

Gray Scale: Console HDR

ASUS ROG Swift PG32UCDM – 10% APL

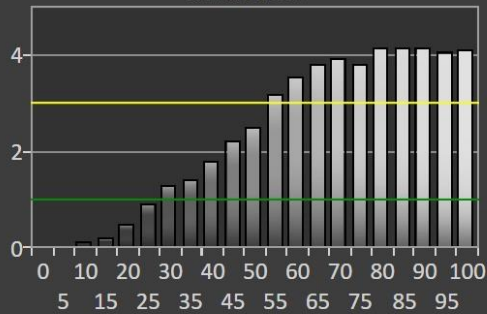
Portrait Display Calman Ultimate | Target: Avg. DeltaE < 2.0



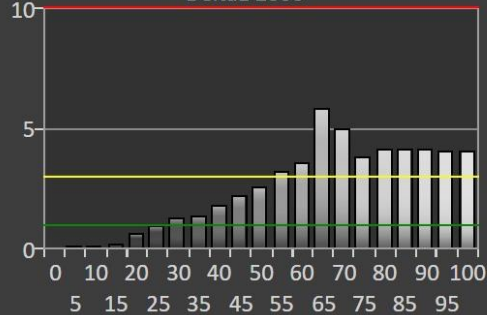
Grayscale Tracking

dE Formula: 2000

DeltaE 2000



DeltaE 2000



Current Reading:

x: 0.3203

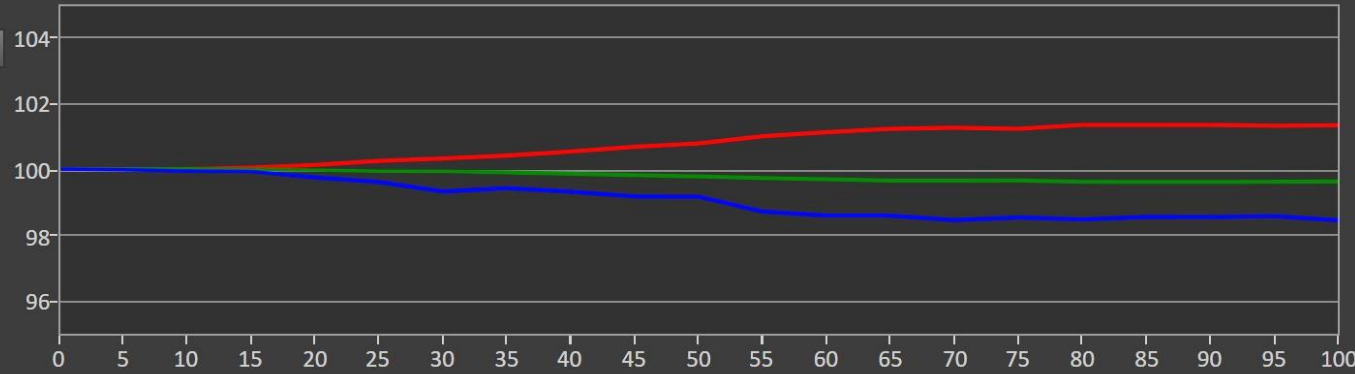
y: 0.3321

fL: 128.944

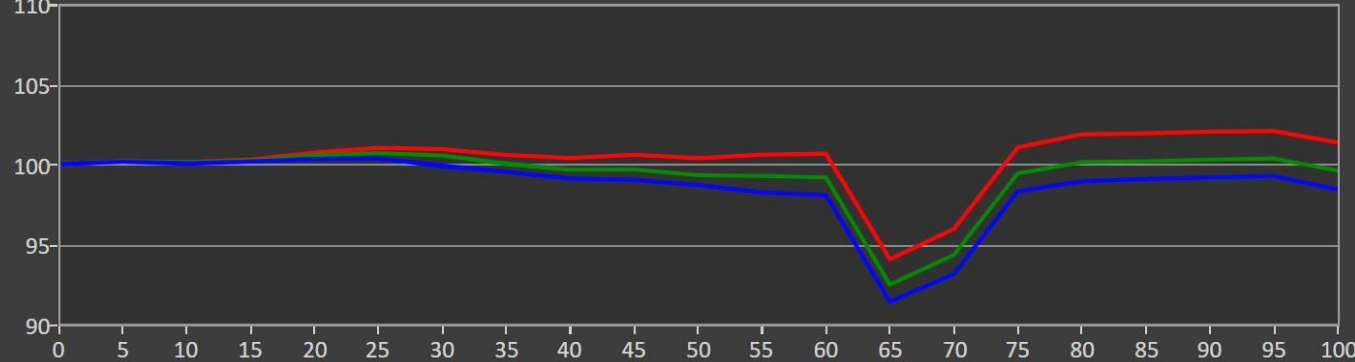
cd/m²: 441.794

	0	5	10	15	20	25	30	35	40	45	50
Y	0.001	0.138	0.389	1.087	2.709	5.675	10.328	18.408	32.092	55.586	92.315
x: CIE31	0.345	0.318	0.320	0.318	0.320	0.320	0.321	0.320	0.320	0.321	0.320
y: CIE31	0.337	0.339	0.339	0.332	0.334	0.333	0.335	0.333	0.333	0.332	0.332
Target Y	0.000	0.063	0.342	0.982	2.429	5.226	9.791	18.223	32.448	55.925	94.075
Target x:CIE31	0.313	0.313	0.313	0.313	0.313	0.313	0.313	0.313	0.313	0.313	0.313
Target y:CIE31	0.329	0.329	0.329	0.329	0.329	0.329	0.329	0.329	0.329	0.329	0.329

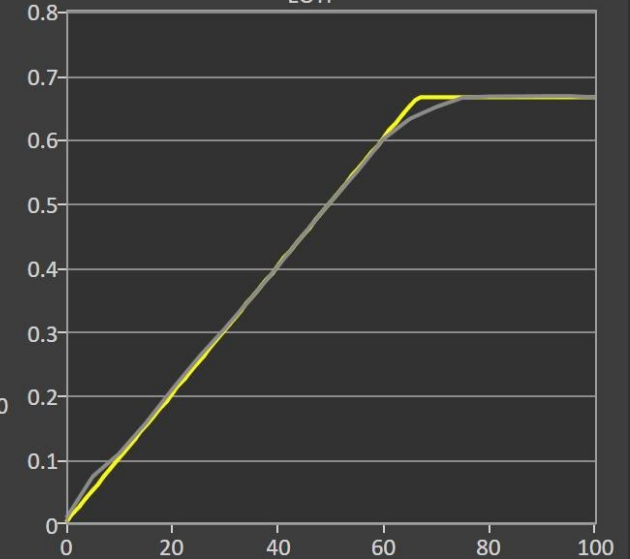
RGB Balance, without Luminance



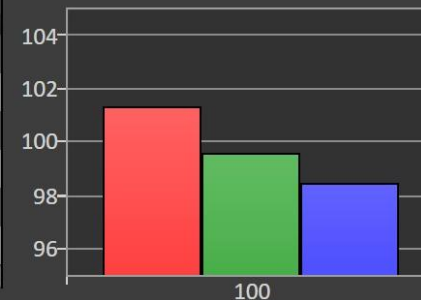
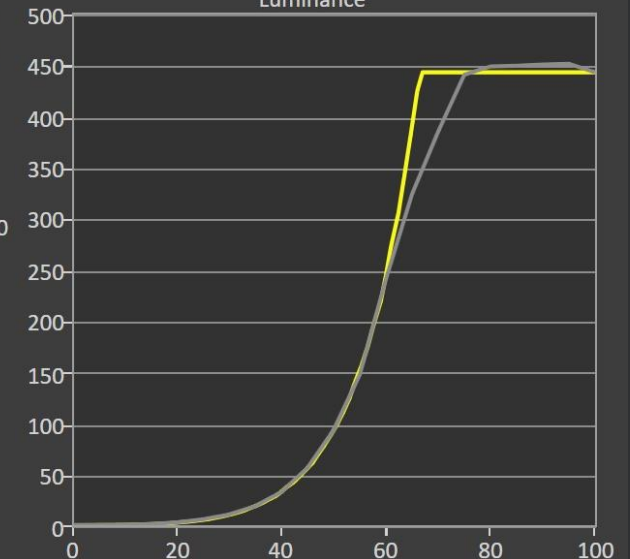
RGB Balance, with Luminance



