GIGAPIXEL

The bigger picture in tech







THE TUNING FORK

BenQ gave us a sneak peek behind the process of its colour grading and colour matching its devices to the real deal. From Calman to Pantone, everything is tested here and validated by the BenQ team to make sure your monitor, screens and projectors, all have the consistency in colour.

Movie projectors and professional monitors are tested with the same set up as a colour grading professional using the same software as well. This ensures that the colour matches the director's vision, and both, the BenQ monitor and the BenQ home cinema projectors can do justice to your content whether you're making a movie or watching it.

The outdoor displays and other monitors also get the same treatment. They're colour matched with pantone so advertisers and photographers can find consistency in colour across print, digital, photo and packaging.



Jeffrey Liang
PRESIDENT OF BENQ ASIA PACIFIC CORPORATION TELLS US ABOUT THE FUTURE OF BENQ IN INDIA



Rajeev Singh
MANAGING DIRECTOR OF BENQ INDIA TALKS ABOUT MAKING INDIA-SPECIFIC PROJECTORS

So we are right now in the process of integrating Dolby Vision in some of the models.
And we should be able to launch our first projector model with Dolby Vision in the second half of this year (2025). It will start with the higher-end ones, starting with a new model of laser TV projector that we are going to launch, so that would be mostly the first model where it will get integrated. And yeah, plans for supporting the IMAX Enhanced format in the projectors is also in the works. Mostly next year.

So, ultra short throw is a very different usage altogether compared to long-throw projectors.
It's not a replacement of any of the existing projectors that you are using at home; it is a replacement of the TV, and of course, we are seeing continuous advancement in the ultra-short-throw laser projector from the product point of view, and it is becoming more and more versatile. One other thing is that for it to become even more acceptable to the customer, there has to be an integration with the furniture. We are seeing that some of our partners are now creating furniture where the ultra-short throw projector, along with its screen, can be completely integrated, and it's a completely automated solution. So, with one click of a button, your entire cabinet transforms into your entertainment for the living room.

The ultra-short-throw projector is a better fit in a large living room.
And for people who have a dedicated room, I think a lot of them still prefer the long-throw projector because you get a much better home cinema feeling from the long-throw projectors. After all, the uniformity of the image, by nature of the long-throw projector, will be better than the ultra-short-throw. So, just like what Rajeev said, it's not about replacing the long-throw home cinema projectors.

It's about having another option for the big-sized TV in the living room. If you're talking about numbers, then the total TV units (sold) a year is around 210 million units, and in India, if I remember correctly, it's around 20+ million units of TV sets. So even if you think about 1% of that, we are talking about 200 thousand units.

We see a lot of potential in the portable projector market.
Because we've seen that the new generation of people, especially the millennials, want everything mobile. They live in rented accommodation, so they don't want something like a TV as their primary display device. They prefer a projector as their primary, and maybe the only... display device at home, which connects to all the gadgets they have, like a mobile phone, tablet, laptop, etc. The USP of this projector (portable) is that you can project it on any surface; you do not need a screen per se. You can project it on the wall, ceiling, or floor. You can even carry it with you. This generation is very mobile, as in they like going out a lot, on weekend trips and such.

[**Interview** Khumail Thakur]



"THAT'S WHERE WE ARE DOING A LOT OF CONSUMER RESEARCH IN INDIA TO LOOK AT A PORTABLE PROJECTOR WHICH IS SPECIALLY DESIGNED FOR THE INDIAN MARKET REQUIREMENTS"

This way, you can carry it (a portable projector) with you. So that's where we see a big demand coming up, and the way the projector technology is also advancing. We see that both of these put together will create a big business opportunity, and that's where we are doing a lot of consumer research in India to look at a portable projector which is specially designed for the Indian market requirements. We are in this process right now. It will take some time for us to come out with something like this, but we see a big potential when it comes to the portable projector market.

Something very interesting we found out through the research is that dust is an issue in many countries.

