

**FUJIFILM**

# **Warping and Blending Tool for FP-ZUH series**



**FUJIFILM Corporation**

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# Introduction

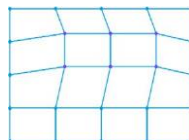
Many projector installations benefit from combining several projectors into one larger and seamless image. When the projection screen is not perfectly flat or rotated at an angle, the image needs to be reshaped and adjusted to the irregular surface. Warping and Blending Tool for FP-ZUH Series is a professional software that provides an easy way to digitally adjust the images from different projectors, allowing users to create a single unified image, no matter of its size or shape.

## Warping

When projecting images onto a non-planar screen surface, such as a curved screen or an elliptical surface, the images become distorted. The Warp function allows you to perform grid point adjustment to accurately warp the projected image to matches the curve of the display surface with minimal performance impact.



**Image Warping**



**Grid Point Adjustment**

## Blending

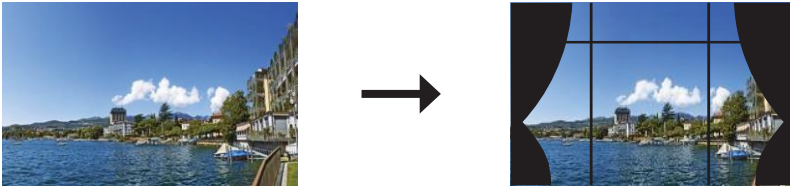
If you are projecting the images onto a large and irregular display surface, such as a building wall, a hemispherical dome, and a cylinder, multiple projectors are required to expand the possibilities to alter the image shape and size. Using the Blending function, you can easily combine the images from several projectors into a single image, with the content spanning across the display surface. Also, with the blending features, you can stack two or more images on the same screen, creating one brighter image.



**Blend Two Images**

## Masking

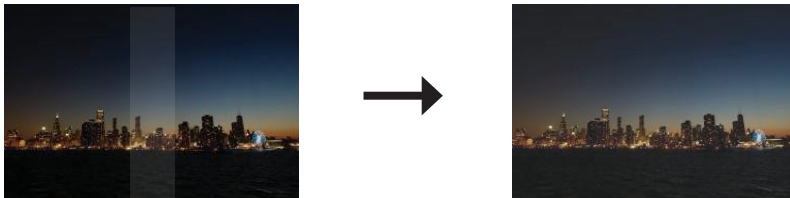
In environmental projection, you might need to avoid projecting onto some objects or areas, such as the audiences, speakers, or set design elements on the stage. Using the Mask function, you can place a mask over those objects you want to avoid. Also, masking allows you to cover certain parts of the images, creating a special visual effect such as looking at a image through a window or balcony.



**Mask an Image**

## Black Level

When several images are blended together, the overlapping area can become brighter than the rest of the image, especially when projecting dark images. This is because the merged region gets twice amount of the light. Black level function is designed to adjust the overall brightness of the blended image to achieve better uniformity in dark scenes.



**Black Level Compensation**

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# System Requirements

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To use Warping and Blending Tool for FP-ZUH Series for multiple projector installations, you need to prepare a computer for image control, a computer or device as the input source, along with the device and cables to set up the connection. Check your devices and make sure they meet the minimum requirements.

## Image control

Install Warping and Blending Tool for FP-ZUH Series on a computer that meets following requirements. Use this computer to make image adjustments.

## Computer

- At least 220 MB of free disk space
- 1 Ethernet port
- Microsoft Windows 11(Except Arm architecture)

## Input source

The device used as the input source needs to support the function of splitting one image to different screens. It could be an image processing box, a graphic card workstation, or a computer installed with an advanced graphic card. Followings are our recommendations of the graphic card that supports image split and overlap.

## Caution

- This tool is for the FP-ZUH series.
- Warm up the projector for at least 30 minutes before adjusting the warping & blending.
- Use the latest F/W version for FP-ZUH projectors.
- Depending on the method used to correct warping, Noise may appear on the screen.

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# Installation and Setup

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Once you have prepared the devices and cables that meet the minimum system requirements, follow the instructions in this section to install the software, setup the network and projectors.

## Installing Warping and Blending Tool for FP-ZUH Series

Download and install Warping and Blending Tool for FP-ZUH Series on the computer for image control.

### Download the software

Download the installation program at the Fujifilm website ([www.fujifilm.com](http://www.fujifilm.com)), or consult your dealer for the latest version that is compatible with your projector.

### Install the software

Double click the installation program to open the setup wizard. Install the tool following the on screen instructions. Once the installation is finished, a shortcut icon shows on the desktop.

## Setting Up the Network

Warping and Blending Tool for FP-ZUH Series controls the projectors through LAN connections using RJ-45 cables. You can connect the projectors and the computer to an existing network, or make direct connection among the devices using a network hub.



### TIPS

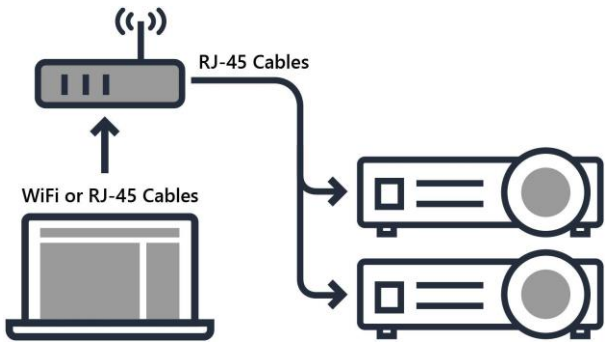
The OSD menu used in this section may be different on your projector. Please check the user manual for more information.

# Installation and Setup

## Connecting the Projectors and the Computer

Complete the following steps to set up a direct connection between the projectors and the computer.

- 1 Connect the computer to the network hub via Wi-Fi or using an RJ-45 cable.
- 2 Connect the projectors to the network hub using RJ-45 cables.



### Set Up a Network Connection

- 3 Set the IP address of the projectors and the computer. Ensure each device in the network is assigned with a unique IP address.
  - Assign an IP address to the projector:
    - a) From the **OSD** menu, choose **SYSTEM SETUP : Advanced > LAN Settings > IPv4 Settings**.
    - b) Set **DHCP** to **Off**, and manually set the projector's IP address.
    - c) Set the IP address of the computer to match the first three numbers of the projector. For example, if the projector IP address is 192.168.000.100, set the computer IP address to 192.168.000.xxx, where xxx is not 100.  
The IP address is used to identify the projector in the software.
    - d) Choose **Apply** and press **ENTER**. Select **Yes** at the prompt to confirm the settings.

