

Camera	GoPro MISSION 1																												
Front Mask	ZD Front Mask for MISSION 1																												
Shooting mode	Video																								Photo				
Image Tuning	Underwater																					Face/Sport/Balanced (*2)							
Aspect-ratio	4:3			16:9				9:16			4:3					16:9						9:16			4:3				
F.O.V.	W		L/L+	SV	W		L/L+	W		L	W		L		L+	SV		W	L		L+	W	L		W	L			
Stabilization	OFF	ON/Auto	OFF~Auto	OFF~Auto	OFF	ON/Auto	OFF~Auto	OFF	ON/Auto	OFF~Auto	OFF	ON/Auto	OFF	ON/Auto	ON/Auto	OFF	ON/Auto	OFF~Auto	OFF	ON/Auto	ON/Auto	OFF~Auto	OFF	ON/AUTO	-	-			
w/o Lens (Land)	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	×	✓	✓	✓	✓	×	✓	✓	✓	✓	✓	✓	✓	✓	×	✓			
w/o Lens (UW)	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓			
UFL-GR140 ZD (*1)(*3) UFL-GR140 Pro ZD (*1)(*3)	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓			
UFL-G140 ZD (*1)(*3)	×	×	✓	×	✓	×	✓	✓	✓	✓	×	×	✓	×	×	×	×	×	✓	✓	✓	×	✓	✓	×	✓			
UCL-G165 II ZD (*3)(*5) (w/o Focus Stick)	×	×	✓	×	✓	×	✓	✓	✓	✓	×	×	✓	✓	✓	×	×	×	✓	✓	✓	×	✓	✓	×	✓			
UCL-G165 II ZD (*3)(*5) (with Focus Stick)	×	×	✓	×	✓	×	✓	×	×	×	×	×	✓	×	✓	×	×	×	✓	×	✓	×	×	×	×	✓			
UCL-G100 ZD (*3)(*5) (with Focus Stick II)	×	×	✓	×	✓	×	✓	✓	✓	✓	×	×	✓	✓	✓	×	×	×	✓	✓	✓	×	✓	✓	✓	✓			
UCL-G55 ZD (*3)(*5) (with Focus Stick II)	×	×	✓	×	✓	×	✓	✓	✓	✓	×	×	✓	✓	✓	×	×	×	✓	✓	✓	×	✓	✓	×	✓			

As of September 18, 2026

(*1) SuperView stretch 4:3 footage to 16:9. Due to underwater refraction, this may look unnatural. Wide (W) mode is recommended.

(*2) The "Diving" mode is recommended as it is optimized for underwater shooting.

(*3) 4K or lower resolution, where pixel binning is applied, is recommended (12MP for still images),as 8K (50MP) does not apply pixel binning and may result in less sharp focus on distant subjects.

(*4) The Focus Stick included with lenses shipped before August 3, 2025 may appear in the image.

The updated Focus Stick **II** is available to purchase separately.

(*5) Vignetting can be avoided by using 2× zoom without any loss of image quality (up to standard 4K60).

Setting the field of view to Wide with 2× zoom is recommended, since the Linear/Linear+ Horizontal Lock causes distortion around the edges.