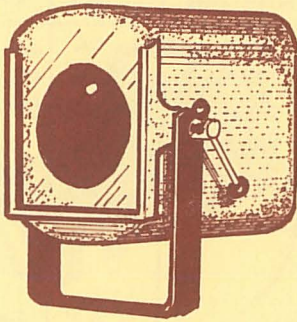


OPTICAL EFFECTS PROJECTORS

A LARGE NUMBER OF DIFFERENT EFFECTS ARE AVAILABLE. WE LIST THOSE IN COMMON USE. IF THE EFFECT OR PROJECTOR YOU NEED IS NOT LISTED WE WILL BE GLAD TO ADVISE THE BEST METHOD OF ACHIEVING THE EFFECT REQUIRED.



CCT 400 HALOSTAR

LIGHT OUTPUT APPROX. 3000 LUMENS

CCT 1000 HALOSTAR

LIGHT OUTPUT APPROX. 8000 LUMENS.

THE ABOVE ARE HIGH INTENSITY PROJECTORS AND ARE SUPPLIED WITH BALLAST UNITS, LINK AND MAINS CABLE. **NOT DIMMABLE.**

PATT. 252

PATT 252

LAMP	WATTAGE	WEEKLY
CSI	400	7.50
CSI	1000	22.00
AI/188	1000	2.50.
AI/218	2000	5.75.

accessories

STANDARD 2 1/2", 3" & 4" OBJECTIVE LENS

DALMEYER 4" HIGH DEFINITION LENS

10" HIGH DEFINITION LENS

TURNTABLE FRONT & SLIDE CARRIER FOR USE WITH HALOSTARS, PATT. 252.

SOLENOID OPERATED SHUTTER FOR HALOSTAR 1000, 400

OPTICAL MOVING EFFECTS FOR USE WITH HALOSTARS, PATT 252

CLOUD, RAIN, SNOW, WATERFALL, SEA WAVE ETC.

FIRE SUCKER EFFECT FOR PATT. 123

TUBULAR RIPPLE

U.V. STRIP UNIT WITH CHOKE

U.V. DISPLAY UNIT

10W STROBE UNIT

PHOTO FLOOD

BOMB TANK

MIRROR BALL AND ROTATOR

MARONS, FLASH POWDER, SMOKE POWDER ETC.

TO ORDER (SUBJECT TO AVAILABILITY)

K.K. PROJECTED ANIMATED EFFECT FOR USE WITH

SILHOUETTE 30, 40, PATT. 23.

WEEKLY

50

1.40

1.20

75

1.10

3.00

1.65

2.00

2.00

1.40

6.50

.80

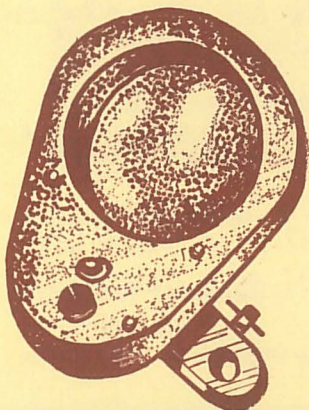
1.65

1.50

2.20

SPECIAL REVOLVING EFFECTS & SLIDES MADE UP TO CUSTOMERS REQUIREMENTS BY OUR **DESIGN STUDIOS**

SPECTRAMA



SPECTRAMA IS A METHOD OF OBTAINING A WIDE RANGE OF VARYING FORMS OF MOTION BY THE ROTARY POLARISATION OF PROJECTED LIGHT UNDER CONTROLLED CONDITIONS, THUS A STATIC DISPLAY IN THE FORM OF A TRANSPARENCY CAN BE GIVEN MOVEMENT. ALMOST ANY SUBJECT CAN BE ANIMATED BY THIS PROCESS IN 3/4" SLIDES AND ANY STANDARD PROJECTOR CAN BE USED IN CONJUNCTION WITH THE POLAROID SPINNER. - STOCK SLIDES 2.75 PER WEEK, SPINNER 2.75 PW. A LARGE SELECTION OF STANDARD SLIDES ARE AVAILABLE FROM STOCK AND SPECIAL DESIGNS CAN BE DEVELOPED IN OUR OWN STUDIOS OR FROM EXISTING ART-WORK. PRICES ON APPLICATION.