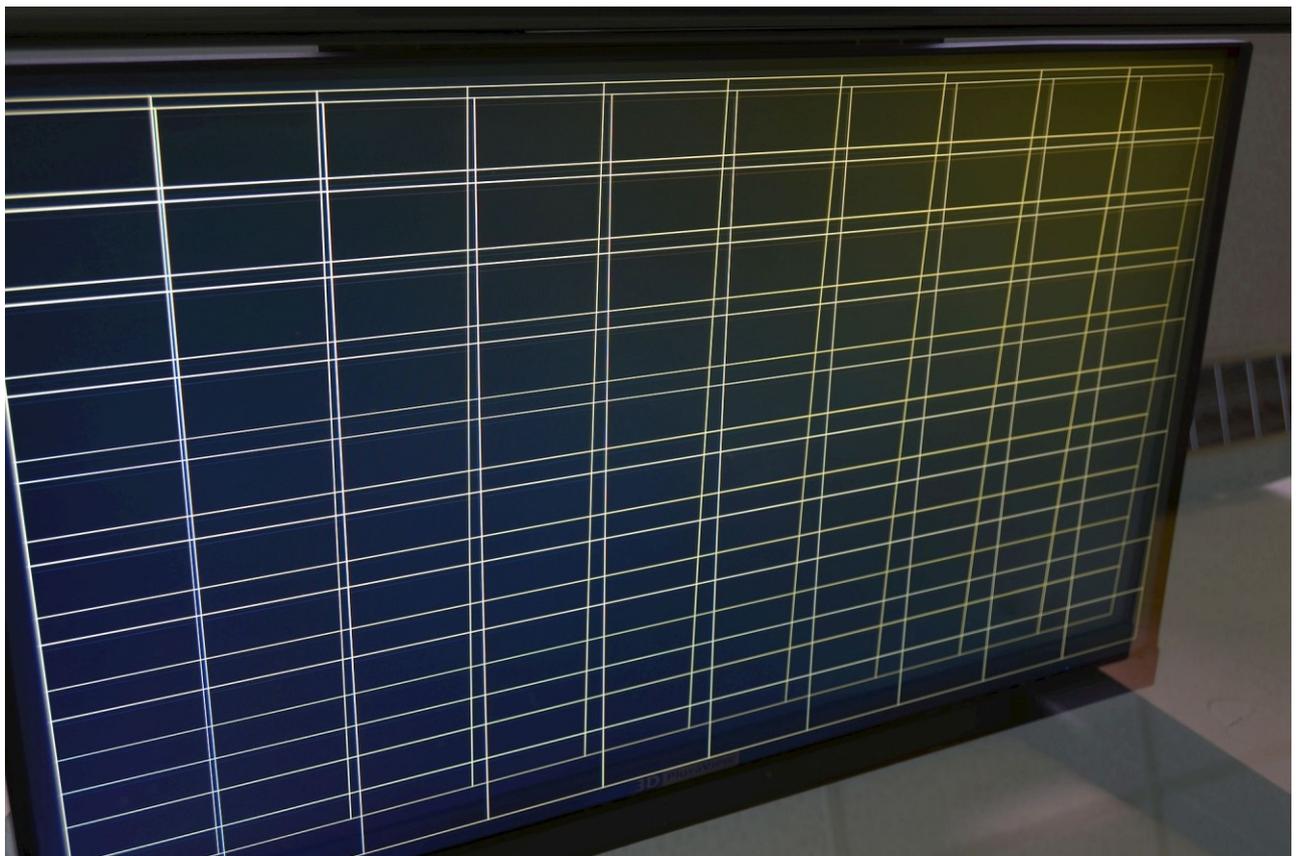