So I think for the education sector, we are the first brand to come up with dustproof projectors. And through our research, we found out that even in people's homes, there's a lot of dust because you don't always close the windows. This is a good opportunity for us because we have DLP projectors, which have a sealed engine. So we are pretty immune to dust. Just like Rajeev mentioned, a lot of young people live in the digital era, and so they try to have some very affordable portable projectors, but a lot of those very affordable projectors have a big issue. It is from the LCD technology, so it is very easily impaired by dust.

Some school classrooms (in India) use BenQ IFP, and some of them use a BenQ projector.

We are also very strong in the B2B education projectors because we do have a very strong product line, not only for projectors, but we also have the BenQ board and BenQ IFP (Interactive Flat Panel). And our BenQ projector has system viewing, which is a smart projector. It means that the device management system can be managed and monitored by the IT department. So, imagine if you have 50 projectors on the campus, and another, let's say, 20 IFPs on the campus. How are you going to manage that? So, through our device management system (DMS), both the BenQ smart projector and the BenQ Board can be managed by the IT department.

BenQ is going to bring mini LED monitors.

We're also going to have the OLED one, especially for the Mobiuz line. We see that there are different pros and cons among the technologies. The Mobius lineup we are going to launch in the second half of this year has a lot of OLEDs. On the other hand, Mini LED still have some advantages over OLED, but in terms of the total colour performance, OLED is still better. However, it's not that we only have the mini LED one, no, we have the full lineup (Mini LED and OLED). OLEDs have their advantages, but you see why in our Zowie monitor range, as of today, we don't have any OLED models. It's because of the motion clarity. So, in terms of motion clarity, right now, the TN Plus panel with our Zowie proprietary DyAc technology still gives the best motion clarity. And for the first-person shooting games, motion clarity is important. So our strength is that we have very deep user understanding and design thinking, so we know what kind of application, what kind of technology, or panels are the best fit for that purpose.

Pint-sized powerhouse

Want a proper compact flagship that doesn't skimp on the good stuff? OnePlus has been listening and took a shrink ray, and zapped a OnePlus 13s.

₹54,999 / oneplus.in

The challenge with small phones is cramming all that top-tier tech into a chassis that doesn't weigh the same as a brick. Usually, you're looking at compromises in oomph, cooling, or a battery that gives up before you can finish all the reels in your DMs. OnePlus may have just cracked the code with the 13s but it's no Apple iPhone Mini. It's still a 6.32-inch smartphone and sits as a 'small' phone only in the OnePlus smartphone family.

The screen is a 6.32-incher, which sounds ample, but thanks to bezels thinner than a supermodel's patience (just 1.34mm on the sides!), the actual phone is only 71.7mm wide. This wizardry means you're getting a viewing area comparable to some 6.1-inch phones but in a more pocket-friendly package. One-handed use? Absolutely.

Technically, it's the same size as the iPhone 16e and Google Pixel 9a, and a little smaller than the Xiaomi 15 and iPhone 16.



Click bait
Remember the Alert Slider? Gone and replaced with a Plus Key. It's customisable but not multi-functional.

GOOD
MEH
EVIL

- Pint-sized powerhouse indeed
- Alert slider, we miss you
- AI is bloated and baffling
- Perfor-mance? Packs a punch
- Plus Mind raises privacy concerns
- Battery Bonanza

Mini cooper of phones

Under the bonnet, we've got the spanking new Qualcomm Snapdragon 8 Elite chip. To keep things zippy, it starts with 12GB of LPDDR5X RAM and speedy UFS 4.0 storage. Grid Legends works at a solid 30FPS on this. There's very little thermal throttling here in real-life usage.

S for screen

The display colour and uniformity are quite impressive on the OnePlus. The smartphone does punch really high brightness, but the punch in colour is not enough to knock out Apple and Google. There's a bit of colour washing in HDR content, but not too bad.

Small but long

It packs a whopping 5,850 mAh battery. That's bigger than many flagships. This, combined with the efficient chipset, means it delivers one of the best smartphone battery life. We're talking up to 7.5 hours of screen-on time with WhatsApp, social media, email and camera.

