

Materials

Front Projection

FireHawk G4

StudioTek 130 G3

StudioTek 100

UltraMatte 130

UltraMatte 150

Silver 3D

Silver 5D

Neve

Tiburon G2

GrayHawk RS G3

Rear Projection

AeroView 70

AeroView 100

LumiFlex 130

FilmScreen 100

FilmScreen 150

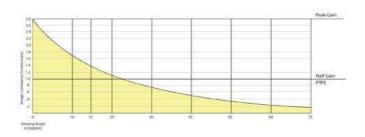
Glass Rear Projection

StarGlas 60

StarGlas 100

AeroGlas 70

Silver 3D



Silver 3D™ is a specialty fabric designed to optimize stereoscopic, two channel 3D displays. The fabric employs special metallic elements, formulated to preserve light polarization. The high gain and high contrast of the fabric helps compensate for the losses incurred when using polarization filtration technology. Silver 3D offers a wider viewing cone then competing fabrics with similar gain specifications. The open/closed ratio, otherwise known as "ratio of extinction", of Silver 3D is the industry benchmark for front projection fabrics.

In order to produce a high ratio of extinction, special pigmentation and binder chemistry is required. These special ingredients allow the high performance of the fabric, but have impact in the steps required to successfully handle, install, and maintain the fabric. Silver 3D is high in gain and contrast which means that any hand oil, or soil smudges will be very apparent.

Silver 3D is less plasticized than typical Stewart Filmscreen fabrics, a normal plasticization level is found to interfere with the measured ratio of extinction. The binders necessary for the preservation of the optical coating are very high in molecular weight and somewhat stiff as a result. Contact Stewart Filmscreen for more details on this custom material, its applications, and recommended handling.

- 3D Effects for polarized stereoscopic projection
- High contrast levels
- Utilize with one of Stewart's fixed frame models or multi-masking systems
- Optional Cinemaperf available for acoustic transparency
- Available in seamless sizes up to 40' x 90'
- Flame Retardant
- Fully opaque

Material Type Flexible Front Projection

Gain 3.0

Half Gain 24 Degrees

Perforations CinemaPerf (optional)

Minimum Throw Distance Ambient Reflectance Value

Ambient Light Resistance

Lay-Flat Quality

Flame Resistance

Size Limitations: Screen Models: