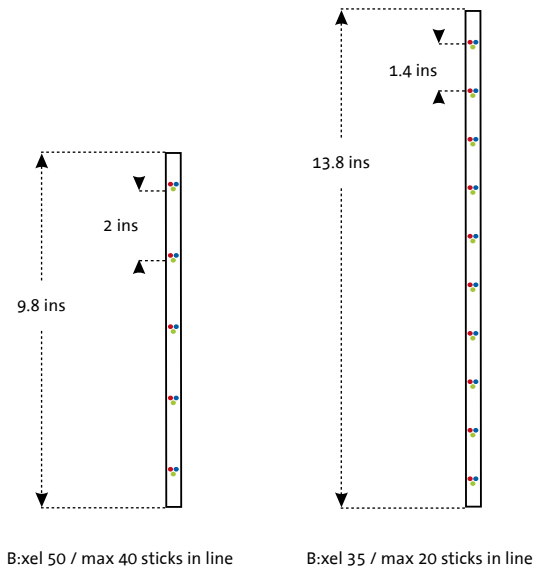
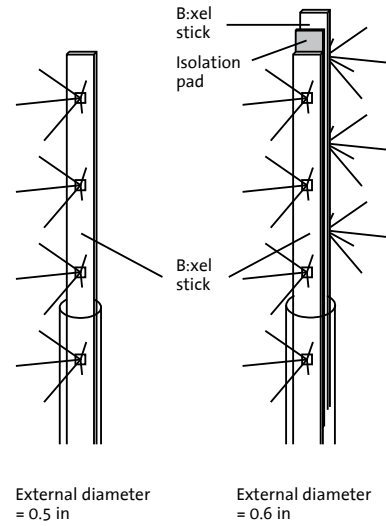


B:xel Sticks



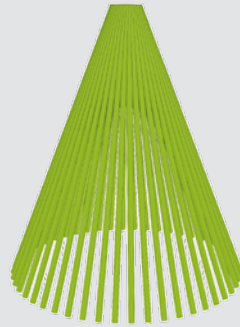
One sided Double sided



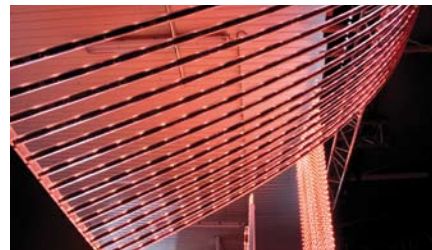
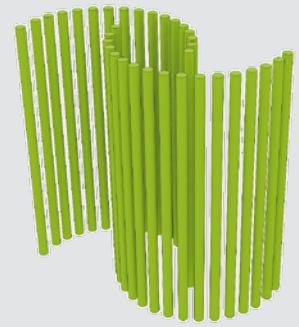
B:xel System consists of two or more tubes and ...



moves like curtains or ...



... builds to form 3D objects



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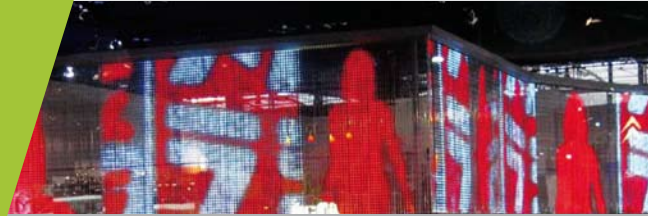
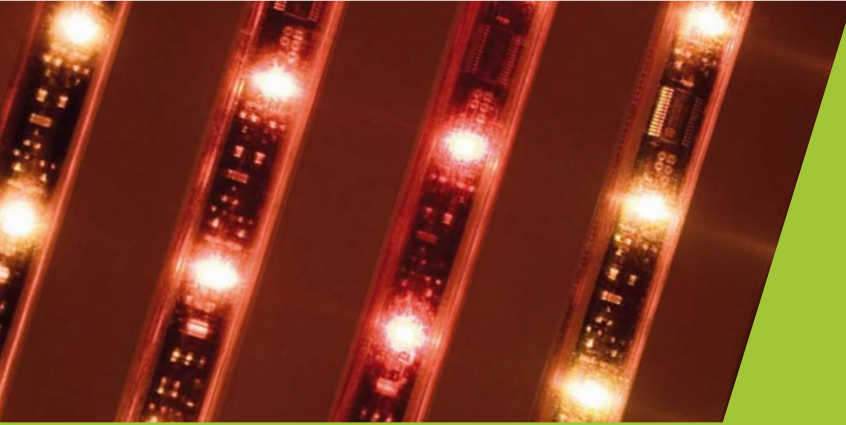
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B:xel System

