

GT720

The Ultimate Gaming Projector



Join the Revolution

Prepare yourself for life-size 3D games and movies! Designed for use with the latest HD Consoles and 3D Gaming PCs, the Optoma GT720 home entertainment projector delivers this spectacular 3D experience right into your own home.

If you like your images big, the GT720 is the perfect choice; combining specialist optics with stunningly bright images, intensely vivid colour and pinpoint clarity to create a truly awesome 3D experience that will blow your socks off!

*Watch all your favourite
movies and TV shows in
stunning Widescreen HD*



Huge Images in Small Spaces

The GT720 utilises a special lens to give you a 120" image from less than 2m away; perfect for shadow-free gaming with your Nintendo Wii, Xbox Kinect & Playstation® Move. Alternatively, use the extra-bright 2500 Lumens for an extra-large screen - Home Cinema with a 5m screen is an awe-inspiring experience of truly phenomenal proportions.



Thumping Audio

With powerful on-board 10 Watt stereo speakers, the GT720 is the ultimate solution for portable gaming or impromptu film screenings at a friend's house. Feel every explosion like you are part of the action - Easily hook it up to your subwoofer to add that extra rumble; essential for the greatest home cinema experience.



Lights on Entertainment

The GT720 produces fantastic images even when the lights are on. Designed to be used in the same way as your conventional TV, the high brightness GT720 can be used for television and film watching or playing the latest motion-controlled games without even dimming the lights.

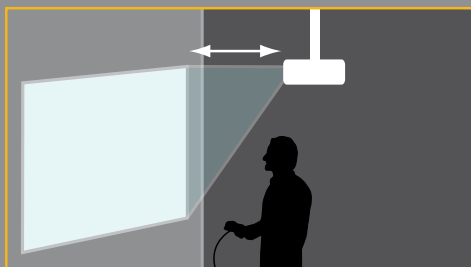


Get moving

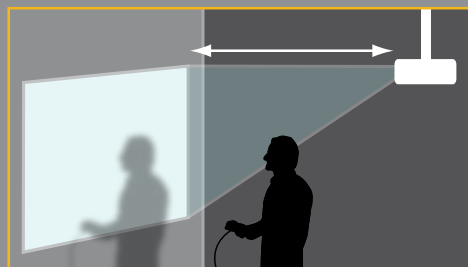
Shadow free gaming

With the advent of motion controlled gaming from the Playstation® 3 Move, Xbox 360 Kinect and of course the Nintendo Wii, gamers need, more than ever, to be on their feet. In the past, this might have been a problem, as some projectors were positioned behind the player causing an on-screen shadow. Now, using a special “short-throw” lens developed by Optoma, the GT720 can be placed much closer to your screen, eliminating the shadow that might have made your motion-controlled gaming all but impossible.

GT720



Normal Projector



3D motion-controlled gaming

Not only do new titles for Playstation® 3 Move and Xbox 360 Kinect often support motion-control, but many are in 3D too! Imagine being able to control your avatar not only using “Kinect” or PS3™ Move but in stunning 3D as well. Well now you can, simply add the Optoma 3D-XL adapter for the most incredible 3D motion-controlled experience.

3D-XL
Ready

Lights on-gaming

Traditional home cinema projectors are great when you have a controlled, dark environment for watching films. When the lights go on to play motion controlled games with the PS3™ Move, Xbox 360 Kinect or Wii, the image may suffer, appearing to be washed out and lacking definition. The GT720 has 2500 lumens of brightness providing enough light for a fantastic gaming experience even with the lights on.

GT720 image with the lights on



Traditional Home Cinema projector with the lights on



■ GT720

Be Part of the Action on your PC

NVIDIA® 3D Vision™ Ready!

Watch zombies reach out of the screen, exploding barrels fly past you and racing cars zoom off into the distance, all in fantastic High Definition 3D.

