



LCD TV

Industry/ Amusement/
Vehicle Application

Notebook

Aerospace
Application

Medical
Application

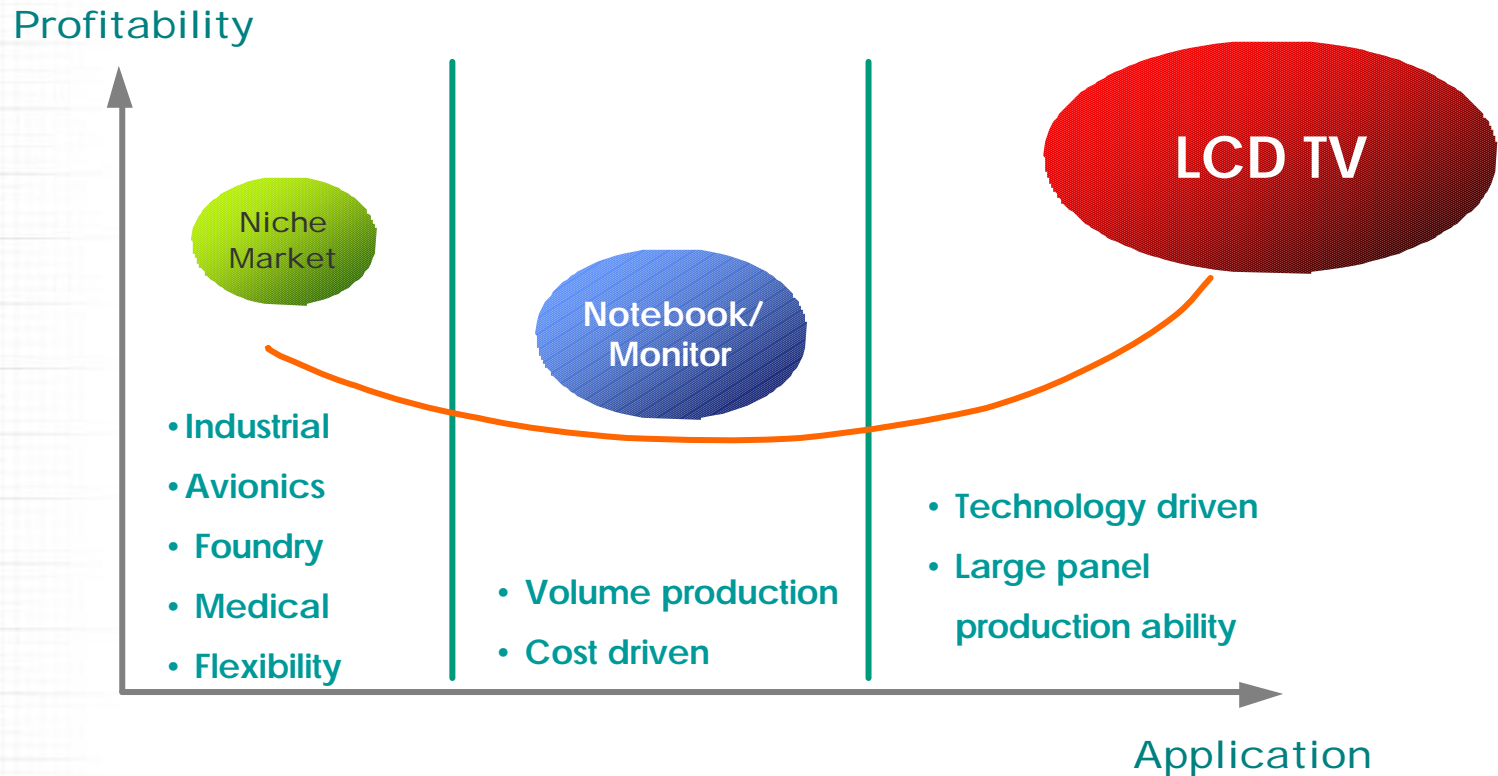
Monitor

液晶顯示技術： 廣視角與快速響應

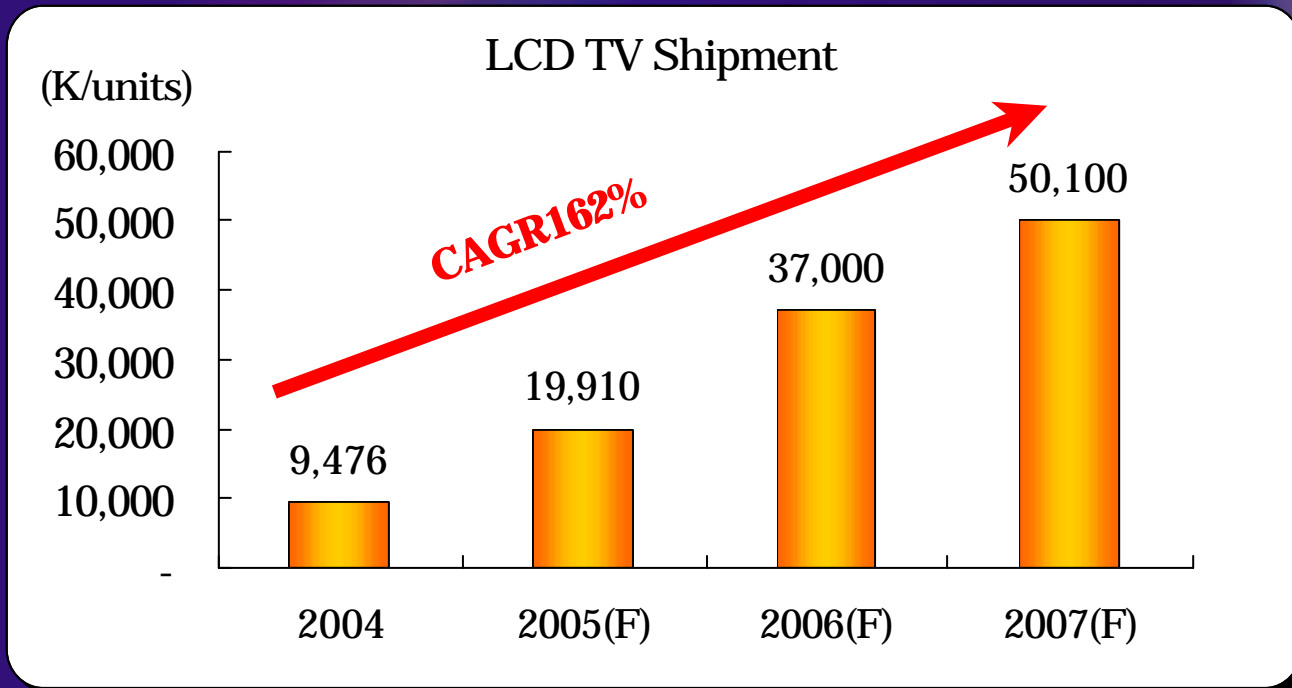
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Technology Develop Division
Chi Mei Optoelectronics
06-5051891 ext. 44701
wy_li@cmo.com.tw

SEE MORE THROUGH CMO

Diversification of applications



LCD-TV Shipment Growth by year



Source: Display Search

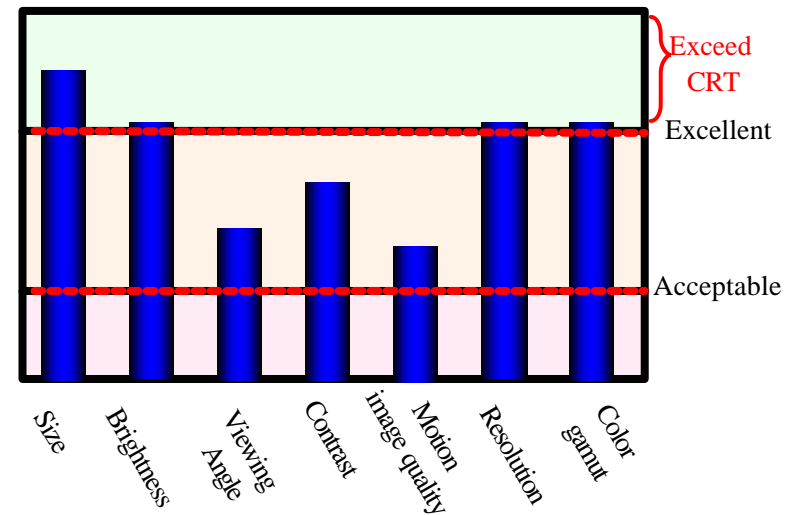
Introduction

Advantages of TFT-LCD for HDTV and multimedia application:

- High brightness
- High color saturation
- High resolution

Further improvement items:

- Contrast
- Viewing angle
- Motion image quality
-



Chi Mei Optoelectronics Corp.

Wide View Technologies

Contents

- **Introduction**
- **E-O effect in an LCD**
- **WV Family :TN+film, MVA, IPS...**
- **Contrast point of view**
- **Color point of view**
- **Summary**



何謂視角?

顯示器在特定的角度以內其顯像品質達到一定的水準以上, 此角度稱之為視角

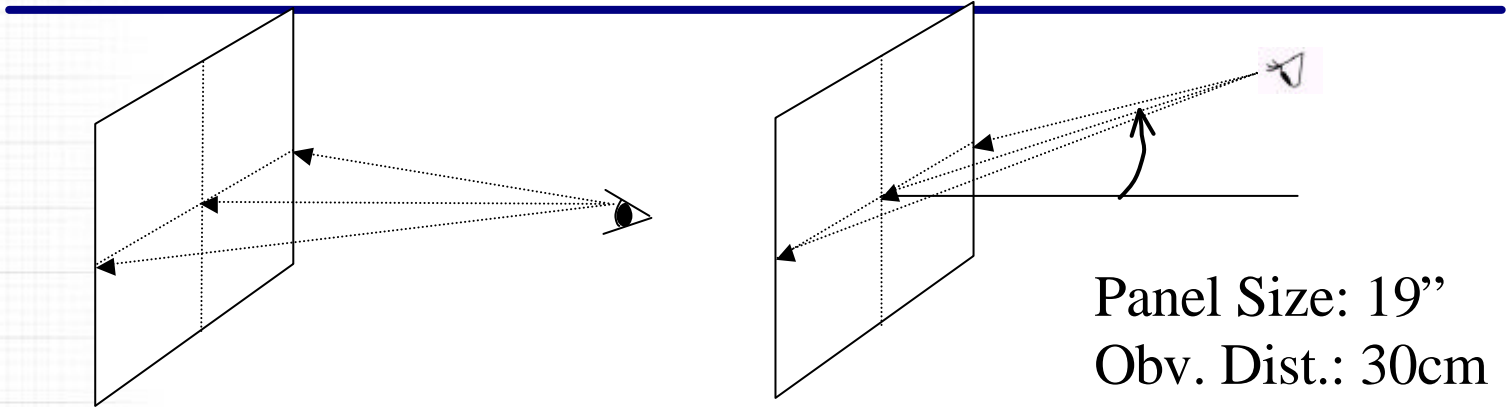
顯像品質

- 對比(Contrast Ratio, CR)
- 灰階不反轉(no gray level inversion)
- 色偏(color shift)
- 輝度(Luminance)
- ...



