



DARKSTAR® UST 2 EFINITY

EDGE FREE FIXED FRAME ALR/CLR® PROJECTION SCREEN

EPV® Screens' latest ambient light rejecting innovation is an ultra-short throw screen that absorbs up to 85% of overhead light. The DarkStar® UST 2 is a multi-layer optical front projection material designed for bottom placement, ultra-short throw projectors. The ultra-short throw design allows high lumen projectors to maximize light output which results in flat panel display picture quality, uniformity, and brightness. With its leading-edge, award-winning EDGE FREE® design, the surface material wraps around the frame to maximize viewing area in a smaller footprint.

"In use, I found that the DarkStar UST 2 Efinity delivered impressive color and brightness uniformity and was never left wanting for detail even when viewing 4K-res images." – Al Griffin, Sound & Vision Magazine

MODEL	DIAGONAL	ASPECT RATIO	VIEW HEIGHT	VIEW WIDTH	MATERIAL	GAIN	BEZEL WIDTH
EF103HUST-DS2	103''	16:9	50.2 in	89.2 in	DarkStar® UST 2	0.8	9 mm
EF115HUST-DS2	115''	16:9	56.4 in	100.2 in	DarkStar® UST 2	0.8	9 mm
EF123HUST-DS2	123''	16:9	60.0 in	106.6 in	DarkStar® UST 2	0.8	9 mm

FEATURES & BENEFITS

- DarkStar® UST 2 Ceiling Ambient Light Rejecting Ultra-short Throw Material
- Absorbs up to 85% of overhead lighting
- 80x contrast enhancement over standard matte white screens in ambient light room environments
- Multi-layer optical structure filters out ambient light
- ISF Certified for Accurate Color Reproduction
- 0.8 Gain with 160° viewing angle
- Black material improves color saturation and black levels
- 4K/8K Ultra HD, Active 3D, and HDR Ready

DESIGN & INSTALATION

- Wide diffusion uniformity allows viewers to enjoy a clear and bright picture from any angle
- EDGE FREE® Frame is lightweight with a split-frame design
- Ultra-thin black bezel trim maximizes viewing area
- LED Backlighting Kit included
- Designed for bottom placement ultra-short throw projectors
- Project from a short distance without shadowing the picture
- 5-year limited manufacturer's warranty

