

			HC7800D			
n			DLP™ system			
Panel size			0.65 DMD, Aspect ratio 16:9			
Number of pixels			1920x1080			
Drive system			DMD reflection system			
Array			Stripe pattern			
Long	Zoom / focus o	peration*1	1.5x manual zoom / manual operation			
Lens	f (mm)*1		20.6-30.1			
Light source lamp			240W (at standard mode), 190W (at low mode), 0.5W (at standby mode)			
Throw Ratio			1.4-2.1			
			6 segment (RGB RGB), 4x			
Projection screen size (inches)			50-300			
Brightne	ess (lm)*1*2		1500 (Max)			
Contras	t ratio*1		100,000:1 (when the Iris is closed)			
Resolution		PC input	VGA 640x480 - UXGA1600x1200,1920x1080			
Scan frequency Horizontal (kHz) Vertical (Hz)		Horizontal (kHz)	15-85			
		Vertical (Hz)	24-85			
Video			Video input: 480i/p, 576i/p, 1080i 60/50, 1080p 60/50/24, 720p 60/50			
PC			PC/AT compatibles, Mac, PC98			
	Analog RGB	Mini D-sub 15pin	1 terminal			
Image	Digital RGB	HDMI terminal	2 terminals (3D/Deep Color compatible)			
	Components	RCA terminal	1 terminal (component can be also input to Mini D-Sub 15 pin)			
Serial		Serial terminal	1 terminal (Mini D-sub 9pin)			
LAN LAN terminal (R		LAN terminal (RJ45)	1 terminal			
Picture mode			3 patterns + 3 AV memories			
Digital keystone (Vertical)			±15 steps			
Power source voltage			AC100-240V 50/60Hz			
Power consumption (W)			370 (at waiting 0.5 W)			
Weight			12.3 lbs			
Main unit dimensions (WxDxH)			396x328x142mm / 15.6"x12.9"x5.6" (Not including protrusion)			
Supplied accessories			Power source cord (1.8m), Remote control, AA batteries (x2), 3D Emitter, Emitter cable (1.8m), RGB signal cable, Lens cap, Lamp replacement attachment			
Warranty			2-years parts and labor, 1-year or 500 hours on lamp (whichever comes first)			
	Number Drive sy Array Lens Light so Throw F In size (inc Brightne Contras Resolut Scan fre Video PC Image Serial LAN Picture Digital k Power s Power c Weight Main un Supplie Warrant	Panel size Number of pixels Drive system Array Lens Zoom / focus of f (mm)*1 Light source lamp Throw Ratio n size (inches) Brightness (lm)*1*2 Contrast ratio*1 Resolution Scan frequency Video PC Analog RGB Digital RGB Components Serial LAN Picture mode Digital keystone (Vertic Power source voltage Power consumption (M Weight Main unit dimensions (Supplied accessories Warranty	Panel size Number of pixels Drive system Array Lens Zoom / focus operation*1 f (mm)*1 Light source lamp Throw Ratio In size (inches) Brightness (im)*1*2 Contrast ratio*1 Resolution PC input Scan frequency Horizontal (kHz) Vertical (Hz) Video PC Analog RGB Mini D-sub 15pin Digital RGB HDMI terminal Components RCA terminal LAN LAN terminal LAN LAN terminal (RJ45) Picture mode Digital keystone (Vertical) Power source voltage Power consumption (W) Weight Main unit dimensions (WxDxH) Supplied accessories			

- *1 Varies depending on conditions. *2 Compliant with ISO21118-2005 *3 All the brand names and product names are trademarks, registered trademarks or trade names of their respective holders.

 The Trident Logo is a trademark or registered trademark of Trident Microsystems (Far East) Ltd. or its affiliates in the U.S. and other countries.

- Each person perceives 3D images differently. There may be times when viewing causes a person to feel uneasy. ■ If a person begins to feel tired or uncomfortable when viewing 3D images, they should stop
- watching immediately.

 When watching 3D programs, be sure to take occasional breaks and do not watch continuously for
- long periods of time.
- The viewing of 3D images is not recommended for children under the age of 5~6. The proper viewing form for 3D images is to wear 3D Glasses and have both eyes horizontal to the screen as much as possible.
- 3D Glasses are fragile and may break if the frames are twisted or if handled recklessly. Do not watch 3D programs if the 3D Glasses are defective or there is a problem with them.
- ■When viewing 3D images, it is recommended to sit at a viewing distance equal to at least three times the effective screen size.



