

# Image Capture



Image Capture



**Image Capture** takes a **snapshot** of the video feed being sent through SDI or HDMI (combined with a LUT if desired) and **saves** it to an **SD card** - great for **shot matching** (continuity) or a quick overview of the days' shots.

💡 If using a 500/700 (joystick) series monitor, the snapshot function can be quickly accessed by pressing the 'O' (capture) button on the top-right of the unit. On Production monitors press the 'CAP' button next to the joystick. Touchscreen monitors will need to tap to activate the tool bar and tap the tool icon to take an image.

\*The BT-1 remote can be used with its capture button for any paired monitor.



## Image Capture - Settings



Image Capture Settings can be found in the global Settings Menu > Capture > [Image Capture](#)

## Image Capture - Quick Start

In this section we will add **Image Capture to a page** and set it up so that a **snapshot** (with a LUT) gets taken every time we **press record** on our camera (currently compatible with SDI cameras only) resulting in **graded stills** of each take from the day's footage.

First **insert an SD card** on which to save your images.

\*You can set a folder structure on your computer and select the destination in the settings menu.

From any page with a feed, **click the joystick** or **tap the screen** to bring up '**Add New Tool**'.

Navigate to **Overlay** > **Image Capture** and select the **'+'** to add it to the current page.



You will see the **snapshot overlay** appear indicating the monitor is ready for a snapshot.

\*This is just letting you know the tool is active, it does not get captured to the image. It does not apply to the capture zone. The Capture will be of the entire frame.



**Click the joystick (or tap the touchscreen)** to capture an image.

A flag appears at the top to inform you of **where** you are saving your image and its **name**.

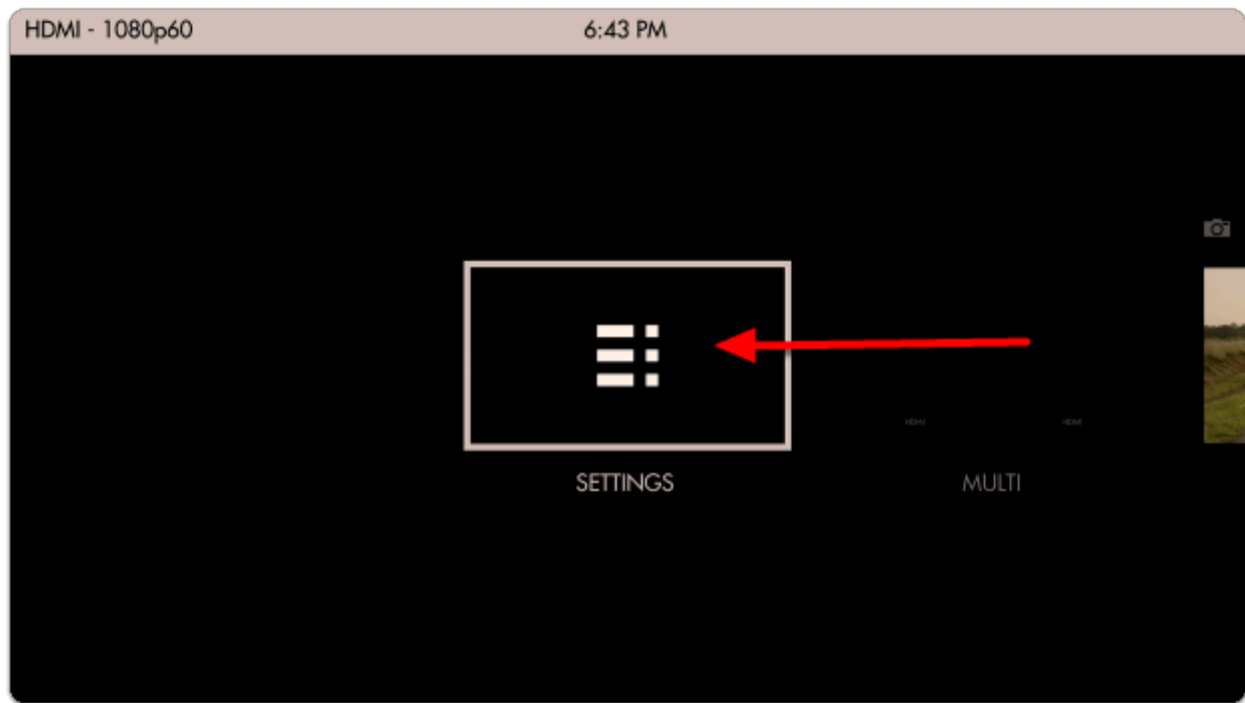
Next let's enable the **capture of LUTs** so that we can take **color-graded snapshots**.

