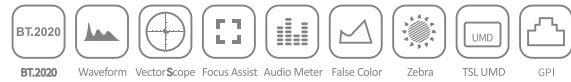




43" 4K HDR MONITOR

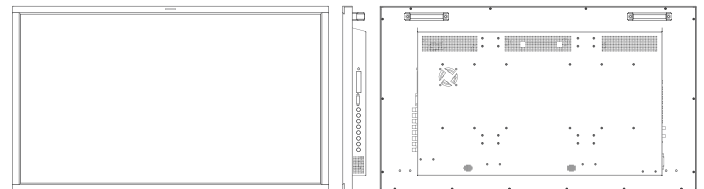
KUM-4310W is a 43" 4K HDR monitor with 12G-SDI, 3G-SDI and HDMI signal input. Quad split mode supports different signal formats on split windows. Build-in waveform, vectorscope, histogram with brilliant picture quality makes KUM-4310W a nice option for 4K OB Van, studio and other applications.



Panel	
Model No.	KUM-4310W
Backlight	LED
Size	43"
Resolution	3840 × 2160
Aspect Ratio	16 : 9
Viewing Angle	178°(H) / 178°(V)
Color Depth	1.07B
Brightness	350cd/m ²
Contrast Ratio	1000:1
Input	
1 x SDI SFP+	SDI SFP+ input cage
1 x HDMI 2.0	HDMI 2.0 Signal
2 x BNC	12G-SDI 1/2 signal inputs <i>(Auto-detected and compatible to 6G/3G/HD/SD-SDI)</i>
2 x BNC	3G-SDI 3/4 signal inputs <i>(3G/HD/SD-SDI auto detected)</i>
Output	
2 x BNC	12G-SDI 1/2 signal outputs <i>(Auto-detected and compatible to 6G/3G/HD/SD-SDI)</i>
2 x BNC	3G-SDI 3/4 signal outputs <i>(3G/HD/SD-SDI auto detected)</i>
Audio In & Out	
SDI/HDMI Audio In	16 Channels SDI 2 Channels HDMI embedded audio
Audio Meter Display	Vertical Horizontal audio level meter display
Audio Headset Output	3.5mm headset jack
Built-in Speaker	2.5W×2
General	
Input Voltage	AC 100-240V 50/60Hz
Power Consumption	100 W
VESA Installation	VESA MIS-D (200×200mm)
Accessory	Power Cord

Specifications may be changed without prior notice.

Main Body

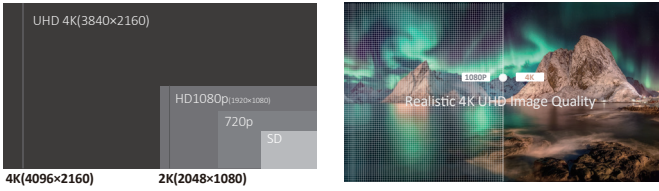


Specifications

- 3840 x 2160 4K resolution, 10Bit LCD panel
- 12 Bit Video Processing, image no delay
- 2 x 12G-SDI inputs and outputs (6G/3G/HD/SD-SDI auto detect)
- 2 x 3G/HD/SD-SDI inputs and outputs
- 4K 12G-SDI single link signal, up to 4096 x 2160 60p
- 4K signal: 2 Sample Interleave (2SI), Square Division (SQD)
- 1 x HDMI 2.0 input, 1 x SDI SFP+ module optical input cage
- 4K Mode, Quad-Split Mode, FHD single picture mode
- 4 x SDI/HDMI Quad-View: mixed inputs & frequency rates
- Free Quad-View (boarder control/window adjustment)
- Payload ID display
- Color Space & EOTF Curves Auto Setting, matching(REC709/REC2020)
- Color Space (REC709/EBU/DCI-P3 D65/DCI-P3/REC2020/Bypass)
- HDR: PQ (ST2084), HLG (1.0, 1.1, 1.2, 1.3, 1.4, 1.5)
- Sony Camera Log Curves: Slog, Slog2, Slog3
- Canon Camera Log Curves: Clog, Clog2, Clog3
- ARRI Camera Log Curves: LogC
- Panasonic Camera Log Curves: Vlog, Vlog (softroll)
- Gamma (2.0, 2.2, 2.4, 2.6), HDR Area Display
- 4K HDR Waveform, Vector Scope, Marker/Box Control Function
- 3D LUT Color calibration with ColourSpace & CalMAN
- 3rd-party 3D LUT files import(USER1/USER2)
- S1 - S8 Eight Selectable Scene Settings
- Picture Flip, Focus Assist, False Color, Zebra
- SDR and HDR comparison, Darkness Check
- Full Scan, Over Scan, Blue/Mono Only
- 16ch Embedded Audio Level Meters
- Dynamic and Static UMD/IMD Display (TSL3.1/4.0/5.0)
- 608/708 CC Closed Caption
- Key Lock, Video Freeze
- Firmware upgrade/LUT file import via USB/Ethernet
- GPI (selectable/markable windows)
- Aluminum Alloy Casing, Built-in Speaker

4K Signal, Native 4K Resolution

Native 4K resolution, 4K 12G-SDI single link supports utmost 4096 x 2160 60p format, 2 x 12G-SDI signal inputs and outputs (auto detected 6G/3G/HD/SD-SDI), 1xHDMI2.0 input, 1xSDI SFP + module input cage.



