Screen Surface Selection Feature Icons Guide

Looking for a quick reference tool for identifying screen surface technology features that best support your projects? Simple graphic icons are associated with each Da-Lite screen surface on LegrandAV.com to at-a-glance identify the best uses for each screen surface (Figure 1).

Here, we break down the legend (Figure 2) to define each of these features, ideal surfaces for each feature and supporting materials.
This screen surface features Ambient Light Rejection (ALR) properties, which means it can separate light in the environment from projected light. Ambient light is the light in an environment which may be natural (sunlight) or artificial (interior room lights). This value is measured as a percentage. For example, Parallax® Pure 0.8 features an ALR value of 96%, meaning the screen surface rejects 96% of the environmental light.

Learn more about ALR:

<table>
<thead>
<tr>
<th>White Papers, Guides and ebooks</th>
<th>• Projection Screen Academy: Ambient Light Rejection</th>
</tr>
</thead>
<tbody>
<tr>
<td>Blog</td>
<td>• Parallax Pure &amp; Parallax Stratos: A Quick Guide to Selecting ALR Screens</td>
</tr>
<tr>
<td>Brochure</td>
<td>• Parallax</td>
</tr>
<tr>
<td>Case Study</td>
<td>• University Selects Parallax for Light-Filled Library</td>
</tr>
<tr>
<td>Videos</td>
<td>• Parallax Under Projection Versus Standard Projection</td>
</tr>
<tr>
<td></td>
<td>• Parallax Premium Line of ALR Screen Surfaces</td>
</tr>
<tr>
<td></td>
<td>• Introducing Parallax Stratos – Contrast Based, Large Scale ALR</td>
</tr>
</tbody>
</table>

Our premium family of ambient light rejecting screen surfaces is Parallax®:

Parallax Pure (True Optical)

- Parallax Pure 0.8
- Parallax Pure 2.3

Parallax Stratos (Contrast Based)

- Parallax Stratos 1.0
- Parallax Pure UST 0.45
Digital signage is the electronic display of digital images, videos, text, weather, menus, etc. - often found in restaurants, retail, wayfinding, etc. Projection systems are often installed as large-scale digital signage solutions when content is larger than standard flat panel sizes. ALR screen surfaces are best suited for these displays, as they are usually installed where controlling environmental light is a challenge.

Learn more about projection for digital signage:

<table>
<thead>
<tr>
<th>Solutions</th>
<th>• Digital Signage</th>
</tr>
</thead>
</table>

Explore our screen surfaces ideal for digital signage:

- Parallax Pure 0.8
- Parallax Pure 2.3
- Parallax Pure UST 0.45
- Parallax Stratos 1.0
Interactive/Writable

An interactive/writable screen surface technology is optimized for immersive and collaborative environments. This multipurpose surface is designed specifically for ultra short throw projectors. Classrooms and meeting rooms typically provide an ideal environment for this type of touch interactive projection.

Learn more about these multipurpose screen surface solutions:

<table>
<thead>
<tr>
<th>White Paper</th>
<th>IDEA Screen in an Interactive Classroom Setting</th>
</tr>
</thead>
<tbody>
<tr>
<td>Case Studies</td>
<td>Grace College Partners with Da-Lite to Enhance Interactive Learning</td>
</tr>
<tr>
<td></td>
<td>IDEA Panoramic Screens Transform Collaborative Learning Space at Cal Poly Pomona</td>
</tr>
<tr>
<td></td>
<td>Saint Louis University Relies on IDEA Screens to Enhance Classrooms</td>
</tr>
<tr>
<td>Video</td>
<td>IDEA Screen</td>
</tr>
</tbody>
</table>

Explore our interactive/writable screen surface:

IDEA
Acoustically Transparent

Micro perforation in the screen surface that allows for speakers to be placed behind a screen.

