

stumpfl®

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☐ Inline Vario Curve ☐ Fullwhite ☐ Magnum Decoframe Fullwhite Curve ☐ MonoClip

☐ Monoblox Vario

☐ VarioClip







TECHNICAL DATA

Base material: Lens system: Color projection side: Color rear side: Thickness: Surface weight: Max. efficient image height (mm):

Projector type: Projector throw ratio: Screen type: Rejecting type: Color rendering:

Light proof:

On-axis peak gain: Horizontal Half-Gain: Vertical Half-Gain: Uniformity (0°/40°):

Recommended viewing angle: High resolution compatibility:

Weldability: Operating conditions: Tear strength: Cleaning:

Fire resistance category:

multi-layer prism lens filter metallic grey

black ~ 0.47

~ 455g/m² 1496mm [60"] front projection UST - ultra short throw 1:0,25 up to 1:0,7

ALR (ambient light rejecting)
CLR (ceiling light rejecting)
Enhanced color reproduction, broader color gamut 100% Black backside prevents light passing through

85°

80% (no bright spots or dark corners) +/- 60°

8K+

10-40°C [50-104°F] / 10-70%RH high

with cloth, water or window/monitor cleaner not classified

CHARACTERISTICS & ADVANTAGES

- High-contrast images in rooms with high levels of ambient light
- Up to six times better image contrast than standard screens
- No need to use blinds/turn lights off
- Maintain eye contact with audience
- Reduces eye-strain and fatigue
- Reduced cost of ownership on total screen + projector solution
- Enables edge-blending with multiple projectors
- Enables longer meetingsFull movie experience with light in room
- No shimmer/speckle completely passive surface
- Full color balance conservation for 180° viewing cone
- Deep black levels

CORRESPONDING FORMATS AND DIAGONALS

Screen format	Maximum diagonal			
1,85:1	120"			
2,35:1	114"			
16:9	120"			
16:10	111"			
4:3	98,5"			

DO NOT

- Fold
- Use organic solvent to clean
- Overheat
- Use in direct sunlight
- Rotate the screen
 Install for steep off-axis viewing
- Use vertical edge-blendingUse polarized passive 3D

APPLICATION

Custom Projection Screens DECOFRAME

CERTIFICATIONS

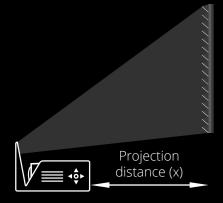






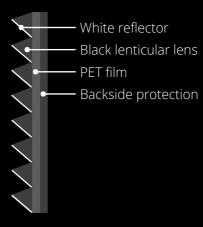
For more details, please contact: AVstumpfl@AVstumpfl.com

PROJECTION DISTANCE



Projection distance (x) = 0,25-0,7 x Screen width

LENS DESIGN



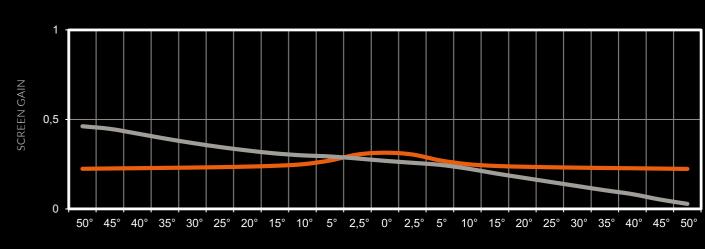
Due to the optical lens system it is important that the incident angle of light is not too flat. Use guidelines to determine where to position the projector relative to the screen.

Projection distance (x) = $max. 0.7 \times Screen$ width

The lens system admits projected light to be reflected towards the viewer. Meanwhile, unwanted light hitting the screen from other angles is blocked out and absorbed.

GAIN ACCORDING TO DIN 19045 **AMBIANCE UST**





VIEWING ANGLE