

PRODUCT NAME:

# Perlux HiWhite

For cinema exhibitors aiming for the best in customer experience, Perlux HiWhite is the next generation 2D and active 3D screen technology innovation that delivers a new standard in image quality.



90th Edition v1.1

Unlike conventional white gain screen technologies, Perlux HiWhite offers a much whiter matt finish. Gain without gloss, and increased Half Gain Angles thereby greatly enhancing the viewing experience from all seats.

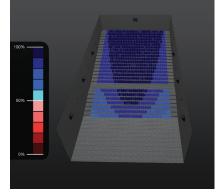
Part of a wide portfolio providing breath-taking picture quality with lamp, laser phosphor and RGB projector technologies. Considered the industry standard for white gain screens and the screen of choice for the leading PLF theatre locations.

## **Features and Benefits**

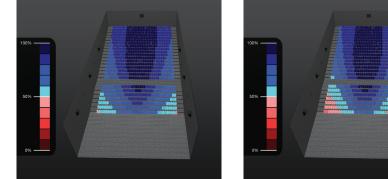
- Breath-taking image quality for 2D and non-polarised 3D projection.
- Visibly whiter appearance providing a bright image with rich colours and improved contrast that accurately conveys the creative intent of the filmmaker.
- Widest viewing angles meaning half gain angles within the Perlux HiWhite family are increased by up to 40%. Enhanced brightness uniformity and reduced perception of hot spotting contribute to an improved visual experience.
- From uniformity maximising lower gain through to higher gain; a variety of surfaces designed to optimise performance and achieve optimum brightness levels for 3D.
- A low odour, water based surface coating that is environmentally sensitive. The coating incorporates Nanolast<sup>™</sup> technology offering a significantly more robust and durable surface which minimises the risk of surface damage during installation and everyday use.
- Perlux HiWhite can be shipped as a foldable option if required.

**PHW220** 

### PHW140



# PHW180



### **Technical Overview**

	Perforation	Maximum size	Packing method
	Digital perf or mini-perf	44.19m x 18.28m (145' x 60')	Rolled; folded as an option
	Gain	HGA	ER
PHW 220	2.2	28°	N/A
PHW 180	1.8	42°	N/A
PHW 140	1.4	85°	N/A



#### harkness.co harkness-screens.com