



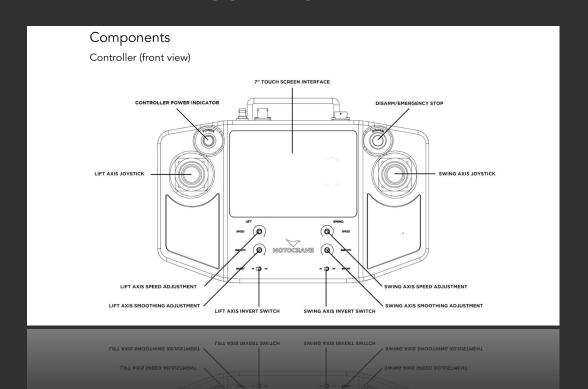
MotoCrane Orientation

Topics of Discussion

- MotoCrane System
- Camera Car (Louise)
- Shooting with MotoCrane

COMPONENTS

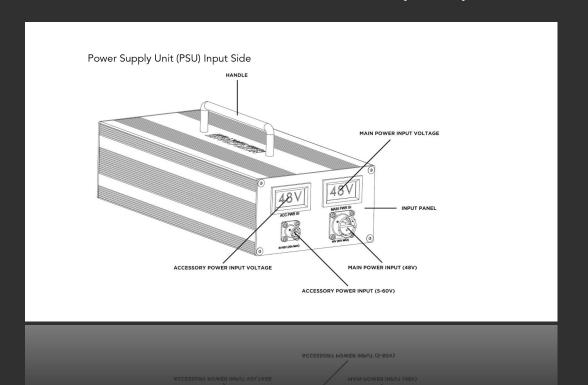
CONTROLLER



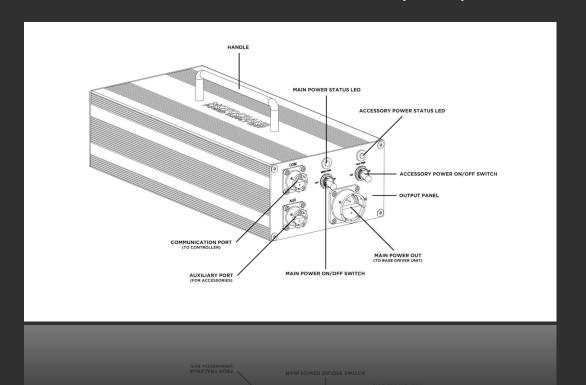
12 to 48 VOLTAGE ADAPTER & ULTRACAP POWER CORE (UPC)



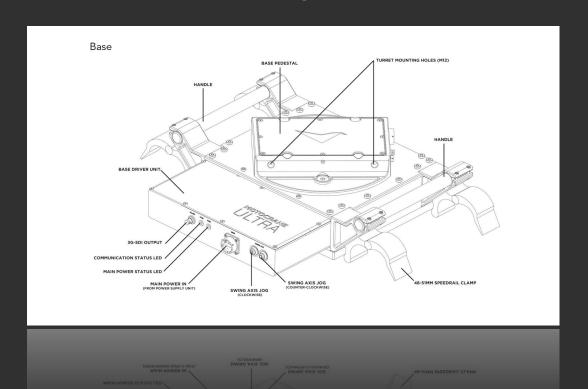
POWER SUPPLY UNIT (PSU)



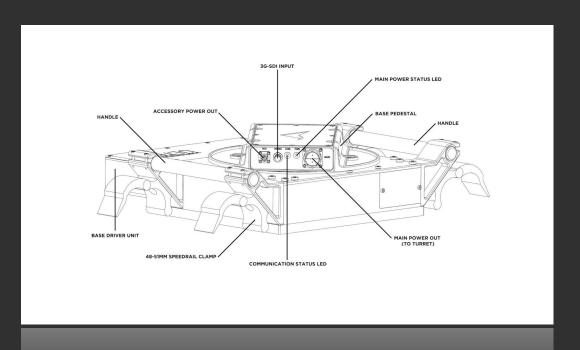
POWER SUPPLY UNIT (PSU)



