

Blur-Busting Gaming Projection

GT1080HDR

Exceptional short throw, 120Hz, huge-screen gaming



- Short throw 0.5:1 projection lens
- Incredible 3,800 lumens and 50,000:1 contrast ratio
- 4K UHD and 1080p HDR (HDMI 2.0) input compatible
- Accurate color with sRGB & REC.709 color profile
- Enhanced Gaming Mode delivers up to 8.4ms response time at 1080p, 120Hz
- Powerful 10-watt speaker
- Minimal maintenance with 15,000 hour lamp life



1080P



Full 3D



Elevate your gaming experience with the short throw, 1080p, 3,800 lumens Optoma GT1080HDR. Enhanced Gaming Mode combined with a 120Hz refresh rate enable blur-free visuals with lightning-fast, 8.4ms response time for a competitive gaming advantage.

Keystone correction delivers flexible installation options. Powerful 10-watt audio fills a room with loud and crisp audio to further enhance media and presentations.

Robust inputs include HDMI 2.0 and VGA for connectivity to a wide range of devices. A 15,000-hour lamp life enables many years of use with minimal maintenance.

CONNECTIVITY (May require optional accessories)

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Blur-Busting Gaming Projection - GT1080HDR

OPTICAL/TECHNICAL SPECIFICATIONS

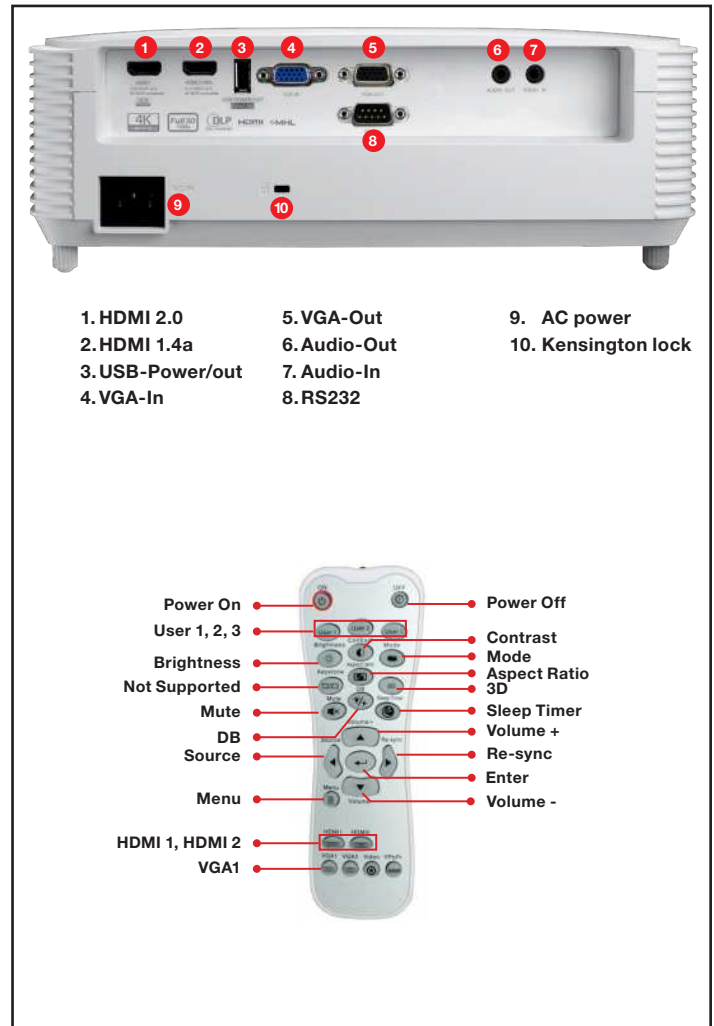
Display Technology	Texas Instruments 0.65" 1080p DMD
Color Wheel	6 Segment; RYGCWB
Native Resolution	1080p (1920 x 1080)
Maximum Resolution	HDMI 2.0: 4K UHD (3840 x 2160) HDMI 1.4a: WUXGA (1920 x 1200)
Brightness	3,800 ANSI lumens
Contrast Ratio	50,000:1
HDR (High Dynamic Range)	4K UHD and 1080p HDR10 compatible (HDMI 2.0 port only) Picture Modes: Bright, Detail, Film, Standard HDR SIM (simulate HDR effect with non-HDR content)
Input Response	Enhanced Gaming Mode (keystone disabled when in use) 16ms (1080p60) / 8.4ms (1080p120)
Displayable Colors	1.07 billion
Lamp Life and Type*	4,000/10,000/15,000 (Bright/Eco/Dynamic)
Light Source Type*	245W lamp
Projection Method	front, rear, ceiling mount, table top
Keystone Correction	±40 degree (vertical)
Geometry	Keystone correction
Lens Shift	N/A
Uniformity	80%
Offset	116% ±5%
Aspect Ratio	16:9(native), 4:3, LBX and auto compatible
Throw Ratio	0.50:1
Projection Distance	1.3' - 11.3'
Image Size	36.2"-307.8"
Projection Lens	F/2.8; f=7.42mm, fixed lens
Optical Zoom	N/A
Digital Zoom	0.8 - 2.0x
Audio	10W
Noise Level	26 dB
Remote Control	Full size remote
360° and Portrait mode operation	No
Operating Temperature	41–104°F (5–40°C), 85% max humidity
Power Supply	AC input 100 - 240V, 50 - 60 Hz, auto-switching
Power Consumption	325W max, 295W typical (Bright mode), 225W max, 205W typical (Eco Mode)
High Altitude	Operating temperature at sea level up to 10,000 feet = 104° F (max); Must manually switch to high altitude mode from 5,000 feet and above (using OSD menu) to maintain optimal functionality

