Parallax

Parallax™ is an ambient light-rejecting technology that features a micro-layered optical lens system that rejects light. This new technology mimics the look of a television when it is on and when it is off, but without the glare from windows or lighting fixtures.

With extremely wide viewing angles, no speckle and no glare, the surface is ideal for applications in Pro AV. Additionally, the surface is flexible, ships in a roll and is easy to install.



Features

- Micro layers that block and absorb light
- Glare and speckle-free
- Ships unassembled and easy to install
- Standard frame with Pro-Trim® finish to absorb light surrounding the viewing area
- Parallax 0.8 surface for standard throw projectors (1.5:1 throw or greater)
- Parallax UST 0.45 surface for ultra short-throw projectors

16:9 HDTV Format

Viewing Area (H x W)		Nominal Diagonal		Overall Dimensions	
in.	cm	in.	cm	in.	cm
37½" x 67"	95 x 170	77"	196	42½" x 72"	108 x 183
40½" x 72"	103 x 183	82"	208	45½" x 77"	116 x 196
45" x 80"	114 x 203	92"	234	50" x 85"	127 x 216
49" x 87"	124 x 221	100"	254	54" x 92"	137 x 234
52" x 92"	132 x 234	106"	269	57" x 97"	145 x 246
54" x 96"	137 x 244	110"	279	59" x 101"	150 x 257
59" x 104½"	150 x 265	120"	305	64" x 109½"	163 x 278

16:10 Wide Format

Viewing Area (H x W)		Nominal Diagonal		Overall Dimensions	
in.	cm	in.	cm	in.	cm
44½" x 71½"	113 x 182	84"	213	49½" x 76½"	126 x 194
50" x 80"	127 x 203	94"	239	55" x 85"	140 x 216
57½" x 92"	146 x 234	109"	277	62½" x 97"	159 x 246

Cinemascope (2.35:1) Format Dimensions

Viewing Area (H x W)		Nominal Diagonal		Overall Dimensions	
in.	cm	in.	cm	in.	cm
37½" x 88"	95 x 224	96"	244	42½" x 93"	108 x 236
40½" x 95"	103 x 241	103"	262	45½" x 100"	116 x 254
45" x 106"	114 x 269	115"	292	50" x 111"	127 x 282
49" x 115"	124 x 292	125"	318	54" x 120"	137 x 305
52" x 122"	132 x 310	133"	338	57" x 127"	145 x 323
54" x 126"	137 x 320	138"	351	59" x 131"	150 x 333
58" x 136½"	147 x 347	148"	376	63" x 141½"	160 x 359

Available with the Following Screen Surfaces

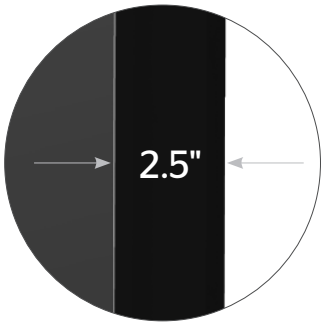


Parallax 0.8
Horizontal Half Angle: 85º
Vertical Half Angle: 17º
Gain: 0.8



Parallax UST 0.45
Horizontal Half Angle: 80º
Vertical Half Angle: 55º
Gain: 0.45

Product images



Easy to assemble 2.5" Frame with Pro-Trim Fabric

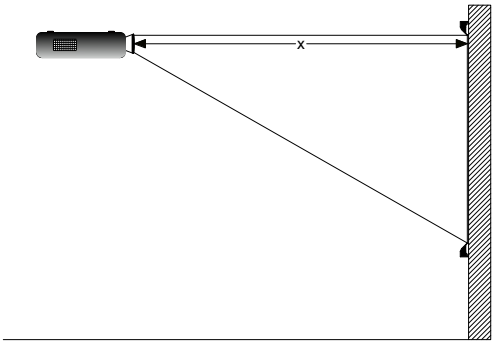
Parallax UST 0.45 Projector Placement

The Ultra Short Throw projector must be mounted below the screen for the projected light to be reflected by the screen surface.

Parallax 0.8 Projector Placement

The examples below are for a ceiling mounted projector, but can be reversed for a table-top projector.

Projector Distance



- Parallax 0.8 requires a minimum Lens Throw Ratio of 1.5:1
- How to calculate Projection Distance (x):

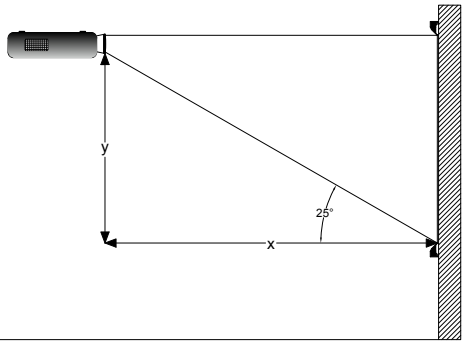
  Projection Distance = Screen Width (viewable) x Lens Throw Ratio

  Example:
  180" projection distance ÷ 96" wide screen = 1.88 (1.88:1 Lens Throw Ratio)
- How to calculate Lens Throw Ratio:

  Lens Throw Ratio = Projection Distance ÷ Screen Width (viewable)

  Example:
  87" wide screen x 1.5 (minimum lens throw ratio) = 130.5 (130.5" projection distance)

Projection Angle



- If the Projection Distance (x) is known, find the Maximum Vertical Offset:

  Maximum Vertical Offset (y) = 0.4 x Projection Distance (x)

  Example:
  Projection Distance (x) = 130.5"
  130.5" x 0.4 = 52.2"
  52.2" = Maximum Vertical Offset
- If the Vertical Offset (y) is known, find the Minimum Projection Distance:

  Minimum Projection Distance (x) = 2.5 x Vertical Offset (y)

  Example:
  87" wide screen with a 60" Vertical Offset (y)
  60" x 2.5 = 150"
  150" = Minimum Projection Distance

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