

Designer Cut Series- CineGrey 3D® *Ambient Light Rejecting Projection Material*

The CineGrey 3D® is the perfect solution for rooms that have little or no control over incidental light. This means that it's an ideal fit for family rooms as well as lecture halls, boardrooms, sports bars, training facilities, and other business environments. In addition, the CineGrey 3D® increases projector brightness by 1.2 times.

Care & Use: Proper care and use of the CineGrey 3D® will maximize the life of the material to bring you years of enjoyment.

Projection Side: For your convenience, the material will have a sticker to indicate which side is the backside of the material.

Material Maintenance

Wrinkles/Creases: The material may have minor wrinkles which will get removed after stretching it over a frame or a mounting system that allows tensioning.

Dust/Dirt: A feather duster should be used to remove loose dirt or dust. Use mild soap and warm water on a microfiber cloth to clean dirt or dust spots. Do not rub or scrape the material.

Notice to Installer:

Please use the following installation instructions to obtain superior optical performance from the CineGrey 3D® Angular Reflective ALR (Ambient Light Rejecting) Screen.

•Angular-Reflective material is not compatible with ultra/short-throw projectors

- Minimum lens throw ratio 1.5x image width
- Ambient light must not come from the same direction as the projector

Since angular-reflective means that the projected image will reflect at the mirror-opposite angle, it is important to position the projector so that the viewer will get the best possible image.

Step 1: Establish the general “eye level” of the viewers

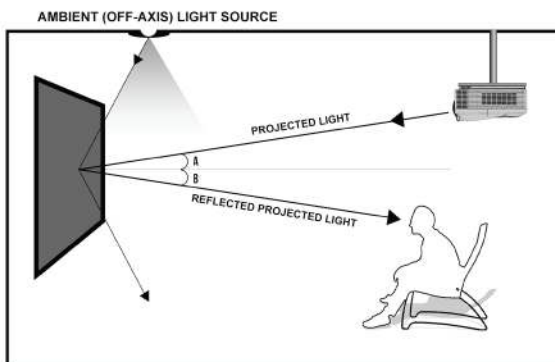
Step 2: Set the appropriate projection level

Step 3: Adjust the screen height level and projection angle

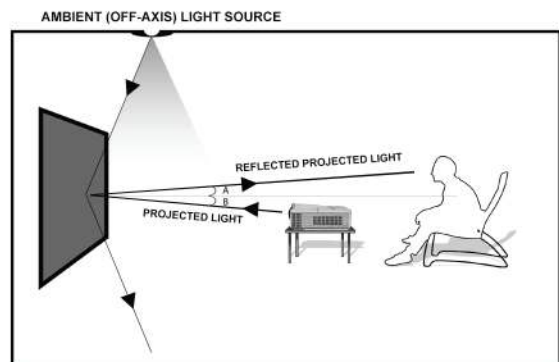
Input Angle (A) = Output Angle (B) aligns with the viewer’s angle

Correct Installation Examples

Projector Ceiling Installation: Make sure the projector (*light in*) is angled (A) to reflect (B) at the mirror-opposite angle (*light out*) to align with the viewer’s eye level.

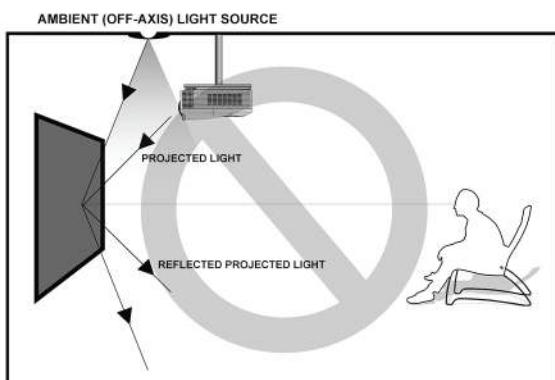


Projector Table Top: Make sure the projector (*light in*) is angled (A) to reflect (B) at the mirror-opposite angle (*light out*) to align with the viewer’s eye level.

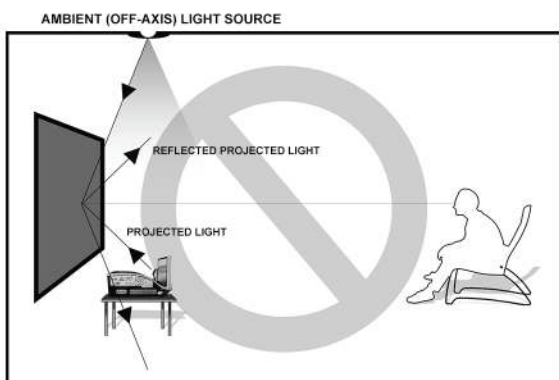


Incorrect Installation Examples

Ceiling Mounted Short-throw Projector



Tabletop Ultra-Short throw Projector



Note: Improper installation will result in light loss and produce a dark image. This is due to the projector’s light reflecting in the wrong direction.

Images are not up to scale and are for illustration purposes only.