

Gray Scale: Dolby Vision Gaming

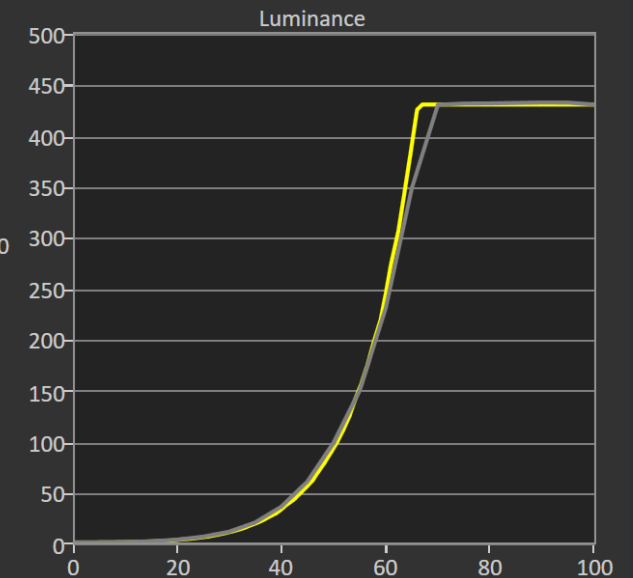
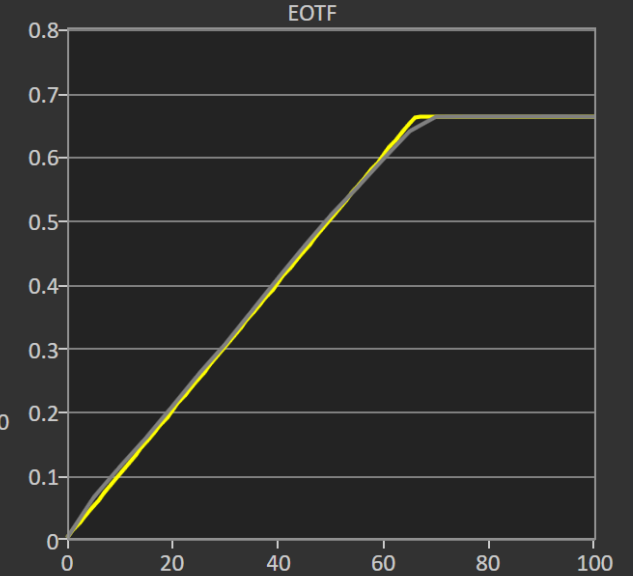
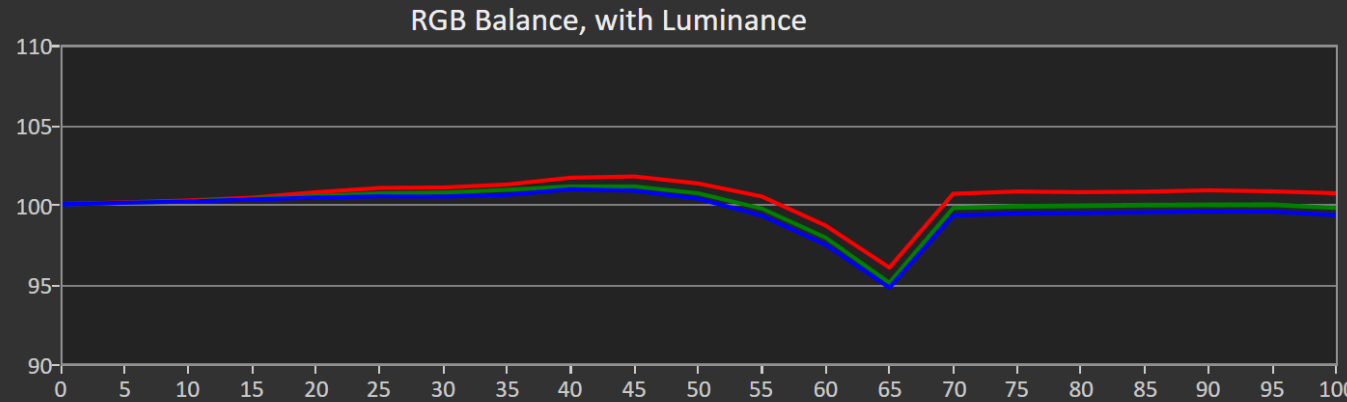
