What happens between frames?

PROPOSED LIVE DEMO

The bounce study

A visitor releases one ball from a fixed height. The operator records the first bounce and gives the visitor control of the replay.

For sports and product crews, motion analysts and camera operators.



A camera, a 40 cm release and room to watch the replay in a 10 ft inline space.

What the visitor sees

BACKWALL / 10 FT W × 8 FT H

FREEFLY

EMBER S5K

What happens between frames?

LIVE BOUNCE STUDY



DEMO COUNTER / FRONT WRAP

EMBER S5K / LIVE DEMO

Drop the ball.

Find the first frame of contact.

At the monitor

Hold on “Awaiting take” until there is a recording. After the drop, ask the visitor to find first contact and the highest point of the rebound.

Takeaway

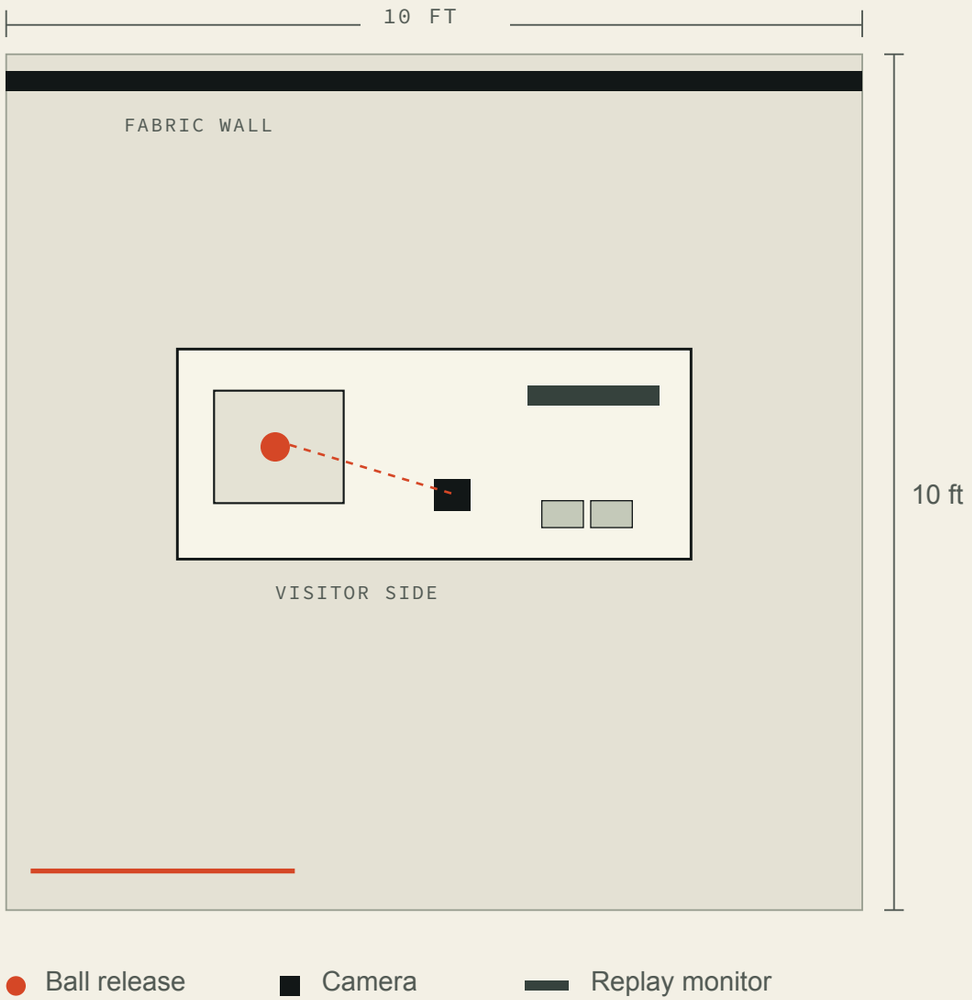
“Bring your own shot.” Invite the visitor to book a demo around a movement they already film.

View the Ember S5K specifications

Backwall camera artwork comes from the portfolio’s Blender scene. The monitor holds on a standby screen before a live take.

A station built around one bounce

PLAN VIEW / OPEN FRONT



Wall

10 ft wide × 8 ft high fabric wall. Place the headline above the demo gear and face it toward the aisle.

Counter

6 ft wide × 30 in deep × 36 in high. The drawn layout leaves about 4 ft in front for visitors and conversation.

Capture

A manual fork holds a soft ball at a 40 cm drop height. Fix the camera position, illuminate the plate and ruler, and frame the release and entire first rebound.

Replay

A monitor faces the visitor. Run signal and power along the back of the counter. Reset the ball after each take.

Proposed booth dimensions and positions guide the layout. The exhibit fabricator should confirm the stand structure and venue clearances.

Run a live take

Set the mark

Place the ball in the cradle, 40 cm above the plate. Select 5K / 600 fps. Test the light at capture speed and check that first contact and rebound stay in frame.

Invite a prediction

Ask “How high will it come back?” Show the scale. Start recording, then have the visitor pull the release. Finish the take after the first rebound.

Find first contact

Play the take at 24 fps. Ask the visitor to scrub to the first frame where the ball touches the plate, then to the highest point of its first rebound.

Take the next shot

Ask what they want to slow down in their own work. Point them to the camera demo request, then retrieve the ball and re-arm the station for the next visitor.

PLAYBACK MATH

1 second at 600 fps plays for 25 seconds on a 24 fps timeline.

Book an Ember camera demo

Ember specifications

Camera CAD source

The operator works with the take recorded at the booth. Frame rate reference and camera design are from Freefly Systems.

Alex Witek