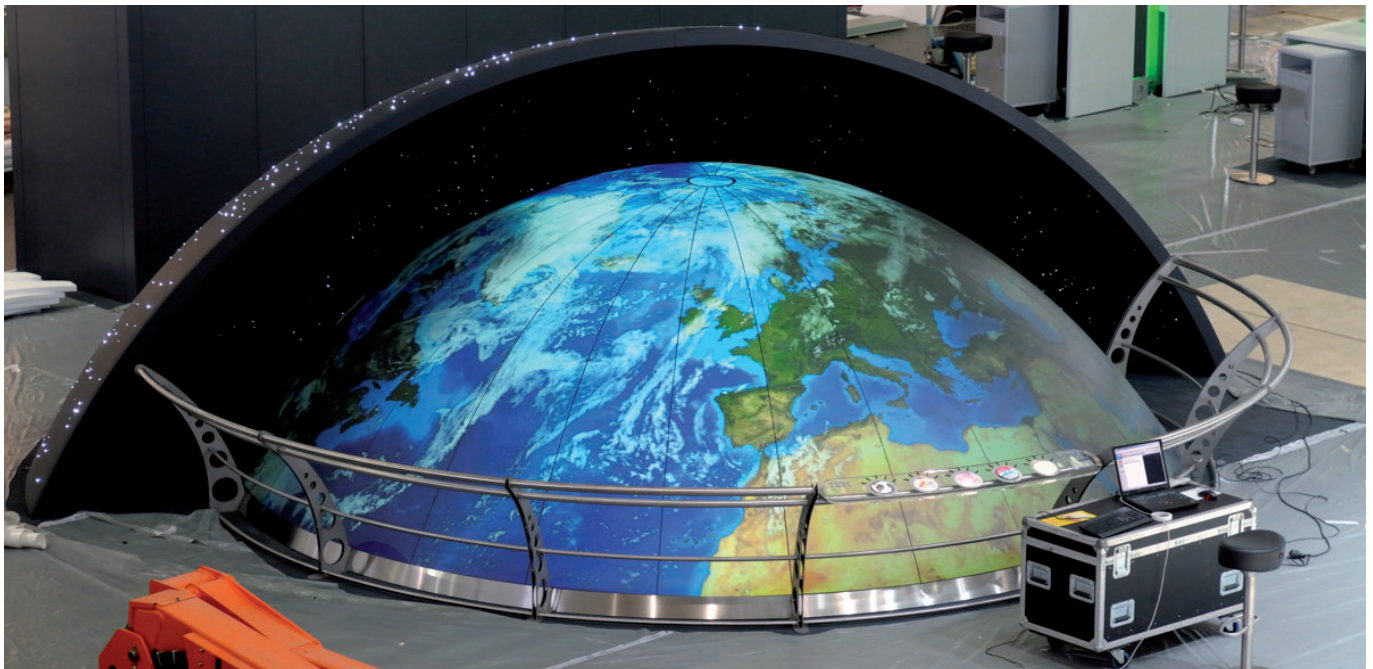


# SphereProjection



**SphereProjection** is a system for projecting interactive content on surfaces that are shaped irregularly. The combination of the MadHat 3D Engine and rear projection technology enables a seamless 3600-projection on almost any basic geometric shape.

By placing projectors as well as computers within the construction, all technical installations can be kept inside the object. The use of rear projection technology prevents shadows of objects or of observers on the projection screen.

From ambience video loops in full HD resolution up to interactively controllable 3d visualisations: The MadHat 3D Engine allows for maximum flexibility.

The whole system is freely scalable: This allows the use MadHat SphereProjection for many applications indoors as well as outdoors.

## Areas of Application:

- » Fairs
- » Museums
- » Show rooms
- » Foyers

## Future Projects

For really spectacular future projects, we are currently working on constructing a ball-shaped SphereProjection system made from gas tight material. By using helium as a filling gas we hope to enable bearing loads of a few tons, thus creating a floating system.

Just as in the existing system, all projectors of the future system will be placed within the sphere. By that and by the approval of the Federal Air Transportation Authority, that we hope to gain for our system, we will be able to create a display system that floats freely over the spectators.

**Technical Data „Model CeBIT 2009“**

*The model CeBIT 2009 was developed by order of the CPP Studios Event GmbH entwickelt and is instantly available in the following configuration:*

**» Measurements (total)**

Diameter: 5590mm

Height: 1850mm

Depth: 1900mm

The measurements of the projected area can be fit to almost any application.

**» Technical Data Projectors**

Light Output: 56000 ANSI Lumen

Resolution per projector: 1400 x 1050 Pixel

Power consumption: 800W (per Projektor)