COMPATIBILITY SPECIFICATIONS

Computer Compatibility	VGA, SVGA, HDTV(720P), WXGA, WXGA+, SXGA, SXGA+, UXGA, HDTV(1080p), WUXGA
Video Input Compatibility	PAL, SECAM, 576i/p, NTSC, 480i/p, HDTV 720p/1080i/1080p
3D Compatibility†	Supports all HDMI 1.4a mandatory 3D formats (Frame pack, side-by-side, top-bottom) and up converts frame rate from 60Hz to 120Hz or 24Hz to 144Hz (i.e. 60 or 72 frames per eye). 3D glasses are needed and are sold separately. Refer to user manual for details.
Vertical Scan Rate	50– 85 Hz (120Hz for 3D feature projector)
Horizontal Scan Rate	15.375–91.146 KHz
Input Lag	32ms
I/O Connection Ports	1x HDMI 2.0, 1x HDMI 1.4a, 1x VGA, 1x audio in, 1x USB-A, 1x VGA out, 1x audio out
Control	RS232

PHYSICAL SPECIFICATIONS

Security	Kensington® lock port, password (OSD)
Weight	7.7 lbs
Dimensions (W x H x D)	12.4(W) x 9.5 (D) x 4.5(H)



Warranty

1-year limited warranty, 90-days on lamp

What's in the Box

GT1080HDR projector, AC power cord, remote control, batteries for remote, quick start guide and warranty card

Optional Accessories

Ceiling mount

Accessory Part Numbers

Lamp: BL-FU245A
Remote: BR-3003B
Carrying case: BK-4028
Ceiling mount: OCM815W
Wall mount: OWM3000ST

UPC 796435 81 334 5

Optoma.com



*Light source life is dependent on brightness mode, display HDMI 1.4a mandatory 3D formats and more. Light source brightness can decrease over time.

†Watching 3D projection while wearing 3D glasses for an extended period of time may cause headaches or fatigue. If you experience a headache, fatigue or dizziness, stop viewing the 3D projection and rest.