

Thank you for purchasing X-Rite's Video ColorChecker Passport! Here is a guide to help you get started.

Your Video ColorChecker Passport is made up of 4 individual targets inside one protective case and designed with the video/film production work flow in mind.

THE 3 STEP GRAY SCALE TARGET:

This target can be used to set the exposure and also establish the color balance before the capture of a shoot. Made up of white, black, and mid-gray, this target allows you to evaluate the Highlight, Midtone, and Shadow regions of the clip. When used with an RGB parade, this target helps you determine the accuracy of the gray balance.



The wave form monitor can be used in conjunction with the large gray scale chips to help set exposure in pre-production. The percentage levels should be as follows:

- White 90-100%
- Black 0-10%
- Gray 40-50%



THE VIDEO COLOR TARGET:

Row One: Made up of a series of chromatic colors, to allow for colors to be easily isolated within an editing software package. These colors are formulated to match the primary colors used in video and film production. They can be used with the vectorscope to adjust the color of the production. For proper color balance, use the hue and saturation controls within the color editing package to line up the color with the proper location on the vectorscope.

Row Two: This row is made up by a series of skin-tones that range from a light to a dark with some undertone differences. When properly Color balanced these colors will line up with the skin-tone or flesh-tone axis on a vectorscope. They will not evenly line up on the line but will fall a little to one side or the other. The reason for this is because the patches show warmer (redder skin tone) and cooler (yellower skin tone) representations.

The image below shows how the colors are to be orientated on the vectorscope. The colors should fall on the proper hue line and the saturation can be adjusted to fall within the box. The skin-tone or flesh-tones are following along the axis in-between the red and yellow hue lines.



Rows Three and Four: This is an extended series of gray scale chips that allow for the control of the gray balance and tonal scale within a clip or production. Each gray is spectrally neutral and can be used to make sure that the video or shot is properly gray balanced. The steps from black to white allow for a very accurate evaluation of the tonal scale that is captured within the clip.

Row Three is designed to give a gray scale ramp through the middle section of the tonal scale. These chips should range from 25% - 70% levels.

Row Four is made up of chips to evaluate the shadows and highlight regions in a clip. For the highlight evaluation there is a white and then two light grays that are equally spaced below the white. For the Shadow evaluation there is a high gloss black and two dark gray patches that are equally spaced.

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THE WHITE BALANCE TARGET:

The white balance target is a spectrally neutral target. This means it provides a neutral point of reference across the different types of lighting conditions you may encounter on a shoot. The white balance target reflects the light evenly back across the visible spectrum, so performing a custom white balance on the camera can properly compensate for lighting. This results in a more accurate representation of the subject in the clip.

FOCUS TARGET:

The focus target allows you to make sure the center or edge focus is correct for the specific shoot your camera is set up for. The focus target should be equidistant from the camera as the camera is to the subject. You can use this target with the focus peaking setting on your camera.

VIDEO TUTORIALS:

For Video ColorChecker tutorials on how to use it in your workflow use the links below:

Adobe Premier:
bit.ly/2bCgg78

Black Magic Design Davinci Resolve:
bit.ly/2bDXOfG

APPLE FCPX:
bit.ly/2bfVw11

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