Start by **pressing down** on the joystick or **swiping down** on a touchscreen monitor to access the **zoomed-out view**.

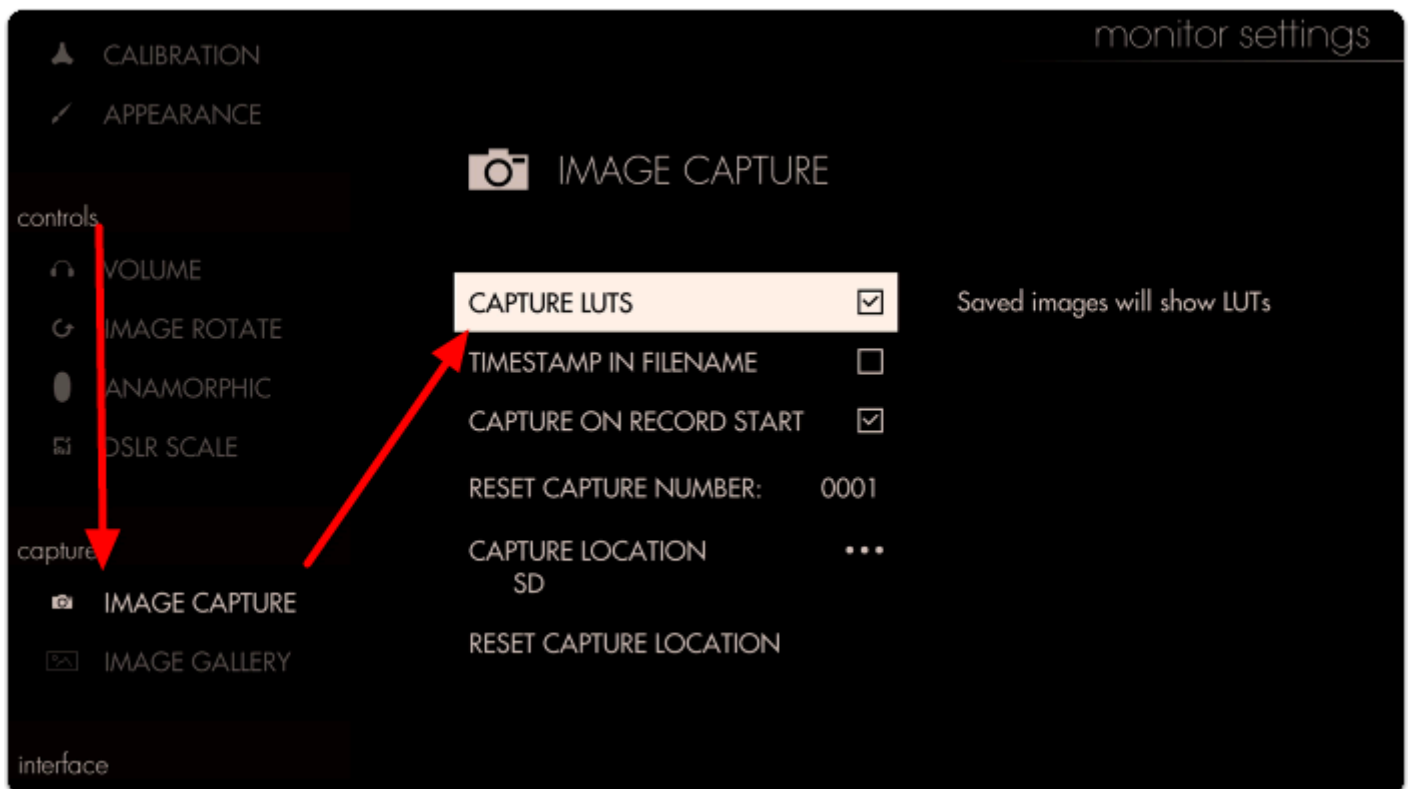


Move left until you reach the **global [Settings](#)** menu.