Explore our acoustically transparent screen surface solution:

HD Progressive
1.1 Perf
Recommended for Edge Blending

Edge blending features a screen surface where the images of more than one projector are overlapped together to create a seamless projected image. Screen surfaces with very wide viewing angles are ideal for this application.

Explore our screen surfaces ideal for edge blending:

- HD Progressive 0.6
- HD Progressive 0.9
- HD Progressive 1.1
- HD Rental
- Dual Vision
- HD Progressive 1.1 Perf
- Parallax Pure 0.8
- Parallax Pure UST 0.45

Recommended for Laser Projection

Recommended for Edge Blending

Large Venue

Flexible Rear Projection

Front Projection

Interactive/Writable

Acoustically Transparent

Lens – Short Throw (0.4/hyphen.cap1.0:1)

Lens – Ultra Short Throw (UST) (0.4:1 or less)

Lens – Standard Throw (1.0:1 or greater)
Large Venue

Screen surfaces typically over 200” diagonally in 16:9 and 16:10 format. These solutions are found in live events or performing arts spaces, lecture halls or auditoriums, houses of worship, etc.

Learn more about large venue applications:

<table>
<thead>
<tr>
<th>Case Studies</th>
</tr>
</thead>
<tbody>
<tr>
<td>• Exceptionally Large Tab-Tensioned Screen for Police Academy</td>
</tr>
<tr>
<td>• Four Winds Casino</td>
</tr>
</tbody>
</table>

Explore our screen surfaces ideal for large venue:

- HD Progressive 0.6
- HD Progressive 0.9
- HD Progressive 1.1
- HD Progressive 1.1 Contrast
- HD Progressive 1.3
- HD Rental
- Dual Vision
- Parallax Stratos 1.0
- Da-Mat
- Da-Tex
- Matte White
Front Projection

Two-piece projection where the projector is placed in front of the screen surface.

Explore our screen surfaces designed for front projection:

- HD Progressive 0.6
- HD Progressive 0.9
- HD Progressive 1.1
- HD Progressive 1.1 Contrast
- HD Progressive 1.3
- HD Rental
- HD Progressive 1.1 Perf
- Parallax Pure 0.8
- Parallax Pure 2.3
- Parallax Pure UST 0.45
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Digital Signage

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Digital Signage

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- HD Progressive 1.1 Perf
- Parallax Pure 0.8
- Parallax Pure 2.3
- Parallax Pure UST 0.45
- Parallax Stratos 1.0
- IDEA
- Da-Mat
- High Contrast Matte White
- Matte White
Two-piece projection where the projector is placed behind the screen surface.

Explore our screen surfaces designed for flexible rear projection:

- Dual Vision
- Da-Tex

Explore our screen surfaces designed for rigid rear projection:

- DA-50 WA
- DA-75 WA
- DA-100 WA
- DA-100
- DA-130
- DA-150
- DA-180
- DA-230
- Video Vision
A near perfect screen surface optimized for laser projection, as there is little to no speckle interference in the projected image. Speckle is a granular pattern which can sometimes be observed when a laser illuminated projected image is distorted because of roughness or irregular texture in the screen surface.

Explore our screen surfaces recommended for laser projection:

- HD Progressive 0.6
- HD Progressive 0.9
- HD Progressive 1.1
- HD Progressive 1.1 Contrast
- HD Rental
- Dual Vision
- HD Progressive 1.1 Perf
- Parallax Pure 0.8
- Parallax Pure UST 0.45
- IDEA
- DA-50 WA
- DA-75 WA
- DA-100 WA
- DA-100
A screen surface optimized for laser projection where, to the discerning eye, a small amount of speckle interference may be detected in the projected image. Speckle is a granular pattern which can sometimes be observed when a laser illuminated projected image is distorted because of roughness or irregular texture in the screen surface.

Explore our screen surfaces suitable for laser projection:

- HD Progressive 1.3
- Parallax Pure 2.3
- Parallax Stratos 1.0
Lens – Ultra Short Throw (UST) (0.4:1 or less)

An ideal solution for narrow spaces, relative to the screen surface. For example, if the screen is 100” (254 cm) wide, the projector lens would be 40” (101.6 cm) or less away from the screen surface.

