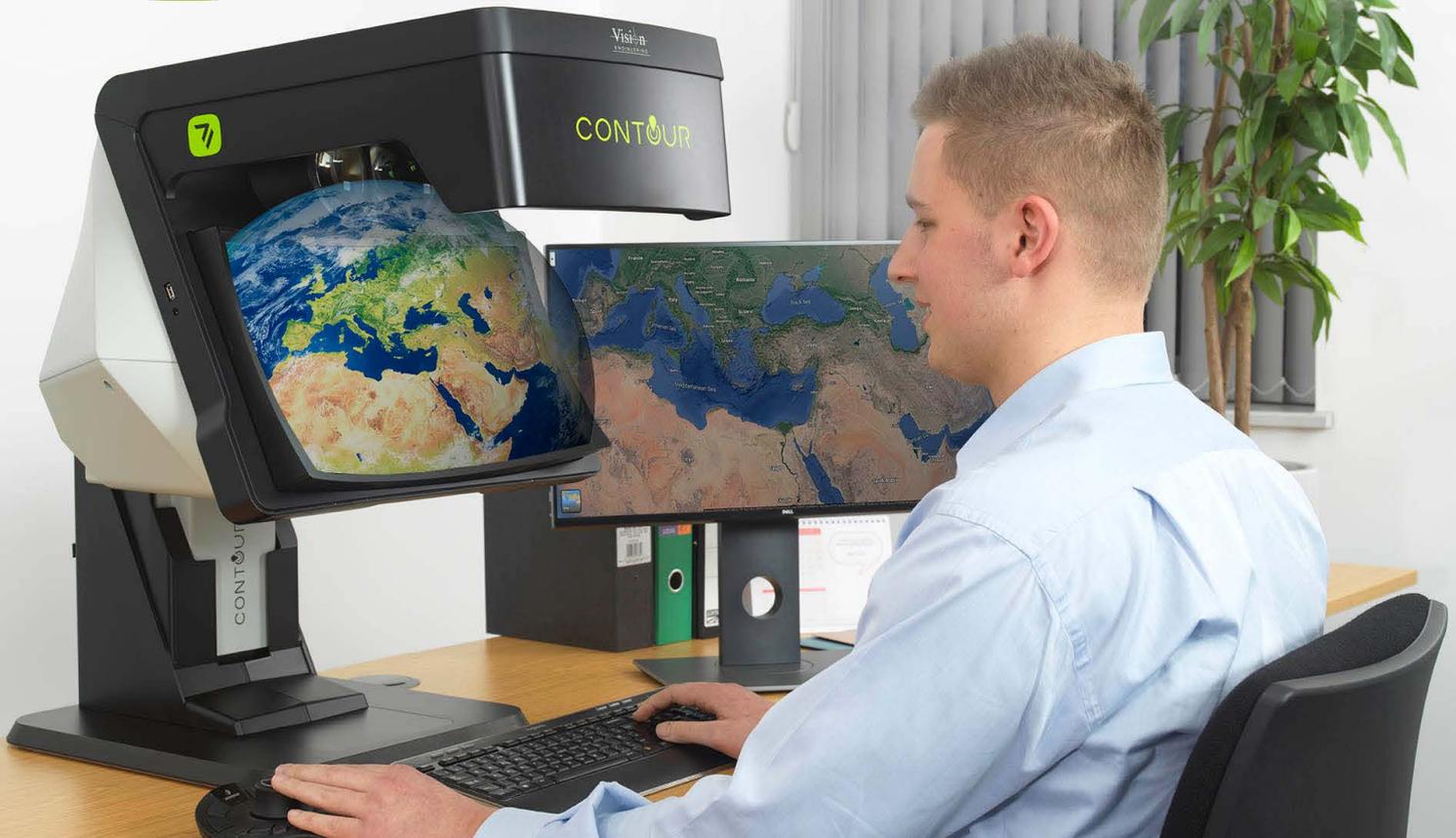


GLASSES-FREE

3D STEREOSCOPIC GIS DISPLAY



WHAT IS CONTOUR?

Designed for GIS Professionals, CONTOUR, is a glasses-free, stereoscopic display, which delivers bright, stereoscopic FHD images with edge-to-edge sharpness in an easy-to-use, comfortable system. Contour's ergonomics centered glasses-free design ensures user comfort and reduces user eye fatigue, which helps to maintain accuracy over prolonged periods.

