# How Much Ambient Light Rejection is Enough?

No single projection screen viewing surface is the right solution for all applications. That includes ambient light-rejecting materials.

At InfoComm 2018, we introduced our fourth and fifth ambient light rejection solutions. TecVision XH800X UST ALR is designed with ultra-short throw (UST) and short throw projection in mind. Ultra-short throw projection presents unique challenges. The shortened throw distance and steep projection angles even cause a matt white to hot spot. So, our ALR solution represents a compromise, rejecting as much ambient light as possible, while keeping hotspots to a minimum. TecVision CS1000X ALR brings a high level of ambient light rejection, achieving superior contrast in applications with controlled viewing angles.

One thing these two new TecVision surfaces have in common with our other ALR materials is that they have specular elements added to the formulation and meet a minimum standard for the amount of ambient light they reject. XH800X UST ALR rejects 57% of ambient light; CS1000X ALR rejects 82%.

If a viewing surface doesn't reject more than 55% of ambient light, we won't offer it as an ALR solution, because at that point it isn't having enough of an impact to markedly improve the viewing experience.

That's why we find it so surprising that a competitor also introduced a new ALR surface this week at InfoComm. Their surface is marketed as rejecting only 20% of ambient light. That means 80% of non-projector light is being reflected from the viewing surface to the audience.

To put this into perspective, that is roughly the amount of ambient light rejected by a standard matt white viewing surface. And we all know how standard matte materials perform under ambient light conditions; the image washes out. Avoiding that is the entire purpose of ambient light rejection technology.

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We aren't sure why someone would want to recommend a screen with mostly white viewing surface characteristics for ambient light conditions. Whatever the reason, you can rest assured that when Draper introduces a new solution for a certain application, it is designed to perform well in that application.

When researching ambient light rejection, take a close look at the numbers. Make sure the solution you choose has the characteristics to perform in your projected environment.

You can find detailed technical information about the performance of all Draper screen surfaces by clicking here to go to our website. (*draperinc.com/projectionscreens/surfaces.aspx*) And as you compare the numbers, you can also be sure they are being accurately presented. This white paper explains our policy on truth in test reporting. (*draperinc.com/DocumentDownload. aspx?path=images/Catalogs/WhitePapers&file=TruthTestReport_ wp.pdf*)

For help in deciding which ALR solution is best for you, click here. (*blog.draperinc.com/2017/11/alr-surface-right*)