## Using an Existing Network

When network is available, connect the projectors and the computer to the same network.

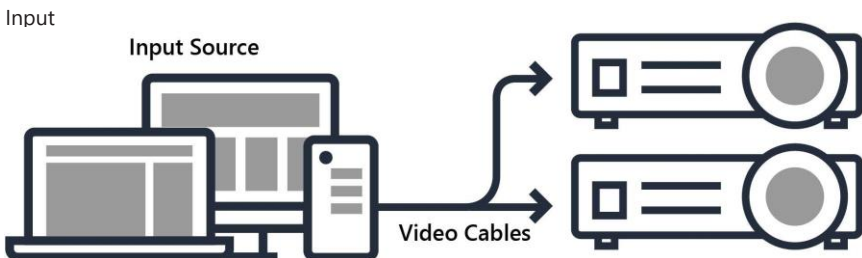
- 1 From the **OSD** menu, select **SYSTEM SETUP : Advanced > LAN Settings > IPv4 Settings**.
- 2 Set **DHCP** to **On** to allow the projector automatically acquire an IP address.
- 3 Choose **Apply** and press **ENTER**. Select **Yes** at the prompt to confirm the settings.
- 4 Check the IP address from **STATUS > Communication** menu. The IP address is used to identify the projector in the software.

## Setting Up the Projectors

Set up the projection system by connecting the projectors to the same input source using video cables. To achieve better uniformity, adjust the power level and image color of the projectors to make the projected images look like the same as much as possible. This ensures a good starting point for further customizing and matching.

## Connecting the Projectors to the Input Source

Use video cables to connect the projectors to the same input source. To split one image to several screens, you have to configure image settings on the input device. For example, if you are using a computer installed with an advanced graphic card, you need to set up the graphic card for image split and overlap. For more



information, check the user manual of your input device or consult your dealer.

## Connect the Projectors to an Input Source

## **Adjusting the Projectors**

After connecting the projectors to the same input source, set the power level and image color of the projectors to unify the image performance.



### **TIPS**

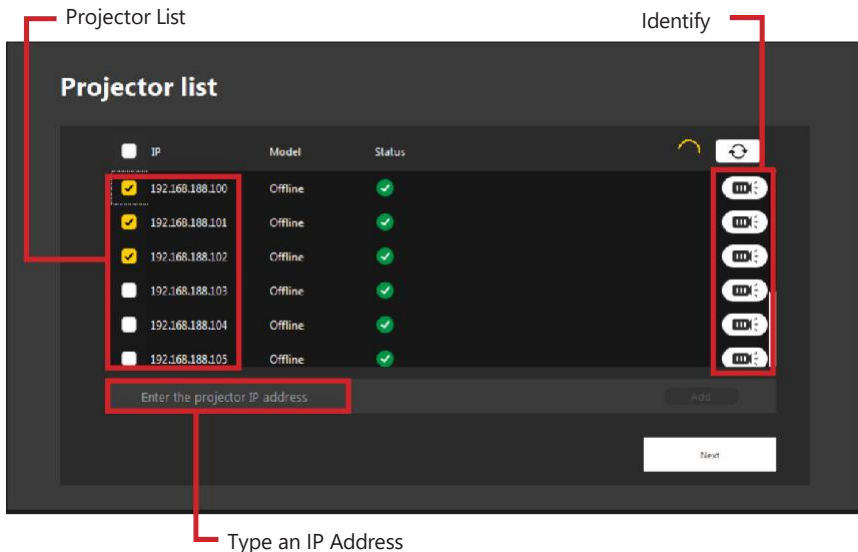
You are going to use the remote control, projector keypad, and OSD menu to perform following adjustments. Some of the settings can also be adjusted with the web control panel. Check the user manual of your projectors for more information.

- 1 Depending on the projection screen and projector layout, adjust the image size and position.
  - Adjust the zoom ratio of the projectors to change the image size.
  - Perform lens shift on the projectors to change the image position.
- 2 Adjust the focus of the projectors to make the images sharp and clear.
- 3 To achieve better uniformity, set the brightness and image color of the projectors, so that the images are matching with each other.
  - Reset all image settings on each projector.
  - Set the projectors to the same display mode and wall color.
  - Adjust the color settings of the projectors to unify the color performance of the images.


# Getting Started

## Start Page to Create the Project

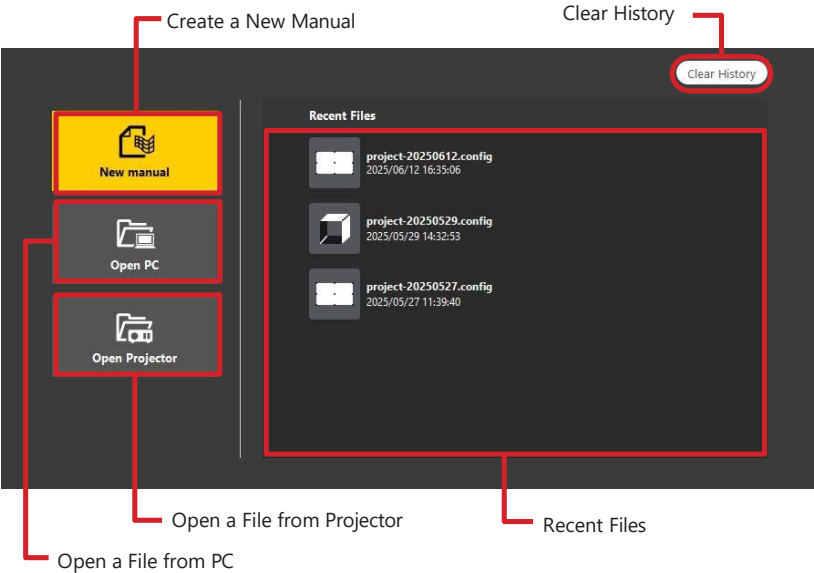
Start page to help user create a blending project, the first step is to select the number of