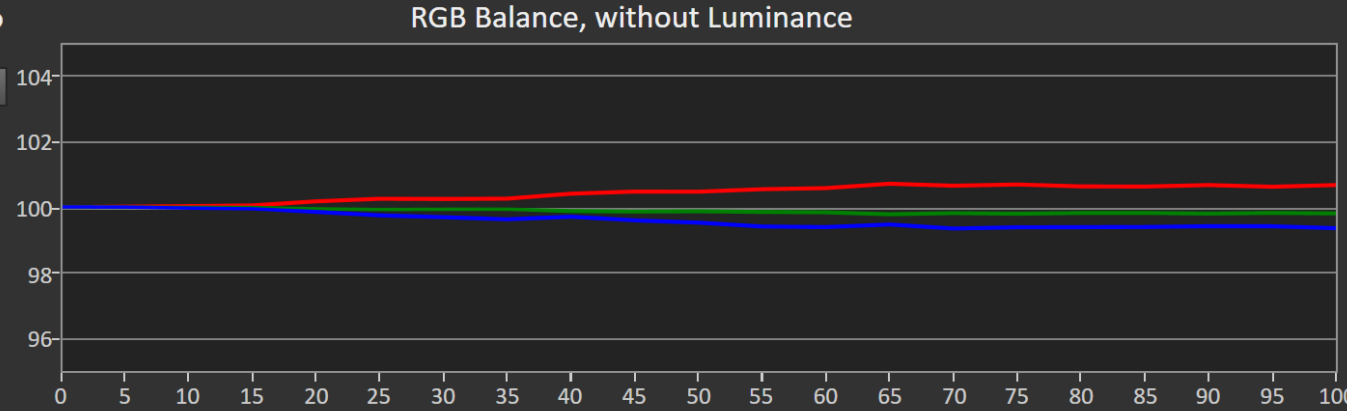
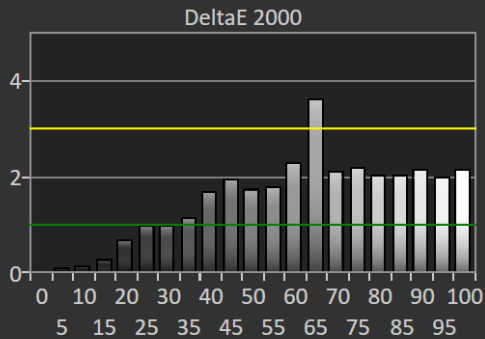
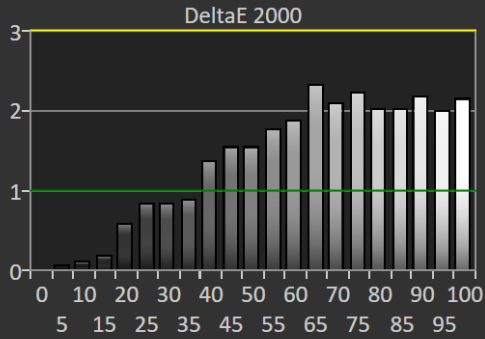
ASUS ROG Swift PG32UCDM – 2% APL

