

XPR-600 series

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



- **Powerful projection mapping tool**
- **Easy 3D visualization of your 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 operation, even with multi-screen set-ups. Learn how to handle complex 3D projection mapping in just a half day of training
- 4K capabilities open the door for unparalleled image quality in the most mesmerizing shows
- Connectivity with market standards, DMX using ArtNet and C1TP 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
- 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-user network system architecture using a virtual/physical target matching method 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
- Video: Wide range of video codec supported Image: PNG with transparency, JPEG, BMP, TIFF.
- Image: PNG with transparency, JPEG, BMP, TIFF. Audio: Uncompressed WAV, Stereo
- Audio: Uncompressed WAV, Stereo SMPTE: SMPTE input for timeline synchronization
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Product specifications**XPR-600 SERIES****General specifications**

Channel outputs	6x DP 1.2
Designer outputs	2x DVI-D
Output resolution	3x 4k@60fps + 3x HD@60fps
Video layers	6x 4k + 6x HD
SMPTE input	BNC
Capture cards	XPR-600: none XPR-602: 2x DVI-D XPR-604: 4x 3GSDI
Genlock	XPR-600: none XPR-602: none XPR-604: 2x RJ45, 1x BNC
EDID management	Software
Audio output	Balanced Audio XLR, SPIF
USB	6x USB 3
Input voltage	100V AC, 220V AC
Networking	2x 10 Gigabit Ethernet
Storage	2TB RAID 0, 2 External Sata Bays
Dimensions (WxLxH)	48 x 61 x 18 cm / 19 x 24 x 7 inches

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