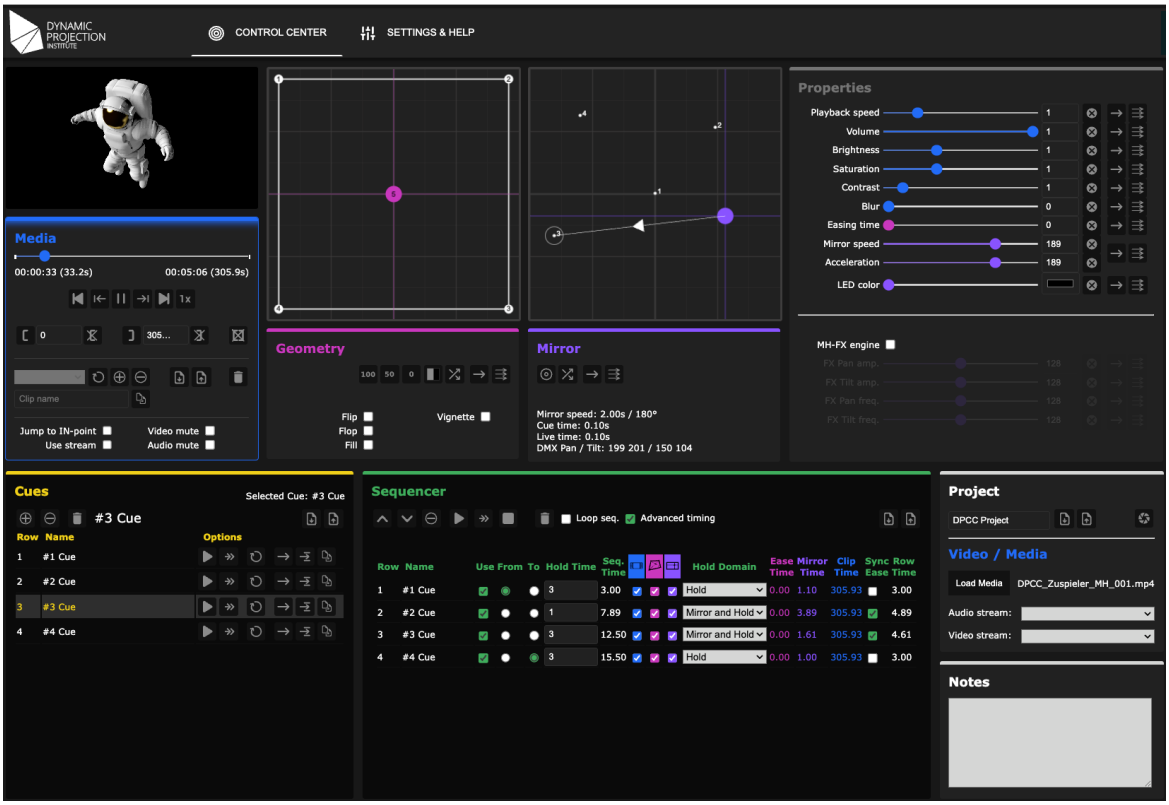
Dynamic Projection Control Center- DPCC

Overview

The Dynamic Projection Control Center- DPCC combines mirror control, geometry correction, media playback, and basic show programming in a single, browser-based tool. It enables fast setup, intuitive operation, and flexible integration — from simple standalone use to connected production environments.



A browser-based control environment for dynamic projections

The Dynamic Projection Control Center- DPCC is a browser-based control environment developed by Dynamic Projection Institute GmbH for operating Mirror Head systems.
It can also be used as a simple media player. As the DPCC runs on the user's computer in a web browser, it can playback virtually any video format supported by that computer, depending on the installed codecs, processing performance, and media resolution.

It provides a complete and self-contained solution for mirror positioning, geometry correction, media playback, and basic show programming — directly via a web interface.
Now included with every Mirror Head to create dynamic projections.

Embedded system with local access

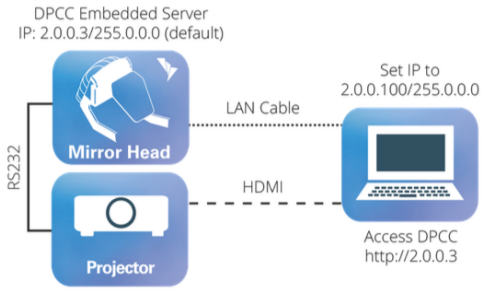
Embedded in the firmware of the Mirror Head, the DPCC can be accessed via the unit's IP address using a supported web browser. For best performance and compatibility, the use of Google Chrome or Vivaldi is recommended. In addition, the web interface can also be stored locally on a

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computer and used independently, making it possible to work with the DPCC as a simple media player and geometry tool even without connected hardware. The login credentials for the browser-based version are listed at the end of this document.

