



# Scalable Display Technologies

## Scalable3D™ – super bright 3D on the go!

Scalable Display's Scalable3D is a unique software application for instantly creating super-bright stereoscopic displays using standard projectors. Scalable3D works by superimposing two projected images onto a screen with pixel-perfect registration every time. Within minutes, you can simply set-up your projectors and the required camera and you will be ready for big, bright, 3D displays. Scalable3D is ideal for:

- Movies or dailies
- Immersive VR environments, classrooms, and museums
- Computer generated images for product and architecture visualization
- Video games or game arcades
- Real-time applications (only one frame latency)

Scalable3D works with standard projectors and right-eye/left-eye selection filters. Scalable3D is compatible with chromatic selection glasses. The viewer wears low-cost plastic polarizing eyeglasses that may or may not be disposable.

Scalable3D™ is designed with maximum flexibility in mind.

Scalable3D supports source materials from any stereo, dual head graphic card or dual output tape feed.

- Compatibility with both linear and circular polarization
- Circular polarization allows much greater head movement than linear polarization without loss of 3-D effect or ghost images
- Compatible with low-cost and high-end projectors
- 120Hz time-sequential stereoscopic capability is not a requirement
- Compatible with all frame-sequential 3D video (576P 50Hz or 480P 60Hz)
- Compatible with external warping devices such as Flexible Picture Systems IA-200

## Benefits of Scalable Display Scalable3D™

- Portable high quality 3D Projection System.
- Easy and Fast to establish stereoscopic alignment.
- Compatible with 2D viewing, using the full brightness of both projectors.
- Significantly increases screen brightness over alternative approaches.
- The main fault of polarized 3-D systems for movies is a 50% loss of screen brightness.
- Supports full-range color.
- It eliminates most "ghost images" caused by one eye seeing a bit of the other-eye's frames.
- It eliminates temporal (time) or spatial misalignment of the left-eye and right-eye frames.



FPS IA-200

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