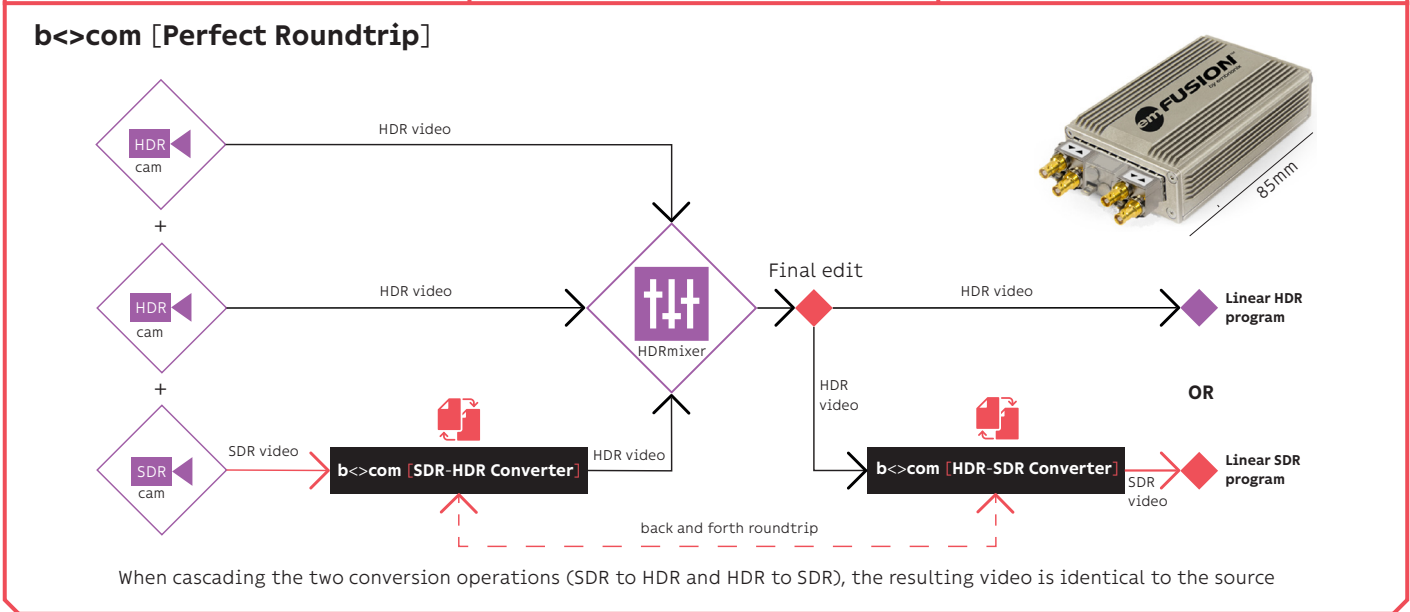


Any HDR conversion in one small box

{overview}:

| | | |
|--|---|--|
| <p>b<>com [SDR-HDR Converter]</p> <p>The award-winning b<>com [SDR-HDR Converter] provides a simple yet powerful way to convert SDR (Standard Dynamic Range) content into an HDR (High Dynamic Range) format.</p> | <p>b<>com [HDR-SDR Converter]</p> <p>[HDR-SDR Converter] is a smart way to produce a backward compatible SDR signal from HDR content produced in BT.2100-PQ, BT.2100-HLG or Slog3.</p> | <p>b<>com [HDR-HDR Converter]</p> <p>[HDR-HDR Converter] allows the conversion between different HDR formats.</p> |
|--|---|--|



{key features}:

- ◆ Adaptive up/down conversions
- ◆ Supports HD or UHD standards
- ◆ 2 channels in a box
- ◆ Switchable PQ/HLG/Slog3
- ◆ Real-time
- ◆ Ultra-low latency

{benefits}:

- ◆ **Compact:** Easy integration into OBVans, Studios or Playouts
- ◆ **Versatile:** Maintains the interoperability with legacy receivers
- ◆ **Simpler:** Workflow combining conversions back and forth
- ◆ **Excellent subjective quality:** Dynamic and adaptive conversion
- ◆ **Artist friendly:** Preserves the artistic intent

{applications}:



