

# € TRAINING

Wall Screen Pixels



12 - 16 May 2024  
Dubai (UAE)



# Wall Screen Pixels

REF: B2441 DATE: 12 - 16 May 2024 Venue: Dubai (UAE) - Fee: 5310 Euro

## Introduction:

The Wall Screen Pixels training program is designed to provide participants with a comprehensive understanding of pixel technology used in large-scale display screens. Covering key concepts and practical applications, this program aims to equip professionals with the skills needed to effectively manage and optimize pixel configurations for various display requirements.

## Program Objectives:

At the end of this program the participants will be able to:

- Develop a solid foundation in the principles of wall screen pixels, including the technology behind them and their role in modern display systems.
- Explore the various applications of wall screen pixels in industries such as entertainment, advertising, command and control centers, and more.
- Gain practical, hands-on experience with wall screen pixel setups, troubleshooting common issues, and optimizing display configurations.
- Delve into advanced techniques for pixel mapping, calibration, and synchronization, enabling participants to tackle complex projects with confidence.
- Stay ahead of the curve by examining the latest trends and innovations in wall screen pixel technology, including developments in resolution, color accuracy, and energy efficiency.

## Targeted Audience:

- Audio-visual technicians, engineers, and specialists seeking to deepen their knowledge of wall screen pixels.
- Professionals involved in organizing events, conferences, and exhibitions that utilize large-scale display setups.
- Creatives interested in incorporating wall screen pixels into their artistic projects or installations.
- Individuals responsible for integrating display solutions into various environments.

## Program Outlines:

### Unit 1:

#### Introduction to Wall Screen Pixels:

- Overview of display technologies.
- Basics of pixel composition and resolution.
- Types of wall screen pixels and their characteristics.

## Unit 2:

### Applications and Use Cases:

- Entertainment industry applications.
- Digital signage and advertising.
- Control room and command center setups.

## Unit 3:

### Practical Hands-On Session:

- Setting up a wall screen pixel display.
- Calibration techniques for optimal performance.
- Troubleshooting common pixel issues.

## Unit 4:

### Advanced Techniques:

- Pixel mapping and synchronization.
- High-resolution displays and scalability.
- Energy-efficient pixel technologies.

## Unit 5:

### Future Trends and Project Showcase:

- Exploration of emerging trends in wall screen pixel technology.
- Participants showcase their projects and discuss challenges and solutions.
- Q&A and networking session.