為何要廣視角？

A.



Panel Size: 19"
Obv. Dist.: 30cm
Obv. Ang.: $\sim 60^\circ$

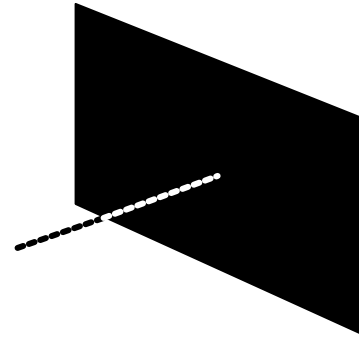
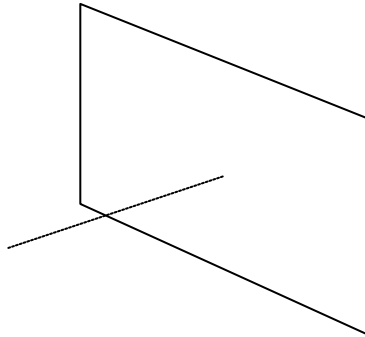
B.

即使是在 14.1"筆記型電腦上

您在看過全面均勻的混色(例如,橙黃色)嗎?



對比(Contrast Ratio, CR)



$$CR = \frac{\text{Lum. of Bright State}}{\text{Lum. of Dark State}}$$

對比 CR 實際的感覺...

$$CR = \frac{\text{bright}}{\text{dark}}$$

Brighter dark state

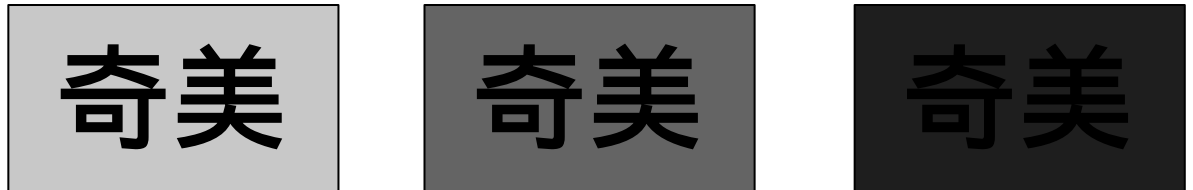


Higher CR

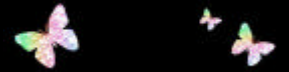


Lower CR

Darker Bright state



Contrast Perception



Low Contrast

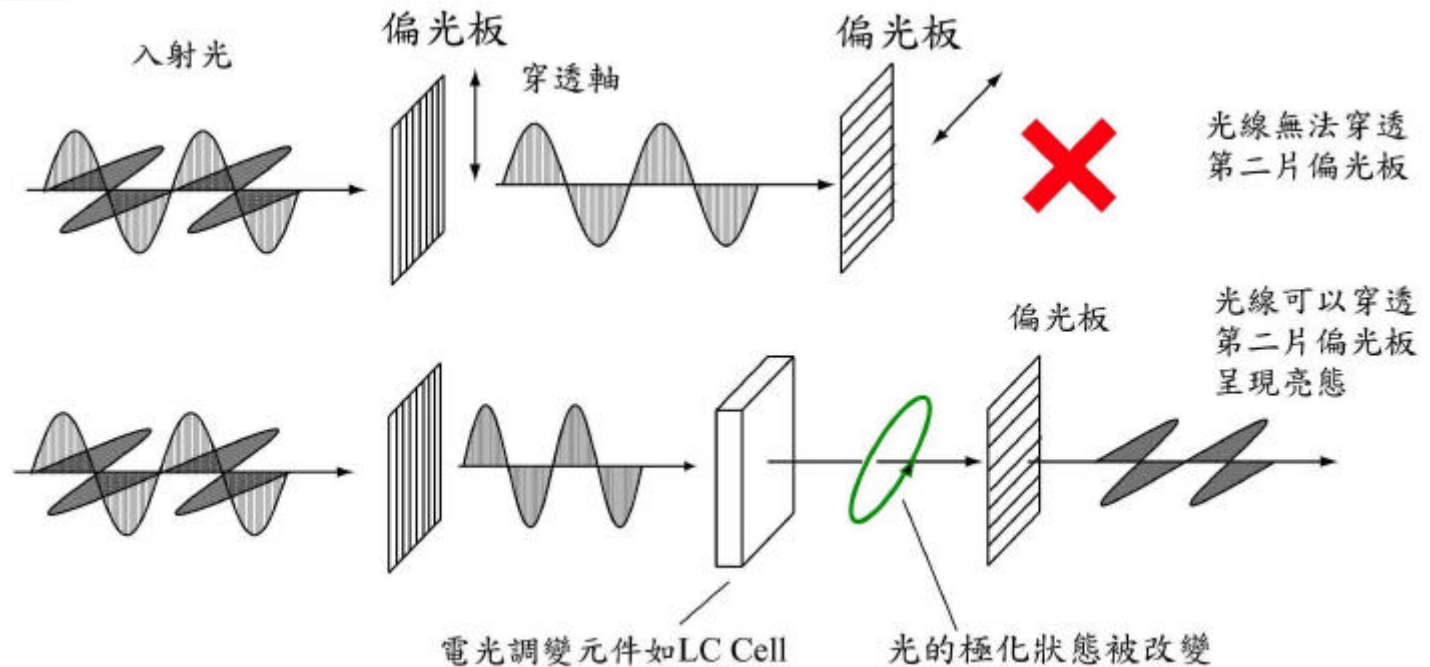


High Contrast

CONTRAST=brightness of white / brightness of dark

High contrast makes color of image more saturated and sharp.

