

## CINEMA Specification Guidelines



		Platinum ICE	BlackICE	'OK' Cinema	Unacceptable
<b>VIDEO</b>					
	display geometry	DCI image H >= 1/3 distance @ prime seating position image H =< 1/2 distance @prime seating position angle: eye & centre screen < 15 deg @ prime seating position angle: eye & top screen < 15 deg @ all seating positions angle: eye & bottom screen < 15 deg @ all seating positions aspect ratio: constant image height or constant image area Unobstructed from all seats	image H >= 1/3 distance @ prime seating position image H =< 1/2 distance @prime seating position angle: eye & centre screen < 15 deg @ prime seating position	image H >= 1/3 distance @ prime seating position image H =< 1/2 distance @prime seating position	image H < 1/3 distance @ prime seating position image H < 1/2 distance @prime seating position angle: eye & centre screen > 15 deg @ prime seating position
	Sightline brightness	27 ft Lambert (2D) brightness uniformity > 90% @ all seating positions matching source content	aspect ratio: constant image height Unobstructed from all seats >18 ft Lambert (2D) brightness uniformity > 80% @ all seating positions matching source content	Unobstructed from prime seating position >16 ft Lambert (2D) brightness uniformity > 70% @ all seating positions matching source content	< 16 ft Lambert (2D) brightness uniformity < 70% @ all seating positions not matching source content
	colorimetry contrast	> 500:1 intra-screen (ANSI) > 2000:1 sequential (full black & white pattern)	> 300:1 intra-screen (ANSI) > 1200:1 sequential (full black & white pattern)	> 200:1 intra-screen (ANSI) > 1000:1 sequential (full black & white pattern)	< 200:1 intra-screen (ANSI) < 1000:1 sequential (full black & white pattern)
<b>AUDIO</b>					
	loudness	all speakers peak SPL >= 105 dB @ all seating position all subwoofers peak SPL >= 115 dB @ prime seating position	LCR peak SPL >= 105 dB @ prime seating position all subwoofers peak SPL >= 115 dB @ prime seating position	LCR peak SPL >= 102 dB @ prime seating position all subwoofers peak SPL >= 115 dB @ prime seating position	LCR peak SPL < 105 dB @ prime seating position subwoofers peak SPL < 115 dB @ prime seating position
	dispersion	horizontal - uniform coverage to all seating positions vertical - uniform coverage to all seating positions	horizontal - uniform coverage to all seating positions vertical - uniform coverage to all seating positions	horizontal - uniform coverage to all seating positions vertical - uniform coverage to all seating positions	horizontal - no uniform coverage to all seating positions vertical - no uniform coverage to all seating positions
	number speakers layout speakers	11.1 or greater for 11.1 - Dolby ATMOS residential guidelines apply for higher than 11.1 - determined by capabilities of DSP system	7.1 or greater ITU-R BS 775-3	5.1 or greater ITU-R BS 775-3	angle LR speaker > 65 degrees @ prime seating position angle LR speaker < 45 degrees @ prime seating position
	number of subwoofers layout subwoofers	even number of subwoofers and >=4 maximise uniform frequency response	even number of subwoofers and >=2 maximise uniform frequency response	even number of subwoofers and >=2 maximise uniform frequency response	< 2 subwoofers
<b>ACOUSTICS</b>					
	isolation	isolated from the rest of the property background noise < NC20 sound reduction >= 30dB	background noise < NC30	background noise < NC40	background noise > NC40
	process acoustics	needs a structured process based on established guidelines treated for optimal sound	needs a structured process based on established guidelines treated for optimal sound	treated for optimal sound	not treated for optimal sound
	resonance reverberation reflection	address: resonance, reverberation and reflection treated using diaphragmatic absorbers applied to room boundaries treated using kinetic absorbers applied to room boundaries treated using scattering panels applied to the room boundaries	address: resonance, reverberation and reflection  treated using scattering panels or absorption applied to the room boundaries	treated using scattering panels or absorption applied to the room boundaries	
	decay time	Rettinger decay time + 20%			
<b>CONTROL</b>					
	interface video formats audio formats	backlit remote and touch screen controlling all 1 button control adjust for source format list to control adjust for source format	backlit remote controlling all	backlit remote controlling all	no central control interface
<b>LIGHTING</b>					
	dimming circuits features lit brightness scenes	yes >= 6 circuits entrance, stairs, walls, ceiling  movie,entry,sports,cleaning,pause,games	yes >= 4 circuits entrance, stairs, walls, ceiling	>= 4 circuits	< 4 circuits
<b>BUILD</b>					
	baffle wall side walls back wall floor ceiling door	yes, speakers hidden speakers are not fixed to the structural wall speakers are not fixed to the structural wall speakers are not fixed to the structural wall speakers are not fixed to the structural wall acoustic door	yes, speakers hidden speakers are not fixed to the structural wall speakers are not fixed to the structural wall speakers are not fixed to the structural wall speakers are not fixed to the structural wall	yes, speakers hidden	
<b>DESIGN</b>					
	treatment walls+ceiling	form follows function using fabric with Specific Airflow Resistance, Rs, < 1000	form follows function using fabric with Specific Airflow Resistance, Rs, < 1000		no form OR function follows form
<b>EXTRA</b>					
	testing documentation capabilities sources form follows function	> 1000 hours in full configuration full set of documentation  DCI content, bluray/HD video server, hd settop box, gaming console yes (first tech design spec, then aesthetical design & build spec)	> 1000 hours in full configuration full set of documentation  bluray/HD video server, hd settop box, gaming console yes (first tech design spec, then aesthetical design & build spec)	testing of subsystems, not on full system (mix and match)  bluray/HD video server, hd settop box, gaming console	on site laboratory no documentation



TICKETS



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