

## Acknowledgements:

### ARI(VA)<sup>2</sup> EUREKA Project

The ARI(VA)<sup>2</sup> project is proposing strong innovation in the domain of visualisation for virtual automotive production / design, through: ... the development and integration of a holographic display system. Partially supported by [www.eurekanetwork.org/project/~id/4000](http://www.eurekanetwork.org/project/~id/4000)



### Muscade EU FP7 Integrated Project (ICT-247010 IP)

MUSCADE will create major innovations in the fields of production equipment and tools, production, transmission and coding formats allowing technology independent adaptation to any 3D display and transmission of multiview signals. Partially supported by [www.muscade.eu](http://www.muscade.eu)



## 3D Glasses-free Cinema

- ▶ No glasses
- ▶ No headache
- ▶ No optical contradictions
- ▶ Natural view
- ▶ Continuous motion parallax
- ▶ No viewer positioning
- ▶ Vivid LED colours
- ▶ 2D compatibility
- ▶ Fitting cinema rooms
- ▶ 3D Home Cinema, 3D simulators
- ▶ Full support of 3D light field format
- ▶ Easy interfacing to existing software environments

## Light Field™

## Product specification:

### Product name

HoloVizio C80 Glassless 3D Cinema System

### Aspect ratio

16:9

### Screen size

140" - 3 m x 1,8 m

### 3D resolution

63 Mpixel

### Viewing angle

40° horizontal

### Colour

16 Million brilliant LED colour (24 bit RGB)

115% NTSC

### Brightness

1000 cd/m2

### Input

Gigabit Ethernet

### Compatibility

PC

### Dimensions

4 m x 3,5 m x 5 m + viewer area (auditorium)

( W x H x L )

### Mass

900 kg

### Power network compatibility

50 Hz ... 60 Hz

### Nominal voltage level(s)

230/400 V, 115/200 V (3 phases)

### Power Consumption

18 kW

### Operating temperature

+0°C ... +25°C

### Relative humidity

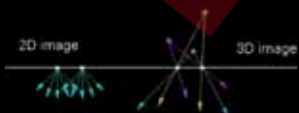
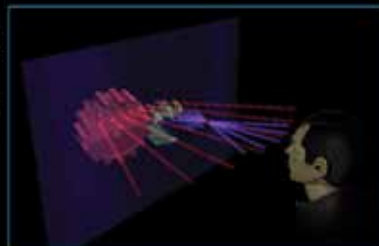
Max. 80% / 50%

### Usage type

Indoor

## The 3D displaying technology that works

The holographic 3D display system developed by Holografika overcomes the limitations of the current 3D displays, reconstructing natural 3D images to a number of viewers in a reasonable field of view, with walk-around possibility without any restrictions.



This is a high-end solution compared to other technologies and fulfils all the requirements of real 3D displaying simultaneously.