Eco Changes is the Mitsubishi Electric Group's environmental statement, and expresses the Group's stance on environmental management. Through a wide range of businesses, we are helping contribute to the realization of a sustainable society.

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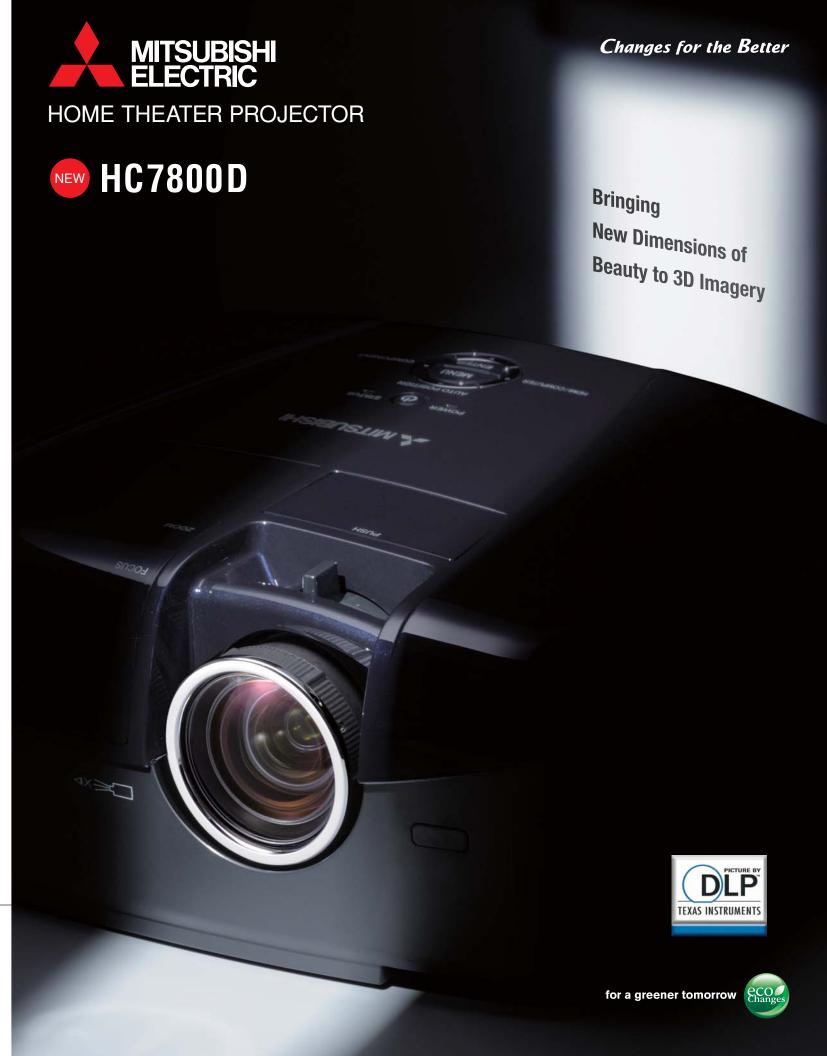
LITHC7800D



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> New publication, effective November 2011. Specifications subject to change without notice.



True Cinema Pleasure Delivered in the Privacy of Your Home



There is nothing more pleasing and relaxing than being in the comfort of your own home, sitting in your favorite seat and watching movies and other programs reproduced in cinema-level imagery. For people seeking such times of blissful enjoyment, Mitsubishi Electric introduces the new HC7800D. Incorporating our latest original image-processing technologies, the high picture quality of images projected has never been more beautiful. Especially notable are advancements in resolving annoying 3D phenomena such as crosstalk, judder, and loss of brightness, and achieving brighter, sharper, clearer 3D performance. If not satisfied simply by dynamics, now is your time and this is the projector!











DLP™ System and 3D Glasses with high-speed liquid -crystal shutter for Overwhelming 3D Performance

3D Glasses with high-speed liquid-crystal shutter Amazing reduction in peculiar phenomena during 3D viewing

Mitsubishi Electric has developed original 3D Glasses with high-speed liquid-crystal shutter that best match the high-speed response of elements in the DLP™ system. Brightness is maintained and judder is suppressed to a minimum. Additionally, an ultrahigh-speed response feature is incorporated, realizing unprecedented high-quality 3D imagery. The HC7800D allows you to truly relax and fully enjoy 3D content with overwhelming sharpness (minimal crosstalk), high definition (minimum judder) and luminance (brightness maintained).

