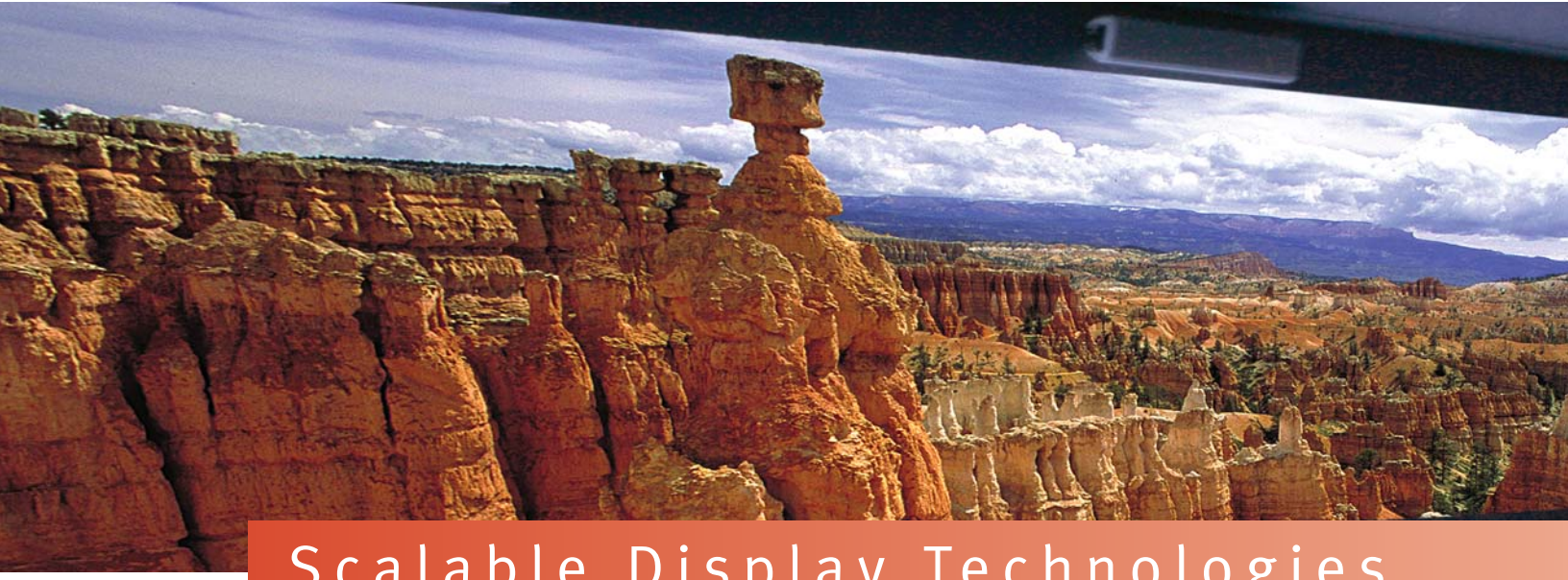


Scalable Display Technologies

EasyBlend™ – Automatic Seamless Edge-Blended Displays

EasyBlend™ software automatically creates seamless high-intensity, high-resolution edge-blended displays for a broad range of commercial projection applications such as simulation & training, video gaming, digital signage, museums and Houses of Worship.

EasyBlend is used by simulation and training systems integrators, ProAV dealers, rental and staging and exhibits firms. EasyBlend is also popular with video artists and interactive media firms.

Our patented technique for geometric distortion correction and color matching is a digital approach which allows users to create displays that simply can't be engineered by conventional mechanical or optical means.

