Realistic spatial images for any professional setting

Enhance design and visualization applications with our latest Spatial Reality Display. Innovative display technologies provide incredibly realistic 3D images without the use of glasses or VR headsets, to enrich your workflow and integrate easily into your environment.

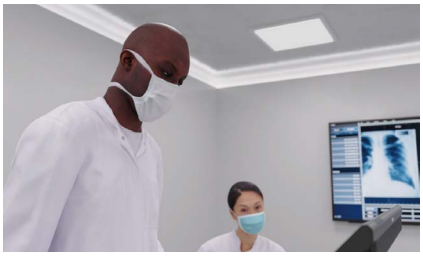
Authentic 3D viewing unique to the Spatial Reality Display

Natural 3D viewing without special glasses or headsets

Collaborate on 3D designs without special glasses or headsets. The Spatial Reality Display offers an intuitive, stress-free window into 3D spatial reality, for natural content creation and viewing.

Authentic 3D images from a bird's-eye view

You can enjoy an overhead view of 3D content that interacts with you as you move.
High-definition 3D images give the feeling that the objects are right in front of you.



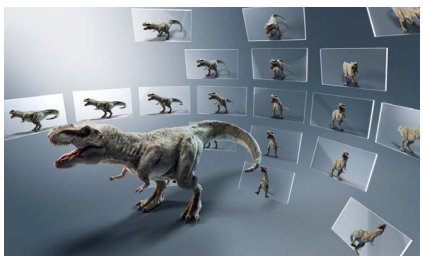
Realistic 3D images in any scene

Spatial Reality Display technology works even if you are wearing a mask. The Spatial Reality Display is suitable to use in any environment, meaning you can enjoy highly realistic 3D images.

Realistic 3D images with innovative Spatial Reality Display technology

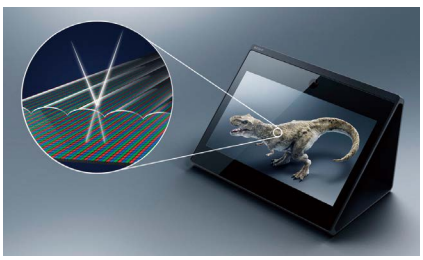
High-speed vision sensor

The unique Sony high-speed sensor follows eye movement down to the millisecond, sensing pupil position through space on all three axes: vertical, horizontal, and even depth.



Real-time rendering algorithm

The Spatial Reality Display leverages an original algorithm for processing real-time content for each eye without lag.
This makes the 3D world appear as smooth as in real life, even if you move around.



Micro optical lens

The micro optical lens is positioned precisely over the stunning LCD display.
The lens divides the image between the left and right eyes, giving you stereoscopic viewing with just the naked eye.

Spatial Reality Display ELF-SR2

SPATIAL REALITY DISPLAY

Expand your horizons with natural 3D spatial images

The ELF-SR2 opens up new possibilities for creating and displaying 3D content in a professional setting with its innovative technology and adaptable design.

Incomparable 3D spatial images

Bigger 3D display

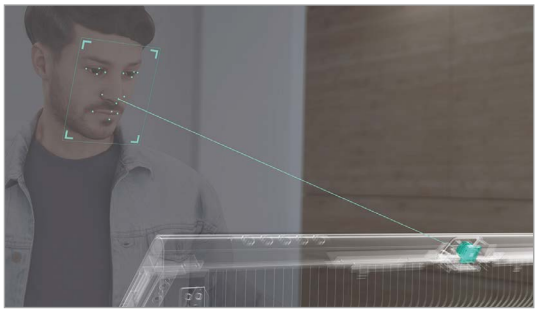
Experience real and natural 3D spatial images for a wide variety of applications on the ELF-SR2's large-screen 27" display.

Super resolution

Sony's super-resolution algorithm is based on the high picture quality data accumulated for our BRAVIA displays to ensure reduced GPU load, boost image quality, and display fine details more accurately by correcting color moire.