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



Grayscale Tracking

dE Formula: 2000



Current Reading:

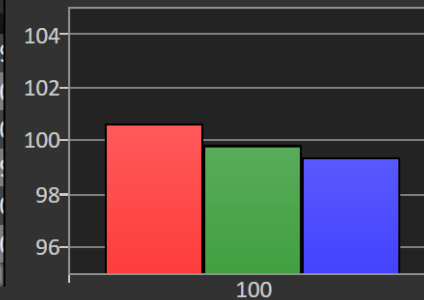
x: 0.3163

y: 0.3301

fL: 125.177

cd/m²: 428.89

	0	5	10	15	20	25	30	35	40	45
Y	0.000	0.103	0.431	1.144	2.695	5.677	10.510	19.554	34.967	59.569
x: CIE31	0.333	0.326	0.321	0.317	0.319	0.319	0.318	0.317	0.317	0.317
y: CIE31	0.333	0.326	0.332	0.331	0.331	0.331	0.331	0.331	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
Target x:CIE31	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



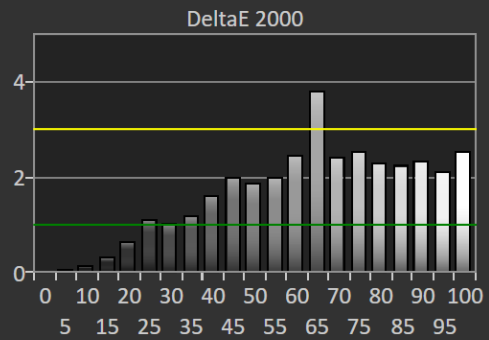
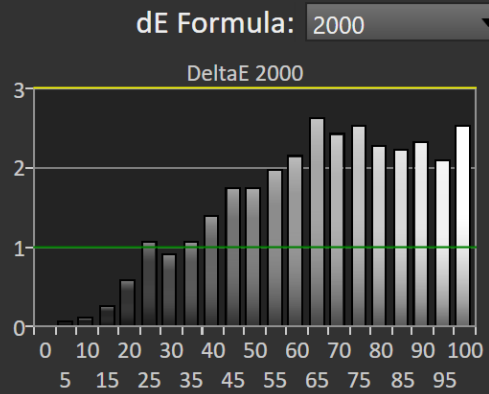
Gray Scale: Dolby Vision Gaming

