

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 than 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 Cinemaparf 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:	