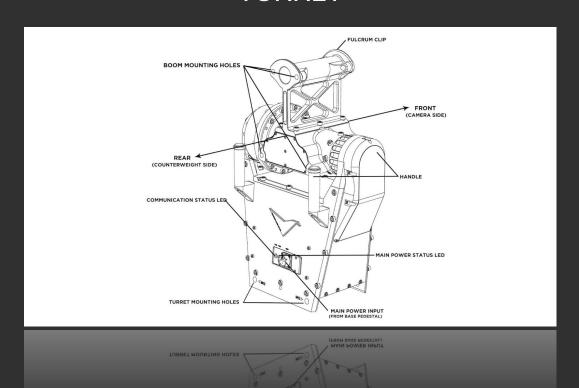
BASE



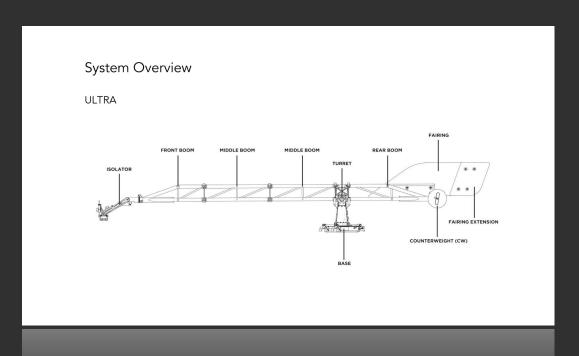
BASE



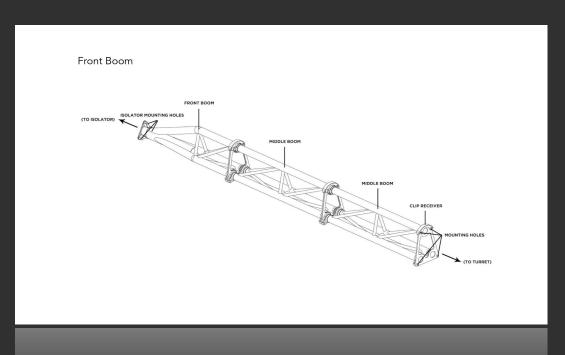
TURRET



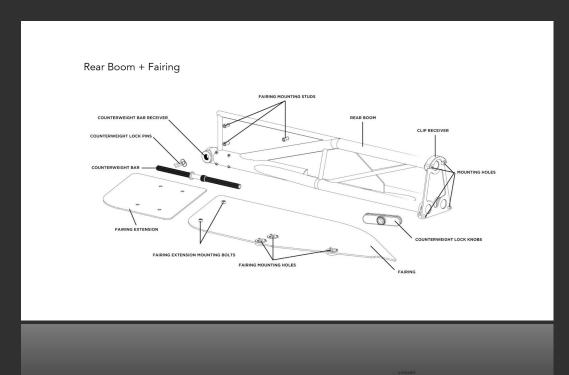
ARM



FRONT BOOM

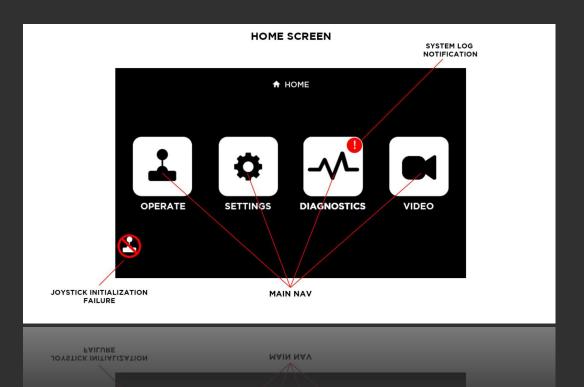


REAR BOOM (TAILPIECE)

