Relative technologies comparison

Technology	**Strong**	**Weak**
LCD	• Very high brightness/cost ratio • Strong perceived colours and large colour gamut • No flicker	• Smearing when showing fast moving objects • Short life time expectancy (life depending on brightness level) • Colour uniformity bad, and cannot be corrected for black or white (full on / full off) • Low fill factor (screen door effect) • Relatively low contrast (high black level)
DLP	• No convergence errors • Fully uniform colours • Uniform and non-contaminated blacks and whites • No cross talk distortion • Very high system contrast values, with deep black levels • True to life natural colours • High fill factor • Long life time expectancy	• Subject to colour break up (rainbow effect) with fast moving objects, due to sequential colour model with single chip systems • Uses temporal dithering for full colour resolution, can be seen on short range • Less impacting or impressive colours
LCoS (D-ILA)	• Very fast on / off switching • Very high resolutions (2048 x 1536 today) possible at relatively low cost • High fill factor	• Generally low contrast systems, with poor black levels • Very poor colour uniformity • Low efficiency (low brightness) • Heavy cross talk contamination • Short life time expectancy