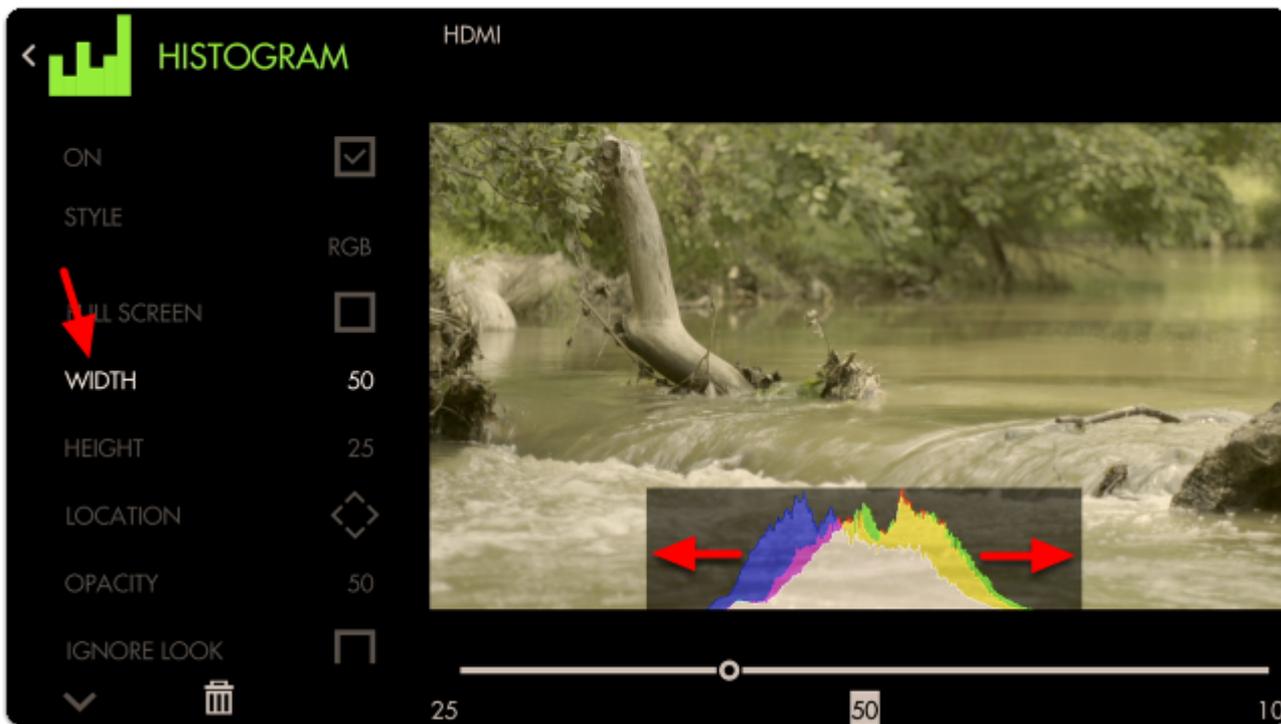


💡 Just as with [Waveform](#), using RGB mode lets you see the individual luma values of red, green and blue that make up your image - If you see a distinct separation of colors on the graph you will notice more colorization/saturation.

To adjust the position of the Histogram to arrange with other tools or for better general visibility, alter the **LOCATION** and use the joystick or tap around the screen to place the graph.



We can also adjust the size of the graph any way we wish (or use FULL SCREEN to dedicate an entire page to the feature)



With the addition of RGB data, we can tell that our image has a warm cast toward the brighter end (yellow area) and a cooler cast in the shadows (blue area).

💡 Cameras which have an 'auto exposure' will often use an internal histogram as their guide, meaning it will center the 'weight' on the graph as best as possible just as we are doing here manually.

⚠️ Because the Histogram does not know the context of your shot it can sometimes be tricky to use for exposure balance. For example a brightly lit snow scene will weigh heavily on the right but if we roll exposure to center the 'lump', the whole scene will then be too dark, because brightly lit snow should appear brightly lit. Conversely if you are shooting a subject under a spotlight but against a dark background, the Histogram may appear as if you have an underexposed image if it's reacting to the dark background. For these cases we recommend the [Waveform](#), [Exposure Assist](#) or [Zebra](#) as they can report issues from discrete portions of the image.

## Histogram - Settings

Access Histogram tool settings menu by navigating right or pressing the right arrow when Histogram is highlighted in the tool list.

On



Toggles Histogram Off/On

## Style



Pick your flavor of Histogram- LUMA displays a brightness/luma plot only while RGB graphs red, green and blue values individually for a look at the chromacity of the image.

## Full Screen



Displays the histogram in a full-screen view, which is useful when viewing from a distance or if using multiple monitors where another can be displaying the image itself.

## Width



Scales the Histogram horizontally to help with rearranging your workspace.

## Height



Scales the Histogram vertically.

## Location



Set the location of the Histogram to a spot of your choosing - useful when placing multiple tools/scopes on screen.

## Opacity



Adjusts the transparency of the black background behind the Histogram for readability. Boosting Intensity helps to compensate for a lower Opacity.

## Ignore Look



Because monitoring with a Look (3D LUT) alters the image and therefore its exposure, it can be useful to ignore its effects on exposure tools. This means you can monitor with any graded Look while using the Histogram to set up your camera to be exposed properly for any other grading possibilities in post because it's working off the camera's original ungraded image.

 We recommend leaving this on for most shooting scenarios unless you are baking a LUT into your footage on set and do not intend to color grade in post.

## Vectorscope



Vectorscope

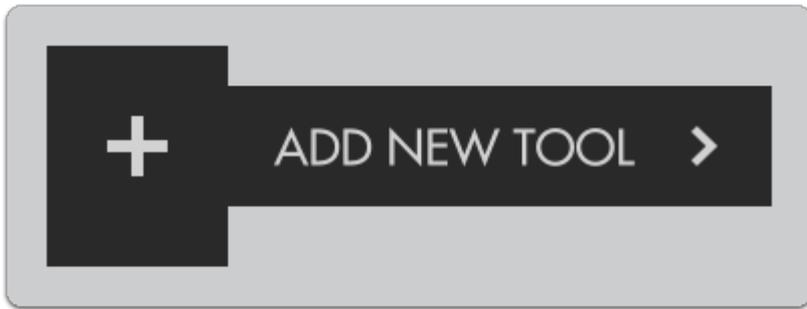


Though generally not considered as 'mission critical' during shooting as exposure scopes such as Waveform & Histogram, the Vectorscope plots the chromacity, or the hue + saturation of your image onto a color wheel so you can help gauge complimentary color, ensure skin tones are being colorized properly, to visualize how overall scene color is being placed, and where potential adjustments may need to be made in general.

### Vectorscope - Quick Start

In this section we will add a Vectorscope to a page and use it to light a scene with complimentary colors.

From any page with a feed, click the joystick or tap the screen to bring up 'Add New Tool'.

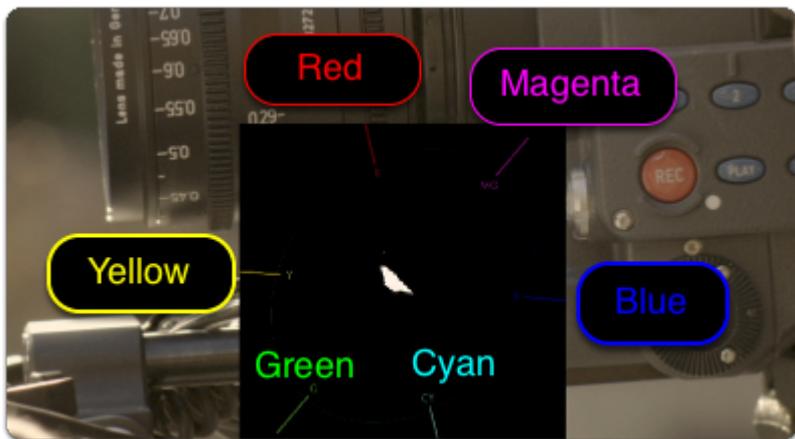


Navigate to **Scopes > Vectorscope** and select the '+' to add it to the current page.

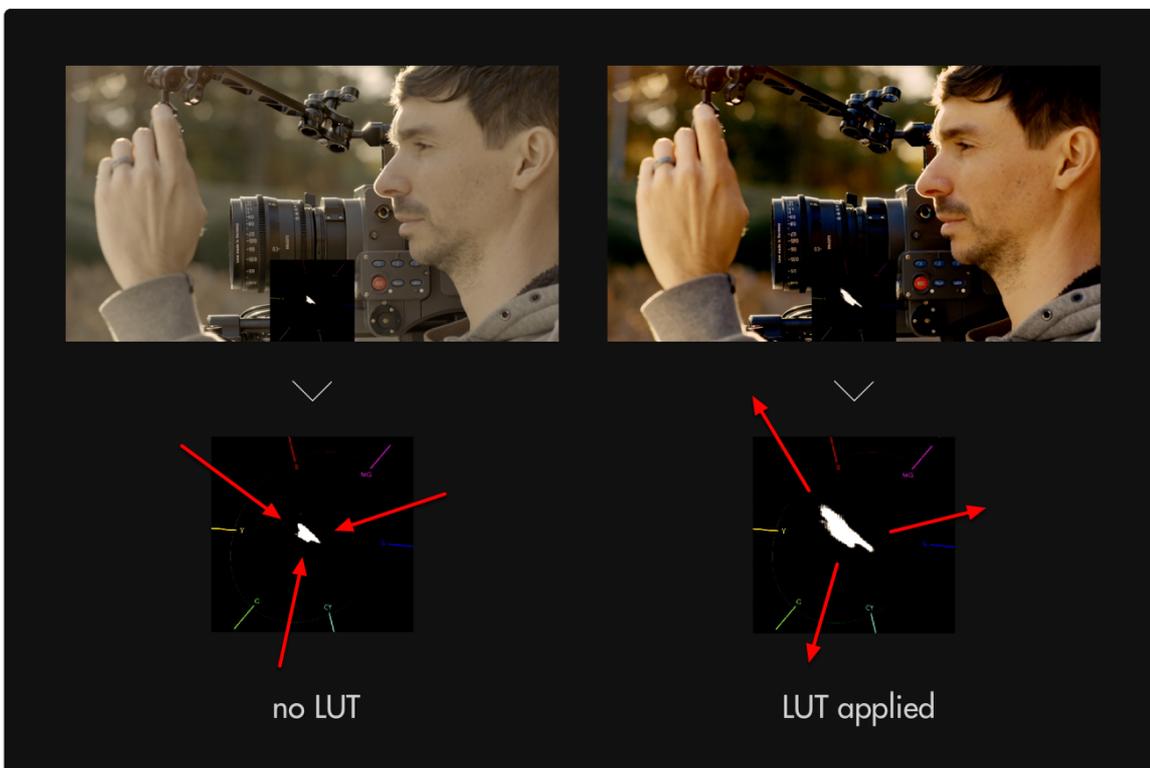


A **Vectorscope** appears at the bottom of the image. The 'blob' is largely contained in the center of the graticule/crosshairs which means the colors of the current image are **not very saturated** (which is especially true as this footage is using log-based gamma).

The Vectorscope represents saturation as **distance from the center of the circle**, and **hue as the angle around it**.



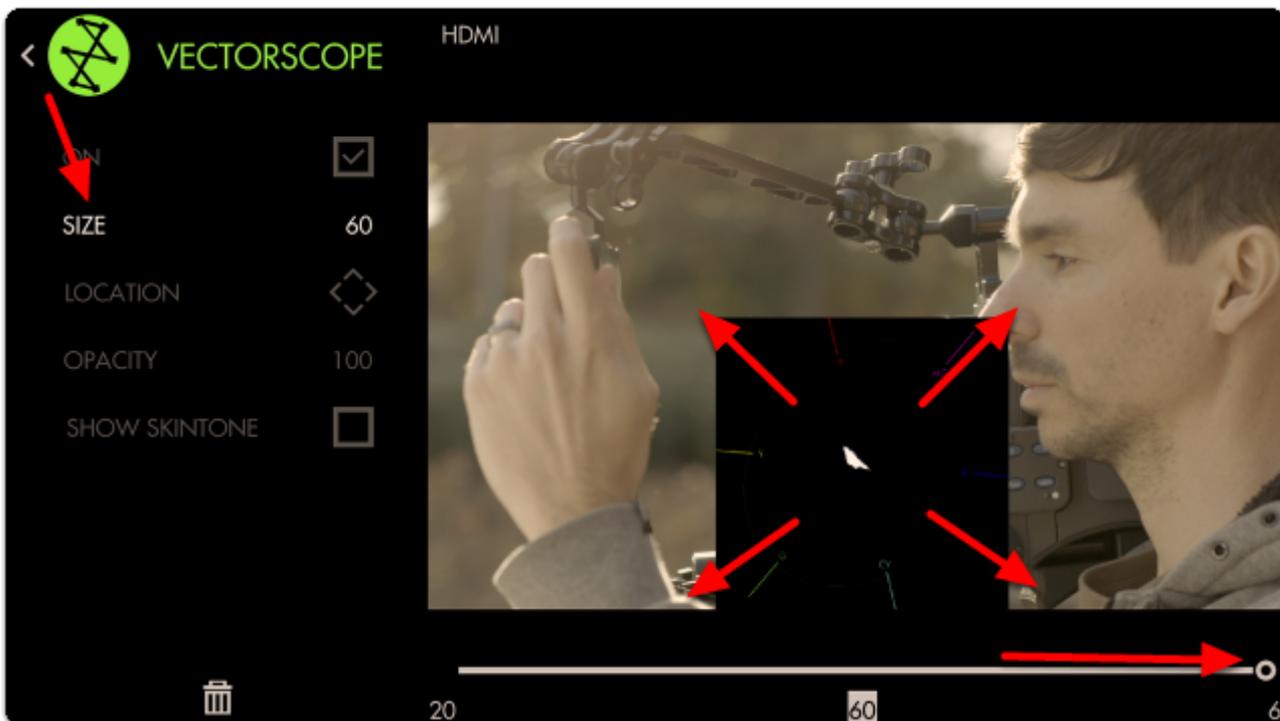
If we apply a [LUT](#) to this page, the Vectorscope reacts by expanding its plotted area. The scope confirms that we are viewing a more heavily saturated image after applying the look.



💡 The Vectorscope uses the same layout as a color wheel and therefore principles of color theory apply - for example we can achieve complimentary colors by ensuring our scene plots to the graph on exactly opposing sides. Perhaps the most common example of this is the famous/infamous 'teal/orange' look popularized in Hollywood where skin is orange and nearly everything else gets colorized as teal.

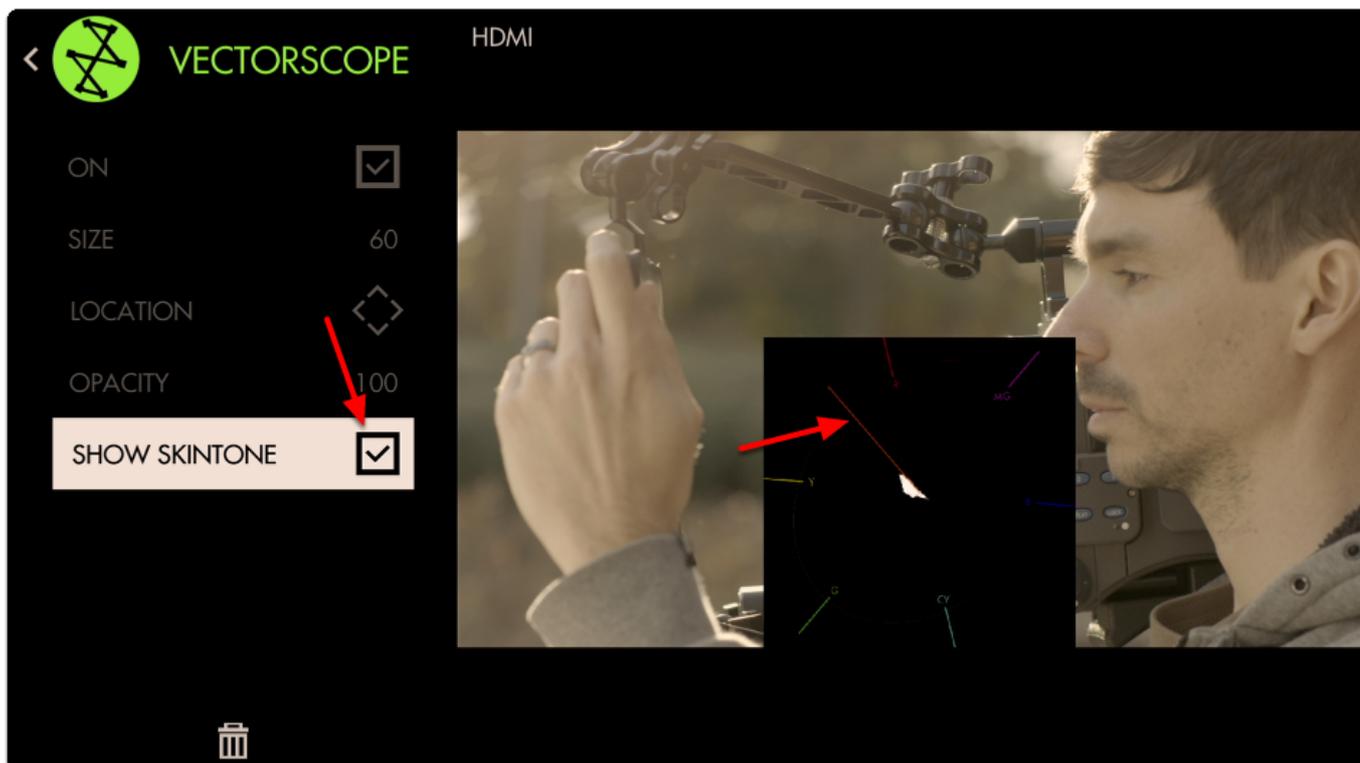


We can edit some settings by navigating right or tapping the right arrow when 'Vectorscope' is highlighted in the toolbar.