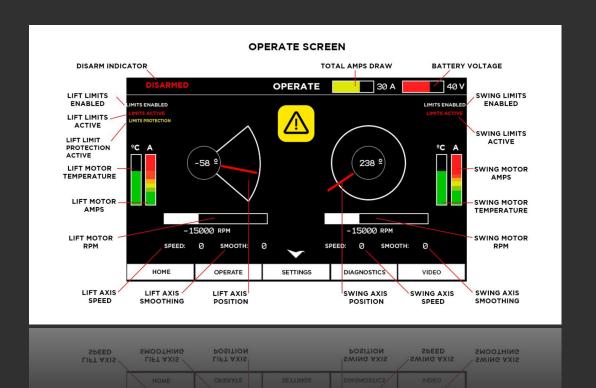


CONTROLLER INTERFACE & SCREEN

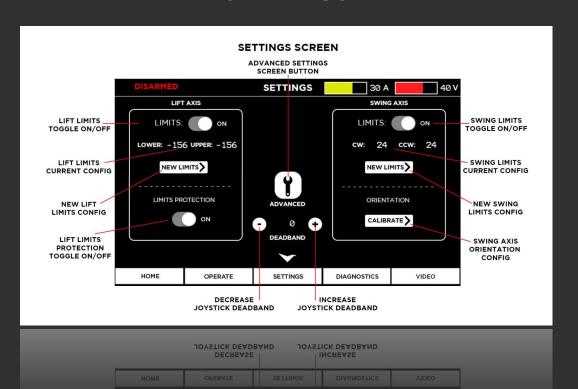
HOME



OPERATE



SETTINGS



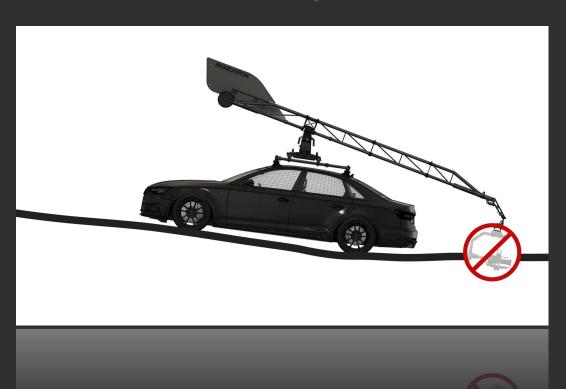
LIMITS



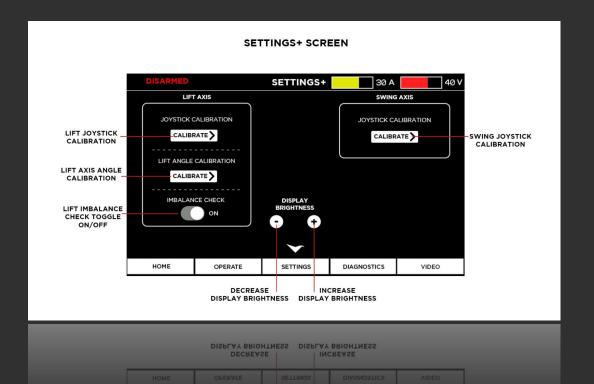
LIMITS



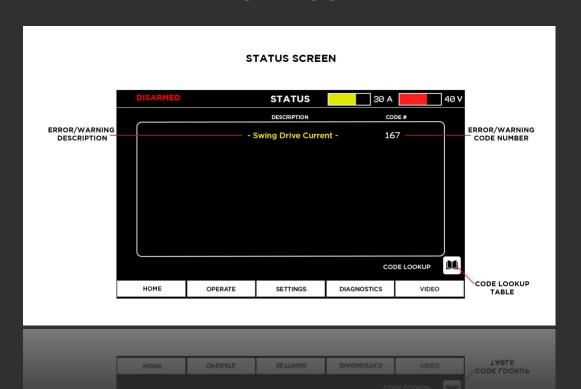
LIMITS



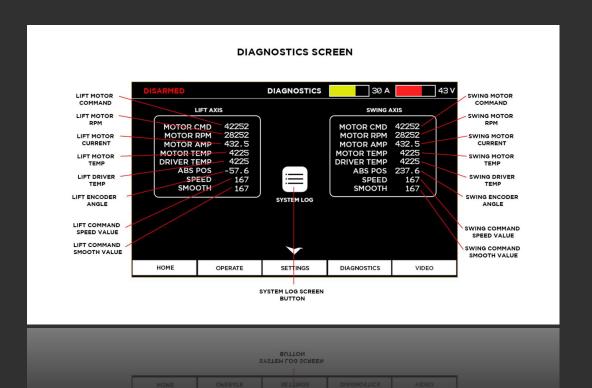
ADVANCED SETTINGS



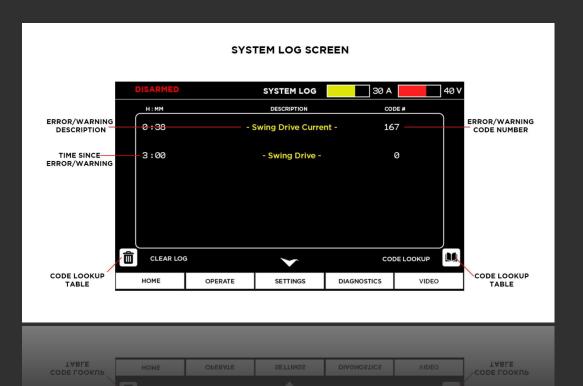
STATUS



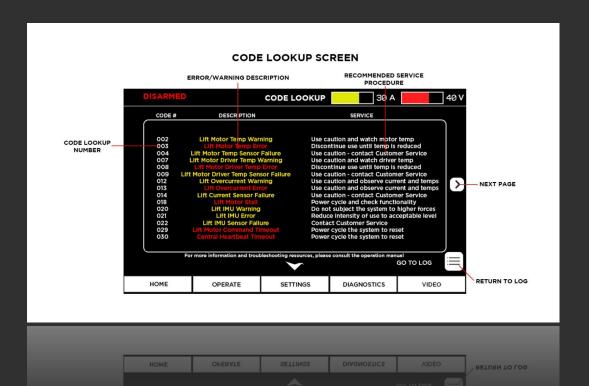
DIAGNOSTICS



SYSTEM LOG



CODE LOOKUP



PAYLOAD & COUNTERWEIGHTS

LOADING THE ARM

- 1. Measure the All-Up Weight (AUW) of the payload then use the AUW vs CW chart to determine how much counterweight (CW) should first be installed before mounting the payload, and if any is needed after.
- "Payload" includes everything hanging from ULTRA including isolators, remote head, camera, and accessories.
- 3. Bionic "Payloads" include the following:
 - a. Tranquilizer
 - b. Passive Plates
 - c. Battery Hanger & Batteries
 - d. Ronin 2
 - e. Camera Body, Glass, & Accessories

ALL UP WEIGHT (AUW) vs COUNTERWEIGHT (CW)

Payload AUW	Counterweight Pre-load
Empty/No Payload	40lbs/18kg
20lbs/9kg	90lbs CW/41kg, mount Payload
25lbs/11kg	100lbs/45kg CW, mount Payload
30lbs/14kg	115lbs/52kg CW, mount Payload
35lbs/16kg	125lbs/57kg CW, mount Payload
40lbs/18kg	130lbs/59kg CW, mount Payload, Add 10lbs/4.5kg
45lbs/20kg	130lbs/59kg CW, mount Payload, Add 20lbs/9kg
50lbs/22kg	130lbs/59kg CW, mount Payload, Add 35lbs/16kg
55lbs/25kg	130lbs/59kg CW, mount Payload, Add 45lbs/20kg

NOTE: Subtract Counterweight Pre-load by 10lb if Fairing Extension is used.

