

## CBKZ-3610H

High Frame Rate (HFR) license  
for VENICE full-frame digital  
motion picture camera system



### Overview

The CBKZ-3610H is an optional software license that enables High Frame Rate (HFR) image capture with the VENICE digital motion picture camera system. Further broadening the creative possibilities of VENICE, it allows the creation of exquisite slow-motion footage that's ideal for a range of production applications including commercials.

The following frame rates for X-OCN recording on AXS memory will be available for various imager modes, in addition to normal camera operation:

6K 6048x4032 (3:2) 26-60FPS

4K 4096x3024 (4:3) 49-60, 66, 72, 75FPS

4K 4096x1716 (2.39:1) 120FPS

4K 4096x2160 (17:9) 66, 72, 75, 88, 90, 96, 100, 110FPS

CBKZ-3610H (Permanent)

CBKZ-3610HM (30 days)

CBKZ-3610HW (7 days)

1. For recording 6K 3:2 on the AXS memory card, maximum

recording FPS is limited to 30FPS, when selecting X-OCN XT as a AXS Rec Format.

2. When shooting with the combination of [6K 3:2 imager mode] and [the 50p or 59p as a Project Frame Rate], recorded clips on the AXS memory card cannot be played back on the camera.

3. When shooting with the combination of [4K 4:3 imager mode ]and [the 50p or 59p as the Project Frame Rate], recorded clips on the AXS memory card cannot be played back on the camera.

4. For recording on SxS memory card, maximum recording FPS is limited to 60FPS, when selecting 4K XAVC-I or FHD ProRes as a SxS Rec Format.

HFR operation with VENICE and optional CBKZ-3610H license requires camera firmware V4.0 or later. Please note that camera operation with firmware V4.0 also requires a hardware upgrade, performed by an authorised Sony Service Centre. Please contact your Sony Professional distributor or account manager for further information.

## Related products



### **CBKZ-3610F**

VENICE upgrade for 6K 3:2, 6K 1.85:1, 6K 17:9, 6K 2.39:1, and 5.7K 16:9 imaging, recording and playback



### **CBKZ-3610A**

VENICE upgrade for 4K 4:3 and 4K 6:5 anamorphic imaging, recording and playback

## Gallery