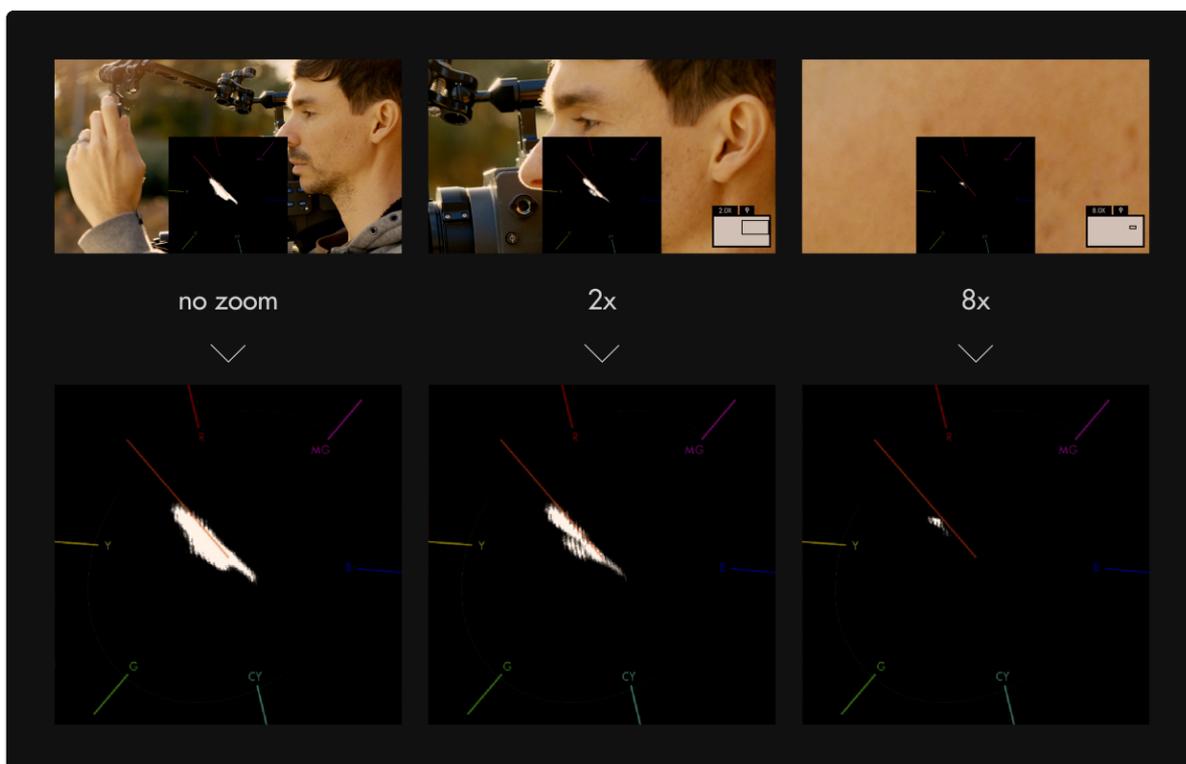
You can adjust the **SIZE** of the graph for better visibility. At this stage feel free to use [Size & Position](#) or [Crop & Scale](#) to arrange the image and scope so that they don't overlap.

Next let's enable **SHOW SKINTONE** - this provides a line on the graph for where to keep skintone hues for the most natural result under neutral lighting.



Because the entire image is being plotted to the graph all at once, we can check the status of individual areas by using Pixel Zoom in combination with the Vectorscope for spot meter functionality!

Press up on the joystick or pinch-to-zoom on touchscreens while the scope is activated to see its effect.



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Zooming into an area consisting of **only** skin tones reveals the **exact** hue in which they plot - the result is **slightly** toward the **yellow** side - this is the result of a golden reflector which was used to bounce light onto the face. If we had used a silver reflector, the facial tones would rest precisely on the skin tone line.

## Vectorscope - Settings

Access Vectorscope tool settings menu by navigating right or pressing the right arrow when Vectorscope is highlighted in the tool list.

### On



Toggles Vectorscope Off/On

### Size



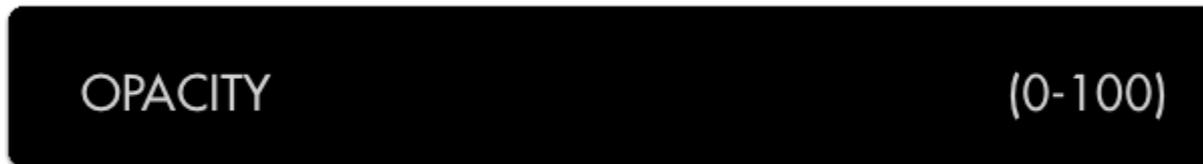
Adjust the size of the Vectorscope for best viewability.

### Location



Arrange the Vectorscope on-screen using various pre-set locations.

## Opacity



Set the transparency/opacity of the Vectorscope graticule/graph.

## Show Skintone



Displays a skin-tone line directly on the Vectorscope to indicate where to place skin color during lighting to achieve a neutral, natural result.

# Tools - Overlay

## Look (3D LUT)



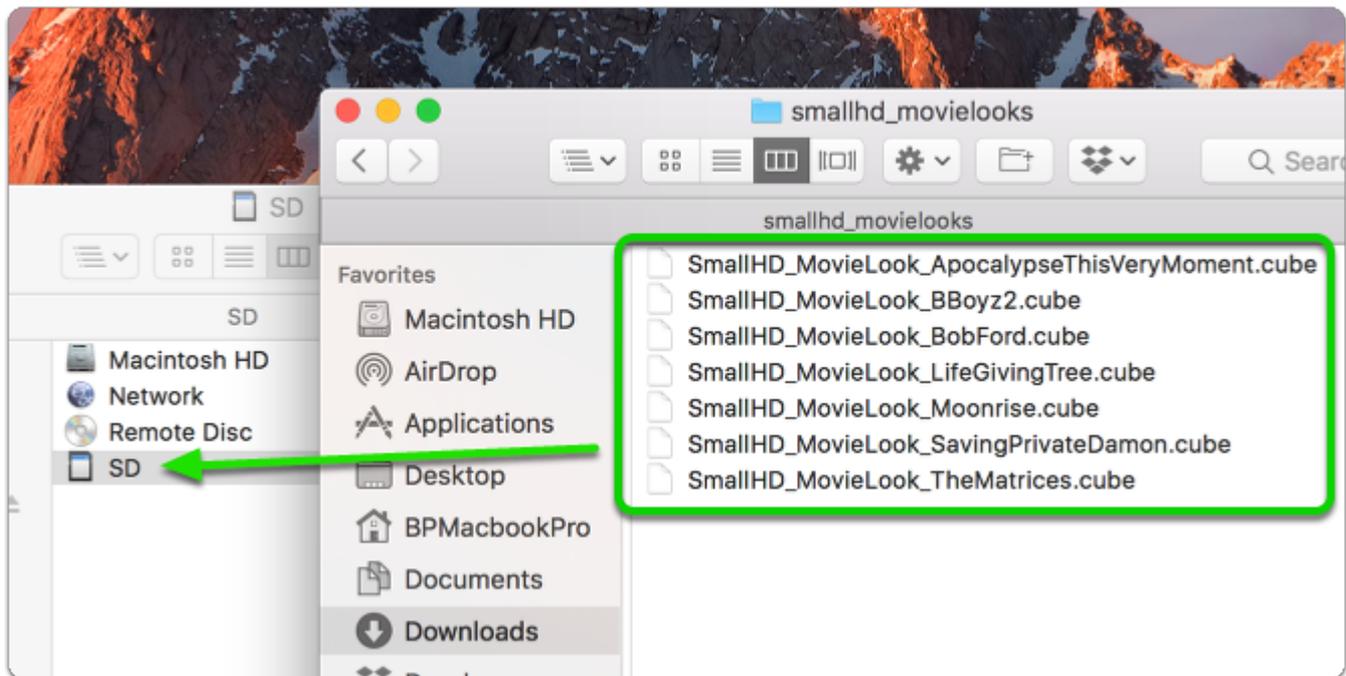
A Look or 3D LUT is a simple but very powerful way to apply a color grade to footage. 3D LUT files are quite small, (often around 1MB) and can be produced with most any color grading software and can be saved on to an SD card for use on the monitor or at any point in post production.

💡 3D LUTs are particularly powerful when used with SmallHD monitors - many can be applied simultaneously on several pages so visualizing color variants on set is made as easy as swiping from page to page.

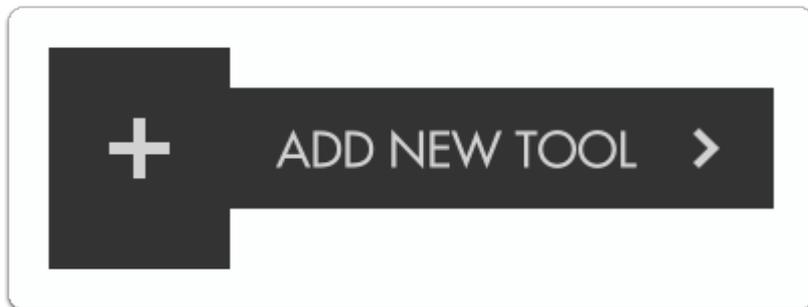
### Look (3D LUT) - Quick Start

In this section we'll place a downloaded look on an SD card and apply it to a page.

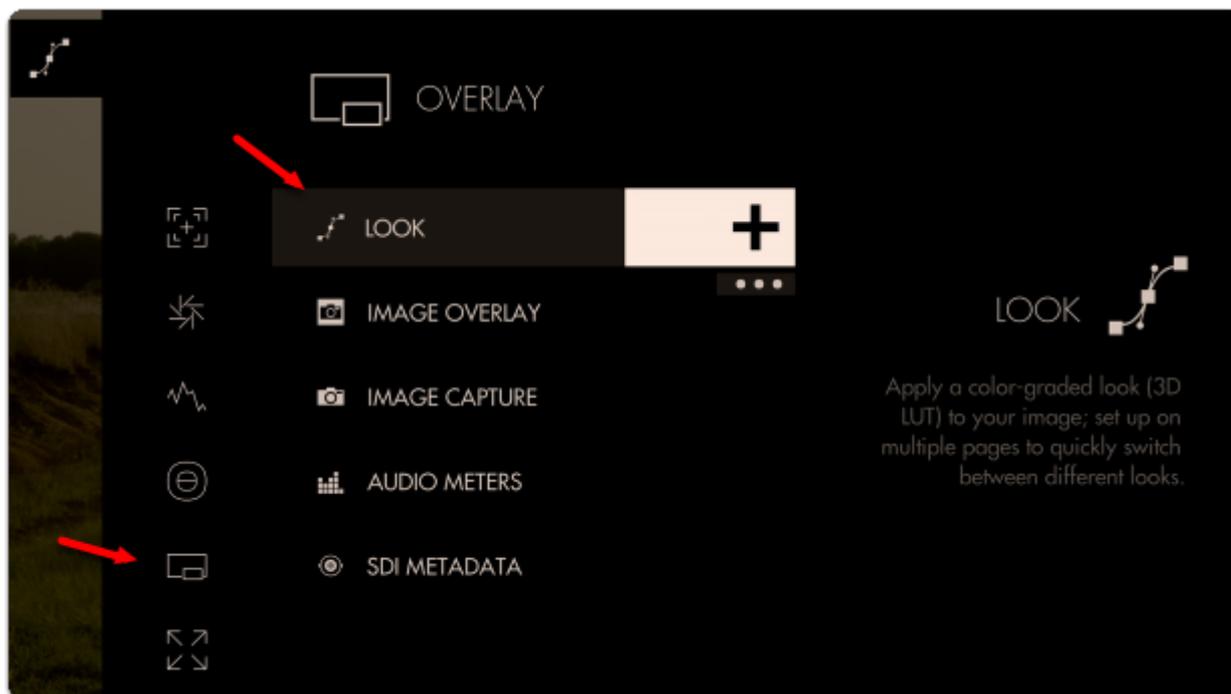
Using a computer, place as many Look files as you wish onto an SD card. For this example we'll be using our very own ["Movie Looks" pack that you can download here for free.](#)



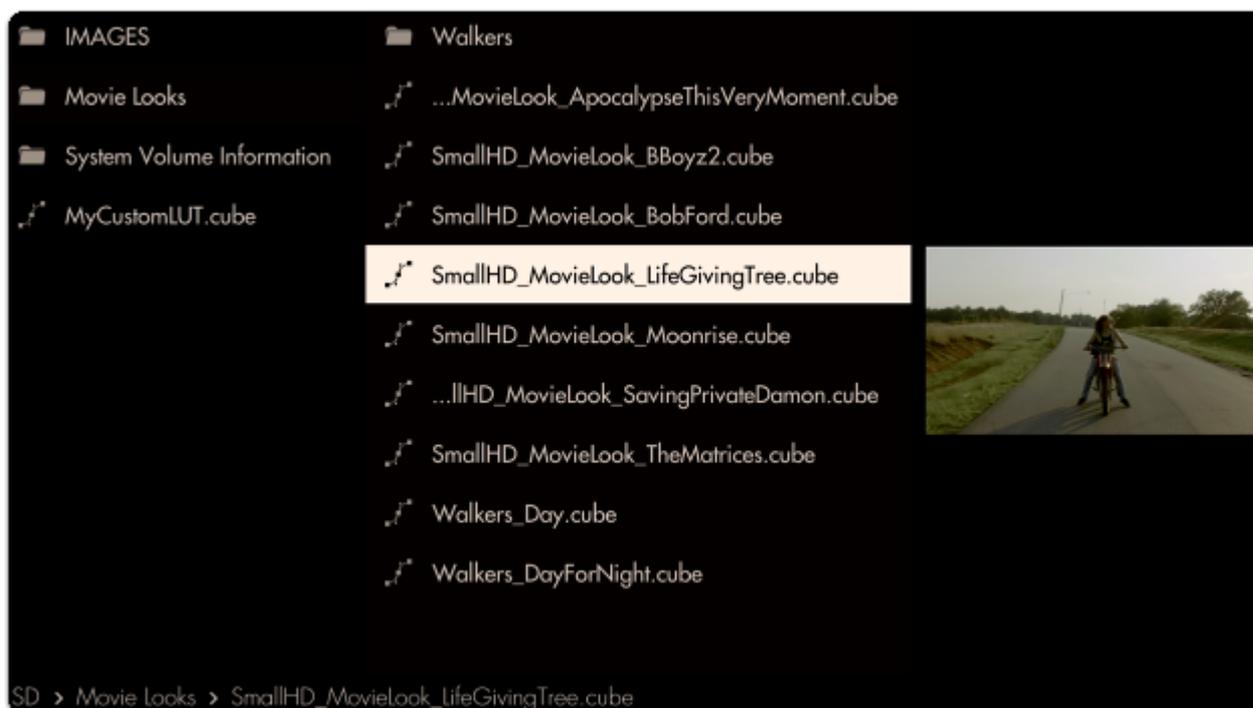
With the LUTs placed on the SD card, insert it into your monitor. From any page with a video feed, click the joystick or tap the screen to bring up 'Add New Tool' and navigate to Overlay > Look.



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You will then be presented with a file browser where you can select your Look. You can see a preview before making a selection.



The Look is now applied to the page. To get the most benefit out of this feature, try applying different Looks to several pages to switch between them at any point to help inform your decisions about how to approach any given shot!



## Look - Settings

Access Look tool settings menu by navigating right/pressing the right arrow when Look is highlighted in the tool list.

### On



Toggles the Look Off/On.

### Look File



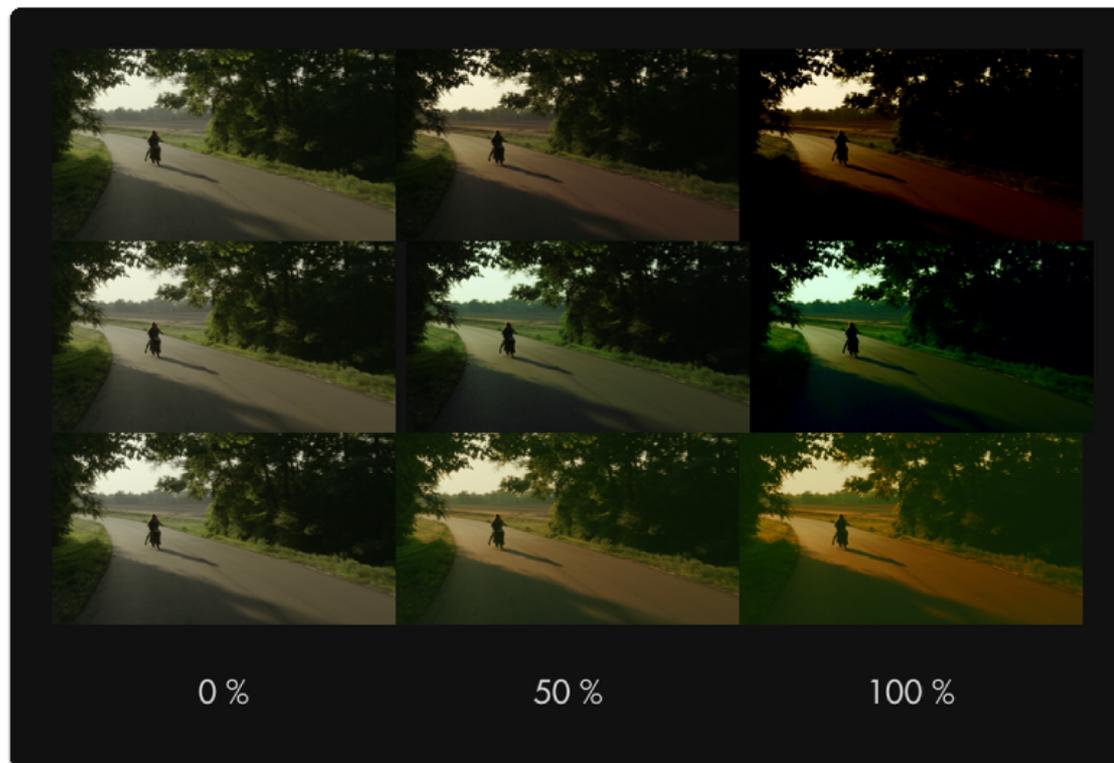
# SmallHD User Manual

Select this option to switch to a different Look file from an SD card or the monitor's internal memory.

## Intensity



This setting lets you scale back the effect of the Look for situations where color & value are being pushed too far. Leave this at 100% if you wish to maintain accuracy of the LUT.



💡 For LUTs with a high default intensity, this is a great option to be able to visualize a 'toned down' version - just apply the same LUT with the same intensity in your color grading application to match the look on set!

## Input Data Range

INPUT DATA RANGE

(full, legal)

If your LUT has been designed for 'legal' broadcast range (16-235 for 8-bit, 64-940 for 10-bit), use this setting so that your signal gets displayed properly. If you aren't sure what this means, leave at the 'full' setting.