**[Image Capture settings](#)** are located in the **far-left [Settings](#) menu** since they affect the way images are captured **globally** across the monitor.



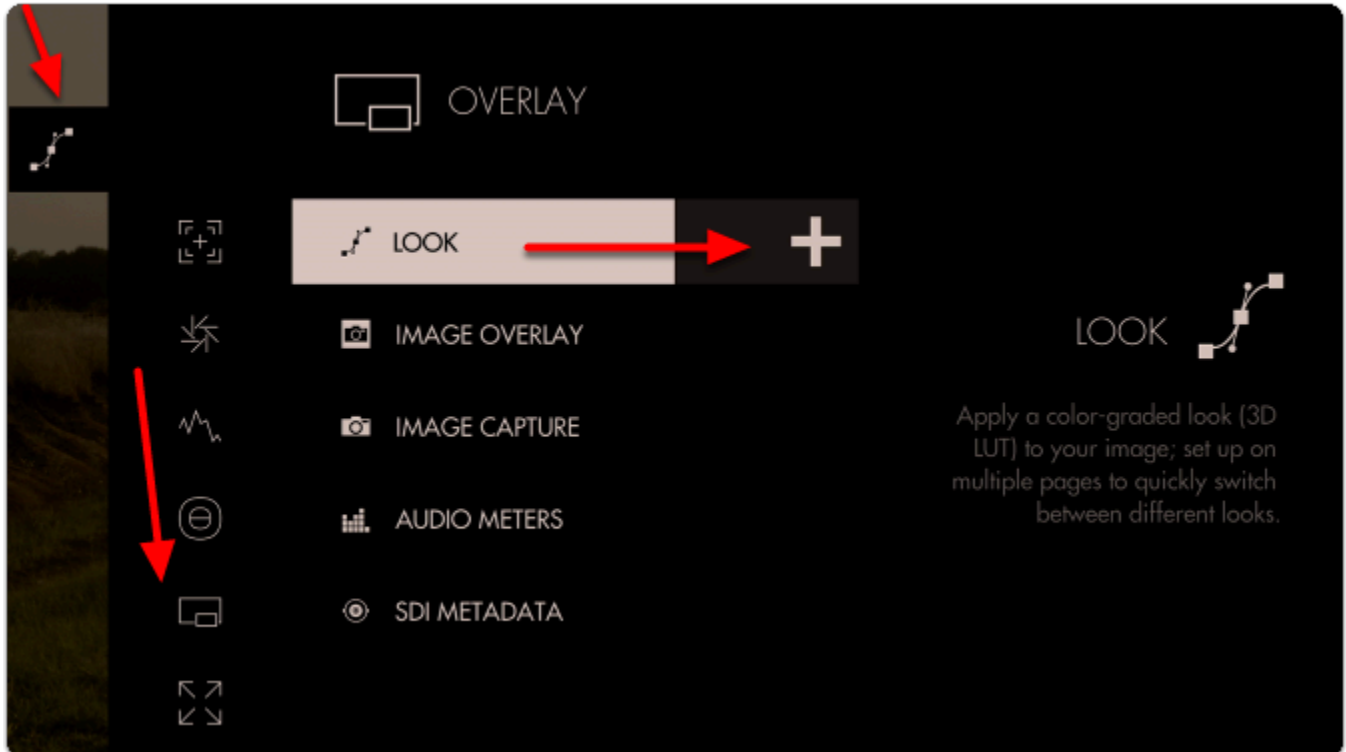
Navigate to **Capture > Image Capture** and select '**CAPTURE LUTS**' to automatically apply any active Look/3D LUT to the saved image.



Flip back over to the page with **Image Capture** applied so that we can take a snapshot.

