

# LUXBEAM<sup>®</sup> RAPID SYSTEM – MCx UV SERIES

SCALABLE SUBSYSTEMS FOR LARGE BUILD AREAS

# Highest productivity through scrolling

The LRS-MCx UV Series is specifically designed for high throughput implementations in 3D printing and additive manufacturing systems, with static or scrolling configurations using two or more projectors. Headlined by the world's only true 4K light engine for scrolling AM applications, the LRS-MCx UV Series takes industrial productivity performance to the next level.



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# LUXBEAM<sup>®</sup> RAPID SYSTEM – MCx UV SERIES

PL LRS-50

## VAST THROUGHPUT CAPABILITIES

We designed the LRS-MCx UV Series to drive performance of UV-SLA light engines to the peak. A narrow footprint enables stackability of modules with stitched images down to 50 micron (MCx HD) or 25 micron (MCx 4K) pixel pitch. In a scrolling dynamic configuration, this allows for the highest throughput with a single pass linear motion system. Special alignment features grant pixel precise alignment of the modules.

## STACKED HEADS FOR BEST PRODUCTIVITY

The LRS-MCx UV Series is a stackable and configurable system, specifically designed for static and scrolling multihead AM system implementations. A typical implementation comprises one or more projection modules on a linear stage system. The UV-optimized optical system provides optimal power output for N-UV light sources. Multiple lens options support a wide scalability.

#### COMMON NEOS PLATFORM

While power and resolution requirements determine your choice of light engine, the shared NEOS platform benefits include advanced and functional mechanical design, resulting in unsurpassed robustness for 24/7 operation. The encapsulated optical core, liquid cooling, and industrial-grade Ethernet communication further support the LRS-MCx UV Series' unmatched durability.

#### AM OPTIMIZED SOFTWARE

To ease integration into your AM machine, UV Series light engines come with the LUXBEAM<sup>®</sup> Additive Manufacturing Application (LAMA<sup>™</sup>) Standard software, which is fully AM-optimized. Achieve maximum productivity from a single subsystem by stacking and scrolling

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#### **Recommended implementation**

Multihead scrolling systems

#### Resolution

- 1920 x 1080 (UV/VIS)
  4096 x 2160 (VIS)
- 4070 X 2100 (115)

## LED Wavelengths

• 405 nm / 385 nm / 365 nm

#### **Optical Power Output**

- HD: Up to 13 W (405 nm), 11 W (385 nm), 8 W (365 nm)
- 4K: Up to 13 W (405 nm), 11 W (385 nm)

#### **Projection Lens Options**

- High contrast: 0.25x, 0.5x, 1.0x, 2.0x
- Standard: 3.6x, 4.6x, 8.3x, 9.9x, 11.7x, 17.2x
- VIS: 5.3x
- Options for customised lenses

#### Platform

- HD: NEOS + Bifrost S
- 4K: NEOS + Bifrost

## Electronics

- LUXBEAM<sup>®</sup> LB4800/9800 Controller Board
- Visitech LED driver



# LRS-MCx UV HD

The LRS-MCx HD is the perfect tool for scaling DLP 3D print in professional AM machines, and comes equipped with the advanced LUXBEAM<sup>®</sup> LB4800 controller, providing true HD resolution (1920 x 1080 pixels). In its basic arrangement, the LAMA STANDARD software package and API require configuration with a dedicated motion controller to enable maximum performance and full functionality. Its versatile API offers optimal flexibility to integrate the light engines with any motion controller of choice.

10G bandwidth accepts streaming, and the LAMA PRO software version provides advanced operation mode access – including sub-pixelation (improved surface finish) and edge blending for perfect stitching.

# LRS-MCx UV 4K

With unprecedented UV power output and over 4 million native pixels (4096 x 2160 pixels), the LRS-MCx UV 4K takes industrial performance to the next level. As the world's first light engine with true native 4K resolution for scrolling additive manufacturing applications, the LRS-MCx 4K comes equipped with the latest Gen 5 LED technology with Visitech's proprietary Bifrost<sup>™</sup> LED/Laser Diode light source for maximum control.

Optimized for high-performance stacked, scrolling 3D print machine configurations, this light engine is a productivity booster for your next-generation industrial machine builds. To take advantage of the full field of applications for the LRS-MCx's high-performance UV optics, Visitech provides a range of lenses - from 20 to 130 micron (native).

## LUXBEAM® RAPID SYSTEM - MCx MOTION STAGE: PLUG-AND-PLAY SOLUTION FOR MULTIHEAD SCROLLING

#### ENLARGING THE BUILD AREA

Aligning with multihead scrolling as the foremost productivity-enhancing concept for stereo lithography 3D printing, Visitech aims their plug-and-play LRS-MCx Motion Stage directly at expert static 3D print machine developers and manufacturers. Implementing scalable motion systems enables large build field areas, which opens for new business opportunities.

#### FLEXIBLE MOTION STAGE PLATFORM

Designed for installation in bottom-up and top-down configurations, the motion stage rooms up to four LRS-MCx light engines. A wide projection lens selection enables various configuration options, permitting seamless stitching of native images – with pixel pitch as small as 25 microns. The flexible motion stage platform is suitable for UV stereo lithography and works equally well in polymer-based powder bed fusion installations.

