

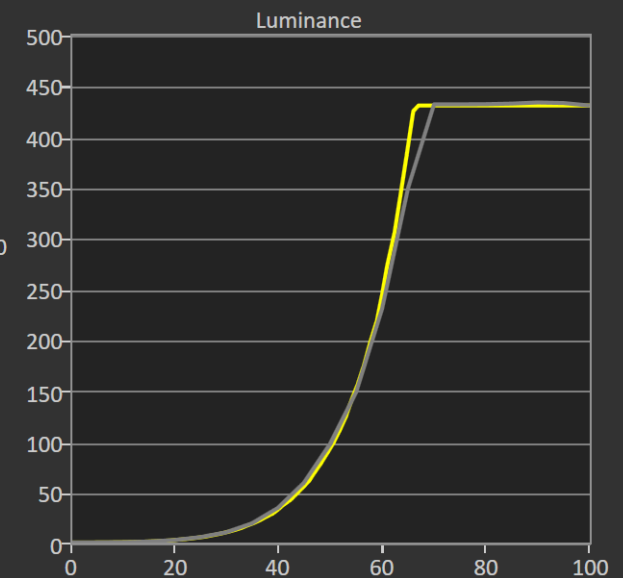
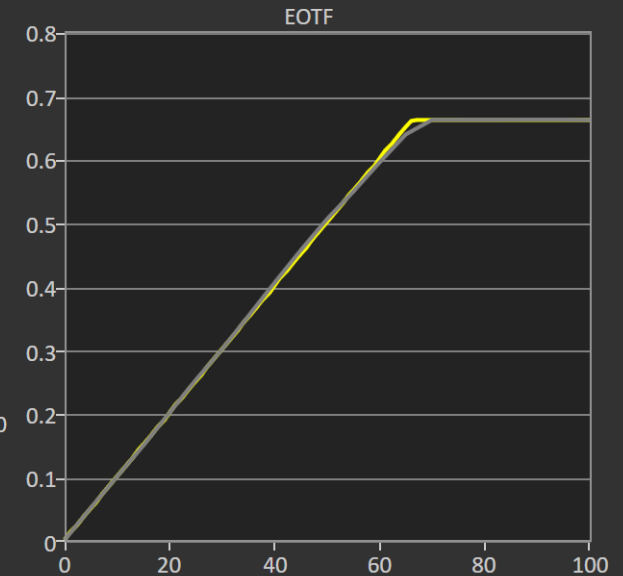
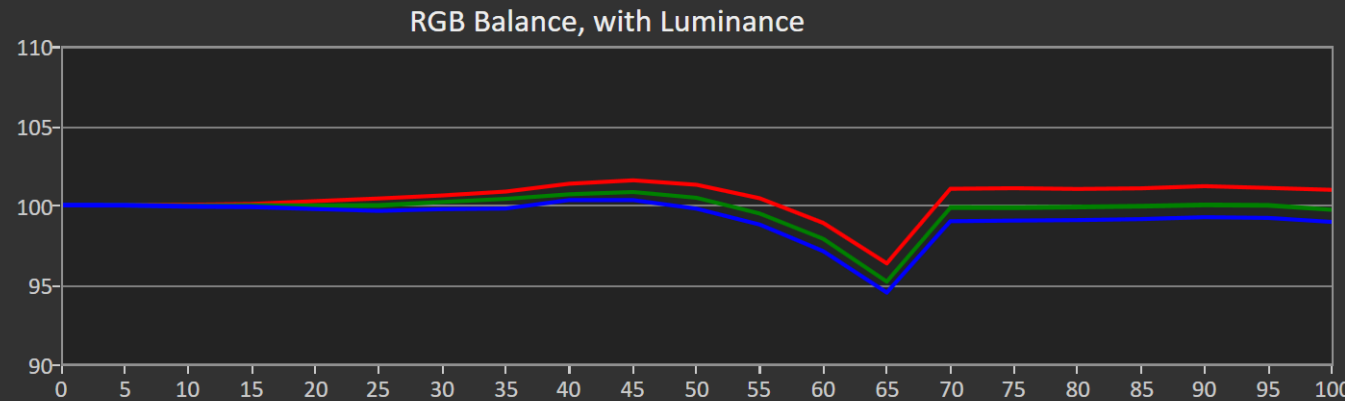
