

Glossary of Terms

Pro A/V 101: Projection Solutions

Projection Screens

- **Gain:** 1.0 means all the light directed at the screen reflects back with the same brightness. A gain greater than 1.0 means the projection screen fabric increases the brightness of the projected image, while a gain less than 1.0 means the image produced is not as bright.
- **Viewing angle:** a measurement describing the maximum angle from the center of the screen at which you can still see a quality image
- **Tension / Non-Tension:** Tension systems are the costliest but provides a uniform screen flatness. These screens are required if you are using a short or ultra-short throw projector. Non-Tension screens, like the standard pull drop screens are more prone to creases, waves, or other imperfections
- **Aspect Ratio:** The fractional relation of the width of a video image compared to its height. This is important in figuring out the height and width of your screen and should match the aspect ratio of your projector

Projectors

- **Lumens:** A measure of the total quantity of visible light emitted by a source per unit of time
- **Lamp / Laser:** The source of light the projector uses emitting an image to the projection screen. **Lamp systems** use bulbs that picture color and brightness will fade and change over time. Bulbs also take several moments to reach full brightness and can require more maintenance. **Laser systems** do not have bulbs and do not suffer from picture color and brightness fade over time. These systems also are instant on/off and have lower maintenance costs
- **Throw:** The distance between a projector lens and the projection screen
- **Short Throw Projector:** Refers to projectors that are to be mounted close to the projection screen. These projectors work best with tensioned screens.
- **Interactive:** A feature that gives the function of an interactive whiteboard on any surface where the image is projected
- **Lamp Life:** The estimated life for a lamp before it will need to be replaced
- **Throw Ratio:** Refers to the width of the image (W) relative to the throw distance (D) in a ratio D/W. A Throw Ratio of 2.0 means that for each foot of image width, the projector needs to be 2 feet away or $D/W = 2/1 = 2.0$