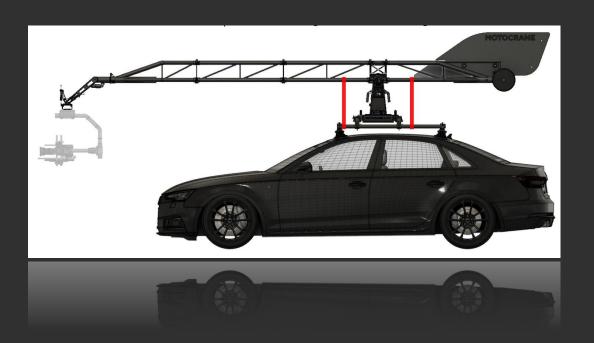
NOTE: Subtract Counterweight Pre-load by 10lb if Fairing Extension is used.		
	55lbs/25kg	130lbs/59kg CW, mount Payload, Add 45lbs/20kg

TRANSPORT

PROCEDURE

- Make sure the DISARM/E-Stop button is engaged (pressed down), then remove payload and counterweight, opposite of installation, leaving empty arm and 40lbs/18kg counterweight.
- 2. Release the DISARM/E-Stop button (twist clockwise), then move ULTRA to the Home position (level, and aligned longitudinally with the car.)
- 3. With the DISARM/E-Stop button still released, adjust SPEED to "0" for both axes. This is so that any accidental joystick inputs will not cause ULTRA to move during rigging.
- 4. Secure the Middle and Rear Boom to rigging using two straps 1 in front of, and 1 behind the fulcrum or Turret. The straps should be tight, but not overtightened.
- 5. Engage (pressed down) the DISARM/E-Stop button, which activates the Lift-Axis brake, and cuts power from the motor and motor drivers. You may also turn the PSU Main Power switch "OFF" to conserve battery life.

TIE-DOWN PROCEDURE



INCLEMENT WEATHER & MAINTENANCE

SHOOTING IN THE ELEMENTS

- 1. Rain, Mud, and Snow
 - a. Base, Turret, Booms, Isolator, and Fairing are IP-65 Rated
 - i. This includes all MotoCrane control and SDI cable connections
 - b. Remote Head, Camera, Lens, and all Electronic Accessories are NOT WEATHER RESISTANT
- 2. BAG IT
 - a. Plastic bags are best practice for protecting all susceptible gear
 - Rubber bands or ties should be used to tighten the wrap as much as possible to reduce wind drag without overheating the equipment
 - c. All cable inputs, motor housings, and display screens / buttons on the Ronin 2 should be protected
- 3. Wipe down entire system after use to prevent rust and keep the system clean

Camera Car

THE CAMERA CAR (LOUISE)

Camera Car

ABOUT

2011 Porsche Cayenne Turbo

500 HP | 516 FT-LBS of Torque

Factory Air Suspension & Brakes

Hands Free Coms w/ 2-Way Radio

AC/DC Power | 4 Workstations

Video Playback

Camera Car

CREW POSITIONS

Boom Operator Coordinates All Car & Movement MotoCrane Safety Checks 1st AC

Remote Head Operator

- Balance, Calibrate, Tune, & Troubleshoot the R2
- Calculate Payload & CW

Arm Driver (Camera Car)

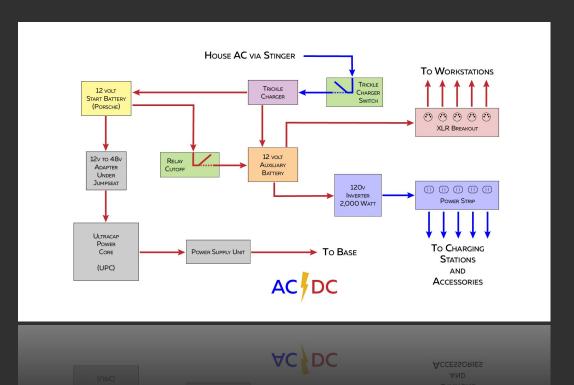
- Final Call on Safety
- Car Safety & Troubleshoot Power / Video Feeds

