

ELF-SR2

27-inch display for precision spatial images
for an immersive and intuitive 3D experience



Overview

Expand your horizons with natural 3D spatial images

The ELF-SR2 opens up new possibilities for creating and displaying 3D content in a professional setting with its innovative technology and adaptable design.

Incomparable 3D spatial images

3D images have never felt so realistic. Feel like your 3D content is in the room with you on a 27-inch display. High-precision spatial images and high-speed processing make the experience immersive and intuitive.

Designed for professional needs

Create and view 3D spatial image content in any professional setting. With innovative technology and speciality apps, it is designed for professional content creation and specialised sectors. It also combines with other tools thanks to diverse plugins and an SDK.

Adaptable to your environment

The ELF-SR2 can be introduced and installed in any environment easily and at a low cost. From different supports and stands to compatibility with diverse hardware systems, it adapts to meet your needs.

Uses cushioning material with ZERO polystyrene foam

"We have adopted a paper-based corrugated cardboard and molded pulp cushioning material for this product.

As a result, we have reduced the use of expanded polystyrene foam, a commonly used plastic material, to Zero [Note1].

We are carrying out environmentally friendly initiative."

Note1: Polystyrene foam included as cushioning material in individual product packages

Features

Incomparable 3D spatial images

Bigger 3D display

Experience real and natural 3D spatial images for many settings. Enjoy even on a large screen with the ELF-SR2's 27-inch display.

Super resolution

The super-resolution algorithm is based on the know-how and data accumulated in

BRAVIA for high picture quality. It ensures reduced GPU load and boosts image quality. In addition, fine details and lines can be displayed more clearly and accurately by correcting colour moire.

Ultra-wide colour gamut

Be immersed in faithful colour reproduction for content display and creation with a wide-colour display, supporting approximately 100% of the Adobe RGB gamut. The ELF-SR2 ensures precise and accurate colour reproduction for critical professional creative work.

New high-speed vision sensor

Sony's proprietary second generation high-speed vision sensor improves face recognition and tracking performance. This enables accurate eye recognition in low-light conditions. In addition, the CPU load has been reduced.

Wide angle sensor

Enjoy 3D images in freedom and comfort thanks to the ELF-SR2's wider angle sensor.

Designed for professional needs

Speciality apps

Diverse apps support highly specialised content, such as medical or architectural data.

More comfortable application development

No matter which Digital Content Creation (DCC) tool you use to develop your content, you can easily combine it with Spatial Reality Display thanks to the multi-platform support and compatibility: Unity / Unreal / OpenXR™ / OpenGL*/ Microsoft and DirectX

Spatial Reality Display player

The "Spatial Reality Display player" for PC means you can demonstrate and view content quickly and easily. This player supports FBX, OBJ, GLTF and STL formats.

Spatial Reality Display App Select

Visit the new Spatial Reality Display App Select website for a variety of exclusive applications and the latest application information.

Adaptable to your environment

Flexible implementation

Reduced GPU and CPU load means you can use a variety of PCs, depending on the environment and purpose. Enjoy low-cost and easy implementation in your workflow.

For any setting

With a detachable stand and VESA compatibility, the ELF-SR2 can be used in any situation.

Display

Screen Size	27 inches
Aspect Ratio	16:9
Panel System	Micro-optical lens type LCD panel module
Display Area	593.2 mm x 332.8 mm
Brightness	400 cd/m2
Color Depth	10 bit (8 bit + FRC)
Color Gamut	Adobe RGB approx.100%, DCI-P3 approx.100%
Maximum Display Color	Approx. 1.07 billion colors
Contrast	1000:1
Panel Response Speed	14 ms
Color Temperature	6500 K
Surface	Anti Reflection
Resolution	3,840 x 2,160 pixel ^{*1}

Picture

HDR Compatibility	Yes
EOTF	SMPTE ST 2084 (PQ, up to 400 nits), Rec.2100 HLG(SystemGamma1.0), DICOM SIM, sRGB, Gamma 2.2/2.4/2.6
Color Space	sRGB/Rec.709, AdobeRGB, DCI-P3, Rec.2020
High Picture Quality Engine	Yes
Super Resolution Engine	Yes

Sound

Speaker	1 W (monaural)
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Sensing

Eye Sensing Sensor	High speed vision sensor (Gen.2)
Environmental Conditions	Approx. 100 lx - 1,000 lx ^{*2}

3D Viewing

Recommended Panel Installation Angle	45°~ 135°
3D Viewing Distance	50 cm - 100 cm ^{*3}

3D Viewing

3D Viewing Angle	Horizontal: $\pm 25^{\circ}$, Vertical: $-40^{\circ}/+20^{\circ}$
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Number of Views	1
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Interface

HDMI Input	1 (HDMI 2.0) ^{*4}
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USB-C	1 (USB 2.0/DP Alt mode supported) ^{*5}
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USB-A	1 ^{*6}
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DP Input	1 (DP1.2)
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Audio Out	1
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Temperature	0 - 40 degree
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Recommend Operating Temperature	20 - 30 degree
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Level of Humidity	20 - 80% ^{*7}
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SDK

Unity	Yes
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Unreal Engine 4	Yes
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Unreal Engine 5	Yes
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OpenXR	Yes
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OpenGL	Yes
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DirectX 11	Yes
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DirectX 12	Yes
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Language

Display Language	English / French
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Power

Power	DC IN: 19.5 V, 3.3 A
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Power Consumption	64 W or less
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Power Consumption (Standby)	0.5 W or less
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Dimensions and Weight

External Dimensions (W x H x D) [Including Stand and Accessories]	631 x 303 x 309 mm
Weight [Main Unit Only]	Approx. 6.5 kg (14.4 lb)
Weight [Including Stand and Accessories]	Approx. 8.2 kg (18.1 lb)
Vesa Mount	100 x 100 mm

Recommended System Specs

Recommended System Specs	Computer required with a recommended CPU of Intel i5-6 core or faster; and a graphics card with a PassMark - G3D Mark score of 18,000 or higher. (GeForce RTX2070 SUPER equivalent). PC memory size of 16GB or larger and SSD storage is required. Windows 10 (64-bit) and Windows 11 (64-bit) are supported.
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Supplied Accessory

Supplied Accessory	AC adapter (cable: 1.5 m) (1); Power cord (530 mm) (1); USB-C to USB-A cable (2.0 m)(1); HDMI cable (2.0 m) (1); Warranty and Instruction manual (1); Side panel (2) (left and right); Bottom stand (1); Cleaning cloth (1)
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Notes

*1	Actual effective stereoscopic resolution is less than 4K. Pixels close to the bezel are masked in order for better 3D experience. A little pattern of lines may appear, depending on conditions and contents due to the display structure.
*2	Environmental and facial surface brightness is recommended at least 100 lx.
*3	Recommended 3D viewing distance: 50 - 70 cm For side-by-side stereoscopic content and multi display setting content: 90 - 100 cm
*4	To playback the original image on this device, please check the compatible HDMI terminal (HDMI 2.0 compatible or higher required) of your computer before connecting the device.

*5	To playback the image using only USB-C, please make sure that the USB-C port on your computer is USB 3.2 compatible or higher and DP ALT mode compatible before connecting the device. Also, please use a USB-C cable 3.2 Gen2x2 (sold separately) for connection.
*6	For connecting peripheral devices.
*7	No condensation.





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