



Scalable Display Technologies



EasyBlend SDK™ for Simulation and Training

EasyBlend SDK is a third-party software integration toolkit which enables Image Generation (IG) software providers to benefit from Scalable's automatic geometric distortion correction and color matching solution, EasyBlend™. EasyBlend software automatically creates "EasyBlend warp meshes" to be used in today's state of the art IGs.

EasyBlend uses a patented camera-generated feedback system to calculate pixel perfect instructions, or warp meshes. This purely digital approach enables display systems that cannot be engineered by conventional means, either mechanically or optically.

EasyBlend integration with the IG

EasyBlend SDK has three key aspects of integration between EasyBlend with the IG

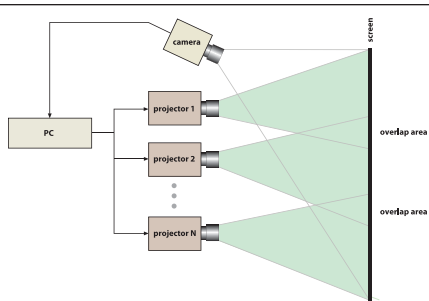
1. Warping: provides a mapping in the form of a mesh from "projector space" to "screen space"

2. View Specification: provides each IG with instructions on view to generate based on its associated projectors footprint in screen space.

3. Remote API: allows the auto-calibration process to be started and stopped at the IG's behest.

Supported Geometries: Scalable SDK allows you to point multiple projectors at any angle, shape or form. EasyBlend can create a warp mesh to handle complex geometries such as cylinder, dome and articulated screens with ease. Scale to as many projectors as required, Scalable does not impose any limits.

Supported API: OpenGL and DirectX (others are available by request)



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