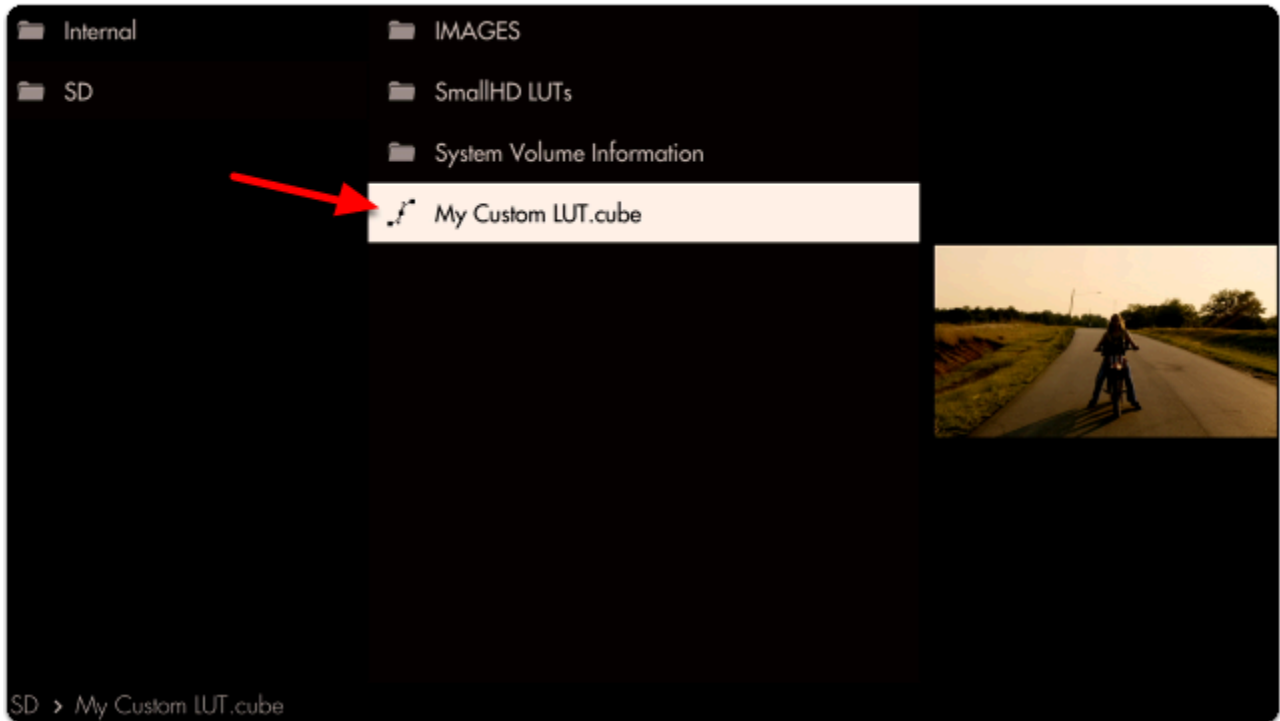


Let's add a Look (3D LUT) to the page via **Add Tool > Overlay > Look**



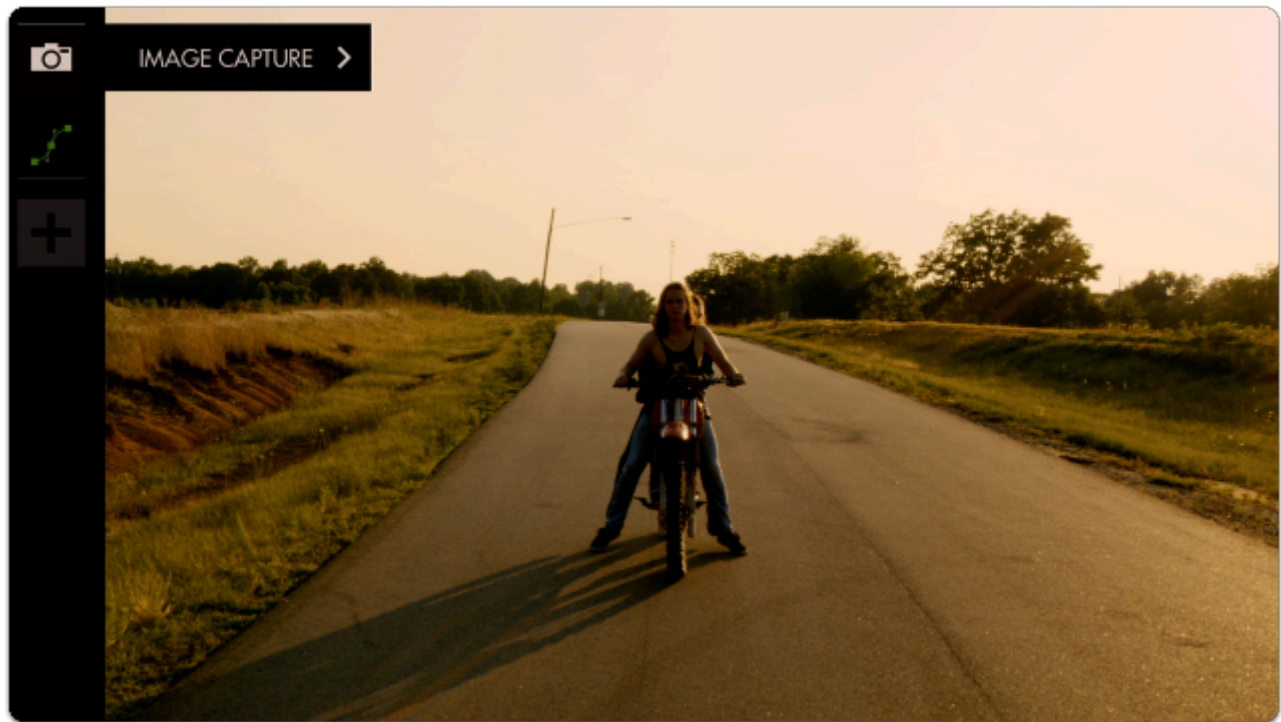
Next **select a Look/3D LUT** from an SD card or the internal memory.

💡 If you wish to learn how to create your own Look/3D LUT in Davinci Resolve, [follow our video tutorial!](#)

