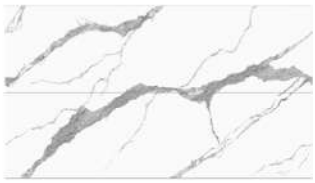
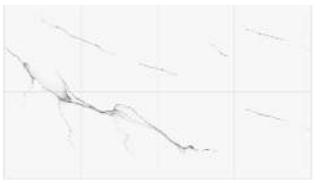

Wood 006


Wood 007


Marble 001


Marble 002


Marble 003


Concrete 001

U-Natural Series

PRODUCT SPECIFICATION

UMini W1.2 - Texture Display

Product features:

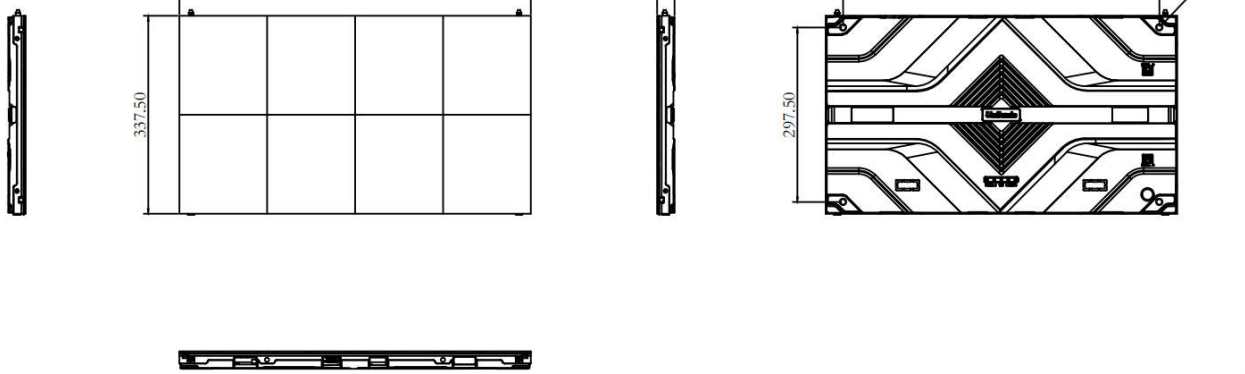
• Texture display, Turn off the Display, turn on the Art

•Ultra Energy Saving: Common Cathode, Fully Flip Chip LED and Advanced Energy Management System;

• Fully Front Maintenance, support Wall Mounting, no extra space needed behind screen.

• creative design optional, support curving, corner and half-size panel





SPECIFICATION PARAMETERS:

Specification		UMini W1.2 - Texture
Basic Parameter	Pixel Pitch	1.25
	LED Type	Fully flip chip COB
	Pixel Density	640,000pixels /m²
	Pixels Per Panel	480x270 pixels
	Module Size	150mm×168.75mm
	Panel Size	600mm×337.5mm×29.8mm
	Weight	4.3±0.3kg/panel
	Maintenance	Front
	Ingress Protection	Front IP65(Module)
	Curve	/
	Panel Diagonal	27''
	Aspect Ratio	16:9
	Panel Area	0.2025m²
	Recommended Viewing Distance	≥1.2m
	Environment	indoor
	Material	Die-cast Aluminum
	Calibration	Support brightness and chroma
Display Parameter	Brightness Control	Manual/Automatic
	Color Temperature	2,000K-9,500K Adjustable
	Viewing Angle	H160°/V160°
	Brightness	Max 400-600nit（varies by different textures）
	Contrast Ratio*	Depends on Specific texture
	Input Power <Max>*	Depends on Specific texture
	Input Power <Typical>*	Depends on Specific texture
	Input Voltage	100~240 V（50&60Hz）
	Processing Depth	18bit

Refresh Rate	3840 Hz
Video Frame Rate	50/60Hz
Input Power Frequency	50&60 Hz
LED Life Time	100,000 Hours
Operating Temperature/Humidity	-10℃~+45℃/ 10~80% RH
Storage Temperature/Humidity	-40℃-+60℃/10~90% RH
Power Status	Diagnostic LEDs
Standard Mounting Configuration	Fixed
Certification	ETL/FCC/CE/CB/RoHS2.0/CCC/CQC/Low Blue Light

Note:

1. **Product pictures are for illustration only, the actual product effects (including but not limited to appearance, color, size) may be slightly different, please refer to the actual product.**
2. **The specification parameters are reference values. Part of the data comes from Unilumin’ s internal laboratory and is obtained under a specific test environment. In actual use, it may be slightly different due to product batch differences, configuration differences, software versions, use conditions and environmental factors. Actual usage shall prevail.**
3. **Different configurations can achieve different refresh rates.**
4. *** means the Surface texture will greatly affect the power consumption and contrast ratio of the product. Therefore, the specific data is subject to the actual test of texture choice.**