

The Panasonic Space Player™; a revolutionary new product developed from the Cross Value Innovation program at Panasonic; combines features of a commercial projector with the form factor of a track lighting fixture. The product itself, although function rich, relies on 3rd party content to display messages and video.

Where it comes to an interactive and stimulating environment, the definition of “content” becomes very broad. In this instance we are talking specifically about visual and auditory content, both still (static image) and dynamic (moving content, video). One of the most exciting things about the Space Player is that anyone with a PC / MAC and content software can develop creative and visually stimulating spaces. This software is widely available from many providers, but the hands down most widely used software is the Adobe Creative Suite (registered trademarks or trademarks of Adobe Systems Incorporated in the United States and/or other countries).

We see our customers as 3 potential user classifications:

1. Customer can create 100% of their content – this is great if you have in house design capabilities. With the operations manual and some time playing you will, in no time, be engaging your customers.
2. Customer has a Creative Agency that develops their brand content, advertising, signage, and point of purchase displays – this is great as well, in this instance we suggest you share the unit, operations manual, and demonstration videos from Youtube – we are sure your provider will be excited to help develop content for your needs.
3. Customer is neither 1 or 2 above – in this instance we would recommend a simple “Google” search for “Graphic Design Agencies, your city, state”. This will bring up a list of providers in your area to start your content creation. If you are unable to locate a partner please e-mail spaceplayer@control2light.com, and we will help identify a firm that can meet your needs. We also list a couple agencies that we do business with and trust at the end of this paper.

Video Projection Mapping

Some of the more stunning videos for the Space Player are created using a process called 3D Projection Mapping. In this process the designer develops content that uses a video mask (think outline) of an object and displays dynamic moving content onto this 3D object. This process is a little more complicated than flat imagery, but is not outside the scope of most creative agencies. If you are unable to locate a partner please e-mail spaceplayer@control2light.com, and we will help identify a firm that can meet your needs.

File Formats

The unit has the ability to accept data from an SD Card, wireless network, or HDMI connections. The unit also accepts industry standard file formats as displayed below:

	Extension	Format
Still Image	JPG/JPEG	Maximum number of pixels: 8,000 X 8,000
	BMP	Maximum number of pixels: 2,000 X 2,000 (1-bit, 4-bit, 16-bit, 24-bit, and 32-bit supported)

Music	Extension	Audio Compression Codec	Audio Format
	AAC	AAC	Maximum 48Khz, 2 Ch (For linear PCM, maximum 16 KHZ)
	MP3	MP3	
	WMA	WMA	

Movie	Extension	Video Compression Codec	Audio Compression Codec	Video Format	Audio Format
	MOV	H.264/AVC MotionJPEG	AAC Linear PCM	Maximum 1,920 X 1,080 30 fps	Maximum 48Khz, 2 Ch (For linear PCM, maximum 16 KHZ)
	AVI	H.264/AVC MotionJPEG MPEG4	MP3 Linear PCM		
	MP4	H.264/AVC MPEG4	AAC MPEG4 AAC-LC		
	MPG/MPEG	MPEG2	MPEG1 Layer 2		
	WMV	WMV9	WMA		

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For more information about Panasonic projectors,
please visit www.control2light.com/spaceplayer

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