## Output Data Range

OUTPUT DATA RANGE

(full, legal)

This setting currently mirrors the selection of ['Input Data Range'](#) - splitting input/output data ranges is on the roadmap for a future firmware update.

## Image Overlay

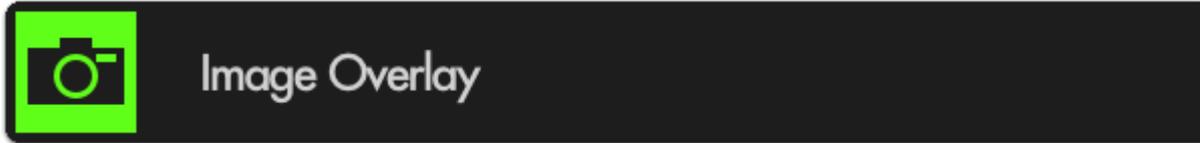


Image Overlay places an image (taken with the [Image Capture](#) function or manually placed from a computer onto the SD card) directly on top of your footage - very useful for judging **shot continuity**, particularly when using the built-in 'blink' feature.

### Image Overlay - Quick Start

In this section we will add an Image Overlay to a page to help us shot-match.

💡 Having already used the [Image Capture](#) function to take a snapshot of our scene, we can now use Image Overlay to display that snapshot back on top of our footage.

From any page with a feed, click the joystick or tap the screen to bring up 'Add New Tool'

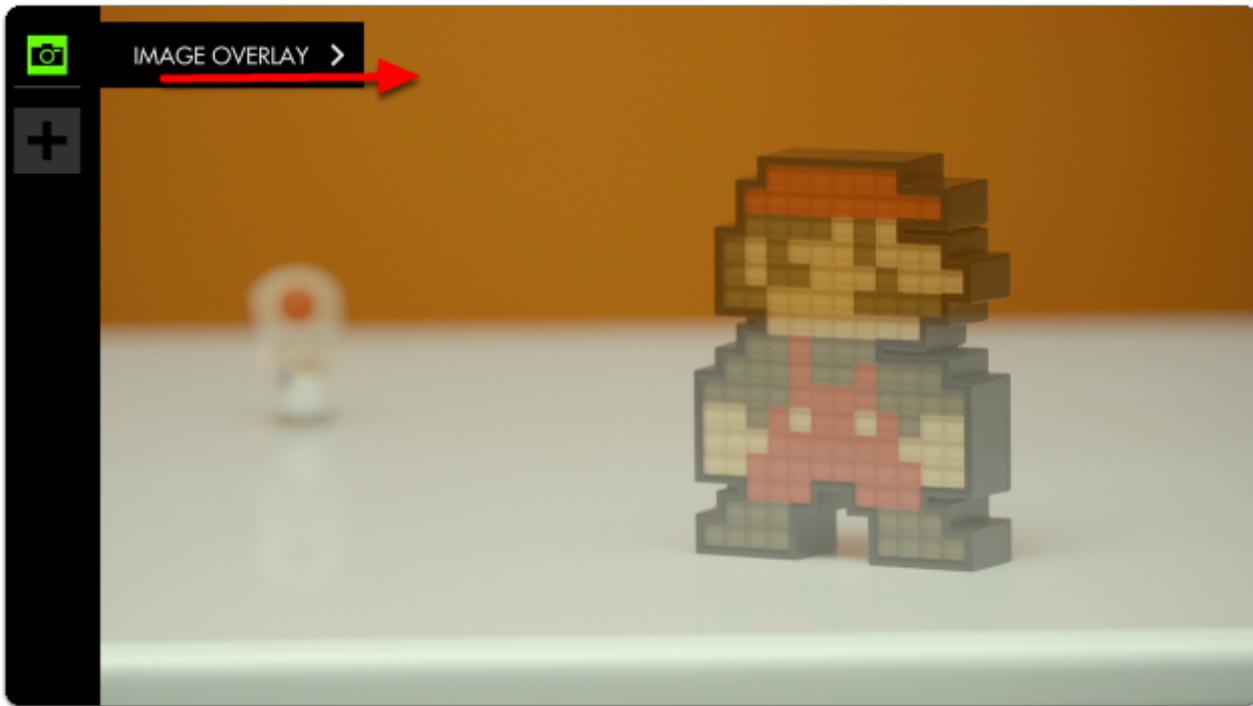


Navigate to **Overlay > Image Overlay** and click on the '+' to add it to the current page.

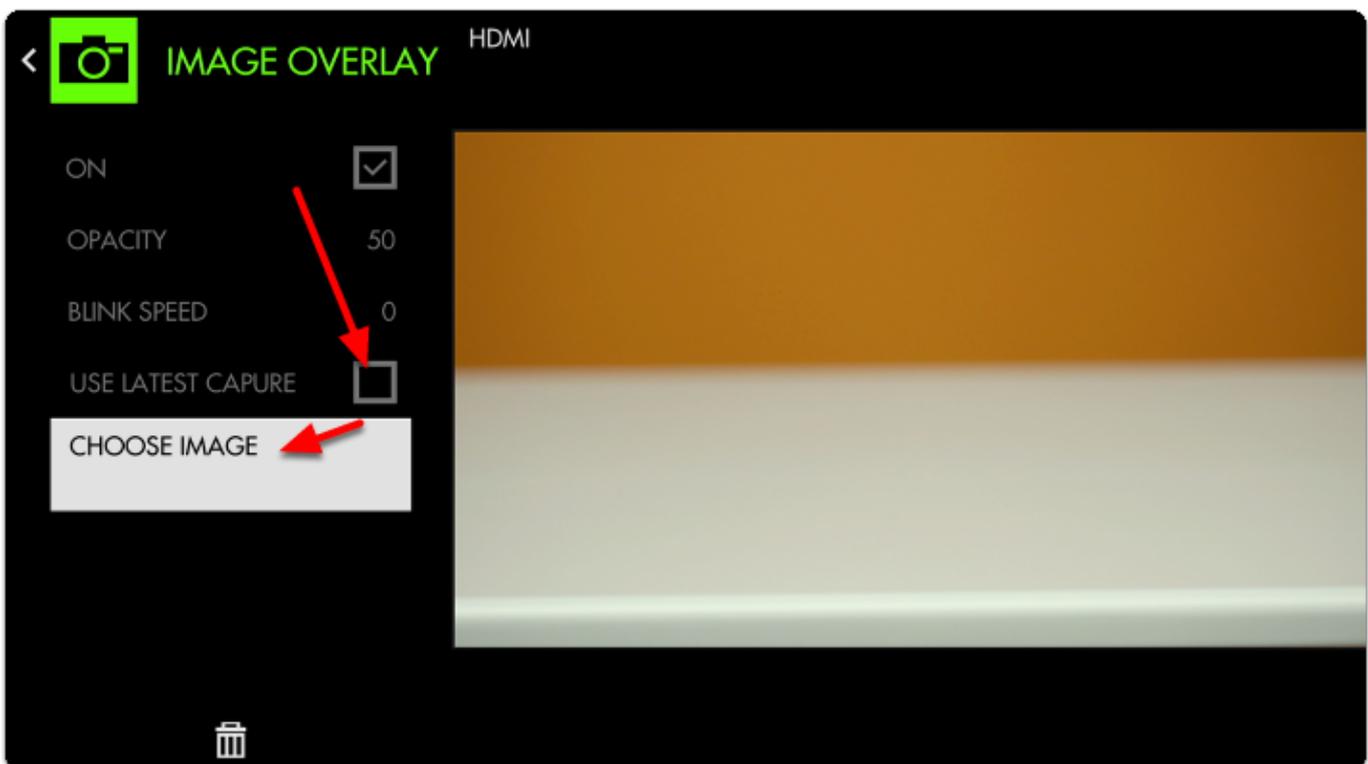


By default Image Overlay displays the latest snapshot taken with [Image Capture](#) at 50% opacity.

You can edit the settings by **navigating right** with a joystick or **tapping the right arrow** on a touchscreen when 'Image Overlay' is highlighted.



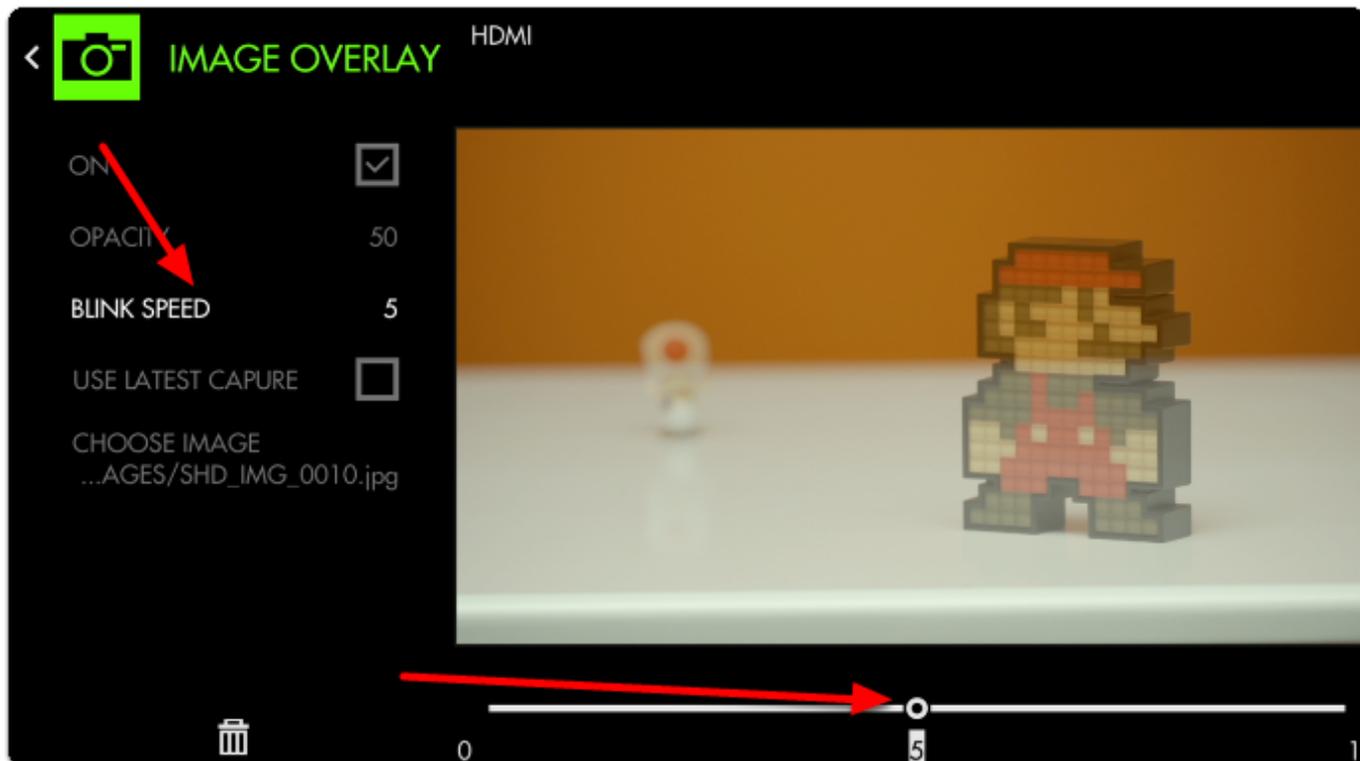
If you wish to overlay a different image, disable **'USE LATEST CAPTURE'** and select **'CHOOSE IMAGE'**



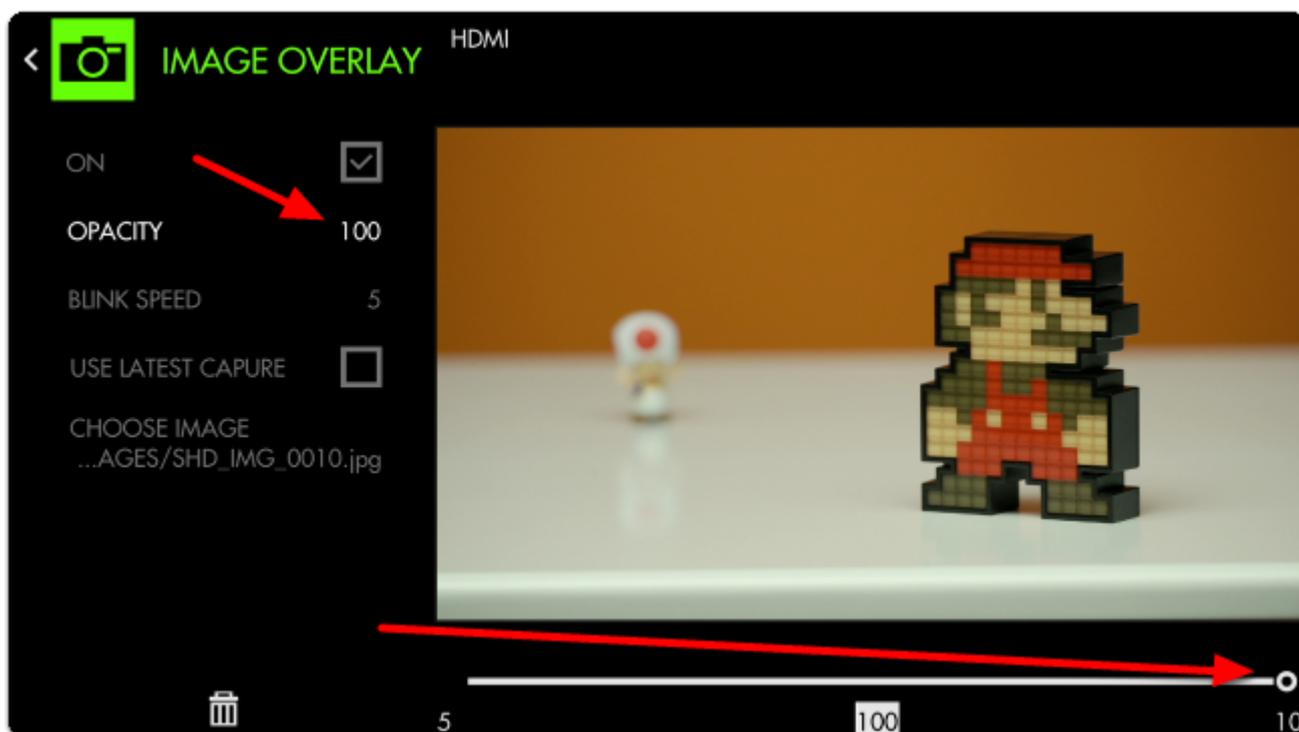
💡 If you wish to overlay an image from a computer, first ensure it is in .jpg format and save it anywhere to the SD card. You can select it with **CHOOSE IMAGE** [above]

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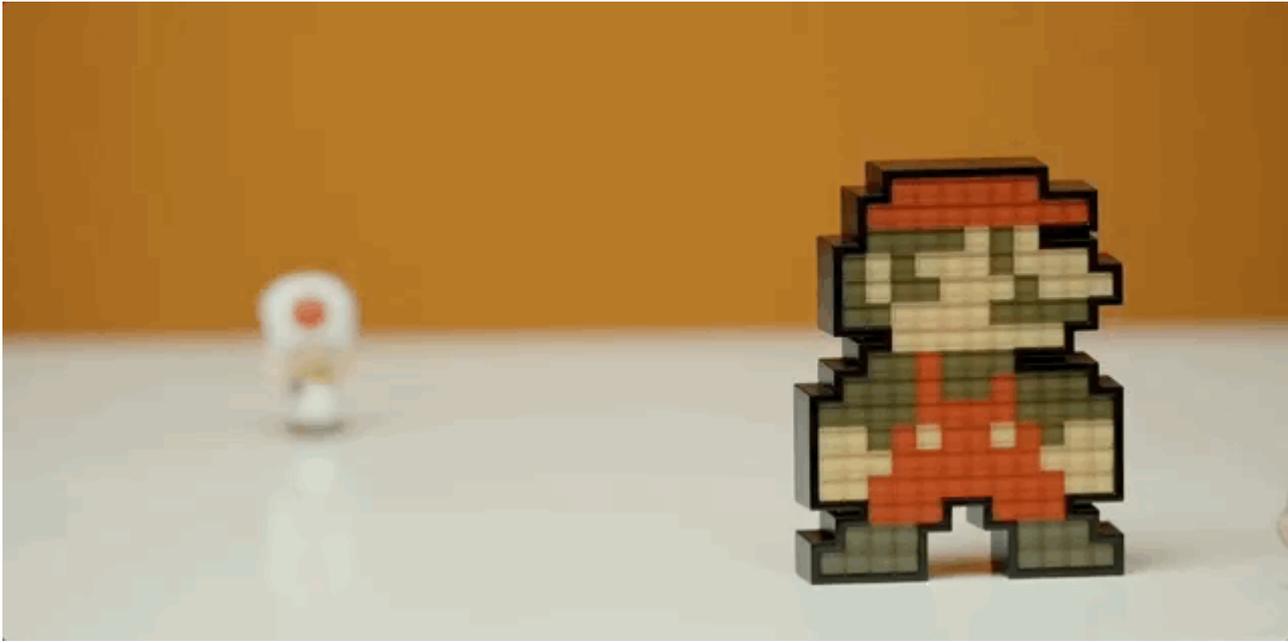
If we then dial up **BLINK SPEED** the monitor will flash alternately between the live feed and the Image Capture, offering a very clear view of how to fix the shot.



Increasing the **OPACITY** gives us a clearer distinction between the two images when blinking (if not set to blink, this will make the overlaid image completely opaque, covering the underlying feed)



With Image Overlay blinking, we now have a straightforward means of matching the original placement of characters on screen!



## Image Overlay - Settings

Access Image Overlay tool settings menu by navigating right or pressing the right arrow when Image Overlay is highlighted in the tool list.

### On



Toggles display of the currently selected Image Capture.

### Opacity



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Set the transparency/opacity of the Image Overlay.

## Blink Speed



Blinks the overlaid image at a speed of your choosing. Leaving this at zero disables the Blink functionality.

## Use Latest Capture



Displays the latest Image Capture automatically, even as a new one is taken.

## Image Capture



### Image Capture



**Image Capture** takes a **snapshot** of the video feed being sent through SDI or HDMI (combined with a LUT if desired) and **saves** it to an **SD card** - great for **shot matching** (continuity) or a quick overview of the days' shots.

