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THE GMH-T1 is a visor-style head installed display manufactured by Sony Corporation in 2011. Also known as Sony Personal HD and 3D Viewer, the HM-T1 consists of two different hardware devices, the Visor and an external processor. The Visor visor consists of 2 miniature OLED displays that provide video and stereo sound headphones. These two displays can be controlled independently and offer stereoscopic video when used with a compatible video format. The specs of the following specifications apply to the visor part of HM-T1. Make Sony Model HM-T1 Class Head installed display Display Technology OLED Display Resolution 1280 x 720 (per eye) Brightness 200 CD/m² Contrast 10000:1 Response Time 0.01 ms Saving Images 16.67ms Horizontal FOV 45 Diagonal FOV 51.6 Video Entering Proprietary (Video - Audio - Power) Video Modes Standard/Cinema/Dynamic/User Video Adjustments IPD Length Cable 51.6 3.5m Type Headphones (2) Pena Covered Audio Drivers Mass 420g Dimensions 210mm x 126mm x 257mm (includes headband) Estimated street price (Visor - External U.S. Processor) 7500 kr (Sweden) 799 (France) 2011-11 Fit Kozyreek is worn on the head and held in place, using a combination of headband and forehead cushion. Sony has released a short video detailing method for getting an accurate fit when using HM-T1: How to use Sony's Personal 3D Viewer Headset External Spec Processor Following specifications applied to the exterior of the HM-T1 processor. Make Sony Model HM-T1 Class Head installed display Video Entry HDMI 1.4a Compatible Video Passthrough HDMI 1.4a Compatible Video Exit Proprietary (Video - Audio) Sound Processing Modeled 5.1 Surround Sound Sound Modes /Cinema / Game / Music Dimensions 180 mm x 36 mm x 168 mm Mass 600g Reviews It was considered CNET Links to Sony Marketing Japan. Release a 3D-capable 3D display with the world's first organic EL panel. Sony press releases. Sony. Received on September 7, 2011. Sony announces a 4K projector for the home, priced HM-T1 3D head installed display in the U.S. Engadget. Received on September 8, 2011. Sony Sweden. Personal 3D Viewer - Biographical Bar Fuhr Dig : Sony. Sony press releases. Sony. Archive from the original on April 25, 2012. Received on November 11, 2011. HMP-T1 Visiocasque : Une expérience Home Entertainment cinématographique dive. Sony. Received on December 14, 2011. - Sony Marketing Japan. Release a 3D-capable 3D display with the world's first organic EL panel. Sony press releases. Sony. Received on September 7, 2011. CNET, Sep 5, 2011 - CNN, August 31, 2011, Sony Announces 3D 720p OLED-Head Mounted Display PCMag, August 31, 2011. 2American 3D television channel 3netCountryUnited StatesBroadcast areaNationwideSlogana 3D channel Discovery, Sony and IMAXProgrammingPicture format1080i (3DTV)OwnershipOwnerScovery CommunicationsSonimaX CorporationSister channelsGsNSony Movie ChannelCine Sony TelevisionDiscovery NetworksHistoryLatoryFeedbruary 13, 2011: 9 years ago (2011-02-13)Closed August 12, 2014; 6 years ago (2014-08-12) 3net was an American 3D TV channel launched on February 13, 2011. It was a joint venture between Discovery Communications, Sony and IMAX Corporation. The partnership was announced in June 2010, and the channel was publicly viewed at the Consumer Electronics Show in 2011. Carriage DirecTV have carried the channel exclusively since the launch. The Nintendo 3DS portable system often provides episodic clips of content from 3net programs on their Nintendo Video service. On August 12, 2014, 3net stopped broadcasting on all providers and was excluded from the DirecTV channel line. According to Realscreen magazine, 3net has now closed as a channel. Programming channel had several original shows, as well as theatrical films. The original shows the construction of the brand Son Step Experience 3D In Tooth 3D Wildebeest Migration Bullproof African Wild Attack giant Jellyfish China revealed Ghost Lab Dream Defenders Brand 2011 3D Creative Arts Awards: Your World in 3D 3D Safari: Africa Space: Untangling Cosmos Scary Tales Repeats 3net series of African wild and building a brand is now airing on the digital broadcasting network quest. Links to b Sony, Discovery and IMAX to launch 3net, 24/7 3D television network, in the U.S. February 13, 2011 on DIRECTV Archive September 18, 2018, in Wayback Machine DirecTV Press release February 10, 2011 - Cosgrove to lead Discovery 3D Network - Programming report to the veteran JV board, made up of Sony, IMAX, Multichannel News. June 8, 2010. Archive from the original on April 14, 2011. Received on September 25, 2014. CES: Discovery, Sony, IMAX Officially Debut '3net'. Multi-channel news. January 5, 2011. Archive from the original on January 10, 2011. Received on September 25, 2014. Dreamworks Animation, 3NET, Blue Man Group provide 3D video for Nintendo 3DS. Nintendo. Archive from the original on January 22, 2012. Received on March 15, 2012. 3net is no longer broadcasting. DBSTalk community. Richie, Kevin (2014-09-25). Opening, Sony, Imax quietly shutter 3D channel 3net. The real screen. Brunico Communications. Archive from the original on September 29, 2014. Received on September 29, 2014. Introduction 3net - a 3D joint venture of Sony, Discovery Communications and IMAX officially announces the network brand. Discovery Communications. January 5, 2011. Archive from the original on May 19, 2011. Received on September 25, 2014. Chris Arrant (April 28, 2011). 