

# Discoscan lens

## ***Scan laser beams over a very wide angle***

In a disco or nightclub, you often want beams to fill the space. But it is difficult when lighting trusses are so close to the club patrons, and conventional laser projectors can only scan about 60°. The solution is Discoscan, a super-wide-angle lens designed specifically for laser projectors. Laser beams can go anywhere in a 360° hemisphere. For example, put a Discoscan-equipped projector near the center of your lighting rig, pointed straight down at the dance floor. Beams will hit all four walls, as well as every corner of the floor. (Of course, you should always take appropriate laser safety precautions when scanning beams into an audience.)

You can even do graphics with Discoscan, as shown in the photo. Imagine the name of your disco or the evening's DJ, projected on the floor along with an array of beams!

## **Patented, award-winning technology**

The technology behind Discoscan, originally developed by AVI, has won two U.S. and International Patents, as well as two ILDA Awards for Technical Excellence. This same technology is used in major planetariums around the world. Pangolin has now made this impressive effect available to projector manufacturers who want to give their clients something extra.

## **How to use Discoscan**

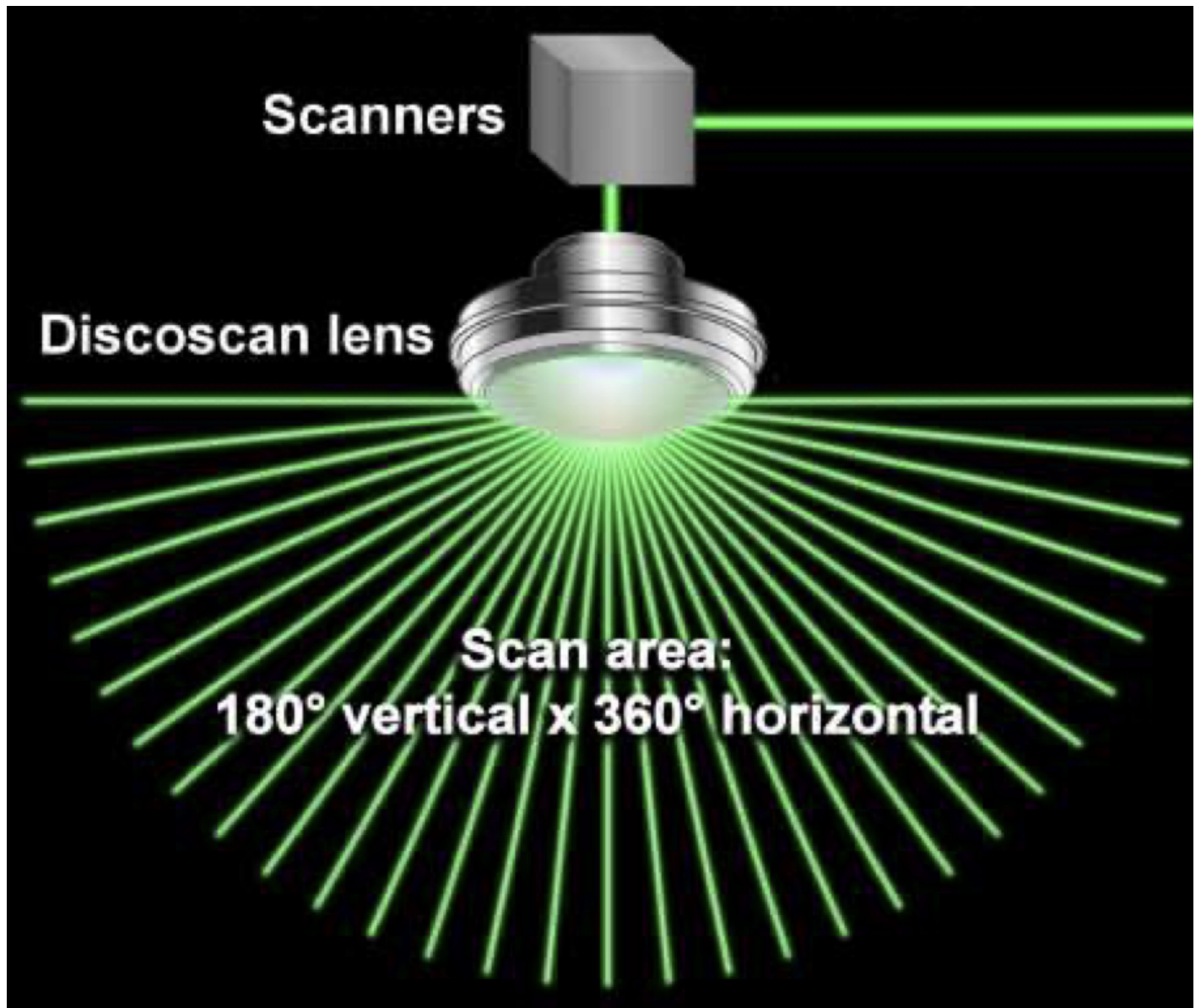
Discoscan is for OEM manufacturers. A laser projector needs to be modified or designed specifically to use the Discoscan lens. The laser beam going to the projector can be direct or can be fiber-fed. The galvanometer scanners will need to be close to the Discoscan's entrance surface.

Discoscan works with any type of laser – single color or full-spectrum RGB, and there is no known power handling limitation with the Discoscan lens.

## **Technical specifications**

- Weight: 12 ounces
- Height: 2 inches; Diameter: 3.5 inches
- Distance, mount to rear element: 1.25"
- Distance, mount to front element: .75"

The Discoscan lens enlarges both the scan angle and the size (divergence) of the laser beam. This means that beams and graphics will be somewhat "fatter". But this generally improves safety as well.



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