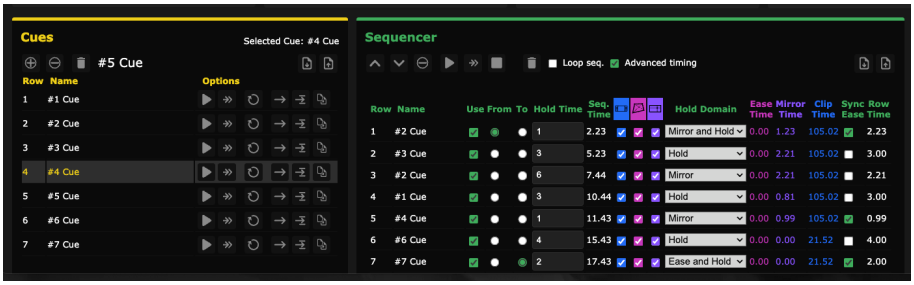
Plug-and-play setup

By connecting a network cable from the Mirror Head to a computer and the video output to a projector, users can start working with the system immediately. This allows fast testing of projection setups, mirror movement, and content behavior in real environments. The DPCC is designed as a practical plug-and-play solution for quick setup, first tests, and straightforward system operation.



Cue-based workflow and Sequencing

The DPCC supports a structured workflow in which mirror positions, geometry settings, and media parameters can be stored and recalled for repeatable playback.
These cues can be arranged in sequences, allowing users to create simple projection shows and structured playback routines directly within the interface. Smooth transitions between different projection states are supported through adjustable mirror speed and acceleration, as well as easing of the geometrical output for controlled visual changes.

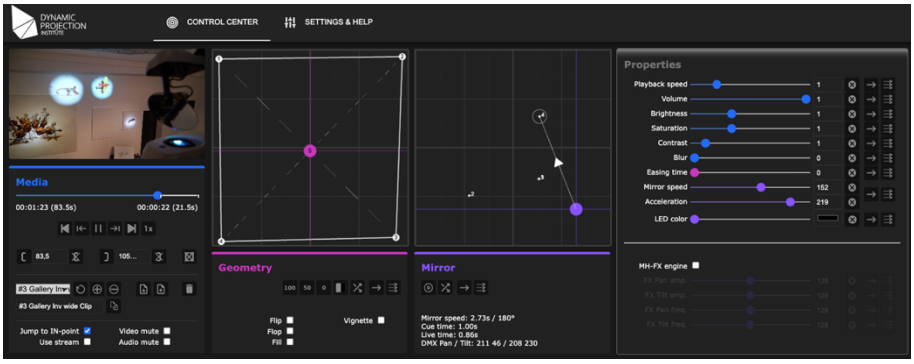


Single-window user interface

The user interface is designed as a clear single-window workspace in which all essential control areas remain visible and accessible at the same time. Mirror movement, output geometry, and media playback can be adjusted within one consistent environment, making it easier to understand the relationship between mirror position, image correction, and content. This direct

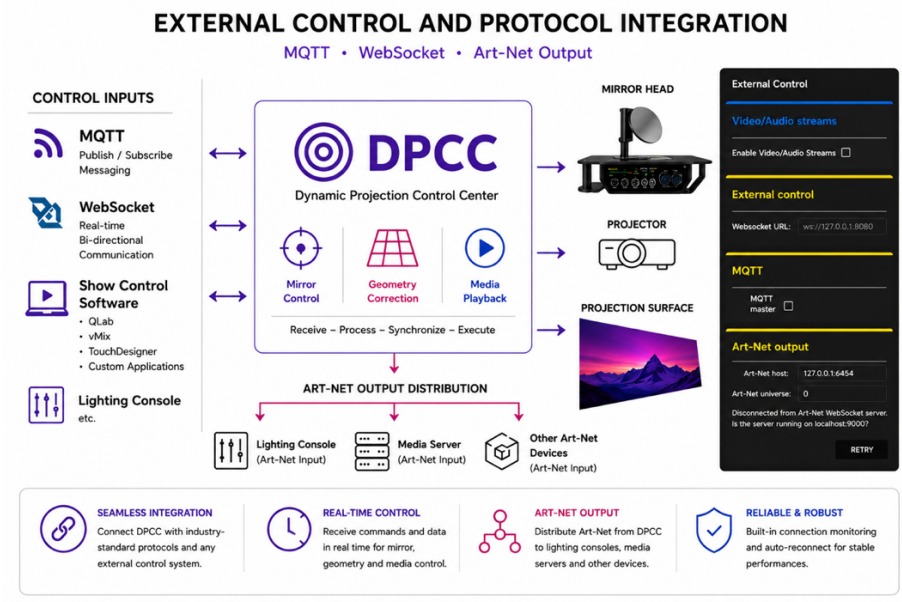
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interaction between motion, geometry, and media enables fast and intuitive programming of dynamic projection sequences.



