

## domeprojection.com<sup>®</sup> ProjectionTools

domeprojection.com<sup>®</sup> ProjectionTools is the most versatile automatic display calibration software available for calibration of arbitrary screen shapes. It is scalable from portable, easy-to-use single camera systems for temporary installations up to high-end fixed installations requiring multicamera calibration. No matter which ProjectionTools system you use, it will always facilitate you by allowing unlimited projector channels, unlimited projection resolution (including 4K/channel) and supporting any possible screen shape. ProjectionTools offer you the flexibility to use any warp and blend solution, IG and media server of choice for your setup.

## ProjectionTools Pro Sim - simulation as real as reality

ProjectionTools Pro Sim is the dedicated toolset to realize and optimize visual display and projection systems for professional synthetic simulation and training environments and to meet all demanding requirements of realistic visualization. The simulation environment will become deceptively authentic when the so-called virtual cameras are perfectly adjusted to the driver's or pilot's eye-point. The ProjectionTools Pro Sim software package is perfectly suited to create high-end projection systems for driving, flight, tower, industrial and research simulation.

## Target markets & applications

- Civil and military simulation and training: Aviation, Maritime, Driving, Research, Industry (Crane, Drilling a.o.), Air Traffic Management, Weapons Training

## Basic Requirements

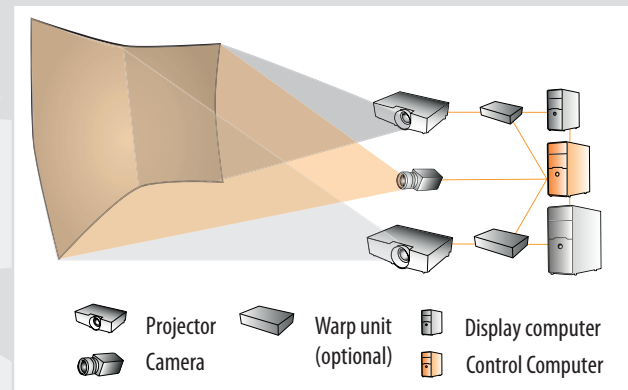
- Windows or Linux based display computers
- Windows 7/8/10 based control computer

## Features

- Camera based calibration of multi-channel projection systems using single / multiple camera positions or cameras
- Supports any standard screen geometry (flat, cylinder, fulldome, sphere and even mixed variants)
- Maps any three-dimensional content on arbitrary shaped screens
- Virtual cameras for high end synthetic simulation and training environments
- Direct warping, blending, black-level-correction and frustum export for several 3D-engines
- Dynamic eye-point warping support

## Complementary products

- ColorMatch: calibration of projector gamut and brightness
- NWarP: solution to perform warping and blending directly on graphics cards
- NBlend: Optical Blend System provides pure and smooth black projection e.g. for night scenes
- AutoAlignment: recalibration of systems can be done by a few clicks. AutoAlignment makes recalibration of projection systems on a regular basis or after maintenance fast, easy and failsafe for technicians on-site.



General system setup

## ProjectionTools for Simulation, Training & Entertainment

- Patent Pending -



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