# CHRISTIE SPYDER-S SERIES

Rental and staging | Live events | Broadcast | Casinos | Sports venues | Government

# Everything you need. Nothing you don't.

Redefine compositing and processing with unparalleled performance, flexibility, and image quality.

#### Flexible, modular design

Combine multiple nodes to create the exact system you need, simplify customization and scalability, and seamlessly integrate into any size multi-display environment.

#### Real-time control with no latency

Deliver unmatched image quality across all displays and configurations. Ultra-low latency ensures smooth, synchronized content, perfect for applications where you can't afford to have delays.

### Advanced multi-screen windowing for better performance

Easily manage multiple windows, Picture-in-Picture, overlays, labels, and inputs simultaneously with minimal processing delay.

#### **Dual windowing modes**

Let you adapt the platform to your environment, no matter the scale, for either canvas or tiled compositing.

# Versatility and scalability to fit your needs

The distributed architecture lets you create flexible set-ups that you can expand over time while still delivering the performance, reliability, and image quality you need.

## Advanced connectivity

Supports the latest AV standards, including 8K video, HDR, and beyond, giving you a future-ready system designed to handle the evolving demands of digital content and immersive media experiences.

### Powerful processing at every node

Ensure there's no single point of failure while maintaining zero latency across any size multi-screen setup. Efficient resource allocation means you never have to compromise image quality or performance.





