



Data Sheet

Degrees of Freedom in Virtual Environments: 6

- Dolly (Translation Forward/Backward): (Rate) (Y-Axis, Left Thumb Stick)
- Dolly (Translation Left/Right): (Rate) (X-Axis, Left Thumb Stick)
- Crane (Translation Up/Down): (Rate) (Z-Axis, Right Thumb Stick)
- Pan (Z-Rotation): (Rate) (+/- 80 degrees/sec, GCS3 Movement)
- Tilt (X-Rotation): (Angle) (0.1 degree accuracy, GCS3 Movement)
- Roll (Y-Rotation): (Angle) (0.1 degree accuracy, GCS3 Movement)

No Motion Capture Equipment or Tracking Volume Required (can be integrated with existing systems if desirable)

No SDK or Special Driver Software Required (USB plug-and-play)

O/S Compatibility: Windows 32 and 64-bit XP/Vista/7, Mac OSX

Software Support: Autodesk® 3ds Max®, Maya®, Unreal® Engine 3

- Craft Camera Tools for GCS3 (custom plug-in for 3ds Max and Maya)
- Unreal Matinee® (GCS3 support built-in to Unreal Development Kit)

Integrated LCD: 10.6" High Definition LCD

- Slides leftward for ergonomic shoulder-mount operation

Hand Controllers: 2 mountable to shoulder-mount handgrips or tripod pan bars

Left Controller

- Analog Thumb Stick (Dolly)
- Mouse Wheel (mappable)
- Digital Side Button (mappable)
- Digital Bottom Button (mappable)

Right Controller

- Analog Thumb Stick (Crane)
- Analog Thumb Rocker (Zoom)
- Mouse Wheel (mappable)
- Digital Side Button (mappable)

Cable: Composite Power/USB/DVI (25' standard, extension available)

Weight:

- 5 lbs (GCS3 hardware)
- 10 lbs (GCS3 hardware/left and right hand controllers/shoulder mount)

Specifications subject to change without notice.

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