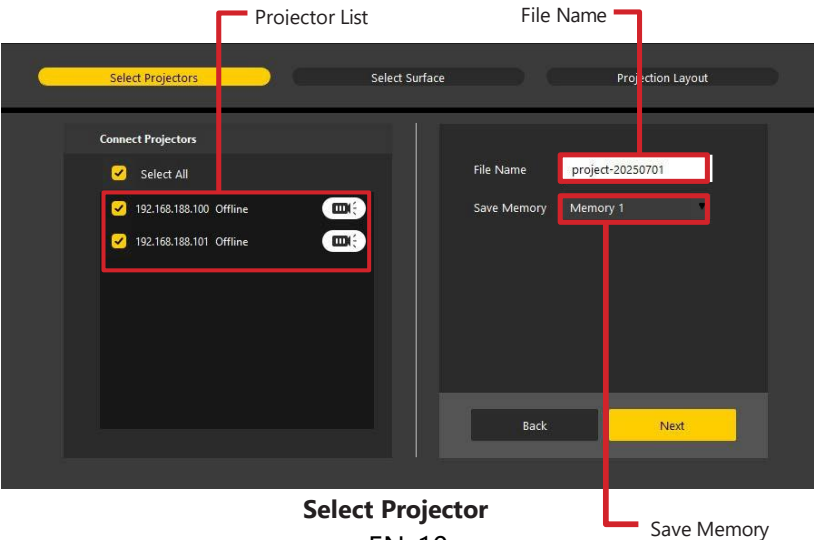
projectors which able to perform blending from projector list.

- 1 In the list of projectors, select the required projectors.
- 2 Warping and Blending Tool for FP-ZUH Series automatically searches for the projectors in the same network. This may take few seconds.
- 3 To manually add a projector, at the **Enter the projector IP address** filed, type the IP address and click **Add**.
- 4 To locate a projector, click the  button to project a white test pattern. Click the button again to turn off the test pattern.
- 5 Click **Next** to continue.

After the start page, Warping and Blending Tool for FP-ZUH Series redirects to the page where user can create a new manual or open a previous configuration file from PC or projector.



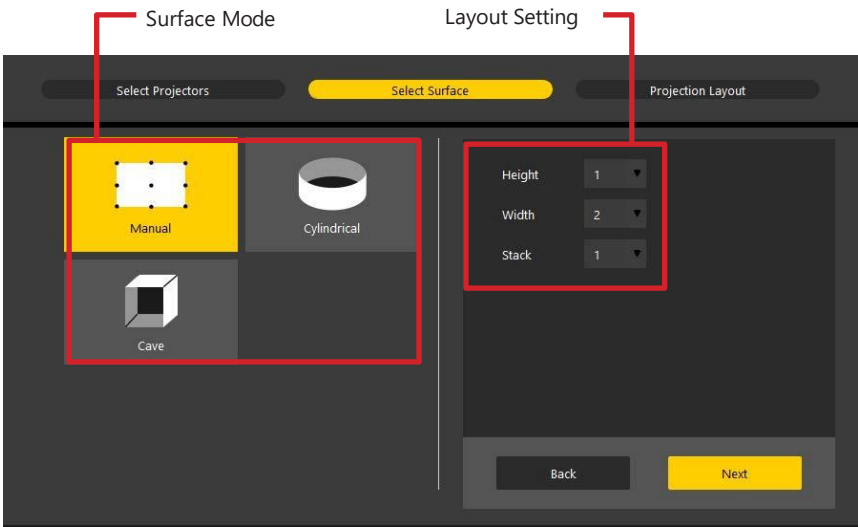
**Setting the Projectors**



# Getting Started

- 1 Double check the selected projectors are correct.
- 2 At the **File Name** field, type in the name for your file.
- 3 At the **Save Memory** field, select a location to save the software settings.
- 4 The save memory corresponds to the projector's warp and blend memory. To load the settings from the projector **OSD** menu, select **DISPLAY > Warping & Blending > Memory**.
- 5 Click **NEXT** to arrange the projectors.

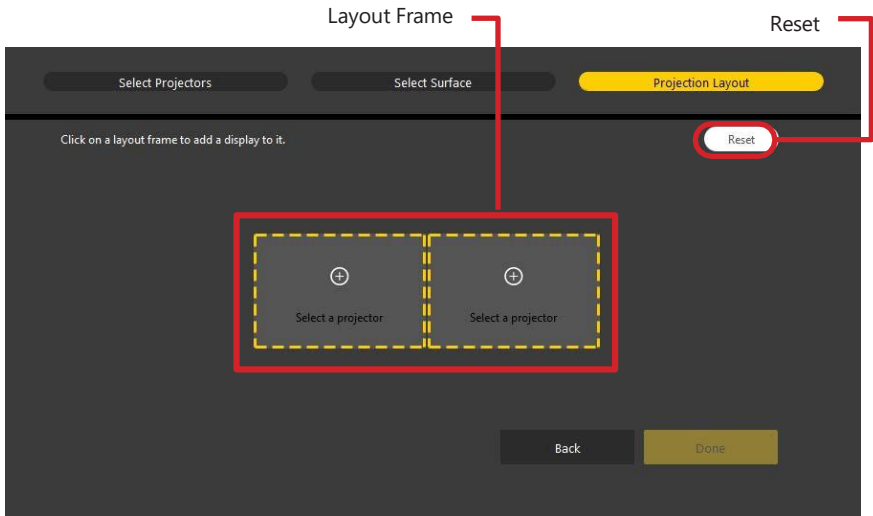
## Setting the Surface Mode



## Scenario Setting

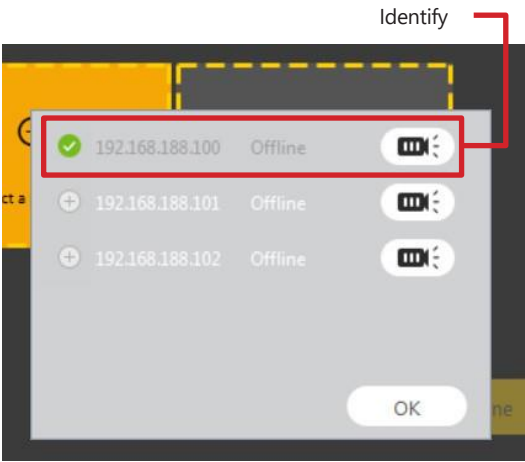
- 1 Select a surface mode based on the installation requirements.
- 2 On the layout settings column, set the values of **Height**, **Width** or **Stack**. This specifies the number of projectors on the vertical and horizontal direction. The sum of the values should match with the total number of the selected projectors.
- 3 After setting up the projector layout, click **NEXT** to select a projection mode.