for Events and Installations

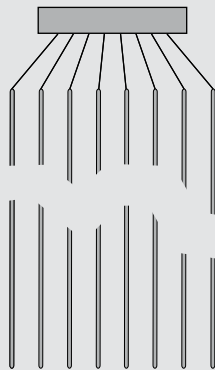
Flexible – one or two sided – 2D or 3D

G-LEC[®]
Visual
Technology #

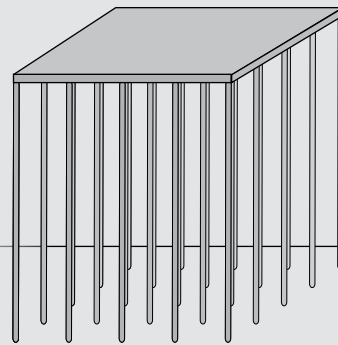


You can not only see but also walk through the curtain

The B:xel sticks can be used on their own to create complex shapes or in frameless, transparent tubes ...



to create 2-D curtains ...



or a 3-D array.

Facts

- Two resolutions: 1.4 ins and 2 ins between pixels
- Large scale LED Video and Graphics
- Single or double sided
- Transparent to light, audio and wind
- B:xel is flexible and can be shaped to create organic shapes
- Ultra bright pixels with 16 million colors
- Fast graphics computer with graphics library and multilayer playback
- Control from any DMX512, MIDI, SMPTE source as well as video input
- Easy to digitize and display any logo, sign or graphic

Applications

- Large stage or TV shows, such as award ceremonies and concerts
- Interior design, architectural decoration
- 3D objects
- Brand presentations
- Industrial presentations
- Themed environments, visitor centers, museums, casinos

B:xel System

G-LEC's B:xel System is a revolutionary building-block system enabling powerful LED video technology to be incorporated into any physical structure, such as walls and ceilings or in furniture and decorative or scenic elements. As with all G-LEC products, the B:xel System really shines when used on a big or even very big scale!

B:xel Stick

As the B:xel Stick, the system's smallest component, can be cut to only a few inches long, it is possible to mount it on or in any complex shape or curve, giving the awesome possibility to present full speed and ultrabright video on any surface imaginable.

B:xel Tube

As part of the system, G-LEC offers the B:xel Tube, where B:xel Sticks are supplied inside strong translucent polycarbonate tubes that are also flexible. Individual B:xel Tubes may be up to 33 ft long, and can be used mounted or free hanging, creating in effect a curtain that it is possible to walk through!

B:xel Managers

Provide the final signal and power distribution to 8 B:xel 35 Tubes, or 16 B:xel 50 Tubes, as set up by the configuration software.

B:xel Switch

Distributes the data to up to 23 Managers.

B:xel 360°

For a full 360° experience, Bixel can be supplied with LED pixels on opposing sides, creating a video display that can be viewed from any horizontal angle. Depending on the application, opposite pixels can show either the same or separate video images.