Minimal Crosstalk

DLP™ elements and the high-speed shutter of our newly developed 3D glasses work together to produce sharp images by minimizing image crosstalk between the right and left eyes.



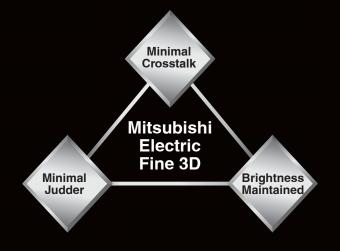
Image with crosstalk

Minimal Judder

Combined with a 3D-compatible fame rate converter (FRC), high-definition images with nominal image lag are achieved.



Image with judder



Brightness Maintained

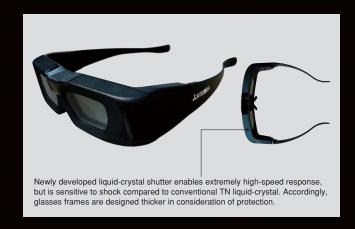
The high-speed opening/closing operation of the shutters in the newly developed 3D glasses results in remarkable brightness by suppressing the loss of luminance.



Image with reduced luminance (left half of screen)

3D Glasses with high-speed liquid-crystal shutter (optional)

The high-speed shutter of the newly developed 3D glasses shortens the blanking (black signal) when switching images between right and left eyes, resulting in flicker-free images.



Portion where the color wheel is joined is used for blanking.

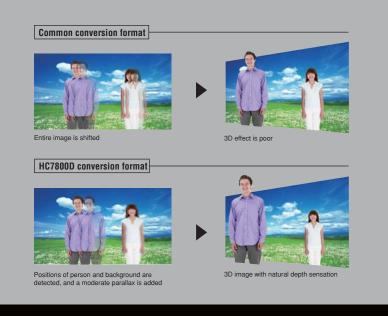
High-speed switching over 10 times faster than TN liquid-crystal shutter glasses reduces blanking to 1/20. realizing amazingly little eye fatigue.

RGB1	RGB2	RGB1	RGB2	
L		R		

Enjoy Favorite Movies of the Past in 3D

- Built-in high-precision conversion feature

Thanks to motion-vector analysis technology, the position of a person can be distinguished from the background and a moderate parallax added to produce the sensation of depth used in 3D images. Unlike simple 2D-to-3D conversion where the entire screen is shifted, 3D images with a natural sensation of depth are reproduced. making it possible to bring even classic films back to life in vivid 3D.





Integrating Imaging Technologies Cultivated and Evolved Over the Years

Newly developed Variable Iris provides high 100,000:1 contrast

An optimal iris shape for the DLPTM element and a linear motor are incorporated, achieving high-speed, highly precise automatic control. Even in continuously changing bright and dim scenes, blacks are traced and adjusted instantaneously. This ensures that high-definition images from sources such as high-definition television broadcasting and Blu-ray players are reproduced with their original beauty.

New Variable Iris (HC7800D)



High 1,500lm luminance with clear, high-definition images

In addition to Variable Iris, a high-power lamp is adopted, providing both enhanced image brightness and contrast. The high 1,500-lumen brightness ensures that, in both 2D and 3D, high-resolution images are clearer, sharper and more vivid than ever.

3D images reproduced in full high-definition with fine gradation

- Equipped with two full 10-bit panel drivers (DDP3021)
- ■PNX 5130 chip of Trident Microsystems, Inc. for EBC installed

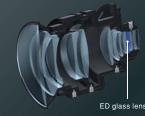
HC7800D





High-performance extra-low-dispersion lens for full high-definition resolution (with V-lens shift)

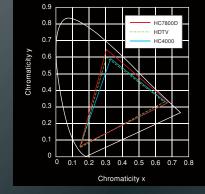
Compared to commonly used glass lenses, the projector is equipped with a high-performance extra-low-dispersion (ED) lens system comprised of a total of 13 lenses in four groups. Chromatic aberration is minimized to the fullest and image resolution is improved throughout, including the



High-quality coloration faithful to image source reproduced

The HC7800D incorporates the color reproduction performance of the HC9000D, vastly expanding the color range. Colors such as the greens of trees and cyan shades of oceans that were previously hard to produce are now included, enabling the reproduction of images with deeper, more vivid hues.

