Course Name: Video Processing Necessities

Sponsor: Planar

CTS Renewal Units: 0.5 CTS or CTS-D

Course Description:
The Video Processing Necessities Course discusses how to determine what interfaces and number of input/outputs are needed for a processor, how to display content on a video wall and valuable engineering tricks for displaying content. The course begins with a basic overview of video processing features and capabilities. We then take a deep dive into understanding all interface options that are available for video processors, and how to determine which interface is best for your application. From there, we cover four different video wall-processing categories and how content is sent to each. We then test our knowledge with two unique video wall arrays by having to determine how these walls are driven and what is needed to do so. Lastly, we cover inexpensive products and devices that eliminate the need for a high-end video processor in certain case scenarios. Upon completion of this course, attendees will receive 0.5 CTS or CTS-D credit.

Course Time: 1.0 Hour

Learning Objectives:
At the end of this course, attendees will be able to:

1) Recognize and understand the various interfaces available
2) Determine which category a video wall falls under based on the application
3) Problem solve unusual video wall arrays' processing needs
4) Review inexpensive processing alternatives, which are available for certain case scenarios