Motion-Adaptive Interlace to Progressive

Realizing quick response of the fast moving image, avoids dizzy, saw tooth and other problems, ensures clearer and smoother image, well-satisfied high-end demanding workflows such as live sports, camera shaking and rolling subtitles etc.

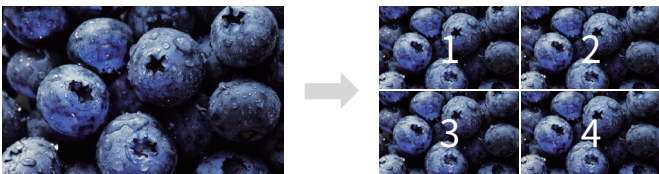


HDR Waveform, HDR Area Display

HDR reference white is 203nits. The part that exceeds the reference white level (203nits) considered as the HDR highlight part, and the HDR highlight ratio should not exceed 20% of the entire image. HDR waveform, HDR area display can make the HDR info more intuitively displayed, which is more convenient for users.



2SI and SQD 4K signal



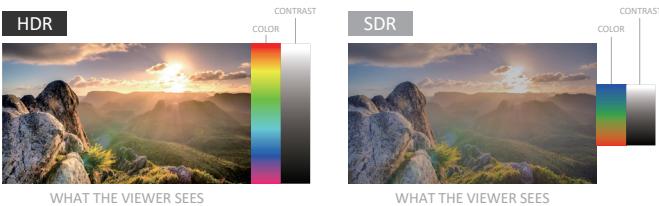
4K 2 Sample Interleave (2SI) : Pixel based segmentation



4K Square Division (SQD) : Quadrant based segmentation

High Dynamic Range(HDR)

Konvision KUM 4K, 8K and KVM-6X series support HDR display. Adjustable HDR modes include PQ(ST2084), HLG with Rec 2020 color gamut. It reproduces a greater dynamic range of luminosity and provides extremely high level picture quality.



EOTF Curve Conversions

Konvision KUM 4K, 8K and KVM-6X series supports a variety of EOTF curve conversion applicable to the broadcast industry and digital film standard. A preset of lots of camera logs and gamma curve selections, so as to realize the perfect combination with the camera system.



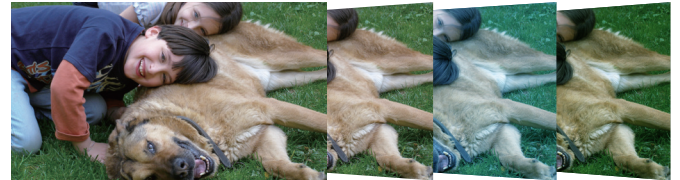
3D LUT Color Calibration

Compatible with ColourSpace and Calman calibration software, Konvision monitors apply K10-A probe(professional level) to achieve a precise color. Monitor's also workable with universal colorimeters including CA210, CA310, CS200, CR100, CR250, X-Rite i1 Display.



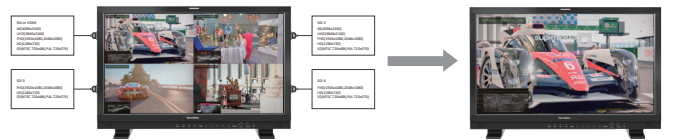
3D LUT files import

With the LUT loading function, users can load 2 different 3D LUT files with different color types according to their own needs, making DIT, post production and grading work simpler and more intuitive, optimizing the work flow and improving work efficiency.



Quad View Mode

Quad View Mode support mixed inputs & frequency rates. Each window can change to single picture mode with shortcut button or GPI. Each windows can select different color space and HDR waveform.



4K HDR Waveform (Alarm), Vectors

4K HDR Waveform. SDI and HDMI support Waveform, Vectorscope, Histogram. When luminance reaches or exceeds the preset value, the over exposure areas will be red marked (Waveform Alarm).



Darkness Check

Increasing the brightness and contrast ratio in the dark areas, Darkness Check function can show more shadow details of the input signal. Darkness Check can be used for double checking the shadow detail of the dark areas to avoid any missing information.



4K BOX Control

The BOX Control function can flexibly set the height and width of the marker frame on the monitor, and can be adjusted up, down, left and right. Users can flexibly adjust according to the frame ratio, which brings great convenience to program production.



Zebra

Display the overexposed areas(too bright) of the image with zebra stripes, aids the camera operator to control the luminance, in order to avoid overexposure. This feature is very effective for proper exposure.

