

Fisheye Lens Simulator

Overall picture of simulator

Fisheye Lens Simulator

Version 0.13

Language English Japanese Help

Unit m ft inch Print

Screen Reset

Shape Sphere V-Cylinder H-Cylinder

Ellipsoid Dome

Radius

X	Y	Z
<input type="text" value="5.000"/>	<input type="text" value="5.000"/>	<input type="text" value="5.000"/>

Center position Reset

X	Y	Z
<input type="text" value="0.000"/>	<input type="text" value="0.000"/>	<input type="text" value="0.000"/>

Projector

Model name ▼

Lens

Position Reset

X	Y	Z
<input type="text" value="0.000"/>	<input type="text" value="0.000"/>	<input type="text" value="0.000"/>

Rotate(degree) Reset

X-axis	Y-axis	Z-axis
<input type="text" value="0.00"/>	<input type="text" value="0.00"/>	<input type="text" value="0.00"/>

Lens shift Reset

Vertical

Horizontal

Report Select

Grid 3×3 5×5 11×11

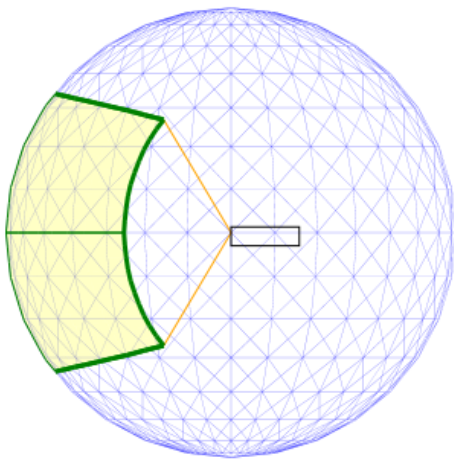
```

Model name      PT-RQ32K
Lens            ET-D3LEF70
[Position(m)]
  X      Y      Z
  0.000  0.000  0.000
[Rotate(degree)]
  X-axis Y-axis Z-axis
  0.00   0.00   0.00
[Lens shift]
  V      H
  0      0

Screen shape    Sphere
[Screen radius(m)]
  X      Y      Z
  5.000  5.000  5.000
[Center position(m)]
  X      Y      Z
  0.000  0.000  0.000

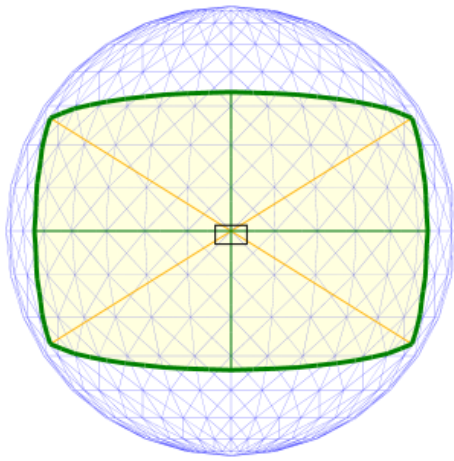
Grid            3×3
[Grid point(m)]
  <      >
    
```

Side View



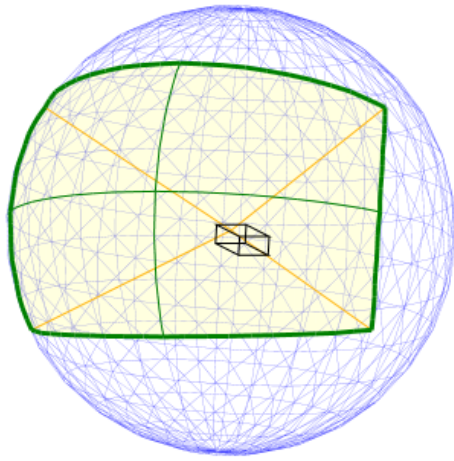
Y ↑
Z →

Front View



Y ↑
X →

3D View



3D View
 Top View

NOTE:

- Calculator accuracy: ±5%

Language English Japanese 1

Unit m ft inch 2

3

4

1	Language	Switch between Japanese and English.
2	Unit	Switch the units to meters, feet or inches.
3	Help	Displays this help file.
4	Print	Calls the browser's printing function.