Ultra-wide color gamut

Be immersed in faithful color reproduction for content display and creation with a wide-color display, supporting approximately 100% of the Adobe RGB color gamut The ELF-SR2 ensures precise and accurate color reproduction for critical professional creative work.

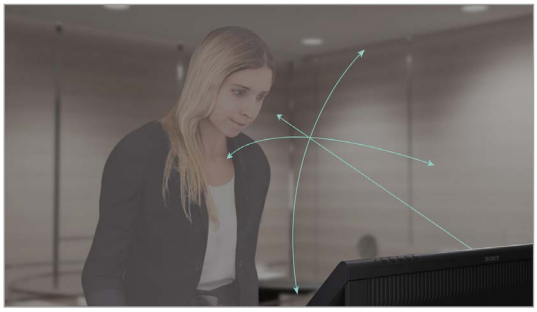


New high-speed vision sensor

Sony's proprietary second generation high-speed vision sensor improves face recognition and tracking performance. This enables accurate eye recognition in low-light conditions. In addition, the CPU load has been reduced.

Wide angle viewing

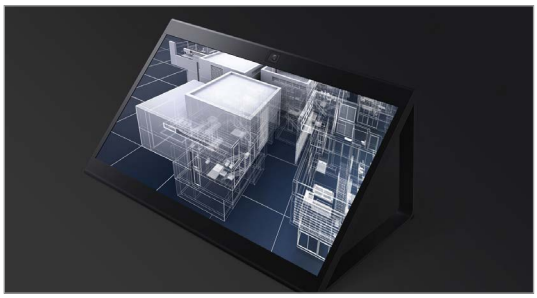
Enjoy 3D images from varying viewing positions with our new high-speed vision sensor.



Designed for professional needs

Speciality apps

Diverse apps support highly specialized content, such as medical or architectural data.



More application development options

No matter which Digital Content Creation (DCC) tool you use to develop your content, you can easily combine it with the Spatial Reality Display thanks to the multi-platform support and compatibility.OpenXR™ will be available in 2023.

Spatial Reality Display player

Demonstrate and view content quickly and easily on a PC using the “Spatial Reality Display player”.
This player supports FBX, OBJ, GLTF and STL formats.

Adaptable to your environment

Flexible implementation

Reduced GPU and CPU load means you can use a variety of PCs, depending on the environment and purpose.
Enjoy low-cost and easy implementation in your workflow.

For any setting

With a detachable stand and VESA compatibility, the ELF-SR2 can be used in virtually any application or any environment.