**Setting the Projection Layout**



**Select Projectors Layout**

- 1 Click on one of the layout frames, and a projector list dialog pops up.



- 2 Select a projector, and click **OK**.
- 3 To locate a projector, click the **Identify** button to project a white test pattern. Click the button again to turn off the test pattern.

# Getting Started

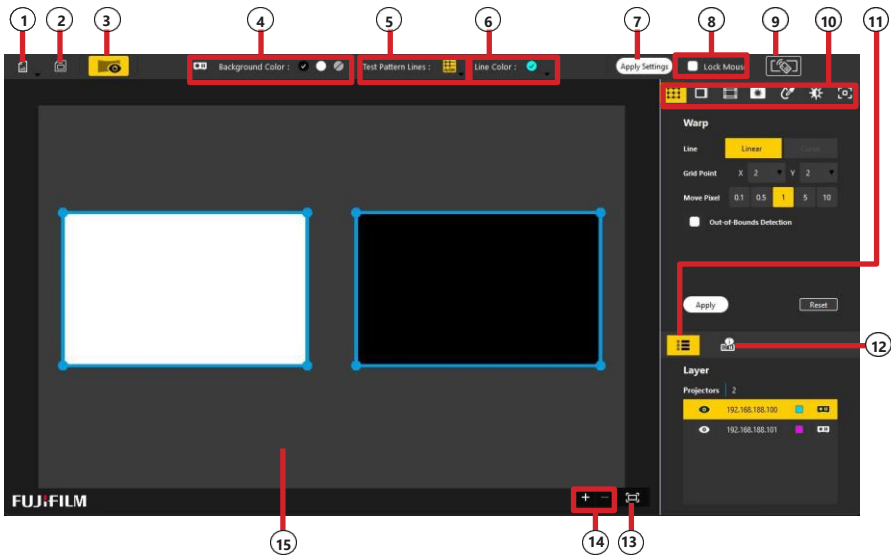
- 4 Repeat steps 1 and 2 to select a projector for each frame. Make sure that the layout of the projectors is matching with the actual installation positions.
- 5 To clear the selected projectors, click **Reset**.
- 6 Click **DONE** to complete the projector arrangement.
- 7 After this step, you cannot change the projector layout settings anymore.

## Workspace basics

Learn about the basics of the main workspace and shortcuts of Warping and Blending Tool for FP-ZUH Series.

### Main workspace

Warping and Blending Tool for FP-ZUH Series is designed with an intuitionistic and user-friendly interface, allowing the user to effectively perform advanced geometric adjustments on the projected images.

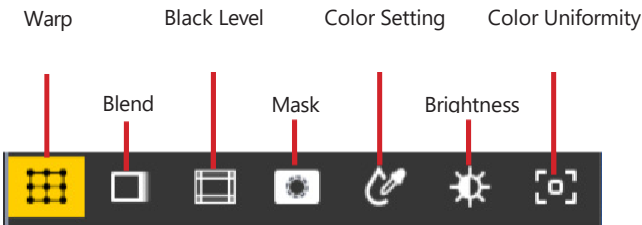


Main Workspace

No.	Function	Description
1	File	The file menu contains commands relating to the handling of files.
	- New Project	Create a new configuration file.
	- Open from PC	Load the saved file or configuration from PC.
	- Open from Projector	Load the saved file or configuration from Projector.
	- Projector Memory	Memory location selection.
	- Save	Save the settings to the current file.
	- Save as	Save the settings as a new file.
	- Reset All	Reset all setting.
	- Language	Language selection, English / Simplified Chinese / Traditional Chinese / Japanese.
	- Log File	Save the log file.
	- Help	Provide information of software version and License Agreement.
	- Quit	Exit the application.
2	Save	Save the settings to the current file.
3	Preview	Project an image to view the result of current adjustments.
4	Background Color	Set the screen background to black, white or off.
5	Test Pattern Lines	Set up the grid test pattern: - Select 0 to disable the test pattern. - Set the number of test pattern lines to 5x5, 10x10 or 20x20. - Select ALIGN to align the lines with the grid points. - Select Contour to draw lines on the projection contour.
6	Line Color	Select a color for the test pattern lines.
7	Apply Settings	Function enable and auto apply for all projectors. - Warp - Blend - Black Level - Mask - Brightness
8	Lock Mouse	Lock the warp operation via mouse.
9	Remote Control	Projector Control Items as remote control operation.
10	Function Tabs	Select a function of image adjustment.
11	Layer	Provide a list of projectors shown on the canvas.
12	Information	Read information.
13	Fit	Click the button to return the canvas to its original size.
14	Zoom In/Out	Click + to zoom in the canvas, and click - to zoom out.
15	Canvas	An editing area to perform image adjustments. Click on one of the layout frame to select a projector, and the selected frame turns to light pink.

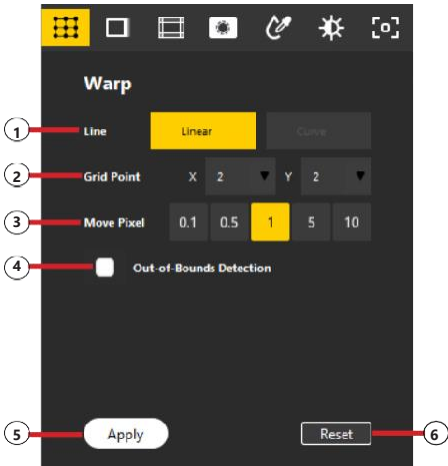
# Adjusting the Images

This tool offers multiple ways to adjust the images, including Warp, Blending, Black level, Mask, Color setting, Brightness and Color Uniformity. To switch between the functions, use the function tabs at the right top corner of the main workspace.



## Warping the Images

Image warping is used to make an image look visually correct when it is projected onto a non-planar screen. Use the settings on the **Warp** page to change the image shape.