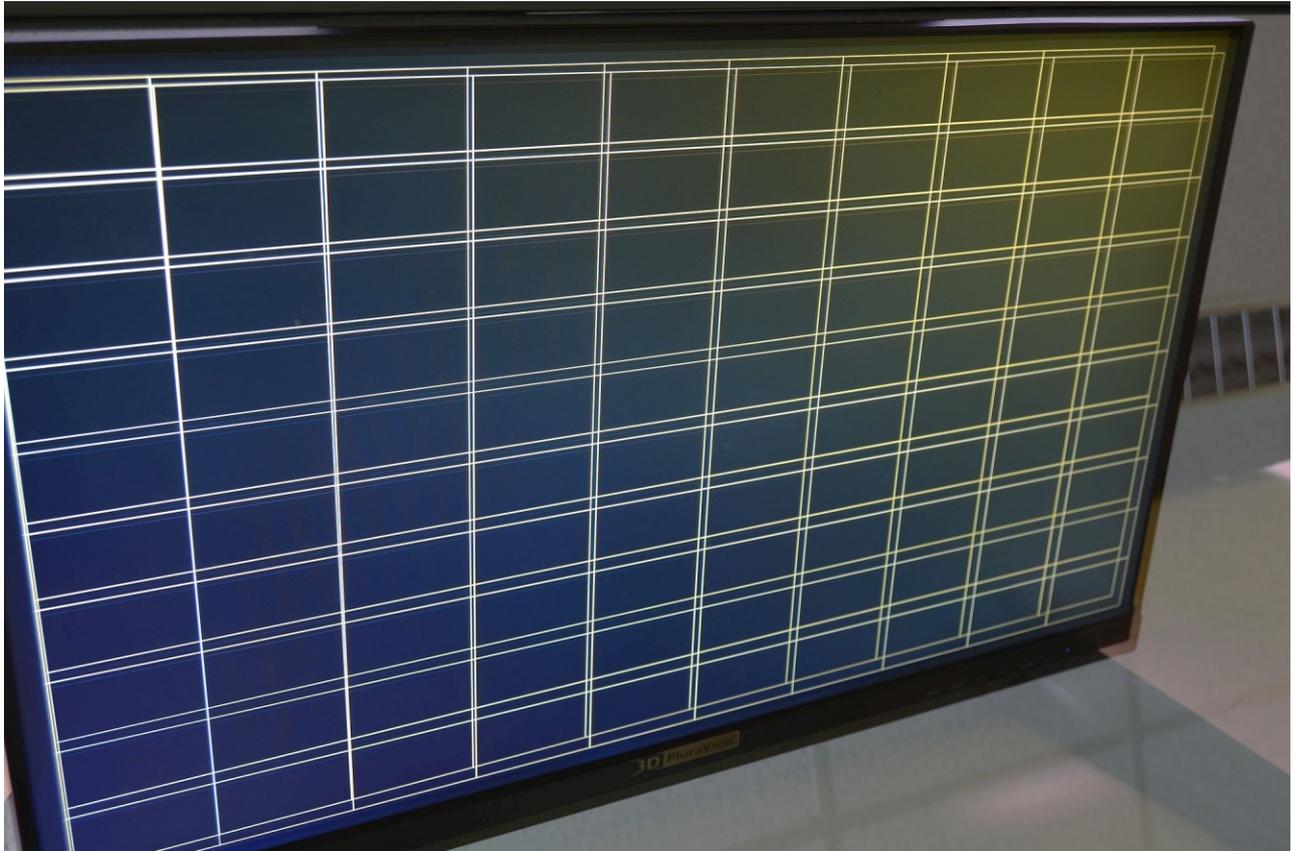


