



How to use the Sony Alpha α7r III with the RamperPro

Door eveline op za, 03/03/2018 - 22:39



[1]

The new Sony Alpha α7r III is now supported by the RamperPro. The great news about this camera is that the camera is able to store its' images on the memory card of the camera. That is a huge improvement because previous Sony camera models didn't have this feature. That meant that the RamperPro had to download the images from the camera. But that is not required anymore on the Sony Alpha α7r III! This means shorter intervals since the images can now stay on the camera itself. Note: **The Sony Alpha α7r III is supported in RamperPro firmware 3072 and higher.**

You need to set some settings on the Sony Alpha α7r III camera when you want to use it with the RamperPro.

Set the camera to shoot on both RAW and JPEG

The camera must shot both RAW and JPEG images. The RAW images are stored on the camera and are later used to render the timelapse movie. The JPEG images are used by the RamperPro. They are used to determine how fast the RamperPro must ramp the exposure (combined with the light sensor and some other inputs). The quality of the JPEG images doesn't really matter. You can use the lowest quality.

Sony Alpha α7r III menu settings

Please check the following screen shots from the camera and make sure to setup your Sony Alpha



α7r III accordingly:



[2]



[3]



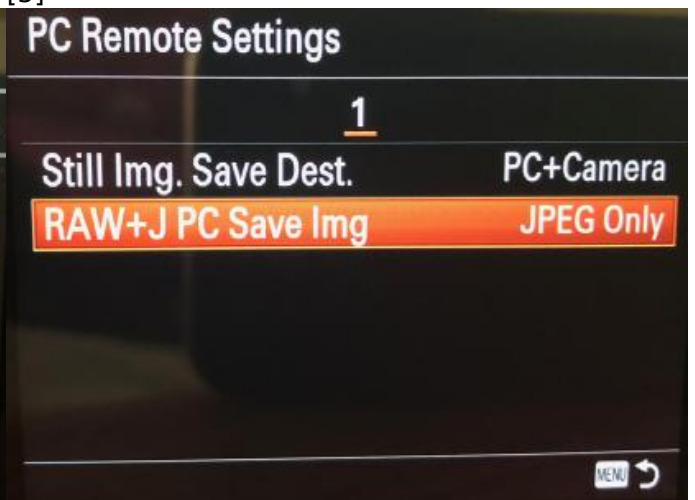
[4]



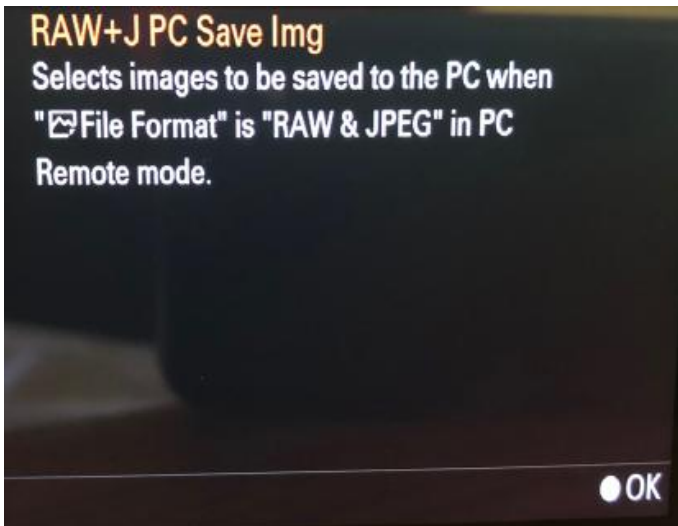
[5]



[6]



[7]



[8]

Important remark about how XMP filenames

It is currently technically not possible to automatically detect how the images files are named when the camera writes the RAW files to the memory card of the camera. This means that the XMP files that the RamperPro writes don't have the correct filename. This means that you have to do one additional pos. production step. Please use a batch rename tool to rename the XMP of your shoot so that they match the RAW filenames. A raw file called dsc3045.arw should have a corresponding XMP file called dsc3045.XMP. You can find more about how to apply the XMP files in order to create a super smooth flicker free movie [in this manual page](#) [9]:

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