



# Video Calibration Report

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<b>Company:</b>	Display Calibrations LLC	<b>Email:</b>	tom@chromapure.com
<b>URL:</b>	www.chromapure.com	<b>Test Pattern Source:</b>	Murideo4k
<b>Color Analyzer:</b>	None	<b>Reference Gamut:</b>	Rec. 709
<b>Calibration Date:</b>	7/12/2022 6:08 PM	<b>Target Gamma:</b>	2.22
		<b>Color Intensity:</b>	100%

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## Client Information

**Name:**

**Display:**

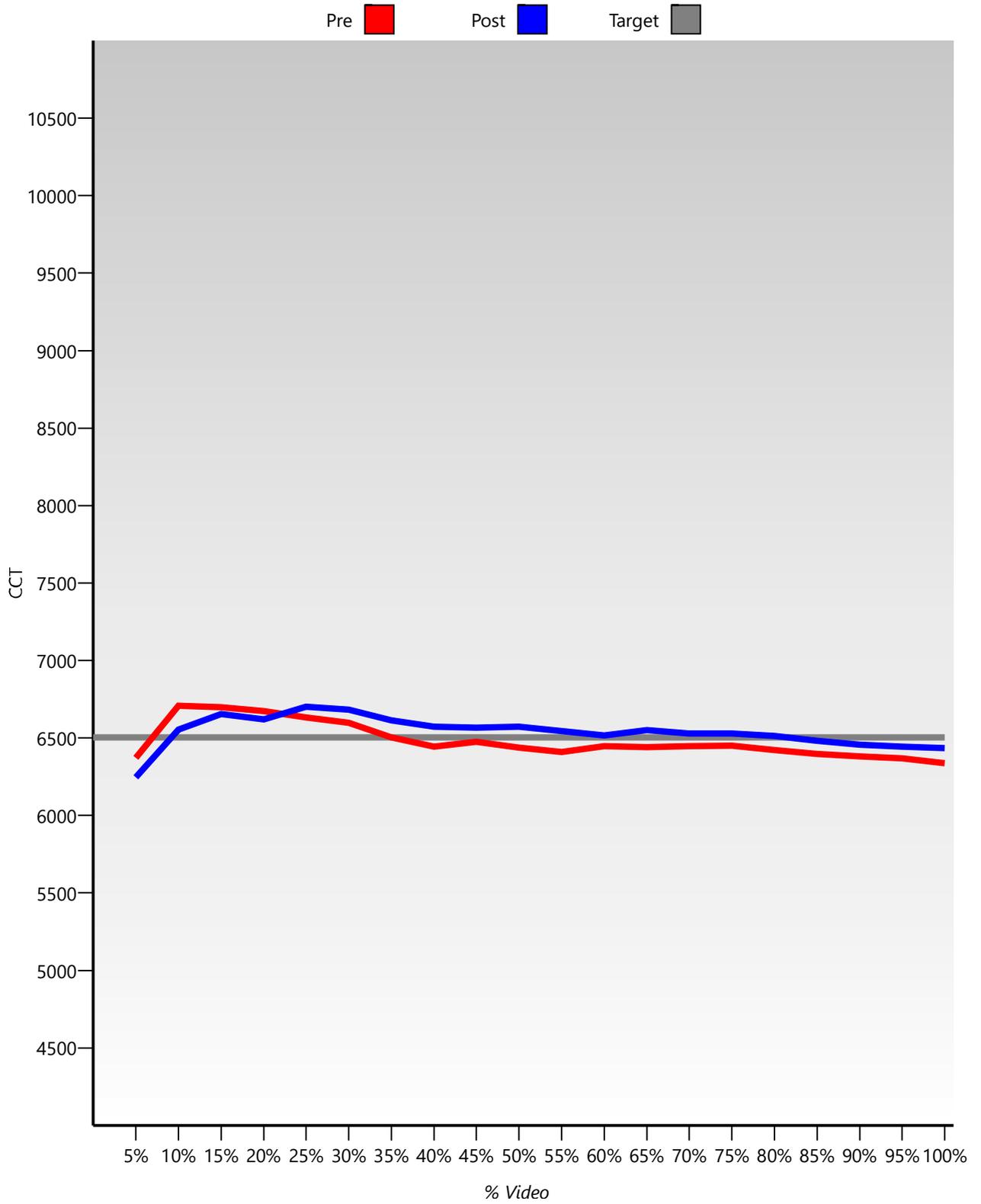
**Address:**

**Phone:**

**Email:**

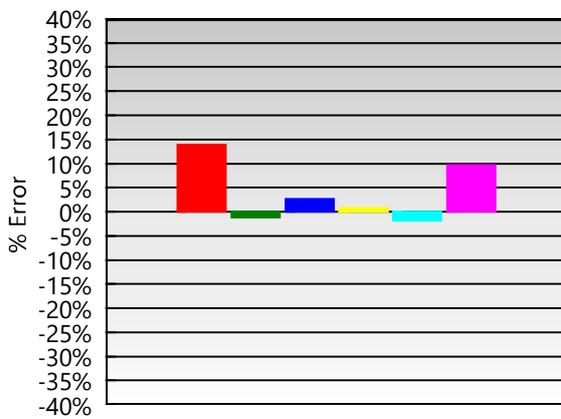
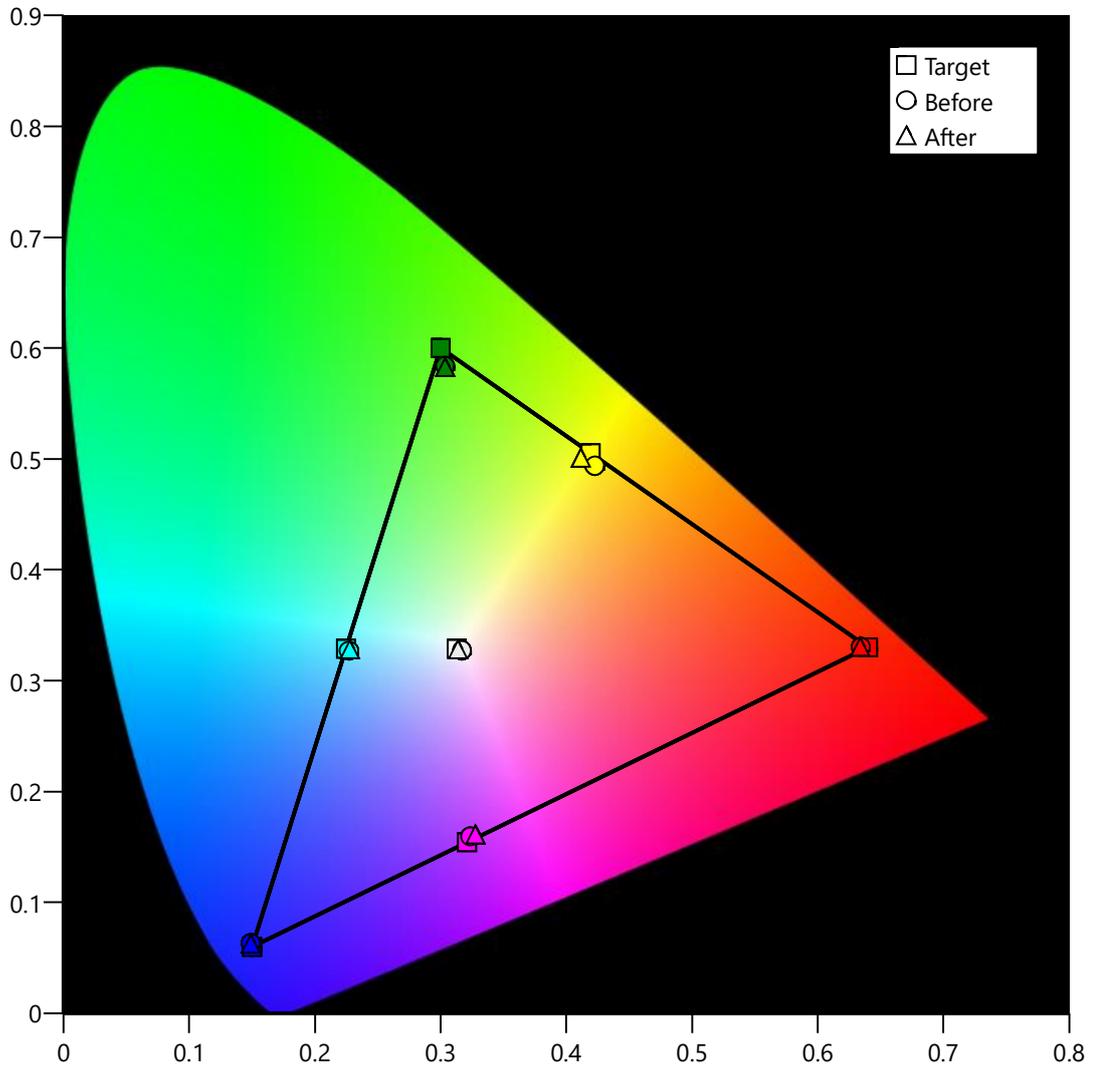
## Correlated Color Temperature

Correlated Color Temperature (CCT) is a less precise measurement of the color of white. The target is 6505. Higher than 6505 is too blue. Lower is too red.