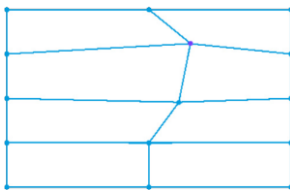
Function Tab - Warp

No.	Function	Description
1	Line	Set the line warping style.
	- Linear	Moving the point results in the lines changing the shape linearly.
	- Curve	Moving the point causes the line shape changes in nonlinear fashion, not available at 2x2 grid points.
2	Grid Point	Set the number of grids on the screen.(support to 65x33).
3	Move Pixel	Set the pixel movement of the control point.
4	Out-of-Bounds Detection	A checkbox function to avoid the point movement is too extreme.
5	Apply	Apply the warping adjustment.
6	Reset	Clear the warp settings.

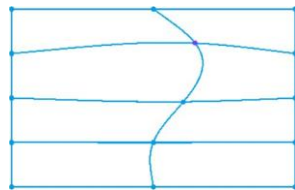
## Warping an Image

Complete following steps to warp an image.

- 1 Choose a projector by clicking on its layout frame or choose it from the **Layer** tab.
- 2 At the **Test Pattern** toolbar, select the grid test pattern on projection.
- 3 At the **Line** field, select the line warping style from **Linear** or **Curve** according to the screen type.



**Linear Adjustment**



**Curve Adjustment**

- 4 At the **Grid Point** field, select the number of grids on the screen. Start with a minimal number of grids (2x2) and gradually increase the number when adjusting. Decreasing the grid number during adjustment will erase some of points setting.
- 5 At the **Test Pattern** toolbar, click the **ALIGN** button to align the test pattern lines with the grid points.
- 6 At the **Move Pixel** field, adjust the slider or enter a value to set the number of pixels that the selected point moves each time.

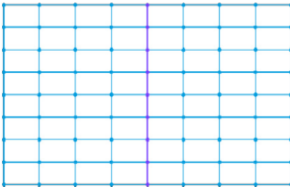
## Adjusting the Images

- 7 Select the points you want to move. The chosen points change the color, for example purple.



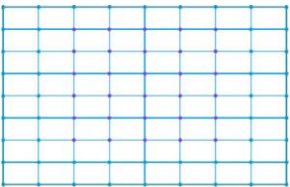
### Select a single point

- Click the point or use the **W**, **A**, **S**, **D** keys to select a point



### Select all points on a line

- Place the mouse cursor anywhere on the line, and press **Ctrl + V** to choose a vertical line, or **Ctrl + H** for a horizontal line.



### Select all points inside a region

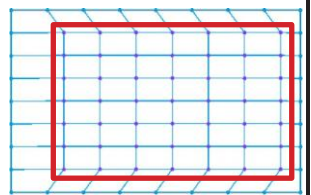
- Click and drag the cursor to select a region, and release the mouse to select all the points inside.


- 8 To warp the image, click and drag the grid points to move them, or use the keyboard arrow keys.



### TIPS

To make the warp easier, start with the outer area of the screen, and then move to the center area. As shown in the right image, adjust the red points first, and then move the blue ones.



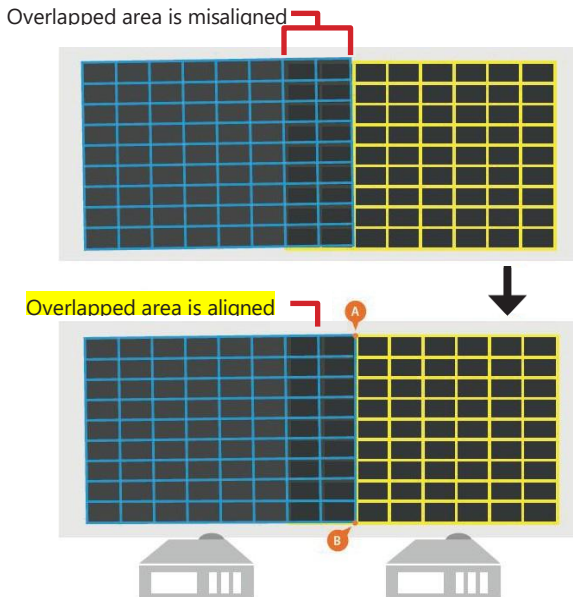
- 9 Click **Preview**  to see the warping of projection content, then click **Preview** again to return to the test pattern.
- 10 To clear the warp settings, at the function tab, click **Reset**.
- 11 To save the settings to the projector memory, at the top toolbar, click **Save**. The setting is saved to the **Save Location** selected.

## Warping for Image Blending

When performing edge blending on two adjacent images, slightly change the shape of the overlapped area helps align the two images more precisely. In the example below, two projectors are placed side by side, and warping the overlapped edges of the images helps achieve a better edge alignment.

- 1 For better alignment manually, set two test patterns with the same number of grid lines, but different grid line color.
- 2 Adjust the warp control points for grid line alignment on overlapped area.

For example, point A of left projection is moved down to align the top line of right projection, and point B of right projection is moved down to align the bottom line of left projection.



**Warp for Edge Blending**

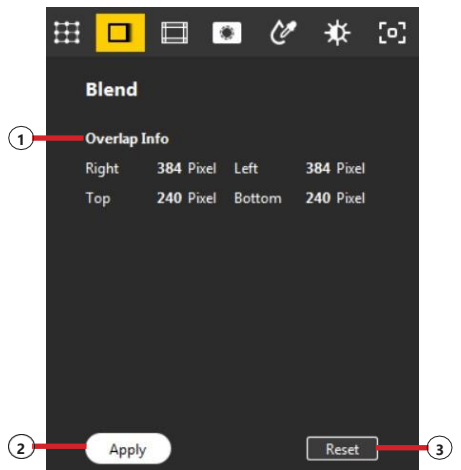


### **TIPS**

To achieve the best result, it is suggested warping the image which is slightly larger. Also, adhere to the rule of adjusting the outer points first, and then moving to the inner points.

Blending the Images

Image blending is an image process to merge two or more partial images to a complete image. Use the settings on the **Blending** page to blend the images.

