



# StarBright™ CLR® 16 Material

Ambient Ceiling Light Rejecting Projection Material

## DESCRIPTION

The **StarBright™ CLR® 16** (SBCLR™ 16) is an optical-grade PET front projection screen material with ceiling ambient light rejecting technology for standard (long) throw projectors. The internal micro-structure relies on a UV-resin to filter and absorb up to 90% of overhead light. The high-gain combined with CLR/ALR technology allows projection images to present vivid, colorful, bright pictures that result in contrast-rich presentations.



Shown here on Aeon StarBright CLR® 16



**FEATURED SERIES: Aeon StarBright™ CLR® 16, Light-On StarBright™ CLR® 16**

## MATERIAL SPECIFICATIONS

- Angular-reflective front projection material for standard throw ceiling mounted projectors
- Ceiling Light Rejecting technology absorbs up to 90% of overhead lighting.
- 1.65 Gain increases projector brightness to produce vibrant colors and high contrast mages.
- Patented multi-layer optical microstructure
- Smooth non-textured surface compatible with 4K/8K Ultra HD projectors.
- Compatible with Standard "Long" throw Projectors ONLY

**Ambient Light Rejection :** 90%

**Vertical Viewing Angle :** 34° (Half 17°)

**Operating Temperature:** 68°-104° F (20°-40° C)

**Horizontal Viewing Angle :** 80° (Half 40°)

**Color:** Silver Gray

**Edge Blend:** No

**Lens Throw Ratio :** > 1.35:1

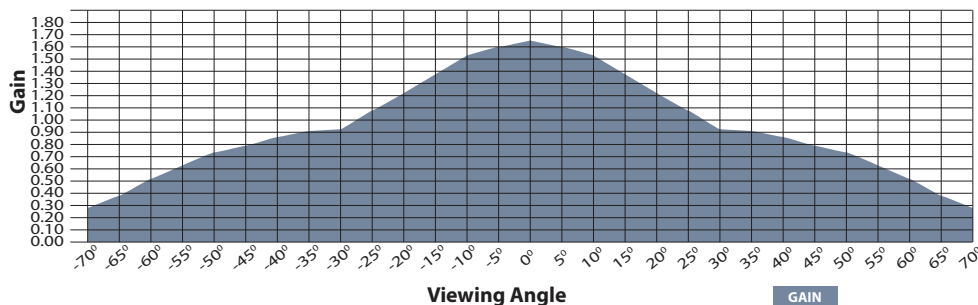
**Thickness :** 0.010" (0.27 mm)

**Weight :** 0.37 lb. (360 g/m2)

## GAIN CHART



On axis 0° Gain: 1.65  
Viewing Cone: 80°



## PROJECTOR PLACEMENT

Make sure to follow these instructions for the StarBright CLR® 16 to perform correctly.

- Ambient light must not come from the same direction as the projector's light
- For best results, standard throw projector must have a lens throw ratio of 1.35 or greater
- **Not compatible with Ultra-Short and Short-throw projectors**
- DO NOT install the projector higher or lower than the screen

Tip: Installing the projector in a 90-degree angle in the middle projection area will provide the best light dispersion for brightness uniformity.