Take a shot at it

OnePlus says "flagship-calibre", I say "budget". The main shooter is a 50MP Sony LYT-700 sensor (1/1.56-inch) with an f/1.8 aperture and OIS, known for good HDR. There's also a 50MP telephoto lens, good for 2x zoom shots and portraits. Upfront, a 32MP.

Dual don't tell

For a compact phone, camera is often where the tightest compromises are made. It sounds like it'll be a very capable camera system, perfectly fine for your everyday snaps and Insta-glory, but perhaps not the absolute monarch of mobile photography.

Tech specs

Display 6.32in, ProXDR Display, 1-120Hz, 2640x1216-pixel resolution **Processor** Snapdragon 8 Elite **RAM** 12GB LPDDR5X **Storage** 256GB/512GB UFS 4.0 **Battery** 5,850mAh, 80W SUPERVOOC **Camera** 50MP (Main) + 50MP (Telephoto) + 32MP (Front)

S stands for AI

OnePlus is launching the 13s with a whole suit of AI features which it thinks will tempt you



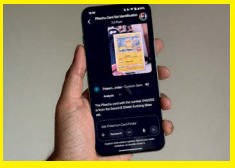
A screenshot app?

This button? the idea here is to use the Plus Key to screenshot anything on the screen and dump it into the Mind Space, where the AI can crawl through it and suggest things.



AI see the point

I only found VoiceScribe to be original and useful. AI VoiceScribe can record, summarise, and translate calls, meetings, and videos within third-party apps like WhatsApp, Instagram, and more.



Cloud kitchen

OnePlus has plonked a PCC (Private Cloud Compute) somewhere to send your queries to a secure cloud-based server and pull out answers that cannot be reasoned on your phone.