Screen Reset

Shape Sphere V-Cylinder H-Cylinder 5

Ellipsoid Dome 6

Radius

X	Y	Z	
<input type="text" value="5.000"/>	<input type="text" value="5.000"/>	<input type="text" value="5.000"/>	7

Center position Reset

X	Y	Z	
<input type="text" value="0.000"/>	<input type="text" value="0.000"/>	<input type="text" value="0.000"/>	8

5	Shape	The shape of the screen can be selected from a sphere, vertical cylinder or horizontal cylinder.
6	Shape option	Place a check by the ellipsoid when you wish to turn the circle shape into an oval. If the shape is a sphere, placing a check by the dome will turn it into a hemispherical shape. The dome will not be displayed if the shape is a vertical cylinder or a horizontal cylinder.
7	Radius	Set the radius of the circle. If the cylindrical shape is selected, the height and width can be set. With an elliptical shape, the radius of the Z-direction can be set.
8	Center position	With the center position of the sphere (0,0,0) and projector position (0,0,0) as the initial states, the central coordinates of the screen can be designated.

Projector 9

Model name ▼

Lens

10

9	Model name	Select the projector that will project the images.
10	Lens	Displays the model number of the simulation target fish-eye lens.



Position Reset

X	Y	Z	11
<input style="width: 80%;" type="text" value="0.000"/>	<input style="width: 80%;" type="text" value="0.000"/>	<input style="width: 80%;" type="text" value="0.000"/>	