ASUS ROG Swift PG32UCDM – 10% APL

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

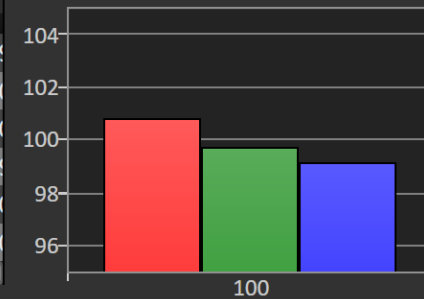
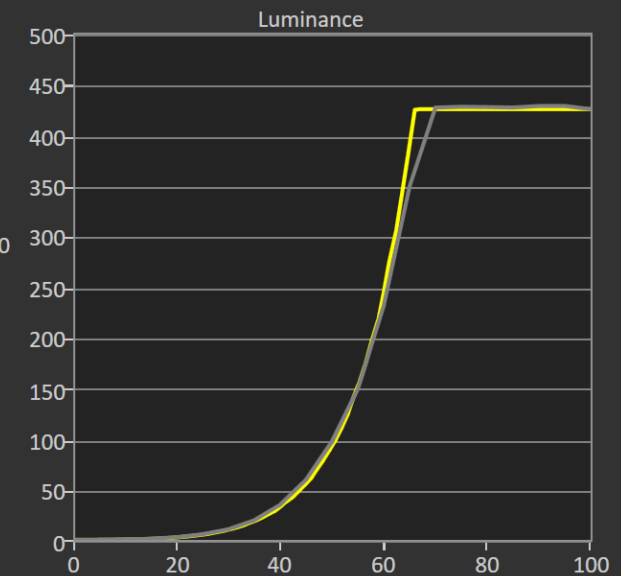
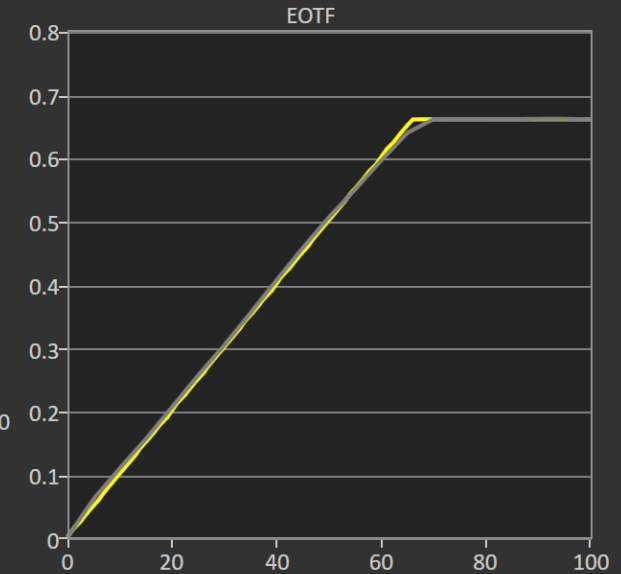
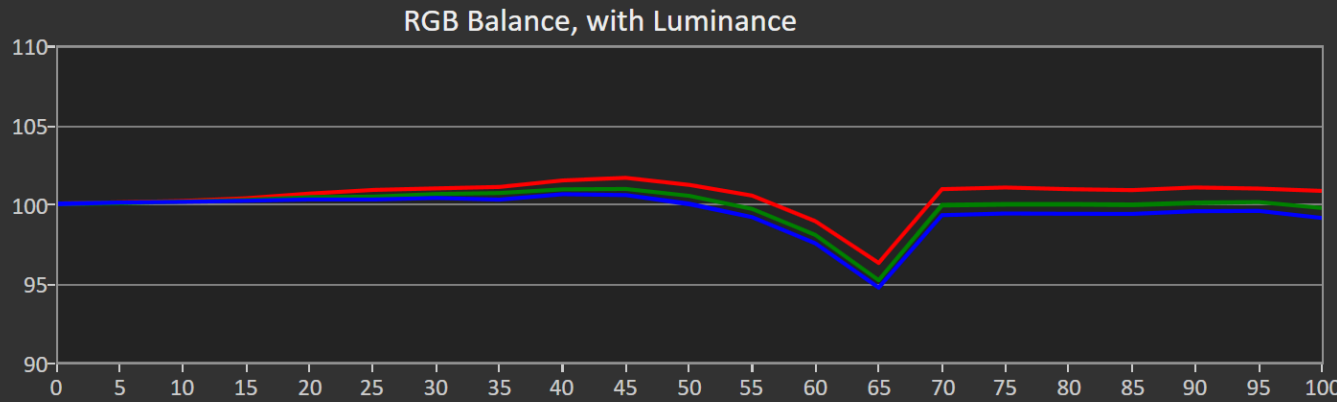
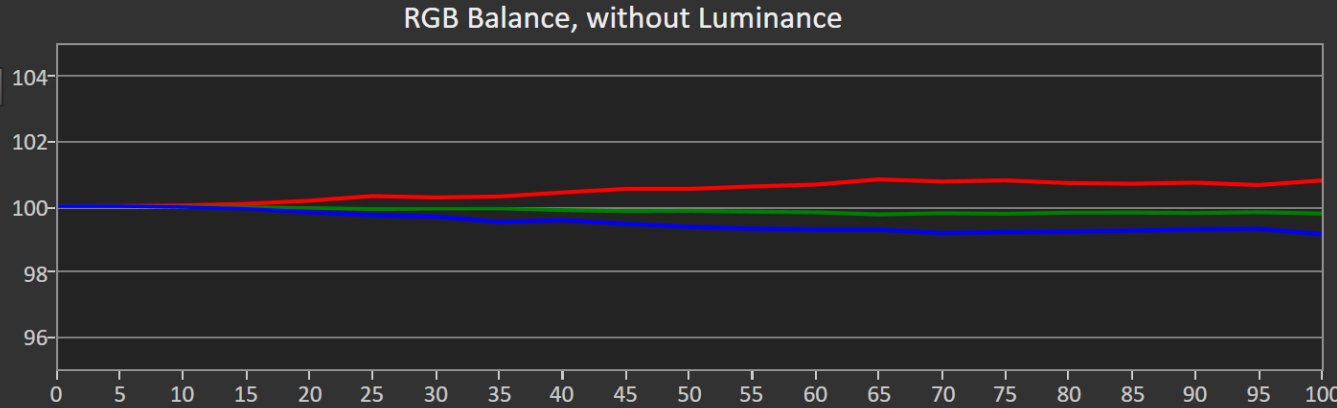


