



Step out of the cave.

Not everyone wants to retreat to a darkened room to enjoy watching the game, or playing games with friends and family. We solved this problem in 2008 when we released Black Diamond®, the first (and still the only) optical screen that rejects light from above, below, and on both sides.

900% Better Contrast.

As published by S&V magazine, Black Diamond measured a 900% increase in contrast over standard matte white or gray screens. Results like that are only possible thanks to 9 layers of optical filters which reject 85% of ambient light in the room.

Dark Room Enhancement.

The same optical filters that reject ambient light from above, below and on the sides of Black Diamond also function to eliminate reflected light from spilling back onto the walls, ceiling, and floor. Not only does this create a more immersive dark room experience, but eliminates the need for blacking out these adjacent walls.



| | | | |
|------------|-------------------|---------------|-----|
| Max Width | 1800" (45720mm) | | |
| Max Height | 59" (1499mm) | 74" (1880mm) | |
| Min Height | - | 60" (15240mm) | |
| Gain | 1.4 | .8 | 1.2 |
| ALR | 85% | 90% | 80% |
| Half Gain | 36° | 29° | 35° |
| Min Throw | 1.5 x Image Width | | |
| Projection | Front Only | | |

Available In