Refresh Rates Color space, Sampling, Bits HDR/SDR Resolutions Audio I/O Configurations  Refresh Rates Color space, Sampling, Bits HDR/SDR Resolutions Audio I/O Configurations  Refresh Rates Color space, Sampling, Bits HDR/SDR Resolutions Audio I/O Configurations  Refresh Rates Color space, Sampling, Bits	8 Ch Single-Link 3/6/12G Software Defined 8x0, 0x8, 4x4  24, 25, 30, 50, 60 and each /1.001  YCbCr 4:2:2 10-bit, RGB 4:4:4 10-bit See website for HDR detail  Up to 4K at 60 Hz  Up to 16x Channels 20/24-bit, 44/48 kHz, 125/1000us pacing  Up to 16x Channel volume control each output (optional)  16 Input, 8 Ch Mixer/Keyer 8 Ch Single-Link 3/6/12G Software Defined 16x0, 8x0, 0x8, 4x4 (16x0 mode requires synchronous inputs)  24, 25, 30, 48, 50, 60 and each /1.001  YCbCr 4:2:2 10bit, RGB 4:4:4 10-bit See website for HDR detail  Up to 4K at 60 Hz  Up to 16x channels 20/24-bit, 44/48 kHz, 125/1000us pacing  Up to 16x channel volume control each output (optional)  HDMI 2.0  4x4
Color space, Sampling, Bits HDR/SDR Resolutions Audio I/O Configurations  Refresh Rates Color space, Sampling, Bits HDR/SDR Resolutions Audio I/O Configurations  Refresh Rates	<ul> <li>• 24, 25, 30, 50, 60 and each /1.001</li> <li>• YCbCr 4:2:2 10-bit, RGB 4:4:4 10-bit</li> <li>• See website for HDR detail</li> <li>• Up to 4K at 60 Hz</li> <li>• Up to 16x Channels 20/24-bit, 44/48 kHz, 125/1000us pacing</li> <li>• Up to 16x Channel volume control each output (optional)</li> <li>• 16 Input, 8 Ch Mixer/Keyer</li> <li>• 8 Ch Single-Link 3/6/12G</li> <li>• Software Defined 16x0, 8x0, 0x8, 4x4 (16x0 mode requires synchronous inputs)</li> <li>• 24, 25, 30, 48, 50, 60 and each /1.001</li> <li>• YCbCr 4:2:2 10bit, RGB 4:4:4 10-bit</li> <li>• See website for HDR detail</li> <li>• Up to 4K at 60 Hz</li> <li>• Up to 16x channels 20/24-bit, 44/48 kHz, 125/1000us pacing</li> <li>• Up to 16x channel volume control each output (optional)</li> <li>• HDMI 2.0</li> </ul>
HDR/SDR Resolutions Audio I/O Configurations  Refresh Rates Color space, Sampling, Bits HDR/SDR Resolutions Audio I/O Configurations  Refresh Rates	See website for HDR detail  Up to 4K at 60 Hz  Up to 16x Channels 20/24-bit, 44/48 kHz, 125/1000us pacing  Up to 16x Channel volume control each output (optional)  16 Input, 8 Ch Mixer/Keyer  8 Ch Single-Link 3/6/12G  Software Defined 16x0, 8x0, 0x8, 4x4 (16x0 mode requires synchronous inputs)  24, 25, 30, 48, 50, 60 and each /1.001  YCbCr 4:2:2 10bit, RGB 4:4:4 10-bit  See website for HDR detail  Up to 4K at 60 Hz  Up to 16x channels 20/24-bit, 44/48 kHz, 125/1000us pacing  Up to 16x channel volume control each output (optional)
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Audio  I/O Configurations  Refresh Rates Color space, Sampling, Bits HDR/SDR Resolutions Audio  I/O Configurations  Refresh Rates	<ul> <li>Up to 16x Channels 20/24-bit, 44/48 kHz, 125/1000us pacing</li> <li>Up to 16x Channel volume control each output (optional)</li> <li>16 Input, 8 Ch Mixer/Keyer</li> <li>8 Ch Single-Link 3/6/12G</li> <li>Software Defined 16x0, 8x0, 0x8, 4x4 (16x0 mode requires synchronous inputs)</li> <li>24, 25, 30, 48, 50, 60 and each /1.001</li> <li>YCbCr 4:2:2 10bit, RGB 4:4:4 10-bit</li> <li>See website for HDR detail</li> <li>Up to 4K at 60 Hz</li> <li>Up to 16x channels 20/24-bit, 44/48 kHz, 125/1000us pacing</li> <li>Up to 16x channel volume control each output (optional)</li> <li>HDMI 2.0</li> </ul>
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HDR/SDR Resolutions Audio I/O Configurations Refresh Rates	YCbCr 4:2:2 10bit, RGB 4:4:4 10-bit     See website for HDR detail     Up to 4K at 60 Hz     Up to 16x channels 20/24-bit, 44/48 kHz, 125/1000us pacing     Up to 16x channel volume control each output (optional)     HDMI 2.0
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Audio I/O Configurations Refresh Rates	Up to 16x channels 20/24-bit, 44/48 kHz, 125/1000us pacing Up to 16x channel volume control each output (optional) HDMI 2.0
I/O Configurations Refresh Rates	Up to 16x channel volume control each output (optional)  HDMI 2.0
Refresh Rates	
	• 24, 25, 30, 50, 60 and each /1.001
Color space, Sampling, Bits HDR/SDR Resolutions	• YCbCr 4:2:2/4:4:4, and RGB 4:4:4, 8,10-bit
	See website for HDR detail
	• Up to 4K at 60 Hz and non-standard formats
Audio	Up to 8x channels 20/24-bit, 44/48 kHz, 125/1000us pacing  Up to 8x channel volume control each output (optional)
KVM	USB 2.0 Ports for HID connec: 4 host, 4 device ports
I/O Configurations	• HDMI 2.1 • 2x2
Refresh Rates	• 24, 25, 30, 50, 60 and each /1.001
Color space, Sampling, Bits HDR/SDR	• YCbCr 4:2:2/4:4:4, and RGB 4:4:4, 8,10-bit
	See website for HDR detail
Resolutions	Up to 4096 x 2160 at 60 Hz (4 Ch)     or 7680 x 4320 at 30 Hz (2 Ch)     or 7680 x 4320 (1 Ch)
Audio	Up to 8x channels 20/24-bit, 44/48 kHz, 125/1000us pacing  Up to 8x channel volume control each output (optional)
KVM	USB 2.0 Ports for HID connec: 2 host, 2 device ports
I/O Configurations	DisplayPort 1.4     4x4
Refresh Rates	• 24, 25, 30, 50, 60 and each /1.001
Color space, Sampling, Bits	• YCbCr 4:2:2/4:4:4, and RGB 4:4:4, 8,10-bit
HDR/SDR Resolutions	• See website for HDR detail
	Up to 4096 x 2160 at 60 Hz (4 Ch)  or 7680 x 4320 at 30 Hz (2 Ch)  or 7680 x 4320 (1 Ch)
	Up to 8x channels 20/24-bit, 44/48 kHz, 125/1000us pacing  Up to 8x channel volume control each output (optional)
All Models  Network Interfaces  Synchronization Options  Dimensions w x d x h  Weight  Power  Environment	2x QSFP28 100 Gb Ethernet     1x SFP+/RJ45 1 Gb Ethernet (control)     2x SFP28 1/10/25 Gb Ethernet (optional)
	ST-2059 PTP     Optional VESA Stereo Sync Input Connector (DP Only)     Burst/Tri-Level (BBTL) in or out
	• 18.75 x 8.24 x 1.73" (476.25 x 209.29 x 43.94mm)
	• Up to 8.5lbs (3.85kg)
	• 110v-240V, 220W typical, up to 240W max
	Safe Operating Temperature Range: 0 to 40 C (32 to 104 F)     Safe Storage Temperature (Power OFF): -40 to 60 C (-40 to 140 F)     Operating Relative Humidity: 10-90% non-condensing
	Color space, Sampling, Bits HDR/SDR Resolutions Audio  KVM I/O Configurations Refresh Rates Color space, Sampling, Bits HDR/SDR Resolutions  Audio  KVM I/O Configurations  Audio  KVM I/O Configurations  Refresh Rates Color space, Sampling, Bits HDR/SDR Resolutions  Refresh Rates Color space, Sampling, Bits HDR/SDR Resolutions  Audio  Network Interfaces  Synchronization Options  Dimensions w x d x h Weight Power

For the most current specification information, please visit <u>christiedigital.com/spyder-s</u>

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