Grayscale Tracking



Current Reading:
x: 0.3171
y: 0.3307
fL: 123.924
cd/m²: 424.594

	0	5	10	15	20	25	30	35	40	45
Y	0.000	0.092	0.404	1.100	2.641	5.547	10.410	19.239	34.524	59.065
x: CIE31	0.333	0.322	0.320	0.320	0.319	0.320	0.318	0.318	0.318	0.318
y: CIE31	0.333	0.323	0.331	0.331	0.332	0.331	0.331	0.332	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
Target x:CIE31	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



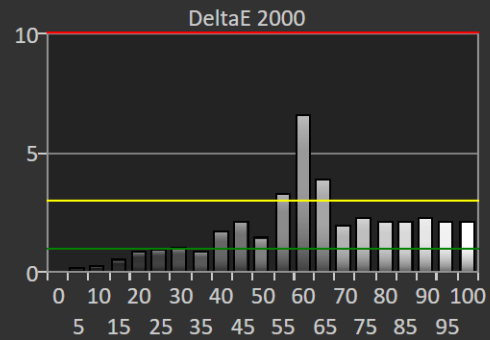
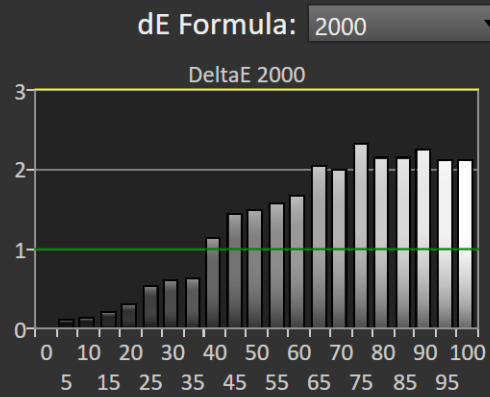
Gray Scale: Dolby Vision Gaming

ASUS ROG Swift PG32UCDM – 50% APL

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



Grayscale Tracking



Current Reading:

