

## Digital Projection to Change the Game Again at ISE

The company returns to ISE with fully operational Satellite MLS system and an immersive VR experience.

**Manchester (UK), XX<sup>th</sup> January 2020** – Digital Projection will return to the RAI in Amsterdam this February (11-14) to give the first public EMEA showing of its revolutionary Satellite Modular Laser System (MLS) – in Hall 1, F90.

Last year's ISE saw Digital Projection give selected partners a sneak-preview of the Satellite MLS concept and, just 12 months later, the company is back to show the world a product that is primed to fly off the shelves.

As well as the Satellite MLS, Digital Projection is due to show two of its MultiView setups on the 'VR at ISE' section of the tradeshow, located in Hall 14.

### Satellite MLS



As promised, the Satellite MLS will make its full EMEA debut at this year's ISE. This ingenious new technology offers a small number of simple building blocks that allows users to address a wide range of applications, from single projector installs to complex, multi-channel domes, caves and simulators.

The cornerstone of the system is the separation of the light source, with its associated power and thermal management, to a remote location, which enables a small, compact projection 'Head' that only contains the minimal optical and video processing.



The projector 'Head' is fundamentally compact, quiet, light-weight and consumes very little power. This offers huge benefits at every stage of a system design, from transportation and installation to serviceability and lifespan. By separating the projection Head from the light source and linking the two by robust and flexible fibre-optic cables up to 100m long, Digital Projection's latest innovation offers the installer many more options, particularly where space and access

are restricted.

Where RGB laser illumination used to be the preserve of only very high-end applications, the Digital Projection Satellite MLS system will make this technology accessible to the wider AV market, at a cost-effective price point.

The Satellite MLS will be developed around WUXGA, Native 4K and 8K resolutions and will also incorporate Digital Projection's industry leading 'MultiView' technology.

Given the modular design of the system, there can be a one-to-many, or many-to-one relationship between the light sources and the projection Heads.

In addition to the many logistical, installation and performance benefits of Satellite MLS – including modularity, small size, low noise and low power consumption – users will benefit from enhanced system longevity with reduced need for servicing.

Each projection Head is designed with a closed-loop cooling system, essentially sealing all of the critical optical components from ingress of contaminants. A further benefit of the reduced thermal dissipation and small size is that supplementary environmental enclosures become easier to design and manufacture, further reducing total system costs and complexity.

## **VR at ISE**

A new feature for ISE's final Dutch outing is the VR area in Hall 14, Stand B100, which will allow attendees to explore the latest in virtual collaboration, as well as experiencing an interactive VR ride.

Digital Projection is set to demonstrate two of its MultiView VR systems, which are based around the company's INSIGHT 4K HFR 360 projectors. With Multi-View 3D projection, a single projector, with ultra-fast frame rates can accommodate multiple viewers, each being tracked and each having a view of the image that remains appropriate to their changing position. This allows the users to see and interact with each other in a truly shared collaborative manner.

Previously, the ultra-fast frame rates required for a multi-viewer 3D system have meant sacrificing resolution - and therefore image fidelity. Digital Projection was not willing to accept such a compromise. The INSIGHT 4K HFR 360 offers both native 4K and high frame rate - thanks to the thousands of hours invested by Digital Projection's team of experts and their unsurpassed experience in 3-chip DLP projection.

One MultiView system will enable attendees to walk around and manipulate a virtual object in a number of ways, while the other will demonstrate how the technology can be used in the visitor attraction space by allowing people to virtually explore ancient artefacts and buildings.

Finally, Digital Projection E-Vision Laser projectors will provide the visuals as part of an interactive VR theme park ride. This attraction is designed and run by Lightspeed Design - and makes use of DepthQ technology - to plunge users into an immersive aquatic environment. The E-Vision projectors will be teamed with a VIOSO Panadome screen and will can be seen at Stand B120 in Hall 14.

As if this wasn't enough, ISE attendees will be able to witness a variety of other Digital Projection technologies up close, including a giant 4K LED wall.

**For further information, contact:**

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**Or visit**     [www.digitalprojection.com/emea/](http://www.digitalprojection.com/emea/)

**About Digital Projection International**

Founded in 1989, Digital Projection International has been instrumental in the development and application of Digital Light Processing™ (DLP) technology by Texas Instruments for projection systems. Digital Projection introduced the world's first 3-chip DLP® projector in 1997, and has since delivered expert system engineering and world-class customer services, thus maintaining its position as a digital imaging pioneer. Digital Projection's groundbreaking projection research and development has garnered the admiration of industry professionals around the world. This has earned the company many awards, including two Emmy® Awards for Outstanding Achievement in Engineering Development by the Academy of Television Arts and Sciences. Digital Projection remains the first and only projector manufacturer to win the coveted award.