



DLA-RS4810

3D Enabled D-ILA
Media Room Projector

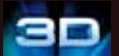
REFERENCE SERIES

An ideal media room 4K Precision 3D enabled
D-ILA projector featuring 4K e-shift 2 technology
with a native contrast ratio of 50,000:1



- 1080p Three Chip 3D Enabled D-ILA Projector
- High definition e-shift2 4K Precision (3840 X 2160) Projected Image
- 50,000:1 Native Contrast Ratio
- Multiple Pixel Control with JVC's 8 Band Detection — 2K to 4K Upscaling Engine
- Highly customizable built-in 2D to 3D converter creates dynamic 3D images from 2D video content
- 1.4 to 2.8:1 motorized zoom lens with Horizontal and Vertical offset
- Upgraded lens memory function memorizes 5 positions of focus, zoom and shift enabling recall of a variety of aspect ratio configurations
- Control: LAN / RS-232C / IR / 12 V Screen Trigger Output / New remote control with 3D functions
- New 230 Watt NSH Illumination System (improves lamp life to 4,000 hours in Normal Mode)
- Available exclusively through AVAD custom installers Certified Performance QC and 3 year parts & labor warranty

Note: Optional 3D Glasses (PK-AG3 or PK-AG2) and 3D Synchro Emitter (PK-EM2 or PK-EM1) are required for viewing images in 3D.



JVC e-shift 2 Projection 4K Precision

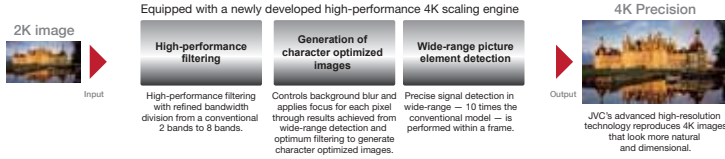
JVC's totally revamped optical engine incorporating three D-ILA imaging devices and new 4K e-shift 2 technology provides improved contrast and natural color tones. New 4K e-shift 2 samples a much wider area (12X more pixels) which results in improved edge transitions, zero aliasing and stair stepping for an image with 4X the pixel density of the original content.



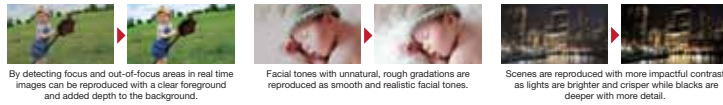
Multiple Pixel Control (Upscaling engine for 4K e-shift 2)

Multiple Pixel Control expands the detection range 10 times more than conventional models making it possible to detect a much wider range of signal bands — from 2 bands to 8 bands — and delivers much more accurate smoothing and enhancements.

e-shift 2 Technology's Image Processor: Multiple Pixel Control



Effects Achieved with Multiple Pixel Control



D-ILA 3D Projection*

There's nothing like 3D to immerse you into the scene and the DLA-RS4810 uses the frame sequential method which provides separate left-eye and right-eye images through synchronized active shutter glasses. This year 3D performance has been significantly improved with a new cross-talk canceler. Images are nearly 20% brighter than previous models thanks to improvements in the optical system.

• Crosstalk Cancelling:

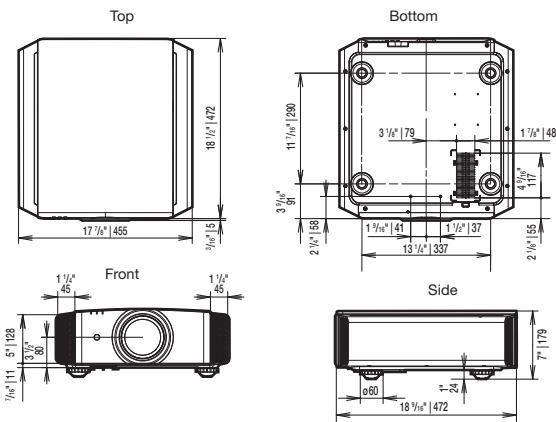
This function significantly reduces crosstalk from critical intensity levels that are likely to cause crosstalk. The video signal is analyzed for the left and right eyes, and a correction utilizing a proprietary JVC algorithm is applied making pictures easier on the eyes.



• **2D-3D Conversion:** The DLA-RS4810 performs real-time conversions of 2D high definition video sources into high-quality, impactful 3D thanks to JVC's 2D-3D converter. This converter is the same used in the IF-2D3D1 Professional 3D Image Processor that is used in the conversion of films and TV shows. This means that 2D video recorded on camcorders and TV broadcasts can be converted into 3D video instantaneously for home stereoscopic viewing enjoyment. Other adjustment functions are available such as Depth Adjustment for matching 3D effects to the original source or viewer preferences, and adjustment of subtitle distortion can be chosen during 2D-3D conversion.