x: 0.3164

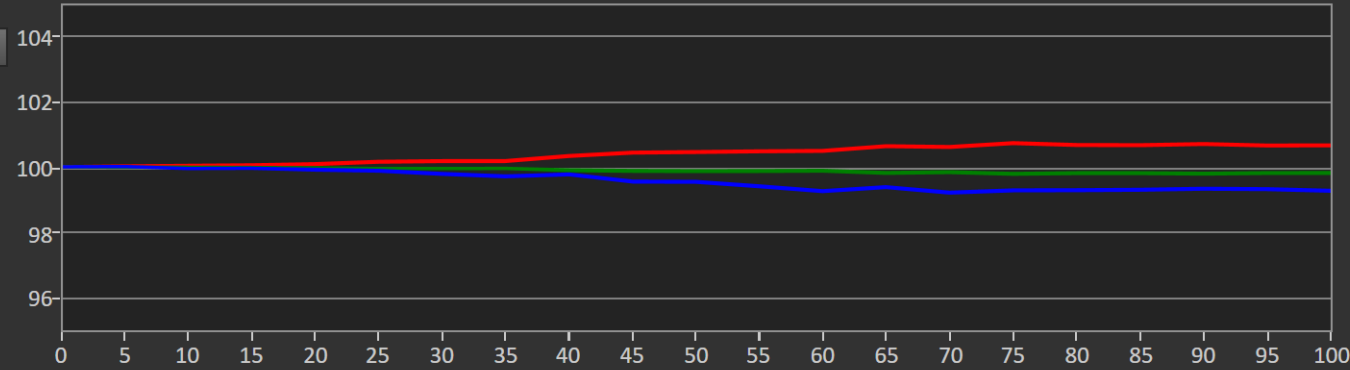
y: 0.3304

fL: 84.291

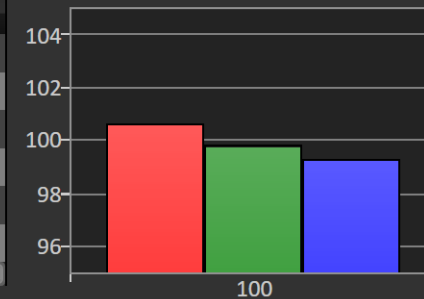
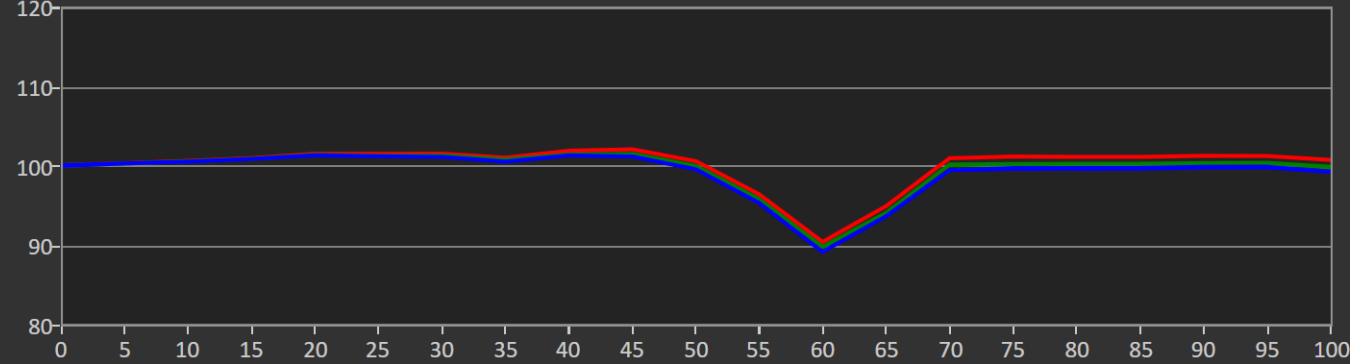
cd/m²: 288.803

	0	5	10	15	20	25	30	35	40	45	50
Y	0.000	0.135	0.503	1.249	2.872	5.901	10.818	19.137	35.086	59.915	94.226
x: CIE31	0.333	0.319	0.319	0.316	0.315	0.316	0.316	0.316	0.316	0.317	0.316
y: CIE31	0.333	0.322	0.332	0.330	0.330	0.330	0.330	0.331	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

