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NINTENDO  
SWITCH™

*Let's a go!*



**N**intendo have finally announced the heavily rumoured Switch 2 and it looks like the most recent leaks were spot-on!

The Joy-con 2s have indeed been updated and are much larger than their predecessors, which should make them a much more viable control method, with larger control sticks and larger SL and SR buttons. Nintendo have also removed the rail system in favour of strong magnets that have the new controllers snap on to the new system in a very satisfying manner. The release button pushes the Joy Con 2s away from the system, so strong are the magnets that attach them to the main system. They can also be used (in compatible games) as a mouse, although early reports state this might not be all that comfortable in their current form. No doubt third party accessory manufacturers will already be at work coming up with something to make them more comfortable in this setting. We now know what the mystery 'C' button is used for: Game Chat. The elephant in the room is of course that is has taken Nintendo until 2025 to add a feature that the Xbox introduced to consoles in 2002, but they finally got there. Switch 2 features an in-built

microphone that has noise cancelling to filter out and reduce/eliminate background noise. Switch 2 Game Chat also allows users to share their screens and with the optional Switch 2 Camera, users can also video chat or even overlay their face during shared gameplay. Game chat will require a Nintendo Switch Online subscription, but will be available subscription free until 31<sup>st</sup> March 2026. Nintendo have also built-in parental controls, which allows parents to adjust game chat settings.

The screen is larger, as was expected, coming in at 7.9-inches, and unfortunately is an LCD display, not an OLED, which means we are likely to get an OLED update a couple of years down the line. Resolution has been increased to 1080p and the display is capable of HDR (in selected titles) and also 120Hz. When docked, Switch 2 is even capable of 4K resolutions but this will of course only be on, you guessed it, 'selected titles', at a maximum 60fps. 120fps on titles as 1080p. This certainly seems to indicate that the new NVIDIA chip is substantially more powerful than the previous chip, but it's a little unknown what the specs of it actually are. Digital Foundry have been playing around and they were able to match performance in some titles like Cyberpunk 2077 on a PC rig with an RTX 2050. The Switch



dock features a fan, so should keep the Switch 2 nice and cool, as well as improve performance whilst the system is docked. The fact that the Switch 2 will be able to run Cyberpunk 2077 is amazing and already bodes well for third party support. In fact, there were a large number of third party titles announced, so hopefully Nintendo have done enough to communicate that the Switch 2 is a new system, unlike the disaster of the Wii U (which I still maintain was a decent system).

The Switch 2 features improved speakers and, in selected titles, will also be capable of 3D Audio. There are now two USB-C ports; one at the bottom of the console and one at the top, which means users will be able to charge the system whilst also using accessories. Console storage has thankfully been upgraded with Switch 2 coming with 256GB as standard, and can be upgraded with microSD Express cards that have much faster data transfer speeds. Standard microSD cards will not be compatible. Nintendo also announced that users will be able to transfer data from their old Switch to the Switch 2 via the System Transfer feature when they log into their accounts on the new system. The new game cards themselves will be easily identifiable as they come in red, but feature no game data. Instead, they act like a key that unlocks the ability to download the title. I would say I am not too keen on this aspect of the Switch 2, as it could render retro Nintendo gaming at risk in the future (plus they do like to resell their titles over and over). It is also reported that the cartridges will also taste even worse than the Switch carts, so hopefully no young children or

dogs will eat them. The Switch 2 stand has also been redesigned. It is now sturdier and can be adjusted to any angle. To go over the new features Nintendo will be releasing a new game called Welcome Tour. Unlike the legendary Wii Sports or Nintendo Land on Wii U, this will be a paid title, which has bewildered many users, especially given that the PS5 came bundled with the excellent AstroBot. My hope is that many do not bother to buy it, and Nintendo later give it away for free.

A range of accessories will be available on launch of the new system. We already mentioned the Switch 2 camera, but there will also be an updated Pro Controller that features the 'C' button for Game Chat, as well as an audio input. No 'Pro' controller would be complete without extra buttons, and the new controller features a GL and GR button at the rear of the controller. Other than that, it looks similar to the previous controller, and hopefully has the long battery life. Another new nifty feature coming to selected Switch 2 titles (and some original Switch games) is GameShare. The person who owns the game will be able to host and share the title with up to three friends, and will also be usable online.

Nintendo Switch 2 pre-orders have already gone live to the most loyal Nintendo users. And now for the final shock. The price. The Nintendo Switch 2 will be launching this June 5<sup>th</sup> at a starting cost of £395.99/ AU\$699.00 or £429.99/ AU\$769.00 bundled with the Mario Kart World title. A big increase on the original system or even the OLED model!





