

# **HOW TO SELECT YOUR VIRTUAL BACKGROUNDS PROJECTION SCREEN**

**Background screens are custom manufactured in nearly any size from 4 x 6 to 10 x 12 feet and larger. Each screen consists of two components, the actual reflective surface and the very finely woven Light Filter Material (LFM), also known as Blackscreen. The reflective surface is the actual projection screen while the Light Filter Material blocks excess studio light from affecting the background image on the screen, making the virtual background process compatible with just about any studio lighting situation. The screen and LFM come as a combined unit.**

**You need to choose a screen size that is adequate for the work that you will be doing with it. A 4 x 6, 5 x 6 or 6 x 6 is ideal for use on location for school photography. The minimal size for full length work and small groups is 8 x 8. The largest size we recommend for portable location work is 8 x 9. Most studio screens are 8 x 8, 8 x 9, 8 x 10, 10 x 10 and 10 x 12 and can be used for full length and group photography.**

**Special reflective floor panels are also available if the photographer wants to project an image on the floor, under and in front of the subjects.**

**There are 3 methods of configuring your screen.**

- 1. A “Roll Up” portable screen is mounted with a pair of hand operated “roll ups”. The operator simply mounts the screen assembly on two heavy duty light stands, raises it to the proper height and unrolls it. This method is recommended for any screen up to 8 x 9 that is going to be taken on location.**
- 2. A “sandwich” screen is a screen where the reflective surface is attached with Velcro to one side of a rigid aluminum frame and the Light Filter Material is mounted with Velcro to the other side of the frame, forming a “sandwich”**
- 3. A standard screen is a screen that simply attaches to your wall and the Light Filter Material is mounted to one side of the frame, forming half a sandwich.**

**The cost of a projection screen is determined by the square foot or the square meter.**