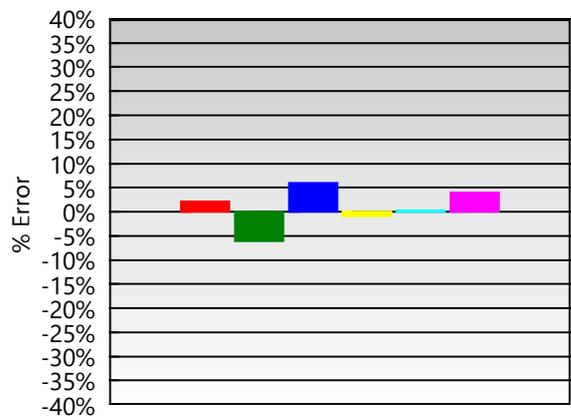


## CIE Charts

These charts graphically map the accuracy of the display's color saturation and hue relative to the chosen standard. The closer the 'After' symbols are to the reference points, the more accurate the color. There are 2 chromaticity charts, one showing before/after performance based on the 1931 xy system and another based on the 1976 u'v' system, which is less well known, but more perceptually uniform.

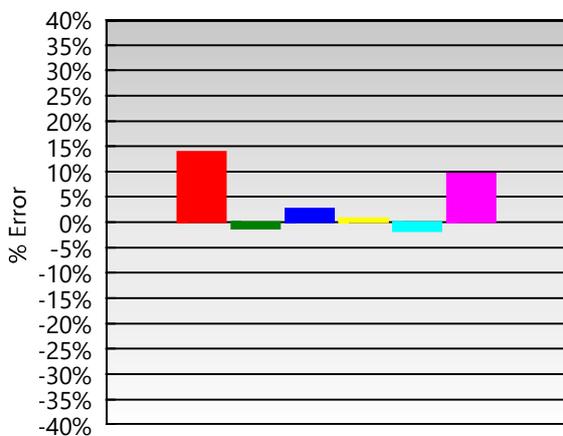
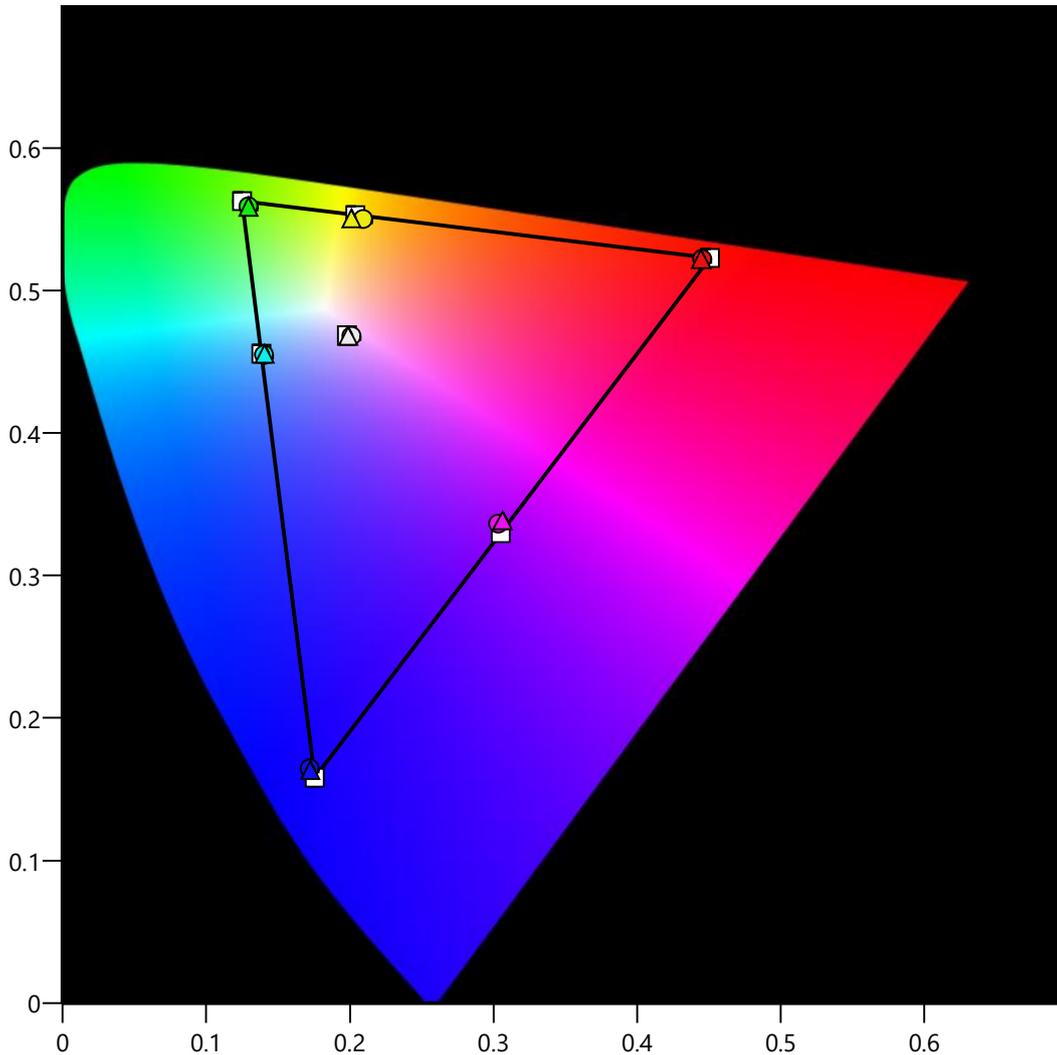


Color

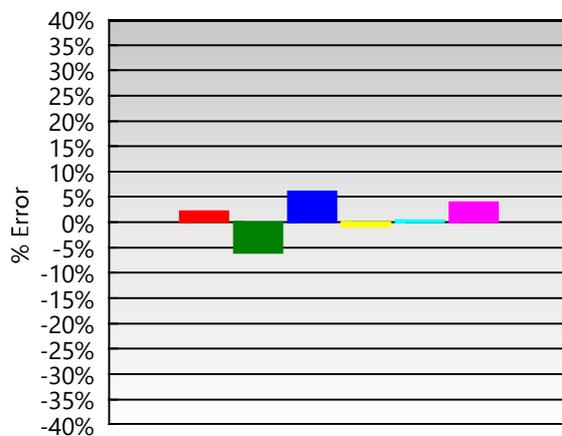


Color

CIE 1976



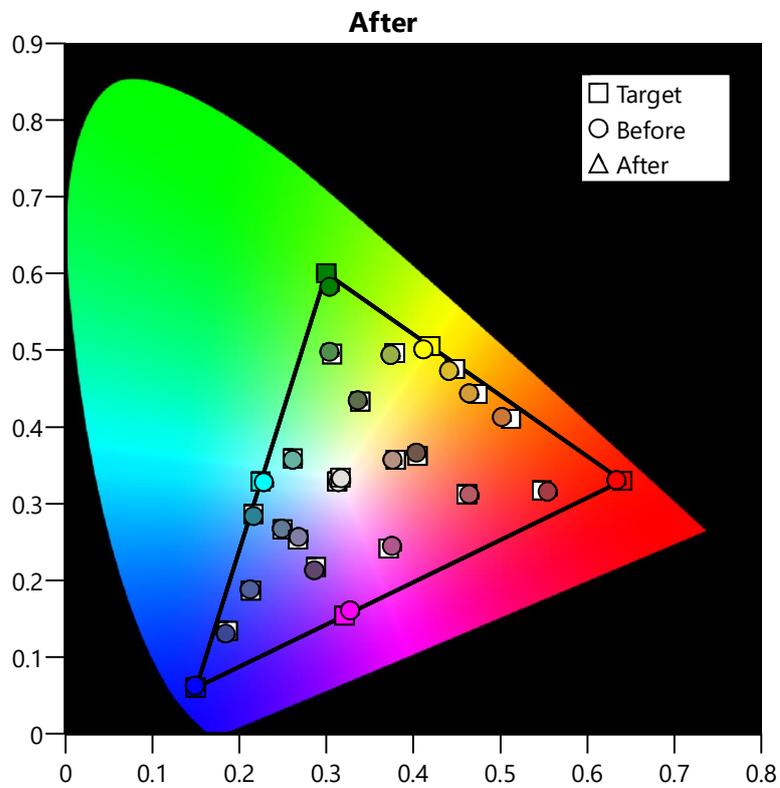
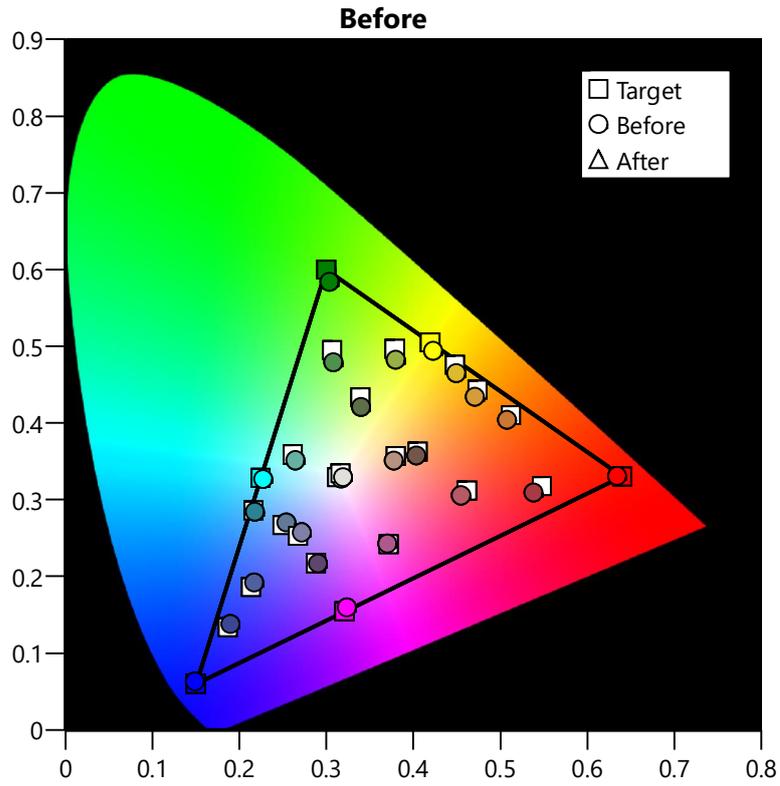
Color



