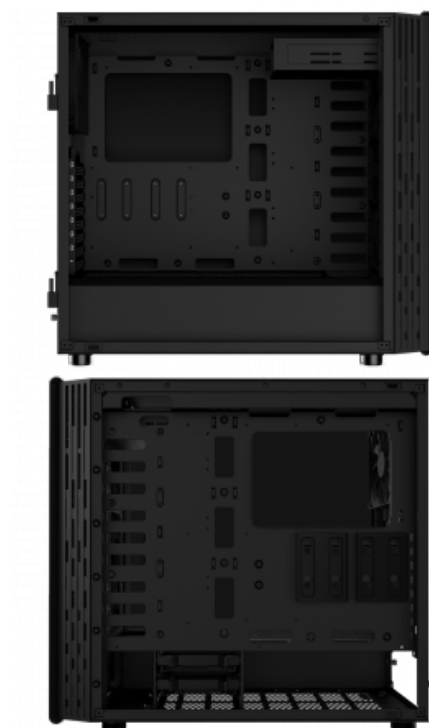




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PC CASES
CREATOR 400M



SPECIFICATIONS

Product Name	Creator 400M
I/O Ports	2 x USB 3.2 Gen 1 Type-A / 1 x USB 3.2 Gen 2 Type-C / 2 x USB 2.0 / 1 x HD Audio / 1 x Mic
Driver Bays	2 x 3.5" (compatible with 2.5") + 2 x 2.5"
Case Expansion Slots	7
Maximum GPU Length	450 mm
Maximum CPU Cooler Length	180 mm
Power Supply	Standard ATX 180 mm, max to 200 mm (without 3.5" HDD case installed)
Cooling Layout	Front: Up to 3 x 120 mm / 3 x 140 mm Rear: Up to 1 x 120 mm / 1 x 140 mm
Pre-install Fan	Front: 2 x 140 mm System Fan included Rear: 1 x 140 mm System Fan included
RADIATOR LAYOUT	Front: Up to 360mm Rear: Up to 140 mm
Form Factor	Mid-Tower
Support MB Form Factor	E-ATX / ATX / mATX / Mini-ITX
Dimension	550(D) x 235(W) x 503(H) mm 21.65(D) x 9.25(W) x 19.80(H) inch
Weight	7.71 KG (17 lbs)

FEATURES

Creator 400 is the first desktop chassis dedicated to content creation, multi-tasking, and even gaming. It is equipped with the industry's first a tempered laminated glass with a thickness of 5.38mm. At the same time, the front, top and right side of the interior comes with high-density sound-absorbing cotton, making the Creator 400 series a quiet workstation for content creators.

- Inspired by Leonardo da Vinci's Vitruvian Man, Creator 400 series' exterior took design cues from the golden ratio. Its perfectly proportioned exterior brings paramount aesthetic life experience to creative workers.
- Dedicated workstation featuring a brushed aluminum chassis for content creators.
- Mid-Tower with support for E-ATX / ATX / Micro-ATX / Mini-ITX Motherboards. Create a 8K Video with effects & color matching and it will never slow down your editing process of caching, pre-

calculating effects & layers and the final rendering.

- 5.38 mm tempered laminated glass with the 3-sides bonded soundproof cotton provide an ultra clean look and breathtaking sound absorption.
- With 360 mm radiator, the high-static-pressure air flow for targeted cooling from a prime fan & radiator capacity which not only handle the extensive calculating of those effects but also ensure the performance of the hardware which mainly responsible for the editing speed, program responsiveness, and rendering speeds.