

Supported Surround display modes and resolutions

	Display Orientation	Display Type	Display Requirements	Number of Displays	Maximum Resolution Non-bezel Corrected Mode
Surround (2D)	Portrait	All	All displays must have a common resolution, refresh rate, and sync polarity	3	4800x2560 (1600x2560 per display)
	Landscape	All	All displays must have a common resolution, refresh rate, and sync polarity	3	7680x1600 (2560x1600 per display)
3D Vision Surround	Landscape	3D Vision-Ready 120Hz LCDs	All displays must be the same make and model 3D Vision-Ready LCD.	3	5760x1080 (1920x1080 per display)
	Portrait	3D Vision-Ready Projectors	All displays must be the same make and model 3D Vision-Ready projectors.	3	2160x1280 (720x1280 per display)
	Landscape	3D Vision-Ready Projectors	All displays must be the same make and model 3D Vision-Ready projectors.	3	3840x720 (1280x720 per display)
	Landscape	3D Vision Discover	All displays must have a common resolution, refresh rate, and sync polarity	3	7680x1600 (2560x1600 per display)
	Portrait	3D Vision Discover	All displays must have a common resolution, refresh rate, and sync polarity	3	4800x2560 (1600x2560 per display)