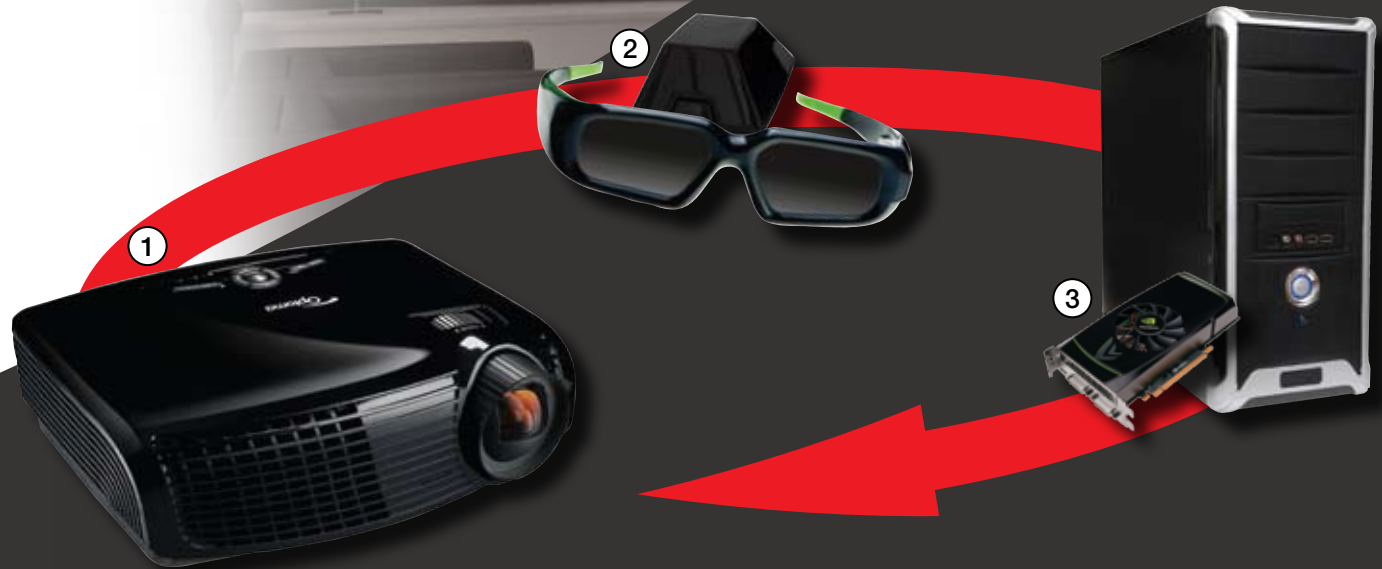
Where lightening reflexes are everything and every millisecond counts, with double the refresh rate of standard monitors our advanced 120Hz technology gives you the edge.

The bigger the screen, the better...

With huge image sizes, only possible using a projector, (300" max) prepare to be fully immersed in lifesize 3D worlds that are so real you will want to reach out and touch them.

What do I need?

- ① Optoma GT720 Projector – NVIDIA® 3D Vision Ready
- ② NVIDIA® 3D Vision kit™ – includes glasses & IR emitter
- ③ NVIDIA® GeForce® graphics card – installed in a PC running Windows 7 / Windows Vista



- *Play all your favourite games in 3D*
- *View stereo Photos & Videos*
- *Watch Blu-ray 3D™ Discs¹*

¹Blu-ray 3D™ playback requires compatible Blu-ray drive & 3D player software, please refer to NVIDIA® website for minimum system requirements.



Expand your 3D Horizons...

The GT720 is ideally partnered with the world's first 3D projector adapter; the Optoma 3D-XL. Enabling the GT720 to display 3D broadcast signals; Sky 3D in the UK, Blu-ray 3D™ and 3D games from the Sony® PS3 or Microsoft® Xbox 360, the 3D-XL is what you need to be...truly 3D Ready!

The 3D-XL simply connects between a 3D source and the GT720:

ZD201 - 3D Glasses

Flicker-free 3D with 120Hz DLP®- Link™ operation

Stylish, lightweight, foldable design – only 50g

HD resolution to both eyes using active 3D technology

One size for all – fits over prescription glasses



3D Console games



PlayStation® 3 / Xbox 360



Blu-ray 3D™ Disc



Blu-ray 3D™ Player



3D-XL 3D Projector Adapter + Glasses



3D Ready DLP® Projector (with HDMI connection)