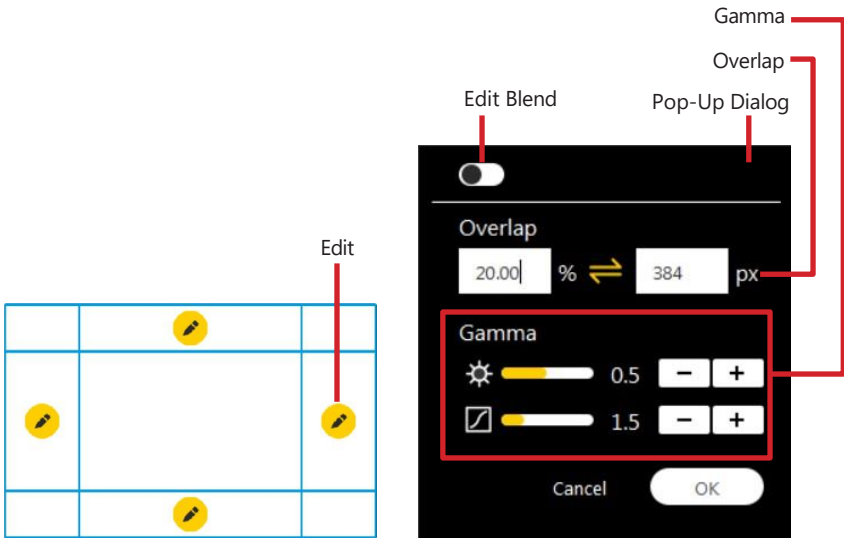


Function Tab - Blend


No.	Function	Description
1	Overlap Information	Top/Bottom/Left/Right Overlap blending width.
2	Apply	Enable the blending data.
3	Reset	Reset blending width to default setting.

- Complete following steps to blend two adjacent image.
- 1 Choose a projector by clicking on its layout frame or choose one from the **Layer** tab. After being selected, the projector frame turns to light blue.
  - 2 At the **Test Pattern** toolbar, set up the grid test patterns for the projectors. It's suggested setting the two test pattern with the same number of lines, but different line color.

- 3 Select a projector, and click on the overlapped edge.

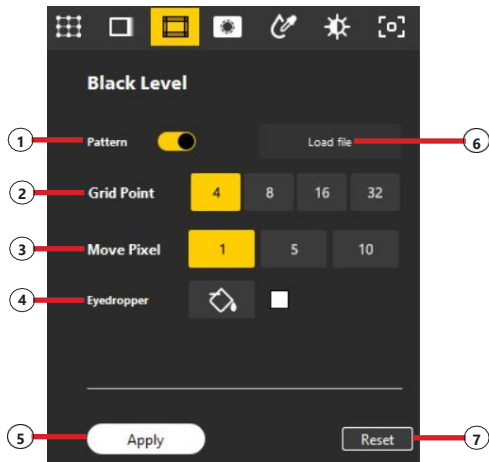


## Setup the Blend Edge

- 4 At the pop-up dialog, set up the blending edge.
  - a) Switch on the **Enable** toggle button to enable the blending effect.
  - b) At the **Overlap** field, set the overlap width for blending by image percentage or pixel value. The percentage and pixel value is based on the projection resolution.
  - c) Adjust the Gamma setting to change the inflection and gradient of gamma curve.
  - d) Click **OK** to apply the blending setting to the edge.
- 5 Enable the blending effect, the selected edge is applied with a gradient effect.
- 6 Click **Preview**  to view the results of the current adjustment, at the top toolbar, click **Preview** to project an image. Click **Preview** again to return to the test pattern.
- 7 Repeat steps 3 to 6 on the other projector to setup its overlapped edge.
- 8 To clear the blend settings of the chosen projector, at the function tab, click **Reset**.
- 9 To save the settings to the projector memory, at the top toolbar, click **Save**. The setting is saved to the **Save Location** selected.

Black Level

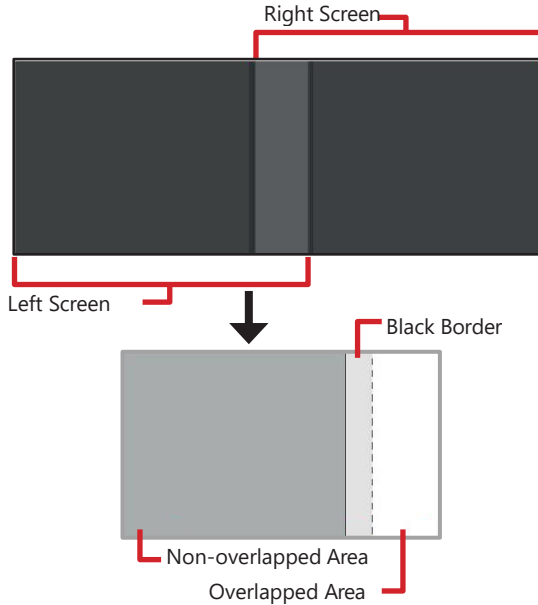
After blending two images, the overlapped area may appear brighter than the rest of the image when projecting dark images.



Function Tab – Black Level

No.	Function	Description
1	Pattern	Enable the black level effect.
2	Grid Point	The grid points control the adjustment of black level area for better edge alignment of overlap area, up to 32 points for each black level area.
3	Move Pixel	Set the pixel movement of control point.
4	Eyedropper	Eyedropper mode to pick up the black level color.
5	Apply	Enable and apply black level data.
6	Load File	Load the black level image file at bmp, png and jpg format.
7	Reset	Reset the black level settings.

To uniform the color performance, adjust the color of the non-overlapped area and the black border to make them look like the same with the overlapped area.



### Black Level Areas



#### TIPS

Make sure that the black level adjustment is under dark field for good observation of black level variation.

Complete following steps to adjust the black level:

- 1 Switch to the **Black Level** function tab. The test pattern automatically changes to the black background.
- 2 Choose a projector by clicking on its layout frame or choose one from the **Layer** tab. After being selected, the projector frame turns to light blue.
- 3 Set the **Move Pixel** by adjustment the slider or enter a value. The value is the pixel number the control point moves each time when using the keyboard arrow keys.

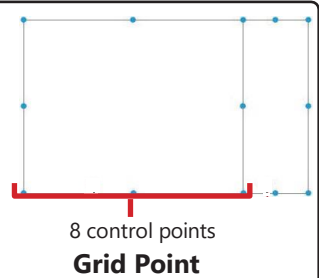
## Adjusting the Images

- 4 Select the **Grid Point** value. The grid points control the adjustment of black level area for edge alignment with adjacent overlap area, up to 32 points adjustment for each black level area.

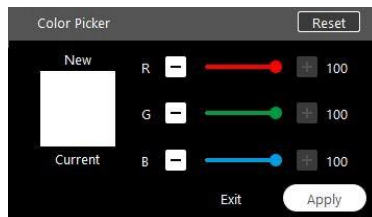


### TIPS

Start with 4 grid point number for the adjustment and increase the points gradually.





