1. Record Nr. UNINA9910829922603321

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| Titolo | Polarization engineering for LCD projection [[electronic resource] /] / Michael G. Robinson, Jianmin Chen, and Gary D. Sharp |
| Pubbl/distr/stampa | Chichester, West Sussex, England ; ; Hoboken, NJ, : John Wiley & Sons, c2005 |
| ISBN | 1-280-23884-4<br>9786610238842<br>0-470-34189-0<br>0-470-87107-5<br>0-470-87106-7 |
| Descrizione fisica | 1 online resource (310 p.) |
| Collana | Wiley SID series in display technology |
| Altri autori (Persone) | ChenJianmin <1963-><br>SharpGary D |
| Disciplina | 621.3815422 |
| Soggetti | Liquid crystal displays<br>Polarization (Light)<br>Projectors |
| Lingua di pubblicazione | Inglese |
| Formato | Materiale a stampa |
| Livello bibliografico | Monografia |
| Note generali | Description based upon print version of record. |
| Nota di bibliografia | Includes bibliographical references and index. |
| Nota di contenuto | Polarization Engineering for LCD Projection; Contents; Series Editor's Foreword; Preface; 1 Introduction; 2 Liquid Crystal Projection System Basics; 3 Polarization Basics; 4 System Components; 5 Liquid Crystal Displays (LCDs); 6 Retarder Stack Filters; 7 System Contrast; 8 Color Management; 9 Transmissive Three-panel Projection System; 10 Three-panel Reflective Systems; 11 Single and Dual Panel LC Projection Systems; Appendix A; Index |
| Sommario/riassunto | Liquid Crystal Display (LCD) projection technology has, in recent years, led the way in large area displays because of its potential to deliver scalable, high-resolution images at a low cost. Since large displayed images demand high brightness and contrast, a full understanding of polarization, and how to manage its effects, is essential for the development of quality systems. Using the example of LCD projection technology, this practical text provides a thorough coverage of polarization engineering problems, with appropriate solutions and |

mathematical tools for analysis.  Key featur