



PURPOSE

This document provides the procedures for manipulating RealD 3D filters for playback of 2D and 3D content.

SONY 3D FILTER PROCEDURES

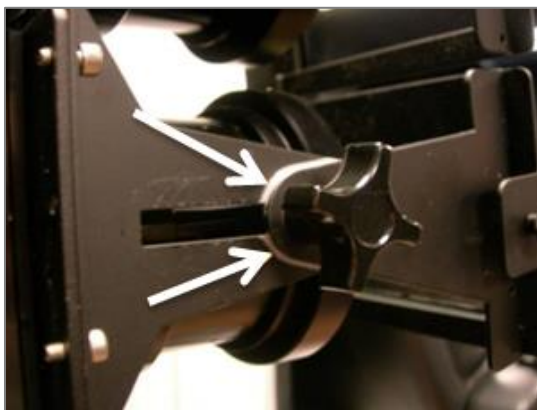
Complete the following procedures when switching between 2D and 3D features on 3D capable projectors.

Step #1 - Mark Filter Bracket Placement

1. **Verify** Image alignmentⁱ.
2. **Close** the lamp douser.
3. **Locate** polarizer filters and filter brackets.



4. **Mark** the current location of the 3D filter brackets using a silver metallic marker by carefully outlining each side of the two brackets (4 locations). Ensure that the entire outside bracket area is marked.





3D Filter Operation

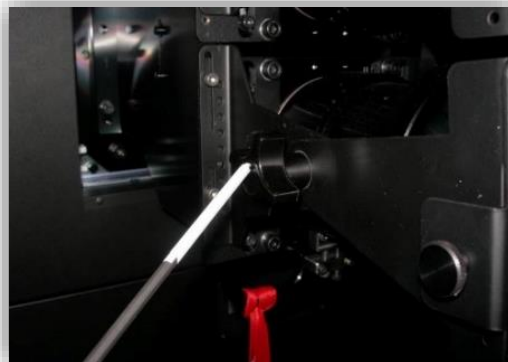
AMC ☒

AMC Classic ☒

AMC Dine In ☒

Step #2 – Move Filters for 2D Operation

1. **Loosen** one side of the lower bracket by turning the knob ¼-turn counterclockwise. While holding filter with one hand (avoid touching filter screen), proceed by loosening the opposite side.



2. **Swing** the lower filter down to a position that clears the lens. **Tighten** one of the two knobs to keep the filter from moving until needed again for 3D use. Swing the upper filter up using the same procedure.



3. **Open** the lamp douser.
4. **Verify** Image alignmentⁱ.

Step #3 - Return Filters for 3D Operation

1. **Return** filters to original 3D positions by reversing the outlined procedures above. Ensure that filters are within the positions marked on the filter brackets.
2. **Verify** Image alignmentⁱ.

For lens table operations, please follow these [procedures](#)ⁱⁱ.



CHRISTIE, BARCO, OR NEC 3D FILTER PROCEDURES (XENON)

Complete the following procedures when switching between 2D and 3D features on 3D capable projectors.

CAUTION! Do not look directly at the light or allow clothing or body parts to come into contact with the light beam

1. **Move** the Z-screen or XL filter out of the way of the projector lens by sliding it fully to the side for **2D features**.



2. **Move** the Z-screen or XL filter in front of the projector lens by sliding it fully back to its original position for **3D features**.



CHRISTIE OR BARCO 3D FILTER PROCEDURES (LASER)

CAUTION! Do not look directly at the light or allow clothing or body parts to come into contact with the light beam

1. **Move** the XL filter out of the way of the projector lens by sliding it fully to the side for **2D features**.

Barco

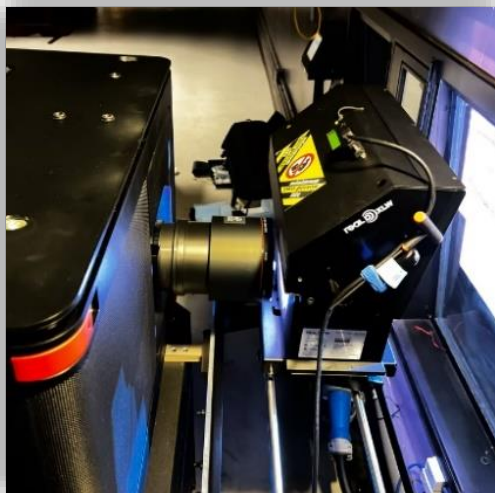


Christie



2. **Move** the XL filter in front of the projector lens by sliding it fully back to its original position for **3D features**.

Barco



Christie



This procedure does not apply to systems with automated XL movers (i.e., PRIME)

ⁱ [SS-6-25 -- Projector Image Alignment Check \(Sony 3D\)](#)

ⁱⁱ [SS-6-15 -- Lens Table Operation](#)