

1. Record Nr.	UNINA9910830350103321
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Titolo	Introduction to microdisplays [[electronic resource] /] / David Armitage, Ian Underwood, Shin-Tson Wu
Pubbl/distr/stampa	Chichester, England ; ; Hoboken, NJ, : Wiley, c2006
ISBN	1-280-72220-7 9786610722204 0-470-05705-X 0-470-05707-6
Descrizione fisica	1 online resource (397 p.)
Collana	Wiley SID series in display technology
Altri autori (Persone)	Underwood Ian <1959-> Wu Shin-Tson
Disciplina	621.3987
Soggetti	Microdisplays Information display systems
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	Introduction to Microdisplays; Contents; Series Editor's Foreword; Preface; 1. Introduction; 1.1 Microdisplays; 1.2 Human Factors; 1.2.1 Color; 1.2.2 Resolution; 1.2.3 Flicker; 1.2.4 Contrast Ratio; 1.2.5 Grayscale; 1.2.6 Viewing Comfort; 1.3 Display Specifications; 1.3.1 Resolution and Size; 1.3.2 Luminance and Color Saturation; 1.3.3 Contrast Ratio and Grayscale; 1.3.4 Response Speed and Flicker; 1.4 Displays in General; 1.4.1 Cathode Ray Tube; 1.4.2 Matrix Addressed Displays; 1.4.3 Field Emission Displays; 1.4.4 Plasma Displays; 1.4.5 Liquid Crystal Displays 1.4.6 Electroluminescent Displays 1.4.7 Electromechanical Displays; 1.5 Microdisplay Evolution; 1.6 Microdisplay Applications; 1.6.1 Projection Displays; 1.6.2 Near-to-Eye Displays; 1.6.3 Other Applications; 1.7 References; 2. Electronic Addressing; 2.1 Introduction; 2.1.1 General Introduction; 2.1.2 Addressing Methods; 2.1.3 Grayscale; 2.1.4 Color; 2.1.5 Active Matrix Technologies; 2.1.6 LCOS: The Early Days; 2.2 The MOS Transistor; 2.2.1 Characteristic Equations; 2.2.2 MOS Capacitor; 2.2.3 MOS Transistor Switches; 2.2.4 CMOS Inverter; 2.2.5 MOS Memory Circuits

2.3 LCOS System Electronics Architecture 2.3.1 Overview and Classification; 2.3.2 Interface and Support Architecture; 2.3.3 Backplane Electronics; 2.4 Analog Pixel Drive Schemes for Analog Electro-optic Response; 2.4.1 Analog Voltage Addressing; 2.4.2 DC Balanced Driving of Liquid Crystal; 2.4.3 DRAM-style Analog Pixel; 2.4.4 Frame Buffer Pixels for Analog Drive; 2.5 Digital Pixel Drive Schemes for Analog Electro-optic Response; 2.5.1 Nematic Liquid Crystal; 2.5.2 Fringe Field Effects with Digital Drive; 2.5.3 Response Time Considerations for Digital Drive
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3.11 LCOS CMOS Summary

Sommario/riassunto

Microdisplays are tiny, high-resolution electronic displays, designed for use in magnifying optical systems such as HDTV projectors and near-eye personal viewers. As a result of research and development into this field, Microdisplays are incorporated in a variety of visual electronics, notably new 3G portable communications devices, digital camera technologies, wireless internet applications, portable DVD viewers and wearable PCs. Introduction to Microdisplays encapsulates this market through describing in detail the theory, structure, fabrication and applications of Microdi
