Coby TFTV4025 40-Inch 1080p LCD TV - Black Image Aspect Ratio: 16:9

HDTV Compatible: Y

Speakers Included: yes

Width: 29.70
 inches

Weight: 4.00 pounds

Image Contrast

Ratio: 6000:1

Resolution: 1080p

Refresh Rate: 60



#### **Product Features**

- 40 Inch widescreen LCD HDTV 1080p
- Three HDMI digital connections for perfect AV signal transmission
- 8ms Response Time/60Hz Refresh Rate, 6000:1 Dynamic Contrast Ratio
- AV input jacks for use with media players, DVR/VCRs, video games, and more
- 15-pin VGA interface for use with computer systems

## **Technical Details**

- Brand Name: Coby
- Model: TETV4025
- Display Technology: LCD
- Display Size: 40 inches

# **Product Description**

Coby's 40 Inch 1080p LCD HDTV offers a premium viewing experience, featuring a big, brilliant picture with room-filling stereo sound is the first thing that you'll notice about the Coby TFTV4025 40 Inch Widescreen LCD HDTV. But take a closer look, and you'll find that this set is packed with features that make it an ideal hub of a home entertainment system. Built-in ATSC/NTSC tuner ensures reception of all overthe-air signals in your area, so you'll enjoy digital broadcasts in stunning clarity. The 20W sound system delivers amazing sound distribution into any environment.

Additional functions include V-Chip parental controls, closed captioning, an electronic program guide, and a sleep timer. Features: 40-Inch Widescreen TFT LCD, DTVready with dual ATSC/NTSC tuners. Three HDMI digital connections for perfect AV signal transmission. HDCP compliance for HDCP content support. AV input tacks for use with media players. DVR/VCRs, video games, and more, 15-pin VGA interface for use with computer systems. Full-range stereo speakers (20W). Digital comb filter and noise reduction. Vchip parental control. Closed-Caption, and Electronic Program Guide support. Multilanguage on-screen display. Wall-mountable design (VESA 400mm x 200mm) Product Dimensions and Weight:

Depth w/ base: 10-2/5" Height w/ base: 26" Weight: 29.2 lbs.

Width w/ base: 38-4/5"

TOTAL (TT):\$ 5200.00

DP:\$ 2600.00

Balance payable upon delivery

# **Toshiba 3d Tv User Manual**

Anil Fernando, Stewart T.
Worrall, Erhan Ekmekcioðlu

## Toshiba 3d Tv User Manual:

**3DTV** Anil Fernando, Stewart T. Worrall, Erhan Ekmekcioðlu, 2013-10-14 A novel and timely primer to the 3DTV system chain from capture to display This book examines all aspects of the 3DTV chain from capture to display It helps the reader learn about the key issues for 3DTV technology It also provides with a systems level appreciation of 3DTV systems and an understanding of the fundamental principles behind each part of the chain At the end of each chapter the author provides resources where readers can learn more about the technology covered e g more focused text books key journal papers and key standards contributions Provides a fundamental and systematic introduction and description of 3DTV key techniques which build up the whole 3DTV system from capture to consumer viewing at the home Addresses the guick moving field of 3D displays which is attracting increasing interest from industry and academia Concepts in the book will be illustrated using diagrams and example images of processed 3D content The 3D content will be presented as 2D images in the book Authors to host website providing pointers to more information on the web freely available tools which would enable readers to experiment with coding video simulate its transmission over networks play it back in 3D and measure the quality and links to important news and developments in the field Bevond 3D TV Tony Sperry, 3D Television (3DTV) Technology, Systems, and Deployment Daniel Minoli, 2010-11-17 Going beyond the technological building blocks of 3DTV 3D Television 3DTV Technology Systems and Deployment Rolling Out the Infrastructure for Next Generation Entertainment offers an early view of the deployment and rollout strategies of this emerging technology It covers cutting edge advances theories and techniques in end to end 3DTV systems to provide a system level view of the topic and what it takes to make this concept a commercial reality The book reflects the full range of questions being posed about post production 3D mastering delivery options and home screens It reviews fundamental visual concepts supporting stereographic perception of 3DTV and considers the various stages of a 3DTV system including capture representation coding transmission and display Presents new advances in 3DTV and display techniques Includes a 24 page color insert Identifies standardization activities critical to broad deployment Examines a different stage of an end to end 3DTV system in each chapter Considers the technical details related to 3DTV including compression and transmission technologies Discussing theory and application the text covers both stereoscopic and autostereoscopic techniques the latter eliminating the need for special glasses and allowing for viewer movement It also examines emerging holographic approaches which have the potential to provide the truest three dimensional images The book contains the results of a survey of a number of advocacy groups to provide a clear picture of the current state of the industry research trends future directions and underlying topics Popular Science ,1988-06 Popular Science gives our readers the information and tools to improve their technology and their world The core belief that Popular Science and our readers share The future is going to be better and science and technology are the driving forces that will help make it better 3-DIY Ray Zone, 2013-05-02 A must have read for anyone looking to take their independently