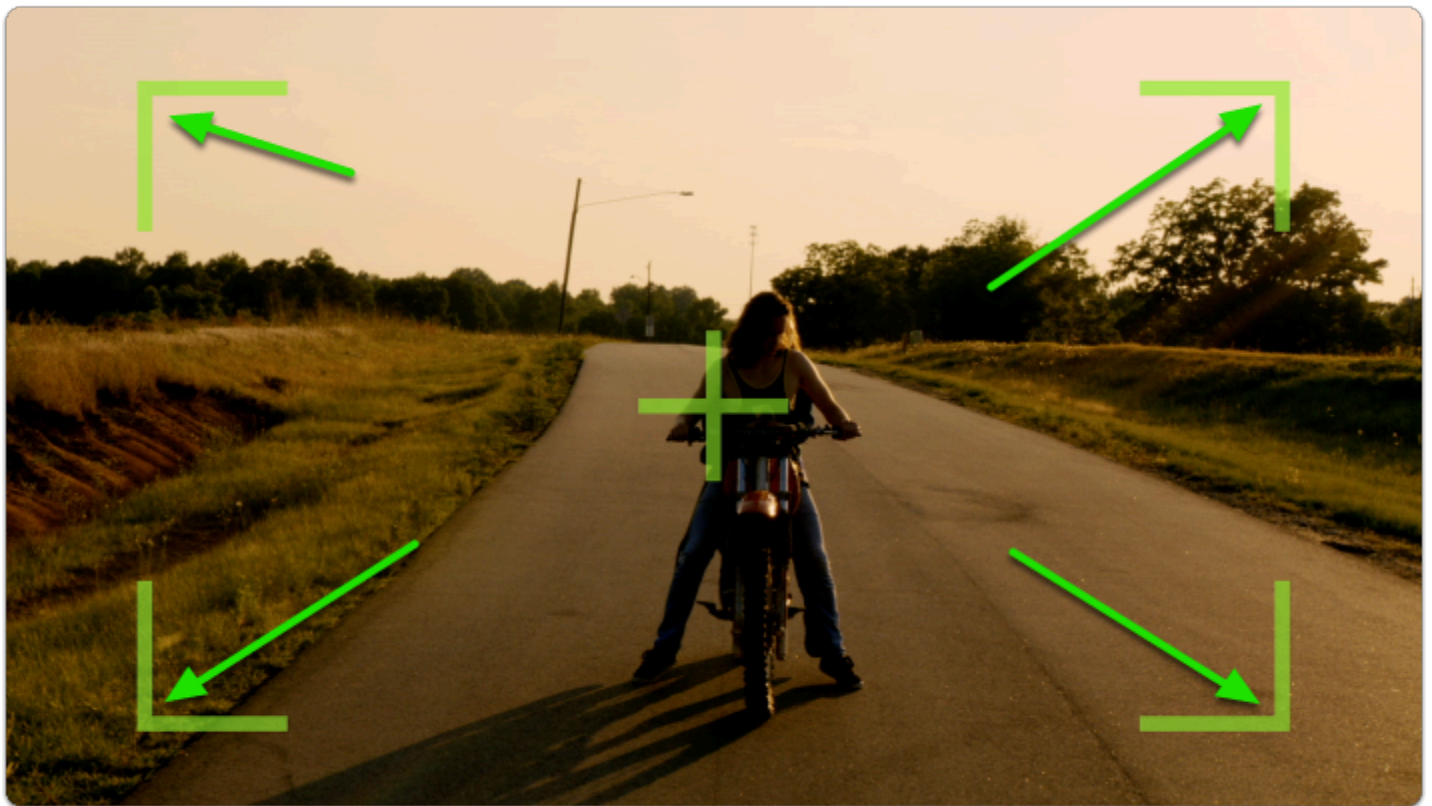


We're finally ready to take a snapshot! Select **Image Capture** that's already in the toolbar.





A grey **snapshot overlay** will appear; **click the joystick** or **tap the screen** and the overlay turns **green**, indicating a snapshot has been taken. The screen will also appear to flicker.

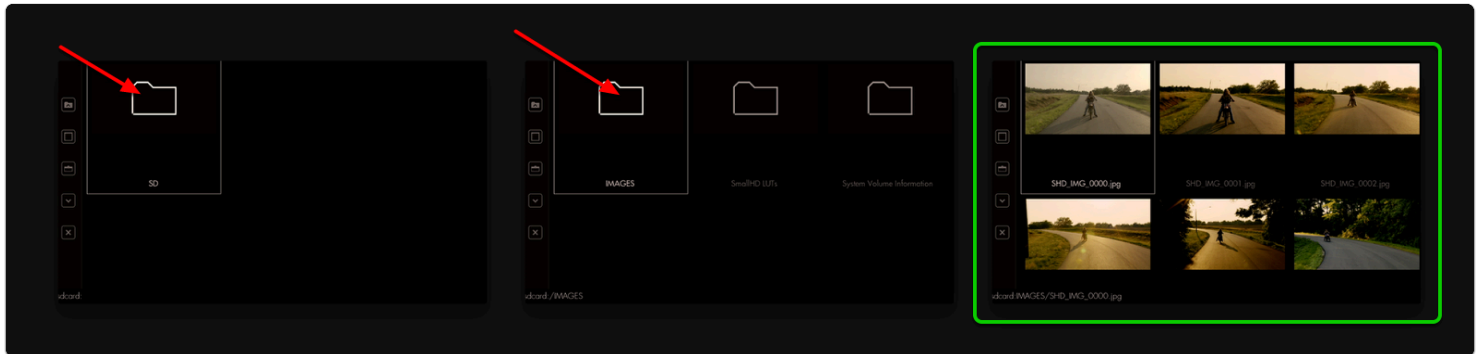




To **browse** through your captured images on the monitor, you can access the [Image Gallery](#) back from within the global [Settings](#) menu.



The default capture location is under the SD/IMAGES, so navigate to this folder by selecting the appropriate folders in the Image Gallery.



Note the **difference in color grade** between our **first capture** and **each additional capture** due to the application of the **Look/3D LUT**.



Select any image to display it in **full screen**.

\*If you are having issue displaying the image full screen on the LITE series, use the [Image Overlay](#) tool at 100% to preview your images.



At this point you could apply any screenshot as an [Image Overlay](#) for help with **continuity/shot matching** or plug the **SD card** into a **computer** to backup/save/edit.