光的偏極化

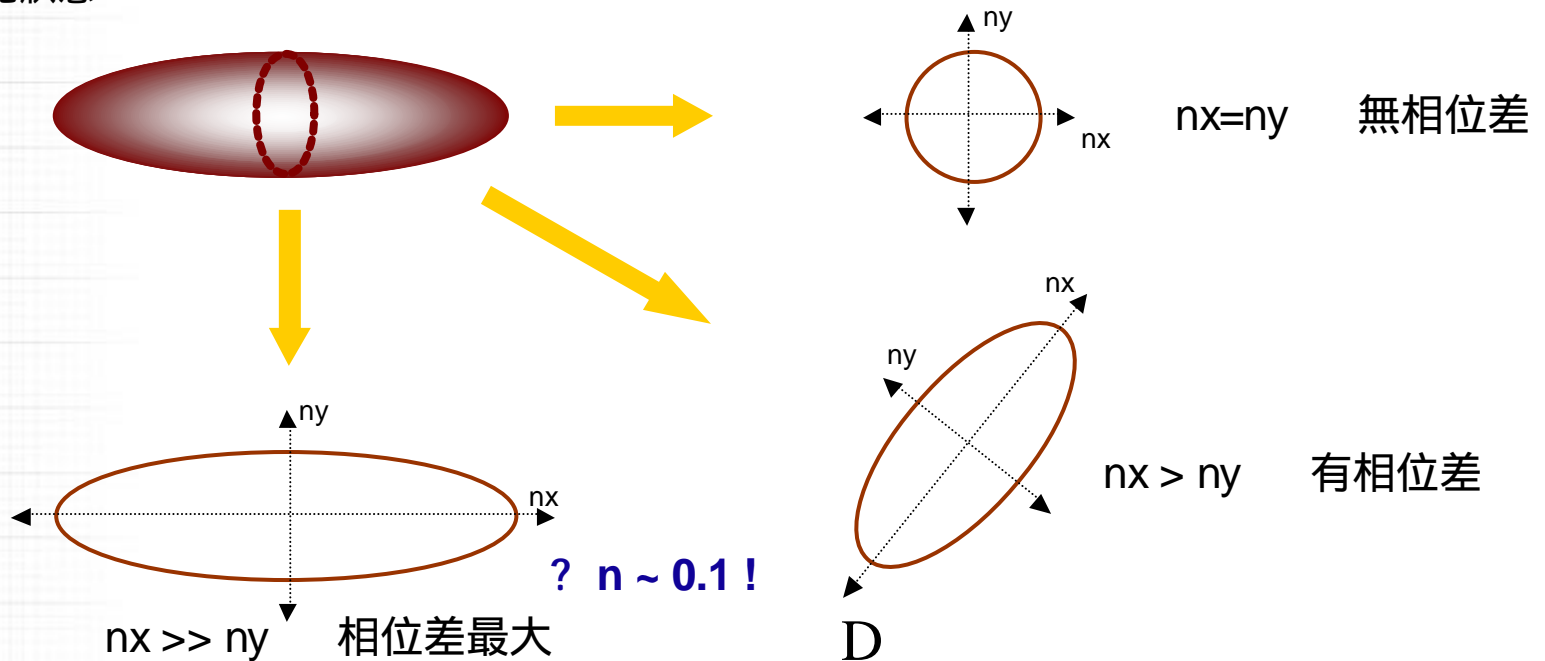


液晶 可改變光的極化狀態



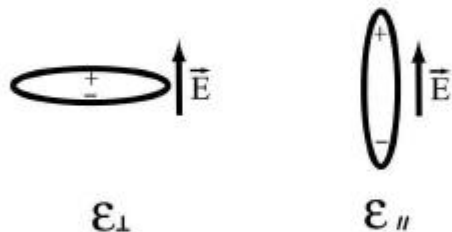
雙折射特性

液晶分子在不同軸向的折射係數不同，造成不同極化方向之間的相位差，進而改變光的極化狀態



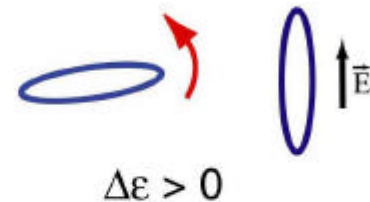
非等向介電性

介電係數表示材料被外面電場誘發極化率的大小，介電係數越大表示極化率越大

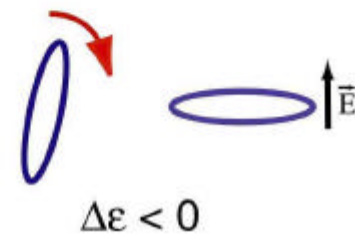


$$\Delta\epsilon = \epsilon_{\parallel} - \epsilon_{\perp}$$

對 $\Delta\epsilon > 0$ 而言，當有外加電場時，液晶分子的對稱軸方向會傾向於與外加電場方向平行



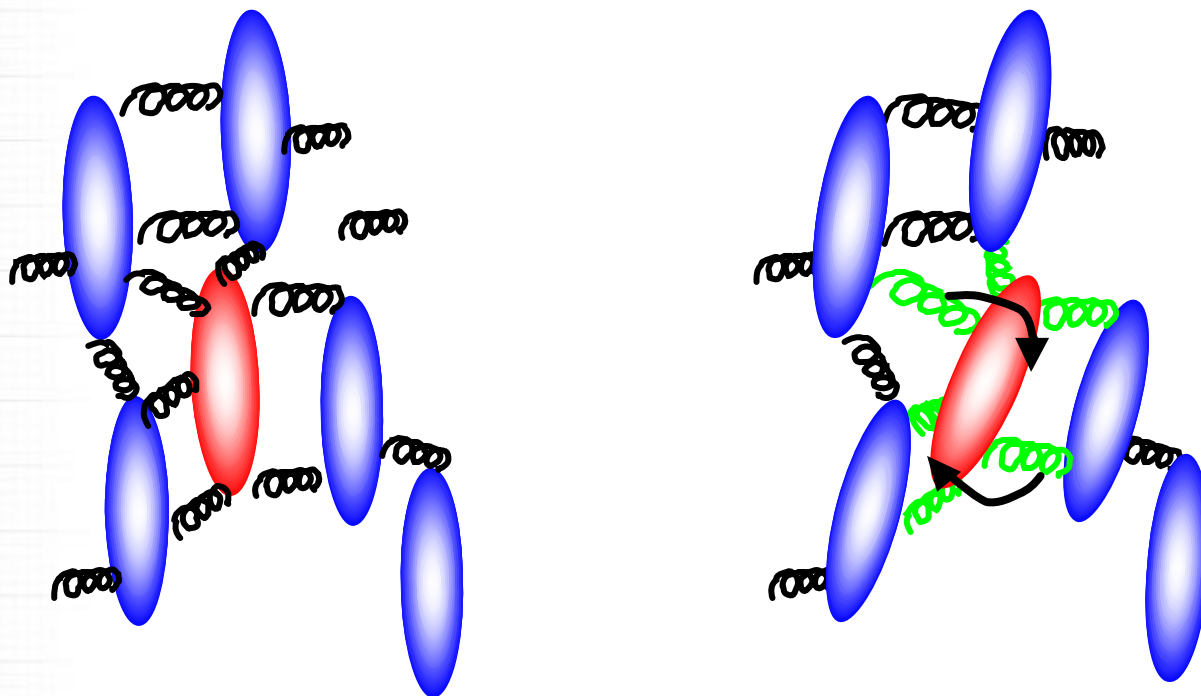
對 $\Delta\epsilon < 0$ 而言，當有外加電場時，液晶分子的對稱軸方向會傾向於與外加電場方向垂直



液晶重要的物理特性

14

彈性 (elasticity)

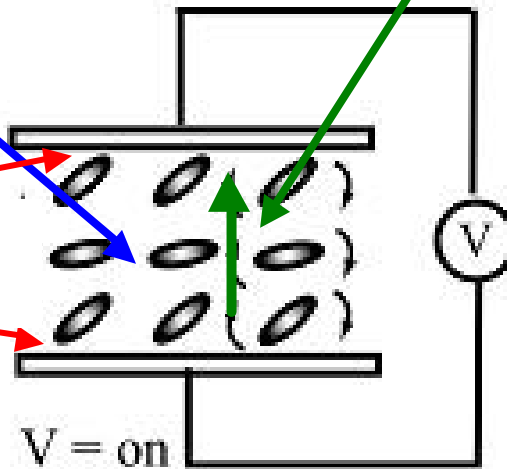


LC with negative dielectric anisotropy ($\Delta\epsilon < 0$)

1. **Elastic force** every where
(between LC-LC)

2. **Vertically Aligned**
(**anchoring force**,
Ex. between LC-PI)

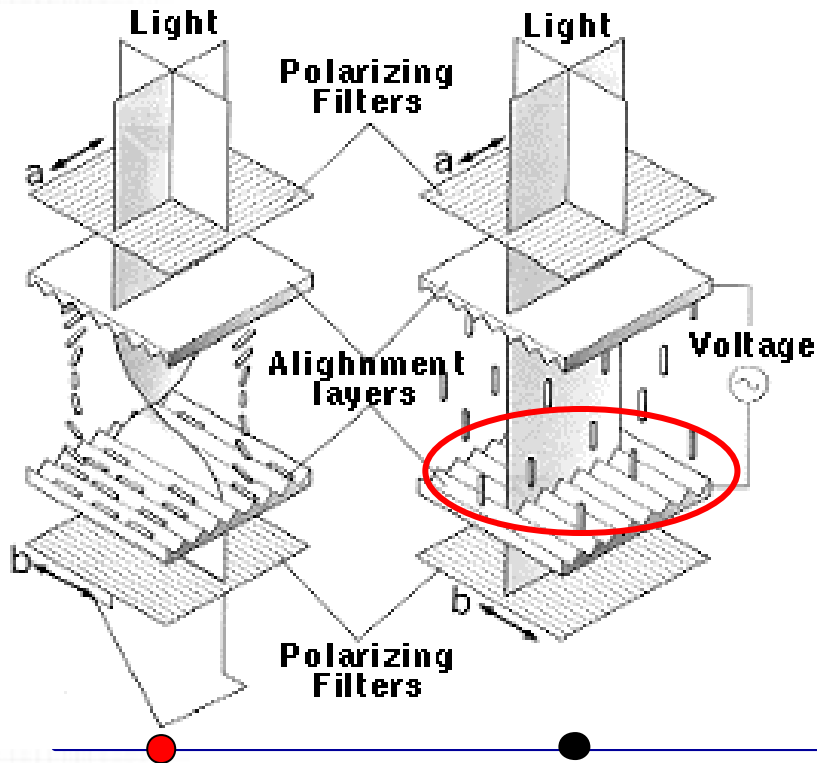
3. **Electric force** between
E field and LC



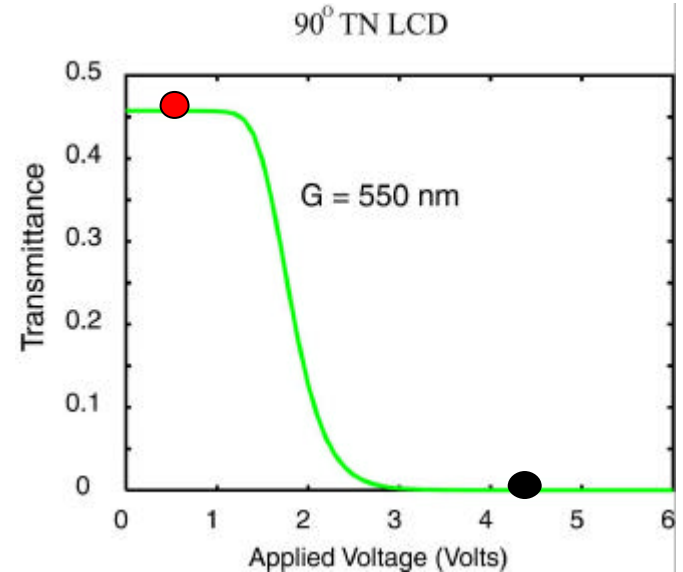
LC with $\Delta\epsilon < 0$, the director tend to be perpendicular to the applied electric field.



