AQUA Laser 120 Beam

Model: PR-8319

Version: 20250624



Moving Heads

Aqua Laser 120 Beam (PR-8319) is a trendy, energy-saving, environmentally friendly and water-proof fixture with a laser engine as its light source, having a super-wide front lens of 160mm, a full and saturated beam with sharp edges and the angle of $0.8^{\circ} \sim 5^{\circ}$. It has very strong beam and cubic effects with high intensity and much longer projecting distance. Being close to parallel beam makes it have very high intensity, other characteristics of beam fixtures and up to 140000lux at a distance of 20 meters ,surpassing traditional light sources.



Specifications

nput voltage 100V~240V AC. 50/60Hz

- Power consumption 230W @ 220V
- Light sources 120W laser module (9000K, 12000hrs) CRI: Ra≥75
- Colors

1 color wheel: 18 colors + open Macros and bi-directional rainbow effects with variable speeds

 Gobo wheels 1 fixed gobo wheel: 30gobos Shakable at variable speeds and bi-directional rotation at variable speeds

- Prism/frost 3 prisms (an 8-facet circular prism + a 4-facet linear prism) (a 16-facet circular prism + a frost filter) prisms can be overlapped. Other prism options available
- Focus DMX linear focus
- Strobe/Dimmer Double flag strobe, 0.3-25Hz / linear dimmer
- Movements

Pan (0°-540°), Tilt(0°-270°) with auto positioning correction function

 Beam angle 0.8°-5°

Control

International standard DMX 512 signal, 5-pin XLR connectors Short Mode15 channels, standard Mode 17 channels extended mode 18 channels Self test mode

- Other functions Pan and Tilt speeds adjustable Light source hours and fixture hours displayed Modular construction easy for maintenance Wireless receiver Wireless transmitter(Optional) ArtNet control(Optional)
- Housing and ingress protection Cast aluminum and high temperature and UV resistant ABS with IP66
- Weight 26 Kg
- Ambient temperature 45 °C at maximum Note: If the ambient temperature is below 0°C, preheat the

fixture for some time(less than 20 min based on actual situation normally) before striking the light source

Light Output





