

					
Camera	C300 mii	FS7	URSA	URSA Mini	C100 mii
COST					
Price	\$16,000	\$8,000	\$7,000	\$5,000	\$5,500
Media Cost (128 GB)	\$500	\$225 (64GB x 2)	\$500	\$500	\$130 (64GB x 2)
Minutes/128 GB	42 minutes	73 minutes	16 min (RAW)/43 min ProRes	16 min (RAW)/43 min ProRes	512 minutes
\$/Minute	\$12/minute	\$3/minute	\$31/min (RAW)/\$12/min PR	\$31/min (RAW)/\$12/min PR	\$.25/minute
RECORDING					
Max Res	4K	4K	4.6K	4.6K	HD
FPS (max res)	30 FPS (4K)	60 FPS	120 FPS (4.6K)	60 FPS (4.6K)	60 FPS (HD)
FPS (HD)	120 FPS (HD)	180 FPS (HD)	160 FPS (HD)	160 FPS (HD)	60 FPS (HD)
Internal RAW	No	No	Yes	Yes	No
RAW Bit Rate	n/a	n/a	135 MB/s	135 MB/s	n/a
RAW Data/Hour	n/a	n/a	480 GB/hour	480 GB/hour	n/a
External RAW	Yes	Yes	n/a	n/a	no
Codec	XF AVC	XAVC	ProRes LT	ProRes LT	AVCHD
Codec Bit Rate	410 mb/s	240 mb/s	408 mb/s	408 mb/s	35 mb/s
Codec Data/Hour	180 GB/hour	105 GB/hour	179 GB/hour	179 GB/hour	15 GB
IMAGE					
Sensor Size	Super 35	Super 35	Super 35 (upgradable)	Super 35	Super 35
Anamorphic	No	No	Yes	Yes	No
Dynamic Range	15 stops	14 stops	15 stops	15 stops	13
ISO Range	320-80,000	800-6400	400-1600	400-1600	320-102,400
Global Shutter	No	No	Yes (up to 30 fps)	Yes (up to 30 fps)	No
PHYSICAL					
Display	4"	3.5"	10"	5"	3.5"
EVF	Yes	Yes	\$1,500 add on	\$1,500 add on	Yes
Lens Mount	EF or PL (interchangeable)	E Mount	EF or PL (PL + \$500)	EF or PL (PL + \$500)	EF
Media	CFast 2.0	XQD	CFast 2.0	CFast 2.0	SD
Internal ND	Yes	Yes	No	No	Yes
XLR's	Yes	Yes	Yes	Yes	Yes
Video Out	SDI & HDMI	SDI & HDMI	SDI	SDI	HDMI
Shoulder Mount	No	Built In	No	\$ add on	No
Top Handle	Yes	Yes	Yes	\$ add on	Yes
Weight	?	4.4+ lb (without disp/handle)	16 lb	5 lb	2.2 lb
- C300 - I used the highest data rate listed. I assumed most shooters will want the highest quality out of that camera, and I have no idea how lower data rates will affect image quality. - FS7 - I listed it as 'No' raw. I realize it can do raw with 2 separate devices, but does anyone actually do that? Also, I have no idea if I got the FS7 ISO correct. I wanted to use ISO instead of gain so that we are comparing apples to apples. - URSA's - For both URSA's codec I used ProRes LT. I feel like you could even get away with Proxy, but LT is what I assume most will use in order to retain quality AND save on data. Also, I realize the dynamic range of the URSA's may be inflated, but we don't know that yet. Will update when we know more. ISO may also change with more info to come. - C100 - Great specs for 2010.					