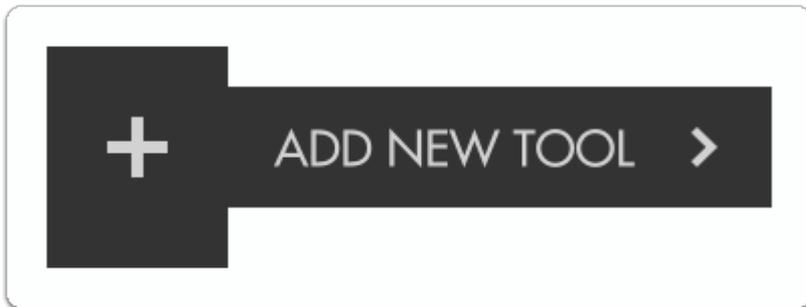
💡 If using a 500/700 series monitor, the snapshot function can be quickly accessed by pressing the 'O' (capture) button on the top-right of the unit. On Production monitors press the 'CAP' button next to the joystick.

## Image Capture - Quick Start

In this section we will add **Image Capture** to a page and set it up so that a **snapshot** (with a LUT) gets taken every time we press **record** on our camera (currently compatible with SDI cameras only) resulting in **graded stills** of each take from the day's footage.

First insert an SD card on which to save your images.

From any page with a feed, click the joystick or tap the screen to bring up 'Add New Tool'.



Navigate to **Overlay > Image Capture** and select the '+' to add it to the current page.



You will see the **snapshot overlay** appear indicating the monitor is ready for a snapshot.



Click the joystick (or tap the touchscreen) to capture an image.

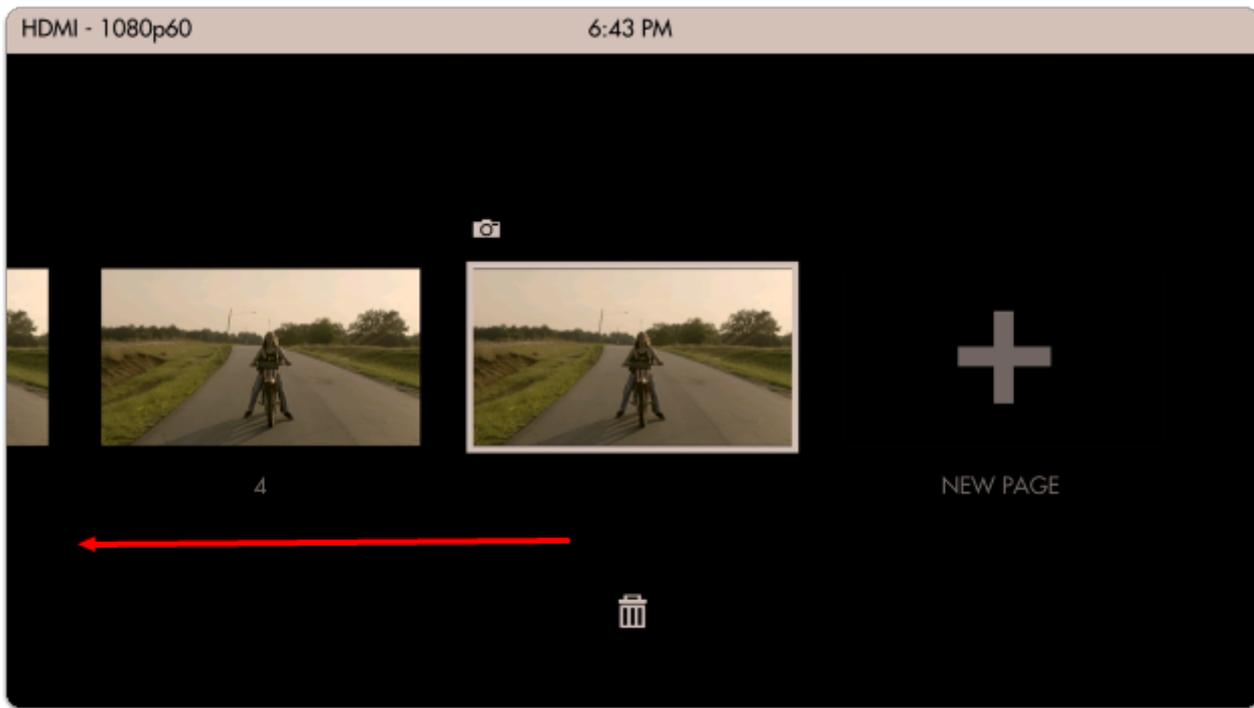


SD:IMAGES/SHD\_IMG\_0000.jpg

A flag appears at the top to inform you of **where** you are saving your image and its **name**.

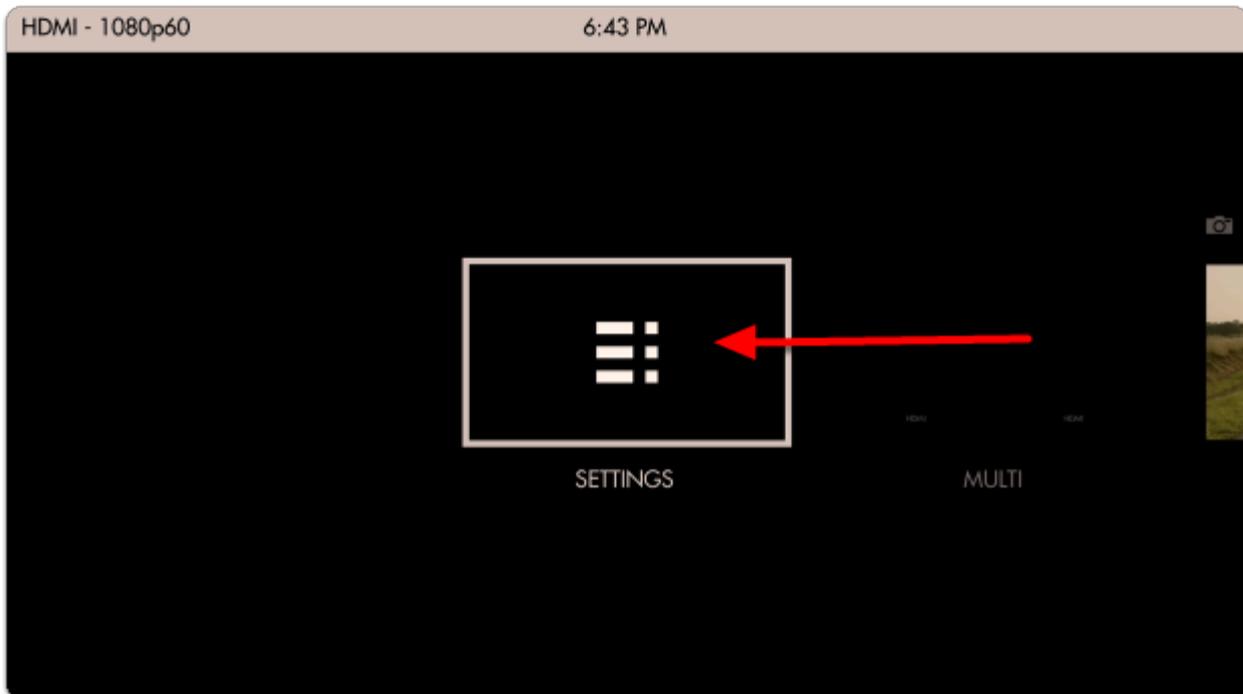
Next let's enable the capture of LUTs so that we can take **color-graded snapshots**.

Start by **pressing down** on the joystick or **swiping down** on a touchscreen monitor to access the **zoomed-out view**.



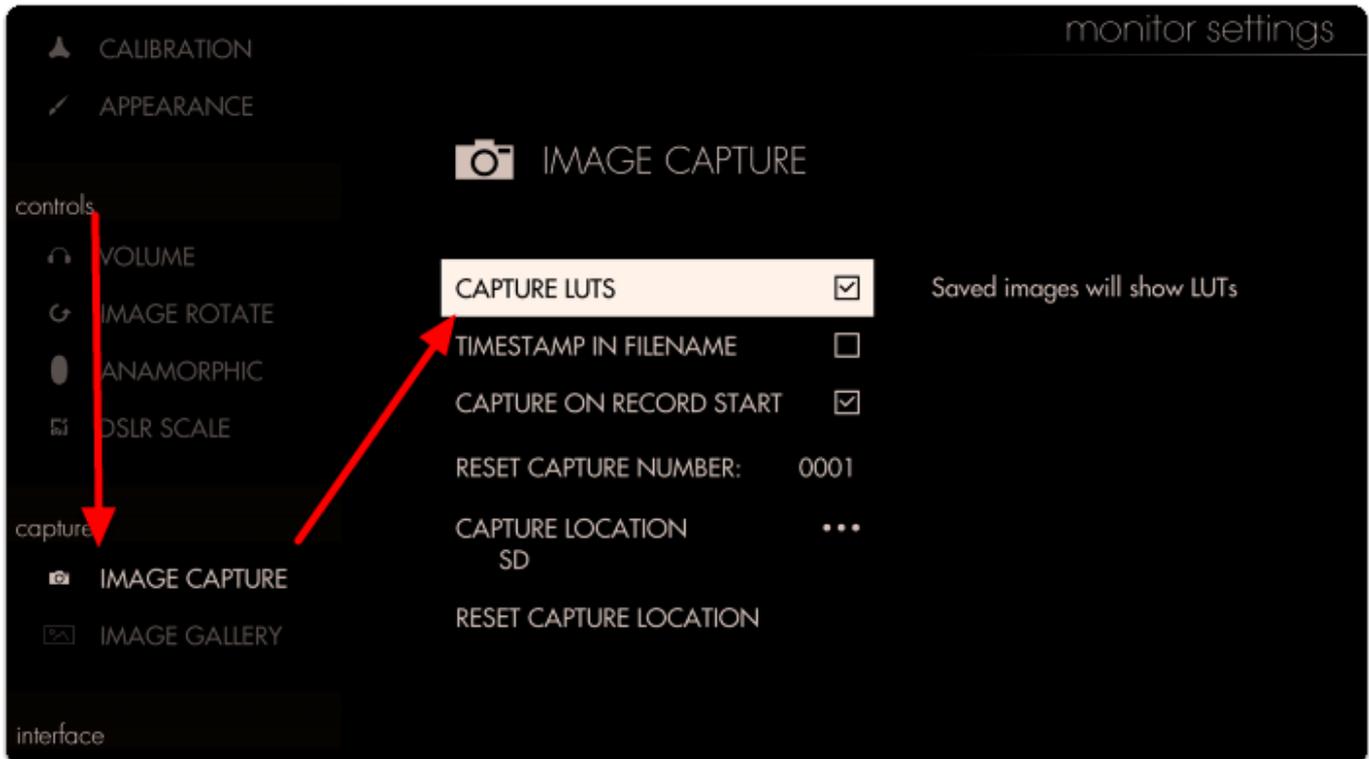
Move left until you reach the global [Settings](#) menu.

**i** [Image Capture settings](#) are located in the far-left Settings menu since they affect the way images are captured globally across the monitor.

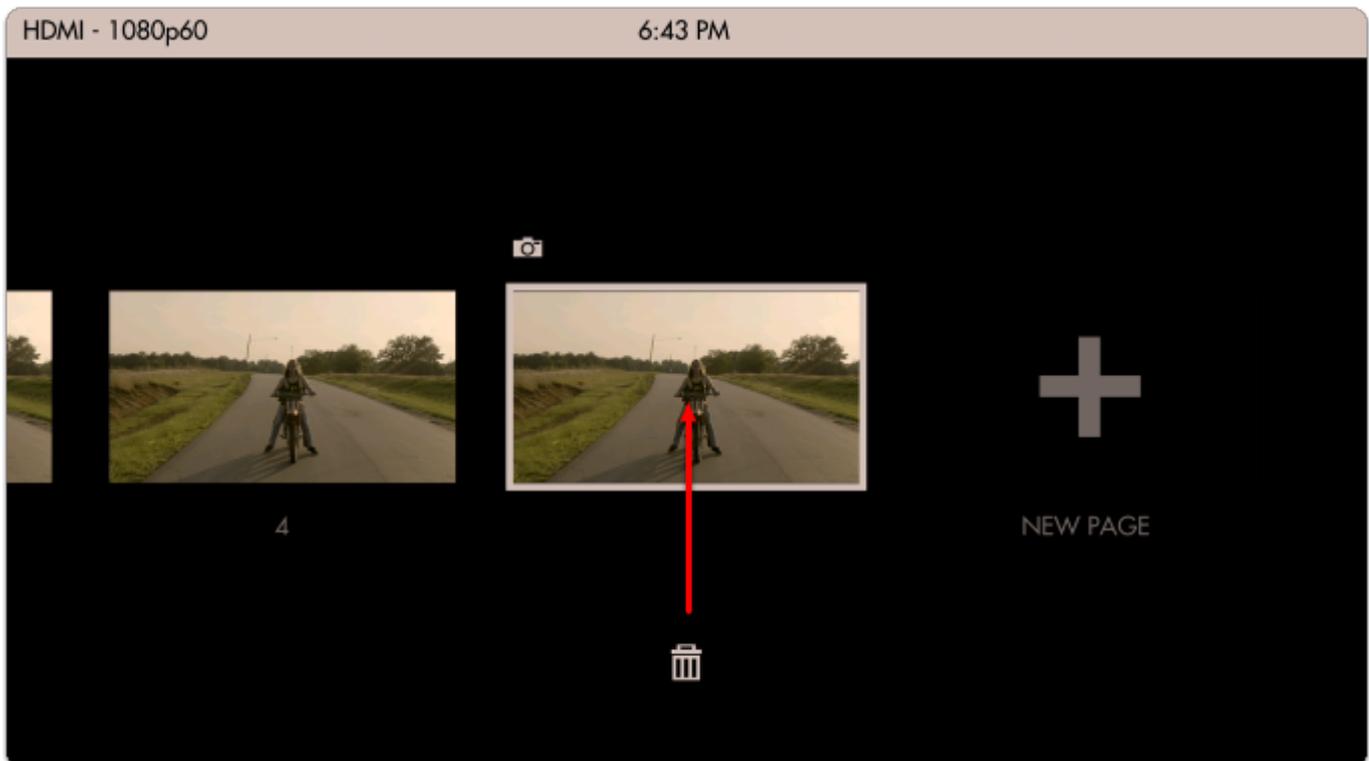


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Navigate to **Capture > Image Capture** and select 'CAPTURE LUTS' to automatically apply any active Look/3D LUT to the saved image.



Flip back over to the page with Image Capture applied so that we can take a snapshot.

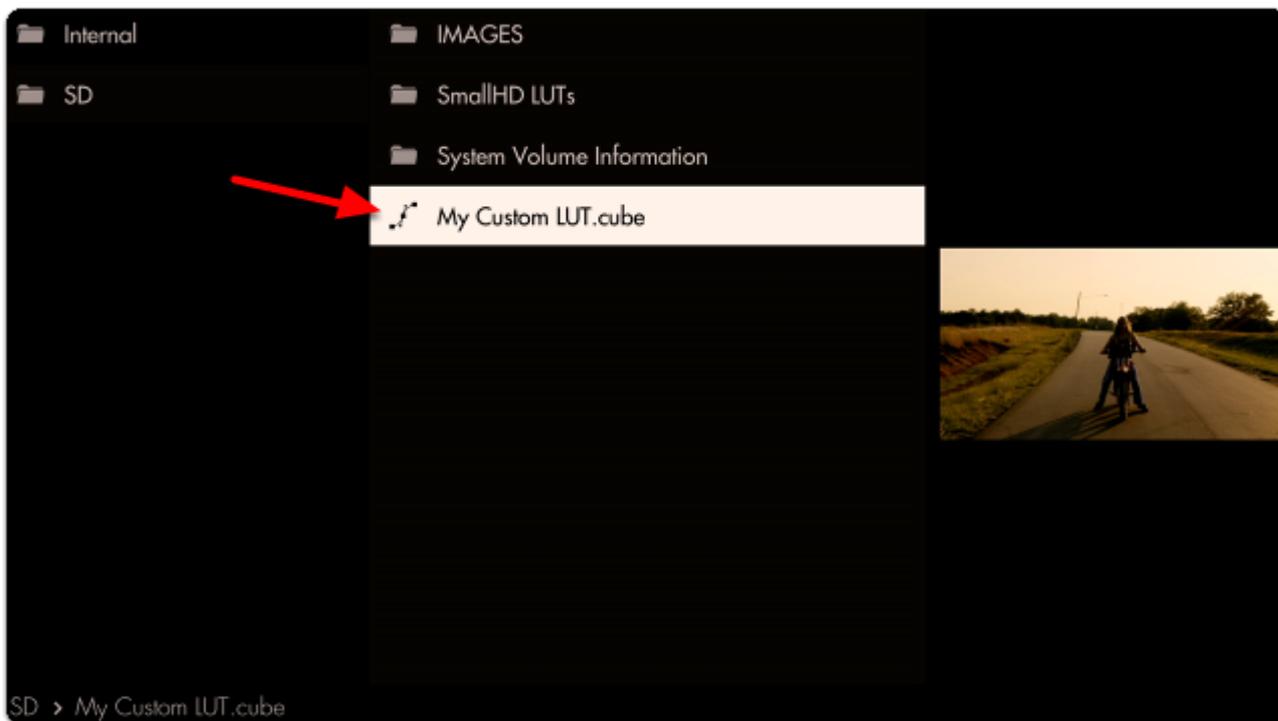


Let's add a Look (3D LUT) to the page via **Add Tool > Overlay > Look**



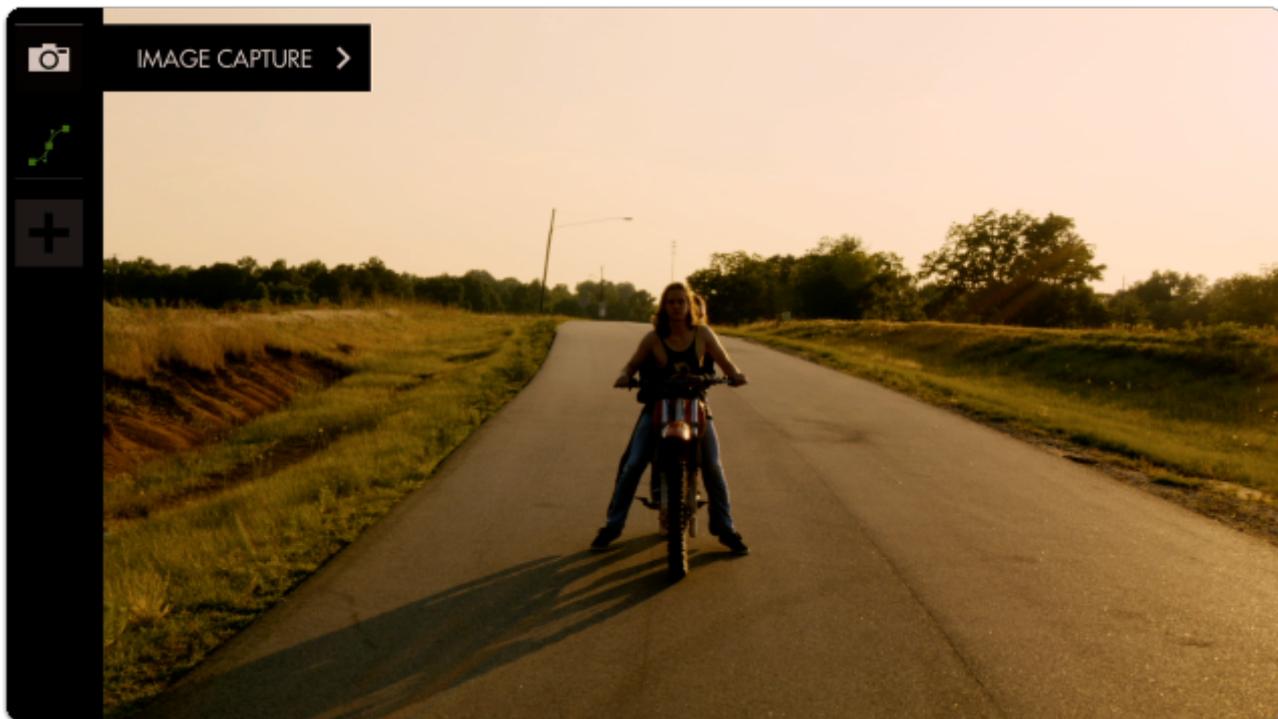
Next select a Look/3D LUT from an SD card or the internal memory.