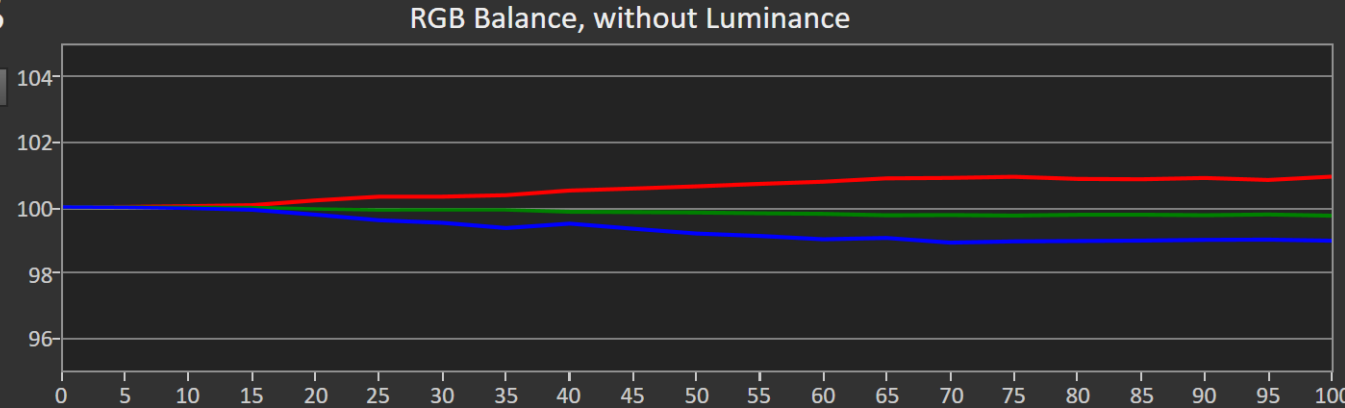
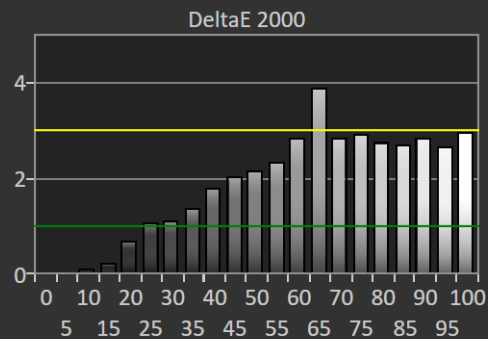
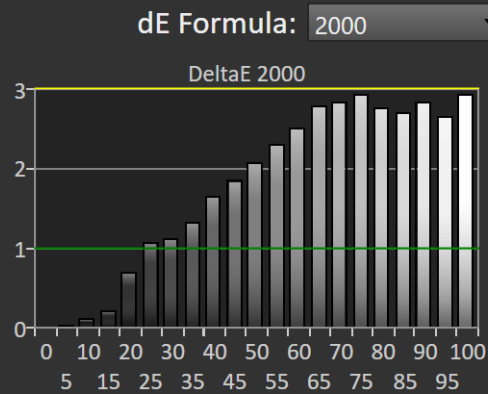
Gray Scale: Dolby Vision Bright

