€TRAINING

Wall Screen Pixels

2 - 6 June 2024
Dubai (UAE)

Wall Screen Pixels

REF: B2441 DATE: 2 - 6 June 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.