

ProjectionTools for Simulation, Training & Entertainment

domeprojection.com[®] 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 offers you as many projector channels as you need and as high resolution as necessary (including 4K). You can use any warp and blend solution, IG and media server for your setup.

ProjectionTools Pro Sim - simulation as real as reality

ProjectionTools Pro Sim is the dedicated toolset to realize and optimize high-end visual display and projection systems for professional simulation and training environments. It meets all demanding requirements of realistic visualization. Your simulation environment will become deceptively authentic when the so-called virtual cameras are perfectly adjusted to the driver's or pilot's eye point.

Complementary products

- ColorMatch: calibration of projector gamut and brightness
- NBlend: patented optical blending mask technology for pure and smooth black projections (e.g. night visuals)
- NWarp: warping and blending directly on graphics cards

Target markets & applications

Civil and military simulation and training:

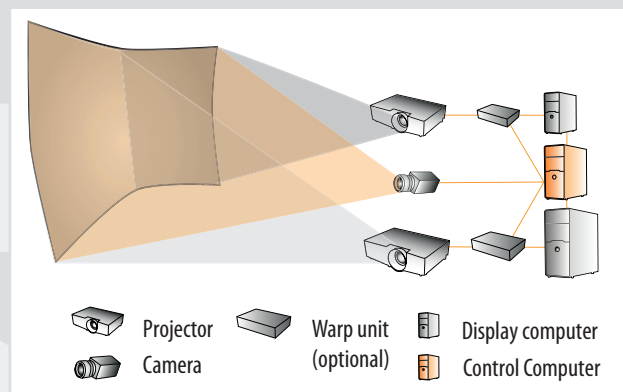
- Driving, Aviation, Maritime Research, Industry (Crane, Drilling System), Air Traffic Management, Weapons Training

Features

- Camera based calibration of multi-channel projection systems using single or multiple camera positions or cameras
- Supports any standard screen geometry (flat, cylinder, full-dome, sphere and even mixed variants)
- Maps any three-dimensional content on arbitrary shaped screens
- Virtual cameras for high end synthetic simulation and training environments
- AutoAlignment: recalibration of systems can be done with a few clicks: fast, easy and failsafe recalibration of projection systems for technicians on-site (regularly or after maintenance)
- Direct warping, blending, black-level-correction and frustum export for several 3D-engines
- Dynamic eye-point warping support

Basic requirements

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



General system setup



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