produced film or video into the 3rd dimension The text features technical practical and inspirational insight from the visionaries who ve been producing 3D film and video for decades not just in the recent past They offer low cost techniques and tricks they we been implementing themselves for years A variety of styles are discussed from full CG to time lapse even a film made during a freefall skydive jump The filmmakers discuss Options for on set playback Preparing for final playback in various formats Adapting existing technology to your needs Post production software choices Working with computer graphics in 3D This book includes 3D glasses and a companion YouTube channel featuring the work of the filmmakers featured in the book which you can view in 3D with the glasses as well as the opportunity for you to upload your own videos for critique and feedback from the author and others 3D glasses are not included in the purchase of the e book of 3 DIY If you have purchased the e book and would like a pair of 3D glasses please contact the publisher at Dennis McGonagle taylorandfrancis com A forecast on the development of the 3D TV market in the US: Will 3D TVs become the next big thing in our living rooms? Anita Theis,2013-06-01 This in depth research study discusses whether 3D TV will become a new trend in the consumers living rooms or if it is just a hype that will fail to establish itself The study contains both extensive market research as well as target group research among the American population Both parts of the study deal with the market situation of 3D TVs within the United States in 2011 and an extensive analysis of both studies provides in depth insight into a potential future of the 3D TV market in the coming years In 2010 only 3% of US households had purchased a 3D TV According to E Rogers book Diffusion of Innovation whose theory is used as a guideline throughout the whole research paper those 3% can be identified as belonging to the category of innovators. To incorporate other categories of the adopter categorization the 3D TV technology has to face economic sociological and technological challenges Those challenges as well as the trends and developments influence the adoption of the technology E Rogers discusses these influencing characteristics in his work and groups them into five categories relative advantage compatibility complexibility observability and trialability Based on Rogers book this study determines in how far those characteristics favor or disfavor the adoption process of 3D TV and how current trends and developments within the 3D TV sector might improve this process These conclusions are then used in a target group research in order to determine whether they are feasible and will lead to a higher adoption rate of the technology within the next 3 to 5 years Consequently this research paper can act as a guide for both TV manufacturers and TV content producers that invest or plan to invest into 3D TV However the main purpose of the study is to be the starting point for marketing managers of those companies that already have started investing in 3D technology The research gives insight into how the adoption process can be improved and it can therefore be used as a foundation for a successful marketing plan ICCWS 2021 16th International Conference on Cyber Warfare and Security Dr Juan Lopez Jr, Dr Kalyan Perumalla, Dr Ambareen Siraj, 2021-02-25 These proceedings represent the work of contributors to the 16th International Conference on Cyber Warfare and Security ICCWS 2021 hosted by joint collaboration of Tennessee

Tech Cybersecurity Education Research and Outreach Center CEROC Computer Science department and the Oak Ridge National Laboratory Tennessee on 25 26 February 2021 The Conference Co Chairs are Dr Juan Lopez Jr Oak Ridge National Laboratory Tennessee and Dr Ambareen Siraj Tennessee Tech s Cybersecurity Education Research and Outreach Center CEROC and the Program Chair is Dr Kalyan Perumalla from Oak Ridge National Laboratory Tennessee Scientific Information Bulletin ,1992 Bloomberg Businessweek ,2011 Popular Mechanics ,1995-11 Geospatial Visualisation Antoni Moore, Igor Drecki, 2012-10-02 This book is a selection of chapters evolved from papers on completed research submitted to GeoCart 2010 the 1st ICA Regional Symposium on Cartography for Australasia and Oceania held in Auckland New Zealand 1st 3rd September 2010 All of the chapters have been updated and revised thoroughly They have been blind peer reviewed by two referees of international research standing in geospatial science mostly in the subdisciplines of cartography and geovisualisation The book features cutting edge topics such geovisual analytics mobile Web 2 0 mapping spatiotemporal representation cognitive cartography historical mapping and 3D technology **Maximum PC** ,1998-11 Maximum PC is the magazine that every computer fanatic PC gamer or content creator must read Each and every issue is packed with punishing product reviews insightful and innovative how to stories and the illuminating technical articles that Broadcasting & Cable ,2009 Hardware Design for 3D Video Coding Vladimir Afonso, Murilo enthusiasts crave Perleberg, Bruno Zatt, Marcelo Porto, Luciano Agostini, Altamiro Susin, 2025-02-19 This book focuses on the research and development challenges posed by 3D video systems based on multi view plus depth MVD technology This technology can produce a realistic immersive experience generating synthetic video views on the decoder side reducing the amount of information on the encoder side The discussion presented in this book explores the MVD characteristics to propose high throughput and energy efficient architectures systems focusing on 3D HEVC the state of the art standard for exploiting the MVD concept The book includes an extensive discussion of the 3D HEVC video encoding followed by an in depth evaluation of the 3D HEVC reference software behavior Then the book presents in detail a set of high throughput and energy efficient architectures targeting the three main prediction steps inside the 3D HEVC intra frame prediction inter frame prediction and inter view prediction Multimedia and Virtual Reality Engineering Richard Brice, 1997-10-17 This is the complete practical introduction to virtual reality and multimedia for those wishing to build systems It covers the foundations and engineering needed to design and construct projects incorporating video audio and textural elements and including the use of the latest hardware to create an artificial world for education information or entertainment Production and authoring platforms are described computer animation and hypertext are covered but those looking for pages of software listings and computerspeak will be disappointed This book is about the nuts and bolts sound and video cards head mounted displays CrystalEyes glasses other 3D glasses for entertainment audio and video production and realistic auditory and visual stimulation including stereoscopy The creation of Cyberspace and strategies to achieve a complete Cyberatmosphere are

