



EYE-PxP

PIXEL PROCESSING UNIT FOR
COLOUR AND SHADING CORRECTIONS



) PRODUCT FEATURES

The EYE-PxP alignment tool features a comprehensive toolset for calibration of single- or multi channel display systems, which require colour and brightness correction of the projection channels due to the deviations of the projection devices. Additional functionalities, such as colour shading, alpha masks and pixel-accurate blending make the system a first choice solution for professional multi-channel projections to achieve optimal colour and brightness uniformity. The EYE-PxP provides an easy-to-use GUI which enables comfortable configuration for one or multiple channels. Of course, the EYE-PxP provides best compatibility with all visual display solutions from eyevis, but it can also be used with products from other manufacturers without any difficulties.

■ Gamma Correction

24 bit LookUpTable (LUT) for gamma correction. Freely uploadable curves. Individual LUT curves for each colour (red, green and blue).

■ Alpha Shading

Pixel-wise transparency correction for hot spot correction, blending and masking. A shading map with transparency information for each pixel can be uploaded.

■ Colour Correction

3x3 colour transformation matrix for colour space transformations. Independent offsets for red, green and blue for brightness correction.

■ Colour Shading

Pixel wise colour correction for shading correction. A shading map with independent transparency information for red, green and blue for each pixel can be uploaded. This can be used for blending, masking and colour correction if some parts of the image show colour shading effects.

■ Resolution Pass-through

Thanks to the innovative "resolution-pass-through technology", the device can be easily integrated into any system environment without the necessity to configure the desired resolution.

■ Embedded DVI Analyser

Embedded resolution analysis. The resolution of the connected DVI-D source is detected and can be read out to ensure a correct resolution setting of the connected Image generators.

■ EDID Simulation

DDC-EDID emulation to ensure easy integration with any Image generator. The EDID information can be programmed on the device so that the image generator will always detect the device and will not notice any changes of the connected display (with optional EYE-DDC Programmer).

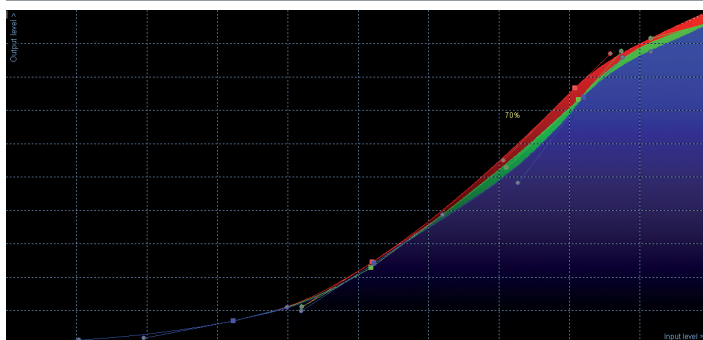
■ Permanent Parameter Storage

Any setting and parameter can be permanently stored on the device. After a power cycle, no connection to a PC is needed to activate the setting stored last. Without saving the changed parameter, the device will load the last stored setting after power cycle. This ensure a safe, easy and user friendly interaction. A preset button can be used to load a standard configuration instead of the saved user configuration.

■ No Latency

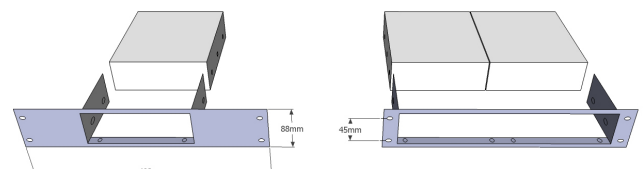
Based on internal processing, the latency is reduced to a minimum of a couple of lines. This ensures a lip-sync fully genlocked processing of live video streams.

) COMFORTABLE GAMMA CORRECTION



) TECHNICAL SPECIFICATIONS

- Single channel image correction unit
- Input / Output: single-link DVI-D for resolutions up to WUXGA (1920x1200@60Hz) or 2k (2048x1200@60Hz)
- Resolution pass-through technology (automatic resolution configuration)
- Bandwidth: max: 165MHz pixel clock
- Communication: USB-RS232 to control PC
- Low latency (less than 10 lines)
- Gamma correction, colour transformation and colour shading
- Unrestricted blending and alpha-masking
- Weight: 1.3 kgs
- Dimensions (LxWxH): 25.4 × 21.0 × 7.0 cm
- Optional 2HE installation frame for the installation in an 19" rack. Available for one or two devices per installation frame.



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