*Images compared are for reference only







Existing Mitsubishi Electric model

Color management function for easy fine-tuning of colors

The projector is equipped with a new color management function for independent color R (red), G (green), B (blue), C (cyan), M (magenta) and Y (yellow)) adjustment of "Hue," "Saturation" and "Brightness." It is also possible to adjust a specific color; when a color is selected only the objects of that color are shown in color (others are in monotone), making it possible to tune colors to preference more easily.





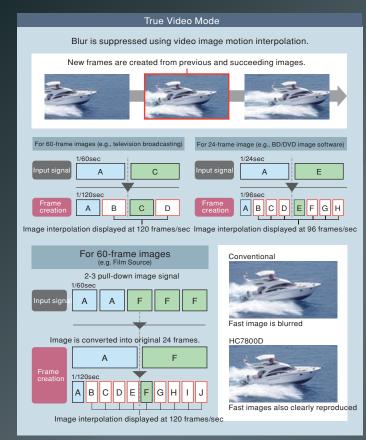


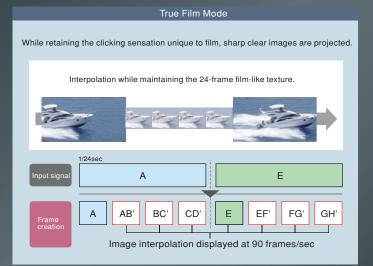
Cyan adjustment specified

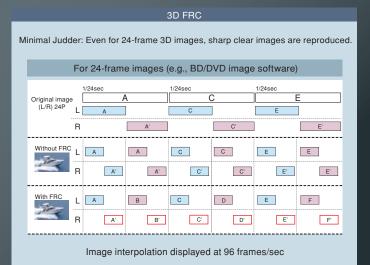
After cyan adjustment

FRC installed – Reproduce content supplemented with optimal frame number

Applying motion-vector analysis technology, data from the previous and succeeding images are used to produce highly accurate image frames. The optimal number of frames is supplemented to match the contents and the final image is reproduced. As a result, motion blur in the vertical, horizontal and diagonal directions is suppressed.



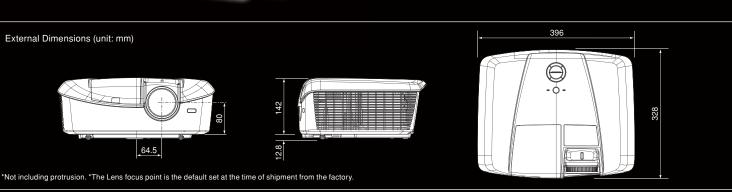












Screen Size and Projection Distances

Screen size			Distance from Screen		Movable V position from default position			
Diagonal size (cm)	Width (cm)	Height (cm)	Shortest (Wide) (m)	Longest (Tele) (m)	Hd (cm)	Down 0 Up (-Hd)(cm)(Hd)(+Hd)(cm)	Down 0 Up (cm)	
50	111	62	1.5	2.3	21	12 ← 21 → 29	_9 ← 0 → 8	
60	133	75	1.8	2.7	25	14 ← 25 → 34	-11 ← 0 → 9	
70	155	87	2.1	3.2	29	17 ← 29 → 40	-12 ← 0 → 11	
80	177	100	2.4	3.6	34	19 ← 34 → 46	-14 ← 0 → 12	
90	199	112	2.7	4.1	38	22 ← 38 → 52	-16 ← 0 → 14	
100	221	125	3.1	4.6	42	24 ← 42 → 57	-18 ← 0 → 16	
110	244	137	3.4	5.0	46	26 ← 46 → 63	-20 ← 0 → 17	
120	266	149	3.7	5.5	50	29 ← 50 → 69	-21 ← 0 → 19	
150	332	187	4.6	6.9	63	36 ← 63 → 86	-27 ← 0 → 23	
200	443	249	6.2	9.2	84	48 ← 84 → 115	-36 ← 0 → 31	
250	553	311	7.7	-	105	60 ← 105 → 144	-45 ← 0 → 39	
300	664	374	9.3	-	126	72 ← 126 → 172	-54 ← 0 → 47	

Options *3D Glasses (Optional parts) are necessary for viewing 3D pictures.