💡 If you wish to learn how to create your own Look/3D LUT in Davinci Resolve, [follow our video tutorial!](#)



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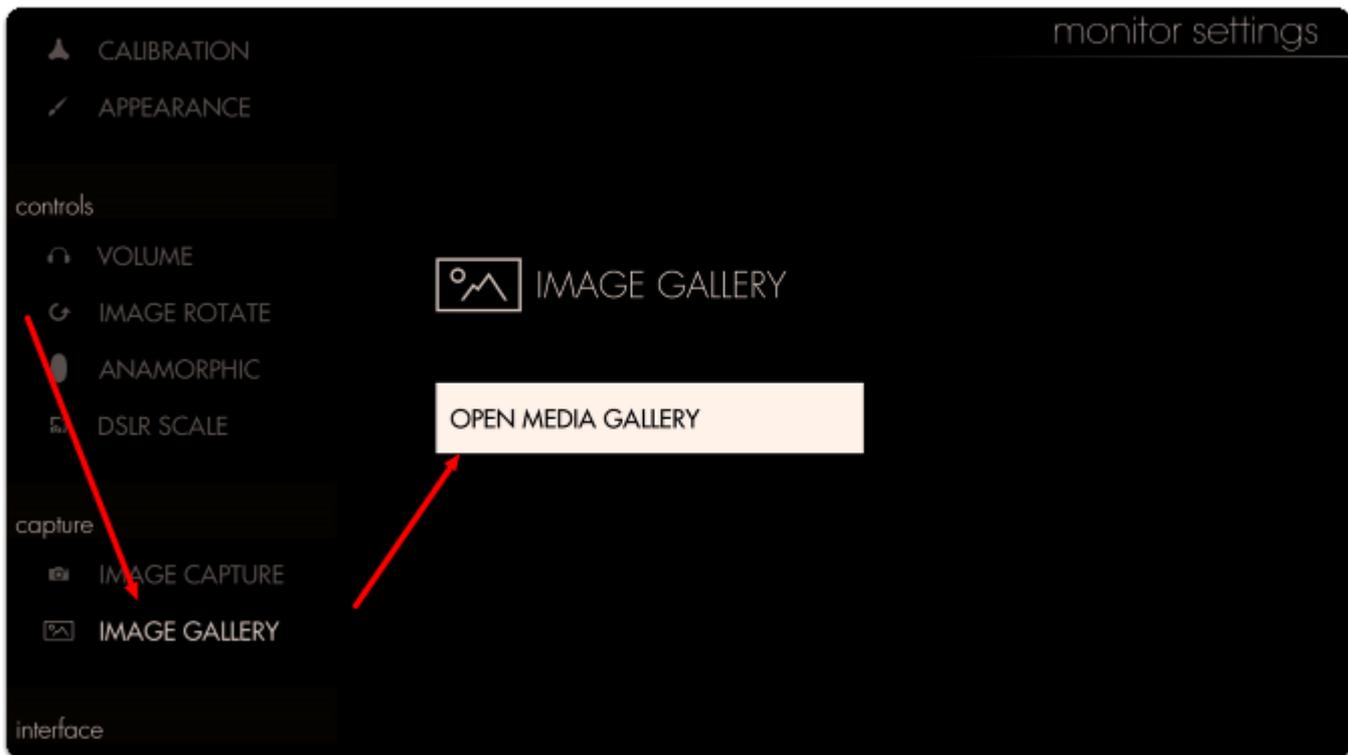
We're finally ready to take a snapshot! Select Image Capture that's already in the toolbar.



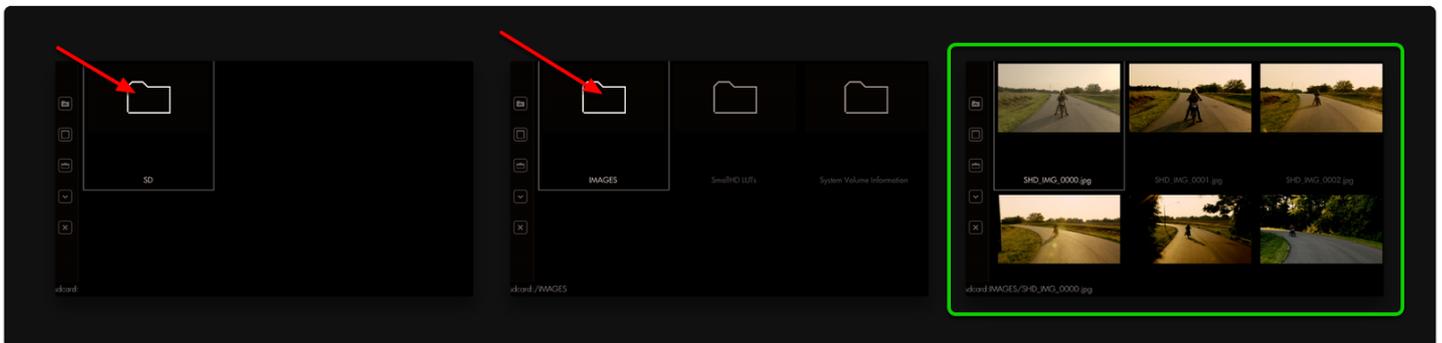
A grey snapshot overlay will appear; click the joystick or tap the screen and the overlay turns green, indicating a snapshot has been taken.



To browse through your captured images on the monitor, you can access the [Image Gallery](#) back from within the global [Settings](#) menu.



The default capture location is under the SD/IMAGES, so navigate to this folder by selecting the appropriate folders in the Image Gallery.



Note the difference in color grade between our **first capture** and **each additional capture** due to the application of the Look/3D LUT.

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Select any image to display it in full screen.



At this point you could apply any screenshot as an [Image Overlay](#) for help with continuity/shot matching or plug the SD card into a computer to backup/save/edit.

## Image Capture - Settings



Image Capture Settings can be found in the global Settings Menu > Capture > [Image Capture](#)

## Audio Meters

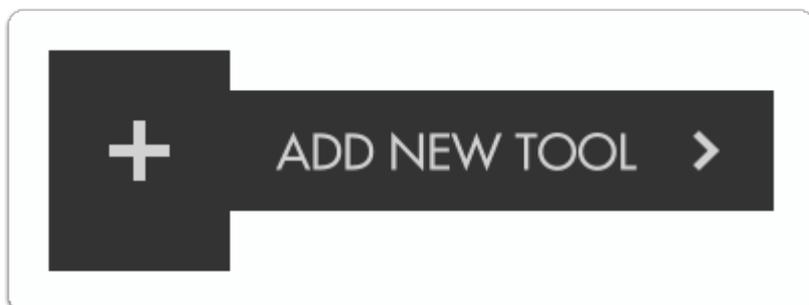


Monitor up to 8 channels of audio with a built-in clip warning.

### Audio Meters - Quick Start

In this section we will add Audio Meters to a page so we can keep an eye on levels.

From any page with a feed, click the joystick or tap the screen to bring up 'Add New Tool' and navigate to Overlay > Audio Meters and select to add it to the current page.



This may be all you need at this point, but let's increase the size of the meter for better viewability. When 'Audio Meters' is highlighted, press the joystick right or tap the right arrow to edit its settings.



Select 'Size' and bring it up to 100 for a full-width audio meter.

You can also increase the amount of channels being displayed if your production requires it.

💡 If you don't wish to have Audio Meters covering your image, you can scale the image to make room with [Size & Position](#).

## Audio Meters - Settings

Access Audio Meters tool settings by navigating right or pressing the right arrow when Audio Meters is highlighted in the tool list.

On



Toggles the Audio Meters Off/On

## Size



Adjust the size of the Audio Meters to make way for other tools or for better visibility when viewing from a distance.

## Channels



Adjust the amount of audio channels you wish to monitor (up to 8).

## Location



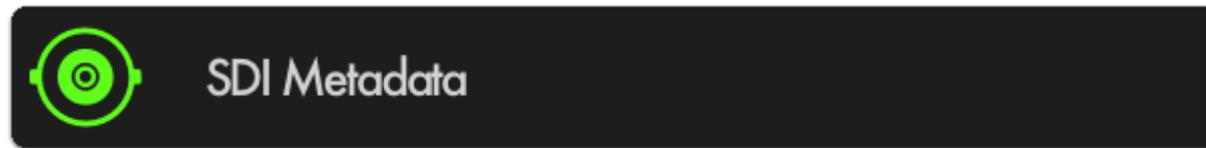
Arrange the Audio Meters on-screen using various pre-set locations to make way for other tools or the image itself.

## Opacity



Set the transparency/opacity of the Audio Meters.

## SDI Metadata

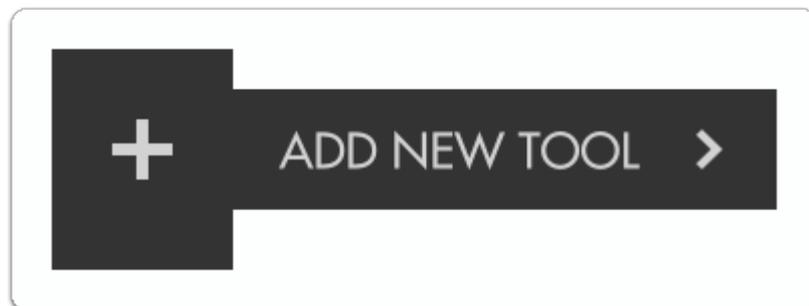


Displays a small information bar containing metadata information being sent over SDI such as timecode and tally flags. Useful for ensuring the camera is recording without having to take your eyes off the monitor.

### SDI Metadata - Quick Start

Let's add SDI Metadata to a page.

From any page displaying an SDI signal, click the joystick or tap the screen and select Add New Tool > Overlay > SDI Metadata.



By default timecode and record tally are enabled, meaning you will be able to view your camera's specific timecode value and an indicator if the camera is currently recording.

### SDI Metadata - Settings

Access SDI Metadata settings by pressing to the right when the tool is highlighted.

## On



Toggles SDI Metadata Off/On

## Timecode



Enables display of the camera's timecode being sent over SDI.

## Record



Enables display of the camera's record flag being sent over SDI.

## Location



Arrange the SDI Metadata on-screen using various pre-set locations to make way for other tools or the image itself.

## Opacity

OPACITY

(1-10)

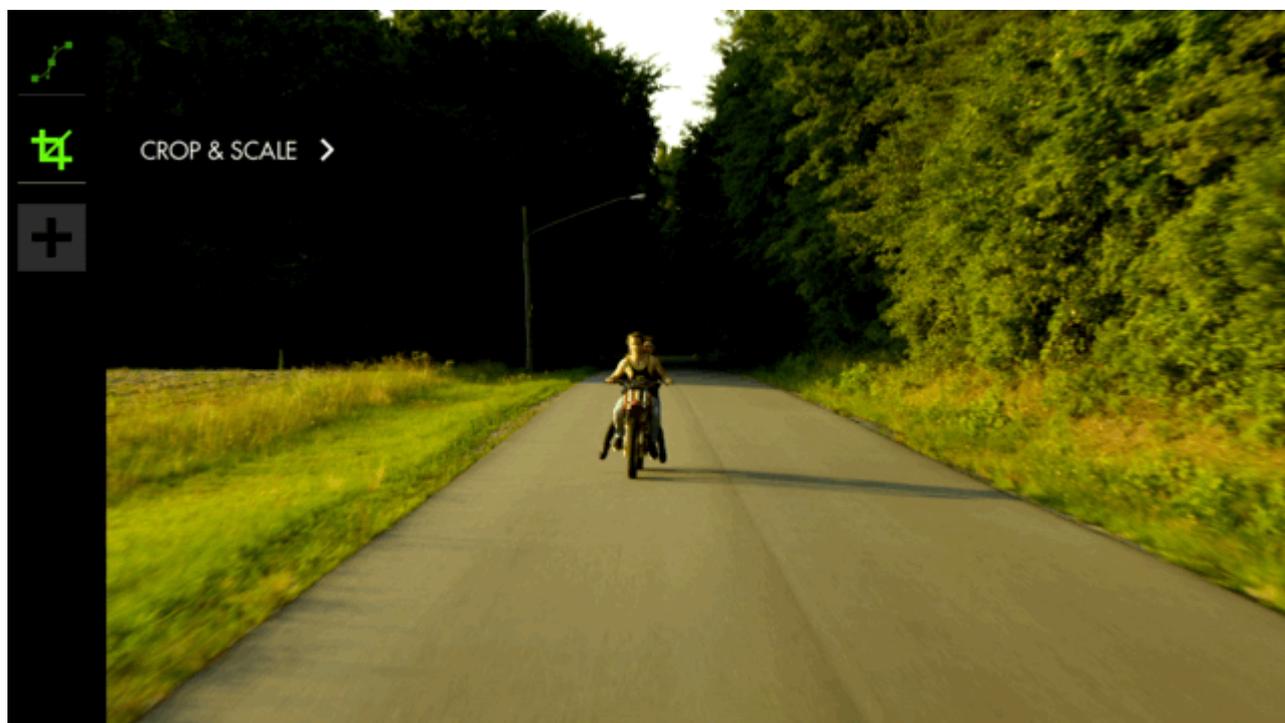
Set the transparency/opacity of the SDI Metadata.

# Tools - Scale

## Crop & Scale



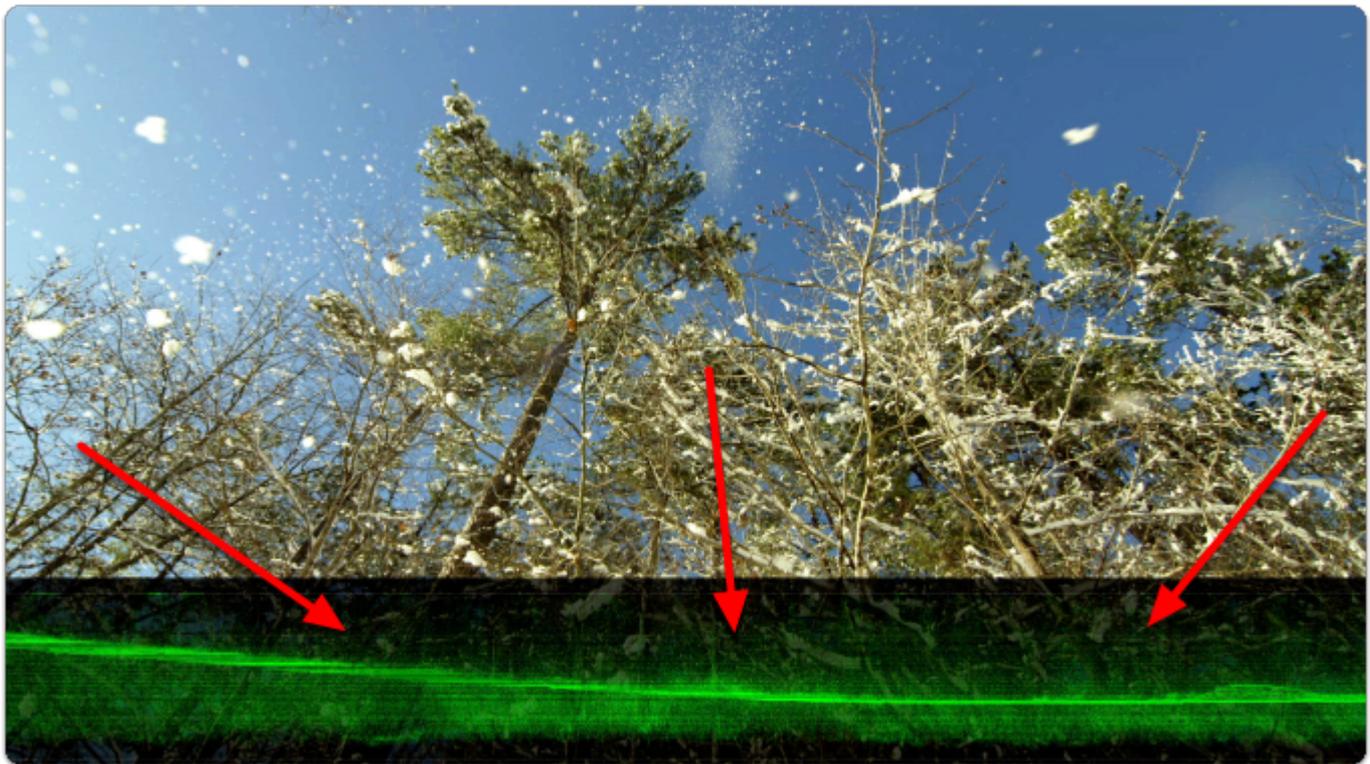
Crop & Scale



If you plan to crop your image, for example shooting interviews in 4K and zooming in post for the 'close up' or for cameras that don't send a fullscreen feed to the monitor, this tool lets you **pre-visualize a custom crop** and will automatically scale up the remaining portion to fill the page.

