PUFFERFISH 2015

PUFFERSPHERE PRO
The PufferSphere Pro constitutes the world’s premier range of high power, extra large spherical displays.

Available with inflatable and hardball screens and compatible with a range of 3chip DLP large venue projectors, the Pro displays present a totally flexible system for creating a range of different spheres for use across a variety of event spaces.

Swap between projectors as your stock and budgets dictate.

Swap between screen sizes to suit applications and spaces.

Couple with PufferWarp for easy quick deployment of video content, or integrate with a range of media servers for full show control.
PufferSphere Pro
A guide to projector choices

The PufferSphere Pro is designed to work as an add-on kit for a number of popular models from Pro-AV projector brands.

Three Chip DLP projectors from Christie, Barco, Panasonic and Digital Projection are all compatible.

The optimal resolution is WUXGA, but SX+ is also supported optimally.

1080p projectors are also supported, but are not optimal.

The PufferSphere Pro requires top and bottom fly-frames from the projector manufacturer, and a long-throw lens (projector dependent) - these are included in our pricing overleaf.

Should you already own the projector(s) or wish to buy them direct, you are welcome to provide your own machines.

The PufferSphere Pro will fit a range of projectors, so you can use different models depending on the screen size, lighting conditions etc.
PUFFERSPHERE PRO STRUCTURE
BASED ON PANASONIC PT-DZ21KE
### PRO HB Resolution

How pixel size stacks up over different sizes and resolutions of PufferSphere Pro HB

<table>
<thead>
<tr>
<th>Diameter (mm)</th>
<th>Projector Resolution</th>
<th>Surface Area (M²)</th>
<th>On-Sphere pixels</th>
<th>Pixels per Inch² (PPI²)</th>
<th>Av Pixel Size² (mm²)</th>
</tr>
</thead>
<tbody>
<tr>
<td>1200</td>
<td>1920 x 1200</td>
<td>4.44</td>
<td>1,130,973</td>
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<table>
<thead>
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<th>Diameter (mm)</th>
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<th>On-Sphere pixels</th>
<th>Pixels per Inch² (PPI²)</th>
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PRO INFLATABLE RESOLUTION

How pixel size stacks up over different sizes and resolutions of PufferSphere Pro Inflatable

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<th>On-Sphere pixels</th>
<th>Pixels per inch² (PPI)</th>
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CORE SOFTWARE
PUFFERCONSOLE + PUFFERWARP
The PufferConsole is a PC machine, set up to run optimally with Pufferfish applications and a set of installed software to facilitate ongoing support and service.

Key features:
- PUFFER-APP-MACHINE Mini ITX 450W Power Supply
- Intel® Core i7-4770 Processor
- 8GB DDR3 Ram
- 128 SSD
- Windows 7 Pro 64-bit installed
- Graphics Card: EVGA NVIDIA GTX 960 2GB
- 222 mm (W) x 181 mm (H) x 285 mm (D)
CORE SOFTWARE: PUFFERWARP

PufferWarp is the foundation video playback app for all PufferSphere displays.

Simplifying the content creation process for our displays, the PufferWarp is designed to help you get your content on the sphere quickly and easily.

In order for content to appear geometrically correct on the sphere, content must be in azimuthal projection before it is sent to the projector.

However, we understand that our clients need ways to work with standard video content. That’s why we made PufferWarp to take care of things for you.

Use 16:9 content
PufferWarp can accept standard 16:9 content and will automatically window it for the sphere - you can choose how many times it is repeated.

Pull in Live Feeds
By using an external capture card, PufferWarp can pull in a DVI signal from any other machine, be that a signage system or VJ set up.

Quick Interactivity
When used with our on-sphere touch module, PufferWarp will allow you to rotate content on the sphere by hand, and place buttons to skip between movies.
**KEY FACTORS TO CONSIDER**

A successful spherical installation will require you to plan around the following aspects:

- **Lighting**
  PufferSpheres are projection-based, so you should avoid natural light and be able to control artificial light.

- **Resolution**
  Larger spheres have larger surface areas, so pixels will be bigger with larger spheres if the projector is the same resolution.

- **Brightness**
  Larger surface areas will mean that the projection light is distributed over a larger surface area, reducing intensity and requiring more control over lighting.

- **Eye Contact**
  If you are building an interactive sphere, don’t forget that the ability to make eye contact over and above the display may be more valuable than having a big display.

- **Access**
  Are all the doors and lifts big enough for the sphere to pass through?

- **Shipping**
  If you want to ship between venues, we recommend flight cases. Please remember goods ship as freight, you can’t carry them on a flight.

- **Surrounds**
  You can build the unit into a surround, plinth or other furniture, but you need to allow heat to escape and access for lamps and machines.

- **Content**
  If you need help planning or developing your content or applications, we will be happy to help you develop a brief.
CONTACT INFO

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