# 1000RF



**F**ujiFilm's X100 series cameras have proven very popular over the years with the latest model performing very well and still sold out everywhere with 3-6 month waiting lists. They still prove so popular that online retailers sell them on the used market for more than they retail, and older versions still command high prices. FujiFilm look to be wanting to capitalise on the demand for high quality compact cameras like their X100 (but also Leica's very popular Q series of cameras). So they are adding a new medium format model to their arsenal: the FujiFilm GFX100RF.

The GFX100RF is a 102-megapixel medium format compact camera that is actually not much larger than the X100 (which uses an APS-C sensor) with a fixed 35mm f/4 lens (28mm equiv.) but unlike the X100, which has both an optical and electronic viewfinder, the GFX100RF is 'rangefinder style' featuring a 5.76 million dot

OLED EVF that is offset to the side like a rangefinder camera, hence where the RF part of the model number originates from. Other than the massive 102MP sensor, the camera features a new dial and I think it might be my favourite feature of this new camera: the aspect ratio dial. This allows the user to switch between a variety of ratios: 1:1, 3:2, 4:3, 5:4 and even wider ratios like 17:6 and 65:24. This opens up a range of creative possibilities. Of course this is something that can always be done in post, but there is just something that is unmatched about making those decisions in-camera. And best of all, if in the edit you don't like the crop, the entire RAW file is maintained.

Like many FujiFilm cameras, the GFX100RF features manual controls: a dedicated exposure compensation dial; shutter speed/ISO dial; and aperture controls directly on the lens itself. The lens is perhaps a little slower than people would like, but it does feature aspherical elements; Nano GI coatings to

eliminate reflections; and a DC motor for smooth and silent autofocus. There is also a built-in 4-stop ND filter and a leaf shutter for flash sync at any speed. It also focuses down to just 20cm.

The GFX100RF features 20 of FujiFilm's film simulations, which when coupled with the aspect ratio dial, give an amazing array of creative options. The GFX100RF can also capture video. 4K/30p 4:2:2 10-bit-video with a base ISO of 100 and in F-Log2 provides up to 13-stops of dynamic range, all with digital image stabilisation to correct camera shake in camera.

One cause for concern may be the lack of IBIS and the relatively slow speed of the lens, but these technical shortcomings should be easily overcome with slowing down, and a little set up. Besides, I don't think this will be the first choice for wildlife or sports photographers.

The GFX100RF is available to pre-order now in black or silver for £4,699.00/AU\$8,799.00.



# ODYSSEY 3D



**S**amsung are having another stab at 3D. Remember, that technology that was once going to revolutionise

cinema and television and, then, after a few years, fizzled out. Glasses free 3D did not really work, Active 3D systems were uncomfortable for a large percentage of people causing eye strain, plus the glasses were expensive to replace. Passive 3D picture quality was lower quality although the glasses were cheap.

Samsung may well have cracked it with their latest monitor, which launches this month. The Odyssey 3D is able to create a 3D image from 2D content using Light Field Display (LFD) technology - a lenticular lens at the front of the panel, combined with advanced Eye Tracking and View Mapping Technology. In order to create the effect, the eye tracking tracks both eyes with the built-in stereo camera, whilst the View Mapping adjusts the image continuously to enhance depth perception. It's reported to work quite well without the constant breaking of immersion that occurred on Toshiba's glasses free televisions or the Nintendo 3DS with the

eye tracking keeping up so the effect is not lost. Game conversion into 3D is not the only type. Systems equipped with NVIDIA GPUs will be able to convert 2D video as well

The spec of the monitor outside of 3D is also decent. 4K resolution as well as a fast 165Hz refresh rate, and fast 1ms grey-to-grey response time. The monitor also features an ergonomic stand with tilt as well as height adjustment. There is also FreeSync Premium or G-Sync, HDR10+ support, one display port 1.4, and two HDMI 2.1 connections. Samsung have also built speakers into the monitor with support for Spatial Audio.

There is also Philips Hue style edge lighting along the bottom of the monitor that will match the colours on the screen. I am guessing having it only along the bottom edge of the monitor is how they have got around any potential lawsuits from Philips.

The new monitor launches at the end of the month costing £1,899.00/AU\$2,999.00 so it is not exactly cheap, but it could mark a return of 3D to the market, or at least the gaming market for now.