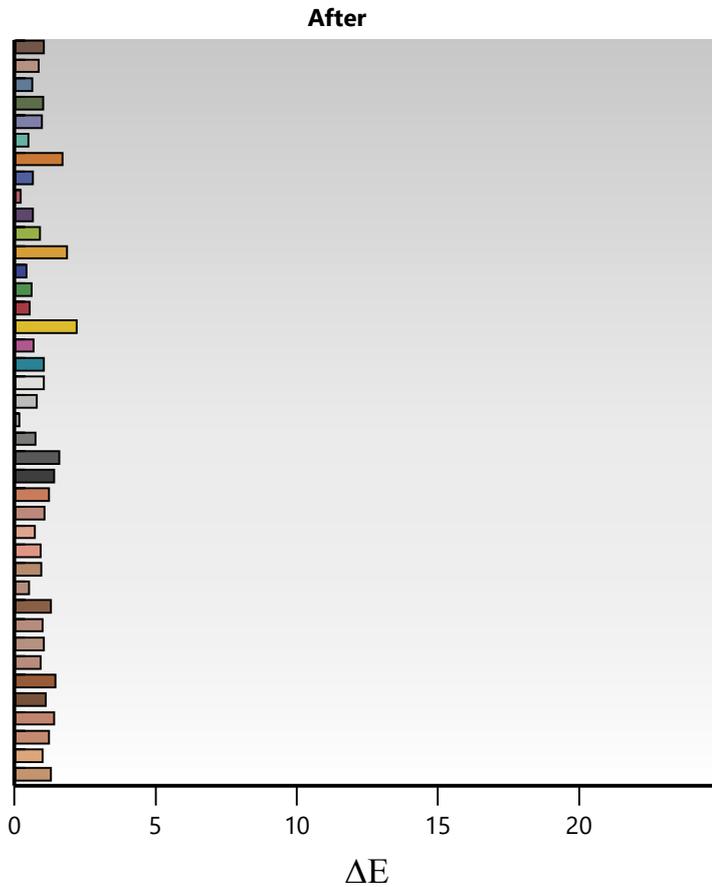
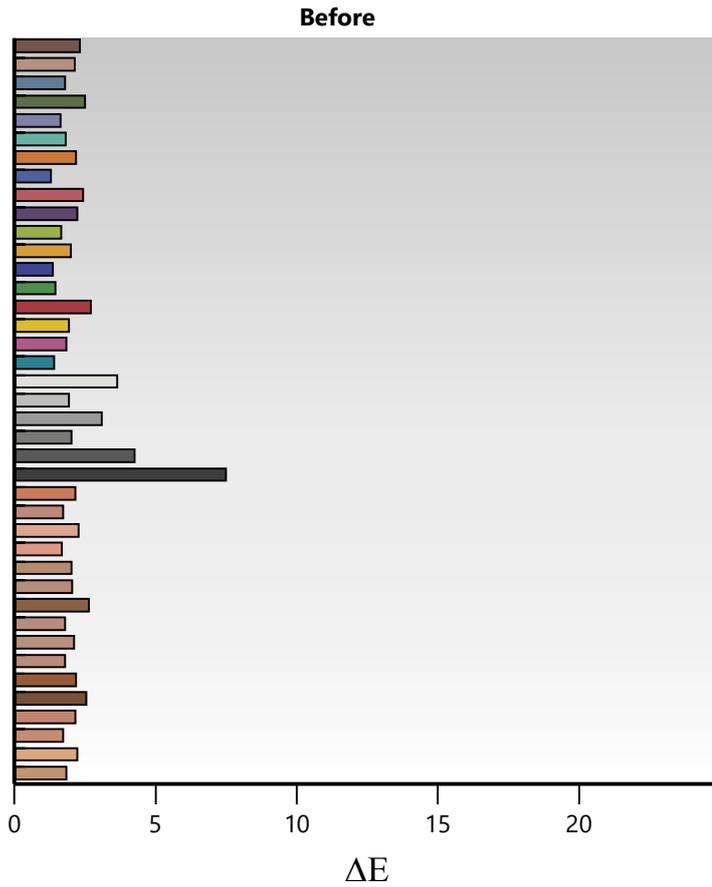
Color

## ColorChecker

The ColorChecker evaluates the real-world color performance of the display by measuring the accuracy of ordinary colors found in the natural world. It includes 24 natural colors plus 16 extra colors that sample a variety of human skin tones. These are important because human vision is especially sensitive to inaccurate skin tone reproduction.

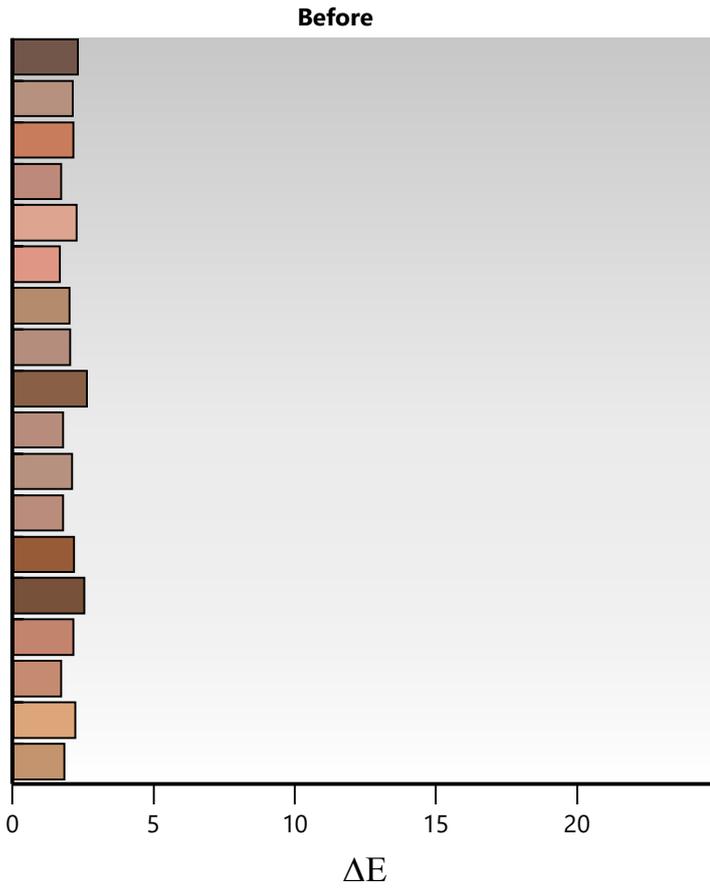


# ColorChecker ΔE Performance

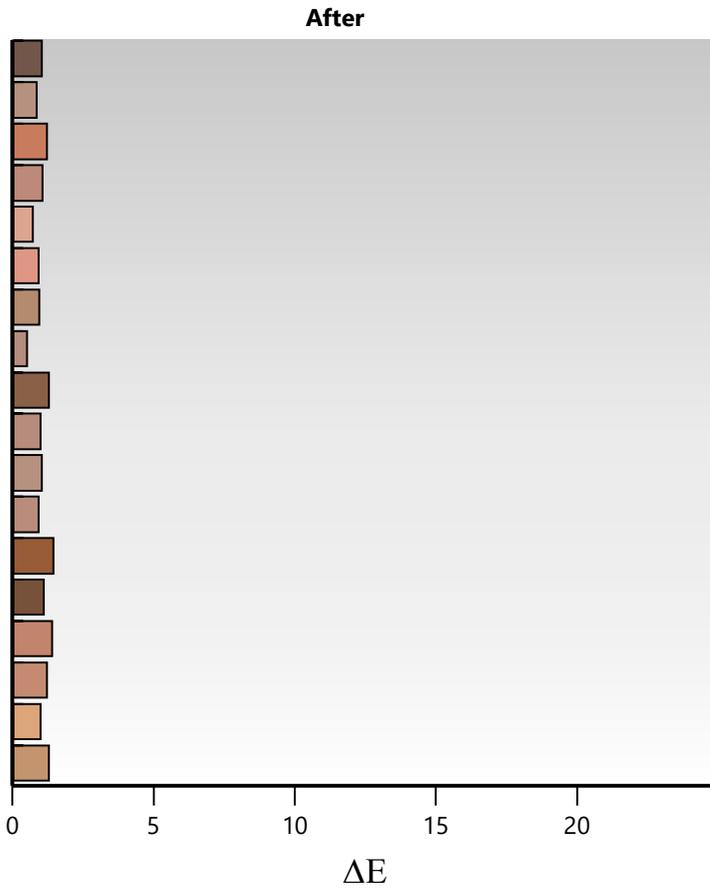


Color	ΔE	
	Before	After
Dark skin	2.4	1.1
Light skin	2.2	0.9
Blue sky	1.8	0.7
Foliage	2.5	1.0
Blue flower	1.7	1.0
Bluish green	1.9	0.5
Orange	2.2	1.8
Purplish blue	1.3	0.7
Moderate red	2.5	0.3
Purple	2.3	0.7
Yellow green	1.7	0.9
Orange yellow	2.0	1.9
Blue*	1.4	0.5
Green*	1.5	0.7
Red*	2.7	0.6
Yellow*	2.0	2.2
Magenta*	1.9	0.7
Cyan*	1.4	1.1
White*	3.7	1.1
Neutral 8	2.0	0.8
Neutral 6.5	3.1	0.2
Neutral 5	2.1	0.8
Neutral 3.5	4.3	1.6
Black	7.5	1.4
D7	2.2	1.3
D8	1.8	1.1
E7	2.3	0.8
E8	1.7	1.0
F7	2.1	1.0
F8	2.1	0.6
G7	2.7	1.3
G8	1.8	1.0
H7	2.2	1.1
H8	1.8	1.0
I7	2.2	1.5
I8	2.6	1.2
J7	2.2	1.4
J8	1.8	1.3
CP-Light	2.3	1.0
CP-Dark	1.9	1.3
<b>Mean</b>	<b>2.3</b>	<b>1.0</b>

