

T0 Japan Electronics Show Association

Our company/organization will comply with all exhibition rules and regulations stipulated by both the Organizing Committee and Japan Electronics Show Association. In accordance with this agreement, we herewith submit the Inter BEE 2012 Exhibition Application.

Inter BEE 2012
International Broadcast Equipment Exhibition
Inter BEE 2012 Exhibition Application Form

Our company is a

Previous Inter BEE exhibitor First-time exhibitor (Please submit company profile and product catalogs.)
Member of the Japan Electronics Show Association (JESA)
Member of the International Association of Broadcasting Manufactures(IABM) Non-Member

Number of Booths applied for

Booth Configuration Number applied for Exhibition fee(including consumption tax)
1 row (1,2,3,4,5,6)
2 rows (4,6,8,10,12)
3 rows (9,12,15,18)
4 rows (16)
Block format (20,25,30,35,40,45,50,55,60,65,70,75,80,85,90,95,100)
Small package booth

Package Booths

Check the box of price when you would like to make use of convenient "Package Booths"

Table with 3 columns: Type, One booth, Two booth. Rows include Basic Package Booth and Premium Package Booth with corresponding price boxes.

Booth location

Check the box of the Category in which you would like your booth to be located, and circle the appropriate product code(s) that you would like to exhibit.

Table with 3 columns: Categories, Overhead Lighting, Codes of products to be exhibited (please refer the chart on the reverse side). Rows include Professional Audio Equipment, Professional Lighting Equipment, Video and Broadcast Equipment, and Cross-Media.

Note: If any of your products can be categorized outside of the requested exhibit category location, please circle those products as well.

Table with 2 columns: Application deadline, Date. Rows include Primary application deadline (Thursday, May 31, 2012), Secondary application deadline (Friday, Jun 29, 2012), and Date received.

For official use only

Table with 7 columns: Confirmation, Recipient No., Member, Booth fee, Entry Date, Invoice, Booth No.

Collaboration / Neighboring / Cooperative Exhibitions

Collaboration exhibitions Name of company:
Neighboring exhibitions Name of Company:
Cooperative exhibitions Name of Company:
Total number of booths doesn't conforms to the standard booth specification
Exhibitors wish to have booths facing each other on each side of the entryway.

Exhibitor Information (Please print using uppercase and lowercase letters, as appropriate.)
This information will appear in printed materials and on the official Inter BEE website exactly as written, so please be careful to provide accurate information.

Company Name (One letter per box, leave box empty for space)
Head Office Information Address CEO'S Official Title CEO'S Name
Exhibition Supervisor Address Title/Division Name TEL FAX E-mail URL

On behalf of my company, I hereby acknowledge that I have read, understood and will comply with the Inter BEE 2012 Exhibition Regulations including following cancellation fees and herewith apply to exhibit.

Person in charge of our exhibit

Company name:

Name (please print):

Job title:

Signature:

If an exhibitor cancels or reduces the number of booth spaces applied for, regardless of the reason, some or all of the following cancellation fees will apply. Consumption tax (5%) will be added to all fees.

Table with 2 columns: Period, Fee. Rows include July 1 to July 31, 2012 (60%), August 1 to August 31, 2012 (80%), and On or after September 1, 2012 (100%).

# Inter BEE 2012 Product to be Exhibited

Send to:

Japan Electronics Show Association  
12F Ote Center Bldg., 1-1-3 Otemachi, Chiyoda-ku, Tokyo 100-0004, Japan TEL: +81-3-6212-5231 FAX: +81-3-6212-5225 E-mail: contact2012@inter-bee.com

◆Professional Audio Equipment
●Audio Equipment
1. Microphones
2. Recorders
3. Digital Audio Workstation
4. Consoles, Mixers
5. Mastering Equipment
6. Audio-compression/Transmission Technology
7. Converters
8. Effectors
9. Amplifiers, Processor, Equalizer
10. Interface
11. Speakers
12. Players
13. Audiometer, Loudness-related Equipment
14. Acoustic design/control
15. Audio Equipment for Movie Theater and Commerce Facility
16. PA system, Live Sound System
17. Professional Electronic Musical Instruments
18. Computer Sound System
19. Headphones, Headset, Intercoms
20. Transmission Cables
21. Accessories
22. Power Supply
23. Racks/Cases/Bags
24. Other Related Peripheral Equipment
◆Professional Lighting Equipment
●Lighting Equipment
25. Studio Lighting Equipment
26. Stage Lighting Equipment
27. TV Studio Lighting Equipment
28. Film and Video Lighting Equipment
29. Lighting System for Photography Studios
30. Lighting Control Systems
31. Lighting Control Board, Console, Dimmer
32. Wireless Remote Control Devices
33. Effect Lighting Equipment
34. Searchlight, Large-scale effect lighting
35. Projectors
36. Projection Mapping, Video Mapping Techniques
37. LED
38. Strobe Lights
39. Elevating Unit for TV Studio Lighting Battens
40. Wiring Device, Cables
41. Other Related Peripheral Equipment
◆Video and Broadcast Equipment
Production
●Cameras and Related Equipment
42. HDTV Systems
43. Studio Cameras
44. VTR-Pack Cameras, Camcorder
45. 4K Cameras, Digital Cinema Cameras
46. 3D Cameras
47. Crane Cameras
48. Lenses
49. Other Related Peripheral Equipment
●Recording Equipment
50. Video Servers, File Server System

