



# DLA-RS4800

3D Enabled D-ILA Media  
Room Projector

## REFERENCE SERIES

Carefully Balanced Technologies for  
Superb Picture Quality in Any Viewing  
Environment



AVAD

- **55,000:1** native contrast ratio
- ISF Certification
- Bright, high-definition 3D picture without crosstalk made possible by D-ILA
- 2D-3D conversion creates dynamic 3D video content from 2D video sources
- Convenient lens memory function
- 16-step aperture function adjusts brightness
- Pixel Adjust function corrects color distortion in 1-pixel increments
- 2X motorized zoom lens for flexible installation
- Screen Adjustment modes (3 modes)

Note: Optional 3D Glasses (PK-AG2 or PK-AG1) and 3D Synchro Emitter (PK-EM1) are required for viewing images in 3D.



## Native Contrast Ratio of 55,000:1 and ISF Certification

Optical engine for the DLA-RS4800 reduces excess light leakage to negligible levels, enabling a high native contrast ratio of 55,000:1 to ensure dynamic picture with smoother grayscale and more depth. What's more, this model is licensed with the ISF C<sup>3</sup> (Certified Calibration Control) that enables trained professionals to calibrate it and store the settings into the projector.



## Three Screen Adjustment Modes\*

Screen Adjustment modes on the DLA-RS4800 are developed by analyzing the RGB reflective characteristics of a variety of screens surface to ensure optimum correction levels. Viewers can select from one of three parameters to achieve an accurate picture with natural color balance.

\*Please refer to the JVC website for a comparison table of primary screens and adjustment modes.

## Lens Memory Function

This function stores up to three separate lens adjustments for zoom, focus, horizontal and vertical shift that can be easily recalled when needed. Focus, zoom (size) and shift (display position) characteristics can be recorded for video content in various aspect ratios such as a CinemaScope (2.35:1), 1.85:1 or standard 16:9. The settings can be easily recalled via a remote control.

Lens memory examples (when using CinemaScope screen)



Memory 1: Standard 16:9



Memory 2: CinemaScope size



Memory 3: CinemaScope size with subtitles outside the screen

## D-ILA 3D Projection\*

JVC's most recent D-ILA driving method reproduces superlative 3D images with vivid colors and reduced L/R crosstalk. But best of all, DLA-RS4800 is also equipped with other innovative 3D functions.

• **Crosstalk Cancelling:** The innovative Crosstalk Cancelling function significantly reduces crosstalk from critical intensity levels that are likely to cause this phenomenon. The video signal is analyzed for the left and right eyes and then a correction is applied which levels via JVC advanced proprietary algorithms. This ensures a better 3D experience.



Crosstalk Cancelling OFF



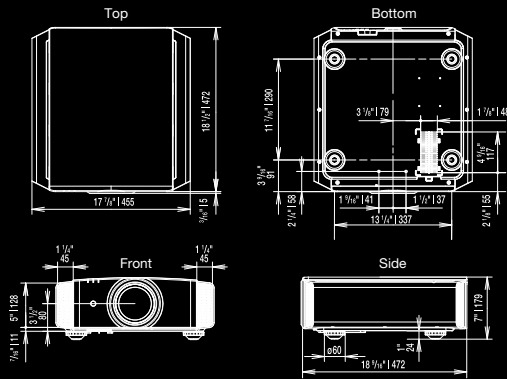
Crosstalk Cancelling ON

• **2D-3D Conversion:** The real-time 2D-3D converter featured on JVC's Broadcast Quality IF-2D3D1 Professional 3D Image Processor has been ported over for home projector use and is now featured on the DLA-RS4800. 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.



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

## External Dimensions (unit: inches | mm)



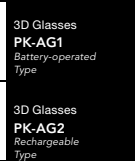
## Optional Equipment



User-replaceable Lamp  
PK-L2210U



3D Synchro Emitter  
PK-EM1



3D Glasses  
PK-AG1  
Battery-operated  
Type



3D Glasses  
PK-AG2  
Rechargeable  
Type

## Connectors



## Specifications

		DLA-RS4800
Device		0.7 inch Full HD D-ILA (1920 x 1080) x3
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		220W Ultra-High Pressure Mercury Lamp (lamp life: approx. 3000 hours when the lamp is in Normal mode)
Contrast Ratio		Native: 55,000:1
Connectors	Component	1 (RCA: Y, Pb/Ca, Pr/Cr)
	HDMI	2 (3D/Deep Color/CEC compatible)
	RS-232C	1 (D-sub 9pin)
	LAN (RJ-45)	1
	Trigger	1 (Mini jack: DC12V/100mA)
Video Input Signal Format	Remote	1 (Stereo Mini jack)
	3D Sync	1 (Mini Din 3pin)
	Digital	480i/p, 576i/p, 720p 60/50, 1080i 60/50, 1080p 60/50/24
PC Input Signal Format	Analog	480i/p, 576i/p, 720p 60/50, 1080i 60/50
	HDMI	VGA/SVGA/XGA/WXGA/WXGA+/SXGA/WXSGA+/WUXGA
3D Format	Frame Packing	720p 60/50, 1080p 24, 1080i 60/50
	Side-by-Side (half)	720p 60/50, 1080p 60/50, 1080i 60/50
	Top & Bottom	720p 60/50, 1080p/24
Noise		20dB (Lamp normal mode)
Power Requirement		AC 110-240V, 50/60Hz
Power Consumption		330W (Stand-by: 0.8W)
Dimensions : (in.   mm)		17.91" x 7.05" x 18.59" / 455 x 179 x 472 mm
Weight : (lbs.   kg)		33 lbs. / 14.9 kg

\* Measurement, measuring conditions, and method of notation all comply with ISO 21118.

## Projection Distance Chart

Screen diagonal (in.)	Display size (16:9)				Projection distance			
	Width (mm)	Width (in.)	Height (mm)	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. occur. • 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 an ultra-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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