#### SUPERB PRODUCTIVITY ILLUSTRATED

A simple calculation illustrates the system's productivity.

- Four light engines with PL LRS 4.6x lenses create a 380 mm wide image of 7,620 pixels horizontally.
- A 700 mm scroll range enables a 650 mm long image of 13,000 pixels vertically.
- A single setup with a 4-head subsystem is as productive as 128 static desktop machines at the same pixel pitch, depending on material sensitivity.



Scroll Range • 700 mm		Clearance • 500 mm						
Scroll Speed • 300 mm/sec		<b>Software</b> • LUXBEAM <sup>®</sup> Additive Manufacturing Application (LAMA)						
Light Engine	Projection Lens	Number of Photoheads	Pixel Pitch in Image (µm)	Total Pixel count	Total Build size (mm²)			
LRS-MCx UV HD	PL-LRS 4.6	4	50	12.920 x 7.620	646 x 381			
	PL-LRS 8.3	3	90	6.700 x 5.077	603 x 457			
	PL-LRS 9.9	2	107	5.457 x 3.831	584 x 410			
	PL-LRS 11.7	2	126	4.476 x 4.182	564 x 527			
	PL-LRS 17.2	2	187	2.663 x 3.443	498 x 644			
LRS-MCx UV 4K	PL-LRS 4.6	4	25	25.840 x 16.350	646 x 409			
	PL-LRS 8.3	3	45	13.395 x 12.260	602 x 552			
	PL-LRS 9.9	2	54	10.800 x 8.182	583 x 442			
	PL-LRS 11.7	2	63	8.950 x 8.182	564 x 515			
	PL-LRS 17.2	2	94	5.285 x 8.182	497 x 769			

# LUXBEAM<sup>®</sup> RAPID SYSTEM – MCx UV SERIES

DMD Type Resolution Operation Mode	0,95" 1080	p HD (VIS/UV)									
					0,98" TRUI	E 4K					
Operation Mode	1920 x 108	1920 x 1080 px				4096 x 2160 px					
operation mode		Native pixel mode, scrolling Subpixelation SPX mode (requires LAMA Pro)				Native pixel mode, scrolling Subpixelation SPX mode (requires LAMA Pro)					
Projector Output Power	Up to 13 W	Up to 13 W (460/405 nm), 11 W (385 nm), 8 W (365 nm)				Up to 13 W (405 nm), 11 W (385 nm)					
LED Options	460 nm / 4	460 nm / 405 nm / 385 nm / 365 nm				405 nm / 385 nm					
	Bifrost S	Bifrost S				Bifrost					
LED Driver	Constant F	Constant Flux with Optical Feedback				Constant Flux with Optical Feedback					
Power Uniformity	> 99% PPC	> 99% PPC corrected				> 99% PPC corrected					
Dimensions w/o lens	270 mm (H	270 mm (H) x 94 mm (W) x 230 mm (L)				274 mm (H) x 98 mm (W) x 240 mm (L)					
Total weight w/o PSU	5 kg (w/o le	5 kg (w/o lens)				5 kg (w/o lens)					
Power consumption	Max 300 W	Max 300 W				Max 300 W					
Cooling system	Liquid Coo	Liquid Cooling				Liquid Cooling					
Software		LAMA Standard (included) LAMA Pro (advanced features, available at a premium)				LAMA Standard (included) LAMA Pro (advanced features, available at a premium)					
Features	NEOS, PPC	NEOS, PPC, LAMA STD/PRO, SSW				NEOS, PPC, LAMA STD/PRO, SSw					
Electrical connections	Signal										
Power supply	48 V DC										
Image Data	Pattern Str	Pattern Streaming with LAMA									
Communication	Ethernet										
UV / IR Safety		LED Safety Switch (enable/disable)									
Frame Sync		External Frame Synchronization									
							MCx UV 4K				
Lens Options	Working Distance [mm]	UV SERIES Mounting Distance [mm]	Pixel Pitch in Image [µm]	v	mage Size / x H nm²]	Pixel Pitch in Image [µm]	Native Image Size W x H [mm <sup>2</sup> ]				
PL LRS 0.3 HC	16	268	2.7	5.2	x 2.9	1.4	5.5 x	2.9			
PL LRS 0.5 HC	50	268	5.4	10.4	x 5.8	2.7	11.1 x	5.8			
PL LRS 1.0 HC	71	268	10.8	20.7	x 11.7	5.4	22.1 x	11.7			
PL LRS 2.0 HC	90	269	21.6	41.5	x 23.3	10.8	44.2 x	23.3			
PL LRS 3.6	148	240	40	71.7	x 44.8	20.0	81.9 x	43.2			
PL LRS 4.6	178	280	50	96.0	x 56.0	25.0	102.4 x	54.0			
PL LRS 5.3 VIS	161	387	57	109.4	x 61.6	28.6	117.0 x	61.7			
PL LRS 8.3	375	463	90	172.8	x 97.2	45.0	184.2 x	97.2			
PL LRS 9.9	493	564	107	205.4	x 115.6	53.2	219.1 x	115.6			
PL LRS 11.7	575	670	126	241.9		63.0	258.0 x	136.0			
	884	990	187	359.0		93.5	383.0 x	201.0			



## VISITECH Engineering GmbH

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