3net raises 3D Tiny Island Defenders of the dream for American broadcasting. CartoonBrew.com. Archive from the original of September 3, 2014 Received november 27, 2012. You can help Wikipedia by expanding it.vie extracted from The idea of devices such as Sony's Personal 3D Viewer is that viewing media, whether on a plane or train, becomes more personal and intimate. The technology of the future? We take a close look at the Sony device. The consumer electronics industry has always been fascinated by video headsets. From time to time, promising devices appear in futuristic design, such as glasses with built-in screens. Even Sony has previously made a move into virtual reality and released the so-called Glasstron head glass display in the US in the late 90s. However, the new head display, the Sony HM-T1 Personal 3D Viewer, is a different story. This is without a doubt the most thoughtful video headset that will be on the market. It is definitely more advanced than other video glasses such as Vuzix or King and has high resolution OLED panels. To be brief, Sony's latest technological revolution is working. But will someone buy it? We will look into the world of personal 3D viewer and try to determine whether the purchase is worth it. Design: The Sony HM-T1 has two parts. Once from a video headset and a switch with two exits. The cable connects the two elements and provides sound, image and performance for the headset. The built-in HDMI interface allows it to connect to any HDMI device, such as consoles, Blu-ray players or PlayStation 3. The front also has upholstery, which is designed to improve the comfort of wearing. Price: Distribution is done exclusively through Sony stores or online through Sony's website. This shows that this is not a massive device. This is evidenced by the price tag. At 799 euros, it's definitely not a cheap gadget. However, if you buy a Personal 3D Viewer as an alternative to a super-large 3D TV or video projector system, the price is justified. If you want to have a movie-like experience but have neither the space nor the ability to install a screen, this is the right option. How it works: Sony says watching movies on HM-T1 is like watching movies with almost 20 meters of large canvas to sit at a 45 degree angle. OLED panels even have a very thin slope to mimic the big screen effect. Stereo headphones are also integrated into the headset. The volume controls and menu buttons and settings are at the bottom of the device. There are also sliders integrated under each eye with which you can adjust the focus. However, keep in mind that the system is not wireless or works with batteries. That's why you always need an outlet nearby. Positive impressions: It can take a little getting used to immersing yourself in games or movies with a Sony HM-T1 3D headset because you're practically cut off from the outside world. But it also says a lot about the quality of the personal 3D viewer. Images transmitted through tiny OLED panels are surprisingly sharp and true to color. Sony equates resolution with HD (720p). However, this is probably a more subjective perception than mathematical accuracy. However, the illusion of the big screen is surprisingly convincing and the images in perception are completely in HD. According to blu-rays with image format 2.35:1. Blu-rays are suitable for the best result. We even found that the result is better than in some cinemas. Because nowadays cinemas are rarely completely darkened, but with a personal 3D viewer movies are played in complete darkness. This means that the images play extremely dynamic with great color reproduction. The 3D experience is very different from other display technologies. Because here stereoscopic images do not need to be filtered by an additional lens. This means that there is no difference in brightness between a 2D HD movie and one in 3D. This is a significant difference because there is no loss of detail, whether it is a matter of night or day time. The OLED update speed is so fast (only 0.01 milliseconds) that there is no overlap between the left and right images. Even with sophisticated 3D materials such as the animated film Monsters vs. Aliens, the image looks clear and deep without creating duplicate images. Sony has also achieved an equally good result with the HM-T1 sound system. Although built-in headphones only use conventional stereo drivers, the production of virtual 5.1 surround sound is very effective. Sony calls this process Virtual phone technology. It consists of five surround sound settings with movie names, Games, Pure Sound Play, 2-Channel Sound and Standard. For example, setting up pure sound playback has been particularly beneficial when playing live concerts. Disadvantages: The device is not good enough in terms of design This is not surprising, as the front of the headset is very large with two 0.7-inch OLED panels. When you watch a movie, you have to sit straight back to have 350 grams of HM-T1 in place and not risk it slipping on your nose. Because of the unbalanced weight, it is also not pleasant to wear the device for more than a few hours. The device is also not 100% suitable for the game. If you're not used to running console controllers blindly. Because once you have a device on your head, it'll all end with a view. The fact that a person feels very isolated when wearing, therefore, is a consequence of absolute solitude. Therefore it is only suitable for very clear edfold seampering people when the device is used in public places. Verdict: While we can't imagine that head-mounted displays will cause a wave of success, as the Walkmans did a few decades ago, we find Sony HM-T1 Personal 3D Viewer succeeded. This is a bold and exciting version of the famous concept that delivers what it promises in the field of virtual cinema. The 3D experience is completely hypnotic, and if we could see our fingers up, they would point up. On Sony's website, personal 3D Viewer is currently listed as not yet available. TechRadar Tech Radar #Themen #Themen sony hzm t1. sony hzm-t1p. sony hzm-t1 personal 3d viewer. sony hzm-t1 review. sony hzm-t1h. sony hzm-t1 wearable hdtv 2d/3d. sony hzm-t1 specs. sony hzm-t1 parts

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