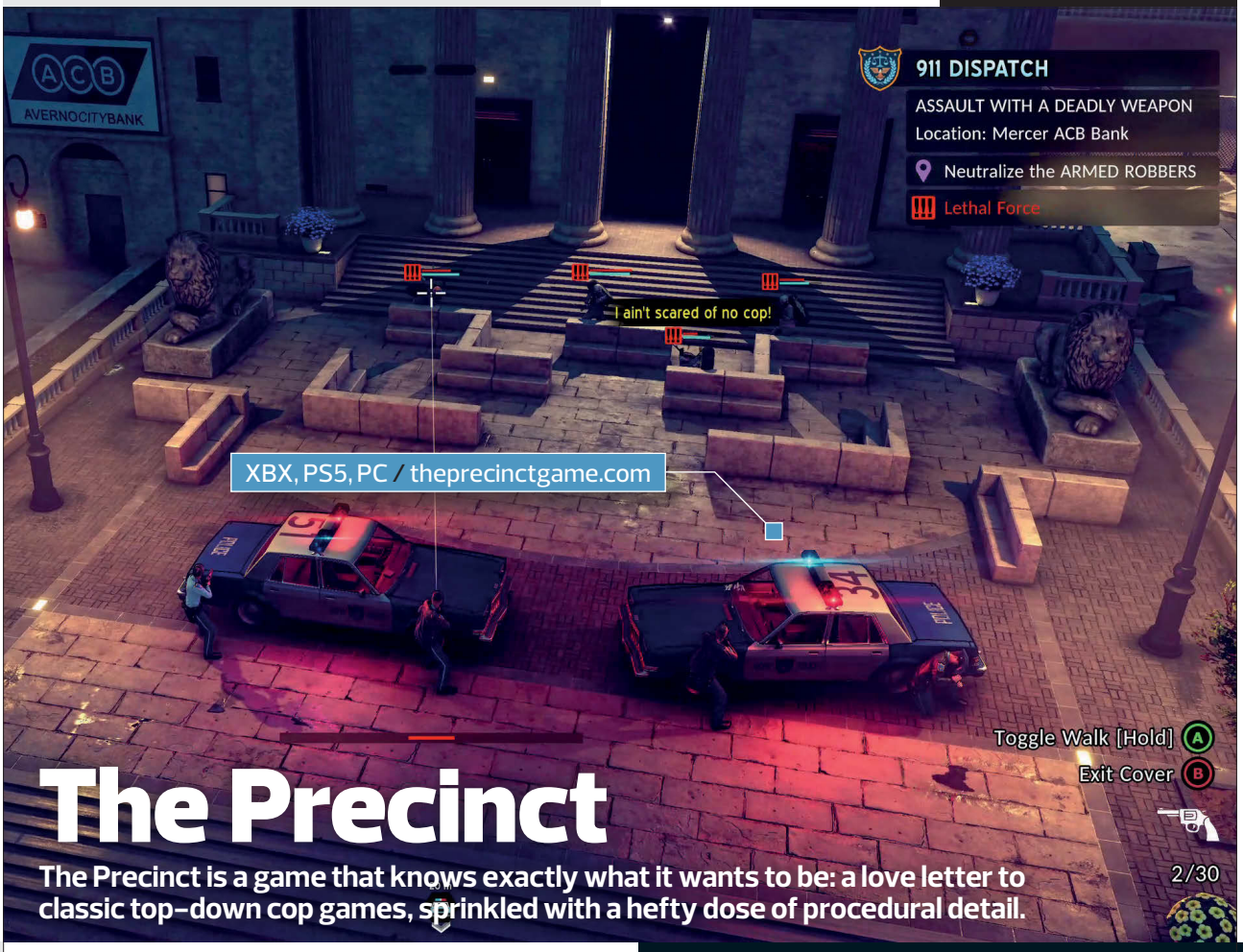
Say something

There's also a new Translate app that offers five modes: text, live voice, conversation, camera, and screen translation, again with support for over 20 languages.



At ₹54,999, the 13s is trading blows with the iPhone 16e and Pixel 9a and between the three, the iPhone 16e is a compelling smartphone. However, the storage and charging speeds are better on the OnePlus 13s. In terms of performance, the OnePlus 13s runs circles around the Pixel 9a and has better day-to-day features. *@khumailthakur*

STUFF SAYS ★★★★★
A compact performance powerhouse that fumbles with camera and AI features



The Precinct

The Precinct is a game that knows exactly what it wants to be: a love letter to classic top-down cop games, sprinkled with a hefty dose of procedural detail.

If you've ever squinted at an early Grand Theft Auto title from directly above, you'll feel right at home in The Precinct. The top-down perspective is a glorious throwback, a simpler time when all you needed was a bird's-eye view.

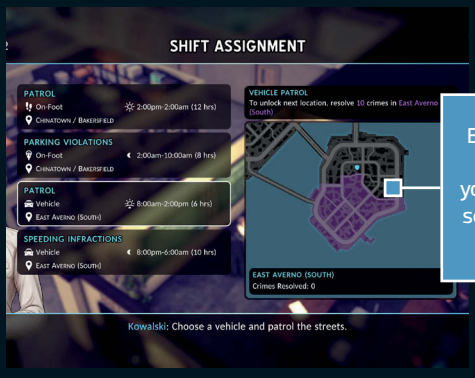
You're fresh out of the academy, badge gleaming, probably still smelling faintly of shoe polish and youthful optimism. And whose massive size 10s are you trying to fill? None other than your old man's, a legendary copper from back in the day. It's a tale as old as time.

You're paired up with Kelly, your wisecracking, donut-scoffing (probably) partner, and together you're chucked into the urban jungle of Averno City's roughest sector. The writing leans heavily into those American buddy cop tropes we've all seen a thousand times. Expect banter drier than a week-old Parle-G. But here's the kicker: The Precinct isn't just flirting with the cop fantasy; it's committed. You're not just blasting away at pixelated baddies; oh no, there's paperwork. You'll be verifying IDs like a bouncer with a quota, patting down suspects for contraband, and even Mirandizing miscreants.

