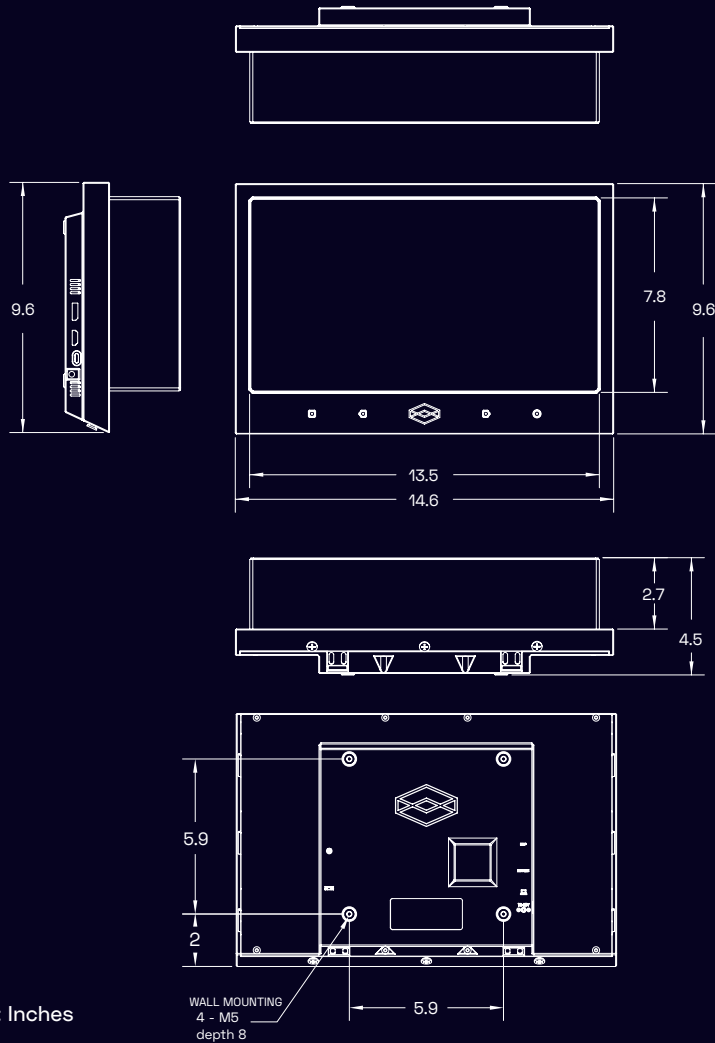
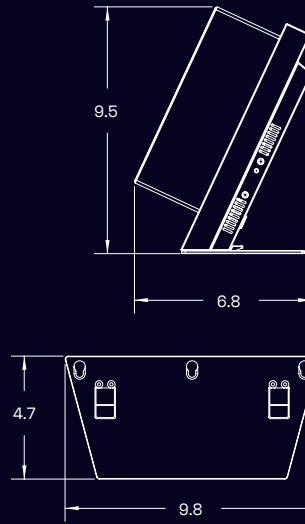


LOOKING GLASS 15.6"



Unit: Inches



LCD Panel Type: TFT

Rated Lifetime: 15,000 hr

Waste Heat Management:
Passive dissipation over metal housing and heat sink

General Technical Specifications

Power Supply	19V Power Adapter
Connection	HDMI Cable USB-C Cable
External Dimensions	14.5" (W) x 9.6" (H) x 6.9" (D)
Dimension of Active Area	13.5" (W) x 7.8" (H)
Weight	18.6 lbs
Input Resolution	3840px x 2160px

Optical Specifications

Aspect Ratio	16:9
Refresh Rate	60 Hz
Class of Light Field	45 element horizontal parallax
Field of View	50 degrees
Color Range	16.7M
Viewing Distance	0.98 ft(30cm) ~ ∞

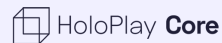
Software Suite



- HoloPlay Unity Plugin
- HoloPlay Plugin for Unreal Engine
- HoloPlay.js Three.js Library



- 3D Model Viewer
accepts OBJ, glTF files
- Depth Media Player
- Light Field Photo Viewer



- HoloPlay Core SDK
Cross-platform for building native Looking Glass support into your 3D software

Minimum System Specifications

Operating system: Windows 10 64-bit
CPU: Equivalent to Intel Core i5 or above
GPU: Equivalent to NVIDIA GeForce GTX 1060 or above
RAM: 4GB or above
Internal storage: 128GB or above