*An optional 3D Synchro Emitter and 3D glasses are required to view 3D images.

External Dimensions (unit: inches | mm)



Connectors



Optional Equipment



Specifications

		DLA-RS4810
Device	0.7 inch Full HD D-ILA (1920 x 1080) x3	
e-shift 2 Technology	Yes	
Resolution	1920 x 1080	
Lens	2X Zoom & Focus: Motorized f=21.4-42.8mm / F=3.2-4	
Lens Shift	±80% Vertical and ±34% Horizontal (motorized)	
Light Source Lamp	NSH 230W (Part # PK-L2312U) (lamp life: approx. 4000 hours when the lamp is in normal mode)	
Contrast Ratio	Native: 50,000:1	
Connectors	Component	1 (RCA; Y, Pb/Cb, Pr/Cr)
	HDMI	2 (3D/Deep Color/CEC compatible)
	RS-232C	1 (D-sub 9pin)
	LAN (RJ-45)	1
	Control and Firmware Upgrade	1
	Trigger	1 (Mini jack, DC12V/100mA)
	Remote	1 (Stereo Mini jack)
Video Input Signal Format	3D Sync	1 (Mini Din 3pin)
	Digital	480i/p, 576i/p, 720p 60/50, 1080i 60/50, 1080p 60/50/24
	Analog	480i/p, 576i/p, 720p 60/50, 1080i 60/50
PC Input Signal Format	HDMI	VGA/SVGA/XGA/WXGA+WXGA+/SXGA/WXSGA+/WUXGA

Projection Distance Chart

Screen diagonal (in.)	Display size (16:9)				Projection distance			
	Width (mm)	Height (mm)	Width (in.)	Height (in.)	Wide (m)	Wide (Feet)	Tele (m)	Tele (Feet)
60	1,328	52.28	747	29.41	1.78	5.84	3.66	12.01
70	1,549	60.98	872	34.33	2.09	6.86	4.28	14.04
80	1,771	69.72	996	39.21	2.40	7.87	4.89	16.04
90	1,992	78.43	1,121	44.13	2.70	8.86	5.51	18.08
100	2,214	87.17	1,245	49.02	3.01	9.88	6.13	20.11
110	2,435	95.87	1,370	53.94	3.31	10.86	6.75	22.15
120	2,656	104.57	1,494	58.82	3.62	11.88	7.36	24.15
130	2,878	113.31	1,619	63.74	3.92	12.86	7.98	26.18
140	3,099	122.01	1,743	68.62	4.23	13.88	8.60	28.22
150	3,320	130.71	1,868	73.54	4.53	14.86	9.22	30.25
160	3,542	139.45	1,992	78.43	4.84	15.88	9.84	32.28
170	3,763	148.15	2,117	83.35	5.14	16.86	10.45	34.28
180	3,984	156.85	2,241	88.23	5.45	17.88	11.07	36.32
190	4,206	165.59	2,366	93.15	5.75	18.86	11.68	38.32
200	4,427	174.29	2,490	98.03	6.06	19.88	12.30	40.35

Lens Zoom Range: 1.4 - 2.8:1 ± 5% Design Tolerance
Projector Throw Distance = Screen Width x Zoom Lens Setting

Notes about viewing 3D video content

• The optional 3D Synchro Emitter and 3D glasses are required to view 3D images. 3D video software (3D media or output of 3D broadcasts) and a 3D-compatible video player are also required. • Perception of 3D images will vary with individual viewers. • Stop viewing 3D images immediately if any discomfort such as headaches, dizziness, eye fatigue, etc. occurs. • Viewing of 3D images by children under the age of five is not recommended. • Read the Safety Precautions in the User Manual carefully before viewing any 3D source.

• The projector is equipped with a new super high pressure mercury lamp, which may break, emitting a loud noise, when it is subjected to shock or after it has been used for some length of time. • Please note that, depending on how the projector is used, there can be considerable difference between individual lamps regarding how many hours they will operate before requiring replacement. • An additional payment is required for installation of a new lamp, if necessary. • The projector lamp requires periodic replacement and is not covered by warranty. • Please be aware that, because the D-ILA device is manufactured using highly advanced technologies, 0.01% or fewer of the pixels may be non-performing (always on or off).

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