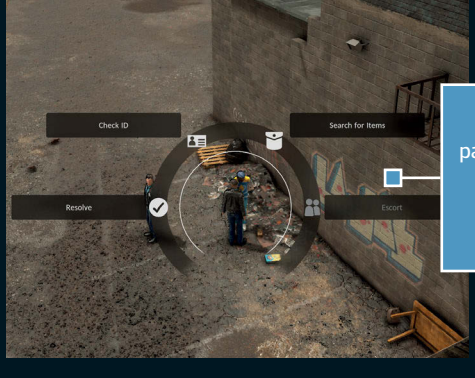
Every day in Averno City starts with you and your partner Kelly clocking in, and the game tallies up your score, dishing out those precious XP based on your saintly (or slightly singed) conduct. Get a call to a crime in progress and fluff it? That'll be minus XP for you, sunshine. It's a cracking incentive to actually, you know, do your job properly.

The commitment to the mundane aspects of policing, from ticketing to ID checks, is surprisingly engaging, and the overarching story of gang warfare provides a decent enough hook to keep you patrolling the mean streets of Averno.

Khumail Thakur



Everyday is leg day because you have to walk so much around the city.



"Find a paintbrush and a paper buddy. This is public property"

STUFF SAYS A charmingly retro cop caper that's unique & different from others ★★★★☆



RoadCraft

Now, I've navigated my fair share of treacherous terrains – mostly driving in Mumbai on a Friday afternoon – but this? This is about getting your hands virtually mucky, fixing things, and generally being the hero in a hard hat.

The premise is delightfully straightforward: Mother Nature's had a bit of a tantrum, maybe an earthquake had a disagreement with a local bridge, and you, my friend, are the gaffer of a disaster recovery company. They don't call Ghostbusters; they call you to clear the mess, lay down some fresh tarmac, and generally get things humming again. Think Bob the Builder, but with bigger toys.

And speaking of infrastructure, living in Mumbai, the city's in a perpetual state of being dug up. So, a game about actually fixing roads? Sign me up! What's interesting here is the laser focus. There's no faffing about with vehicle damage, no nail-biting fuel gauge watching, no obsessing over tyre wear or engine management. Nope, RoadCraft is all about one thing: rebuilding. It's less about the nitty-gritty of keeping your truck alive (looking at you, SnowRunner) and more about the grand ballet of operations.

Once you've swept away the rubble and laid down a carpet of beautiful, fresh tarmac – your role shifts slightly. As the operations manager, you then become the puppet master, plotting routes for your transport trucks on the map, ensuring their journey isn't rudely interrupted by a rogue boulder or a ditch you swore you filled.

The tasks are varied enough to keep you from nodding off at the wheel. One minute you're fixing a bridge to link a port with a concrete factory (because, you know, priorities), the next you're laying cables from a power grid to a power plant, presumably so everyone can charge their phones and complain about the disaster on social media. And the rewards? You get a pat on the back (and some in-game currency).

Khumail Thakur

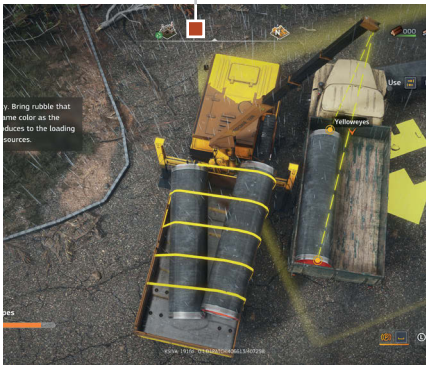
STUFF SAYS Less about surviving the muck, more about mending the mess ★★★★★

PS5, XSX, PC / focus-entmt.com

Most things in life are fun with friends, but RoadCraft is more so.

I swear that steal pipe aligned itself correctly and made my entire day.







Bob the builder (and entrepreneur)

When your logistics convoys complete their pilgrimage unscathed and when you finally reconnect a town to the land of the living (and the Wi-Fi). This is where RoadCraft really starts to lay its foundations, and thankfully, they're more solid than some of the temporary fixes you see after the Mumbai monsoons. The game is a playground for the problem-solver in you. There's a genuine, almost primal satisfaction that comes from using a road you've painstakingly created with sand, tarmac, and a hefty roller.