ASUS ROG Swift PG32UCDM – 2% APL

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



Grayscale Tracking



Current Reading:

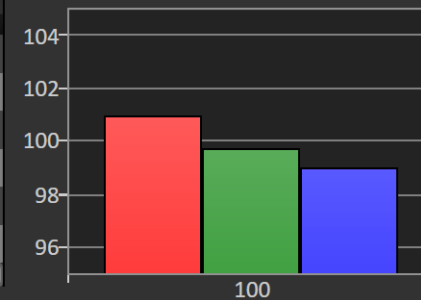
x: 0.3179

y: 0.331

fL: 125.339

cd/m²: 429.443

	0	5	10	15	20	25	30	35	40	45	50
Y	0.000	0.061	0.322	0.973	2.436	5.266	10.020	18.846	34.083	58.715	96.567
x: CIE31	0.333	0.330	0.324	0.320	0.322	0.321	0.320	0.320	0.319	0.319	0.319
y: CIE31	0.333	0.334	0.334	0.333	0.333	0.333	0.333	0.334	0.331	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



Gray Scale: Dolby Vision Bright

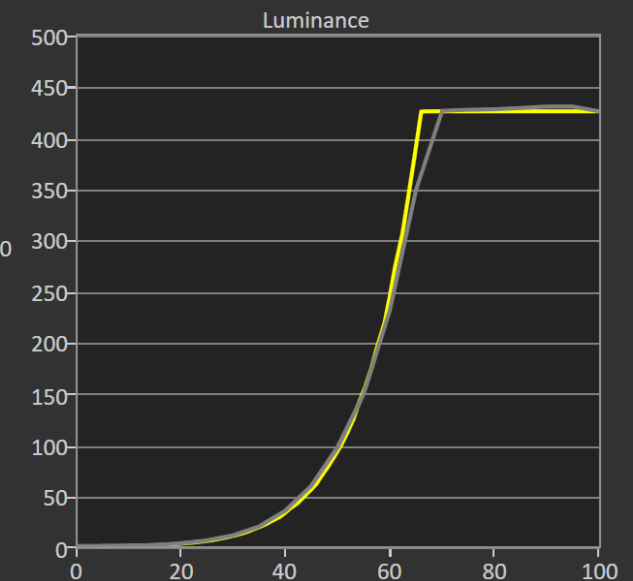
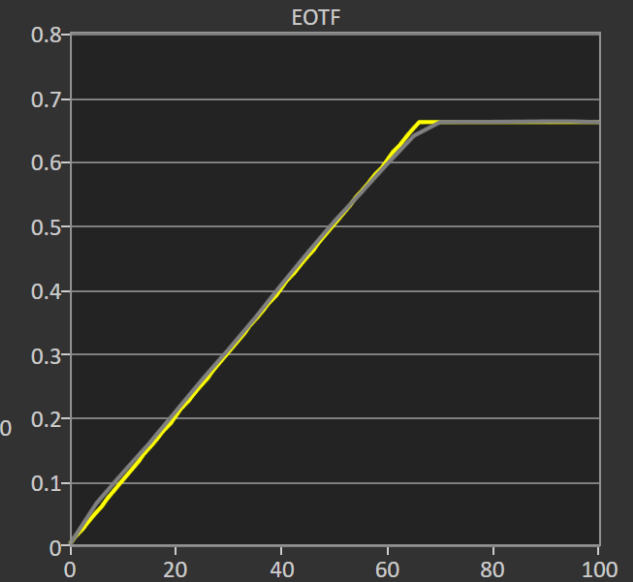
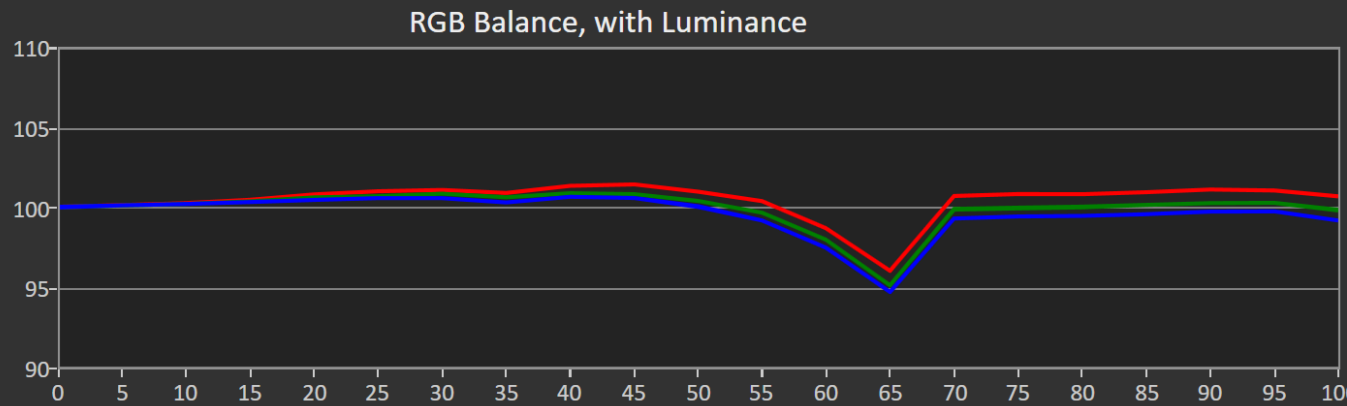
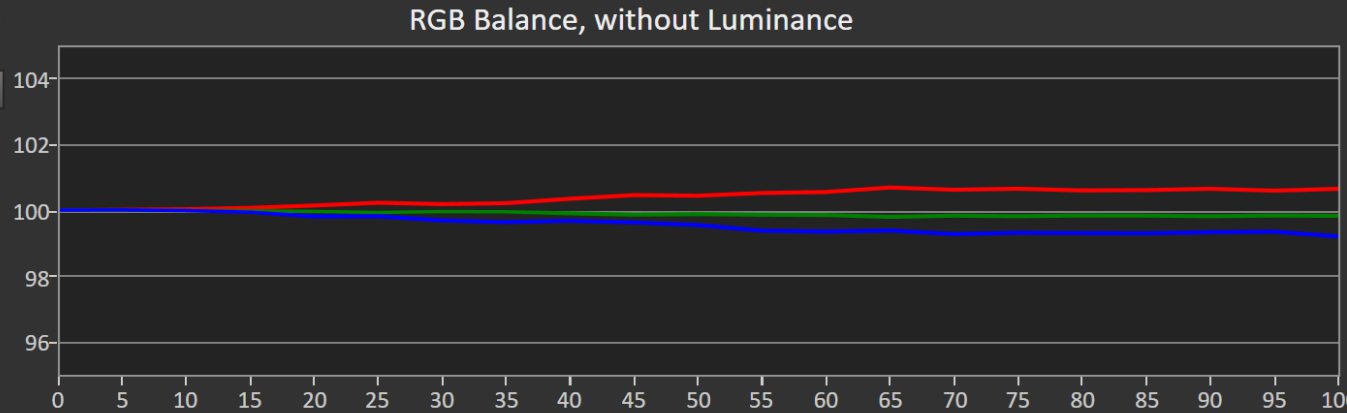
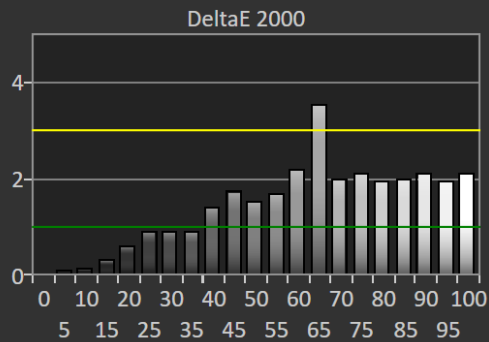
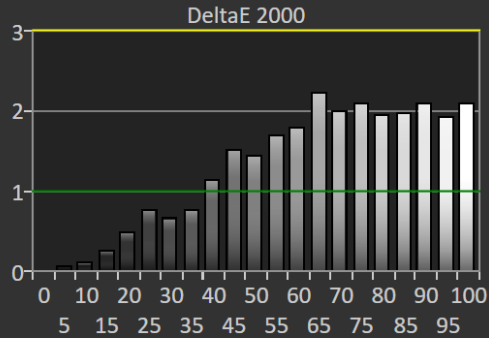
ASUS ROG Swift PG32UCDM – 10% APL