Explore our ultra short throw screen surfaces:

- HD Progressive 0.6
- HD Progressive 0.9
- HD Progressive 1.1
- HD Progressive 1.1 Contrast
- HD Progressive 1.3
- HD Rental
- Dual Vision
- HD Progressive 1.1 Perf
- Parallax Pure UST 0.45
- IDEA
- Da-Mat
- DA-50 WA
- DA-75 WA
- DA-100 WA
Lens – Short Throw (0.4-1.0:1)

An ideal solution for where the projector is near the screen surface, but not directly above or below the screen surface. For example, if the screen is 100” (254 cm) wide, the projector lens would be 40” - 100” (101.6 - 254 cm) away from the screen surface.

Explore our short throw screen surfaces:

- HD Progressive 0.6
- HD Progressive 0.9
- HD Progressive 1.1
- HD Progressive 1.1 Contrast
- HD Progressive 1.3
- HD Rental
- Dual Vision
- HD Progressive 1.1 Perf
- Da-Mat
- DA-50 WA
- DA-75 WA
- DA-100 WA
Lens – Standard Throw (1.0:1 or greater)

An ideal solution for most standard spaces and long distances relative to the screen surface. For example, if the screen is 100” (254 cm) wide, the projector lens would be 100” (254 cm) or more away from the screen surface.

Explore our standard throw screen surfaces:

<table>
<thead>
<tr>
<th>HD Progressive 0.6</th>
<th>HD Progressive 0.9</th>
<th>HD Progressive 1.1</th>
<th>HD Progressive 1.1 Contrast</th>
</tr>
</thead>
<tbody>
<tr>
<td>HD Progressive 1.3</td>
<td>HD Rental</td>
<td>Dual Vision</td>
<td>HD Progressive 1.1 Perf</td>
</tr>
<tr>
<td>Parallax Pure 0.8</td>
<td>Parallax Pure 2.3</td>
<td>Parallax Stratos 1.0</td>
<td>Da-Mat</td>
</tr>
<tr>
<td>Da-Tex</td>
<td>High Contrast Matte White</td>
<td>Matte White</td>
<td>DA-50 WA</td>
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<td>DA-75 WA</td>
<td>DA-100 WA</td>
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**Screen Surface Technology**

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<thead>
<tr>
<th>Screen Surface Technology</th>
<th>Surface</th>
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</thead>
<tbody>
<tr>
<td>High Resolution up to 16K</td>
<td>HD Progressive 0.6</td>
<td>HD Progressive 0.9</td>
<td>HD Progressive 1.1</td>
<td>HD Progressive 1.3</td>
<td>HD Rental</td>
<td>Dual Vision</td>
<td>Ultra Wide Angle</td>
<td>HD Progressive 1.1 Contrast</td>
<td>HD Progressive 1.1 Contrast Perf</td>
<td>Parallax® Pure 0.8</td>
<td>Parallax Pure 2.3</td>
<td>Parallax Pure UST 0.45</td>
<td>Parallax Stratos 1.0</td>
</tr>
<tr>
<td>High Resolution up to 4K</td>
<td>HD Progressive 1.1</td>
<td>HD Progressive 1.1 Contrast Perf</td>
<td>Parallax® Pure 0.8</td>
<td>Parallax Pure 2.3</td>
<td>Parallax Pure UST 0.45</td>
<td>Parallax Stratos 1.0</td>
<td>IDEA™</td>
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<tr>
<td>Standard Resolution</td>
<td>Da-Mat®</td>
<td>Da-Tex®</td>
<td>High Contrast Matte White</td>
<td>Matte White</td>
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*1.5:1 or greater minimum throw distance
**1.8:1 or greater minimum throw distance


Want to see how all of our screen surfaces compare? Click here for our Screen Surface Technology Chart.