KEY FEATURES:

- User comfort - Glasses free operation
- Extended efficient user time, even in difficult deployed environments
- High quality, bright, glare-free 3D FHD image
- No cross-talk, ghosting or flickering
- Superb depth perception, even on featureless terrain
- Edge-to-edge image sharpness
- Height adjustable eye point to suit different users
- Modular, maintenance-free operation
- Deployable
- No requirement for privacy screens
- Remote viewing of 3D images



HOW DOES IT WORK?

CONTOUR's stereo image presentation is generated by projecting two independent optical channels to the user's eyes so that each eye sees the subject from a slightly different angle, which replicates our natural stereo vision and perception of depth.

CONTOUR VS. NVIDIA 3DVISION

When compared to other stereoscopic technologies (including NVIDIA 3D Vision), CONTOUR offers true stereo, high brightness, high resolution, absence of flickering and ghosting, and as a result edge-to-edge sharpness of the image within the field of view. These characteristics, combined with the absence of special eyewear, enable a more natural and efficient use of stereoscopic visualization.



CONTOUR VS. NVIDIA 3DVISION CONT.

CONTOUR	NVIDIA 3DVISION
Glasses-free 3D viewing	Requires active glasses for 3D viewing
Two independent optical channels are projected to each eye. This replicates our natural stereo vision and perception of depth and is the reason why special glasses are not needed and the optical clarity is preserved.	Active polarized glasses required to separate left & right information from each eye
Full HD resolution image to each eye	Reduced information to each eye
Bright image	Reduced brightness due to polarization
No cross-talk, ghosting or flickering	Cross-talk, ghosting and flickering
Can be used in ambient lighting	Often used in a low light environment to improve image

Peripheral vision is preserved, allowing for interaction with colleagues, materials etc.	Need to remove polarized glasses to interact with colleagues, materials etc.
Required graphics card: NVIDIA Quadro or AMD Radeon Pro / Fire Pro	Required graphics card: NVIDIA Quadro
No special driver beside the graphics card driver is required	3DVision Universal Serial Bus (USB) driver is required
Single-user system – built-in privacy feature	Multi-user

SPECIFICATIONS:

DISPLAY HEAD	Resolution	1920 x 1080 per channel
	Image Size on concave mirror	400 x 225mm in 16:9 aspect ratio
INPUTS	Power Supply	100 - 240vac 50 / 60Hz
	2 x HDMI (Left and Right)	1920 x 1080 @ ≤ 60 Hz
OUTPUTS	Image Capture	USB2
	Video Capture	HDMI cable to an external video capture card
	Connection to external mono monitor	HDMI 1920 x 1080
	Connection to second or multiple CONTOUR systems	2x HDMI daisy chain / wifi connection (Wifi requires additional 3rd party hardware)
	Headphone Jack	3.5mm
DISPLAY PERFORMANCE PARAMETERS	Framerate	60fps
	Luminance	800 nits
	Contrast ratio	800:1

	Color Temperature (CCT)	6500K
	Color / Chromacity Coordinates (CIE 1931)	Red: x = 0.593 y = 0.341 Green: x = 0.324 y = 0.589 Blue: x = 0.154 y = 0.123 White: x = 0.313 y = 0.329
	Leakage	Leakage
	Flicker	< -50 dB at 60 Hz
STAND	Counterbalanced stand with 150mm vertical travel	
SUPPORTED FORMATS	Quad Buffered Stereo OpenGL/DirectX Applications	
	Side-by-side Stereo Applications	
GRAPHIC CARD REQUIREMENTS	For Quad Buffered Stereo Applications: Quad Buffered Stereo capable graphic card (e.g. NVIDIA Quadro, AMD FirePRO / RadeonPRO)	
	For Side-by-side Stereo Applications: graphic card with capability to support at least 2 displays with HDMI input	

About Vision Engineering

Respected by scientists, engineers and technicians across the globe, Vision Engineering Ltd is a true British success story. From their foundation in 1958, they have grown to become the world's leading ergonomic microscopy company, designing and manufacturing high quality microscopes, digital instruments, and inspection and non-contact measuring systems.

About Geospatial Insight

Geospatial Insight is Europe's leading provider of independent research and alternative data derived from the analysis of satellite imagery and other aerial sources, combining this intelligence with a range of other data sources to provide in-depth market insight and business analytics to clients in the corporate, financial and insurance sectors.

Established in 2012 and head quartered in the UK, Geospatial Insight provides these unique intelligence services to clients around the world.