

# Resolution Guide

## General Guidelines



These are general guidelines for which resolutions are suitable for your application, although individual preferences can vary considerably.

Smooth and crisp images are generally preferred for close viewing situations. However, resolutions greater than 360dpi have not been found to improve the on-screen appearance of a backing.

Please note: No backdrop can be expected to maintain a satisfactory illusion of reality when less than ten feet outside a set if there is to be any lateral or vertical movement of the camera.

### High Resolution – 150 to 360dpi

Available in Vinyl or SoftDrop, custom and rentals

Generally looks smooth and crisp under close observation. Can be used in conjunction with Selective Softening to create enhanced depth-of-field effects.

Used for large backdrops for film and television applications at distances between 12' and 30' (or greater) from the set wall.

This is the only resolution recommended for TV News sets or other situations where the backdrop is much closer to the camera, typically where the uninterrupted scene is 6'-12' behind main subject.

Also suitable for use in photo shoots, and other situations where images need to be visually texture-free at close distances.

### “2X” resolution (60 dpi)

Only available in Vinyl rental backdrops. The paints used in this process are more saturated than the inks of the smooth resolutions, and thus give an improved day to night transition (due to better blackout). They can also provide a slightly larger color space and greater internal image contrast. Thus lower resolution does not equate directly to lower quality.

Print dot texture is visible up close. Best used for large sets where backdrops will be used at least 15' from camera. Dots visually resolve to the naked eye at approximately 30', or significantly closer than that on camera. Offers a large black to white dynamic range.

Works extremely well with all film- and film-like cameras.

### “Standard” 1X resolution (30 dpi)

Only available in Vinyl rental backdrops. Uses the same paint system as the 2X resolution.

Print dot texture is visible up close. Best used for large sets where backdrops will be used at least 20' from camera. Dots visually resolve to the naked eye at approximately 60', or significantly closer than that on camera. Offers a large black to white dynamic range.

Usually used for large backdrops set about 15' behind the back wall of a set if looking through a window or 30' behind an unobstructed scene, such as when looking out over a balcony. Works well with all film- and film-like cameras.

### Selective Softening for depth-of-field effects

Digital motion cameras such as the Alexa or RED Dragon have a tendency to interpret and display items such as backdrops with a flat appearance, in part because of the reduced depth of field available when shooting in low light conditions at a low t-stop.

In the past, single levels of softening or defocussing have been applied to images to “push them back” on camera. However, this tends to be a one size fits all type solution.

Selective Softening provides a way to create the illusion of depth of field drop off within a backing. Test targets (aka blur samples) are available for Cinematographers and Production Designers to select the degree of softening to be applied to the various planes within their image. Thus greater degrees of softening read as increasing depth in the scene.

Alternatively, standard softening regimens can be applied based upon the image and intended position of the backdrop on stage.