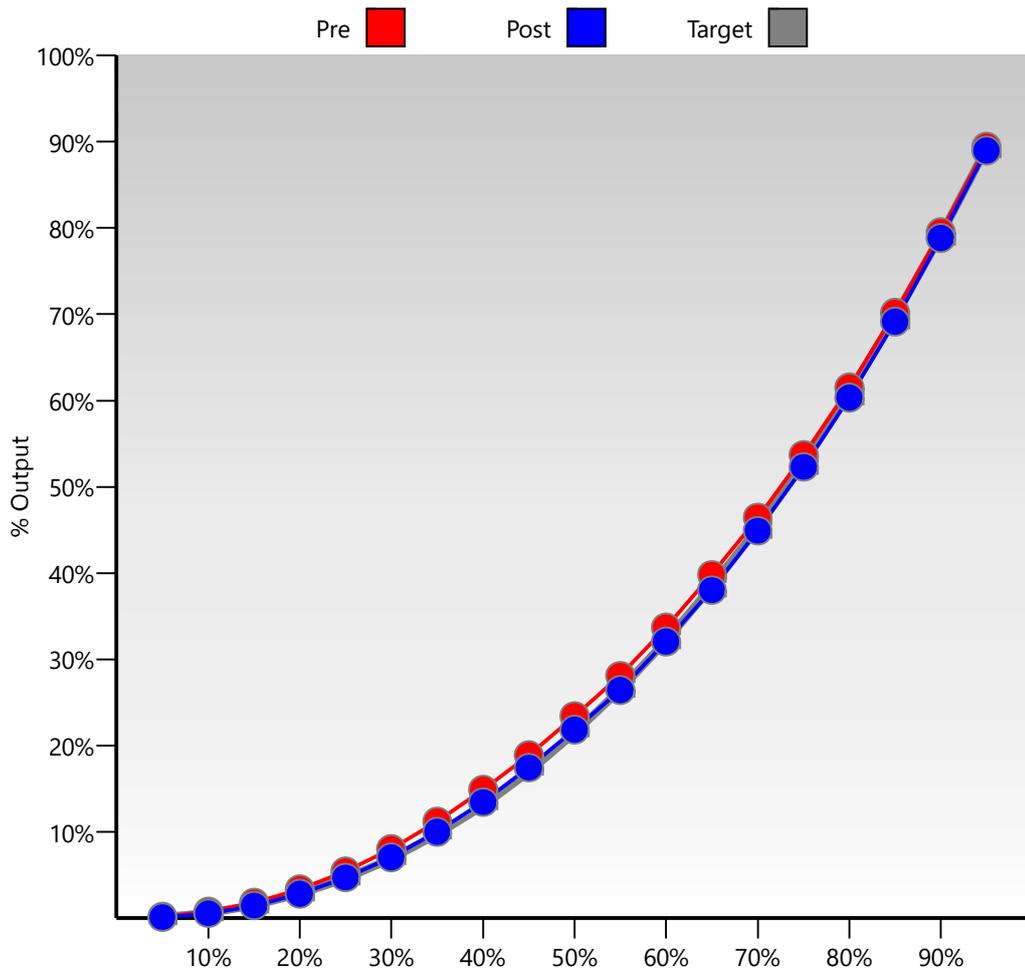
# ColorChecker Skin Tones $\Delta E$ Performance



Color	$\Delta E$	
	Before	After
Dark skin	2.4	1.1
Light skin	2.2	0.9
D7	2.2	1.3
D8	1.8	1.1
E7	2.3	0.8
E8	1.7	1.0
F7	2.1	1.0
F8	2.1	0.6
G7	2.7	1.3
G8	1.8	1.0
H7	2.2	1.1
H8	1.8	1.0
I7	2.2	1.5
I8	2.6	1.2
J7	2.2	1.4
J8	1.8	1.3
CP-Light	2.3	1.0
CP-Dark	1.9	1.3
<b>Mean</b>	<b>2.1</b>	<b>1.1</b>



# Gamma Output



	Before		After	
	Output	Gamma	Output	Gamma
<b>0%</b>				
<b>5%</b>	0.12 (0.2%)	2.10	0.07 (0.1%)	2.24
<b>10%</b>	0.48 (0.8%)	2.11	0.33 (0.6%)	2.25
<b>20%</b>	2.09 (3.3%)	2.11	1.66 (2.8%)	2.22
<b>30%</b>	5.03 (8.0%)	2.09	4.15 (7.0%)	2.20
<b>40%</b>	9.30 (14.9%)	2.08	7.92 (13.5%)	2.19
<b>50%</b>	14.66 (23.4%)	2.09	12.87 (21.9%)	2.19
<b>60%</b>	21.05 (33.7%)	2.13	18.88 (32.1%)	2.23
<b>70%</b>	29.05 (46.5%)	2.15	26.44 (44.9%)	2.24
<b>80%</b>	38.47 (61.5%)	2.18	35.51 (60.3%)	2.27
<b>90%</b>	49.72 (79.5%)	2.18	46.42 (78.8%)	2.26
<b>100%</b>	62.54 (100.0%)	0	58.88 (100.0%)	0
	<b>Mean: 2.13</b>		<b>2.23</b>	

**Contrast: 5236**

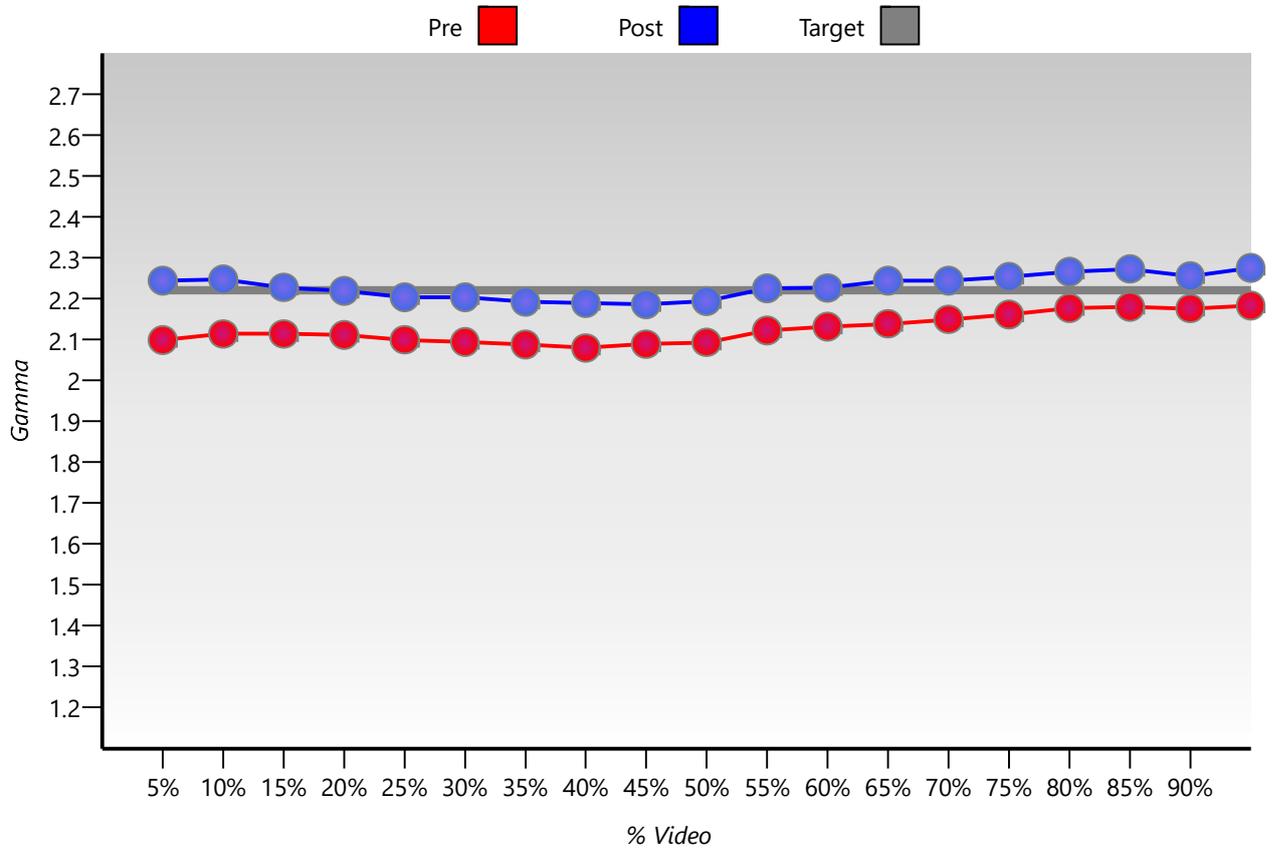
**4430**

## Gamma

Gamma describes the rate at which video output increases with signal input. This is not a one-to-one relationship. If gamma is too high, the image will darken and shadow detail will suffer. If gamma is too low, contrast and depth suffer.

