



## Gates Immersive Housing FAQ's

- **What is Gates Immersive Housing?**

Gates Immersive Housing is a bespoke underwater imaging system designed specifically for Blackmagic URSA Cine Immersive camera. It is an integrated camera / housing platform for capturing Apple Vision Pro content.

Gates Immersive Housing features:

- Full FOV imaging with an impressive 12in / 305mm AR coated glass dome port
  - Housing controls for solo diver operation, accessing all pertinent functions
  - Optional surface tethers for complete topside command / control (camera / video / power)
  - Gates Seal Check system
  - Gates Buoyancy Trim System
  - System calibration for underwater use.
- **What has been the collaborative development of Gates Immersive Housing with Apple and Blackmagic Design?**

Apple Vision Pro content must meet exacting standards for image quality and comfortable immersive experience. To that end, Blackmagic Design, Apple and Gates teams have joined forces to develop an integrated system, incorporating unique design elements ***to achieve precise camera alignment and system calibration***, while preserving Gates' hallmark reliability.
  - **Why is precise calibration so critical?**

Placing any port in front of the URSA Cine Immersive camera while in water changes the optical chain and the resultant image. Distortions and aberrations are introduced. Performing a camera calibration with a special target corrects for these effects. This new calibration, when applied to the image file in DaVinci Resolve Studio, returns the image to a 'normal', comfortable one for viewing on Vision Pro.
  - **Can I calibrate my own camera and housing?**

Gates has developed and constructed a specialized tank for the calibration procedure and generate specific, detailed data. Apple, in turn, processes the data into a calibration file. This file is unique to a camera + housing + dome system.



- **How do I hire Gates Immersive Housing?**

Contact Gates directly. +1-858-391-0052

- [Gates.Sales@GatesHousings.com](mailto:Gates.Sales@GatesHousings.com)
- [Customer.Srvc@GatesHousings.com](mailto:Customer.Srvc@GatesHousings.com)
- ZOOM / WhatsApp video consult by pre-arrangement.

- **What are the hire rates and terms?**

- *Immersive Housing Hire rates (required):*
  - \$750 System Calibration
  - \$1500 / use day, 2 day min. Travel / transit days excluded.  
Daily rate includes:
    - Gates Immersive Housing
    - 2 domes (primary and spare)
    - Seal Check
    - Tool kit
    - Spare o-ring kit
    - Trim weights / floats.
- *Optional Surface Tethers:*
  - \$200 / day SDI feed.
  - \$250 / day power
  - \$200 / day ethernet (camera control)
- *Documents required*
  - COI
  - Gates Hire Agreement
- *General Terms*
  - Payment in full prior to shipment
- No refunds within 2 weeks of hire reserve
- Required equipment (not provided by Gates)
  - Blackmagic URSA Cine Immersive
  - Recording Media
  - SmallHD Cine 7 LCD monitor
  - Batteries: Visit Gates website for current list.  
[Gates Immersive Housing Specifications](#)
- Not included by Gates but required is a **Certified Immersive Housing specialist**.

- **Is Gates Immersive Housing available for purchase?**

Not at this time. Due to the need for precise calibration, Gates Immersive Housing is available only for hire.

- **Why is a certified Gates Immersive Housing specialist required for a hire?**

It is our collective goal that you capture and deliver Apple Vision Pro content of the highest caliber. To ensure this, a certified Gates Immersive Housing



specialist provides:

- Proficiency in the preparation, use and maintenance of the Gates Immersive Housing system.
  - Unique Gates Immersive Housing system training regarding imaging particulars. Composition, framing, exposure, lighting, and more.
  - Seasoned underwater professional service. Competent, capable. a diver ready to handle the unique demands of marine imaging.
- **Can I become a certified Gates Immersive Housing specialist? What are the qualifications?**

Contact Gates to submit your qualifications. Selected candidates will be required to attend a training course for URSA Cine Immersive, DaVinci Resolve Studio image processing, Apple Vision Pro, and Gates Immersive Housing.