During my review, I roped in a couple of mates, and soon we were a well-oiled (mostly) machine, each in a different vehicle, tackling various tasks for the same overarching mission. It's surprisingly easy to get completely absorbed in fixing up that first map; before you know it, hours have flown by, and you're still debating the optimal aggregate mix for a particularly tricky patch of road.

It's crucial to reiterate, though, that this isn't SnowRunner or Expeditions with a different hat on. The absence of vehicle damage, gearbox and upgrades shifts the focus entirely. Here, the spotlight is firmly on getting these little towns or industrial hubs back on their feet.



Doom: The Dark Ages

The Doom Slayer is back, and this time he's gone positively medieval on demon-kind's collective behind. It's less of a gentle tap on the shoulder and more of a full-blown, chainmail-clad fist to the face.

The Dark Ages takes that glorious, gore-soaked formula and yeets it back to a time when knights were bold, castles were... castley, and apparently, Hell had a timeshare. Forget your fancy Mars facilities and UAC blunders; this is a crusade against the underworld with a distinctly grittier, more... well, darker age vibe. Does it work? By the Slayer's inexplicably bulging biceps, it mostly does!

Dark Ages actually tries to spin a yarn, and it's a more straightforward tale than its predecessors. We're talking more cutscenes, a narrative you can follow without a PhD in demonology, and a world where even the most nightmarish fiends seem to soil their loincloths at the mere mention of the Doom Slayer. You are, quite literally, a medieval wrecking ball crashing through a demonic house of cards. The power fantasy is turned up to eleven.

One of the coolest bits? The sheer scale. Hugo Martin, the creative overlord of Doom and an alumnus of cinematic behemoths like Pacific Rim, clearly brought his love for big, stompy action to the party. Early on, while you're busy turning ground-level demons into meaty confetti, you'll spot colossal mechs duking it out with skyscraper-sized demons in the background.

If Doom (2016) and Doom Eternal were frantic, speed-metal concerts of carnage, The Dark Ages feels more like a well-orchestrated, albeit incredibly brutal, power-metal opera. The fights are still fast, the music still slaps hard, but there's a slightly more methodical approach. Your screen isn't quite as chaotic now. Instead, encounters often feature a couple of hefty main demons supported by the usual fodder, demanding a bit more tactical thinking than simply circle-strafing.

Khumail Thakur

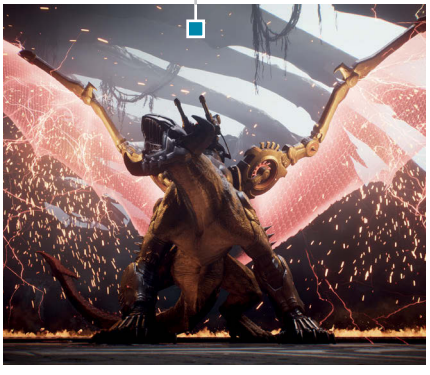
STUFF SAYS A ferociously fun and visually stunning trip to hell and back ★★★★☆

PS5, XSX, PC / doom.bethesda.net

Even demon lords avoid third-eye contact with the Doom Slayer.



Taking the bus every where isn't very Slayer-like, this is better.





Weapons of demon destruction

Weaponry gets a rather clever twist with a class system. Take the Impaler, for instance: a slow-firing, medieval sniper, if you will. But in the same class, you've got the Shredder, which spits out bolts at a demonic rate of knots. Both use the same ammo pool, forcing some interesting choices mid-skirmish. It's a neat system that adds a layer of strategy to your loadout.

And new to the Slayer's arsenal of "things that make demons go boom" is the trusty shield. This isn't just for cowering behind like a scaredy-cat goblin; oh no. This bad boy is for bashing and parrying. Shield bashing closes gaps, smashes through rickety doors, and generally makes you feel like a one-man battering ram. It's surprisingly satisfying. And you can stun-lock enemies by throwing the shield at them like Captain America and manage the demon horde like a well-suited traffic police officer.

The most important bit of the game is parrying the green projectiles with the shield to deflect them back at the enemy to stagger them for openings. Some boss battles require you to constantly parry enemy attacks to create an opening before shotgunning their limbs off.