Luminance: cdm2

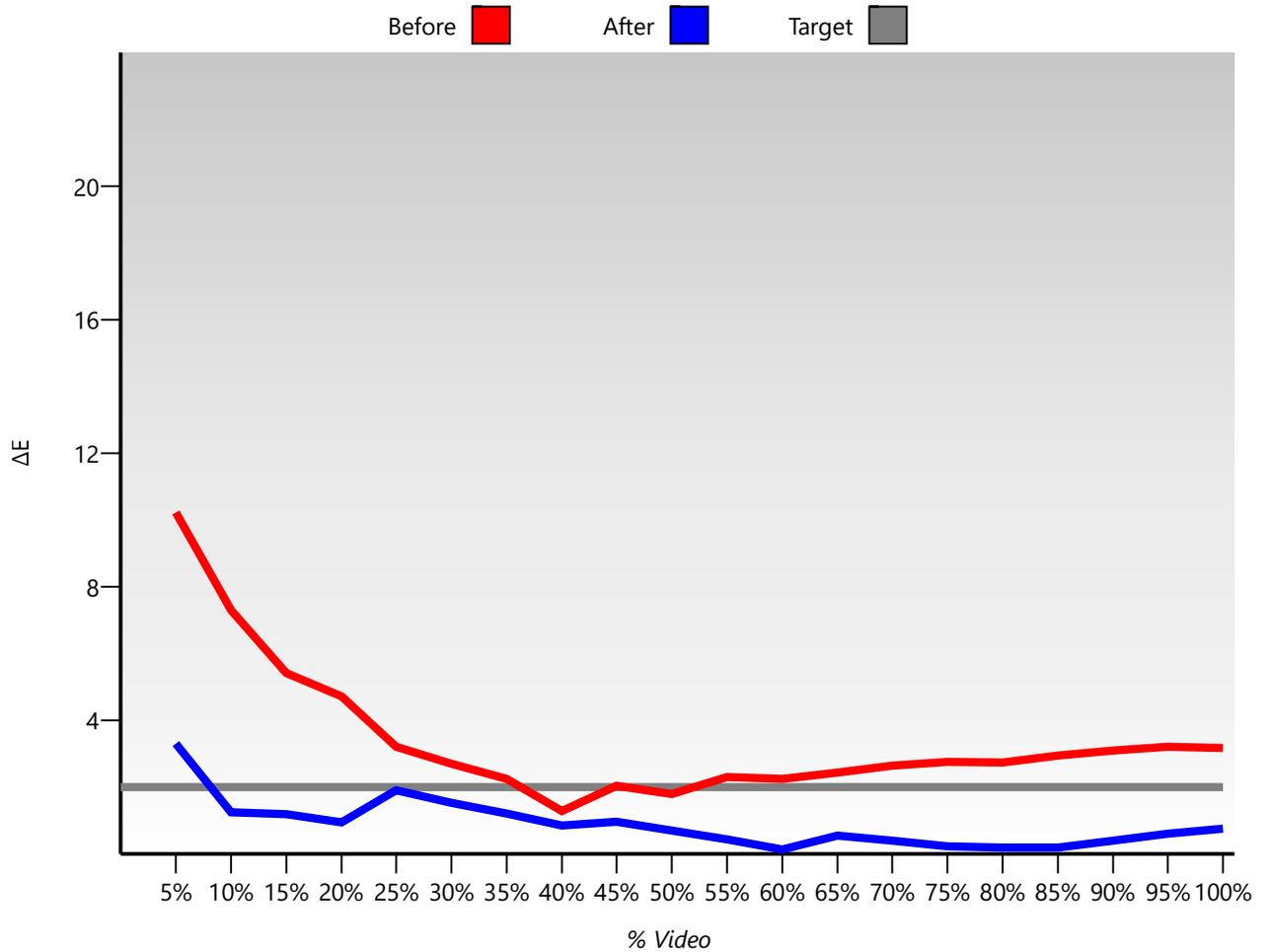
Target Gamma: 2.22



	Before		After	
	Output	Gamma	Output	Gamma
<b>0%</b>				
				0.0133
<b>10%</b>	0.48 (0.8%)	2.11	0.33 (0.6%)	2.25
<b>20%</b>	2.09 (3.3%)	2.11	1.66 (2.8%)	2.22
<b>30%</b>	5.03 (8.0%)	2.09	4.15 (7.0%)	2.20
<b>40%</b>	9.30 (14.9%)	2.08	7.92 (13.5%)	2.19
<b>50%</b>	14.66 (23.4%)	2.09	12.87 (21.9%)	2.19
<b>60%</b>	21.05 (33.7%)	2.13	18.88 (32.1%)	2.23
<b>70%</b>	29.05 (46.5%)	2.15	26.44 (44.9%)	2.24
<b>80%</b>	38.47 (61.5%)	2.18	35.51 (60.3%)	2.27
<b>90%</b>	49.72 (79.5%)	2.18	46.42 (78.8%)	2.26
<b>100%</b>	62.54 (100.0%)	0	58.88 (100.0%)	0
	<b>Mean: 2.13</b>		<b>2.23</b>	
	<b>Contrast: 5236</b>		<b>4430</b>	

## Grayscale $\Delta E$ Chart

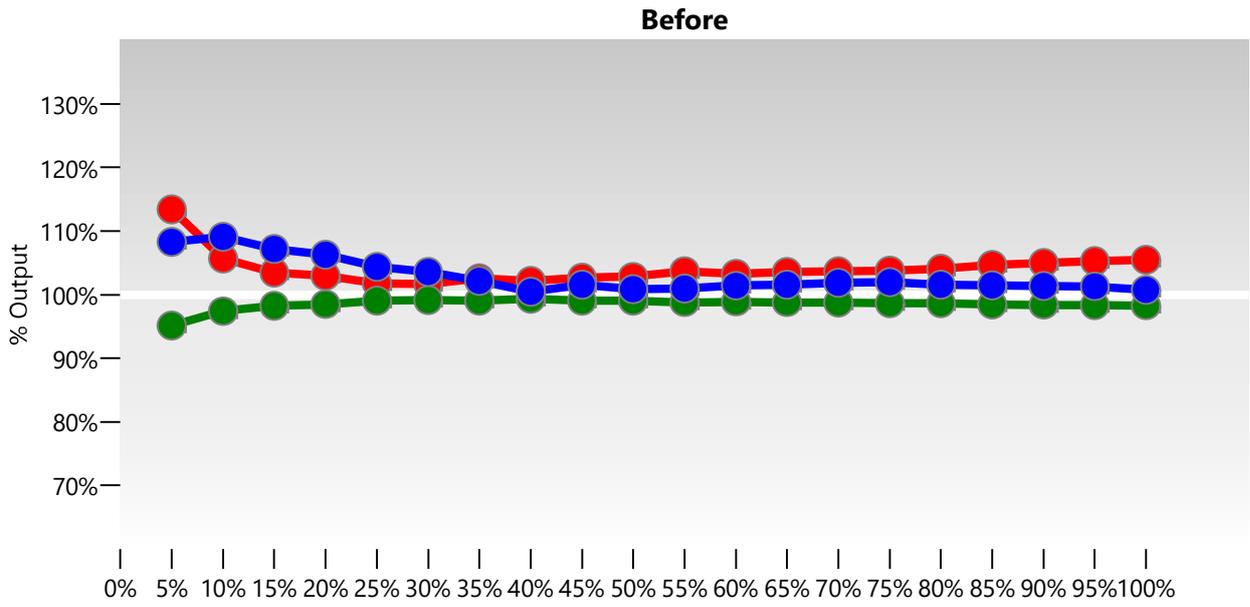
This chart displays the color of white across the entire grayscale in raw xy data and Delta-E. White is defined as x0.3127, y0.3290. Delta E (dE or  $\Delta E$ ) measures deviation from a color standard. The smaller the number, the less the deviation from the standard and the more accurate the color. Ideally,  $\Delta E$  for white should not rise above 2.



