

VISION-1.5COB64

Chip-On-Board Indoor Screen



Product Features

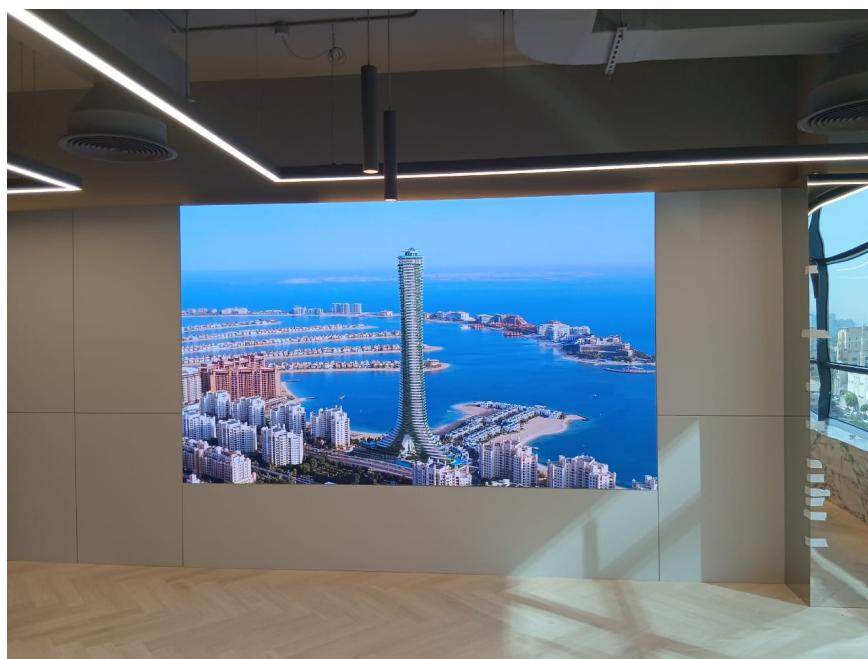
- ❖ Cabinet Size: 640 × 480 mm
- ❖ Resolution per Cabinet: 426 × 320
- ❖ Technology: COB (Chip-On-Board)
- ❖ LED Type: Integrated COB packaging
- ❖ Brightness: 600–1000 nits
- ❖ Refresh Rate: ≥3840Hz
- ❖ Aspect Ratio: 4:3
- ❖ Viewing Angle: 160° (H) / 160° (V)
- ❖ Cabinet Material: Die-cast aluminium
- ❖ Protection Level: IP65 front – waterproof, dustproof, anti-collision

Cabinet Thickness: 44.9mm

Cabinet Weight: 3kg

The Screen is Suitable for:

- Control rooms & command centers
- Corporate lobbies & boardrooms
- Museums & art galleries
- TV studios & broadcast setups
- Airports & transport hubs
- High-end retail stores
- Education & training centers
- Indoor public information displays



**Real Estate Office
Dubai, UAE**



KFG, UAE

Main Technical Specifications:

Parameter	Value
Pixel Pitch	1.53mm
LED Type	Fully flip chip COB
Brightness	600 - 1000 cd/m ²
Module Size	320x160mm
Panel Weight	0.5kg/panel
Pixel Density	422,753pixels/m ²
Pixels Per Panel	208x104pixels
Ingress Protection	Front: IP54
Environment	Indoor
Calibration	Support brightness and chroma
Brightness Control	Manual/Automatic
Color Temperature	1,000K~9,500K Adjustable
Horizontal Viewing Angle	160°
Vertical Viewing Angle	160°
Contrast Ratio	10000:1
Input Power <Max>	285 W/m ²
Input Power <Typical>	130 W/m ²
Input Voltage	AC90~132V/ AC186~264V
Processing Depth	13bit
Refresh Rate	3840Hz
Video Frame Rate	50&60Hz
Input Power Frequency	50~60Hz
LED Life Time	100,000 Hours
Operating Temperature/Humidity	-10°C~45°C / 10%~50%RH
Storage Temperature/Humidity	-20°C~55°C / 10%~60%RH
Certification	/
Data interfaces	HUB320

Note

1. Product pictures are for illustration only, the actual product effects (including but not limited to appearance, color, size) may be slightly different, please refer to the actual product.
2. The specification parameters are reference values. Part of the data comes from Unilumin's internal laboratory and is obtained under a specific test environment. In actual use, it may be slightly different due to product batch differences, configuration differences, software versions, use conditions and environmental factors. Actual usage shall prevail.
3. Different configurations can achieve different refresh rates.