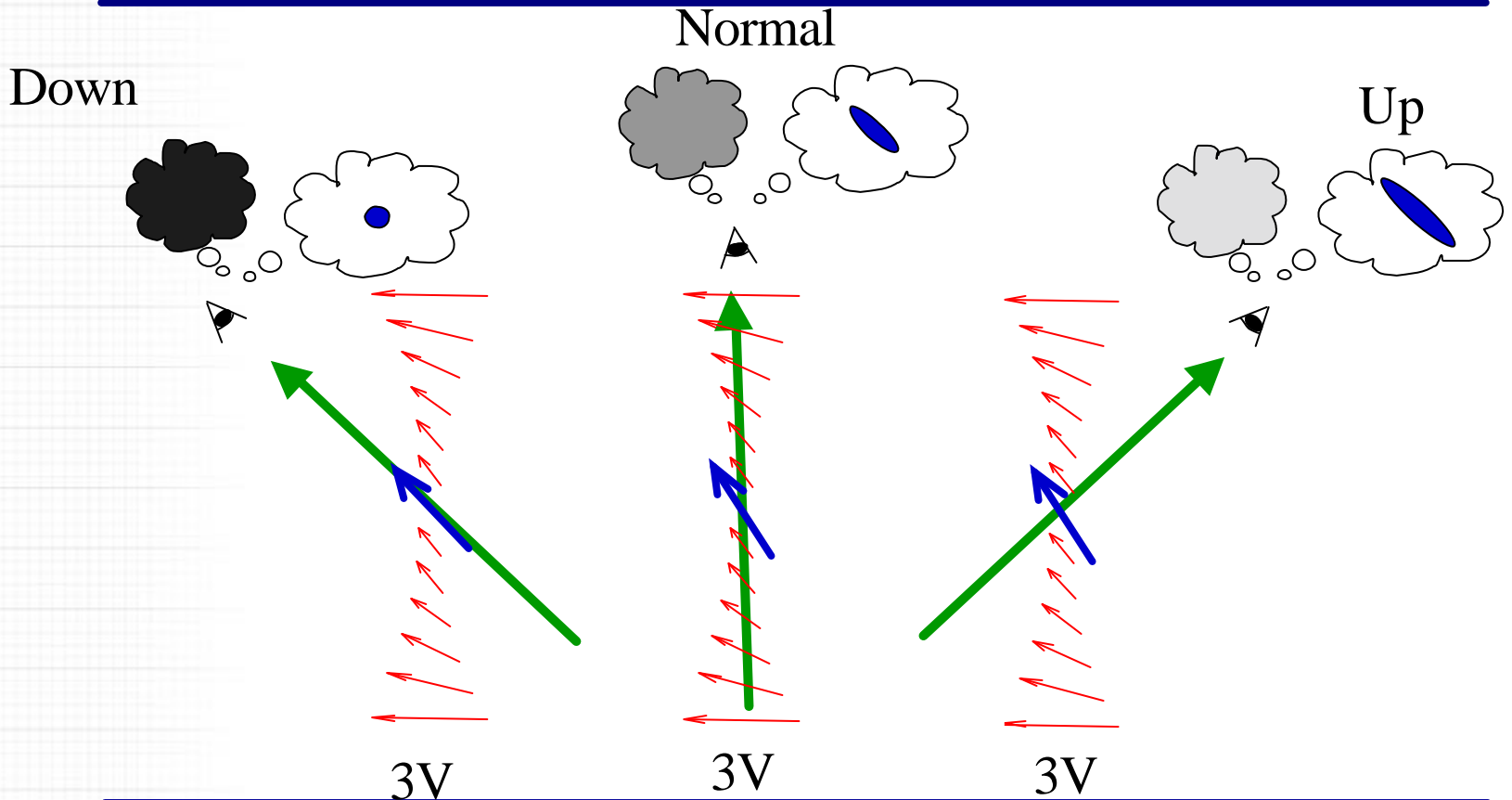
90° Twisted Nematic(TN,扭轉向列型) TFT LCD



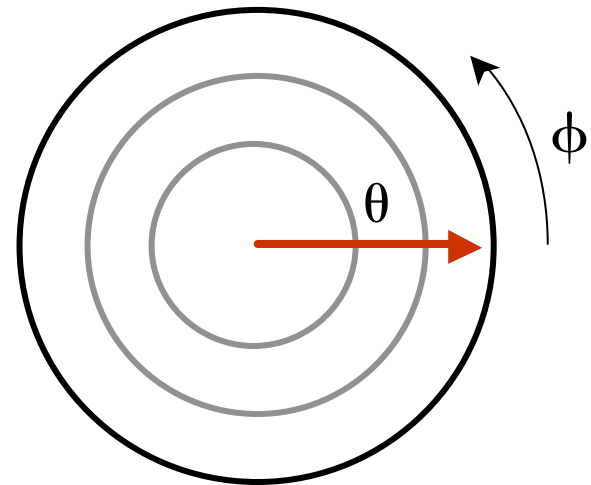
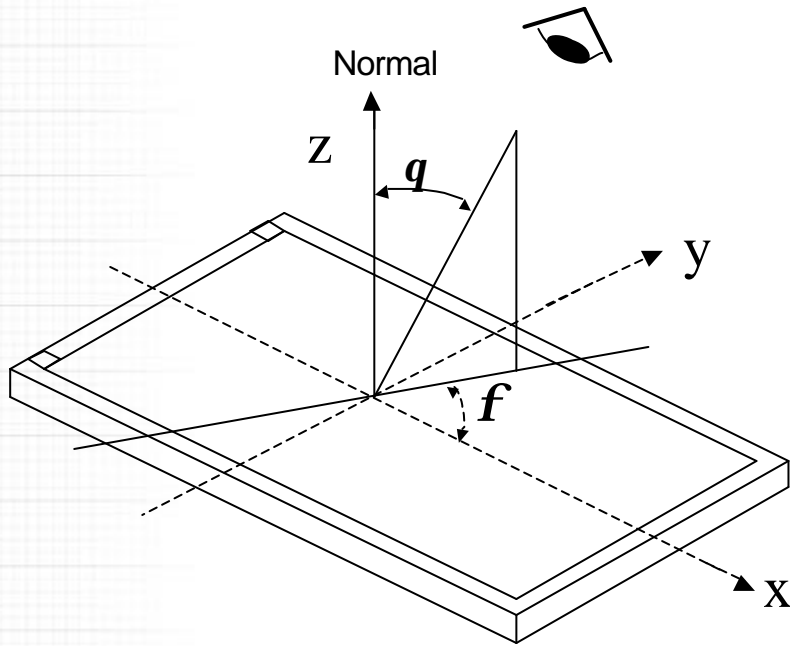
Normal view
T-V curve



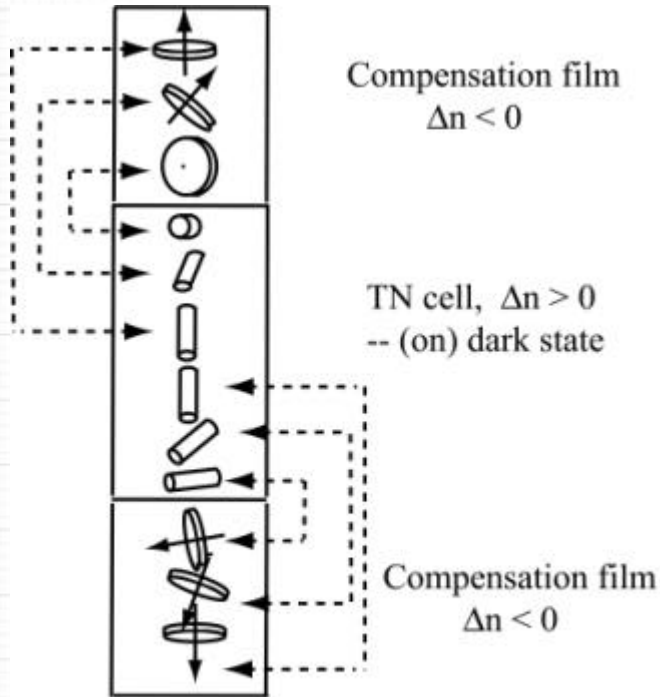
TN LCD 對比視角不對稱/低下的原因



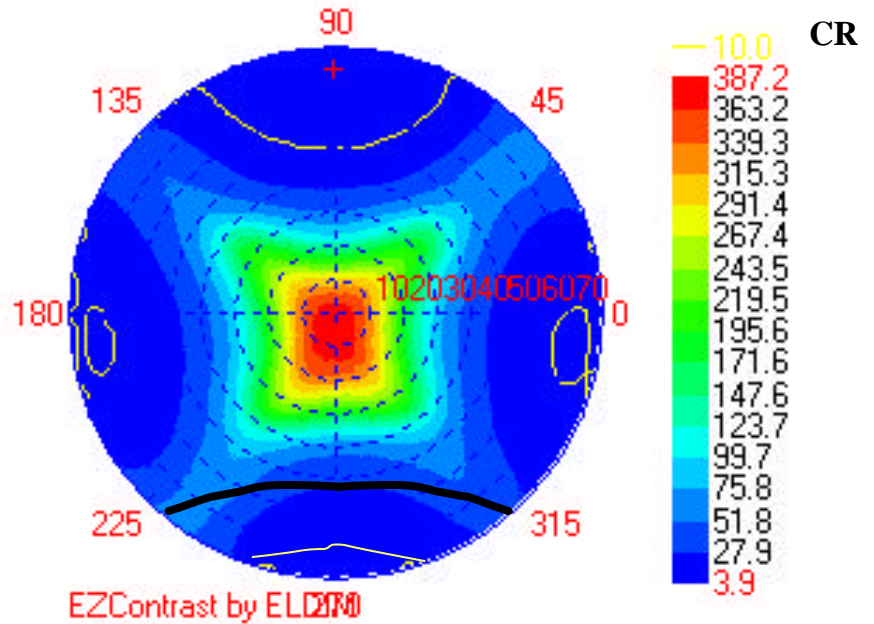
視角表示座標系統



Fuji Photo 廣視角補償膜 + TN TFT LCD



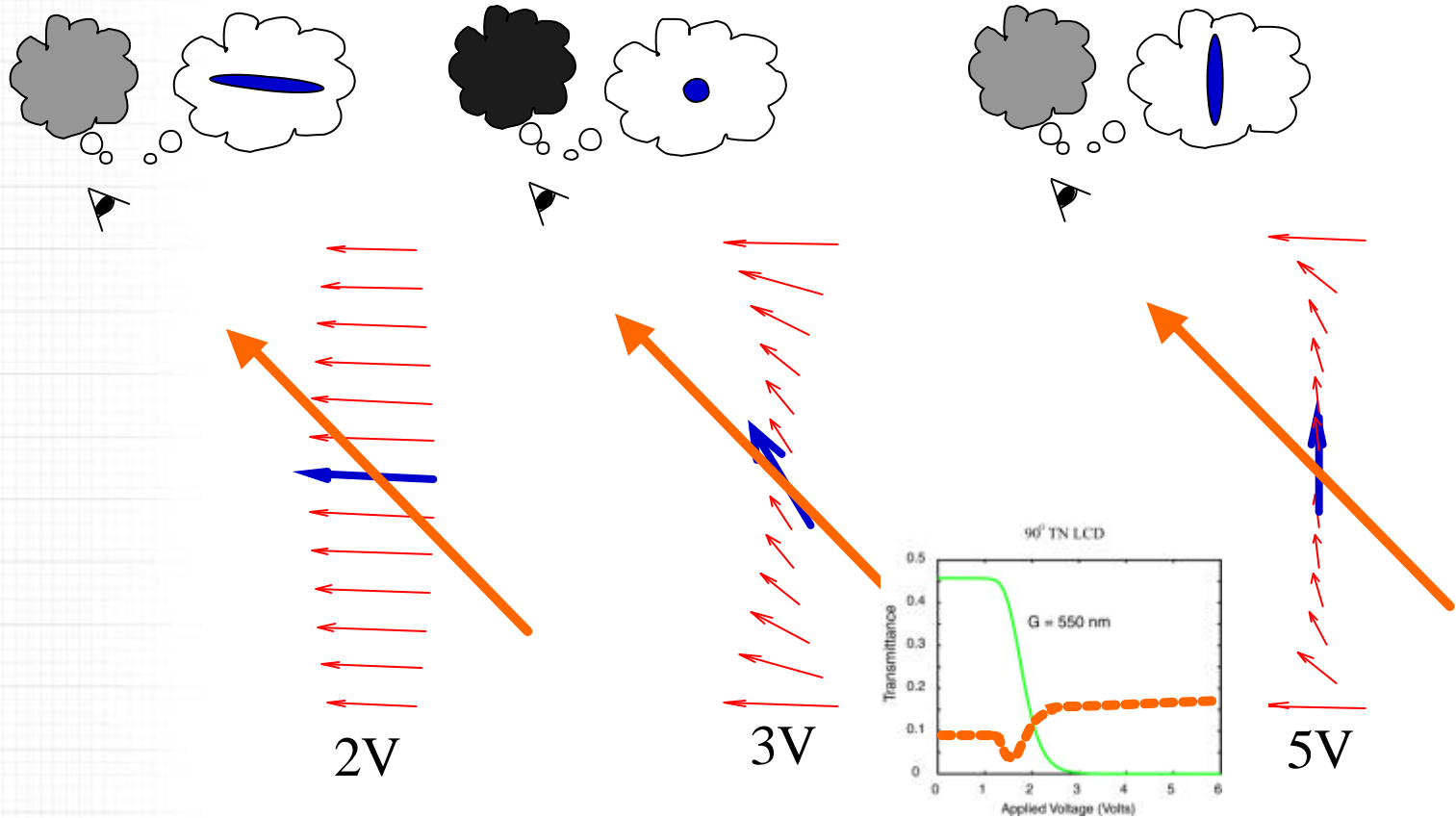
The structure of an on-state TN-LCD with discotic negative birefringence films