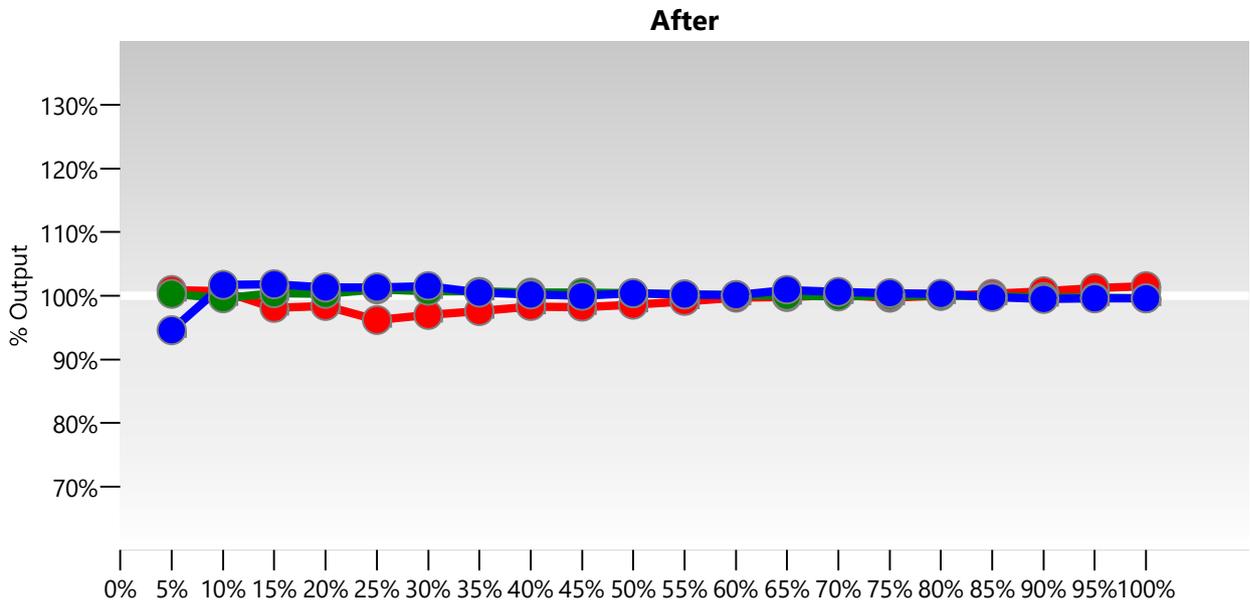
	Before			After		
	x, y	$\Delta E$	CCT	x, y	$\Delta E$	CCT
<b>5%</b>	0.317, 0.316	10.2	6,370	0.317, 0.335	3.3	6,247
<b>10%</b>	0.311, 0.317	7.3	6,707	0.312, 0.327	1.2	6,554
<b>20%</b>	0.311, 0.321	4.7	6,675	0.311, 0.328	0.9	6,621
<b>30%</b>	0.312, 0.324	2.7	6,599	0.310, 0.328	1.5	6,683
<b>40%</b>	0.314, 0.328	1.3	6,445	0.311, 0.329	0.8	6,572
<b>50%</b>	0.314, 0.327	1.8	6,438	0.311, 0.329	0.7	6,572
<b>60%</b>	0.314, 0.326	2.2	6,446	0.312, 0.329	0.1	6,518
<b>70%</b>	0.314, 0.326	2.6	6,448	0.312, 0.328	0.4	6,529
<b>80%</b>	0.315, 0.326	2.7	6,423	0.313, 0.329	0.2	6,514
<b>90%</b>	0.315, 0.326	3.1	6,383	0.314, 0.329	0.4	6,458
<b>100%</b>	0.316, 0.326	3.2	6,337	0.314, 0.329	0.7	6,434
<b>Mean:</b>		<b>3.8</b>	<b>6,479</b>		<b>0.9</b>	<b>6,518</b>

## RGB Line Chart

This chart also displays gray scale performance, but breaks out the contributions of red, green, and blue. Ideally, all three colors should be within +/- 4% from 100% across the entire range.



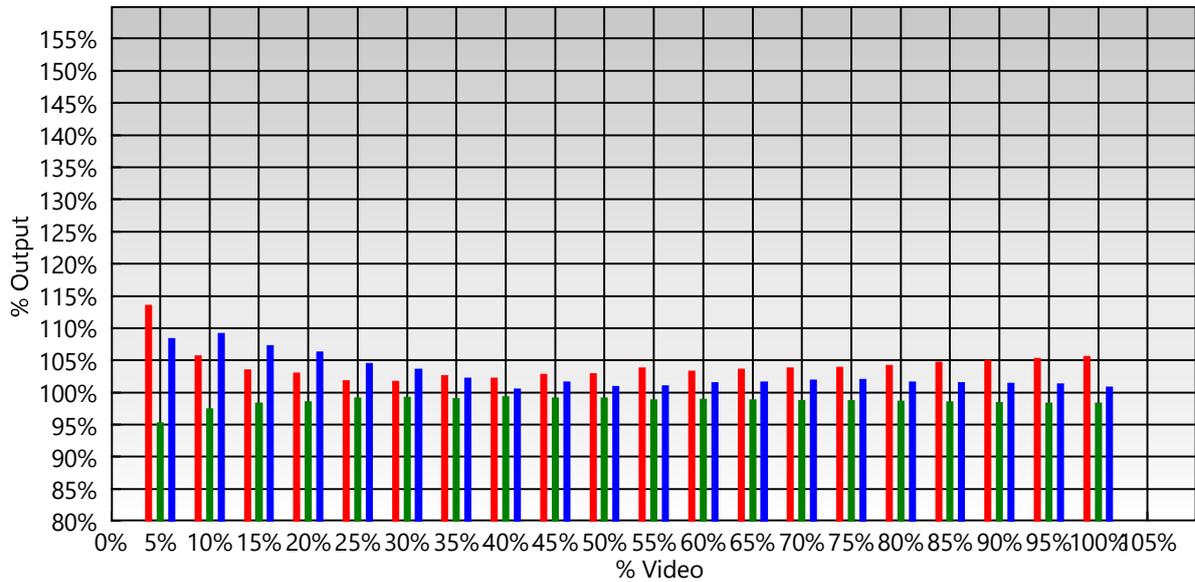
	5%	10%	20%	30%	40%	50%	60%	70%	80%	90%	100%	Mean
<b>R</b>	113.4%	105.6%	103.0%	101.7%	102.1%	102.8%	103.3%	103.7%	104.1%	105.0%	105.5%	104.6%
<b>G</b>	95.2%	97.4%	98.5%	99.1%	99.3%	99.1%	98.9%	98.7%	98.6%	98.4%	98.3%	103.2%
<b>B</b>	108.3%	109.1%	106.3%	103.6%	100.4%	100.9%	101.4%	101.8%	101.6%	101.4%	100.8%	103.2%



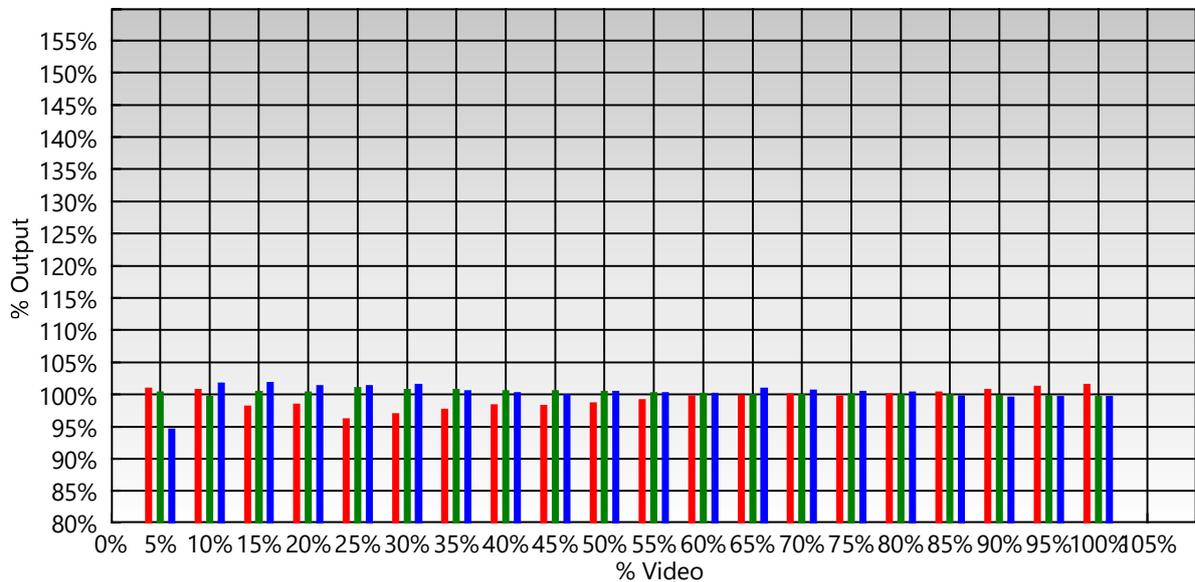
	5%	10%	20%	30%	40%	50%	60%	70%	80%	90%	100%	Mean
<b>R</b>	100.9%	100.7%	98.4%	97.0%	98.3%	98.6%	99.7%	100.1%	100.0%	100.7%	101.5%	99.6%
<b>G</b>	100.3%	99.6%	100.3%	100.7%	100.5%	100.4%	100.1%	99.9%	100.0%	99.8%	99.6%	100.0%
<b>B</b>	94.6%	101.7%	101.3%	101.5%	100.2%	100.4%	100.1%	100.6%	100.3%	99.5%	99.6%	100.0%

## RGB Bar Chart

This chart also displays gray scale performance, but breaks out the contributions of red, green, and blue. Ideally, all three colors should equal at 100% + - 4% across the entire range.



