

Video Wall Solution (Media Player for Each Screen) – example shown is 1x6 Video Wall with screens in portrait

Content Creation

We can use our Network Media Players in a Video Wall configuration using the Synchronisation function. Each screen would need to have its own media player and therefore the content for each player would need to be cropped accordingly, like so:



1. Create content at a resolution of 6480 x 1920



2. Crop the content into six equal files, each with a resolution of 1080 x 1920

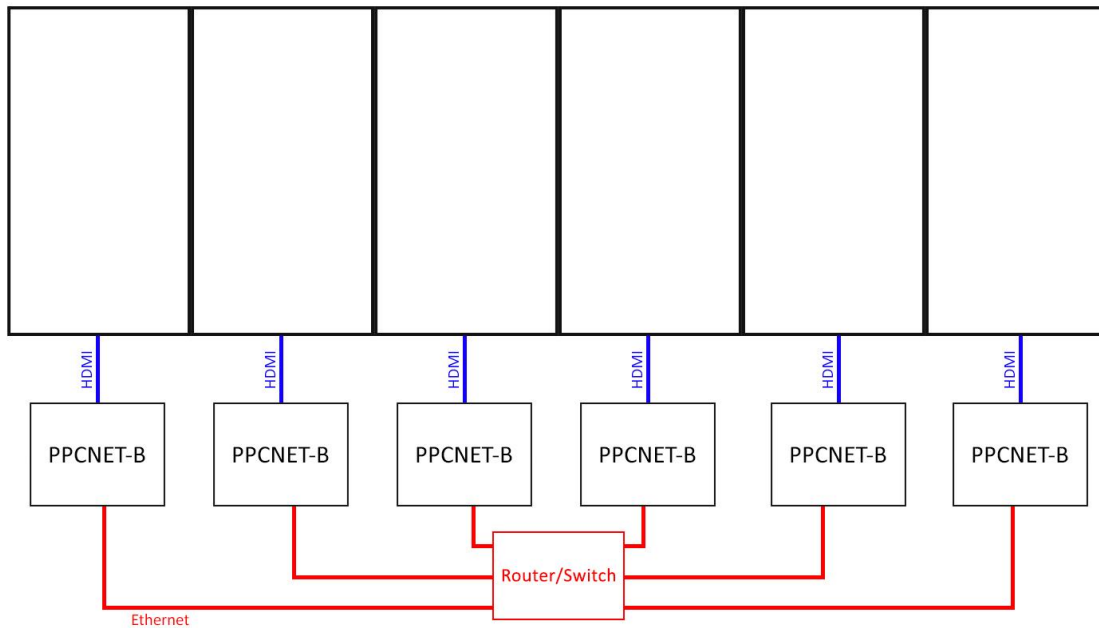


3. Publish each individual file to the corresponding media player, once the synchronisation function is enabled each screen's content will sync together to form one large image

It is also worth noting that going down this route would only be worthwhile if you have content at a high enough resolution to justify doing so. It would only warrant using this solution if you had content that was larger than HD (1920x1080), for example 4K content (3840x1920), otherwise you could just use one media player. We recommend using MP4 videos as the content format to minimise lag.

Hardware Setup

Below is a diagram of the layout for how the media players/screens would need to be set up. If you only have access to one network port rather than a router then you can connect all the players to a switch. We recommend connecting the players over LAN and not Wi-Fi to minimise lag.



Sample

We also have a sample video of an install from Cass Art (they have installed similar Video Walls in multiple stores) which you can download from here:

<https://www.dropbox.com/s/b65gk1l6u4wefew/Video%20Wall%20Solution%20%28Media%20Player%20for%20Each%20Screen%29.zip?dl=0>

(Please note that this video cannot be used for any marketing or promotional activities so please do not use it for this purpose).

This is, to the best of our knowledge, the most cost effective method of achieving full HD resolution on each screen and the results in terms of lag are better than most on the market that use a similar solution. There is a very slight lag that is not noticeable from the human eye; if you watch the sample video you should see that the results are stunning.