

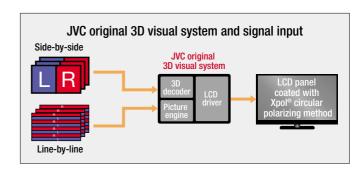
Natural 3D viewing provides incredible presence on a large 46-inch screen with a cabinet depth of only 1-1/2 inches (39mm).

Global Quality



- 1. 3D LCD monitor with a large 46-inch screen and slim body (1-1/2 inches or 39mm at its slimmest area) featuring JVC's original 3D visual system, which includes an advanced picture engine and 3D decoder circuit.
- 2. Compatible with line-by-line and side-by-side 3D input methods, both of which are popularly used for 3D content production.
- 3. The Xpol® circular polarizing method is employed to ensure natural 3D reproduction.
- 4. Equipped with 3 HDMI terminals compatible with 3D input signals.







Introducing a full HD 3D LCD monitor for professional use that answers both the demands of 3D content production and the newly developing needs of other industries.

3D movie content has gained significant momentum since 2008 and this year, many more 3D films are expected to be released. In order to answer the demands for professional 3D monitors in studios and post-production fields, as well as for other diverse areas such education, medical fields, and science, JVC is proud to introduce the GD-463D10 — a new 46-inch full HD 3D LCD monitor designed for professional use, capable of displaying natural-looking 3D images with incredible presence.

Large screen, a slim cabinet depth, and VESA compliance

The GD-463D10 features an impressive 46-inch LCD screen that promotes easy. natural viewing of 3D effects on a large screen and clearly displays how these images will appear in an actual viewing environment. Additionally, the VESA compliant cabinet has a depth of only 1-1/2 inches (39mm) at the monitor's slimmest area to enhance installation possibilities.

Slim body yet packed with features

The GD-463D10 is packed with advanced features such as an exclusive 3D visual system, which includes a unique picture engine and originally developed 3D decoder to ensure natural image reproduction with incredible presence. 3D images can be viewed by wearing a pair of lightweight circular polarizing glasses that do not require a power source and of course, conventional 2D images can also be viewed without special

Compatible with two 3D video input formats

The originally developed 3D decoder is compatible with both side-by-side and line-byline 3D video input formats, both of which are popularly used for 3D content production.

Xpol® circular polarizing method for natural 3D reproduction

As one of several methods for 3D reproduction, the Xpol® circular polarizing method displays images without flickering as both left- and right-eye images are displayed simultaneously to make it especially suited for fast-moving images.

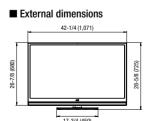
Other Beneficial Features

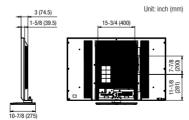
- Full HD Panel Dynamic Backlight Touch Sensor Panel with Key Lock Function
- Swivel Stand Supplied Accessories: 2 Pairs of Circular Polarizing Glasses and Infrared Remote Controller

■ Specifications

Screen Size	46" (116.8cm)
Aspect Ratio	16:9
Effective Screen Size (W) x (H)	40-1/8 x 22-5/8inch (101.8 x 57.3cm)
Number of Pixels	Full HD 1920x1080
Contrast Ratio	Native 2,000:1/ Dynamic 10,000:1
3D Compatible Terminals and Signals	3 HDMI inputs supporting 1080/24p, 50p, 60p, 50i*, 60i* A component input supporting 1080/50i*, 60i*
Color Management	•
Y/C Separation	● (3D Y/C)
Noise Reduction	(Digital NR/MPEG NR)
Color Temperature	● (3 steps)
Audio Power Output	10W + 10W
Number of Speakers	2
Audio Effects/Surround Sound	MaxxBass®**/Cinema Surround
Headphone Terminal	•
OSD Language	English
Power Consumption	N. America: 210W @120V/Europe: 210W @230V
Power Requirement	N. America: AC120V 60Hz/Europe: AC220-240V, 50/60Hz

*3D picture enabled only for 50i and 60i side-by-side input



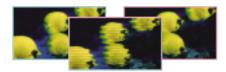


Copyright © 2009, Victor Company of Japan, Limited (JVC). All Rights Reserved

Technology tips

Differences between the two 3D video formats

• Line-by-line format: Left and right images are stored, respectively, in the even and odd lines of the video signal. This format is the same as the one used to transmit a regular TV signal and has been widely adopted by many 3D content producers.

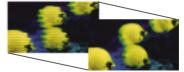


• Side-by-side format: Left and right images compressed to 1/2 scale in the horizontal direction are stored in the left and right sides of the screen. This format is also the same as the one used to transmit a standard TV signal and is commonly used for TV broadcasting programs as well as by 3D content producers.



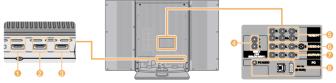
3D LCD monitor using Xpol® circular polarizing method

An LCD screen coated with circular polarizing filters for alternate scanning lines which have different polarization characteristics that displays corresponding images for the left and right eyes allows three-dimensional images to be viewed when a pair of circular polarizing glasses are used.









For 3D/2D

- 1 HDMI-1 IN: HDMI Signal
- HDMI-2 IN: HDMI Signal
- (HDMI-2 input doesn't support analog sound)
- (3) HDMI-3 IN: HDMI Signal
- (HDMI-3 input doesn't support analog sound) 4 AUDIO IN: Audio L/R for HDMI-1 (DVI analog sound)
- (5) VIDEO-1 IN: Component Signal, Audio L/R
- VIDEO-1 IN: Composite Signal, Audio L/R
- (3) VIDEO-2 IN: Composite Signal/S-Video, Audio L/R
- OUTPUT: Composite Signal Audio L/R
- 3 PC IN: PC Audio, PC Signal (D-SUB) 640 x 480 VGA 60Hz, 1,024 x 768 XGA 60Hz
- Video signals for 2D: 1080p/24Hz, 1080p/60Hz, 1080p/50Hz, 1080i/60Hz, 1080i/50Hz, 720p/60Hz, 720p/50Hz, 576i/576p (625i/625p) 50Hz, 480i/480p (625i/525p) 60Hz
 Color systems for 2D: PAL, SECAM, and NTSC

E. & O.E. Design and specifications subject to change without notice

All TV screen pictures in this brochure are simulated. Xpol[®] is a registered trademark of Arisawa Manufacturing Co., Ltd. HDMI, the HDMI logo and High-Definition Multimedia Interface are trademarks or registered trademarks of HDMI Licensing LLC. MaxxBass is a registered trademark of Waves Audio Ltd. in the USA, Japan and other countries. All other brand or product names may be trademarks and or registered trademarks of their respective owners. Any rights not expressly granted herein are reserved



DISTRIBUTED BY