

## GeoBox 3D product lineup

2025/10/22

Description	Format converter		Passive 3D decoder		Passive 3D Processor	
Connectivity	G901/S901 (UHD, No warp)	UD101L (UHD, with Warp)	G902 (UHD, No warp)	G406s (WUXGA, No Warp)	UD102 (UHD, with warp)	G812 (WUXGA, with warp)
Input Ports	HDMI 2.0 x3	HDMI 2.0 x3	HDMI 2.0 x5	HDMI 2.0 x1	HDMI 2.0 x6	HDMI 2.0 x2
	DP x 2	DP x1			DP x2	DP x1, VGA x1
Support 3D input formats						
Side by Side	V	V	V	V	V	V
Top/Bottom	V	V	V	V	V	V
Frame packed (BlueRay)	V	V	V	V	V	V
Frame Sequential (active 3D)	V	V	V	V	V	V
Line by Line (Line interleaved)	V	V	V		V	
Dual Camera	V	V	V		V	
Output Ports	HDMI 2.0x1	HDMI x 1	HDMI 2.0x2	HDMI 1.4x1	HDMI x 2	HDMI x 2
Support 3D output formats	Side by Side, top/Bottom, Frame sequential, RH/LH eye frame, Line Interleaved	Side by Side, top/Bottom, Frame sequential, RH/LH eye frame	Side by Side, top/Bottom, Frame sequential, RH/LH eye frame, Line Interleaved	RH/LH eye frame	Side by Side, Top/Bottom, Frame sequential, RH/LH eye frame	RH/LH eye frame
Loop out	HDMI 2.0x1	HDMI 2.0x1	HDMI 2.0x1	HDMI 2.0x1	HDMI 2.0x2	HDMI 2.0x1
Max. Input resolution	4096x2160/60hz or 7680x2160/30hz (<600Mhz)	4096x2160/60hz or 7680x2160/30hz (<600Mhz)	4096x2160/60hz or 7680x2160/30hz (<600Mhz)	4096x2160/60hz or 7680x120/30hz	4096x2160/60hz or 7680x2160/30hz (<600Mhz)	4096x2160/60hz or 7680x120/30hz
Max. output resolution	Programmable output resolution up to 4k2k/60, 8k/2k/30 (600Mhz) and selectable refresh rate: 24/25/30/50/60/100/120Hz	4096x2160@60hz	Programmable output resolution up to 4k2k/60, 8k/2k/30 (600Mhz) and selectable refresh rate: 24/25/30/50/60/100/120Hz	1920x1200@60hz	4096x2160@60hz	1920x1200@60hz
Max. output refresh rate		FHD 120Hz		Not selectable	FHD 120Hz	Not selectable
Geometric Correction (Image stacking)	NO	YES	NO	NO	YES	YES
3D function	1. Passive 3D: Decode 3D input signal into RH/LH eye frame output for passive 3D display.	1. Passive 3D: Decode 3D input signal into RH/LH eye frame output for passive 3D display.	1. Passive 3D: Decode 3D input signal into RH/LH eye frame output for passive 3D display.	Passive 3D: Decode 3D input signal into RH/LH eye frame output for passive 3D display.	1. Passive 3D: Decode 3D input signal into RH/LH eye frame output for passive 3D display.	Passive 3D: Decode 3D input signal into RH/LH eye frame output for passive 3D display.
	2. 3D format conversion: Convert 3D input signal into Side by Side, Top/Bottom, Line Interleaved and frame sequential output signal for passive 3D and active 3D displays	2. 3D format conversion: Convert 3D input signal into Side by Side, Top/Bottom and frame sequential output signal for passive 3D and active 3D displays.	2. 3D format conversion: Convert 3D input signal into Side by Side, Top/Bottom, Line Interleaved and frame sequential output signal for passive 3D and active 3D displays		2. 3D format conversion: Convert 3D input signal into Side by Side, Top/Bottom and frame sequential output signal for passive 3D and active 3D displays.	