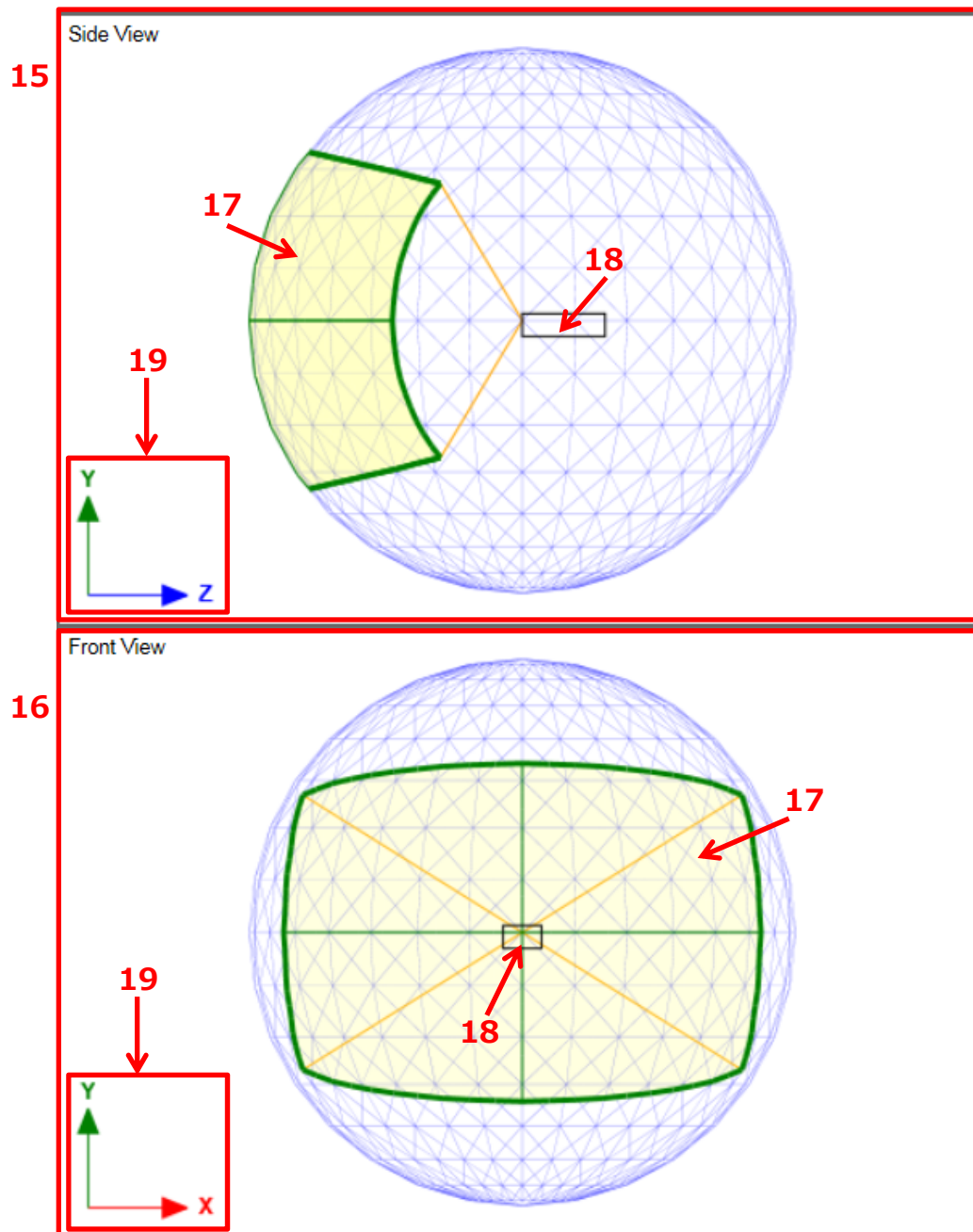
Rotate(degree) Reset

X-axis	Y-axis	Z-axis	12
<input style="width: 80%;" type="text" value="0.00"/>	<input style="width: 80%;" type="text" value="0.00"/>	<input style="width: 80%;" type="text" value="0.00"/>	

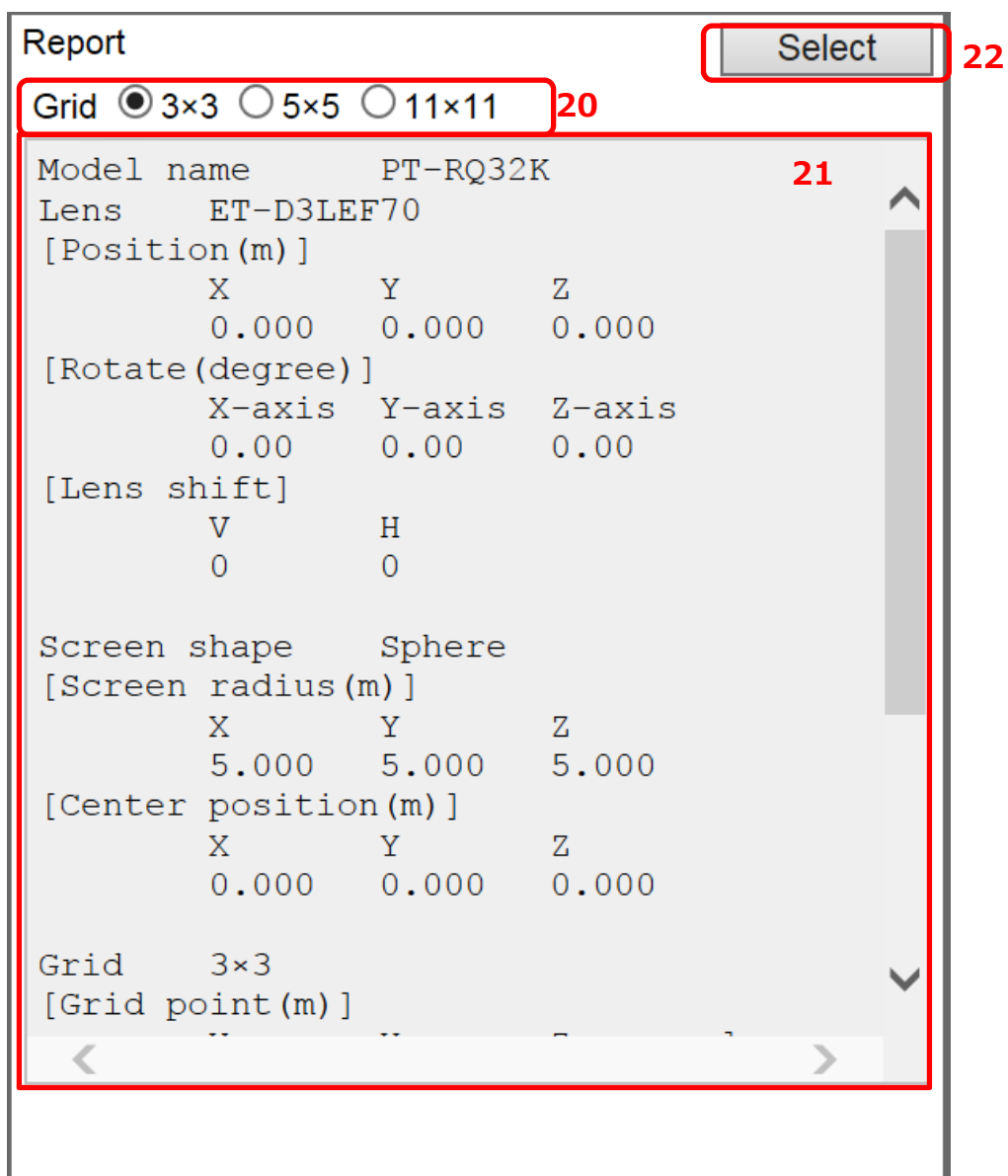
Lens shift Reset

Vertical		<input style="width: 80%;" type="text" value="0"/>	13
Horizontal		<input style="width: 80%;" type="text" value="0"/>	

