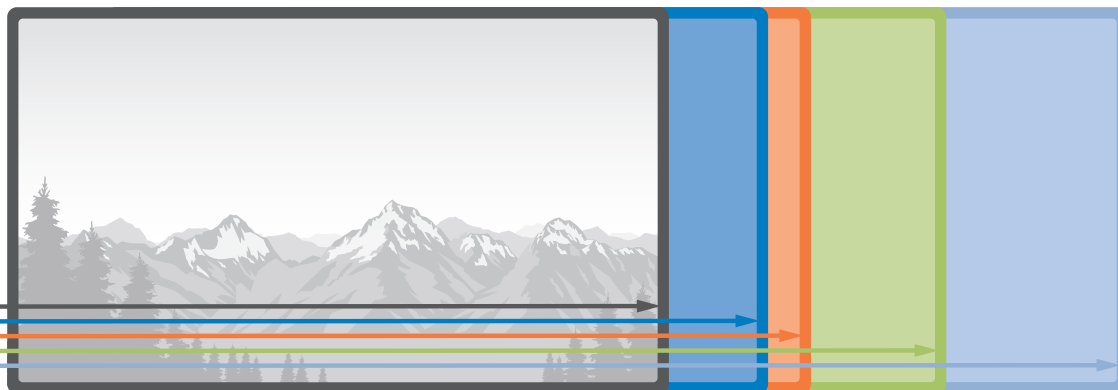




# Video Wall Display Size Guide

When deploying LED video walls, the closest viewer is one of the most important items to define in order to deliver the highest quality experience possible. Viewers want to see clear, sharp images, they do not want to see any individual pixels when looking at the display. Based on the type of video wall you select, if viewers are too close to the display, they will see pixels and it will not appear seamless. The ability to see pixels on-screen depends on the viewing distance from the display, the native resolution and the content being presented. Pixel structure is more noticeable with content that includes shapes, text and fine graphic details versus full motion video.

## VIDEO WALL DISPLAY SIZE GUIDE



LED MM PITCH	CLOSEST VIEWER	RECOMMENDED DISTANCE TO NOT SEE ANY PIXELS
0.90 MM LED	2.95'	10.2'
1.25 MM LED	4.10'	14.2'
1.40 MM LED	4.59'	15.8'
1.87 MM LED	6.14'	20.6'
2.50 MM LED	8.20'	28.3'

## Key Considerations:

- » Type of content to be displayed – multiple screens, large images, etc.
- » Where will the video wall be displayed – a public space has very different requirements than a command and control center
- » Size and shape of the space where the video wall will be placed
- » Type and resolution of input sources, scaling requirements for source content
- » The type of content and use of the wall will impact if you will require that viewers not see any pixels whatsoever

## Pixel Pitch Rules of Thumb:

- » Rule of thumb for a minimum pixel pitch – viewer should be no closer than 1m for every mm of pixel pitch
- » The distance at which a viewer with 20/20 vision will no longer notice pixilation at all is about 11.3'
- » The larger the wall, the less the human eye notices pixilation
- » Pixilation is most noticeable with white backgrounds showing static graphics, for example excel spreadsheets
- » The more the content moves, the less the human eye notices pixilation