{specifications of the advanced prototype}:

| | [SDR-HDR Converter] | [HDR-SDR Converter] | [HDR-HDR Converter] ¹ |
|---|--|--|----------------------------------|
| Resolution and interface² | Either HD (1920x1080p) and 3G-SDI level A (ST.425M) or UHD (3840x2160p) and 12G-SDI 2SI (ST.2082) | | |
| Framerate³ | 50, 59.94 and 60 fps | | |
| Input EOTF | BT.1886 (Gamma 2.4) | PQ (1000 nits), HLG and S-Log ³ | |
| Input color space | BT.709 in 10 bit Y'CbCr 4:2:2 | | BT.2020 in 10 bit Y'CbCr 4:2:2 |
| Output EOTF | PQ (1000 nits), HLG and S-Log ³ | BT.1886 (Gamma 2.4) | PQ (1000 nits) or HLG |
| Output color space | BT 2020 in 10 bit Y'CbCr 4:2:2 | BT.709 in 10 bit Y'CbCr 4:2:2 | BT 2020 in 10 bit Y'CbCr 4:2:2 |
| Channel per box⁵ | 2 channels each for [SDR-HDR Converter] and/or [HDR-SDR Converter] and/or [HDR-HDR Converter] | | |

This advanced prototype is available for purchase as a special early release. To integrate this technology into your own products please refer to:
 ♦ [SDR-HDR Converter]: <https://b-com.com/en/bcom-sdr-hdr> ♦ [HDR-SDR Converter]: <https://b-com.com/en/bcom-hdr-sdr-converter>

¹ Please contact b<>com for availability of conversions
² Depending on ordered configuration
³ In HD and UHD, both channels must be at the same frame rate. Selection by a switch between 50/60 and 59.94 fps.
⁴ Selection by a switch between PQ (1000 nits), HLG and S-Log3.
⁵ [Perfect Roundtrip] has same resolutions and framerates as above. Channel 1 contains the [SDR-HDR Converter] and Channel 2 contains the [HDR-SDR Converter] in order to complete the roundtrip.

{available configurations}:

| HD | UHD |
|--|--|
| ♦ EMB_HD_Dual_SDR-HDR: 2 channels in same direction (SDR to HDR) - 3G-SDI | ♦ EMB_UHD_Dual_SDR-HDR: 2 channels in same direction (SDR to HDR) - 12G-SDI |
| ♦ EMB_HD_dual_HDR-SDR: 2 channels in same direction (HDR to SDR) - 3G-SDI | ♦ EMB_UHD_Dual_HDR-SDR: 2 channels in same direction (HDR to SDR) - 12G-SDI |
| ♦ EMB_HD_SDR-HDR-SDR: 2 channels in opposite directions (SDR to HDR and HDR to SDR) - 3G-SDI | ♦ EMB_UHD_SDR-HDR-SDR: 2 channels in opposite directions (SDR to HDR and HDR to SDR) - 12G-SDI |
| ♦ EMB_HD_HDR-SDR_HDR-HDR: channel 1 for HDR-SDR conversion, channel 2 for HDR-HDR conversion - 3G-SDI | ♦ EMB_UHD_HDR-SDR_HDR-HDR: channel 1 for HDR-SDR conversion, channel 2 for HDR-HDR conversion - 12G-SDI |
| ♦ EMB_HD_SDR-HDR_HDR-HDR: channel 1 for SDR-HDR conversion, channel 2 for HDR-HDR conversion - 3G-SDI | ♦ EMB_UHD_SDR-HDR_HDR-HDR: channel 1 for SDR-HDR conversion, channel 2 for HDR-HDR conversion - 12G-SDI |

{about b com}:
 A technology pioneer and provider for companies that want to digitally boost their competitive edge, b<>com addresses several industries: culture & creation, digital infrastructures, health, defence and industry 4.0. Its laboratories bring together talented people from a variety of disciplines and cultures in areas like artificial intelligence, immersive video and audio, content protection, 5G networks, the Internet of Things, and cognitive technologies.
 b<>com's researchers and engineers, drawn from the ranks of industry and academia, work at its Rennes campus and at its sites in Paris, Brest, and Lannion.
 Thanks to its world-class engineering team, its technology platforms and its unique mix of scientific and industrial knowhow, b<>com offers its clients technology solutions that give them invaluable competitive edge.

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