

COMPANY NAME



COMPANY REPRESENTATIVE

Han-byul Jo

NATION

South Korea



BACKGROUND

Please provide a short overview of your company and industry

VR live-action, general video shooting and video, distribution and rental of VR related equipment

How long have you been using LUMIX?

5 years

WHAT WERE YOUR REQUIREMENTS?

What were your reasons behind looking for an imaging solution? / What challenges were you looking to solve?

Acquisition of high-definition video for VR live-action shooting / improvement of low-light noise and quality

What were the non-negotiable needs/criteria you had when looking for an imaging solution?

Low-light noise, dynamic range, rig configuration suitability for vr shooting, compatibility with Entaniya lenses

What materials did you read or watch, or who did you speak to that influenced your decision to use LUMIX?

Determined by direct test

WHAT HELPED YOU MAKE YOUR DECISION?

How were you convinced to make a change?

Compatibility with Entaniya lenses, rig composition compatibility, continuous shooting time, anamorphic mode

What sealed the deal for you when you choose to work with LUMIX?

Shooting various performances

HOW DOES LUMIX HELP?

What LUMIX product/s are you now using?

GH5S, BGH1

What did LUMIX replace in your current work process?

Long time shooting possible, low-light shooting with vlog and low-light noise improvement

What tasks did LUMIX simplify for you? / What LUMIX features make the product particularly suitable for you?

Anamorphic shooting

HOW DID YOU IMPLEMENT LUMIX INTO YOUR WORKFLOW?

Briefly describe your typical set up

Camera + own rig + own tripod or specialized equips

Did you face any difficulties in the transition to using LUMIX?

Not at all

What advice do you have for anyone implementing LUMIX into their work process?

Above things

How much of an improvement has LUMIX made to your set up?

Much more efficient

HOW DID IT HELP?

What positive results have you seen from using LUMIX?

The improved low-light noise of GH5S compared to GH5 increases the quality when shooting in low light, and the entire duration of the performance can be recorded by increasing the continuous shooting time

