

DIGITAL 
PROJECTION

Ultra Short Throw Lens

0.38:1 Ratio

Images up to 7.5m wide

Compatible with
E-Vision 6800/7500/8000/
8500 Laser/4K Laser /10K Laser



The Visionaries Choice

www.digitalprojection.com

Specifications Part Number: 117-341

For use on the following models

E-Vision 6500 XGA, E-Vision 6500 WXGA, E-Vision 6800 WUXGA, E-Vision 7500 WXGA, E-Vision 7500 WUXGA, E-Vision 8000 1080p, E-Vision 8000 WUXGA, E-Vision Laser 4K, E-Vision Laser 8500, E-Vision Laser 10k

Calculation

Positioning is determined by:

throw - the distance between the projector and the screen, and

offset - the distance between the ground and the bottom edge of the screen.

These figures are calculated using the screen width in millimeters, using the following formulae:

throw = screen width (in millimeters) x 0.35134 - 196 mm

offset = screen width (in millimeters) x 0.2586 + 140 mm

Typical screen sizes and distances

Screen width	Throw	Offset
2500 mm	683 mm	786 mm
3000 mm	859 mm	915 mm
3500 mm	1035 mm	1045 mm
4000 mm	1210 mm	1174 mm
4500 mm	1386 mm	1303 mm
5000 mm	1562 mm	1432 mm
5500 mm	1737 mm	1561 mm
6000 mm	1913 mm	1691 mm
6500 mm	2089 mm	1820 mm
7000 mm	2264 mm	1949 mm
7500 mm (max)	2440 mm	2078 mm

The throw formula on this page uses easy to measure reference points: the screen surface and the front of the projector. In reality the throw is measured from a point inside the lens which is 196 mm away from the front of the projector.

Likewise, the offset formula uses a correction of 140 mm because in reality the offset begins 140 mm above the ground.

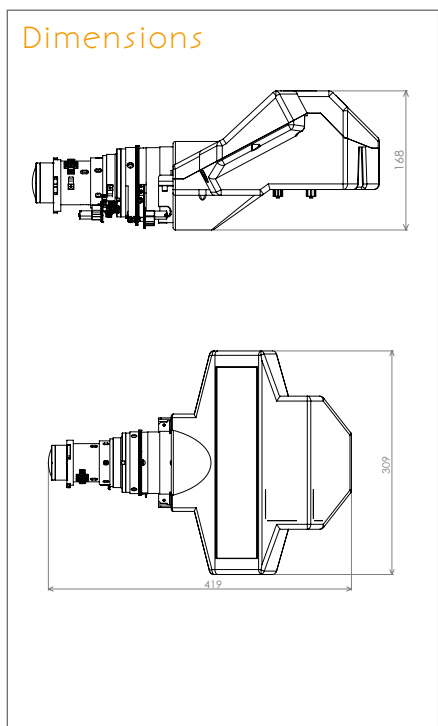
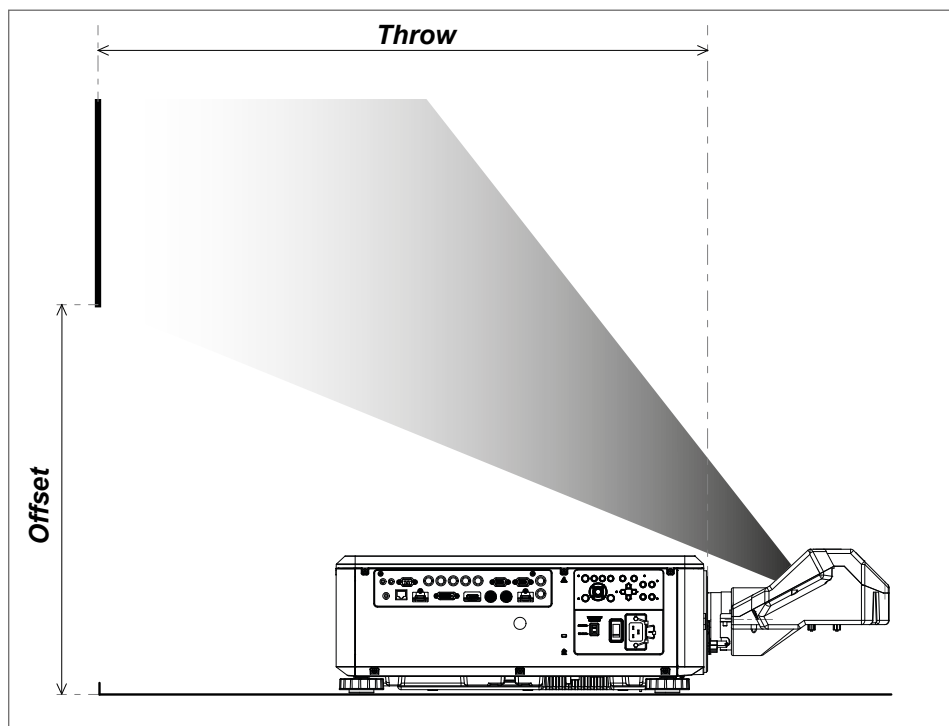
The screen width must be in mm.

For screen widths below 2223 mm, the rear of the projector is in line with the screen wall. Space must be left behind the projector for ventilation: for E-Vision Laser 7500 and E-Vision Laser 8500 the minimum distance should be 500 mm. For further information, see the projector user manual.

Lens tolerance can be up to 5%.

Offset is also dependent on lens shift

This lens should only be used on flat surfaces/screens and that it should be aligned parallel to the screen.



Actual Throw Ratio

0.67" 4K-UHD	0.377
0.67" WUXGA	0.377
0.65" HD	0.377
0.7" XGA	0.392
0.65" WXGA	0.395