Calibration of the 27/28“ 3D PluraView monitor

1. After mounting the top screen and suspending the mirror, bring the upper screen in an initial state by loosening the **Allen screws** (3mm) behind the holes in the upper screen carrier and fasten the **knurled brass screws** all the way, then loosen them one turn again (remove the counter screws with the 2.5mm Allen key first).
2. Loosen the **winged nuts** one turn and reposition the upper screen so that the horizontal top lines of the test grid are roughly parallel, and both vertical center lines are roughly parallel to each other when viewed from the front – the following pictures are taken from an angular position to better show the two layers on which the grid images reside, their initial offset and angle and how the position improves in the process of calibrating. Tighten the winged nuts a bit to fix the monitor in this place.

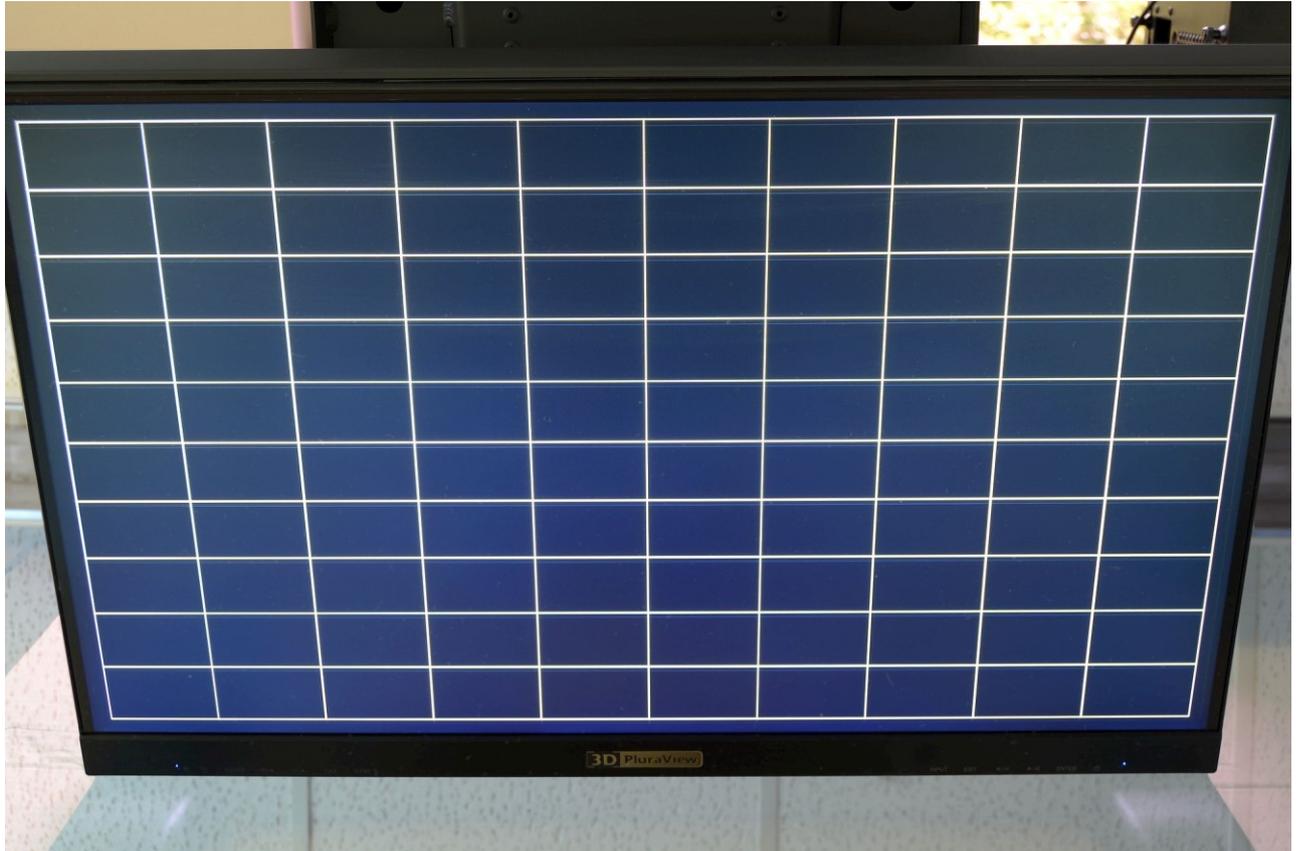


3. Now insert the **knurled thumb screws** into the sides of the mirror and use them to tilt the grid image by turning equally on both sides until the grid layers are approximately parallel (still with an offset, but an equidistant one).

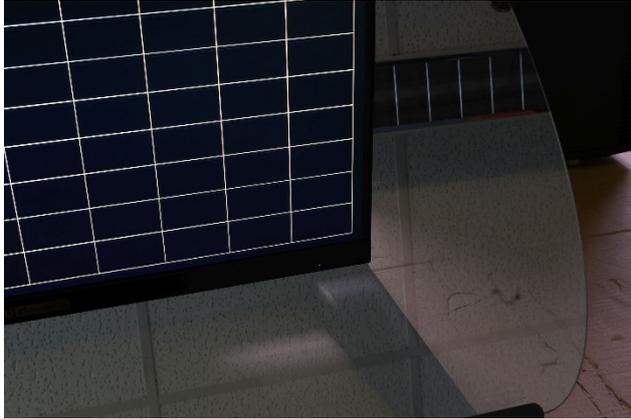


4. Lower the rear edge of the upper screen with the help of the **knurled brass screws** to match both top lines, reposition the screen as needed with the help of the **winged nuts**, check from the side that the layers actually intersect at the line's position (i.e. still appear as one line when viewed from the side), and make sure the grids stay vertically aligned [at the junctions with the top line $\text{—}\perp$].
5. Raise the image layer of the upper screen by turning the mirror's **thumb screws** until the junctions between horizontal bottom line and vertical center line [$\text{—}\perp$] do match, especially when viewed from the side or a lower / higher viewing angle.

6. Finally tweak all four corners with the help of the four built-in Allen screws (in rare cases, also use the front knurled brass screws, but those are usually not needed!) until they match up as close as possible. In the best case, the two grids appear as one when viewed from the final working position:



7. In this best case, the lower corners do match perfectly, even when viewed from the side:



8. In the field, most likely the lower corners will diverge a bit, this is due to varying quality and manufacturing tolerances of the TFT panel fronts and mirrors (thickness and uniformity, resulting in different curvature), so in practice you'll see a picture like this, which is perfectly well within tolerance values:



This slight distortion is only visible when viewing 2D content, like the test grid, without 3D glasses, which is not the field of application of the 3D PluraView – when viewing 3D content, the human eye perfectly compensates for this tiny drifts.