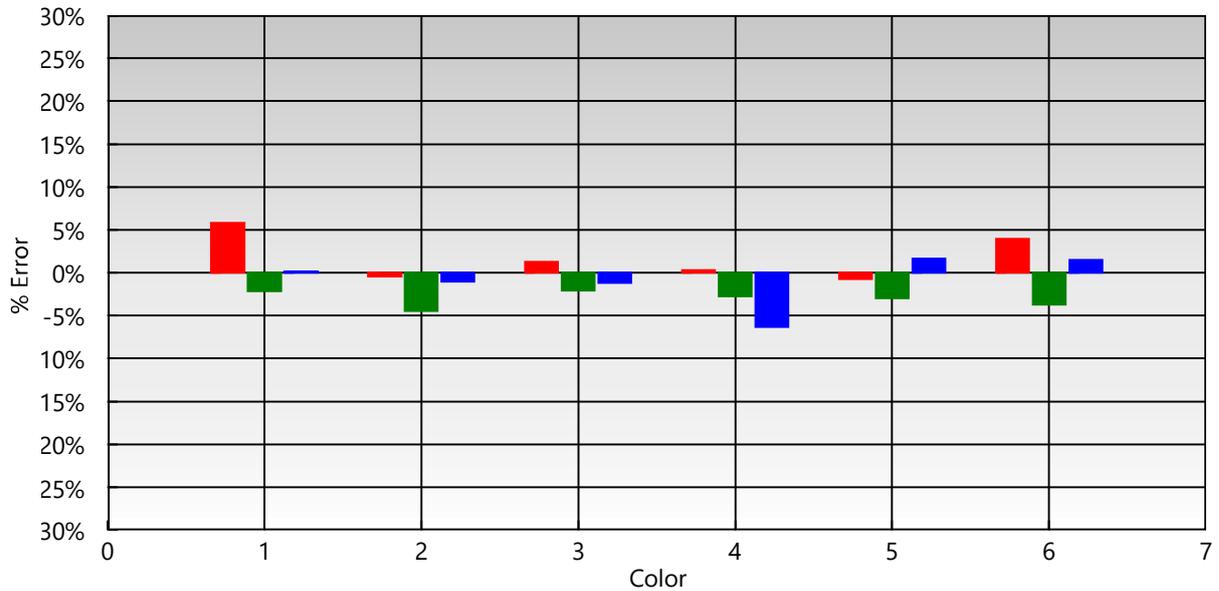
	5%	10%	20%	30%	40%	50%	60%	70%	80%	90%	100%	Mean
<b>R</b>	113.4%	105.6%	103.0%	101.7%	102.1%	102.8%	103.3%	103.7%	104.1%	105.0%	105.5%	104.6%
<b>G</b>	95.2%	97.4%	98.5%	99.1%	99.3%	99.1%	98.9%	98.7%	98.6%	98.4%	98.3%	103.2%
<b>B</b>	108.3%	109.1%	106.3%	103.6%	100.4%	100.9%	101.4%	101.8%	101.6%	101.4%	100.8%	103.2%



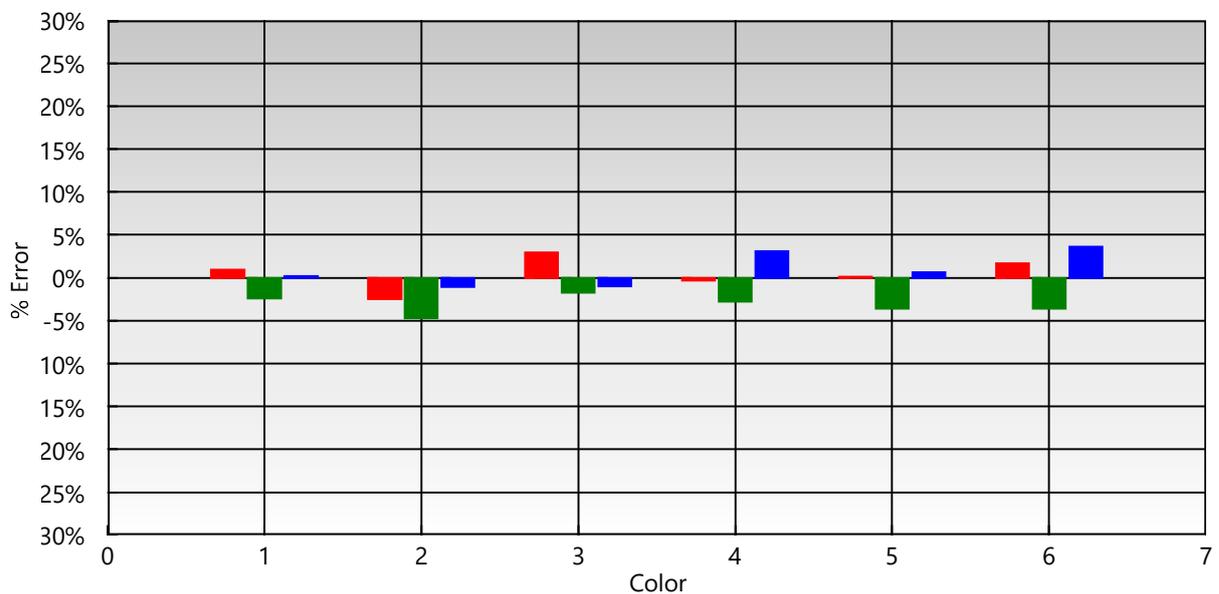
	5%	10%	20%	30%	40%	50%	60%	70%	80%	90%	100%	Mean
<b>R</b>	100.9%	100.7%	98.4%	97.0%	98.3%	98.6%	99.7%	100.1%	100.0%	100.7%	101.5%	99.6%
<b>G</b>	100.3%	99.6%	100.3%	100.7%	100.5%	100.4%	100.1%	99.9%	100.0%	99.8%	99.6%	100.0%
<b>B</b>	94.6%	101.7%	101.3%	101.5%	100.2%	100.4%	100.1%	100.6%	100.3%	99.5%	99.6%	100.0%

## Primary/Secondary Colors Hue, Saturation, and Lightness Error

These charts display the before/after color errors of the primary/secondary colors in terms of the three visible components of color: Hue, Saturation, and Lightness (HSL). Ideally, all primary and secondary colors should have no more than 2% error in any component.



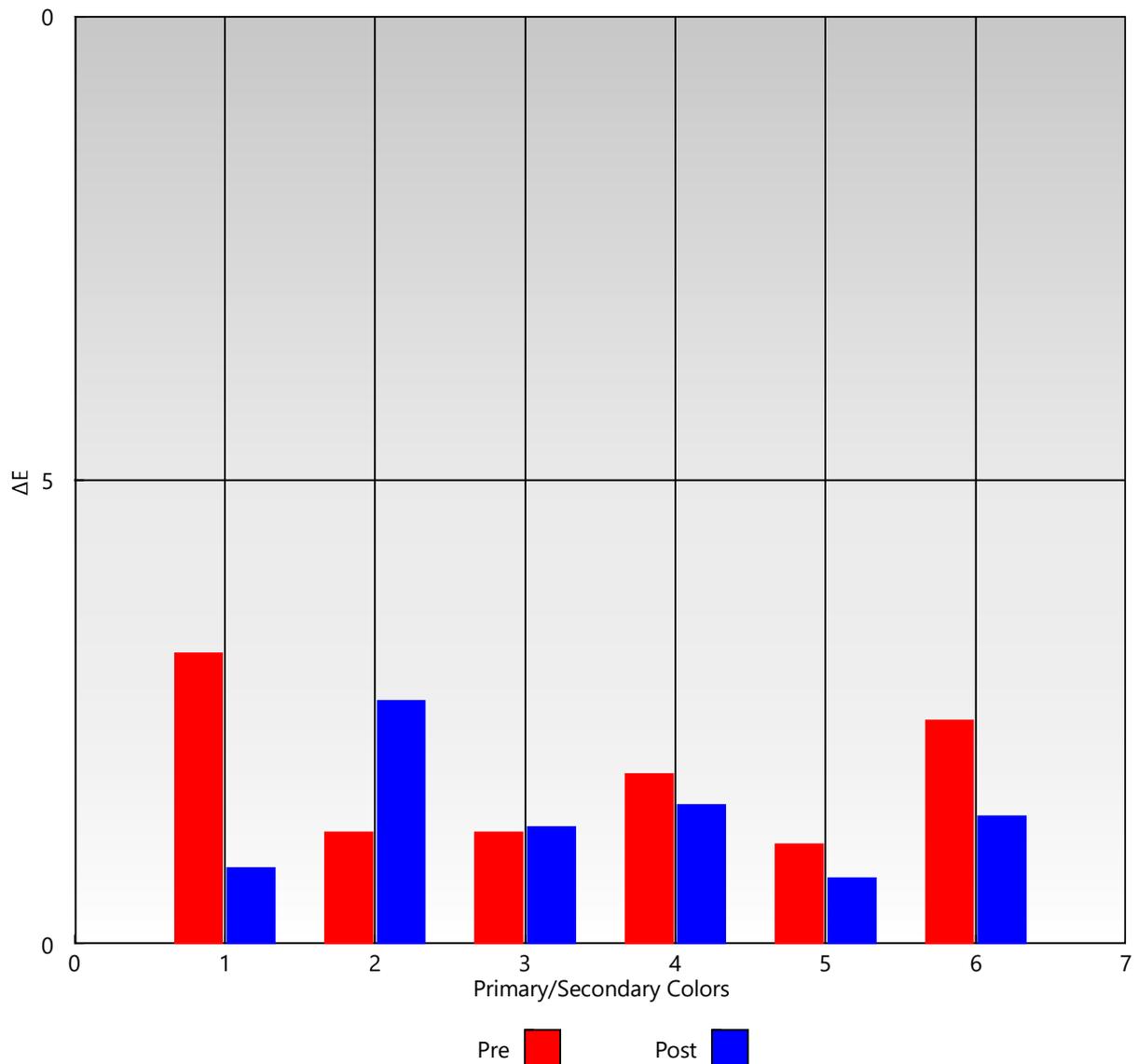
	Red	Green	Blue	Yellow	Cyan	Magenta
<b>Lightness</b>	5.8%	-0.5%	1.3%	0.3%	-0.7%	4.0%
<b>Saturation</b>	-2.2%	-4.5%	-2.1%	-2.7%	-3.0%	-3.7%
<b>Hue</b>	0.2%	-1.1%	-1.2%	-6.3%	1.6%	1.5%



	Red	Green	Blue	Yellow	Cyan	Magenta
<b>Lightness</b>	0.9%	-2.5%	2.9%	-0.3%	0.1%	1.6%
<b>Saturation</b>	-2.4%	-4.7%	-1.7%	-2.8%	-3.6%	-3.6%
<b>Hue</b>	0.2%	-1.1%	-1.0%	3.1%	0.7%	3.6%