L: 70°, R: 70°, U: 50°, D: 70°



TN LCD發生灰階反轉的原因

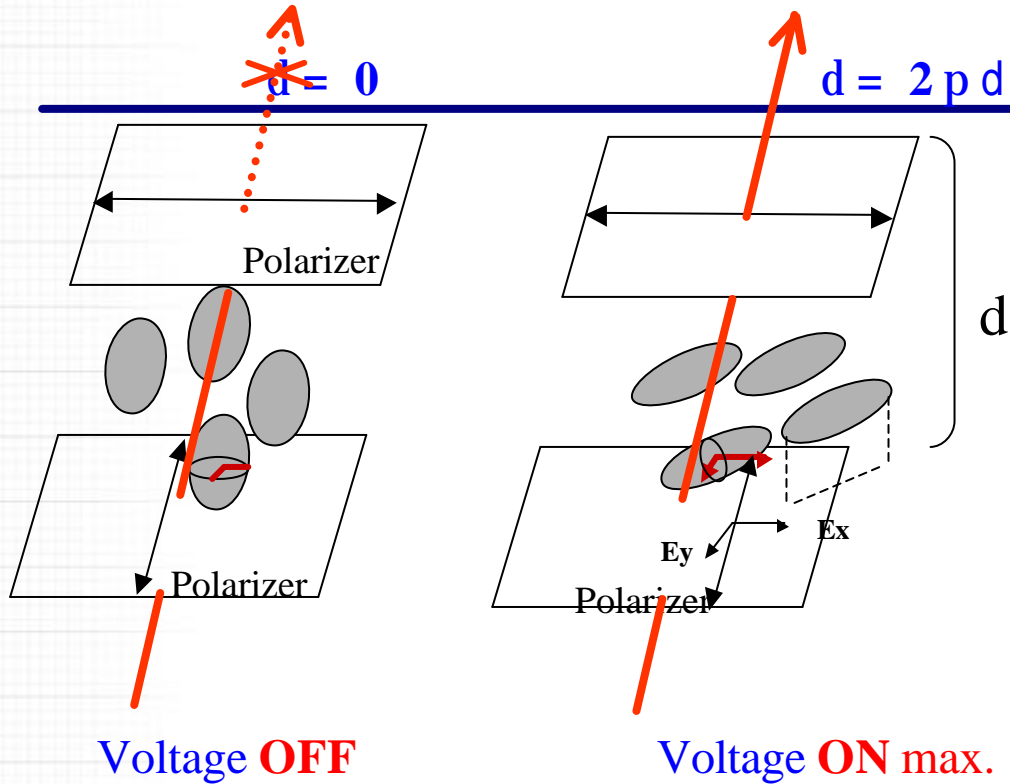


TN

- the basic mechanism of CR/Lum/G.I. problems of TN LCD
- the solution of CR/Lum problems of TN LCD
- the CR performance of WV compensated TNLCD
- there is no practical(productivity) solution for G.I. of TN LCD

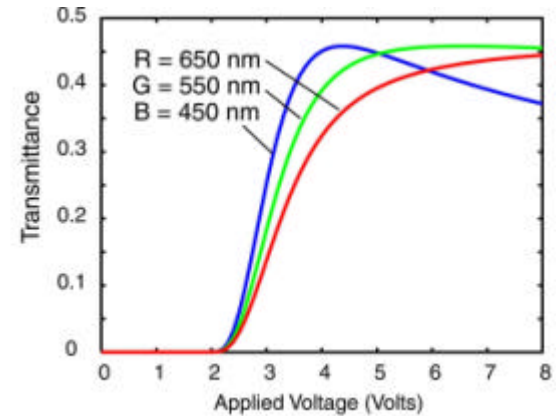


Vertically Aligned (垂直排列) LCD



d : 光程相位差

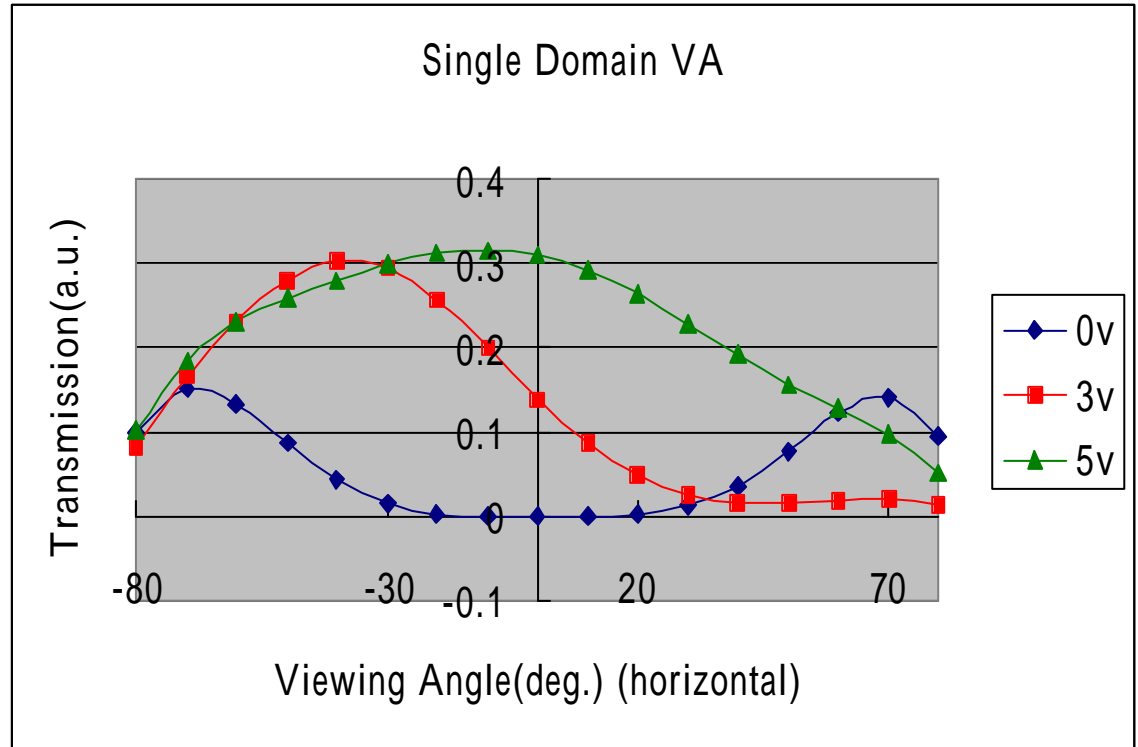
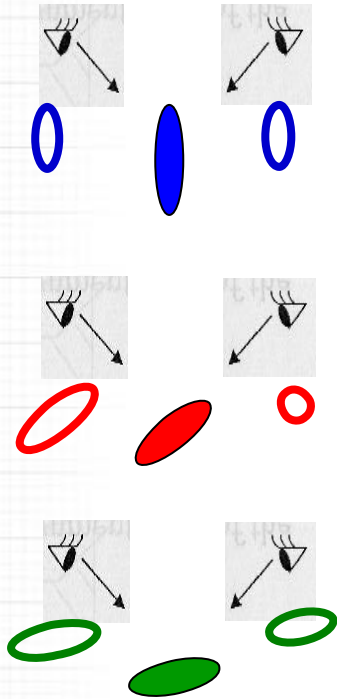
穿透率 $\sim \text{Sin}^2(d/2)$



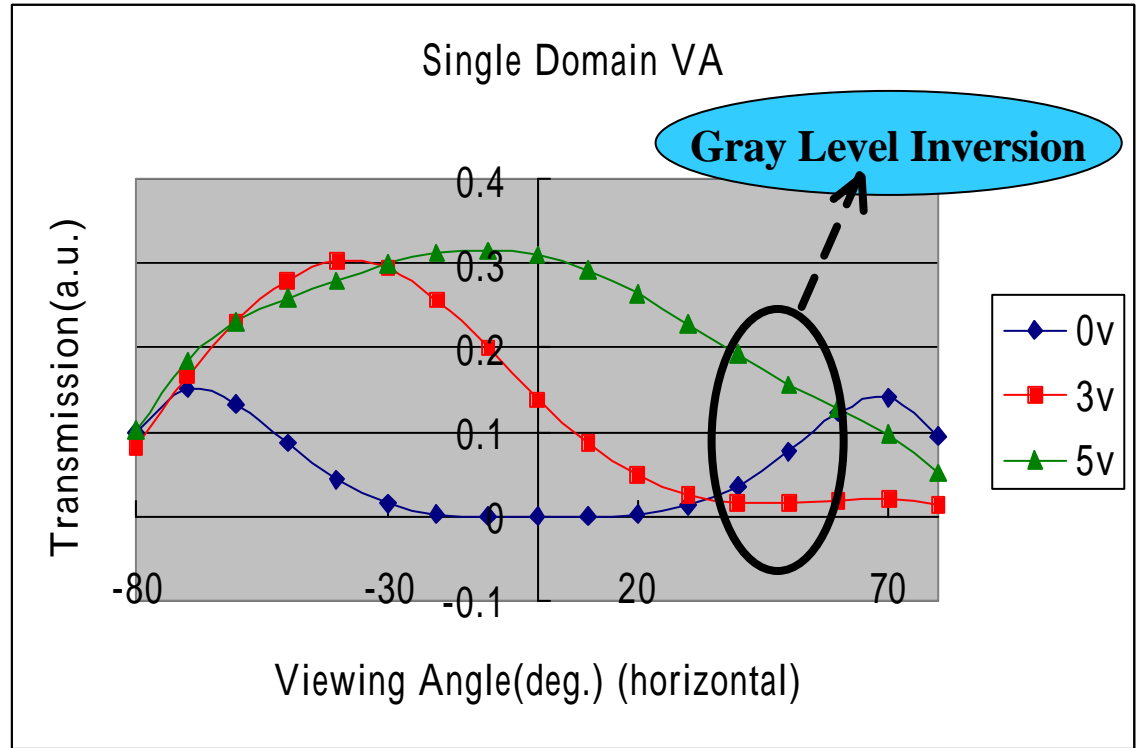
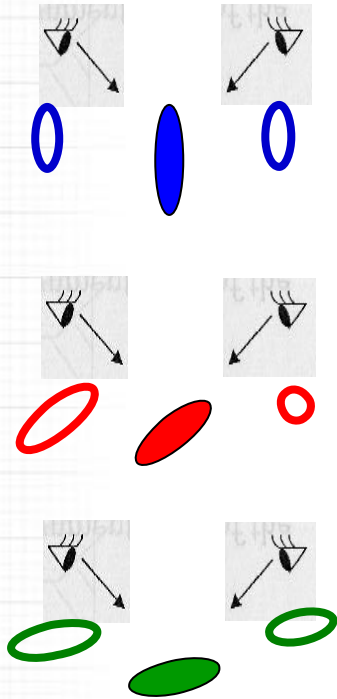
Retardation=0 when voltage off @ normal direction => High contrast ratio