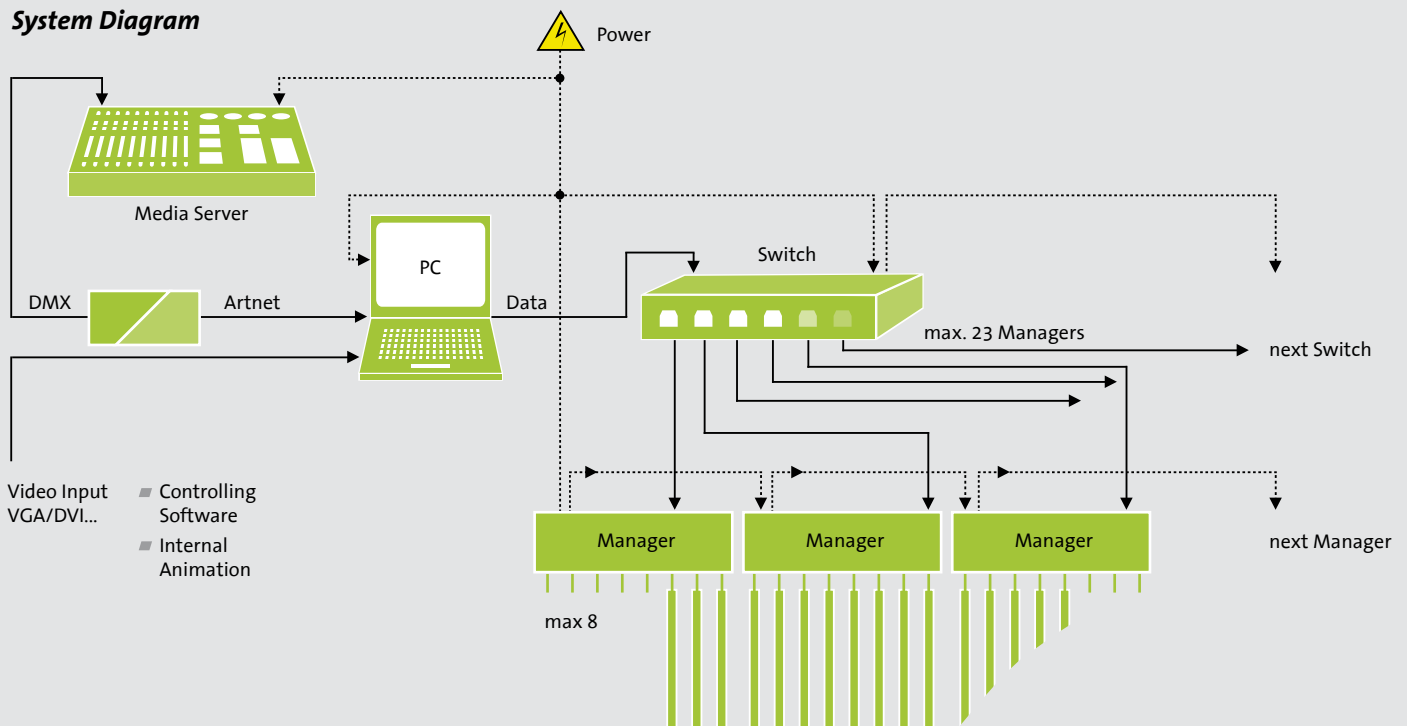
B:xel 3D

With double sided B:xel Tubes mounted as a 3D array, it is possible to program complex 3D displays using B:xel control software.

B:xel 35 and 50

Achieving the most cost efficient solution depending on viewing distance and required viewer resolution is important. G-LEC's B:xel Sticks and B:xel Tubes are therefore available in two resolutions, 1.4 ins (35mm) and 2 ins (50mm).

System Diagram



Specifications

B:xel 35

B:xel 50

Weight

Stick	13.8 ins (10 pxl) = 0.6 oz	9.8 ins (5 pxl) = 0.4 oz
Weight ft ²	1.5 lbs	2 lbs
Each foot in tube		
- one sided	6 oz	5 oz
- double sided	7 oz	6 oz
Manager	11 lbs	

Dimensions

Stick Length	13.8 ins	9.8 ins
External diameter in tube		
- one sided	0.5 in	0.5 in
- double sided	0.6 in	0.6 in
Maximum tube length - one sided	23 ft	33 ft
Manager	13 x 11 x 4 ins	

Optical

Pixel Pitch	1.4 ins	2 ins
Pixel	1 x 3-color SMD LED	1 x 3-color SMD LED
Pixel luminous intensity	1800 mcd	1800 mcd
Luminance	1470 nits at □*	720 nits at □**
Pixel Density	76 pixel/ft ² at □*	37 pixel/ft ² at □**
Colors	16 million, 24 bit full color	16 million, 24 bit full color
Minimum viewing distance - graphics	13 ft	33 ft
Minimum viewing distance - video	39 ft	66 ft
Minimum viewing distance - for zero visible pixelation	164 ft	230 ft

* □ Where pixels are set in a 1.4 in x 1.4 in grid

** □ Where pixels are set in a 2 ins x 2 ins grid

Graphics source

High speed graphics database and playback PC with a double dual stream graphics playback with one extra stream selectable as video input.

Graphics content

Standard library of graphics media. Custom graphics and commercial digital patterns can be added to the database by the user.

Graphic database

1 x bitmap library; 2 x library with 256 animations

Video source

SDI

Animations

25 images per second
RGB 24 bit color

Control

New G-LEC media software: 4 individual sources can be zoomed, colored, rotated, X-Y position, mixed with any source and merged. Individual preprogrammed effects. Playback and attributes are controlled by DMX 512 channels from any entertainment or architectural control system allowing integration with other timed show and lighting elements. Sequences can be triggered by MIDI, SMPTE, DMX.

Environmental

The B:xel System is designed for use indoors and outdoors. For prolonged outdoor use, there may be UV and IP considerations. Please contact G-LEC for information on outdoor ruggedization.

B:xel system	Operating temperature: Tube material: Ingress protection:	-13°F to 158°F polycarbonate IP45 (suitable for temporary outdoor use)
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Graphics computer	Clean equipment area Operating ambient air temperature:	32°F to 104°F
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Humidity	5-95%, non-condensing
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All sizes and weights are approximate. For exact measurements, contact your local G-LEC office.