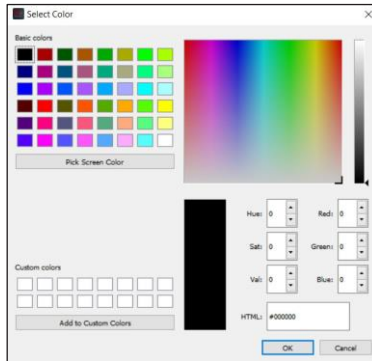
- 5 Set **Move Pixel** to control the movement for accurate alignment of adjacent black level area, user can set the value accordingly.
- 6 Select adjustment areas using the control points. You can select two areas to adjust, one for the non-overlapped area, and one for the black border.
  - a) Click on the point you want to move.
  - b) Drag the selected point to change its position on the canvas, or use the keyboard arrow keys.
- 7 To adjust the black level color of the selected adjustment area, click on one of the areas. The **Color Picker** diagram pops up.



### Color Picker

- 8 Enter the RGB value or drag the slider to set the color of the selected area.
- 9 Click **Apply** on the **Color Picker** dialog to apply the value to the selected area.
- 10 Repeat steps 7 to 9 to adjust the color of the adjustment areas until they look like the same with the overlapped area.

- 11 To adjust the black level color of the selected adjustment area, click on white square next to **Eyedropper**   to enable the eyedropper color palette and adjust the black color in **Select Color** dialog.



### Color Eyedropper

- 12 Enter the RGB value or pick the color from color palette to set the color of the selected area.
- 13 Click **OK** on the **Select Color** dialog to apply the value to the selected area.
- 14 Repeat steps 7 to 13 to adjust the color of the adjustment areas until they look like the same with the overlapped area.



### Black Level Adjustment


- 15 To clear the black level settings, at the function tab, click **Reset**.

# Adjusting the Images

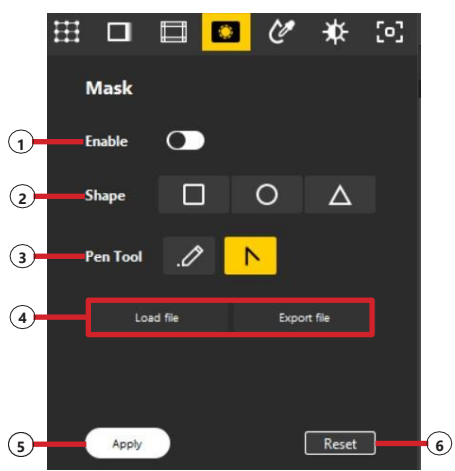
- 16 To save the settings to the projector memory, at the top toolbar, click **Save**.  
The setting is saved to the **Save Location** selected.

## Masking

Masking function allows you to mask out a part of a screen, creating a special visual effect. You can create a mask using the preset patterns, or use an image from external source.

**TIPS**

The mask function only accepts external image in BMP / JPEG / PNG format with a color greyscale of 0 (black) or 255 (white).




Function Tab - Mask

No.	Function	Description
1	Enable Mask	Enable the mask function.
2	Shape	Select a mask shape, Square, Circle and Triangle.
3	Pen Tool	Use pen tool to draw the mask.
4	Load/Export	Load/Export an image to mask the screen.
5	Apply	Enable and apply mask data.
6	Reset	Clear the mask on the screen.

## Creating a New Mask

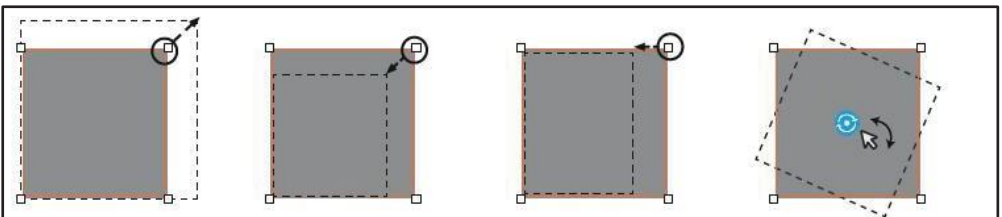
Complete following steps to create a new mask:

- 1 Choose a projector by clicking on its layout frame or choose one from the **Layout** tab. After being selected, the projector frame turns to light blue.
- 2 At the **Test Pattern** toolbar, select a background color for the chosen projector.
- 3 Switch on the toggle button  to enable the mask effect.
- 4 At the **Shape** field, select a shape to adjust the size and position for the mask on the screen.
- 5 User can right click mouse on the shape to open the **Layer Setting** dialog to edit the mask layers or invert the mask color.




### **Invert the Mask and the Layer Setting**

- 6 To move the mask on the screen, click and drag it to the change its position.
- 7 Use the control point on the mask to change the size and shape.




### **Edit the Mask**

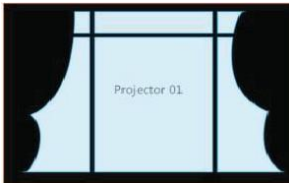
## Adjusting the Images

- 8 Click **Preview**  to view the mask effect on projection, then click **Preview** again to return to the test pattern.
- 9 To clear the mask on the screen, at the function tab, click **Reset**.
- 10 To save the settings to the projector memory, at the top toolbar, click **Save**. The setting is saved to the **Save Location** selected.

### Loading a mask

Complete following steps to load the image file to mask the screen.

- 1 Check the image you are going to use, and ensure it is in the BMP / JPEG / PNG format with a color greyscale of 0(black) or 255(white).
- 2 Choose a projector, and at the **Mask** function table, click **Load File**.
- 3 From the pop-up windows dialog, select and open a file from your computer.
- 4 Click **Preview**  to see the mask effect on projection, then click **Preview** again to return to the test pattern.



**Load a Mask Pattern**



**Preview a Mask**

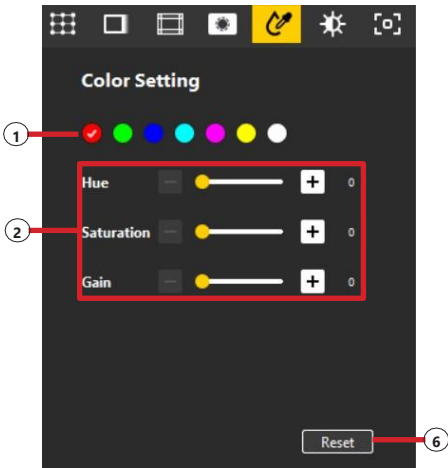


#### **TIPS**

The mask image does not support any modification, such as position moving, resize or rotation.

