



# Scalable Display Technologies



## Scalable Player™

Scalable Player is a software product which is complementary to Scalable Display's flagship product EasyBlend™. Scalable Player is used to play breathtakingly large displays of WMV formatted motion video.

Scalable Player works with EasyBlend which is a software calibration solution. Through the use of a camera feedback system, EasyBlend automatically creates a set of image warping instructions called a warp "mesh". This warp mesh is passed to Scalable Player as instructions for "warping" the content upon playback.

**Fit any geometry:** Scalable Player allows you to point multiple projectors at any angle, shape or form. Overlapped projected images are automatically "edge-blended" by the player which creates the "common area" or overlap between displays and adjusts for the correct intensity levels. Scalable Player can handle cylinder, dome and articulated screens with ease.

**Single computer configuration:** Scalable Player is an ideal match with the Matrox TripleHead2Go™. Simply connect a single Triple Head2Go and drive three perfectly synchronized projected displays of up to a maximum resolution of up to 3840x1024 less the overlap region.

**Multiple computer configuration:** Scalable Player can be networked over TCP/IP to operate in unison across multiple computers. A typical example: two computers each with dual DVI output graphics cards can drive a total of four projectors. The effective resolution displayed could be 2048 X 1556 as illustrated here. Simply place your WMV content on each computer and Scalable Player will playback a pixel perfect, frame synchronized video.

**Tiled and stacked displays** – Scalable Player can be used with tiled or stacked configurations. Some applications use both tiling and stacking

scalable



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