XPR-600 series

High-end 4K media servers for end-to-end show design, creation, setup and control

- **Powerful projection map ping tool**

- **Easy 3D visualization of y our show**

- **Simple to use**

Powerful features for ultimate peace of mind

- Elaborate preview functionalities throughout the entire workflow, from design (via the Projection Study tool), over programming to playback. Map out a building or site, choose the perfect projector set-up and lens options and test the entire show, all before actually building anything

- Intuitive controls – such as automated warping and blending – enable easy ope ration, even with multi-screen set-ups. Learn how to handle complex 3D projection mapping in just a half day of traini ng

- 4K capabilities open the door for unparalleled image quality in the most mesme rizing shows

- Connectivity with market standards, DMX using ArtNet and CITP give you full control over the environment

- Deploy content on the most challenging of surfaces with the on-board X-AgoraTM software suite

- Make your audience part of the show with a broad palette of particle effects, shaders and interactive elements

Projection study/3D simulation

- Video projection simulation and virtual projectors

- Luminance and pixel density visualization of the projections

BARCO

- Shadow previewing

- Measuring tools

- External model importation (.FBX, OBJ., DWG. And SVG.)

- WYSIWYG interface for presenting the projector setup to a client

- Built-in tool for fast projector array creation (wizard)

- Multiple 3D views

- Projector stacking option

Content production templates

CONTENT TEMPLATE VIEWPOINTS

- Intuitive interface to choose creative viewpoints used in templates

TEMPLATE EXPORT

- Cinema 4D, 3DS MAX, MAYA templates for 3D productions through .
  FBX exportation

- 2D pixel space for compositing tools (After Effects)

CONTENT IMPORT

- Automatic content splitting for ultra-
  high resolution support on multiple computers

- Standalone media encoder from image sequences or other video formats

Timeline programming & show virtualization

- Generative content; particles and shaders

- TUIO/OSC support for interactivity

- Timeline transition tools

- Non-linear timeline playback with cross timeline "Timecues"

- Content previsualization on 3D model

- ArtNet output support

- 2D output for LCD/LED

- Low latency live input

On-site projector calibration and blending

- Projector calibration based on the real 3D model of the projected surface:
   reverse mapping technique

- Multi-

- Multi-
user network system architecture using a virtual/physical target matching meth
od on the surface features

- Automatic real-
time edge blending computation when using the reverse mapping

- Support for multiple UV channels

- Support for dynamic mapping with virtual projections

- Simple warping tool

- 4 point keystone calibration

- Support for manual linear edge blending

Playback

- Black and white alpha mask support

- ArtNet output

- Each layer can be mapped and composited independently

- Projective texturing for timeline media

    Video: Wide range of video codec supported

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    Image: PNG with transparency, JPEG, BMP, TIFF.

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    Audio: Uncompressed WAV, Stereo

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    SMPTE: SMPTE input for timeline synchronization

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