

FASTEST CAMERA ROBOT IN THE WORLD!



The Bolt High-Speed Cinebot™ is the fastest of its kind – capturing images in crisp focus that would be impossible by hand or any other method. Whether shooting commercials, tabletop work, film or television, the Bolt adds an entirely new perspective to filming.





BOLT **SPECIFICATIONS



TURNTABLES

Synchronised motion with external triggers and model movers for extreme precision timing.



PORTARIE

Portable, lightweight robotic unit, designed to be set-up and ready for shooting in under an hour.



TIMECODE | LIGHTING

Trigger from timecode. Control DMX Lighting.



TIMELAPSE

Create incredible timelapse with dynamic movement and feel.



REDEATARIE

Every camera move under complete control — precisely repeatable.



TARGET TRACKING

Define location of your object in space, to simplify any complex move.



LENS CONTROL

High speed, precise control of zoom, iris & lens. Fastest & most powerful motors in the world.



ΜΔΥ

Take moves planned in Maya and feed them into the Bolt – or interface to augmented or virtual reality in real-time.

OPERATING ENVELOPE

Maximum Height 3.5m / 11'5"
Lowest Position 0m / 0'
Maximum reach (from rotate centre) 2.0m / 6'6"

RIG PERFORMANCE

Arm Arc Move 7 m/s max speed at camera **Arm With Track** 12 m/s max speed at camera Track 5 m/s max speed at camera Rotate -160° to +160° travel @ 240°/s Lift -40° to +210° travel @ 240°/s Arm -60° to +220° travel @ 300°/s -265° to +265° travel @ 350°/s Pan -210° to + 10° travel @ 350°/s Tilt -720° to +720° travel @ 870°/s Roll

PRACTICAL SHOOTING SPEEDS

Vertical 1m (3'3") vertical movement /0.5s

Horizontal 1m (3'3") horizontal movement /0.5s

Arc Complete 180° arc with 75cm (2'5") radius /1.5s

Complete 180° arc with 45cm (2'5") radius /1s

RIG WEIGHTS

Bolt Rig 600kg / 1323lbs Maximum camera payload 20kg / 44lbs

Note: counter weights may be required depending on the shot and length of track

POWER CONNECTION

Power requirements3x 400 volts, 32 amps, 50-60HzGenerator3k VA (Bolt) 14k VA (Bolt on track)