### Crop & Scale - Quick Start

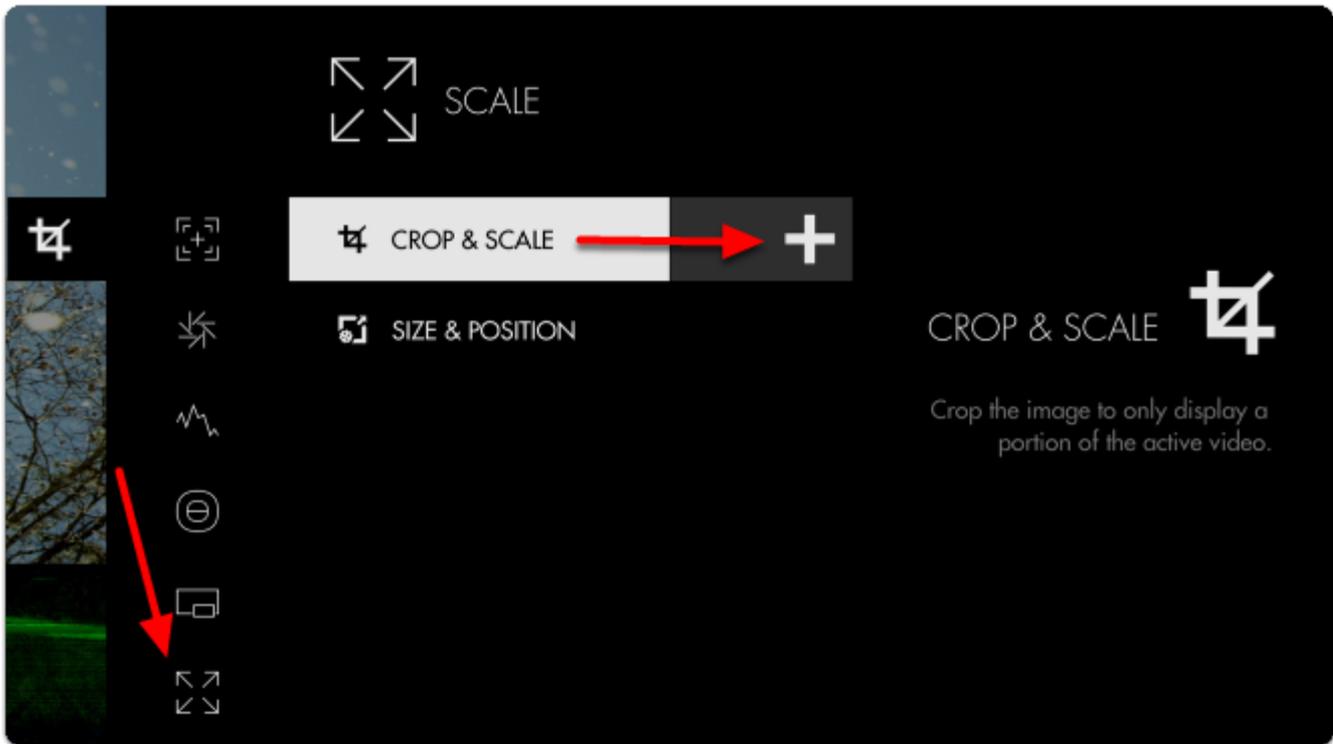
In this section we will make highly efficient use of screen space by employing Crop & Scale to preview a 2.39 cinemascope aspect ratio and a full-width [Waveform](#) with **no overlapping elements** or wasted space.



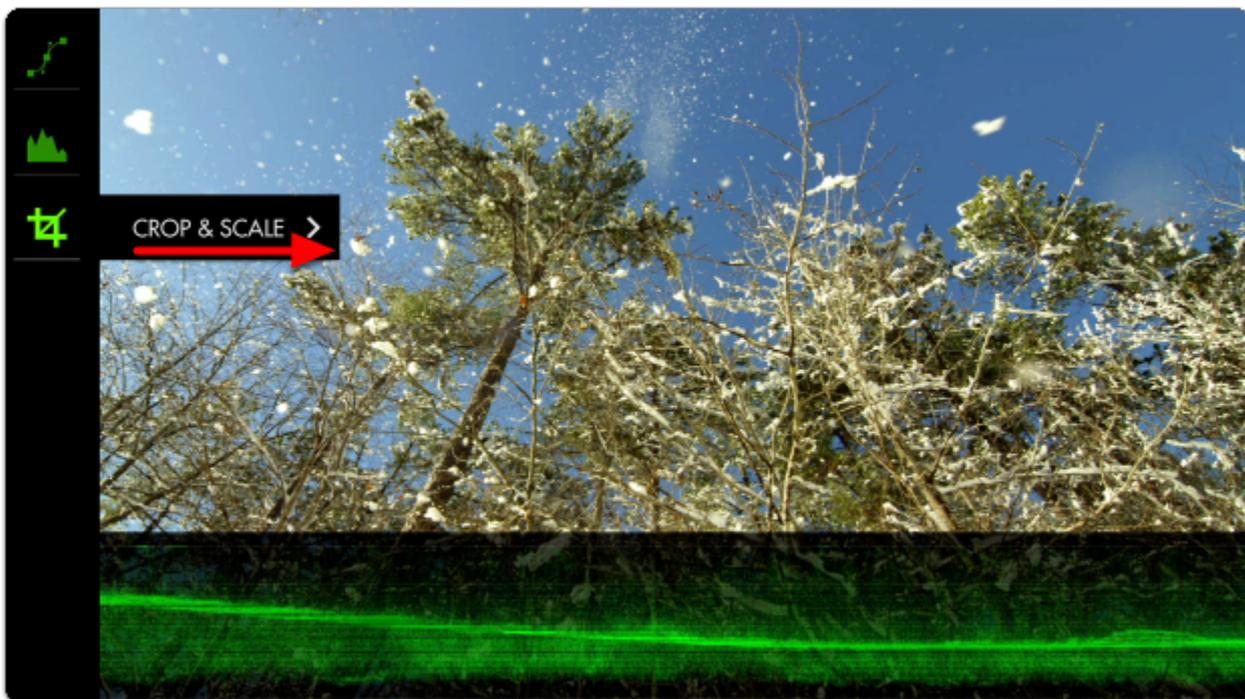
From any page with a feed, click the joystick or tap the screen to bring up 'Add New Tool'.



Navigate to **Scale > Crop & Scale** and select the '+' to add it to the current page.

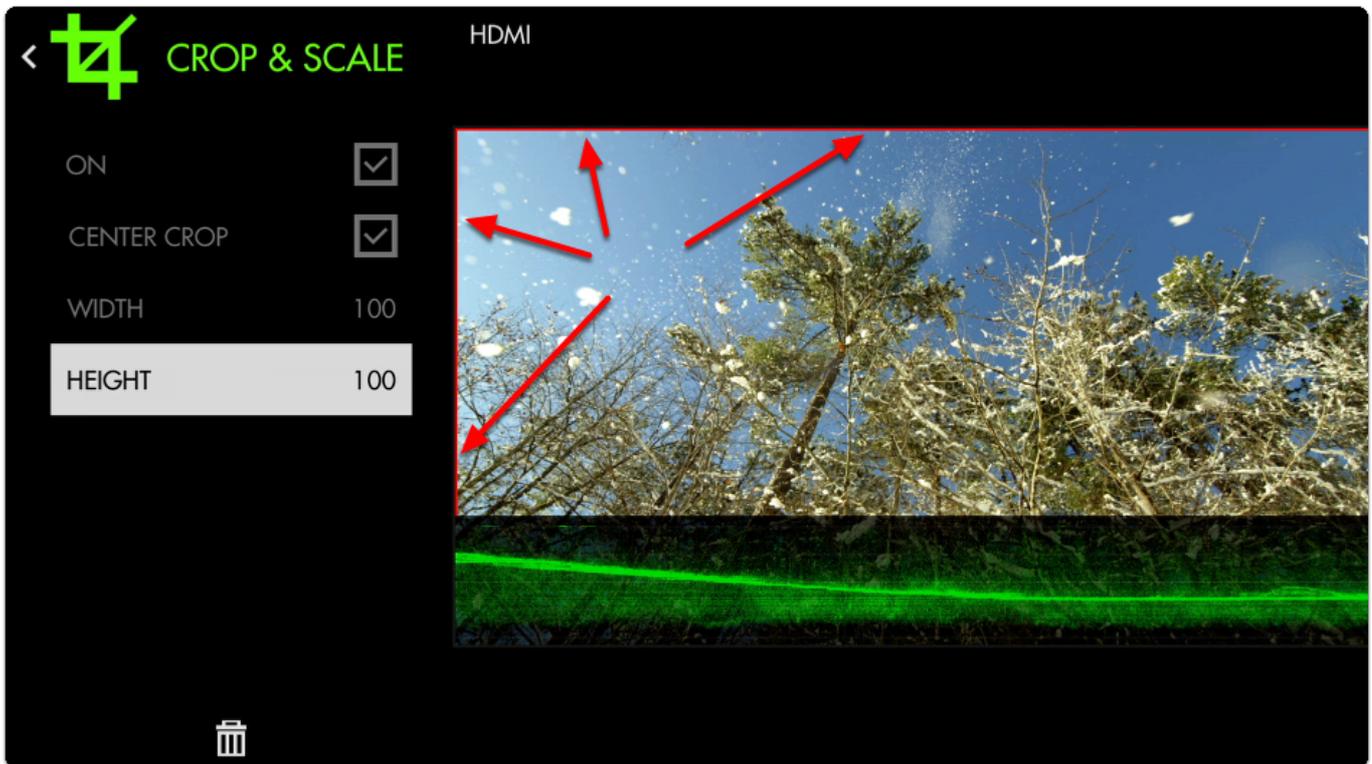


Once added you can edit the settings by **navigating right** or **tapping the right arrow** when 'Crop & Scale' is highlighted.

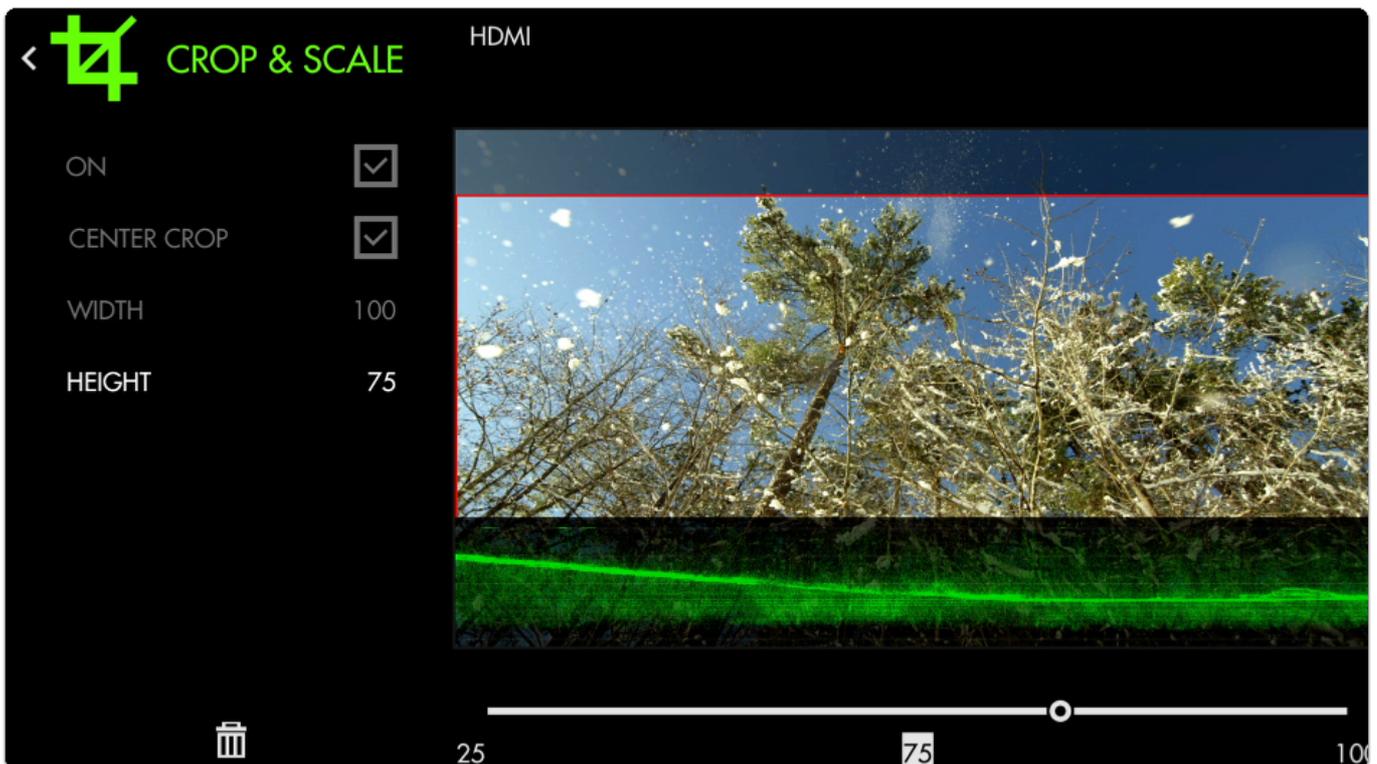


Navigate to HEIGHT.

💡 Take note of the **red border** - anything outside this area gets cropped when exiting the tool.



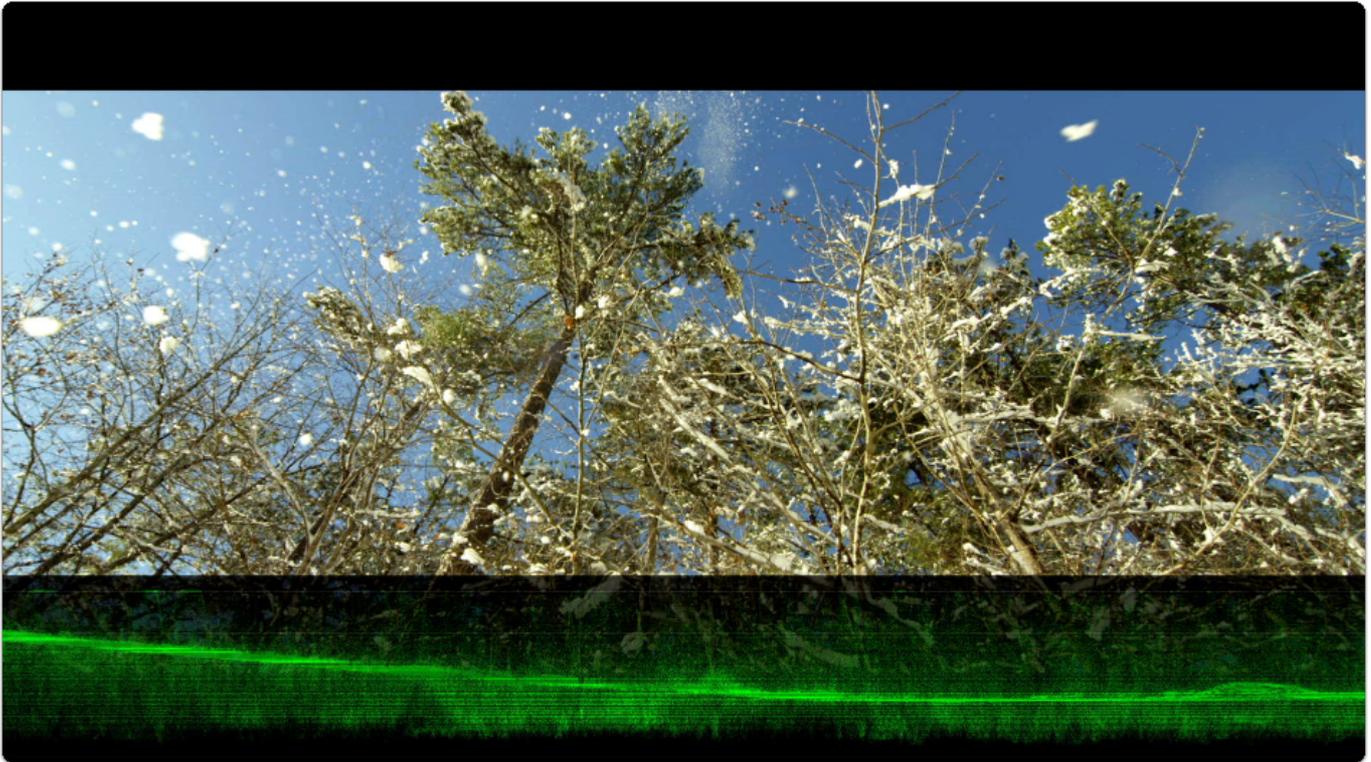
Decrease the HEIGHT to 75% which simulates the same cropped area as a 2.39:1 aspect ratio.



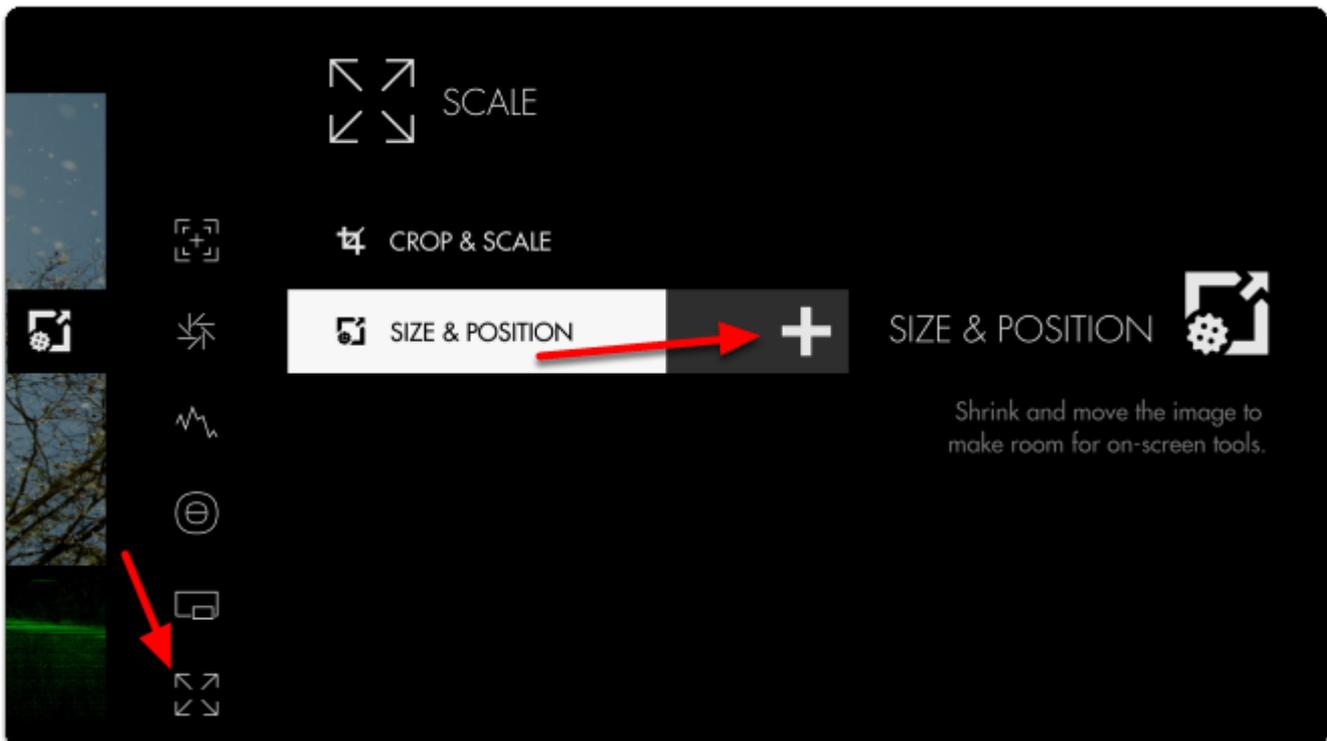
# SmallHD User Manual

Press the **Back** button or tap the **top-left arrow** to back out of the edit menu.