presented Three dimensional sound generation and video techniques that have never previously been published are revealed This is the handbook for anyone working in the industry or hoping to enter it It also provides a guide for those hoping to cross fertilise the industry coming from audio video computing or engineering backgrounds A complete technical guide to MM and VR Includes a Hypertext edition of the book with added audio and graphics on CD Hardware software video and never before published 3D audio techniques covered Global ICT Industry and Market Report: 2013 Edition MIC Research Team, 2016-08-01 The rigid economic conditions in 2012 stemming from the European debt crisis slow recovery of mature economies and less expected growth in the emerging markets had caused government and enterprise sectors to cut down their spending and led to low consumer confidence Improved broadband service quality and increased income per capita in emerging countries have made smart handheld devices and other consumer electronic devices the engine of growth for the ICT Industry This report profiles the development of motherboard notebook PC including netbook server tablet smartphone large medium and small LCD panels LCD TV and DSC Digital Still Camera in 2013 and examines their future trends beyond

Applied Parallel and Scientific Computing Pekka Manninen, Per Öster, 2013-02-12 This volume constitutes the refereed proceedings of the 11th International Conference on Applied Parallel and Scientific Computing PARA 2012 held in Helsinki Finland in June 2012 The 35 revised full papers presented were selected from numerous submissions and are organized in five technical sessions covering the topics of advances in HPC applications parallel algorithms performance analyses and optimization application of parallel computing in industry and engineering and HPC interval methods In addition three of the topical minisymposia are described by a corresponding overview article on the minisymposia topic In order to cover the state of the art of the field at the end of the book a set of abstracts describe some of the conference talks not elaborated into full articles 3DTV Content Capture, Encoding and Transmission Daniel Minoli, 2010-12-28 The First to Present 3D Technology as Applied to Commercial Programming for the Consumer This is the first book to provide an overview of the technologies standards and infrastructure required to support the rollout of commercial real time 3 Dimension Television 3 Dimension Video 3DTV 3DV services It reviews the required standards and technologies that have emerged or are just emerging in support of such new services with a focus on encoding mechanisms formats and the buildout of the transport infrastructure While there is a lot of academic interest in various intrinsic aspects of 3DTV service providers and consumers ultimately tend to take a system level view 3DTV stakeholders need to consider the overall architectural system level view of what it will take to deploy an infrastructure that is able to reliably and cost effectively deliver a commercial grade quality bundle of multiple 3DTV content channels to paying customers with high expectations This text therefore takes such a system level view revealing how to actually deploy the technology Presented in a self contained tutorial fashion the book begins with a review of 3DTV in the marketplace and the opportunities and challenges therein Recent industry events related to 3D are also discussed From there the fundamental visual concepts supporting stereographic perception of 3DTV 3DV are explained as

are encoding approaches Readers will understand frame mastering and compression for conventional stereo video CSV and more advanced methods such as video plus depth V D multi view video plus depth MV D and layered depth video LDV Next the elements of an end to end 3DTV system are covered from a satellite delivery perspective with explanations of digital video broadcasting DVB and DVB handheld Transmission technologies are assessed for terrestrial and IPTV based architecture IPv6 is reviewed in detail Finally the book presents 3DTV 3DV standardization and related activities which are critical to any type of broad deployment System planners the broadcast TV industry satellite operators Internet service providers terrestrial telecommunication carriers content developers design engineers venture capitalists and students and professors are among those stakeholders in these services and who will rely on this volume to discover the latest 3D advances market opportunities and competing technologies **Sound Person's Guide to Video** David Mellor, 2013-07-18 An essential guide to all aspects of video technology for sound technicians wishing to broaden their knowledge It explains in a highly readable and engaging way the key technologies and issues as well as the terms acronyms and definitions Although intended for the sound professional this book will also appeal to anyone involved in working with video Everything is covered from how television and video cameras work to digital video recording electronic news gathering nonlinear editing video effects as well as telecine widescreen technology and the home cinema The book also takes a look at the impact of digital technology on production methods and examines the technology and rationale behind digital television High Definition Television and DVD It concludes with the use of video in multimedia and the internet Based on a series of popular articles in Audio Media magazine this a vital introductory work for students and professionals wishing to broaden their knowledge of Character Design for Mobile Devices NFGMan, 2006 This work looks at the creative challenges of designing sprites video and icons for mobile phones portable games platforms and computers It also explores how the limits of designing for small screens are the inspiration for vibrant and colourful art

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