

The Brightest LCD Projector Ever

Experience stunning visuals with OmniStar L80 -**1500 ANSI Lumens**of brightness illuminates every scene, even during the daytime in well-lit rooms.



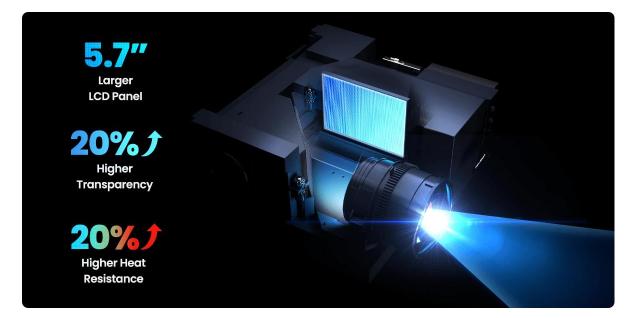
# Epic 200" Screen with More Details

Thanks to 1500 ANSI lumens brightness, you can enjoy a breathtaking Epic 200" screen with vivid colors, enhanced contrast, and exquisite details.



# Powered by Customized 5.7" LCD Panel Module

L80 projector utilizes a custom 5.7" LCD module (202% larger than other 4" LCD panel). It offers 20% increased transparency and heat resistance, delivering higher quality and brighter projection visuals.





## Native 1080P FHD

L80's native 1080P Full HD offers stunning clarity and crisp details that brings your entertainment to life. Prepare to be captivated by every nuance and cinematic precision of the big screen.



### 16.77 Million Colors

L80's high-quality LCD display makes it stand out from other LCD panels by utilizing a 5.7" LCD display and 4 high-quality glass coated lenses, which ensures remarkable image clarity and color accuracy.



## **IP5X Dust-proof Optics**

The L80's innovative Dust Proof Optics that meet IPX5 test standards, keep it protected for optimal performance, allowing you to focus on enjoying stunning visuals without any interruptions.





# 2 X 15W Booming Audio

L80 is equipped with powerful**2 x 15W**speakers, a 4XNBR subwoofer, and professional audio DSP AKM7735, delivering a truly immersive auditory experience for exceptional sound entertainment, from the subtlest whispers to the thunderous explosions.



Bluetooth Speaker Mode

Not just a projector, but also a powerful High-Fidelity speaker that will blow your mind with its amazing sound quality. Get ready to take your parties to the next level with this all-in-one device!

Whether you're sitting right in front or far away, L80 ensures an expansive soundscape that reaches every corner of the room. Everyone can enjoy the powerful and room-filling sound.

Transform Your World in Seconds

