



Calibre's new digital cinema alternative content processor

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The industry acceptance of new digital cinema projection technologies provides movie theatres with new revenue generation opportunities, or would, if the connectivity were present on such projectors to allow the showing of a range of alternative content such as live sporting events via satellite feed, themed days showing classic movies on DVD or BluRay, video-based advertising and even videogames contests.

To do that, however, requires that the source material be of appropriate quality due to the very large screen size showing the defects and noise present in typical video material as well as the fundamental problem that typical technology-leading digital cinema projectors cannot readily be connected to commercial alternative content source equipment.

A prime example of this is the Sony SRX-R220 "CineAlta" 4K projector. This projector has fantastic performance but very limited connectivity. That's where Calibre's recently-announced PremierViewProHD-DC Digital Cinema Alternative Content Processor comes in. The PVProHD-DC provides true post-production studio grade image processing especially configured for digital cinema projection requirements by Calibre.

The PVProHD-DC provides a means for alternative content material to be displayed from professional and consumer content HD and SD sources such as DVD, satellite/cable receivers, Betacam, Digibeta, PC/media servers, videogames and hard disk recorders plus, says Calibre, most other sources. It has been specifically designed to be compatible with the alternative content connection on Sony CineAlta SRX-R220, R210 and earlier R110 4K resolution digital cinema projectors into whose cabinet it is designed to fit seamlessly alongside the media server. PVProHD-DC includes LAN-based remote control software for easy control without need for operator access to the secure projector cabinet.

HD-SDI and SD-SDI are supported with automatic cable EQ and full broadcast grade hardware implemented EQ, clock recovery and de-serialiser for optimum stability and signal integrity. HDMI and DVI inputs provide compatibility with HDMI 1.3 and DVI sources, with deep colour support from HD and SD disc players and media management systems. Studio grade analog signal processing is also provided for compatibility with legacy signals such as composite, S-Video and component video as well as VGA from games consoles, for which there is a special low-latency image processing mode. Internal real-time processing takes place at bit depths up to 16-bit to avoid greyscale banding and avoid quantisation noise generation and automatic audio delay is included to ensure audio-video lipsync after image processing.

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