

SolidLight™

The highest resolution holographic display platform ever designed

SolidLight combines unprecedented size, resolution and density to project SolidLight Objects that accurately move, refract and reflect in physical space.

SolidLight Objects are considered both optically real (converging wavefront; off-screen and in free-space objects) as well as virtual (diverging wavefronts; in-screen) depending on the presented content and system configuration.

Directly emissive modular **SolidLight Surfaces** form dense converging wavefronts with many billions of pixels of photonic resolution. SolidLight Surface can scale to create any size display to accommodate a range of experiences including configurations exceeding hundreds of billions of pixels.

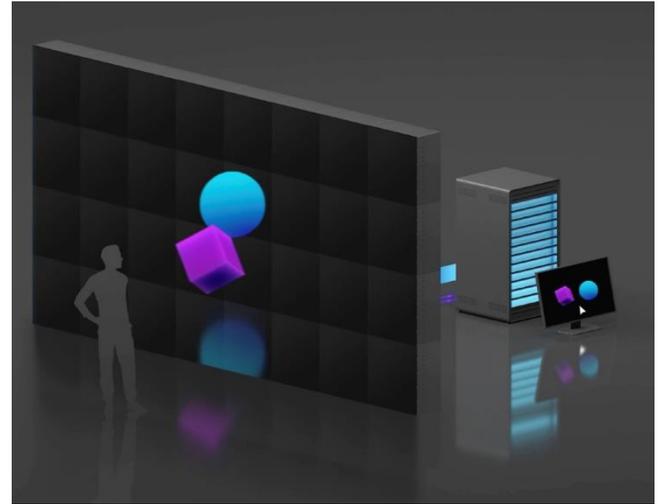
With SolidLight, viewers experience digital objects that escape the screen and merge with reality. **Real holograms. No headgear.**

Light Field Lab is accepting [applications](#) to pre-order first production units. Pricing varies depending on the size/range of application parameters and is competitive with the latest premium fine pitch video walls.

SolidLight System Overview

Configured as a turnkey hardware and software system, SolidLight includes:

SolidLight Surface Panel	Bezel-less 28-inch building block that seamlessly enables nearly infinite scalability and customizability, contributing 2.5 billion pixels to the generated holographic object volume with an effective density of 10 billion pixels per square meter.
SolidLight Relay	An additional feature that allows the generated holographic object volume to be positioned within physical environments, incorporating real-world transparency/occlusion control.
SolidLight WaveTracer™	Proprietary real-time and offline rendering software and plugins for content development. Content may be created with any 3D scene in real-time, rendered offline or may leverage existing volumetric capture workflows or integrate with 2D converted assets.
Computational Hardware	Includes the servers, GPUs, synchronization, and networking to seamlessly manage SolidLight Surface displays.
Support & Maintenance	Service plans offer rapid on-site response, parts, labor and travel, and optional continuous support.



SolidLight System Specifications

Display Architecture	28-inch (.7m) modular square SolidLight Surface panels
Type	Broad-spectrum complex-amplitude dense converging wavefront
Sample Density	10 billion pixels per m ² (nominal)
Wavefront FOV	Variable with SolidLight Relay
Image Format	Wide-gamut 10bit HDR @ 60Hz
Video Wall Controllers	Integrated proprietary FPGAs and electronics
Realtime Compute	Distributed synchronized GPU render systems
Software & Rendering	WaveTracer™ plugins and factory calibration LUTs
Playback System	File manager and synchronized media player