

Ambient Light Rejecting (ALR) surfaces are best for spaces with moderate to high ambient light levels.

- Select highest ALR% that seating fits within the recommended viewing cone.
- Ensure the projector throw distance (lens ratio) is the same or longer than what is recommended.
- After selecting a surface, use a projection system calculator like the Draper[®] Projection Planner to determine the proper projector brightness. Located on the Draper Pro Portal:

draperinc.com/projectionscreens/projectionplanner.aspx



- All TecVision[®] ALR surfaces are 8K ready and ISF certified for color accuracy and fidelity.
- Also available as nano perforated options up to 96" in height.

%

The higher the ambient light rejecting percentage, the more off axis ambient light is reflected away from the viewers.

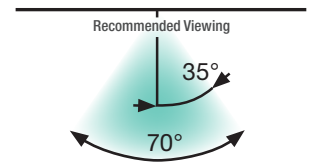
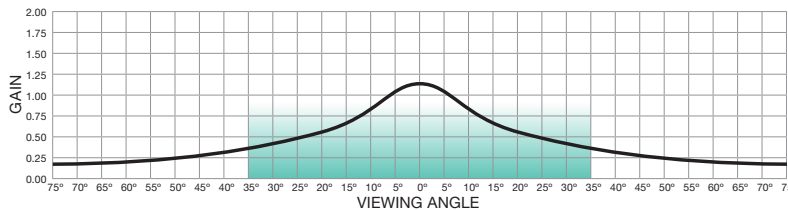
TecVision ALR surfaces from highest to lowest ALR %:

CS1100X ALR

Best for high ambient light and narrow seating.

Gain: 1.1 ALR: 82%

Min Throw/Lens Ratio: 1.7:1

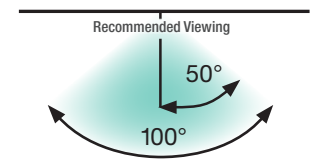
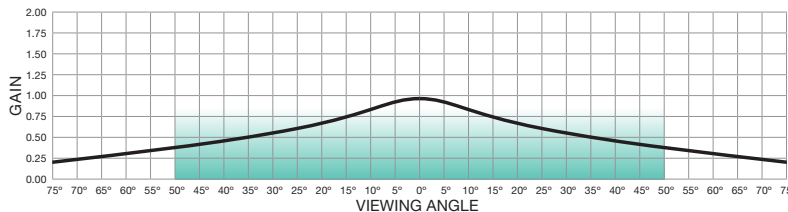


MS1000X ALR

Best for full ambient light and moderate seating.

Gain: 1.0 ALR: 73%

Min Throw/Lens Ratio: 1.4:1

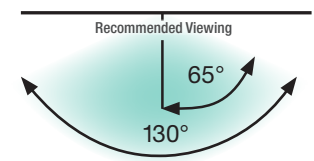
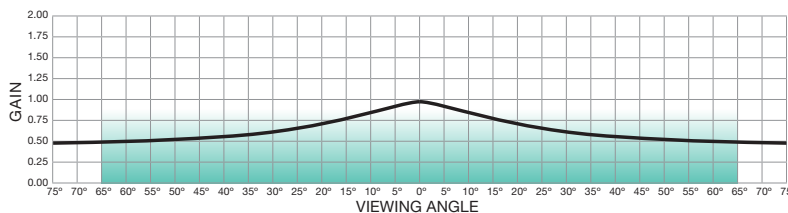


XH900X ALR

Best for moderate to full ambient light and wide seating.

Gain: 0.9 ALR: 60%

Min Throw/Lens Ratio: 1.0:1



XH800X ALR

Best for short/standard throw projection in moderate to full ambient light.

Gain: 0.8 ALR: 57%

Min Throw/Lens Ratio: 0.7:1