Integration into external control workflows

The DPCC can be integrated into external control environments. In addition to its browser-based interface, it supports communication via MQTT and WebSocket, allowing connection to custom control systems, automation processes, and larger installation setups. It can also forward Art-Net data to other Art-Net-compatible devices, enabling values programmed within the DPCC to be transferred to media servers, lighting consoles, or other external systems. This makes the DPCC suitable not only for standalone operation, but also for integration into real production and installation workflows.



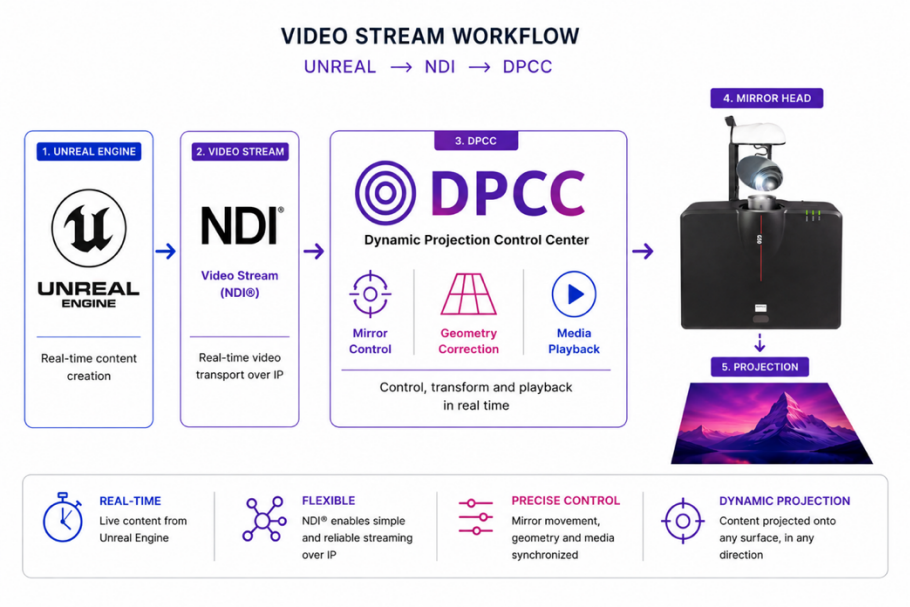
Video Stream Input and External Media Sources

The Dynamic Projection Control Center- DPCC supports video stream inputs from external sources, allowing live content to be displayed directly within the DPCC environment. This enables convenient integration of content generated by applications such as Unreal Engine, Adobe After Effects, TouchDesigner, media servers, and other video systems. Live video streams can be used

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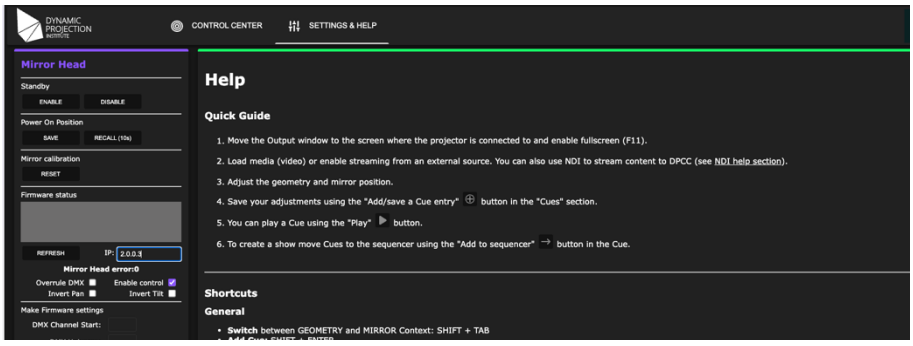
for setup, programming, visualization, and content evaluation without the need for intermediate rendering steps.

Supported stream formats include **NDI®** and other compatible video stream sources available on the host computer.



Integrated help and user guidance

The Help section within the DPCC provides a compact built-in reference for setup and operation. It includes a quick guide for the basic workflow, keyboard shortcuts, and essential control information directly within the interface. In addition, hovering over controls reveals contextual information windows that explain individual functions, providing intuitive on-screen guidance without interrupting the workflow.



Web-based test version

A fully functional web-based version of the Dynamic Projection Control Center- DPCC is available for testing and evaluation.
For best performance, it is recommended to use Google Chrome, with pop-ups enabled.
Launch the interface directly via: https://www.dynamicprojection.com/dpcc-web

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