

Technical Bulletin

What is "GAIN"? (Front Projection Screen)

The amount by which a surface reflects a projected concentration of light with minimal light absorption. As you move from a point perpendicular to the projected light, the measurement of reflected light will decrease. It is not a percentage of reflective light or a measurement of surface glare (hot/warm spot).

A "hot spot" is the point on a satin to glossy surface in which the source light reflects a noticeable glare.

Relevance to **walltalkers**®:

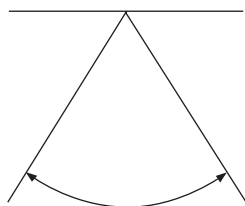
Higher levels of GAIN send back more light, while lower levels of GAIN send back less light. A high GAIN (rear projection or glass beaded projection surface) screen makes an image projected on a screen more easily visible in bright light conditions; however, high GAIN screens may alter the color to some extent.

A matte white projection screen typically has a GAIN of 1. The GAIN of **nu•vu•rite**™ is 0.945, while the GAIN of **erase•rite**® is 0.947.

As a screen GAIN increases, the viewing angle typically decreases. Glass-beaded front projection and all rear projection surfaces are considered high GAIN surfaces, typically designed for tight viewing angles. Low GAIN surfaces have a GAIN value of 1, suitable for either tight or wide-angle viewing.

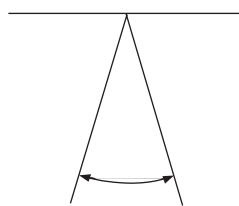
Thank you for your attention to this technical bulletin and for your efforts to promote **walltalkers** products.

Low GAIN



Wider Viewing Angle

High GAIN



Tighter Viewing Angle

(VIEWING CONE: the area of the surface for which a projected image produces the widest angle view)

