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Note generali	"Published in association with the Society for Information Display"-- Page facing t.p.
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Nota di contenuto	<p>Display Interfaces; Contents; Series Editor's Foreword; Preface; 1 Basic Concepts in Display Systems; 1.1 Introduction; 1.1.1 Basic components of a display system; 1.2 Imaging Concepts; 1.2.1 Vector-scan and raster-scan systems; pixels and frames; 1.2.2 Spatial formats vs. resolution; fields; 1.2.3 Moving images; frame rates; 1.2.4 Three-dimensional imaging; 1.3 Transmitting the Image Information; 2 The Human Visual System; 2.1 Introduction; 2.2 The Anatomy of the Eye; 2.3 Visual Acuity; 2.4 Dynamic Range and Visual Response; 2.5 Chromatic Aberrations; 2.6 Stereopsis</p> <p>2.7 Temporal Response and Seeing Motion2.8 Display Ergonomics; References; 3 Fundamentals of Color; 3.1 Introduction; 3.2 Color Basics; 3.3 Color Spaces and Color Coordinate Systems; 3.4 Color Temperature; 3.5 Standard Illuminants; 3.6 Color Gamut; 3.7 Perceptual Uniformity in Color Spaces; the CIE L*u*v* Space; 3.8 MacAdam Ellipses and MPCDs; 3.9 The Kelly Chart; 3.10 Encoding Color; 4 Display Technologies and Applications; 4.1 Introduction; 4.2 The CRT Display; 4.3 Color CRTs; 4.4 Advantages and Limitations of the CRT; 4.5 The "Flat Panel" Display Technologies; 4.6 Liquid-Crystal Displays</p> <p>4.7 Plasma Displays4.8 Electroluminescent (EL) Displays; 4.9 Organic Light-Emitting Devices (OLEDs); 4.10 Field-Emission Displays (FEDs); 4.11 Microdisplays; 4.12 Projection Displays; 4.12.1 CRT projection; 4.13 Display Applications; 5 Practical and Performance Requirements of the Display Interface; 5.1 Introduction; 5.2 Practical Channel Capacity Requirements; 5.3 Compression; 5.4 Error Correction and Encryption; 5.5 Physical Channel Bandwidth; 5.6 Performance Concerns for Analog Connections; 5.6.1 Cable impedance; 5.6.2 Shielding and filtering; 5.6.3 Cable losses; 5.6.4 Cable termination</p> <p>5.6.5 Connectors5.7 Performance Concerns for Digital Connections; 6 Basics of Analog and Digital Display Interfaces; 6.1 Introduction; 6.2 "Bandwidth" vs. Channel Capacity; 6.3 Digital and Analog Interfaces with Noisy Channels; 6.4 Practical Aspects of Digital and Analog Interfaces; 6.5 Digital vs. Analog Interfacing for Fixed-Format Displays; 6.6 Digital Interfaces for CRT Displays; 6.7 The True Advantage of Digital; 6.8 Performance Measurement of Digital and Analog Interfaces; 6.8.1 Analog signal parameters and measurement; 6.8.2 Transmission-line effects and measurements</p> <p>6.8.3 Digital systems7 Format and Timing Standards; 7.1 Introduction; 7.2 The Need for Image Format Standards; 7.3 The Need for Timing Standards; 7.4 Practical Requirements of Format and Timing Standards; 7.5 Format and Timing Standard Development; 7.6 An Overview of Display Format and Timing Standards; 7.7 Algorithms for Timings - The VESA GTF Standard; 8 Standards for Analog Video - Part I: Television; 8.1 Introduction; 8.2 Early Television Standards; 8.3 Broadcast Transmission Standards; 8.4 Closed-Circuit Video; The RS-170 and RS-343 Standards; 8.5 Color Television</p> <p>8.6 NTSC Color Encoding</p>
Sommario/riassunto	Display technology is evolving at an impressive rate with LCD and flat panel technologies gaining an increasing market share over traditional CRT display applications. Focusing on the development of new industry

standards, this timely exposition of display systems and applications covers display timings, interfaces, specifications, measurement procedures and all forms of display control and identification. Reviews interface and graphics subsystem standards, including FPD/ (Flat Panel Display Interface), P&D (Plug and Display) and Intel's Digital Video Interface (DVI)Comp