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



Grayscale Tracking

dE Formula: 2000



Current Reading:

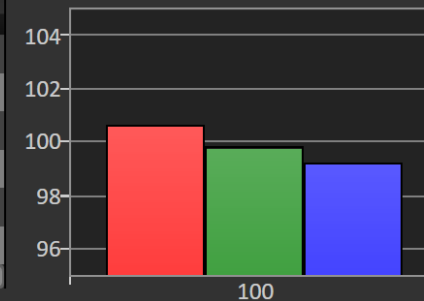
x: 0.3165

y: 0.3307

fL: 123.818

cd/m²: 424.231

	0	5	10	15	20	25	30	35	40	45	50
Y	0.000	0.105	0.433	1.152	2.725	5.671	10.581	19.110	34.382	58.633	96.096
x: CIE31	0.333	0.321	0.319	0.319	0.319	0.318	0.317	0.317	0.317	0.317	0.317
y: CIE31	0.333	0.322	0.329	0.331	0.332	0.330	0.332	0.332	0.330	0.330	0.330
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



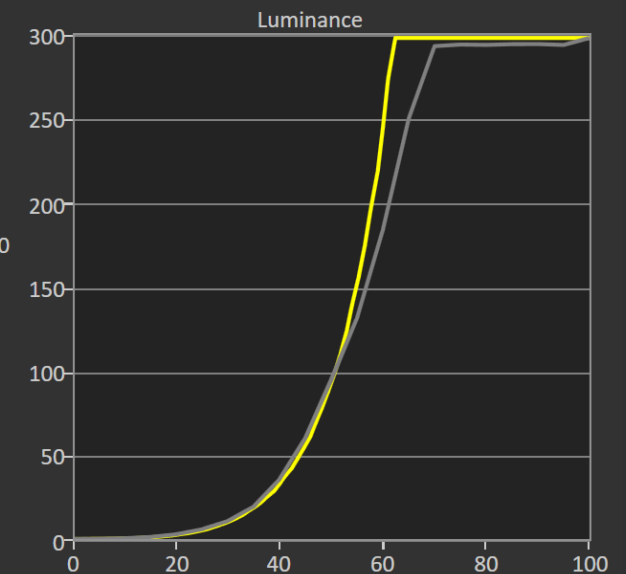
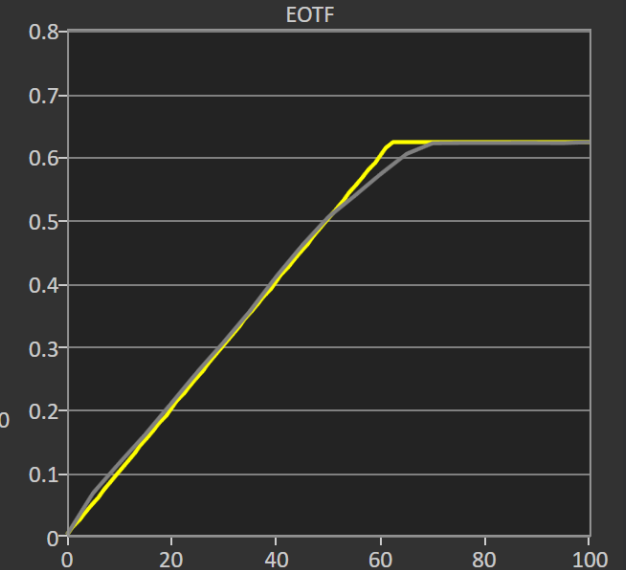
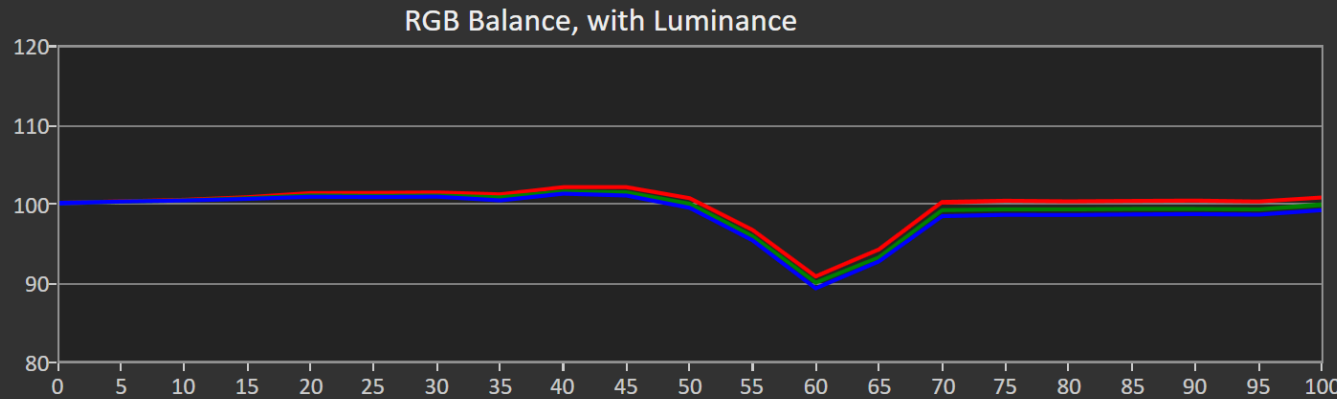
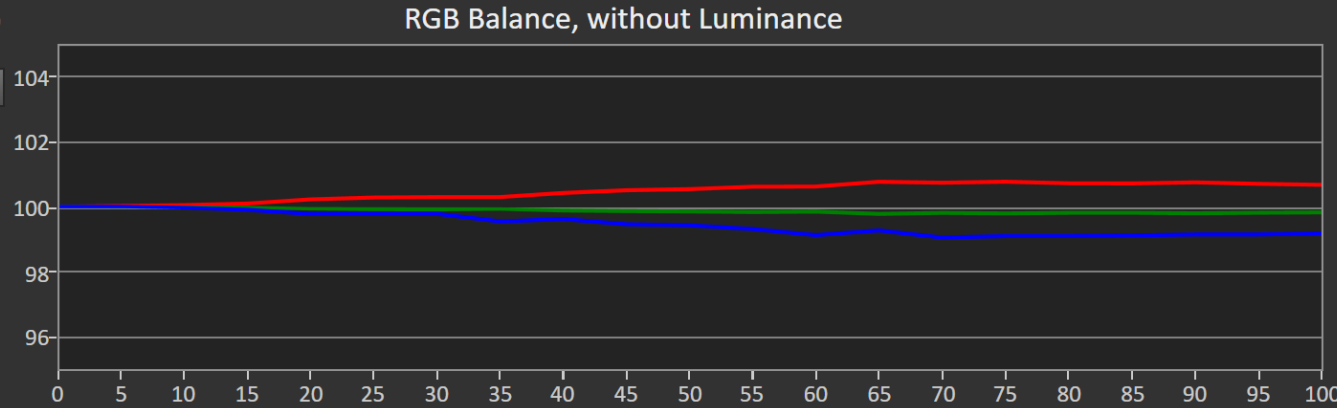
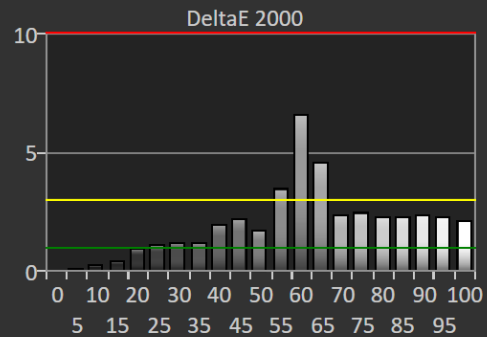
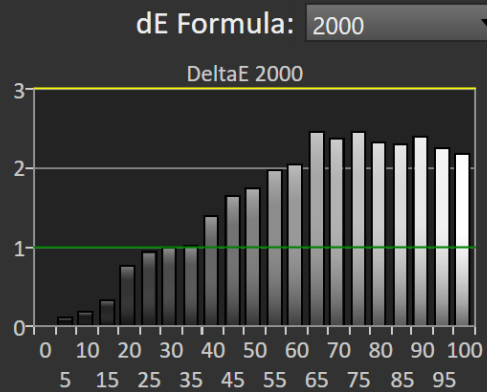
Gray Scale: Dolby Vision Bright

