

# DMD etendue

Illumination  
Optics

$$\text{Source Etendue} \propto A_{\text{source}} \Omega_{\text{source}}$$

Area of the source:  $A_{\text{source}}$



Light emission cone angle:  $\Omega_{\text{source}}$   
60-90 degree for LED

$$\text{DMD Etendue} \propto A_{\text{DMD}} \Omega_{\text{DMD}}$$

Area of DMD:  $A_{\text{DMD}}$

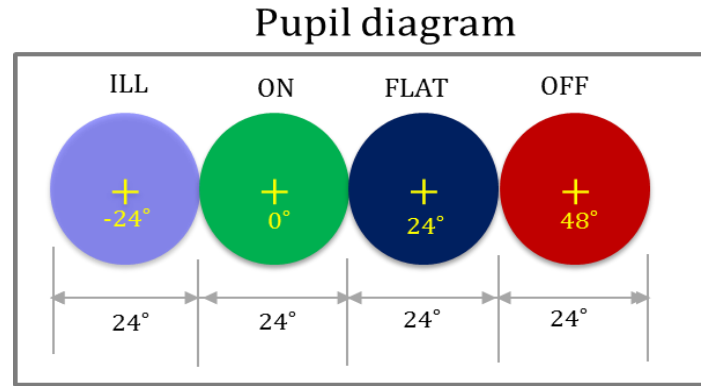


Light acceptance cone angle:  $\Omega_{\text{DMD}}$   
17 Degree for TRP Pixel

For efficient light collection : DMD Etendue  $\geq$  Source Etendue

# DMD etendue

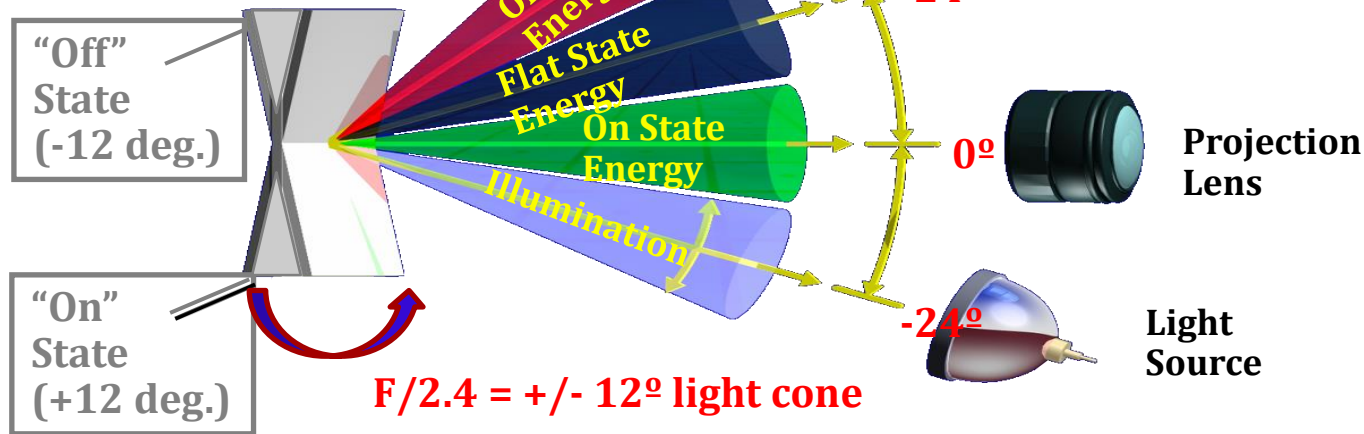
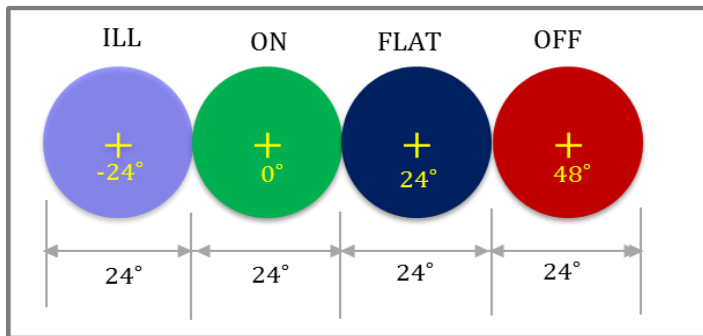
Side Diamond Pixel Architecture



- Pupil size is determined based on the mirror tilt angle and the trade-off between efficiency and contrast
  - Etendue along X  $\propto$  DMD width  $\times \sin(\text{tilt angle}) \times \cos(\text{angle of incidence})$
  - Etendue along Y  $\propto$  DMD height  $\times \sin(\text{tilt angle})$

# F/# Limited by DMD Tilt Angle

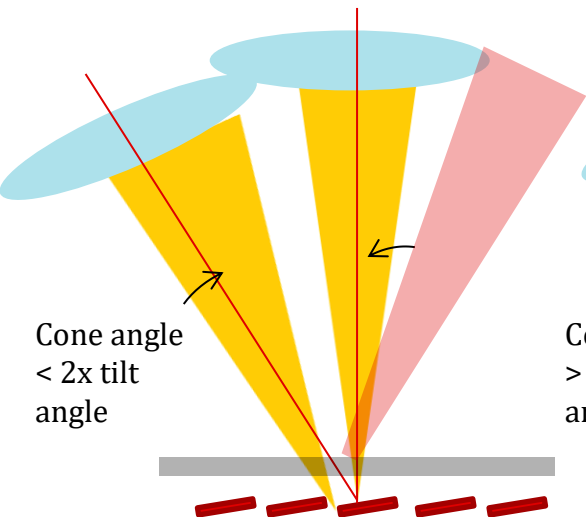
Pupil diagram



# Matching source etendue with DMD

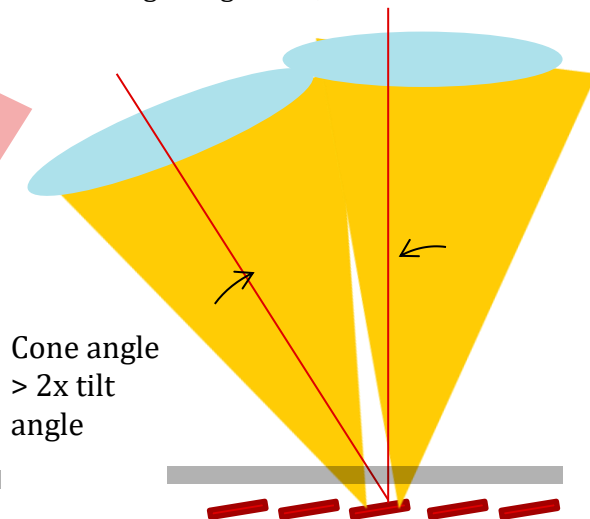
## Source etendue < DMD

- Small etendue sources (eg laser)
- Larger etendue source would increase brightness
- Capable of high contrast



## Source etendue > DMD

- Large etendue lamps or LEDs
- Have to increase illumination angle to prevent interference with proj.
- High-brightness, but contrast suffer



## Source etendue = DMD

- Matched source and DMD etendue
- Some separation between illum. and projection
- Best tradeoff between brightness and contrast (usually)

