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SONY 4K SXRD PROJECTORS SELECTED FOR SILICON GRAPHICS VUE SOLUTIONS IN COMMAND AND CONTROL ENVIRONMENTS

New SXRD T-Series Used to Create Ultra High Resolution Visual Experiences in Industrial and Situation Management Applications

PARK RIDGE, N.J., Oct. 28, 2008 – Sony’s 4K SXRD® large venue projectors have been selected as the preferred ultra high resolution display unit for the new Silicon Graphics® VUE™ software solutions, whose systems utilize 4K resolution imaging to generate “virtual decision centers” for mission critical command and control applications.

Unveiled today, the VUE software suite is designed to change the way people create, distribute and use visual information. The SXRD projectors, including the new T series chosen by Silicon Graphics, enable the VUE system to provide operators with a complete visualization solution that can be used for a range of applications, including industrial, commercial and situation management applications.

According to Silicon Graphics, the ultra high resolution desktop enables operators to rapidly and intuitively grasp an otherwise overwhelming amount of information in real-time. The data can then be turned into actionable information to assist decision-making processes.

“With Sony SXR D projectors, Silicon Graphics VUE solutions can provide the amount of resolution needed to create a visualization experience that allows management teams to make optimal decisions as quickly as possible,” said Andre Floyd, marketing manager for SXR D systems at Sony Electronics. “The three-dimensional desktop lets users orient all available data sources in more meaningful ways without significantly decreasing the quality of the images.”

Floyd added that as many as eight projectors are required to rival the performance of a single SXR D projector. The SXR D technology’s single unit performance vastly reduces the maintenance and operating overhead inherent to such arrangements in addition to providing overall better picture quality.

“Sony 4K SXR D projector’s exceptional capabilities, including pixel density, contrast ratios and quiet operation, makes the system an ideal fit for immersive and interactive VUE environments deployed in military, intelligence, energy exploration and other industries,” said Robert Pette, vice president, visualization, Silicon Graphics.

According to Pette, the capabilities of SXR D/VUE technology promise a new era for 3D command and control systems that are fundamentally more effective than traditional 2D assimilation of information.

Real-World Applications Already in Development

According to Silicon Graphics, applications are already being developed that use SXR D and Silicon Graphics FusionVUE™ software. FusionVUE is a component of the VUE software family that dynamically integrates any kind of information in any combination from any source and presents that information via an intuitive, contextual

and 3-dimensional VUEspace™ environment. Leading organizations are using the technology as a platform to build working models of visual concepts designed to turn “information overload” into actionable insights.

One customer has used the combined solution to develop packages of data bundled inside a 3D object in the visual field and structure massive amounts of information for easy access as needed. By ordering and organizing information for specific applications and scenarios, multiple streams of video, audio and data can be assimilated and acted on. The SXR/D/VUE interactive 3D environment magnifies comprehension of complex, fast-breaking events, according to Silicon Graphics.

New SXR/D T-Series Advances Increase Realism

The new Sony T-Series, which includes the SRX-T110 and SRX-T105 projectors, achieve the same 4096 x 2160 resolution as their SXR/D predecessors. However, the new projectors offer higher brightness, 11,000 and 5,500 lumens respectively, and an enhanced contrast ratio of 2500:1 due to a refined optical block design.

For more information visit: www.sony.com/sxrd or www.sgi.com/vue.

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