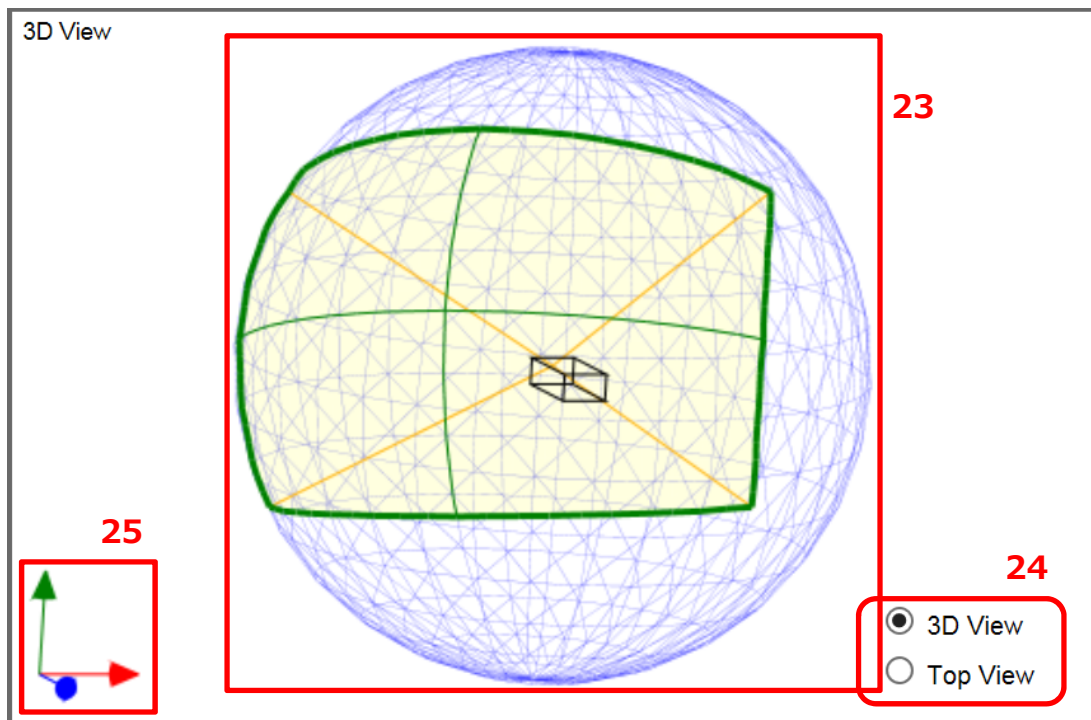
11	Position	With the center position of the sphere (0,0,0) and projector position (0,0,0) as the initial states, the tip coordinates of the projector lenses can be designated.
12	Rotate(degree)	Change the projector's installation angle.
13	Lens shift Vertical	Configure the projector's vertical lens shift settings. Displays a red background when it goes out of range of the lens shift.
14	Lens shift Horizontal	Configure the projector's horizontal lens shift settings. Displays a red background when it goes out of range of the lens shift.



15	Side view	The simulated image when viewing the projection surface from the side.
16	Front view	The simulated image when viewing the projection surface from the front.
17	Projection image	The range of the projector screen.
18	Projector	This is the projector. The sizes can be changed by modifying the screen size or projector.
19	Coordinate system	Displays the direction within the simulated image.



20	Grid	The lattice points displayed on the projection surface can be selected from 3x3, 5x5 or 11x11.
21	Report	Reports the setting details, coordinates and illumination of the lattice points.
22	Select	Click the button and select all of the report content to make it easier to copy them.



23	3D view	This is a simulated image when viewing the projector and screen from an angle or from directly above.
24	View point button	Select the 3D View to display the image when viewed from an angle. Drag the mouse to change the viewing angles. Select the Top View to display the image when viewed from directly above.
25	Coordinate system	Displays the directions within the simulated image. Red: X, Green: Y, Blue: Z