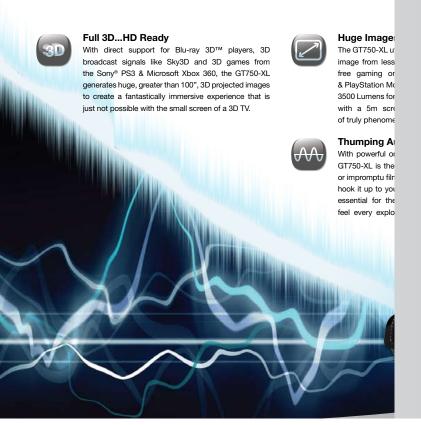




# ■ GT750-XL

# Join the Revolution

Prepare yourself for life-size 3D games and movies! Designed for use with the latest 3 this massive 3D experience right into your own home; and with one pair of ZD201 glas 3D gaming sessions...right away!



# GT750-XL

# Immerse yourself in the action

Unlike competing technologies, DLP® from Texas instrument uses millions of tiny mirrors to maximise the available light output, while the inherent speed & high ANSI contrast work in perfect harmony; eliminating crosstalk, to create the most vivid & compelling 3D experience available anywhere.





Set your sights on the GT750-XL for the greatest 3D gaming experience. Line-up the perfect shot while sniper-rounds whizz past you; watch burning ships zoom off into the distance; dodge axewielding zombies lurching out of the screen – the possibilities are endless. Combine this with active-motion gaming for the closest thing to your very own virtual reality suite.



Couldn't get tickets for the big match? - The GT750-XL brings the big picture home like never before. With more matches broadcast in 3D every season, you'll never miss the great moments in sporting history and you can re-live them time after time as though you were actually there.







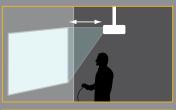






# **Get moving**

With the advent of motion controlled gaming from the Playstation®3 Move, Xbox 360 Kinect and of course the Nintendo Wii, gamers need, more than ever, to be on their feet. In the past, this might have been a problem, as some projectors were positioned behind the player causing an on-screen shadow. Now, using a special "short-throw" lens developed by Optoma, the GT750-XL can be placed much closer to your screen, eliminating the shadow that might have made your motion-controlled gaming all but impossible.







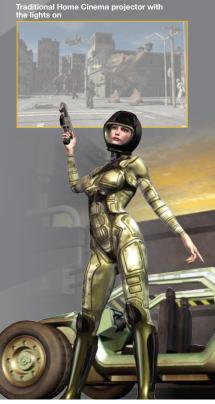


Not only do new titles for Playstation<sup>®</sup>3 Move and Xbox 360 Kinect often support motion-control, but many are in 3D tool Imagine being able to control your avatar not only using "Kinect" or PS3™ Move but in stunning 3D as well. Well now you can enjoy this incredible 3D motion-controlled experience, for the closest thing to your very own virtual reality suite.



Traditional home cinema projectors are great when you have a controlled, dark environment for watching films. When the lights go on to play motion controlled games with the PS3<sup>TM</sup> Move, Xbox 360 Kinect or Wii, the image may suffer, appearing to be washed out and lacking definition. The GT750-XL has 3500 lumens of brightness providing enough light for a Fantastic gaming experience even with the lights on.





# ■ GT750-XL

GT750-XL Specifications Highlights						
HD Ready	720p (1280 x 800 Native)					
ANSI Contrast	300:1 ANSI					
Dynamic Contrast	3000:1					
Audible Noise	27dB Standard mode					
Brightness <sup>1</sup>	3500 ANSI Lumens					
Lamp Life <sup>2</sup>	4000 Hours (ECO mode)					
Connections	2x HDMI (v1.4a 3D support), VGA (Component\ PC), S-video, Composite, L/R RCA Audio-In, 3.5mm Audio-Out, RS232, 3D Sync Out					
2D Compatibility	1080p24/50/60, 1080i50/60 720p50/60/120, PAL, NTSC, SECAM					
3D Compatibility	Side-by-Side:1080i50, 1080i60 Frame-pack:1080p24, 720p50, 720p60 Over-Under: 1080p24, 720p50, 720p60					
3D Viewing	1 pair ZD201 DLP-Link shutter-glasses included. Additional pairs are available separately.					
	(The Optoma 3D-RF System/Glasses are also supported - available separately.)					
Dimensions	324 x 234 x 97mm					
Weight	2.97 Kg					
Warranty	Warranty may vary by country. Please see or ask your local supplier for details					
EAN Number	5060059046058					

For full specifications please visit the website at: www.optoma.co.uk

ZD201 3D Glasses S <sub>l</sub>	01 3D Glasses Specifications				
3D Refresh rate	120Hz (60Hz / eye)				
Dimensions (W x D x H)	172 x 166 x 40 (mm)				
Weight	50g				
Power	1x CR2032 battery				
Battery Life	Up to 70 Hours				
Range	Up to 20M (Dependent on projected Image)				
Operating Conditions	Operating: 5°C - 45°C				
Storage Humidity	≤90%				

### ZD201 3D Glasses



### **Distance Table**

Projection Distance (m)	Horizontal Image Size (m)	Vertical Image Size (m)	Diagonal Image Size (m)	Diagonal Image Size (inch)	Image Offset (m)
1.00 2.00	1.39 2.78	0.87 1.74	1.64 3.28	64.48 128.96	0.11 0.22
3.00	4.17	2.60	4.91	193.45	0.32



### Connections

- VGA In (Component via adapter)
- 2 HDMI (V1.4a 3D & audio supported)
- 3 S-Video4 Composite Video
- 5 Audio Out 3.5mm Jack
- 6 3D Sync Out (VESA)
- **7** RS232
- 8 Audio In L/R RCA 9 Kensington™ Lock
- 10 Security Bar







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