EOTF



Luminance



Gray Scale: Console HDR

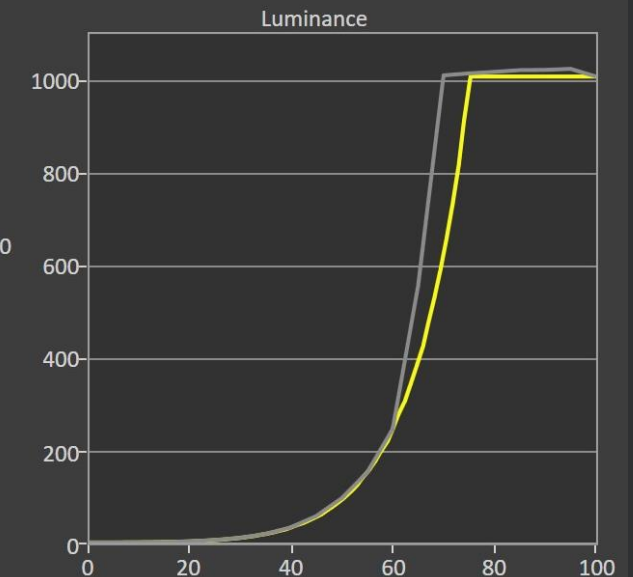
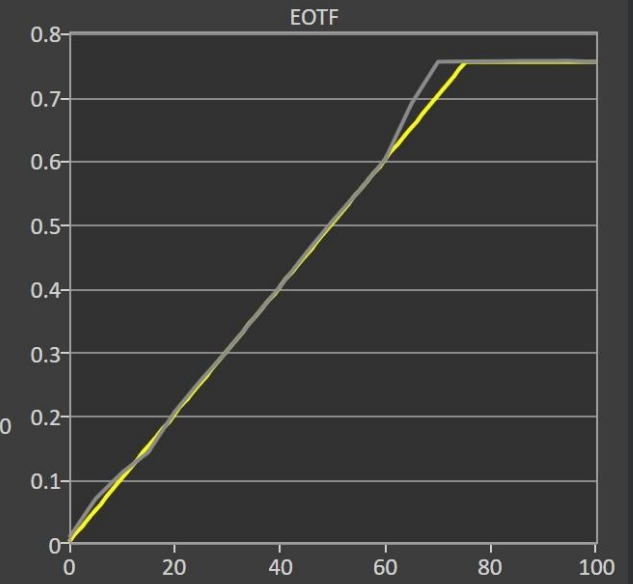
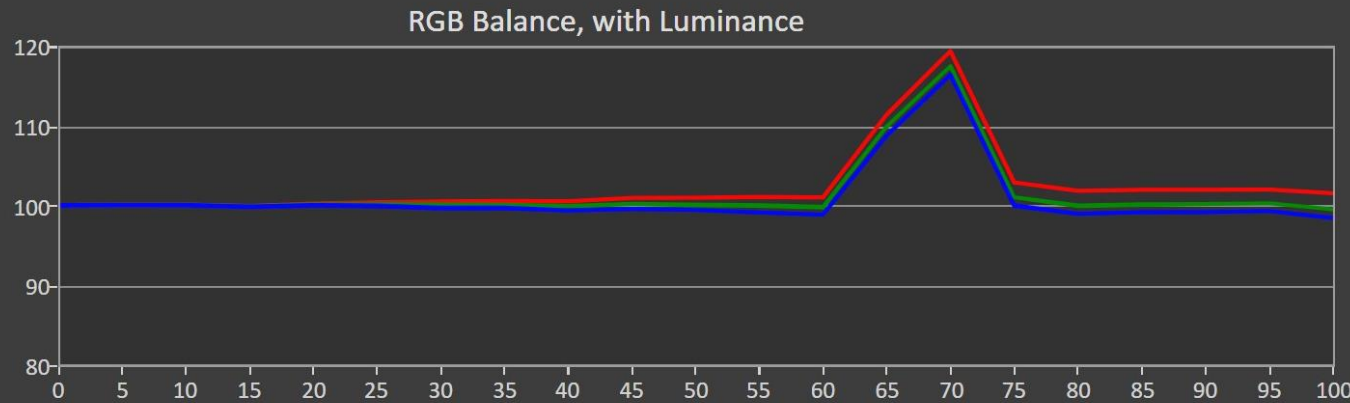
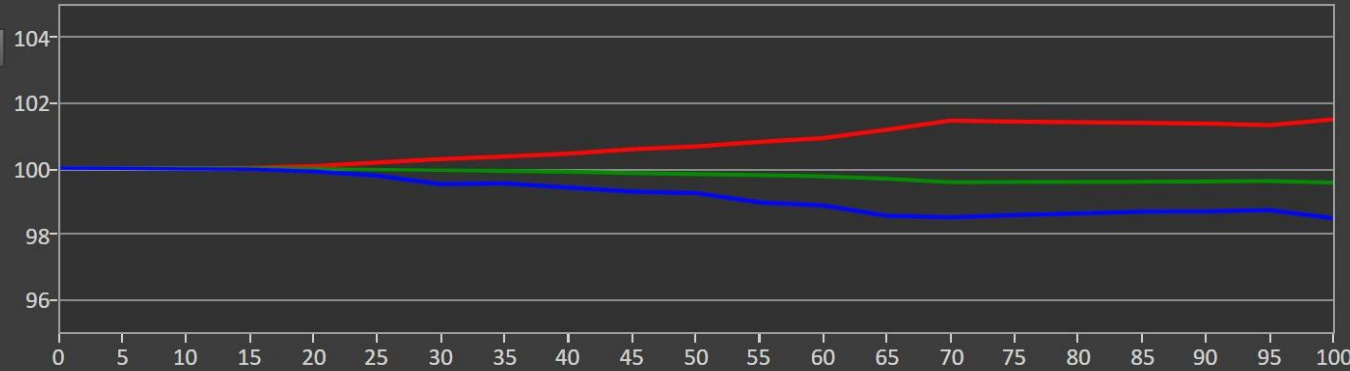
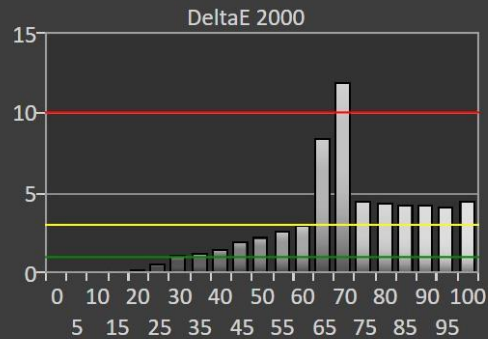
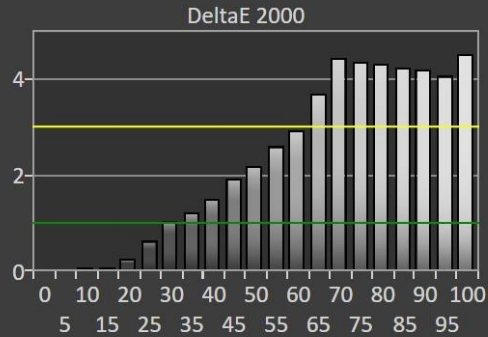
ASUS ROG Swift PG32UCDM – 2% APL

Portrait Display Calman Ultimate | Target: Avg. DeltaE < 2.0



Grayscale Tracking

dE Formula: 2000



Current Reading:

x: 0.3208

y: 0.3318

fL: 293.048

cd/m²: 1004.058

	0	5	10	15	20	25	30	35	40	45	50
Y	0.001	0.122	0.402	0.830	2.575	5.425	9.998	18.500	32.521	57.149	95.437
x: CIE31	0.331	0.319	0.320	0.319	0.320	0.321	0.322	0.321	0.321	0.322	0.321
y: CIE31	0.292	0.340	0.338	0.334	0.334	0.333	0.335	0.333	0.333	0.333	0.332
Target Y	0.000	0.063	0.342	0.982	2.429	5.226	9.791	18.223	32.448	55.925	94.075
Target x:CIE31	0.313	0.313	0.313	0.313	0.313	0.313	0.313	0.313	0.313	0.313	0.313
Target y:CIE31	0.329	0.329	0.329	0.329	0.329	0.329	0.329	0.329	0.329	0.329	0.329



Peak vs. Window Size: Console HDR

ASUS ROG Swift PG32UCDM

Portrait Display Calman Ultimate