Applications

Industrial design | Architecture | Healthcare | Retail displays

Specifications

		ELF-SR2	ELF-SR1
			
Display	Screen Size	27 inches	15.6 inches
	Aspect Ratio	16:9	
	Panel System	Micro-optical lens type LCD panel module	
	Display Area	593.2 mm x 332.8 mm	341.4 mm x 190.7 mm
	Brightness	400 cd/m²	500 cd/m²
	Colour Depth	10 bit (8bit + FRC)	—
	Colour Gamut	Adobe RGB approx.100%	
	Maximum Display Colour	Approx.1.07 Billion Colours	—
	Contrast	1000:1	1400:1
	Panel Response Speed	14 ms	—
	Colour Temperature	6500 K	
	Resolution	3,840 x 2,160 pixel *1*2	
	Surface	Anti Reflection	—
Picture	High Picture Quality Engine	Yes	—
	Super Resolution Engine	Yes	—
Sound	Speaker	1 W (monaural)	5.5 W (1.5 W + 1.5 W + 2.5 W)
Sensing	Eye Sensing Sensor	High speed vision sensor (Gen.2)	High speed vision sensor
	Environmental Conditions	Approx. 100 lx - 1,000 lx *3	
3D Viewing	Recommended Panel Installation Angle	45°	
	3D Viewing Distance	50 cm - 100 cm, Recommended 3D viewing distance: 50 cm - 70 cm	30 cm - 75 cm, Recommended 3D viewing distance: 35 cm - 50 cm
	3D Viewing Angle	Horizontal: ±25°, Vertical: -40° / +20°	
	Number of Viewers	1	
Interface	HDMI Input	1 (HDMI 2.0) *4	1
	USB-C	1 (USB 2.0/DP Alt mode supported) *5	1 (USB 3.2 Gen1 Type-C) *6
	USB-A	1 *7	—
	DP Input	1 (DP1.2)	—
	Audio Out	1	—
	Temperature	0 - 40 degree	
	Recommended Operating Temperature	20 - 30 degree	
	Level of Humidity	20 - 80 % *8	
SDK	Unity	Yes	
	Unreal Engine 4	Yes	
	Unreal Engine 5	Yes	
	OpenXR	Yes (commercial license only)	
	OpenGL	Yes (commercial license only)	
	DirectX 11	Yes (commercial license only)	
	DirectX 12	Yes (commercial license only)	
Language	Display Language	by region	
Power	Power	DC IN : 19.5V 3.3A	DC IN : 12V 2.0A
	Power Consumption	64 W or less	24 W
	Power Consumption (Standby)	0.5 W or less	
Dimensions and Weight	External dimensions (W x H x D) [Main Unit Only]	622 x 419 x 51 mm 24 1/2 x 16 1/2 x 2 1/8 inch	383 x 232 x 231 mm 15 1/8 x 9 1/4 x 9 1/8 inch
	External Dimensions (W x H x D) [Including Stand and Accessories]	631 x 303 x 309 mm 24 7/8 x 12 x 12 1/4 inch	383 x 232 x 247 mm 15 1/8 x 9 1/4 x 9 3/4 inch
	Weight [Main Unit Only]	Approx. 6.5 kg (14.4 lb)	Approx. 4.6 kg (10.2 lb)
	Weight [Including Stand and Accessories]	Approx. 8.2 kg (18.1 lb)	Approx. 4.9 kg (10.8 lb)
	Vesa Mount	100 x 100 mm	—
Recommended System Specs	Recommended System Specs	Computer required with a recommended CPU of Intel i5-6 core or faster; and a graphics card with a PassMark - G3D Mark score of 18,000 or higher. (GeForce RTX2070 SUPER equivalent). PC memory size of 16GB or larger and SSD storage is required. Windows 10 (64-bit) and Windows 11(64-bit) are supported.	Computer required with a recommended CPU of Intel Core i7-9700K @3.60 GHz or faster; and a graphics card such as NVIDIA GeForce RTX 2070 SUPER or faster. Only Windows 10 (64-bit) is supported.
What's In The Box	What's in The Box	AC adapter (cable: 1.5 m) (1); Power cord (530 mm) (1); USB-C to USB-A cable (2.0 m) (1); HDMI cable (2.0 m) (1); Warranty and Instruction manual (1); Side panel (2) (left and right); Bottom stand (1); Cleaning cloth (1)	AC adapter (1); Power cord (1); USB Type-C cable (1.0m) (1); HDMI cable (1.5m) (1); Warranty and Instruction manual (1); Top cover (1); Side panels (2) (left and right); Bottom stand (1); Cleaning cloth (1)

*1 Actual effective stereoscopic resolution is less than 4K.
*2 Pixels close to the bezel are masked in order for better 3D experience. A little pattern of lines may appear depending on conditions and contents due to the display structure.
*3 Environmental and facial surface brightness is recommended at least 100 lx.
*4 To playback the original image on this device, please check the compatible HDMI terminal (HDMI 2.0 compatible or higher required) of your computer before connecting the device.
*5 To playback image using only USB-C, please make sure that the USB-C port on your computer is USB 3.2 compatible or higher and DP ALT mode compatible before connecting the device. Also, please use a USB-C cable 3.2 Gen2x2 (sold separately) for connection.
*6 To playback the original image on this device, please check the compatible USB terminal (USB 3.2 compatible or higher required) of your computer before connecting the device.
*7 For connecting peripheral devices.
*8 No condensation.

Please visit pro.sony/crystal-led or contact your Sony representative for specific models available in your region.

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