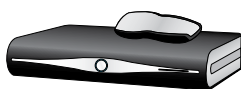


3D-XL Ready

3D Broadcast



Sky+HD, Cable / Satellite box



GT720

GT720 Specifications Highlights

HD Ready	720p (1280 x 800 Native)
Dynamic Contrast	3000:1
ANSI Contrast	300:1 ANSI
Audible Noise	27dB ECO mode
Brightness ²	2500 ANSI Lumens
Lamp Life ³	6000/5000 Hours (ECO/BRIGHT mode)
Connections	HDMI, VGA (Component\PC), S-video, Composite, L/R RCA Audio-In, 3.5mm Audio-Out, RS232 (via 3-pin Mini DIN)
Video Compatibility	1080p24/50/60, 1080i50/60 720p50/60/120, PAL, NTSC, SECAM
Dimensions	324 x 234 x 97mm
Weight	2.9 kg
Accessories	Carry Case, VGA-Component Cable, Remote, Batteries x 2, User manual CD, Power Cable, Quick Start Guide, Lens Cap
3D Support	NVIDIA® 3D Vision™ Ready. 120Hz frame sequential 3D for resolutions up to 720p. 60Hz field sequential 3D for resolutions up to 480i
3D Viewing (PC)	Requires NVIDIA® 3D Vision™ glasses & IR emitter – sold separately. Please see NVIDIA® website for minimum system requirements.
3D Viewing (3DTV, Playstation®3, Blu-ray 3D™)	Requires Optoma 3D-XL & ZD201 Glasses – sold separately
Warranty	Warranty may vary by country. Please see or ask your local supplier for details
EAN Number	5060059045525

3D-XL Specifications - supplied separately

Native 3D Output Resolution	HD Ready 720p120
Maximum Output resolution	Full HD 1080p (L/R view selectable)
INPUTS	2 x HDMI 1.4a (HDCP) - audio supported
OUTPUTS	HDMI 1.3 (HDCP) - audio supported
CONTROL	RS232 9-Pin D-Sub 3-PIN miniDIN (VESA Sync)
Aspect Ratio	16:9 Native, 4:3 Compatible
2D Video Compatibility	PAL SECAM 576i/p, NTSC 480i/p, HD 720p/1080i/1080p
3D Video Compatibility	Side-by-Side:1080i50, 1080i60 Frame-pack:1080p24, 720p50, 720p60 Over-Under: 1080p24, 720p50, 720p60
Power Supply	100 - 240V, 50 - 60Hz (UK/EU Compatible)
Power Consumption	20W (<1W standby)
Weight / Dimensions (W x D x H)	1080g / 280mm x 190mm x 30mm
Operating Conditions	Operating: 5 - 35°C, 85% Humidity (Max), 5000m Altitude (Max)
Standard Accessories	UK/EU Power Adapter, Quick Start Guide, CD User Manual, WEEE Card
RoHS	Compliant
Warranty	Warranty may vary by country. Please see www.optoma.co.uk or ask your local supplier for details



Connections

- 1 HDMI (audio supported)
- 2 VGA In - (Component via adapter)
- 3 S-Video
- 4 Composite Video
- 5 Audio Out - 3.5mm Jack
- 6 RS232
- 7 Audio In L/R RCA
- 8 Kensington™ Lock
- 9 Security Bar

Distance Table

Projection Distance (m)	Horizontal Image Size (m)	Vertical Image Size (m)	Diagonal Image Size (m)	Diagonal Image Size (inch)	Image Offset (m)
1.00	1.39	0.87	1.64	64.48	0.11
2.00	2.78	1.74	3.28	128.96	0.22
3.00	4.17	2.60	4.91	193.45	0.32



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¹ "ANSI Contrast" is a recognised contrast measurement technique as described in the standard IEC 61947-1

The 3D features of Optoma projectors can only be used with compatible 3D content. Typical applications include use with 3D educational or 3D design and modelling systems. Support for 3D TV broadcast systems, (SKY in the UK) Blu-ray 3D™ and 3D games from the Sony® PS3 or Microsoft® Xbox 360 will require the Optoma 3D-XL that is available separately.

The 3D-XL has been tested by Optoma as of 25/09/2010. Due to variations in hardware and firmware version(s) throughout a product's lifecycle, Optoma cannot guarantee compatibility with models and source devices supplied by other manufacturers.

Copyright © 2010, Optoma Europe Ltd. ²Brightness and lamp lifetime will vary depending on selected projector mode, environmental conditions and usage. As is common with all lamp based projectors, brightness will decrease over the lamp lifetime. ³Typical lamp life achieved through testing. Will vary according to operational use and environmental conditions. Xbox 360, Xbox, Kinect & Windows are registered trademarks of Microsoft Corporation in the United States and other countries. Sony® & PlayStation® are registered trademarks of Sony Corporation. Sky is a registered trademark of BSkyB™. All other product names and company names used herein are for identification purposes only and may be trademarked or registered trademarks of their respective owners. Errors and omissions excepted, all specifications are subject to change without notice. DLP®, BrilliantColor™ and the DLP logo are registered trademarks of Texas Instruments. Some images may be simulated.