Now our image is being cropped to the setting we chose. We just need to **shift it upwards** with [Size & Position](#) so it no longer overlaps with the **Waveform**.



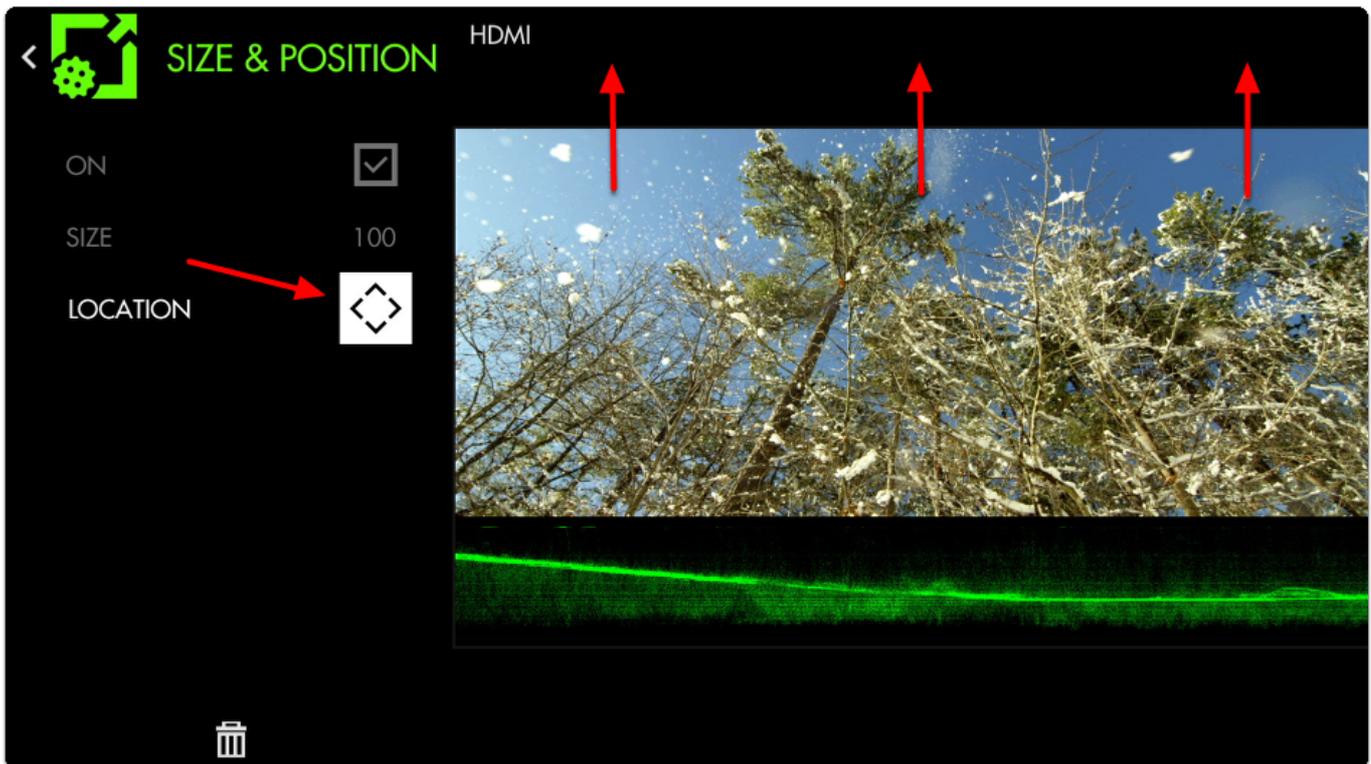
Add Size & Position via **Add New Tool > Scale > [Size & Position](#)**.



Once added, open the edit menu by **tapping** or **pressing right** on the Size & Position tool.



Select **LOCATION** and then tap towards the top of the image or press up on the joystick.



Back out of the edit menu for a full-screen view of a 2.39 cinemascope aspect ratio accompanied by a full-width [Waveform!](#)

## Crop & Scale - Settings

Access Crop & Scale tool settings menu by navigating right or pressing the right arrow when Crop & Scale is highlighted in the tool list.

On



Toggles Crop & Scale Off/On.

Center Crop



If you wish to crop your image symmetrically, select this option.

Width



When 'Center Crop' is selected, this will adjust the width of the cropped area symmetrically.

Height



When 'Center Crop' is selected, this will adjust the height of the cropped area from the center of the image.

## Left

LEFT

(1-100)

When 'Center Crop' is unselected, this will adjust the amount of cropping being applied to the left-hand side of the image.

## Right

RIGHT

(1-100)

When 'Center Crop' is unselected, this will adjust the amount of cropping being applied to the right-hand side of the image.

## Top

TOP

(1-100)

When 'Center Crop' is unselected, this will adjust the amount of cropping being applied to the top of the image.

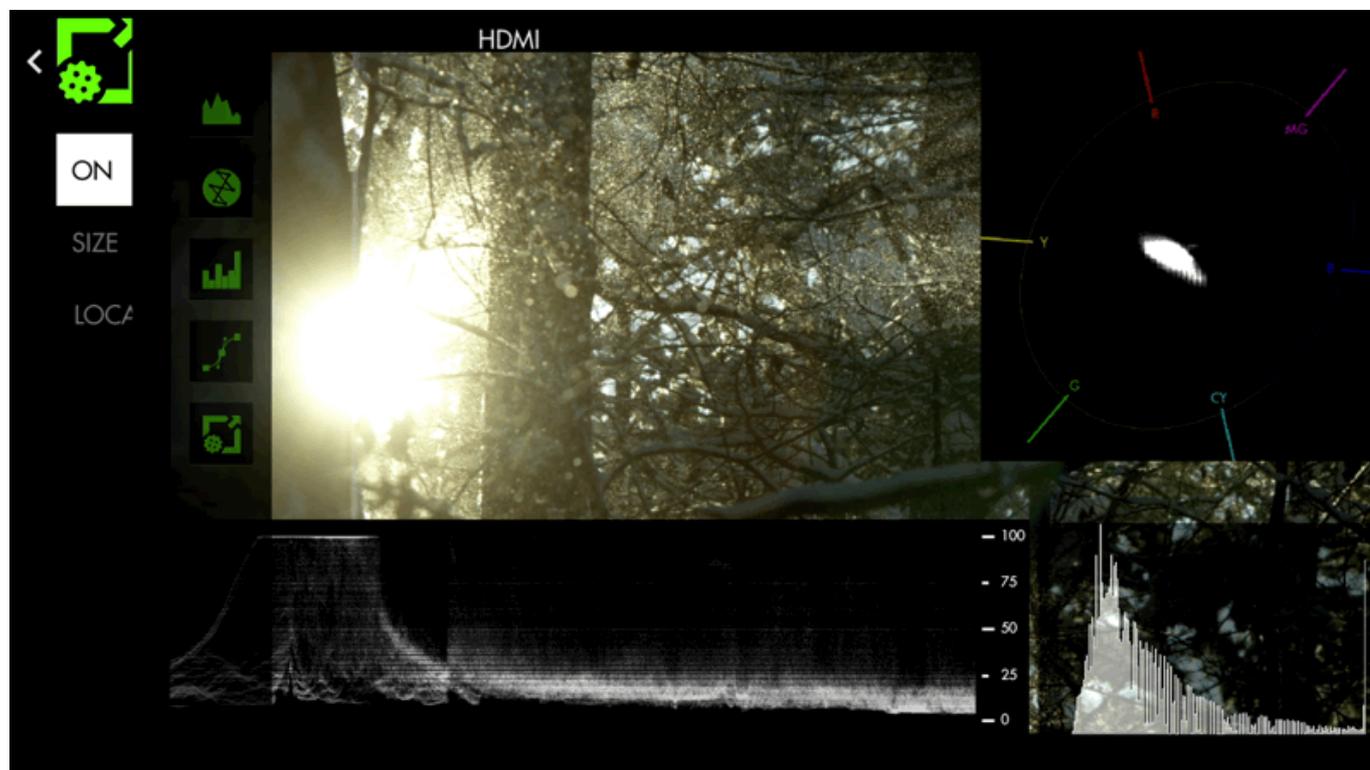
## Bottom

BOTTOM

(1-100)

When 'Center Crop' is unselected, this will adjust the amount of cropping being applied to the bottom of the image.

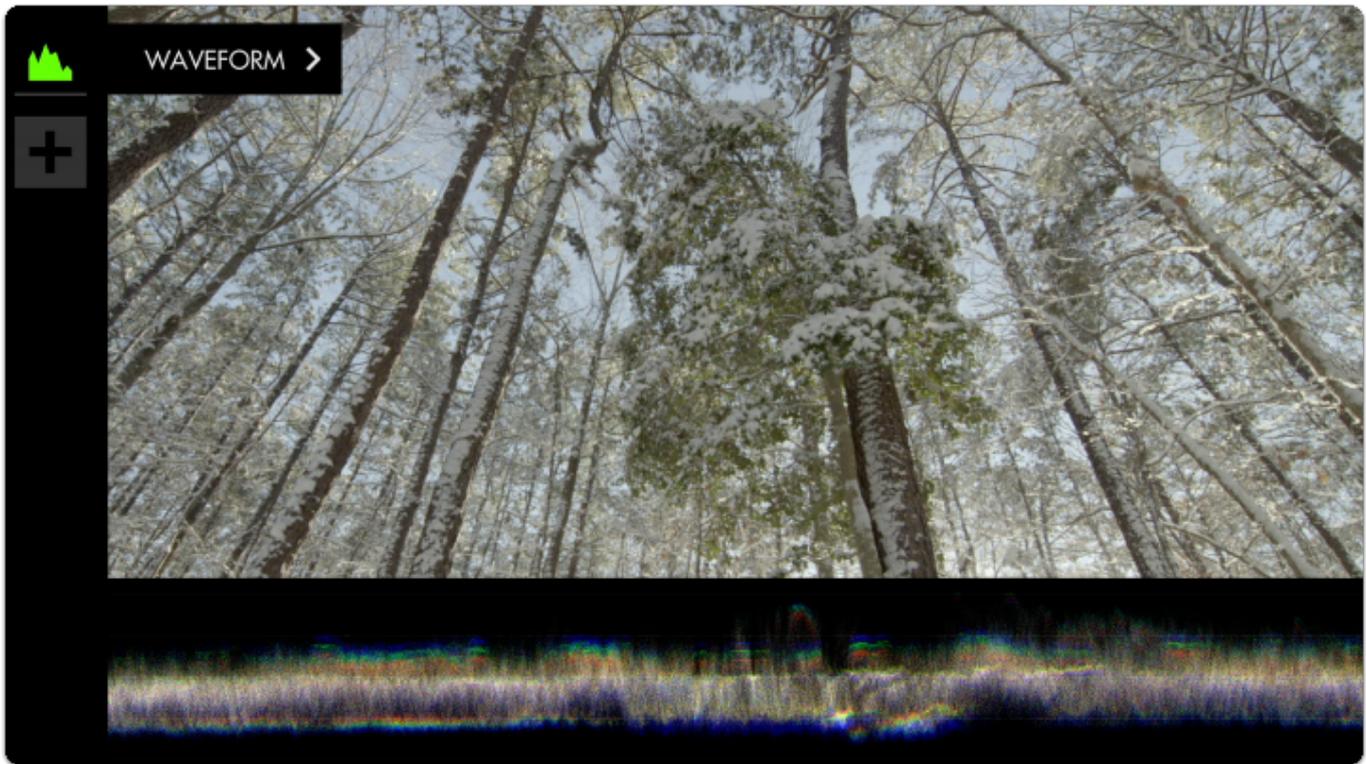
## Size & Position



Resize and position your image to accommodate other features you may wish to simultaneously view, such as scopes or audio meters.

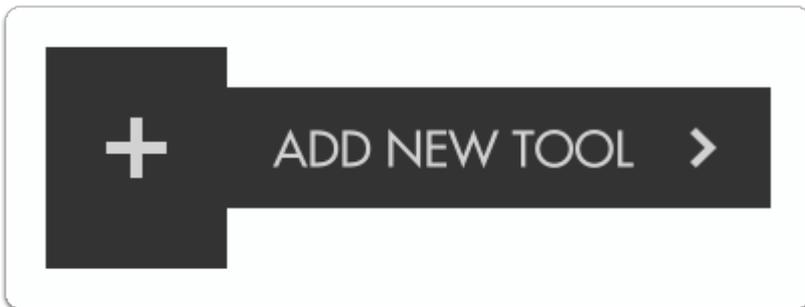
### Size & Position - Quick Start

In this section we will use **Size & Position** to help arrange the image so that a **full-width Waveform** will not overlap the footage, enabling a clean view of the picture and the scope on the same page.

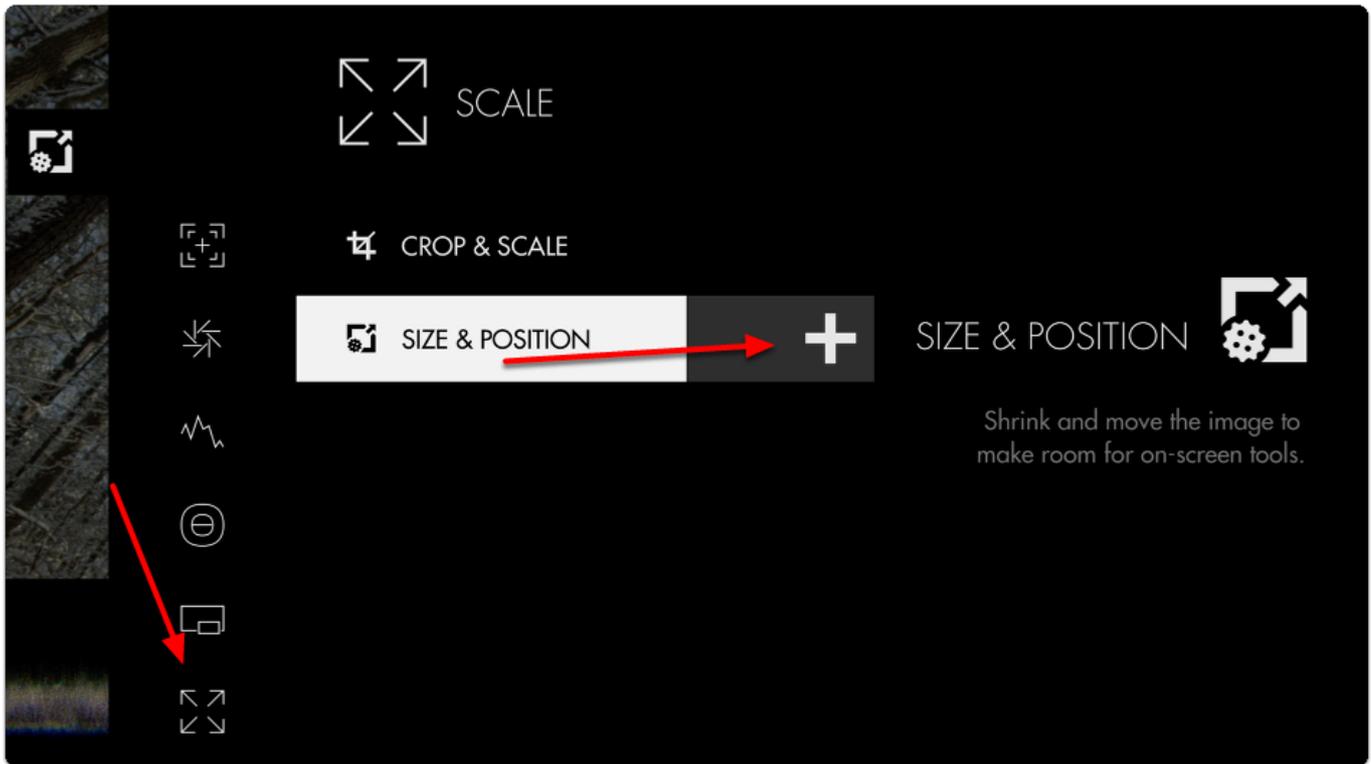


I have already added a [Waveform](#) to an empty page and adjusted its height from 50 down to 25 to make a bit more room for the image, but it is still covering a portion of the picture which we can address with **Scale & Position**.