VA LCD 視角問題 --- 灰階時之輝度/視角不對稱

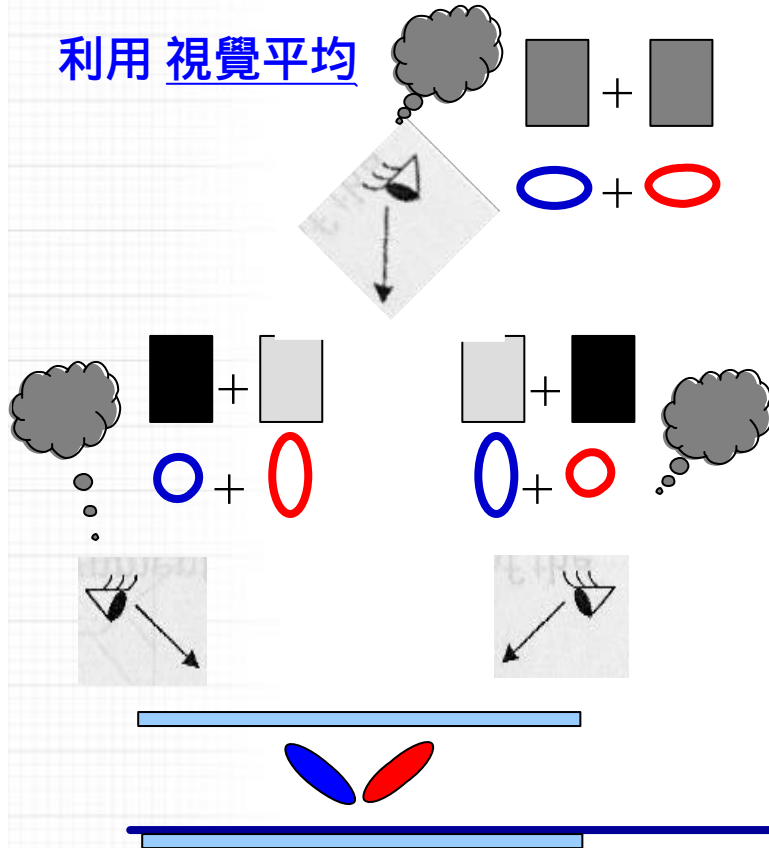


VA LCD 視角問題 --- Gray level inversion

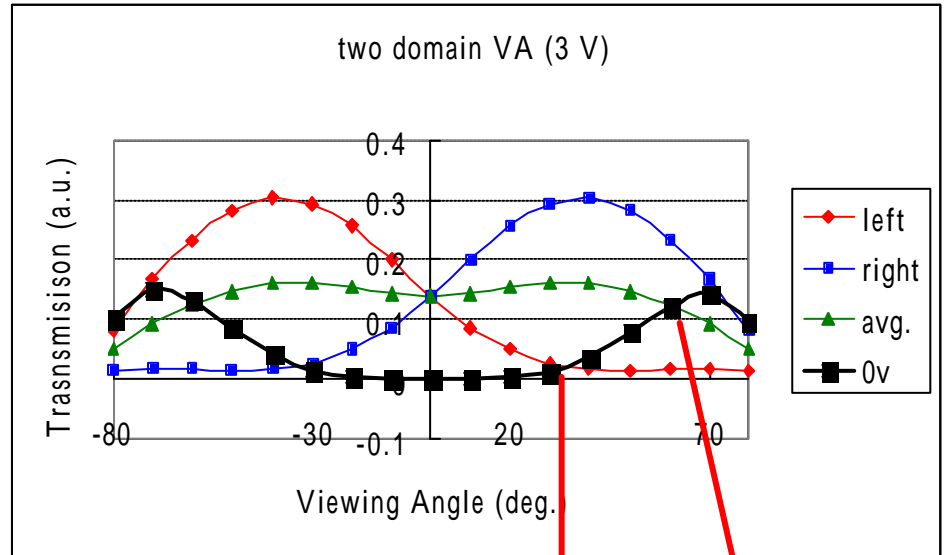


VA LCD 視角問題 --- 視角不對稱 與灰階反轉 的改進方法

利用 視覺平均



with bare cross polarizer

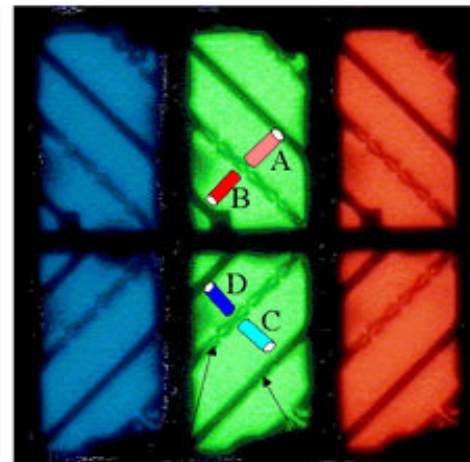
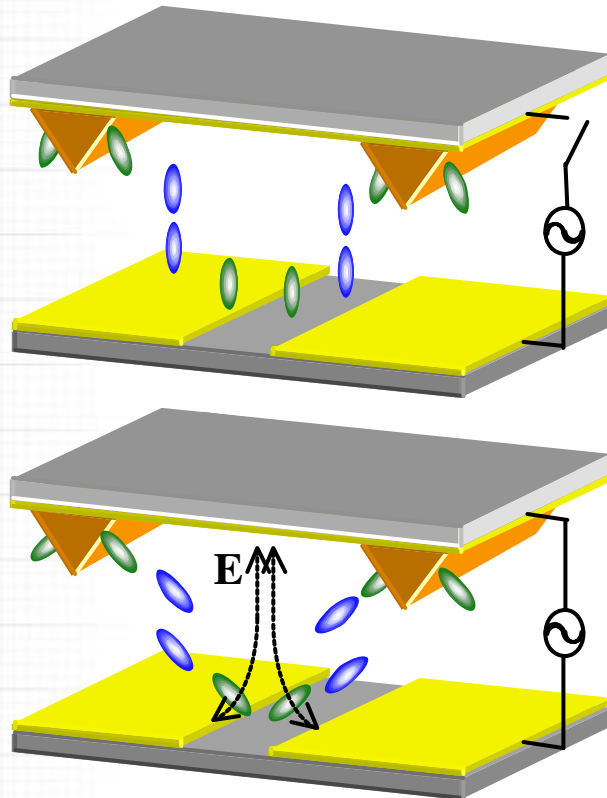


25° 60°
Improved !!

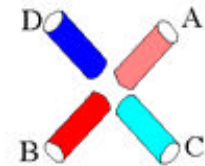


Fujitsu Multi-Domain Vertical Alignment

(1998->1999)



LC domain alignment



Realization of Multi domain

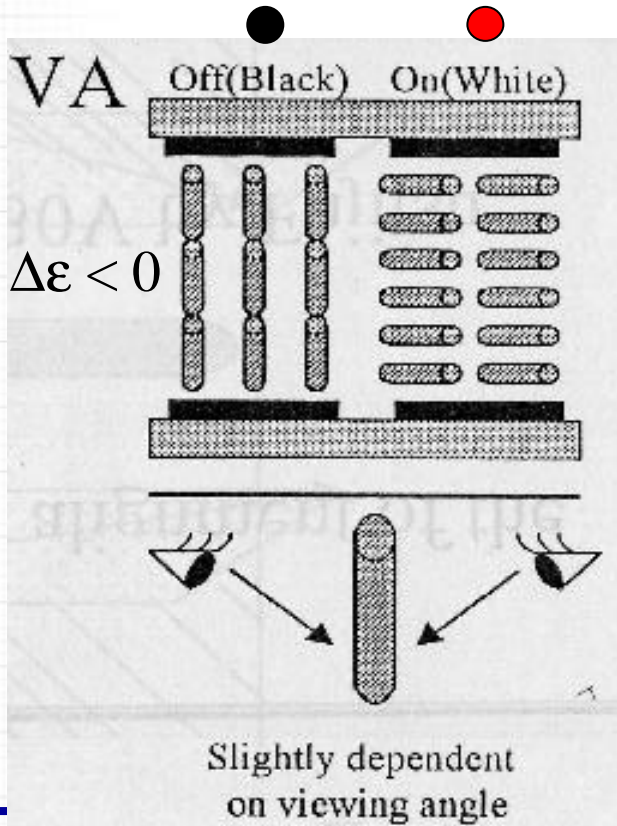
<4 domains >

Protrusion on TFT Glass

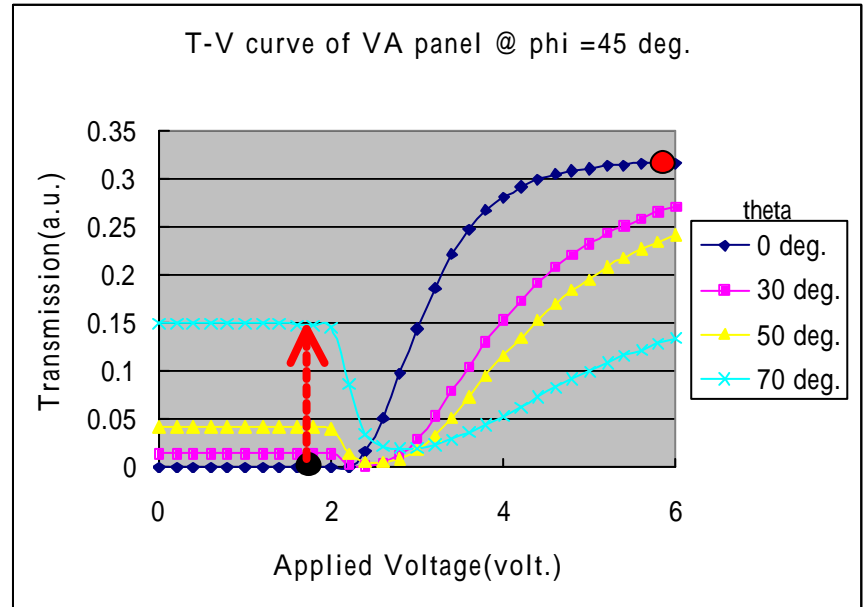
Protrusion on CF Glass



VA LCD 視角問題 --- 斜視暗態變差(亮)