- Lens Swings, Media Swaps, & Camera Adjustments
- Charging Ronin Batteries

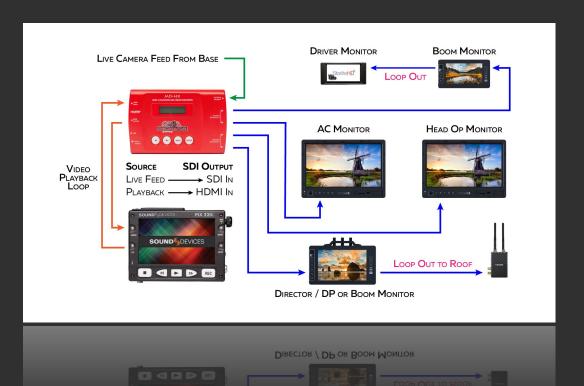
OTHER POSITIONS

- Precision Car Driver
 - Driver of the Picture Car
 - Responsible for scouting the route & safety checks
 - Road conditions
 - Vehicle and tire conditions
 - Environmental obstructions or concerns
 - Coordinate all movement with Arm Driver & Boom Op
 - Talk through the blocking
 - Pre-visualize with toy cars
- Jumpseat
 - Available for Boom Op to maintain line-of sight when operating of the rear of the vehicle for extended periods of time
 - Also available to Directors, DP's, or any other production that needs to ride along

AC/DC POWER FLOW CHART



VIDEO FEEDS & PLAYBACK FLOWCHART



Shooting with MotoCrane

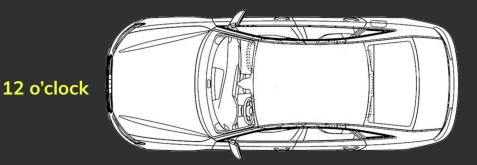
SHOOTING

POSITIONAL VOCABULARY

Boom Position

- Camera Height
 - Low
 - Mid
 - High
- Rotational Position
 - o "X" o'clock
 - See illustration
- "Zero Position"
 - Safety height & orientation
 - o 12 o'clock Mid

3 o'clock



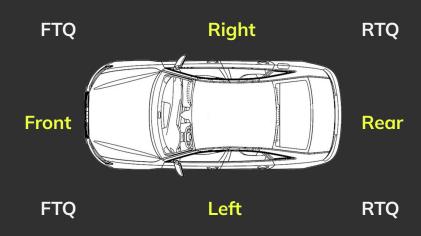
6 o'clock

9 o'clock

FRAME VOCABULARY

Picture Car - Point of Reference

- Front, Rear, Left, Right
- Front Three-Quarter, Rear
 Three-Quarter (FTQ & RTQ)
- Overhead
 - Close to or inside the footprint
 of the Picture Car
- Blind
 - Picture Car is out of frame
- Dutch vs Level



MOVEMENT VOCABULARY

- Fly
 - Arm Car & Picture Car travelling in opposite direction
 - Arrival
 - Cars approach one another
 - Departure
 - Cars retreat from one another

MOVEMENT VOCABULARY

- Crash
 - Cars close the distance between them
- Fade
 - Cars increase the distance between them
- Hold
 - o Maintain distance between Arm Car & Picture Car
- Pass
 - o Picture Car passes Arm Car or vice versa

MOVEMENT VOCABULARY

- Tracking
 - Arm Car & Picture Car travelling in same direction
 - Pace
 - Cars match speed
 - Lead
 - Arm Car leads the Picture Car
 - Follow
 - Arm Car follows the Picture Car

MOVEMENT VOCABULARY

- Wipe
 - Can be achieved with Boom movement or Car movement
 - Bumper Wipe
 - Left to Right or Right to Left
 - Fender Wipe
 - Front to Back or Back to Front
- Strafe
 - o Arm Car & Picture Car are travelling perpendicular to one another
- POV
 - No Picture Car
 - Road
 - Environment

MOVEMENT VOCABULARY

Boom

- "Safe"
 - o Boom Up
 - o Boom Down
- "Dangerous"
 - Boom Right
 - Boom Left
- Limits
 - Limits can be set for maximum and minimum height as well as rotation
 - Limits ARE NOT A FAIL SAFE always be aware of and adhere to the numerical positioning of the Arm





FIN