# Projector Color Setting

Color Setting allows user to adjust 7colors Tuning setting of projector. Change the color of a projected image by adjusting each color component in the image. You can select one of colors and adjust the Hue, Saturation and Gain Values.

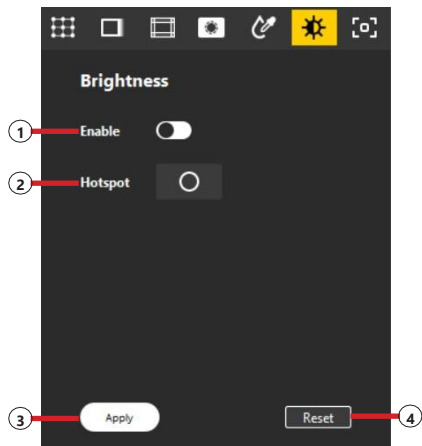


Function Tab - Color Setting

No.	Function	Description
1	Base Color	Pick up a base color to adjust the color parameters.
2	Hue / Saturation /Gain	Adjust HSG value.
3	Reset	Click to reset the HSG value to default setting.

Brightness

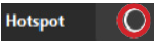
When there is a hotspot area in the projected image, you can use this function to reduce the brightness of the area to improve the overall brightness uniformity of the image.

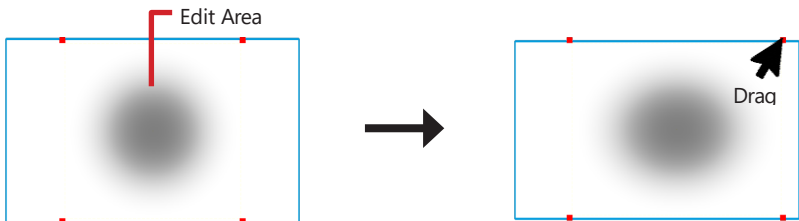


Function Tab - Brightness


No.	Function	Description
1	Enable	Enable the hotspot reduction effect.
2	Brightness Point	Add the hotspot point.
3	Apply	Apply hotspot data.
4	Reset	Clear all hotspot setting.

Complete following steps to enable the brightness effect.

- 1 Click on layout frame or choose one from the **Layer** tab.
- 2 Click on the white circle next to **Hotspot**  to add the brightness effect on projection.
- 3 Adjust the area of brightness effect by dragging the corner control point as below.

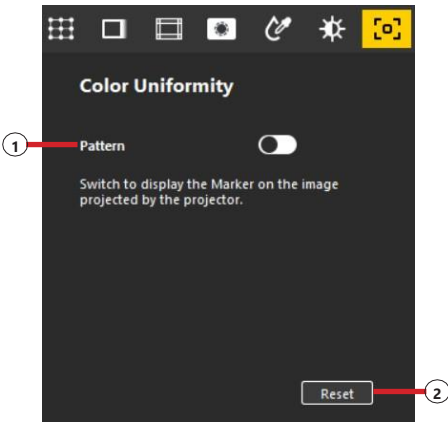


Adjust the Hotspot Area

- 4 Click **Preview**  to view the mask effect on projection, then click **Preview** again to return to the test pattern.
- 5 To clear the hotspot point on the screen, at the function tab, click **Reset**.

Color Uniformity

Color uniformity is to adjust the uniformity gain of projection image to improve and fine tune the uniformity performance.



Function Tab - Color Uniformity

No.	Function	Description
1	Pattern	Pop-up the color uniformity gain control page, there are 63 (9x7) positions for uniformity gain control.
2	Reset	Click to reset the uniformity gain to project default setting.

# Adjusting the Images

Complete following steps to adjust the color uniformity.

- 1 Switch to the **Color Uniformity** function tab. The test pattern automatically changes to the image of color uniformity control points.
- 2 Choose one of 63 control points and double click to get uniform color display.

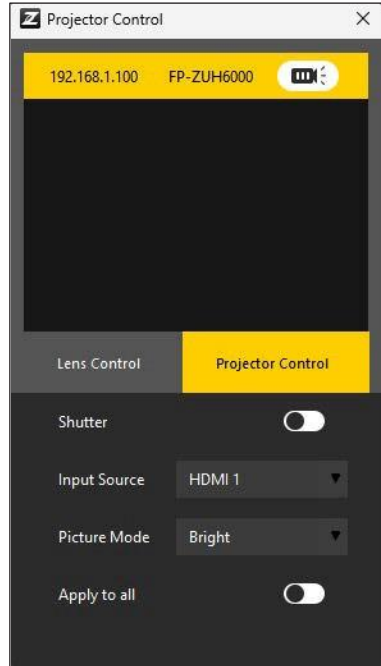
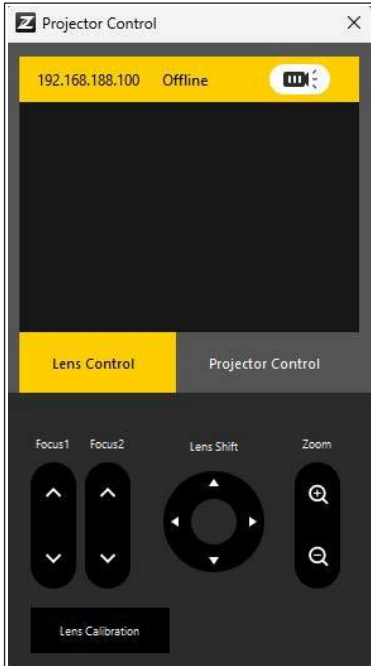


**Color Picker**

- 3 Enter the RGB value or drag the slider to set the color of the selected area.
- 4 Click **Apply** on the **Color Picker** dialog to apply the value to the selected area.
- 5 To clear the color uniformity settings, at the function tab, click **Reset**.

## Projector Control

Warping and Blending Tool for FP-ZUH Series provides some basic projector control functions, such as lens adjustment (shift, zoom and focus1&2), shutter, input source selection, and picture mode. You can find these functions at top toolbar.



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# FUJIFILM

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