

Please Read This First

- With the UVC (USB video class) and UAC (USB audio class) standards used by equipment such as the VR series, factors such as computer load can cause data overflow. To minimize the risks of data drops, do not boot software like web camera controller/effector when this software is running.
- When switching the output format, always be sure to make the switch only when the USB connection to the computer has been terminated.
- The video displayed by this software might experience horizontal-band artifacts when the connection is made to the VR-50HD. If this happens, try quitting this software, QuickTime Player, and all other such capture and playback applications, then restarting and checking the video picture.
- Hardware-accelerated H.264 encoding can be used on iMac, Mac mini, MacBook Air, and MacBook Pro models sold since 2011. On other models, using H.264 encoding can result in dropped frames, depending on resolution and frame rate.

Connection and Booting

1. If using the VR-3/V-4EX/VR-3EX

Use a USB 2.0 cable to connect a USB 2.0 port of your computer to the USB port of the VR-3/V-4EX/VR-3EX.

If using the VR-5

Use the included USB cable (type A–type A) to connect a USB 2.0 port of your computer to the USB port of the VR-5.

If using any other model

Use a USB 3.0 cable to connect a USB 3.0 port of your computer to the USB port of the VR series unit.

2. Double-click the VRCapture icon shown below.

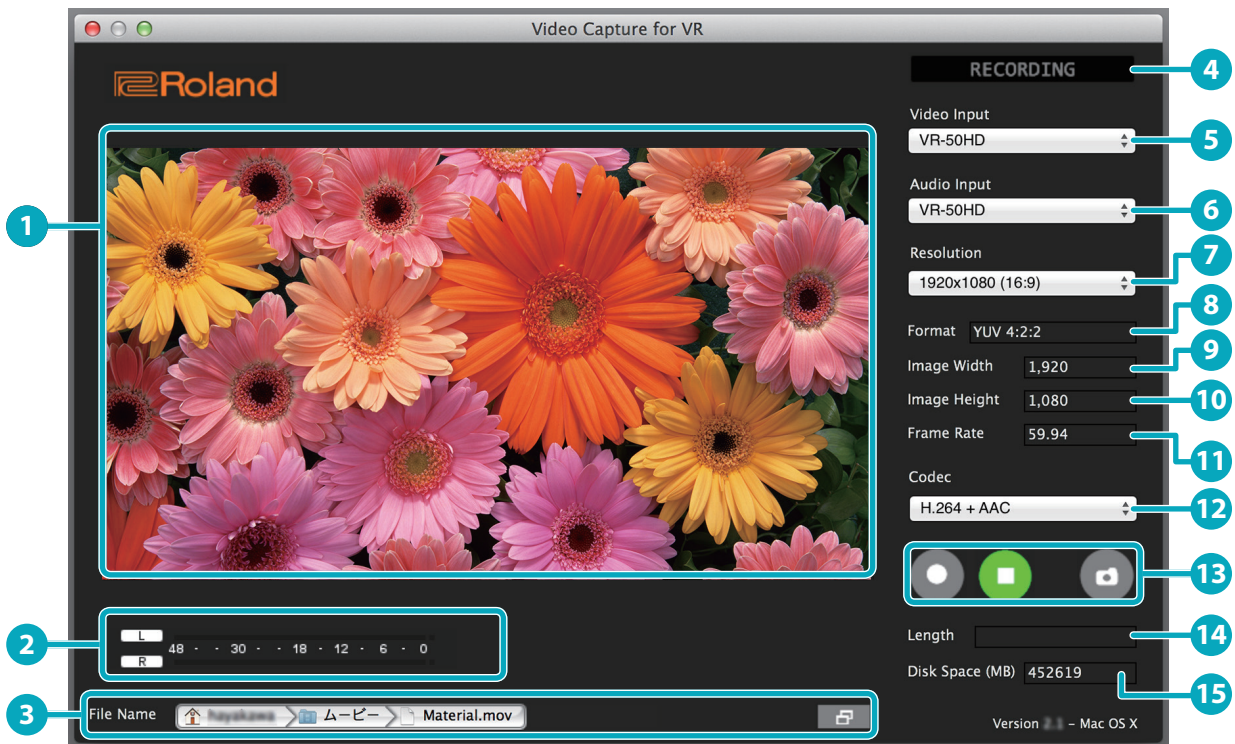



This software starts and the Video Capture for VR window appears.




* When you are finished, click the [✖ (close)] button of the Video Capture for VR window.