51. DVD Systems, BD Systems
52. VTRs
53. Memory Cards, Memory Devices
54. Optical Disks
55. Video Tape
56. Data Compression Technology
57. Other Related Peripheral Equipment
●Electronic Displays
58. Video Monitors
59. Multiple Monitor Displays
60. Projectors
61. LCD/PDP/LED/OLED Displays
62. Prompters
63. Other Related Peripheral Equipment
Post-production
●Editing and Production Equipment
64. Editing Devices
65. Switchers
66. Routing Switchers
67. Non-linear Editing Systems
68. Visual Effects
69. Color Correction
70. Painting Systems
71. Subtitler
72. Title Production Systems
73. Character Generators
74. Composite Systems and Software
75. Media Converter
76. Encoders
77. Other Related Software and Peripheral Equipment
●Multimedia Systems
78. CG Production Systems
79. Animation Production Systems
80. Virtual Studio Systems
81. Motion Capture Systems
82. Software and Systems
83. Other Related Software and Peripheral Equipment
●Production Management Systems
84. Content Management Systems
85. Systems Integration Technologies
86. Database Technologies
87. Storage Equipment
88. Archive Systems
89. Other Related Software and Peripheral Equipment
Output and Transmission Systems
●Output Systems
90. Automatic Program Output Systems (TV&Radio)
91. Automatic CM Output Systems(TV&Radio)
92. Server Systems
93. IT Solutions (Broadband Systems)
94. File Systems (Audio)
95. File Systems (Video)
96. Graphic Libraries System
97. Film and Telecine
98. Graphic Systems
99. External Information Response Systems (Weather, Stock, Traffic information etc.)
100. Other Related Peripheral Equipment

●Relay Systems
101. Base Station Facilities
102. FPUs
103. SNG
104. OB Van
105. Automotive Related Systems and Peripherals
106. Communications Radios
107. Emergency News Systems
108. Other Related Peripheral Equipment
●Transmission Systems
109. Terrestrial Television Broadcasting, One-segment Broadcasting
110. White Space, One-segment local service
111. V-High and V-Low Band
112. Multimedia Broadcast
113. Radio Broadcasting Equipment
114. FM Broadcasting Equipment
115. Satellite Broadcasting
116. Cable Television
117. Video Delivery Networks, CDN
118. Transmission Cables
119. Wireless Systems
120. Fiber Optics
121. Other Related Peripheral Equipment
Broadcasting Equipment
●Electric Power Units
122. No-break Power Units
123. Constant-Voltage, Constant-Current Regulated Power Units
124. Automotive Power Sources
125. Battery Packs
126. Battery Charger-Discharger Equipment
127. Other Related Peripheral Equipment
●Measuring Equipment and Converters
128. Test Signal Generators
129. Measuring Equipment
130. Signal Converters
131. Other Related Peripheral Equipment
●Stand-by and Peripheral Products
132. Cabinets
133. Racks
134. Pedestals
135. Camera Tripods
136. Camera Platforms
137. Cranes
138. Steadycams
139. Furniture
140. Camera Carrying Cases
141. Other Related Peripheral Equipment
●Design, Development and Manufacturing for Broadcast Equipment
142. Development Languages
143. Semiconductors, Components
144. Development, Manufacturing
145. Studio System Design
146. Construction, Maintenance
147. Dispatched Engineers
Publications/Publicities
148. Related Books
149. Music Libraries
150. Related Software/Services

151. Consulting Services
◆Cross Media
●IPTV/ Internet Delivery
152. Video Compression Techniques
153. Video Editing/Control Systems
154. Video Delivery Systems/Services
155. Data Broadcasting Systems
156. Video-on-demand Systems
157. Internet Broadcasting Systems
158. Software
159. Other Related Techniques/Products/Services
●Mobile TV
160. Video Editing Systems For Mobile Terminals
161. Video Delivery Systems For Mobile
162. Mobile Contents/Applications
163. Mobile Terminal Equipment
164. Wireless Systems
165. Wi-Fi/WiMax
166. LTE
167. Other Related Techniques/Products/Services
●Digital Cinema
168. Digital Cinema Filming Systems
169. Digital Cinema Editing Systems
170. Digital Cinema Delivery Systems
171. Digital Cinema Servers
172. Projection Systems
173. On-demand Services/Contents
174. Other Related Techniques/Products/Services
●Digital Signage
175. Digital Signage Editing/Control Systems
176. Image Receiving Systems
177. Video Content Delivery Systems
178. Communication Network Services
179. Advertising Media Services
180. Other Related Techniques/Products/Services
●3D Image
181. 3D Image Output Systems
182. 3D Image Editing Systems
183. 3D Image Receivers/Terminals/Systems
184. 3D Screening Systems
185. 3D Contents
186. Other Related Techniques/Products/Services
●Next-generation Video Technology
187. 4K, 8K Displays
188. Glasses-free 3D Technology
189. Motion Sensor Systems
190. Interactive Systems
191. Virtual Realities
192. Augmented Reality
193. Panoramic Image
194. High-Definition Surveillance Video Systems
195. High-Definition Medical Image Systems
196. Other related techniques/products/services
●Digital Contents
197. Live-Action Contents
198. Animations
199. Computer Graphics
200. Other Related Techniques/Products/Services