O4S’s Hypermotion Camera System is powered by the Emmy® Award Winning Phantom and available as multiple affordable solutions for sports broadcasters with O4S integrated system components.

Our HyMotion system offers an unprecedented level of convenience and creativity. Further to providing high frame rate speeds, it offers superior flexibility and integration into broadcast operations, with a range of features and ease of use optimized for strict broadcast schedules.

In sports productions, when the game goes into high gear, HyMotion keeps up, giving you 100 times slower-than-live action with instant replays.

Its superior performance, clever design, and breathtaking image quality, extend the range of ultra-slow-motion applications.

**Key Features:**
- Use on Sports, Films, Commercials and Documentaries
- Up to 2.600 fps
- Dual output - can be used as a live camera as replay happens
- Runs from single SMPTE fibre cable
- Single-channel usage on any disk record
- Use any B4 or PL mount
Configuration scheme:

- **HyMotion CCU**: HD-SDI 1 and HD-SDI 2, Power 220V
- **RCP Camera Control**: RJ45 OBVan/EVS HUB/Switch
- **Optional Clip Control**: RJ45 OBVan/EVS HUB/Switch

- **HyMotion CCU**: Permanent Live Camera output, 50i with or without On Screen Display for EVS operator monitoring or for live switcher feed.
- **Camera Buffer recorded at regular 25fps stream**: Only 1 channel allocated.
- **EVS Remote for hypermotion camera clips**: Direct control over camera buffer memory.

**Configuration scheme graphic:**
- Hybrid SMPTE cable Lemo 3K
- Camera Buffer recorded at regular 25fps stream only 1 channel allocated.
- EVS Remote for hypermotion camera clips, direct control over camera buffer memory.