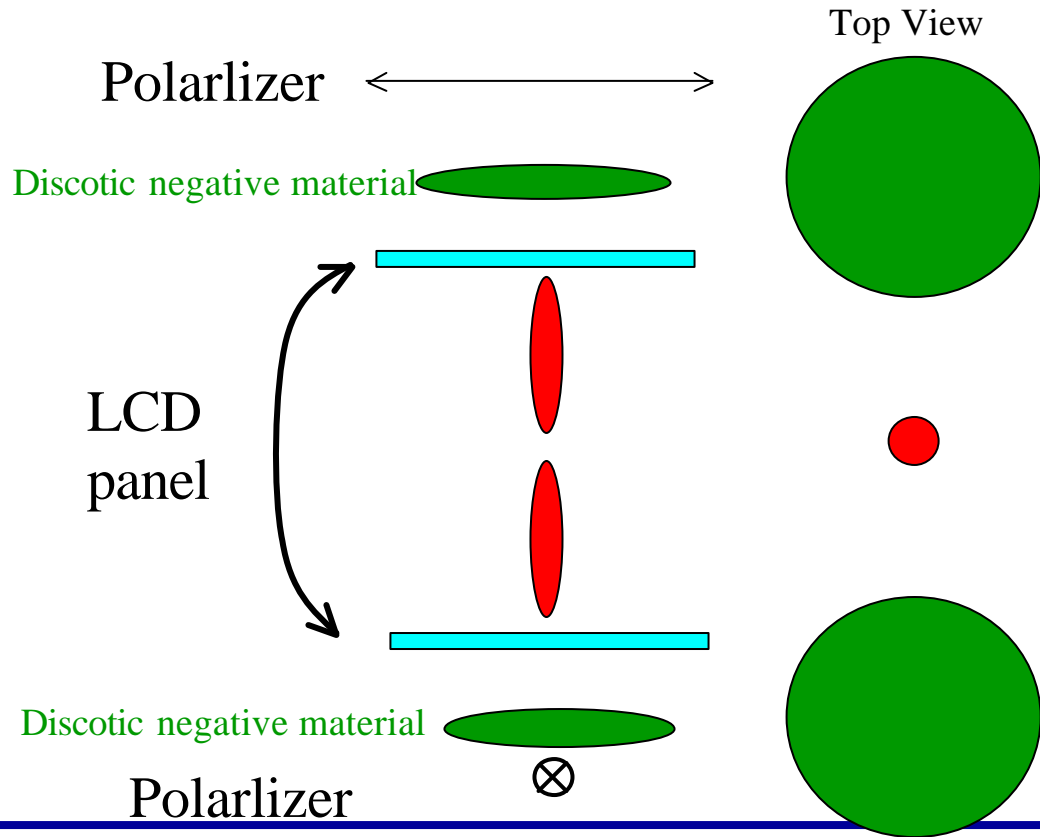


穿透率 $\sim \text{Sin}^2(\delta/2)$

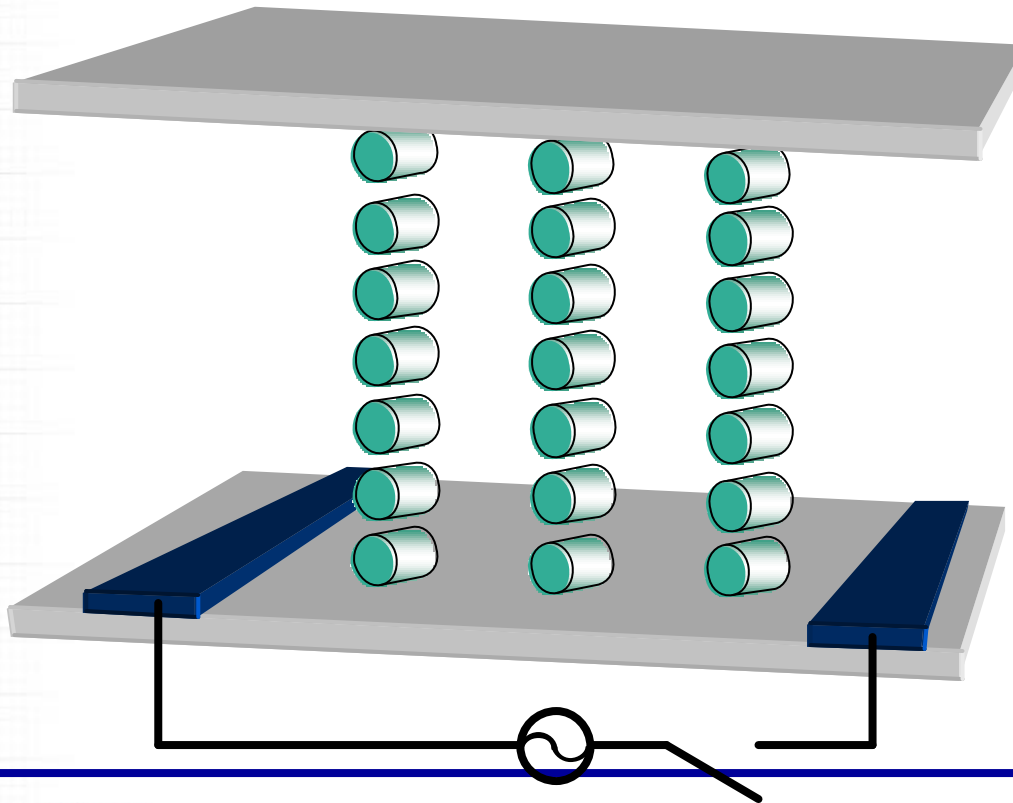


VA LCD 視角問題之對策 --- 暗態補償

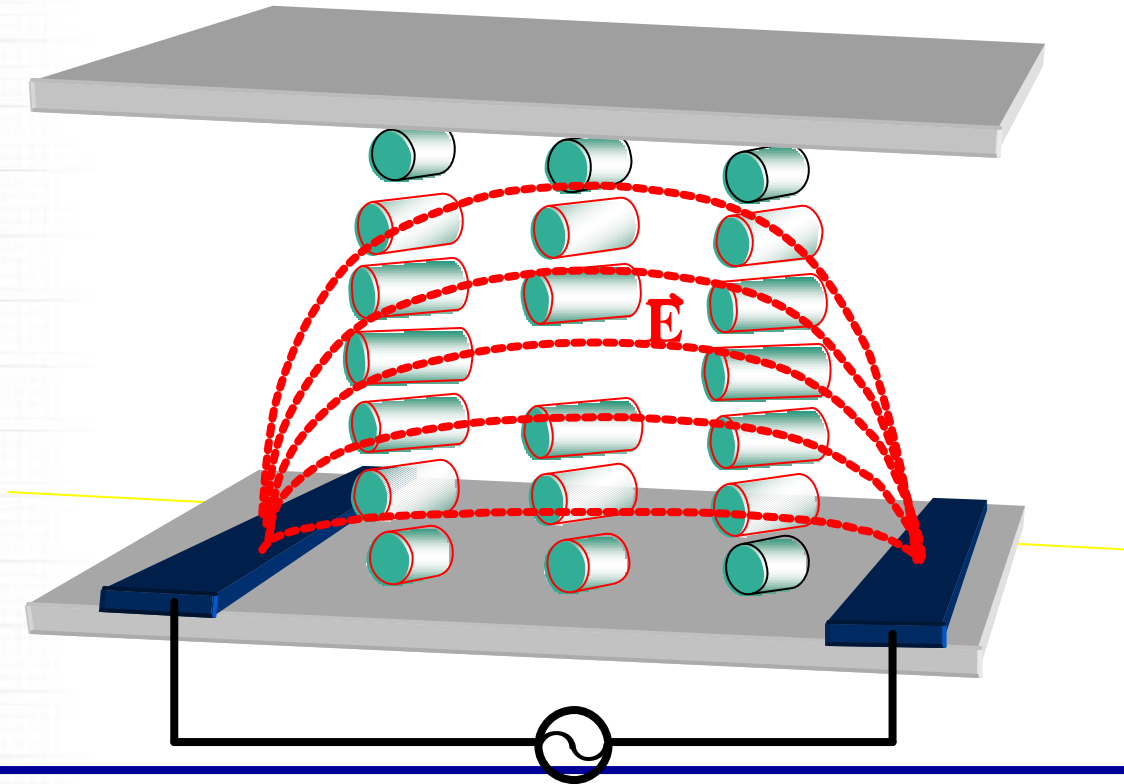
Compensate the leakage light of dark state of VA LCD



IPS (In Plane Switching) Mode – Voltage OFF

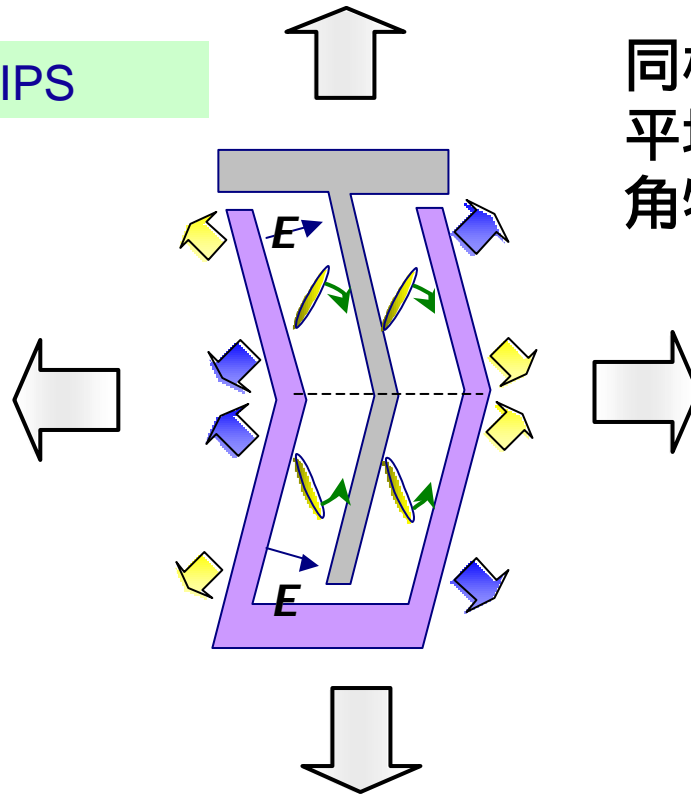


IPS (In Plane Switching) Mode – Voltage ON



Super IPS(S-IPS) : 2-domains case

S-IPS



同樣利用空間不同疇區
平均效果來盡一部提昇視
角特性



MVV/IPS

- the basic mechanism of CR/Lum/G.I. problems of VA cell
- the solution of CR/Lum/G.I. problems of VA /IPS LCDs

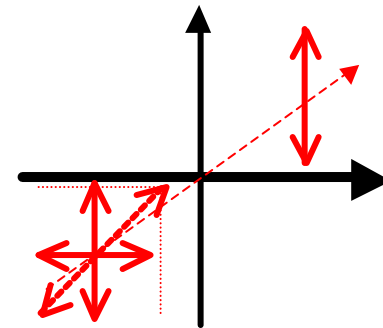
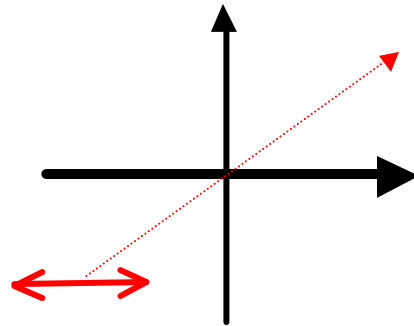
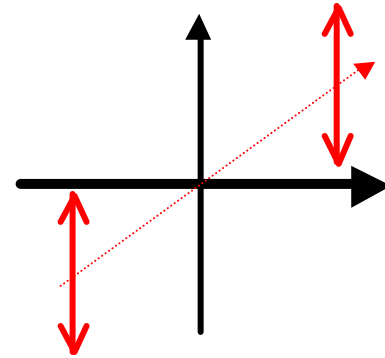
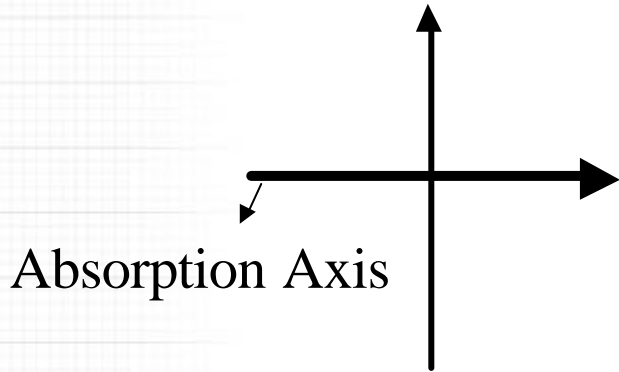


