

# Hawk-I Digital RealTime System

The Hawk-I Digital RealTime System consists of Hawk-I Digital Cameras and Cortex software, which captures complex motion with extreme accuracy. Real-time capabilities allow our customers to see capture results at the same instant as the subject is performing a specific task. The Hawk-I can be mixed with other Motion Analysis digital cameras to optimize your capabilities.

## Hawk-I Digital Camera

The Hawk-I Digital Camera, with a 640 x 480 full resolution at up to 200 frames per second, offers the motion capture industry the benefit of all-digital technology at an economical price for smaller environments.

The Hawk-I Digital Cameras provide today's motion capture technicians with a tool that assures reliable and accurate data. With digital technology there is no degradation of the signal over distance, less noise, and no resampling of data on another piece of electronics.

The Hawk-I Digital Camera signal goes directly to the tracking computer via an Ethernet connection. The signal processing is embedded in the camera. This streamlined system of motion capture from camera to computer means less hardware and less potential for equipment problems. The FPGA (field programmable field array) built into the Hawk-I is software and firmware upgradeable via the Internet - you don't even have to take the cameras down.



## Features

- 1-200 Hz selectable frame rates at full resolution
- Portable
- CS-Mount lens, several sizes available
- Separate zoom, iris and focus settings independent of ringlight
- Available with visible red, near red, or infrared ringlights
- LED display panel for camera identification and status
- 52 LED's for brighter and better light uniformity
- Strobed ringlight with camera body heat sink
- Four body mount points on camera for variable positioning
- Software controlled adjustable light output
- Software controlled electronic shutter

## Cortex

Cortex software provides a user with a simple and powerful interface. Under a single software environment you can set up, calibrate, capture motion in real-time, capture motion for post processing, edit and save data in the format of your choice.

## Integration

- Fully compatible with Cortex software
- Standard TCP/IP Protocol
- 128 channels of synchronized 16-bit analog data acquisition (forceplate and EMG data)
- Exportable to all major animation software packages

