Parallax Thin

Parallax™ Thin features the Parallax 0.8 surface for standard throw projection, and ships already assembled with a thin-bezeled frame. The ambient light-rejecting technology 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 as well as Home Theater.

Each layer of Parallax plays a role in preserving the image that is reflected back to the viewer in high ambient light environments. Some layers absorb light while one special layer is shaped like a microscopic saw-tooth that blocks light from above resulting in the preservation of high-contrast, bright images in brightly lit environments.

Features

- Parallax 0.8 surface for standard throw projectors (1.5:1 throw or greater)
- Thin 3/8" bezel aluminum frame
- 1" depth
- Ships fully assembled



16:9 HDTV Format

Viewing Area (H x W)		Nominal Diagonal		Overall Dimensions	
in.	**cm**	**in.**	**cm**	**in.**	**cm**
45" x 80"	114 x 203	92"	234	45¾" x 80¾"	116 x 205
49" x 87"	124 x 221	100"	254	49¾" x 87¾"	126 x 223
52" x 92"	132 x 234	106"	269	52¾" x 92¾"	134 x 236
54" x 96"	137 x 244	110"	279	54¾" x 96¾"	139 x 246
59" x 104½"	150 x 265	120"	305	59¾" x 105¼"	152 x 267

16:10 Wide Format

Viewing Area (H x W)		Nominal Diagonal		Overall Dimensions	
in.	**cm**	**in.**	**cm**	**in.**	**cm**
50" x 80"	127 x 203	94"	239	50¾" x 80¾"	129 x 205
57½" x 92"	146 x 234	109"	277	58¼" x 92¾"	148 x 236

Available with the Following Screen Surface

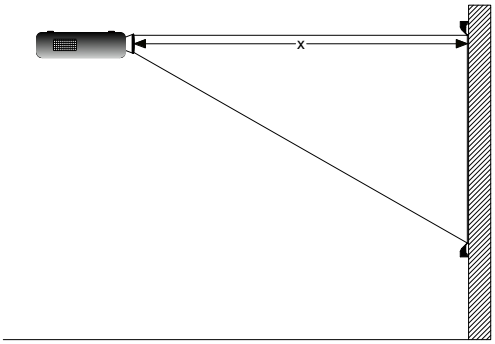


Parallax 0.8
Horizontal Half Angle: 85°
Vertical Half Angle: 17°
Gain: 0.8

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):

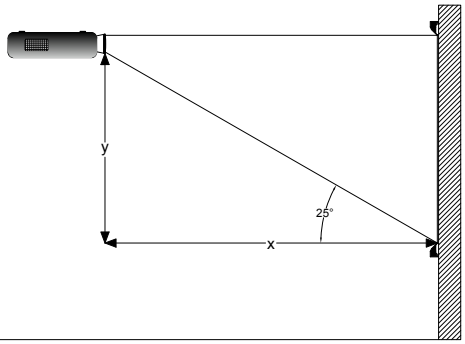
  Projection Distance = Screen Width (viewable) x Lens Throw Ratio

  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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