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Part Names and Functions



No.	Name	Explanation
1	Preview	This part displays the output image for your preview.
2	Level Meter	This part displays the audio level. As the audio is separately captured, the timing may differ. Match the timing of video and audio using editing software or the like if necessary.
3	File Name	This part displays the name of captured file and the saving destination. Click the button located right side of this section to change the destination or edit the file name. By default, the file name is “Material” and the saving destination is “Movie” folder. * Click the  button below to open the Finder. It is convenient to select the target folder.
4	RECORDING Indicator	This indicator lights when the recording is started.
5	Video Input	Select the video input device connected to your computer.
6	Audio Input	Select the audio input device connected to your computer.
7	Resolution	Select the resolution of the captured video. * When the resolution different from the source is selected, this software squeezes or stretches the image.
8	Format	This part displays the format of captured image.
9	Image Width	This part displays the captured image width.
10	Image Height	This part displays the captured image height.
11	Frame Rate	This part displays the frame rate of captured image.
12	Codec	This selects the type of codec used for encoding. * When performing capture using “ProRes422 + PCM,” before you start, obtain benchmark values and check the write speed of the SSD. A write speed that is at least twice the bit rate during capture (refer to “Recording Format” p. 3) is recommended. * “ProRes422 + PCM” can be used on Mac OS X 10.9 or later.

No.	Name	Explanation
	 Start capture	Click this to start capture.
13	 Stop capture	Click this to stop capture.
	 Take screenshot	Click this to capture the displayed image on preview as a still image file. * The file format of captured still image is “jpeg” and the destination folder is the same as video capturing. * It is impossible to capture a still image while you are capturing movie.
14	Length	This part displays the length of the captured video.
15	Disk Space	This part displays the remaining capacity of the destination storage in MB unit.

Recording Format

When you perform capture using this software, the data is saved on the computer in the following recording format.

File format		MOV			
Video compression codec		H.264		ProRes 422	
Audio compression format		AAC		PCM	
Format	PAL	Format	Bit rate (*1)	Format	Bit rate (*1)
		320 x 240/25p	1 Mbps	320 x 240/25p	14 Mbps
		640 x 480/25p	4 Mbps	640 x 480/25p	35 Mbps
		720 x 576/25p	5 Mbps	720 x 576/25p	41 Mbps
		1024 x 576/25p	7 Mbps	1024 x 576/25p	52 Mbps
		1280 x 720/25p	10 Mbps	1280 x 720/25p	61 Mbps
		1920 x 1080/25p	20 Mbps	1920 x 1080/25p	122 Mbps
		320 x 240/50p	1 Mbps	320 x 240/50p	28 Mbps
		640 x 480/50p	4 Mbps	640 x 480/50p	70 Mbps
		720 x 576/50p	5 Mbps	720 x 576/50p	82 Mbps
		1024 x 576/50p	7 Mbps	1024 x 576/50p	104 Mbps
		1280 x 720/50p	10 Mbps	1280 x 720/50p	122 Mbps
	1920 x 1080/50p	20 Mbps	1920 x 1080/50p	244 Mbps	
	NTSC	320 x 240/29.97p	1 Mbps	320 x 240/29.97p	17 Mbps
		640 x 480/29.97p	4 Mbps	640 x 480/29.97p	42 Mbps
		720 x 480/29.97p	4 Mbps	720 x 480/29.97p	42 Mbps
		854 x 480/29.97p	5 Mbps	854 x 480/29.97p	49 Mbps
		1280 x 720/29.97p	10 Mbps	1280 x 720/29.97p	73 Mbps
		1920 x 1080/29.97p	20 Mbps	1920 x 1080/29.97p	147 Mbps
		320 x 240/59.94p	1 Mbps	320 x 240/59.94p	34 Mbps
		640 x 480/59.94p	4 Mbps	640 x 480/59.94p	84 Mbps
		720 x 480/59.94p	4 Mbps	720 x 480/59.94p	84 Mbps
		854 x 480/59.94p	5 Mbps	854 x 480/59.94p	98 Mbps
		1280 x 720/59.94p	10 Mbps	1280 x 720/59.94p	143 Mbps
1920 x 1080/59.94p		20 Mbps	1920 x 1080/59.94p	294 Mbps	

(*1) In Mac OS X, the bit rate is the operating system’s default value. The bit rate values are approximate. They can vary slightly according to capture results.

* Files are encoded and saved using the screen size specified by the “Resolution” setting.

* Maximum recording time is within the range of what can fit within the maximum file size, and can be up to 12 hours.

* Still images are saved as JPEG files.