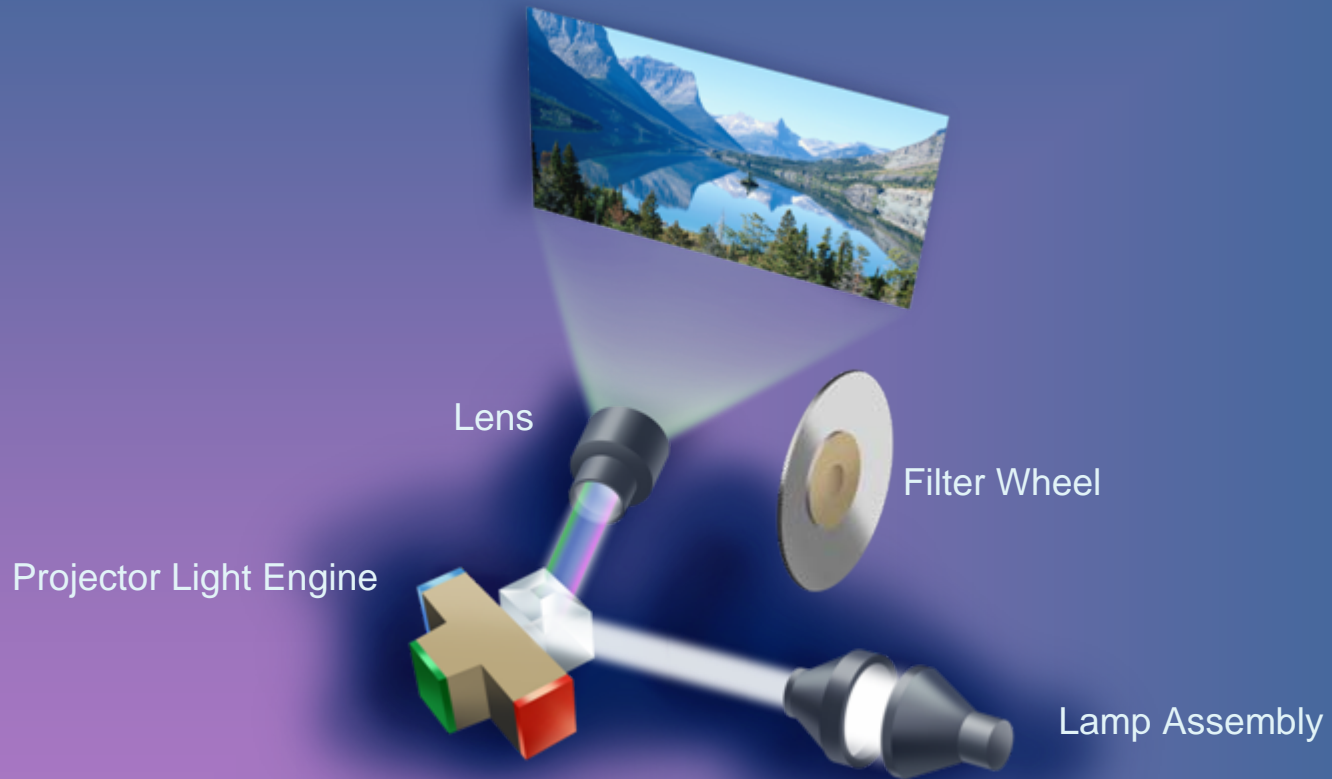


Dolby 3D

3D Technologies

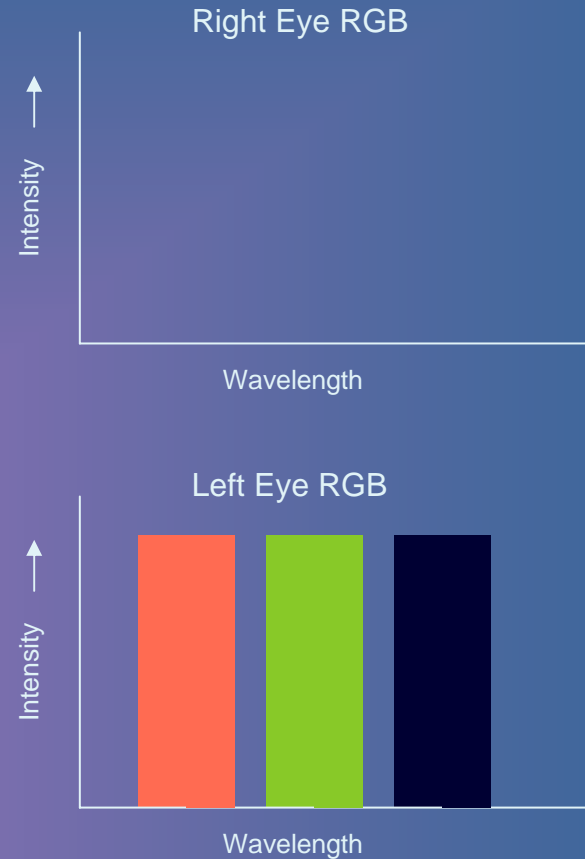
- Anaglyph
 - Two-colour separation (for example red/green)
 - Most effective with black-and-white material
- Shutter Glasses
 - Time multiplexing of the images
 - Active (powered) glasses required to separate images
- Polarisation
 - Uses polarisation to separate images
 - Requires a silver screen to maintain polarisation

Dolby 3D System



Dolby 3D System

- Six colour bands
 - 3 for each eye
- Show Player performs required colour correction
 - No pre-processing is required in the DCP
 - Colour calibration is required upon filter installation
- No silver screen or active glasses required



Dolby 3D Filter Wheel Assembly

- Installed inside projector
 - Good image clarity
 - Higher lamp power potential
- Wheel lowered into light path for 3D
- Wheel raised out of light path for 2D
- Has projector-specific mounting brackets, with minimum modification required to the projector



Dolby 3D Filter Controller (DFC100)



- Synchronizes the wheel with projector
 - 37-way connection for sync with projector
 - 25-way connection for power and control to filter assembly
 - Setup software allows sync calibration
- Filter is raised or lowered from front panel or automation
- Three status indicator lights on panel
 - Filter inserted
 - Filter spinning
 - Servo locked

Dolby 3D Glasses

- Curved lens design to reduce reflections
- Fits easily over prescription glasses
- Can be washed 100's of times
- Anti-theft sensor strip built into frame