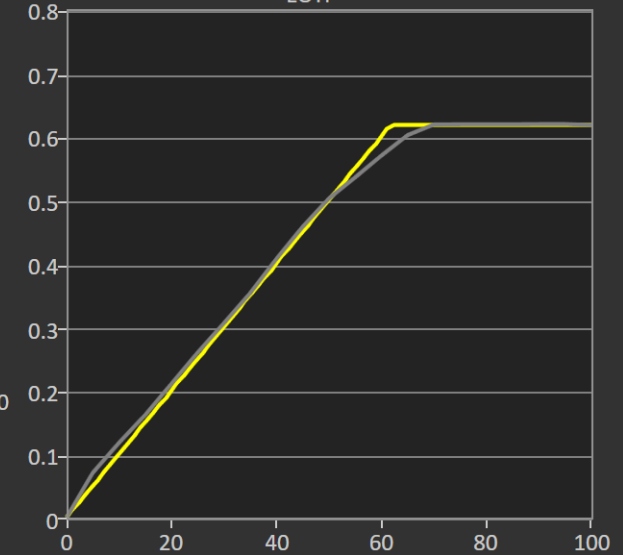
RGB Balance, without Luminance



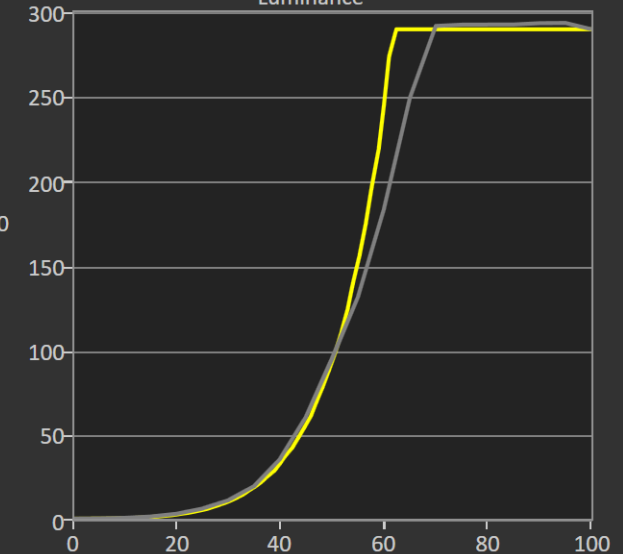
RGB Balance, with Luminance



EOTF



Luminance



Gray Scale: Dolby Vision Gaming

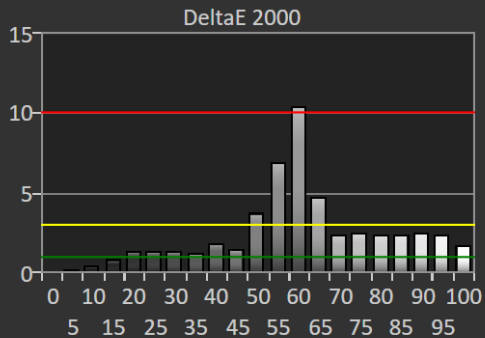
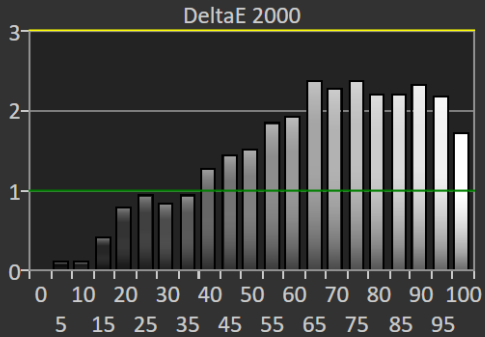
ASUS ROG Swift PG32UCDM – 100% APL

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



Grayscale Tracking

dE Formula: 2000



Current Reading:

x: 0.3159

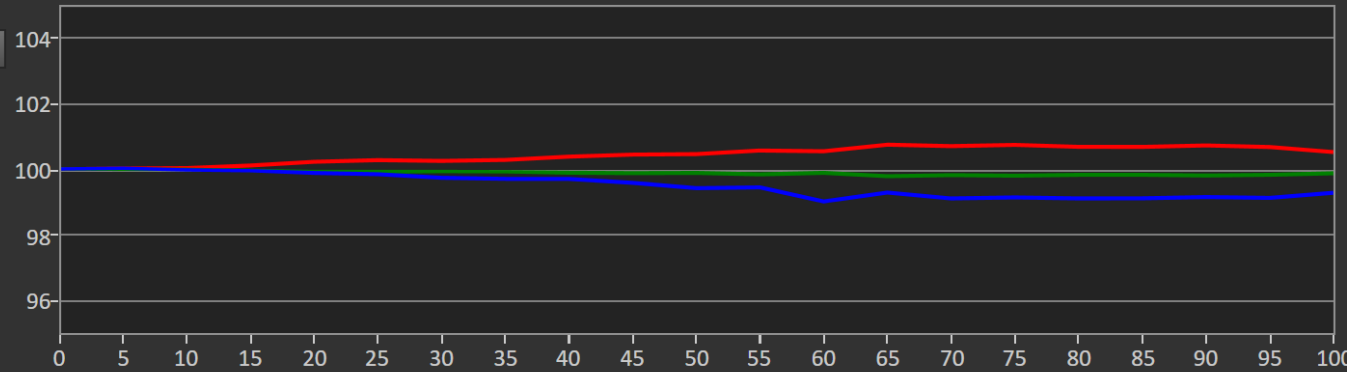
y: 0.3307

fL: 73.084

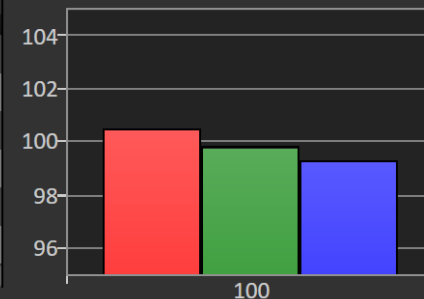
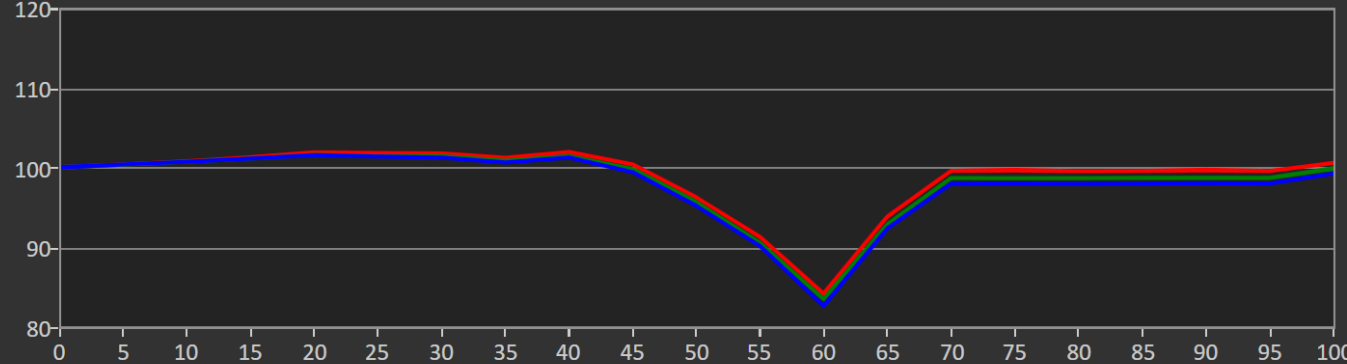
cd/m²: 250.404

	0	5	10	15	20	25	30	35	40	45	50
Y	0.000	0.148	0.533	1.291	2.938	5.990	10.921	19.239	35.015	55.637	80.656
x: CIE31	0.333	0.315	0.316	0.317	0.317	0.317	0.317	0.316	0.316	0.317	0.317
y: CIE31	0.333	0.321	0.330	0.329	0.329	0.329	0.331	0.330	0.330	0.330	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

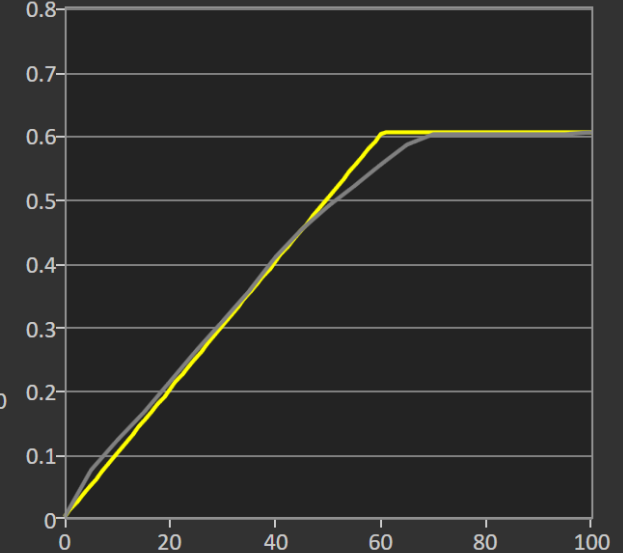
RGB Balance, without Luminance



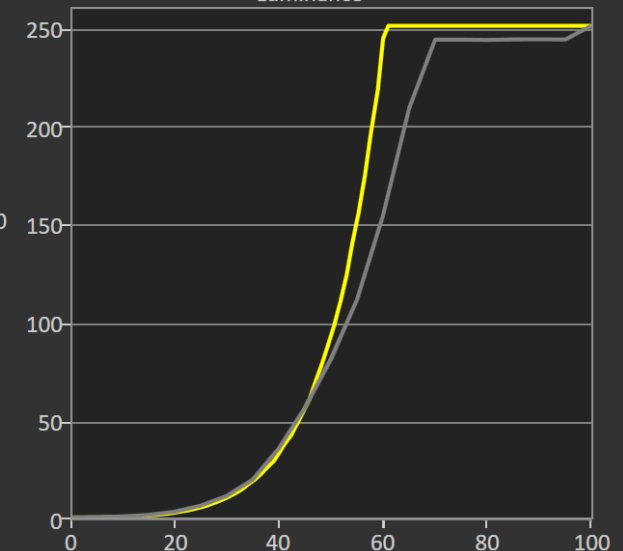
RGB Balance, with Luminance



EOTF



Luminance



Peak vs. Window Size: Dolby Vision Gaming

ASUS ROG Swift PG32UCDM

Portrait Display Calman Ultimate