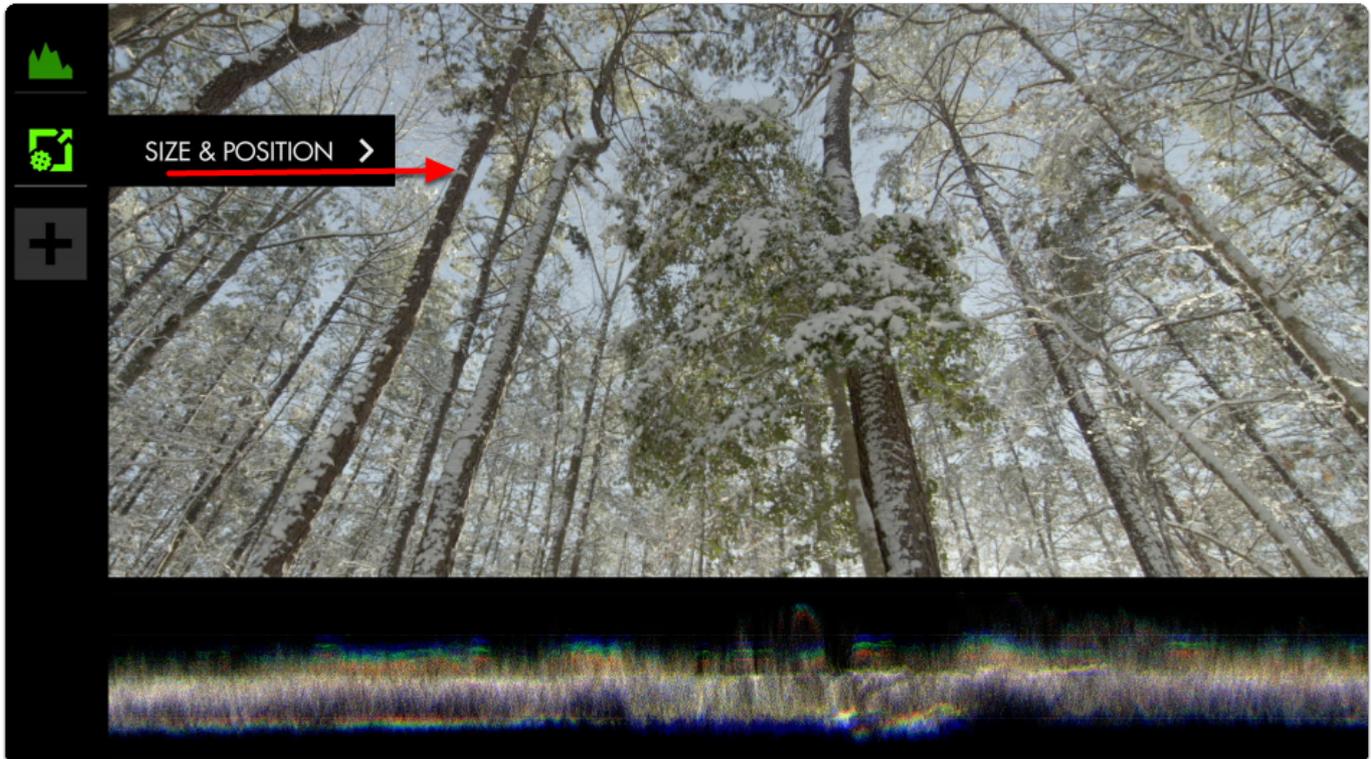
Click the joystick or tap the screen to bring up 'Add New Tool'.



Navigate to **Scale > Size & Position** & select the '+' to add it to the current page.



Once added you can edit the settings by **navigating right** when 'Size & Position' is highlighted.

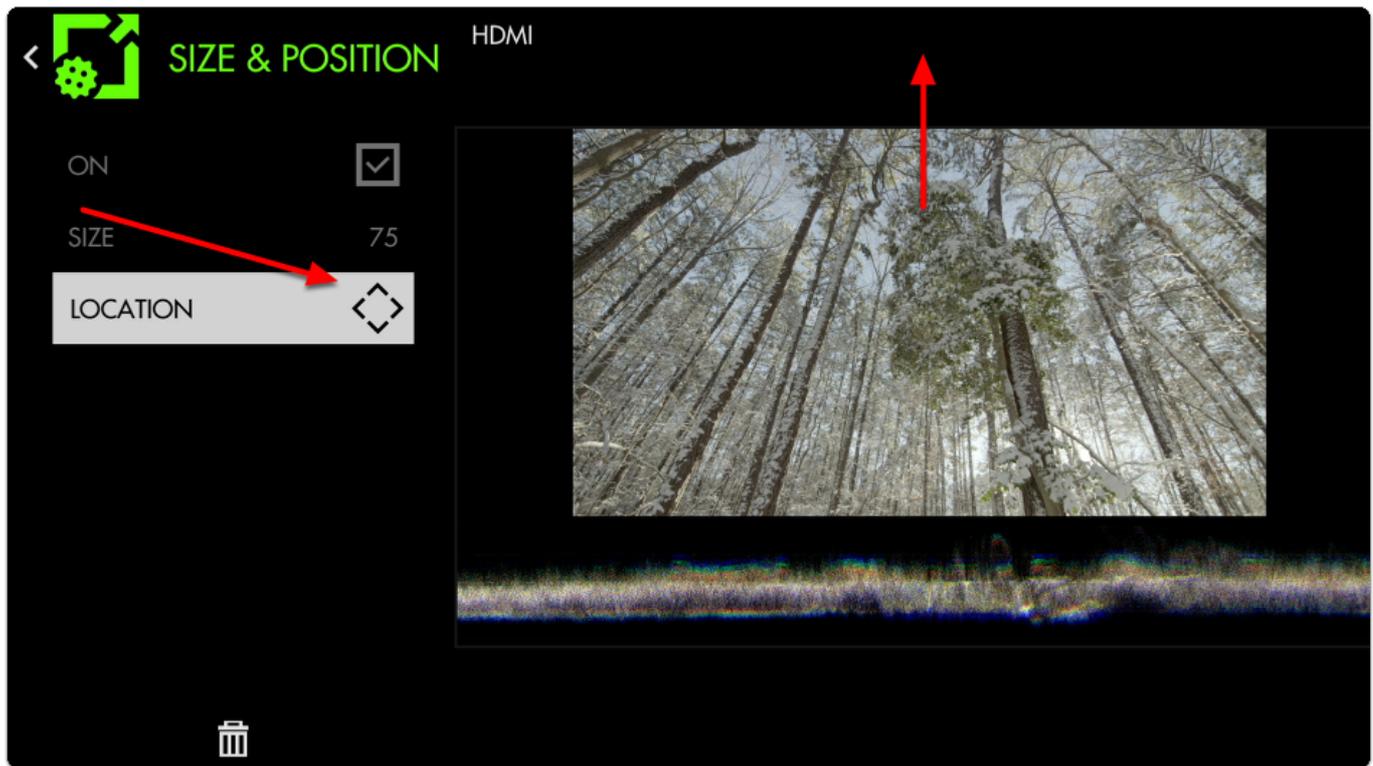


Navigate to **SIZE** and adjust it from **100** to **75**- you will notice the image scaling from its' center point.

💡 Because the Waveform is scaled to 25% height, the image fits perfectly when scaled to 75%.

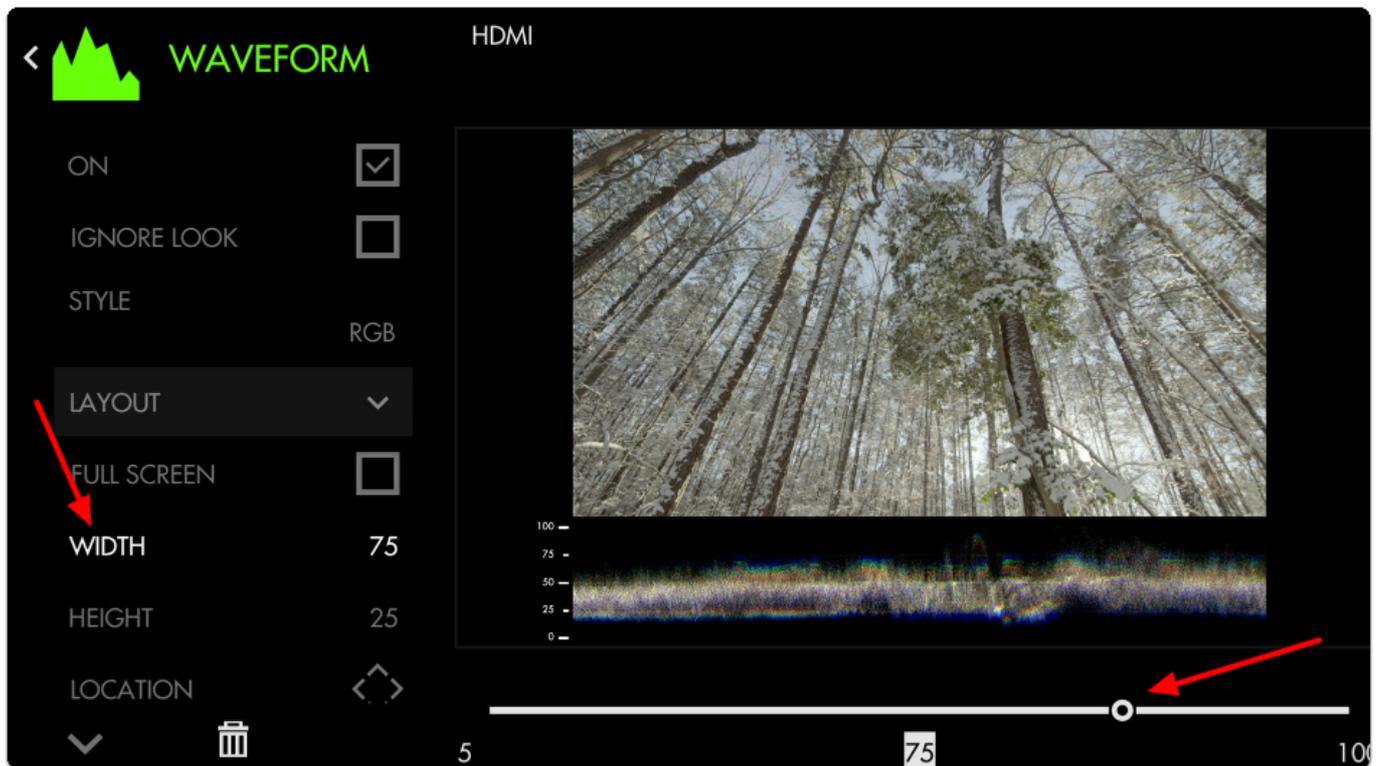


Now move the image to the top of the frame by selecting **LOCATION** and pressing up on the joystick or tapping the top portion of the image. This leaves us with an unobstructed view of the Waveform.

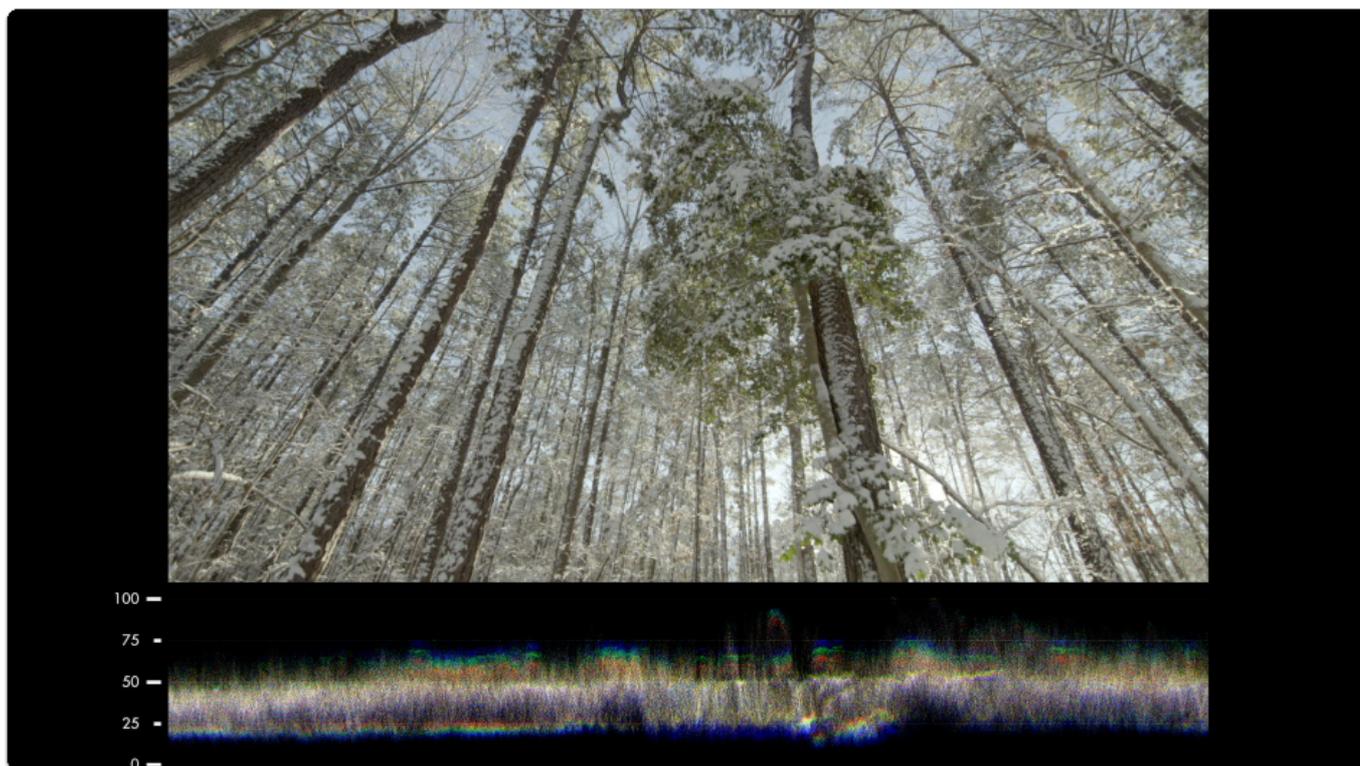


Press **Back** or tap the left arrow at the top right hand corner to exit.

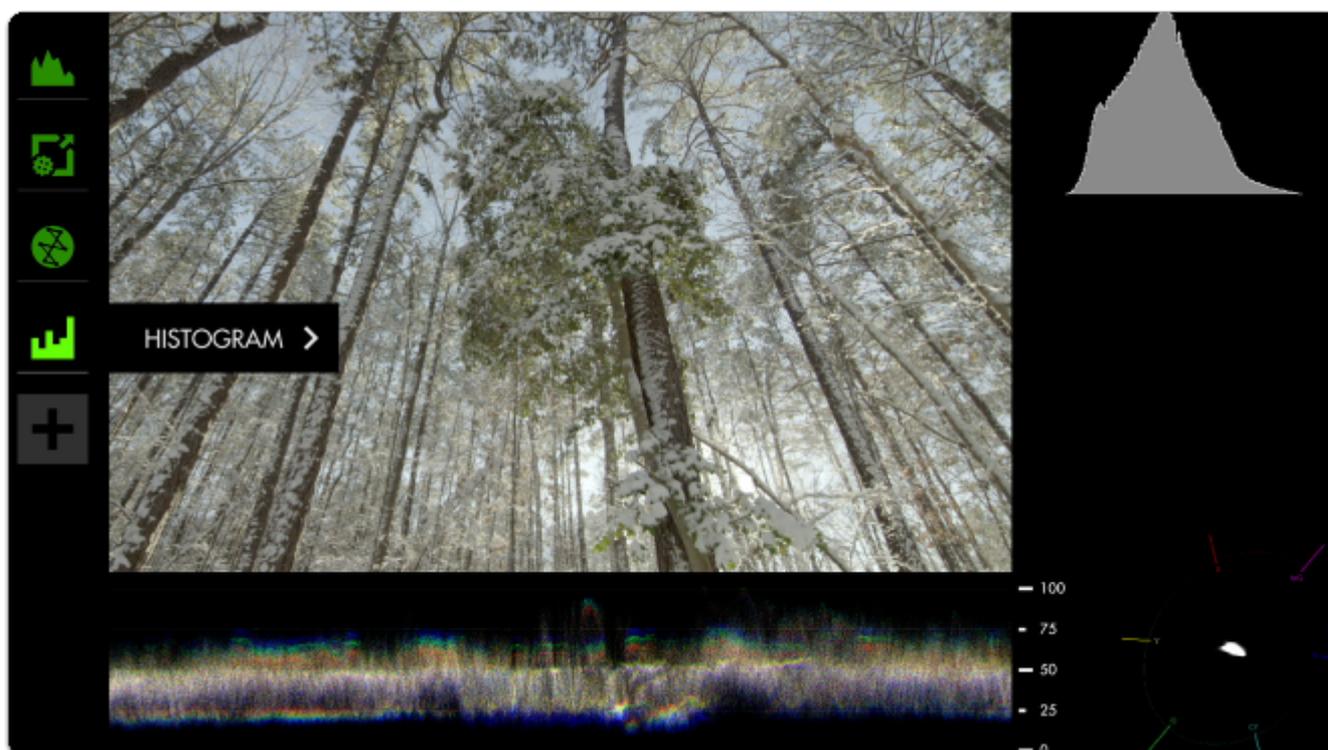
Next we edit the Waveform and scale its **WIDTH** to **75** to match the width of the image.



We now have an unobstructed view of our image and its corresponding Waveform!



At this stage you can use the **LOCATION** adjustment to add & arrange more tools such as a [Vectorscope](#) and [Histogram](#) if you wish.



## Size & Position - Settings

Access Histogram tool settings menu by navigating right or pressing the right arrow when Histogram is highlighted in the tool list.

### On



Enables/disables the Size & Position tool.

### Size



Adjusts the size of the image proportionally within a page.

### Location



After scaling the image, use this to position it where desired.

# Firmware Updates

## OS3 Software Update

Latest version overview can be found [here](#).

### Compatibility

OS3 firmware is compatible with all current SmallHD monitors (FOCUS, FOCUS OLED, FOCUS Bolt, 703 Bolt, 500 Series, 700 Series, UltraBrights, 1300 Series, 1700 Series, 2400 Series, and 3200 Series). OS3 **is not compatible** with legacy monitors (DP1, DP6, DP4, AC7, and DP7-PRO).

### How to install OS3 firmware:

**CAUTION:** Make sure you do not lose power during firmware update

Download the [latest firmware update](#)

1. Click the .zip download file to extract the .bin (firmware file).
2. Drag and drop the .bin file onto your SD card - 16gb or smaller – formatted FAT or FAT32 for Windows, MS-DOS (FAT) for Mac (Select the MBR Master Boot Record option under Scheme)
3. Remove SD Card from computer or card reader attached to computer
4. Insert SD card into your SmallHD monitor
5. Turn on your monitor
6. Swipe/toggle left to the monitor's Settings Menu
7. Select "FIRMWARE" in Settings Menu and follow on-screen prompts
8. Once the firmware is installed and the on-screen prompts tell you to reboot your monitor – Hold down the power button for at least 5 seconds and then release.
9. Press the power button again to begin operating your SmallHD monitor with the new firmware installed.

# Samples & Tutorials

# How to use Look (3D LUT) files with your monitor

# How to auto-calibrate your monitor

# How to make a LUT