ASUS ROG Swift PG32UCDM – 50% APL

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



Grayscale Tracking



Current Reading:

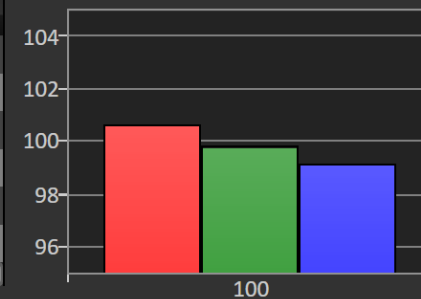
x: 0.3166

y: 0.3308

fL: 86.704

cd/m²: 297.071

	0	5	10	15	20	25	30	35	40	45	50
Y	0.000	0.115	0.452	1.184	2.763	5.746	10.617	19.167	35.265	59.745	94.238
x: CIE31	0.333	0.323	0.320	0.319	0.319	0.318	0.317	0.318	0.317	0.318	0.317
y: CIE31	0.333	0.323	0.330	0.331	0.331	0.330	0.330	0.332	0.330	0.331	0.331
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



Gray Scale: Dolby Vision Bright

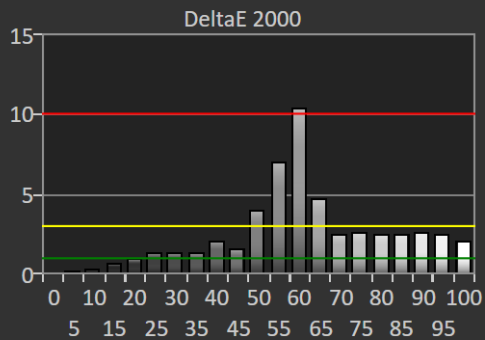
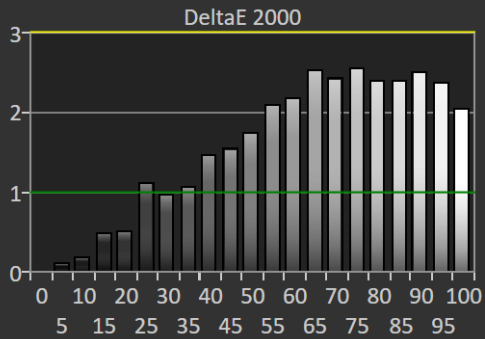
ASUS ROG Swift PG32UCDM – 100% APL

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



Grayscale Tracking

dE Formula: 2000



Current Reading:

x: 0.3166

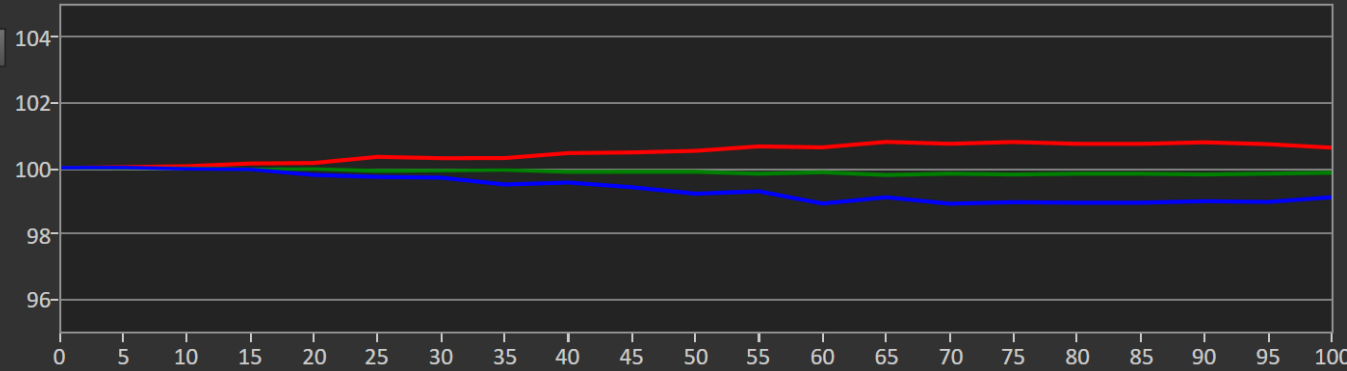
y: 0.3311

fL: 73.037

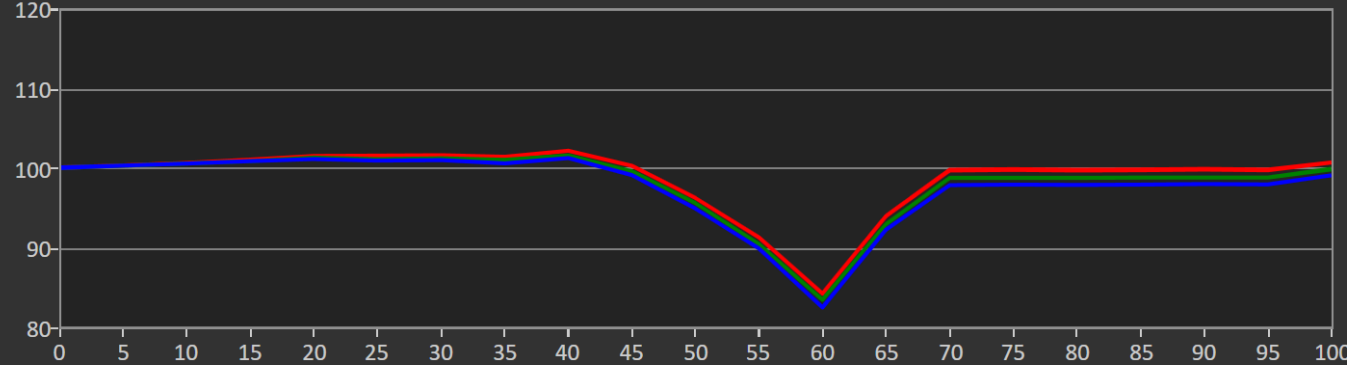
cd/m²: 250.243

	0	5	10	15	20	25	30	35	40	45	50
Y	0.000	0.124	0.484	1.214	2.825	5.806	10.738	19.410	35.234	55.259	80.353
x: CIE31	0.333	0.319	0.318	0.318	0.317	0.319	0.317	0.318	0.317	0.317	0.318
y: CIE31	0.333	0.324	0.330	0.329	0.331	0.331	0.331	0.332	0.331	0.331	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

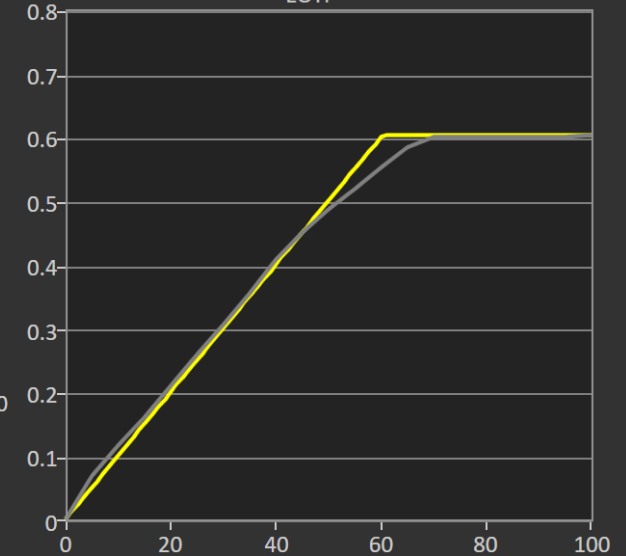
RGB Balance, without Luminance



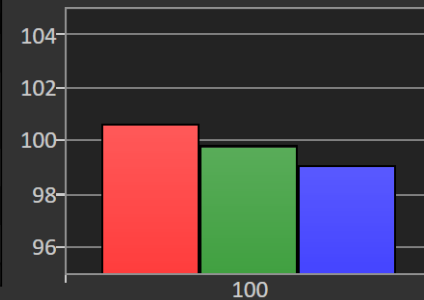
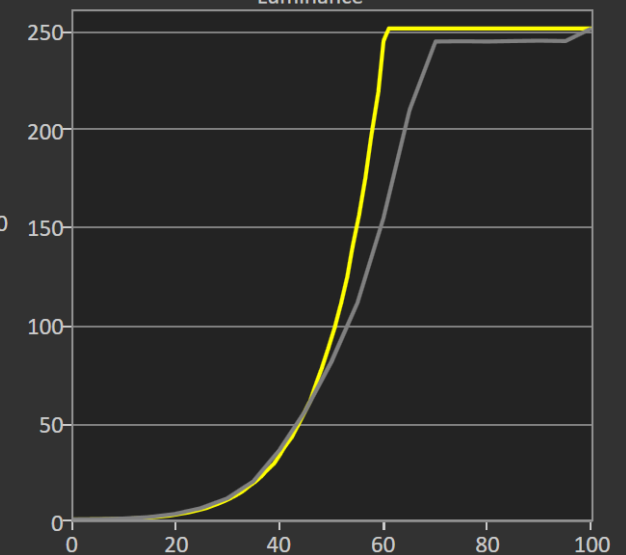
RGB Balance, with Luminance



EOTF



Luminance



Peak vs. Window Size: Dolby Vision Bright

ASUS ROG Swift PG32UCDM

Portrait Display Calman Ultimate