## Primary/Secondary Colors $\Delta E$ Performance

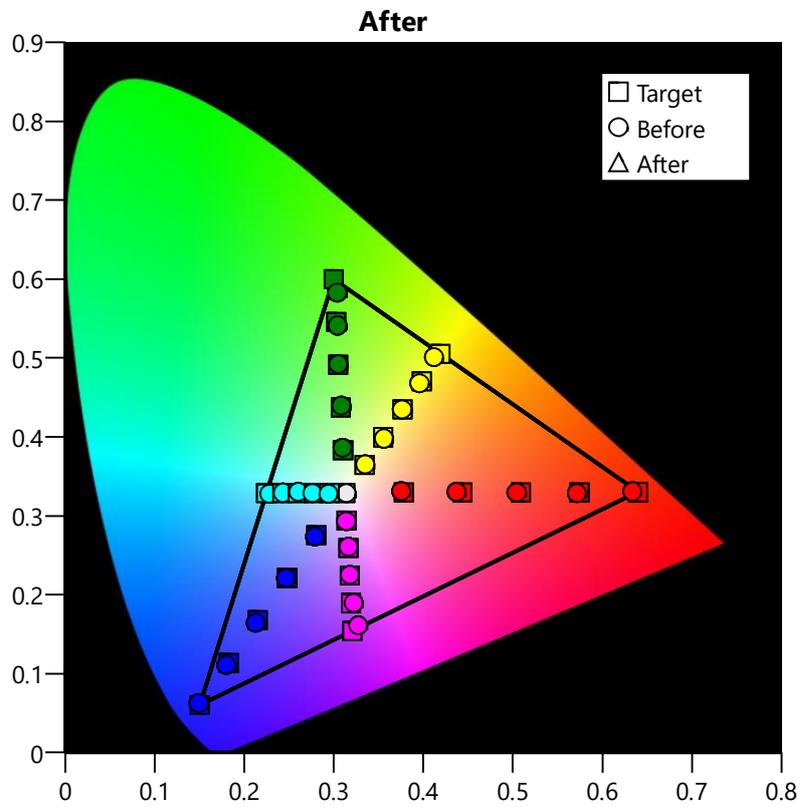
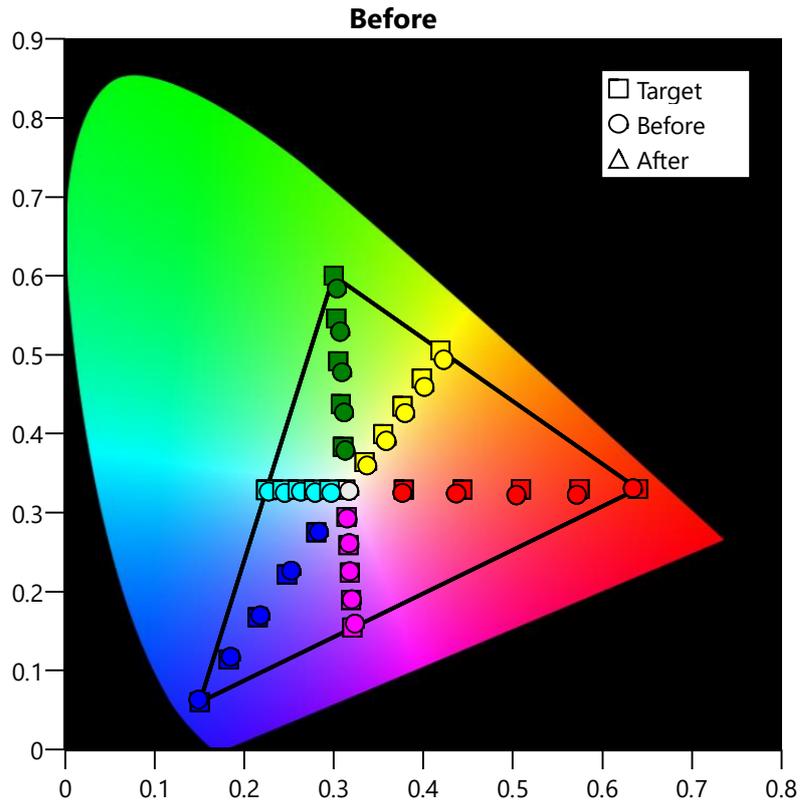
The data below shows the display's ability to accurately reproduce color as defined by the selected color difference model in  $\Delta E$  units. CIE94 or CIEDE2000 should be 1.5 or less.



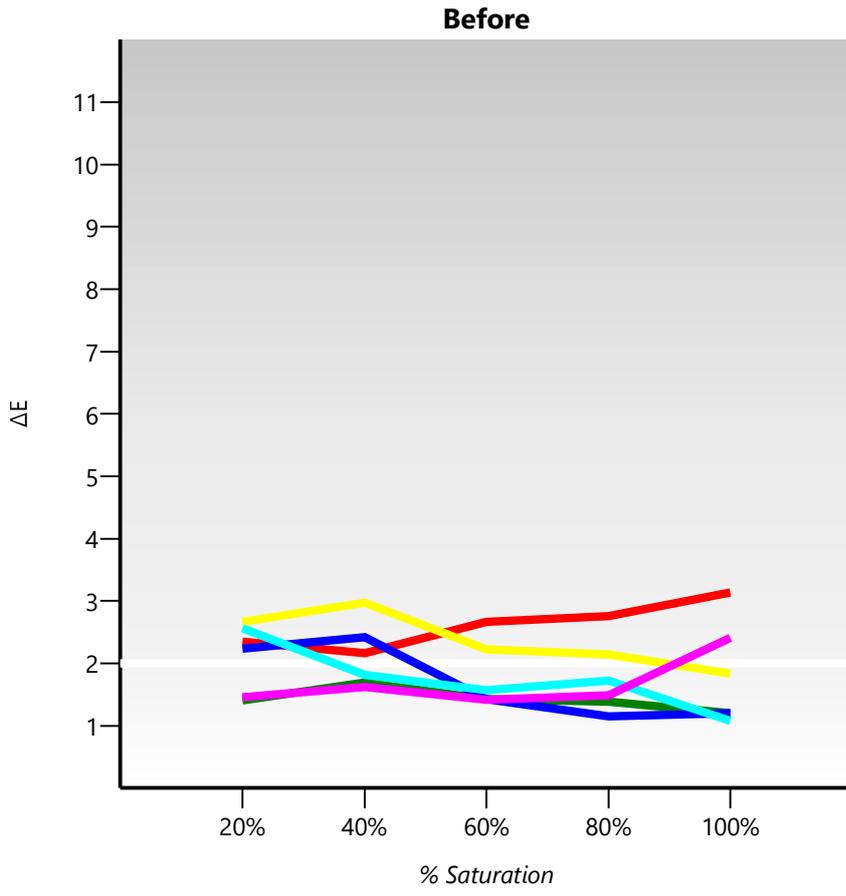
	Reference	Before		After	
	xyY	xyY	$\Delta E$	xyY	$\Delta E$
<b>Red</b>	0.6400, 0.3300, 0.2127	0.6342, 0.3306, 0.2423	3.1	0.6337, 0.3308, 0.2172	0.8
<b>Green</b>	0.3000, 0.6000, 0.7152	0.3037, 0.5838, 0.7066	1.2	0.3038, 0.5828, 0.6715	2.6
<b>Blue</b>	0.1500, 0.0600, 0.0722	0.1490, 0.0633, 0.0741	1.2	0.1491, 0.0628, 0.0765	1.3
<b>Yellow</b>	0.4193, 0.5052, 0.9278	0.4226, 0.4938, 0.9348	1.8	0.4117, 0.5011, 0.9198	1.5
<b>Cyan</b>	0.2247, 0.3288, 0.7873	0.2270, 0.3271, 0.7731	1.1	0.2278, 0.3281, 0.7900	0.7
<b>Magenta</b>	0.3209, 0.1542, 0.2848	0.3235, 0.1596, 0.3124	2.4	0.3274, 0.1610, 0.2961	1.4
<b>White</b>	0.3127, 0.3290, 1.0000	0.3167, 0.3274, 63.0430	3.0	0.3138, 0.3284, 58.8854	0.9
		<b>Mean: 2.0</b>		<b>Mean: 1.3</b>	

## Color Saturations

This shows the ability of the display to reproduce color accurately throughout the entire gamut, rather than just at the gamut boundary.



# Saturations ΔE



Color	ΔE	
	Before	After
Red	3.1	0.8
Green	1.2	2.6
Blue	1.2	1.3
Yellow	1.8	1.5
Cyan	1.1	0.7
Magenta	2.4	1.4
Red 80%	2.8	0.6
Red 60%	2.7	0.6
Red 40%	2.2	0.8
Red 20%	2.3	1.0
Green 80%	1.4	0.9
Green 60%	1.4	0.7
Green 40%	1.7	0.5
Green 20%	1.4	0.8
Blue 80%	1.2	0.4
Blue 60%	1.4	0.5
Blue 40%	2.4	0.6
Blue 20%	2.2	0.4
Yellow 80%	2.1	0.6
Yellow 60%	2.2	0.2
Yellow 40%	3.0	0.5
Yellow 20%	2.7	0.3
Cyan 80%	1.7	0.5
Cyan 60%	1.6	0.5
Cyan 40%	1.8	0.4
Cyan 20%	2.6	0.5
Magenta 80%	1.5	0.4
Magenta 60%	1.4	0.2
Magenta 40%	1.6	0.4
Magenta 20%	1.5	0.2
<b>Mean</b>	<b>1.9</b>	<b>0.7</b>