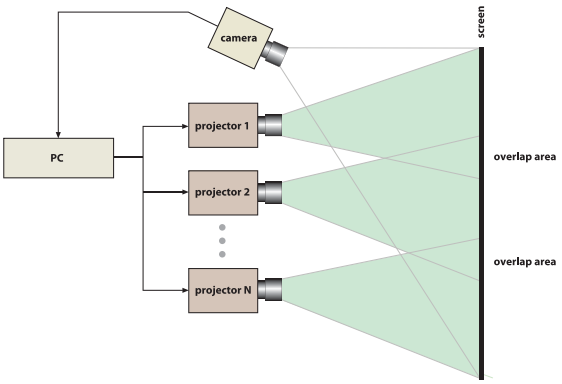
EasyBlend Features

Software Only Solution – EasyBlend is a software solution which does not require any custom hardware. Simply a commodity projector, digital camera and host PC.

Ease of Use – EasyBlend has an intuitive user interface with configuration wizards. Displays can be calibrated in minutes after a few menu driven selections.

Calibration is Automatic – EasyBlend software creates precise seamless displays automatically with the click of a mouse. Non-technical operators can produce the most technically advanced front or rear projected displays quickly with limited training. The combination of our software and a digital camera make for a picture perfect blend every time.

How it Works:



EasyBlend uses a patented camera-generated feedback system to calculate pixel perfect instructions, or warp meshes. This purely digital approach enables display systems that cannot be engineered by conventional means, either mechanically or optically.

EasyBlend uses camera feedback of an image array to correct for image warping, correct color, and blend images. This entirely digital, scalable technology produces displays that are bright, high resolution, portable, and self-calibrating.

Fits Most Screen Geometries – EasyBlend adjusts and corrects projected images on a wide range of screen including: cylinders, domes and articulated surfaces. Through our simple user interface, users choose from a variety of options to match their specific application.

Tiled and Stacked Displays – EasyBlend can be used to tile multiple projectors together side by side in an array. Alternatively, EasyBlend can be used in a stacked configuration to increase brightness or for 3D stereo applications. Some applications use both tiling and stacking.

Seamless Integration – EasyBlend is integrated with a broad set of leading applications such as: OpenGL, Microsoft DirectX, Dataton WATCHOUT, Scalable Player software. These integrations operate in real time with no incremental latency. EasyBlend is integrated with Silicon Optix Image AnyPlace and Whitehorse warping devices.

EasyBlend Benefits

Display Quality – With EasyBlend you can maintain the high quality of a factory fresh calibration every day. Pixel perfect geometry and inter-projector intensity and white-point matching are only a mouse click away.

Flexibility for Display Design – EasyBlend enables the creation of new display sizes and shapes. EasyBlend redefines what it means to color outside of the lines…we remove traditional constraints of aspect ratio, screen geometry and projector positioning allowing designers the freedom to create without boundaries.

Lower Cost/Lumen Displays – Build beautiful, bright displays at a lower cost per lumen by using an array of lower cost projectors to generate the desired level of brightness.

Lower Operational Costs – Automatic calibration there is no need for site visits by highly skilled technicians. With our optional color calibration feature, the useful life of the projector lamp is extended.

Fast Calibration – Regardless of the complexity of your display, EasyBlend calibrates in a matter of minutes.

Projector Independence – Projector manufacturer independent and projection technology independent (DLP, LCD, LCOS etc.)

Minimal Latency – Our elegant integrations deliver warping in real-time with sub-frame latency.

EasyBlend – Easily Integrates into Leading Applications

Scalable has developed a Software Developers Kit (SDK) for integrating EasyBlend auto-calibration into a wide range of applications. Currently, EasyBlend has been integrated with a broad range of solutions including:

- OpenGL, Microsoft DirectX, Dataton WATCHOUT, Scalable Player software
- Silicon Optix, 3D Perceptions and others.

EasyBlend has already been integrated into several flight simulation systems.

Specifications

Recommendations:

Graphics cards: nvidia GeForce 8600
PC configuration: Windows XP Pro, Linux, Java 1.5, 1 GB Ram, Intel Core2 Duo E6750 (2.66GHz)
Digital camera: Canon Rebel XTi

scalable

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