

Content Erstellung für MOBILE DISPLAYS

1	Introduction	2
2	Workflow	3
3	Codec format.....	6



1 Introduction

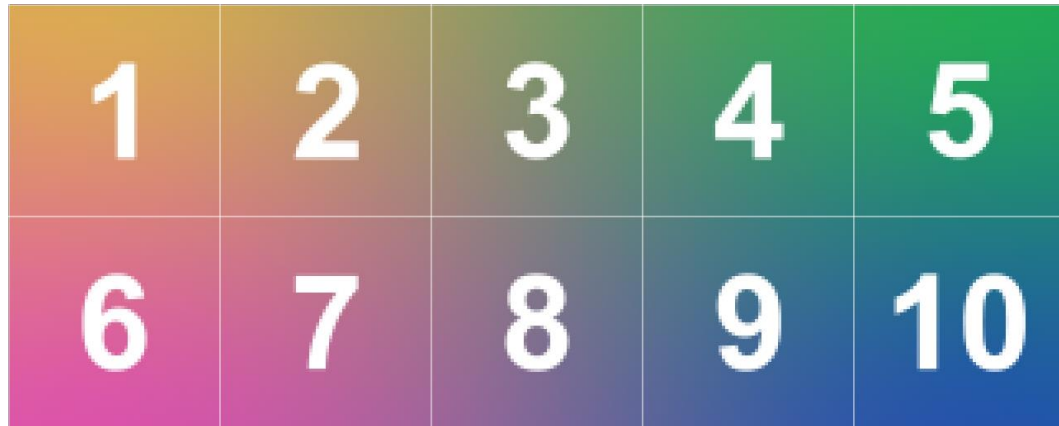
Each display can playback an aperture of 64*64 pixels.

The content played synchronously by all displays is contained in one single video.

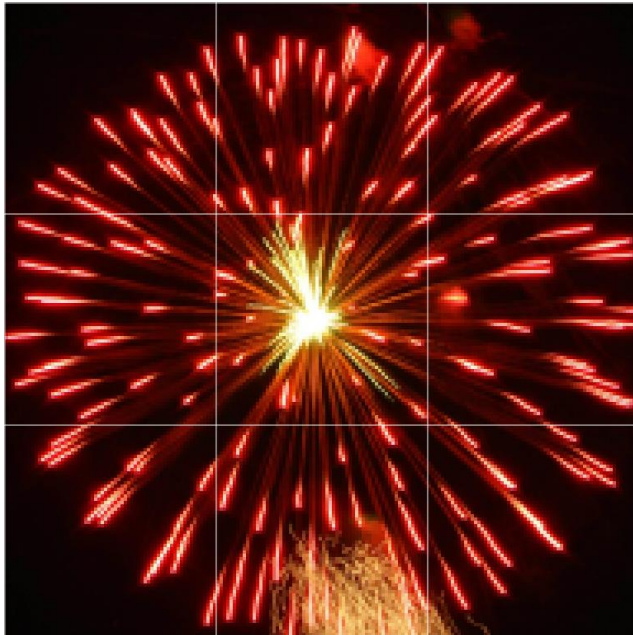


2 Workflow

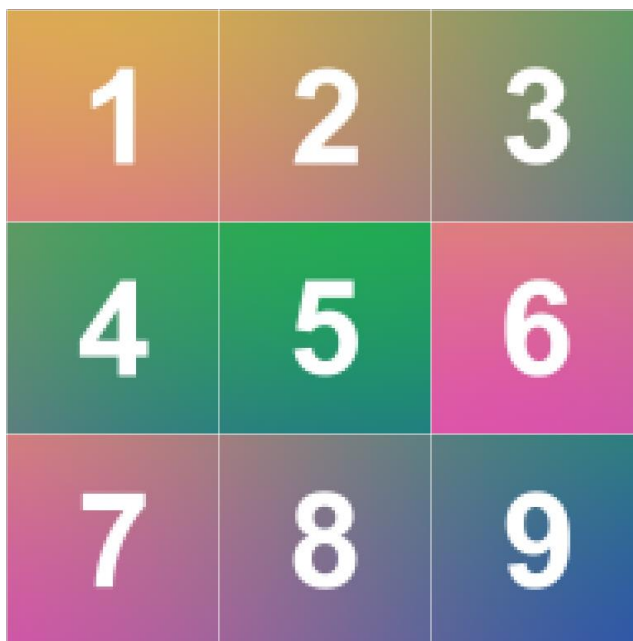
To develop content for a show with 10 displays, a film with 320*128 pixels (5 times 64 pixels width and 2 times 64 pixels height) can store the content of all 10 displays. Each number is one display:



On stage the following figure is planned:



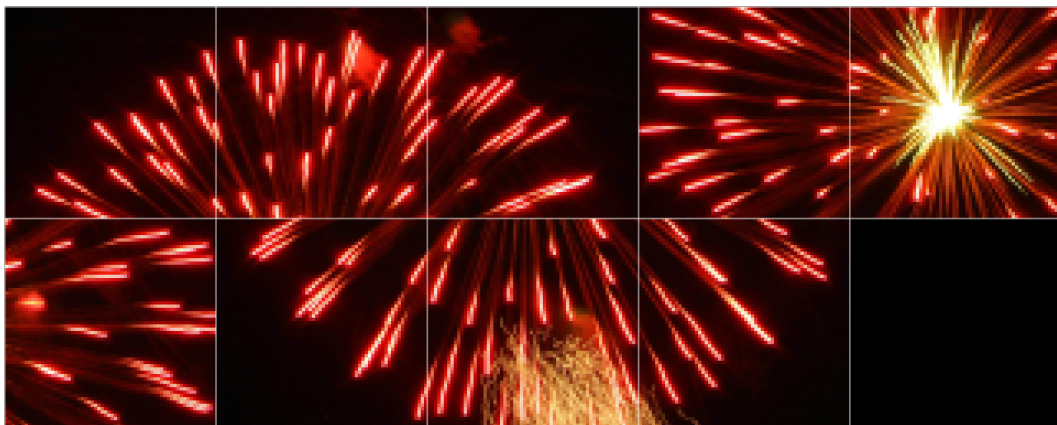
And it is defined which actor has which display at that time.



The video should look like this:



Or better like this



Of course you different formats for the film and different positions for the individual displays can be chosen. You can also decide to have two or all MOBILE DISPLAYS playback the same area.

3 Codec format

The max size of the video is 480 * 270 pixels.

Videos have to be rendered in Quicktime animations codec with uncompressed sound.

These videos will be converted by us to a format the **MOBILE DISPLAYS** can play back.

