

DIGITAL **PROJECTION**

A Delta Associate Company

Ultra Short Throw Lens

0.38:1 Ratio

Images up to 7.5m wide

Compatible with

E-Vision 6500 WXGA | E-Vision 6800 WUXGA | E-Vision 7500 WXGA
E-Vision 7500 WUXGA | E-Vision 8000 WUXGA | E-Vision Laser 7500 WUXGA
| E-Vision Laser 8500 WUXGA | E-Vision 9100 WUXGA
E-Vision Laser 10K WUXGA | E-Vision Laser 13000 WUXGA
| E-Vision Laser 15000 WUXGA | E-Vision Laser 4K-UHD
| E-Vision Laser 11000 4K-UHD



The Visionaries Choice

www.digitalprojection.com

Specifications Part Number: 117-341

For use on the following models

E-Vision 6500 WXGA, E-Vision 6800 WUXGA, E-Vision 7500 WXGA, E-Vision 7500 WUXGA, E-Vision 8000 WUXGA, E-Vision Laser 7500 WUXGA, E-Vision Laser 8500 WUXGA, E-Vision 9100 WUXGA, E-Vision Laser 10K WUXGA, E-Vision Laser 13000 WUXGA, E-Vision Laser 15000 WUXGA, E-Vision Laser 4K-UHD, E-Vision Laser 11000 4K-UHD

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 mm) x 0.35134 - 184 mm

WUXGA offset = screen width (in mm) x 0.2586 + 136 mm

4K-UHD offset = screen width (in mm) x 0.2515 + 136 mm

Typical screen sizes and distances

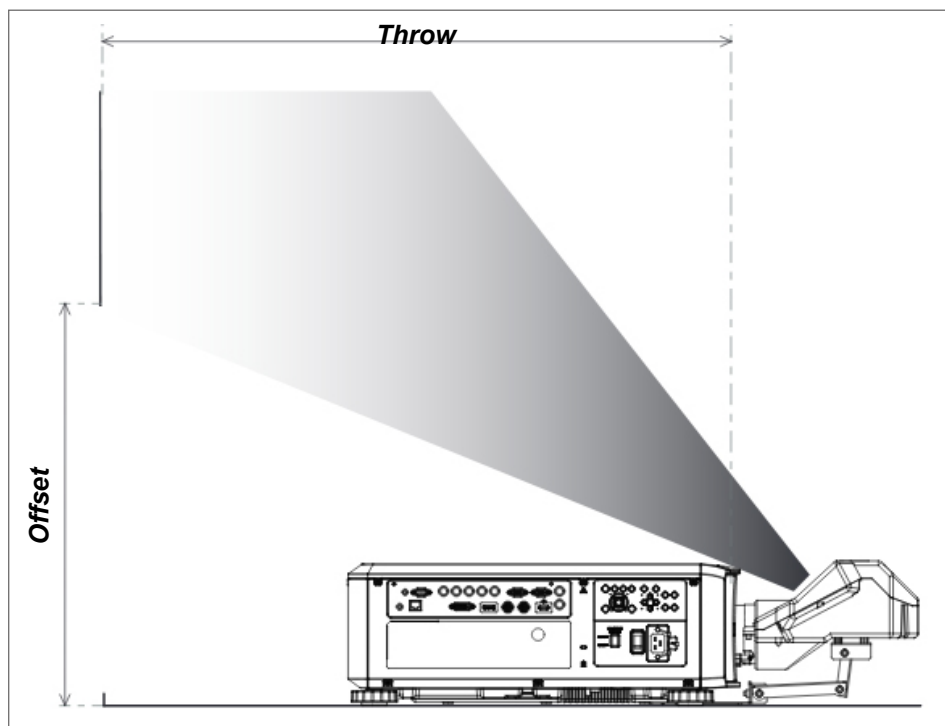
WUXGA

Screen width	Throw	Offset
2500 mm	696 mm	783 mm
3000 mm	871 mm	912 mm
3500 mm	1047 mm	1041 mm
4000 mm	1223 mm	1170 mm
4500 mm	1398 mm	1300 mm
5000 mm	1574 mm	1429 mm
5500 mm	1750 mm	1558 mm
6000 mm	1925 mm	1687 mm
6500 mm	2101 mm	1816 mm
7000 mm	2277 mm	1946 mm
7500 mm	2452 mm	2075 mm

Typical screen sizes and distances

4K-UHD

Screen width	Throw	Offset
2500 mm	696 mm	765 mm
3000 mm	871 mm	891 mm
3500 mm	1047 mm	1017 mm
4000 mm	1223 mm	1142 mm
4500 mm	1398 mm	1268 mm
5000 mm	1574 mm	1394 mm
5500 mm	1750 mm	1520 mm
6000 mm	1925 mm	1645 mm
6500 mm	2101 mm	1771 mm
7000 mm	2277 mm	1897 mm
7500 mm	2452 mm	2022 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 184 mm away from the front of the projector.

Likewise, the offset formula uses a correction of 136 mm because in reality the offset begins 136 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: 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