Leakage light from cross-polarizer @ diff. view angle

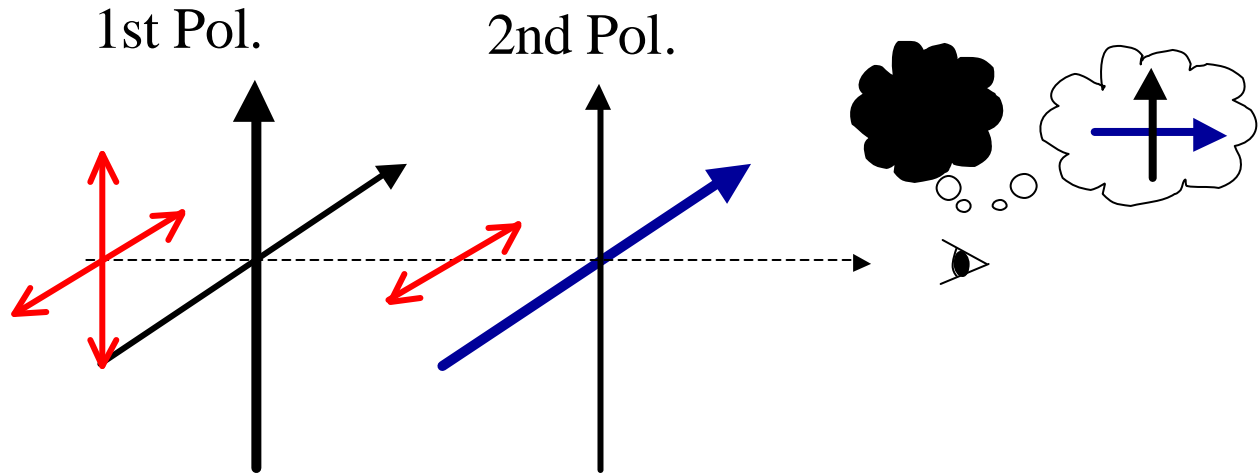
- What is polarizer?
- Working mechanism of a sheet polarizer
- Why leakage light from polarizer @ oblique view.
- Why leakage light strongly related to color shift
- Idea to eliminate the leakage light to improve color shift properties of LCD



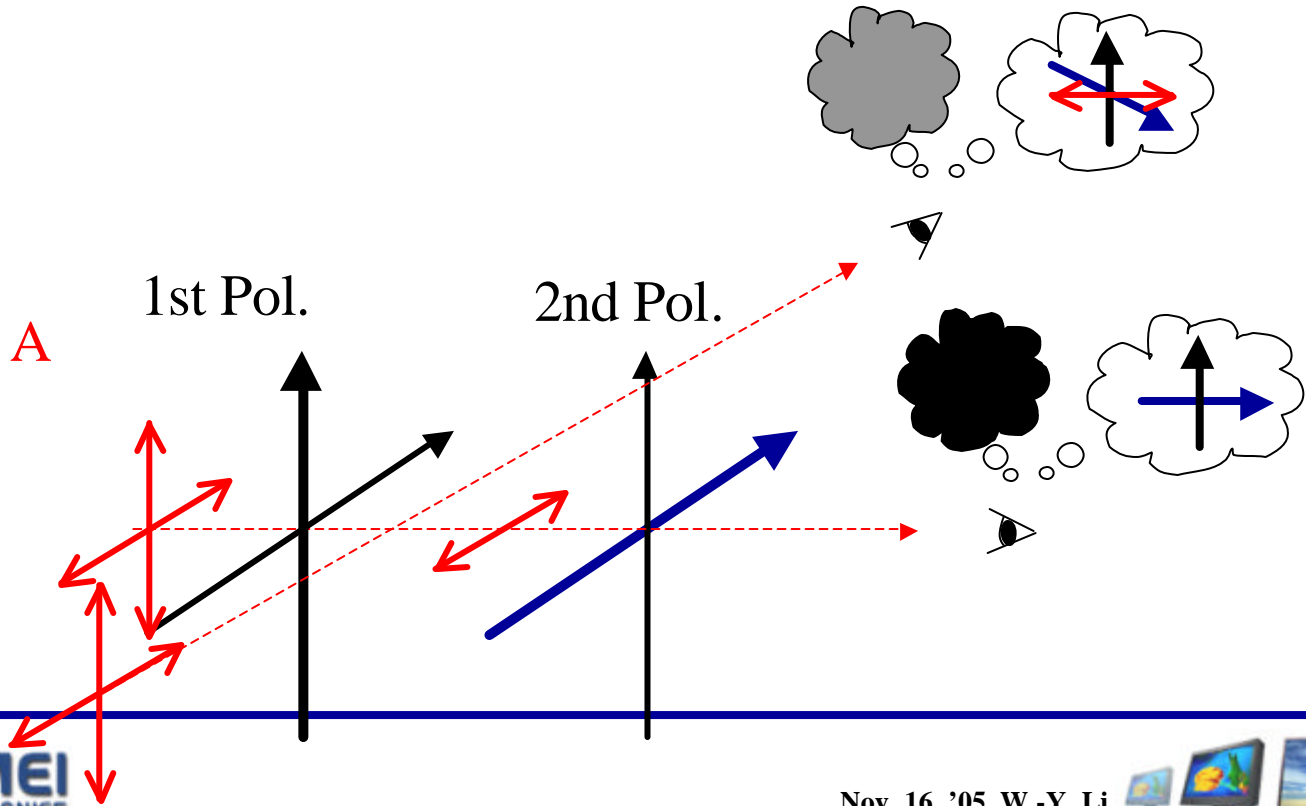
Working Mechanism of Sheet Polarizer



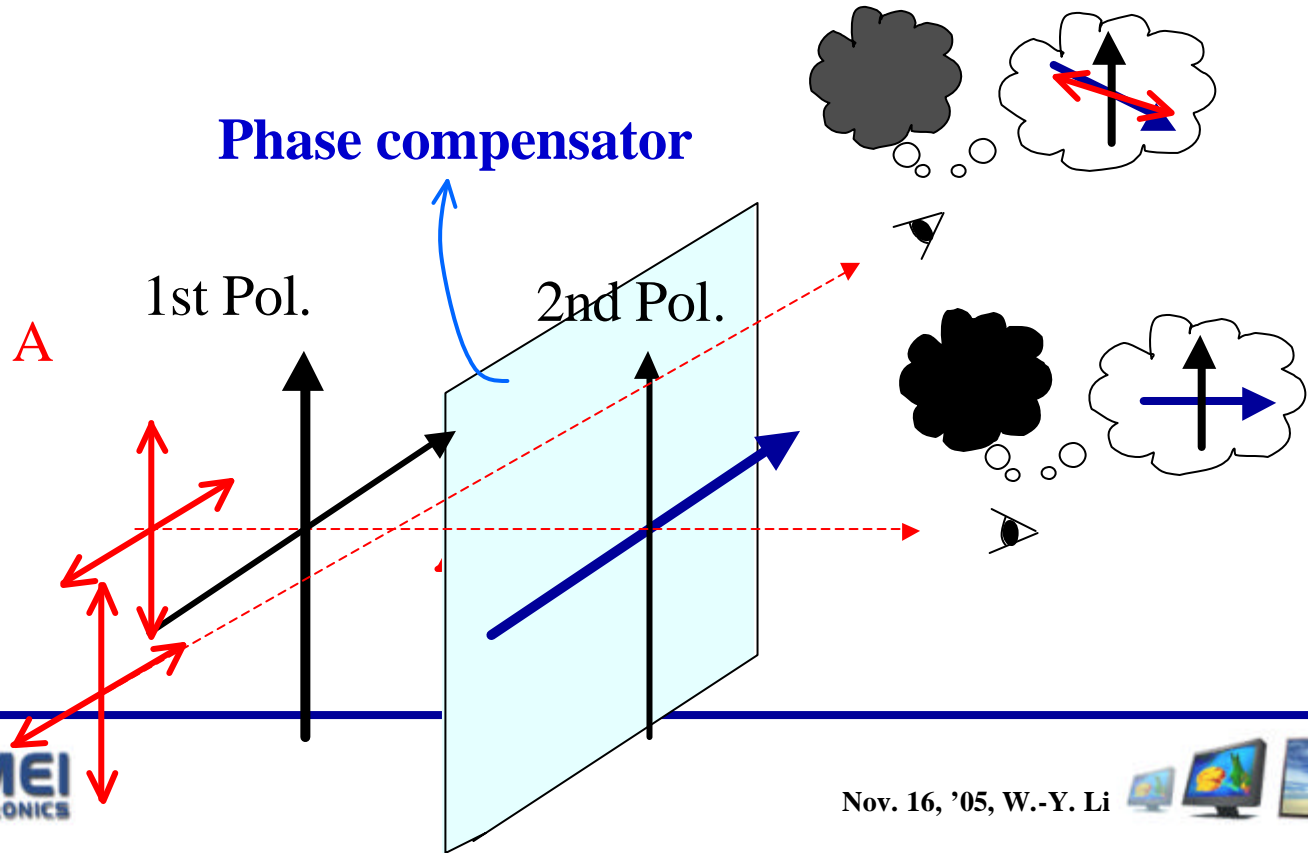
一對理想的正交偏光板



理想正交偏光板的漏光原因



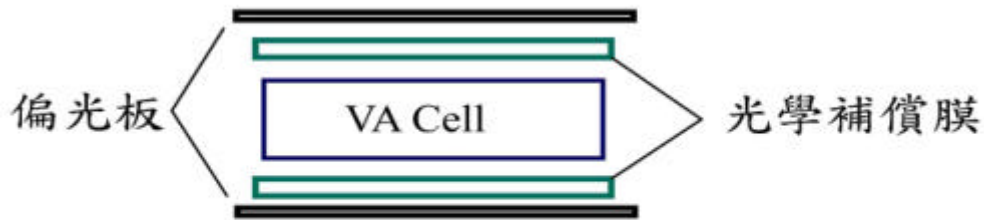
消除斜角漏光的概念



Structure of VA family displays



VA 顯示器結構



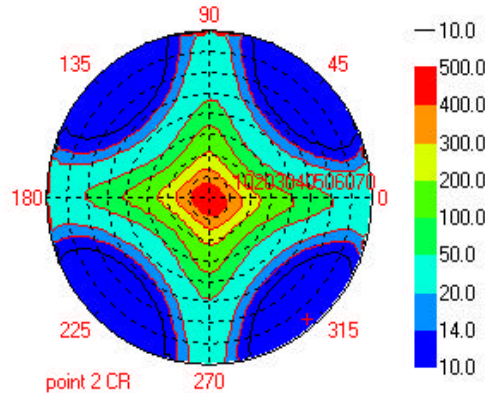
廣視角 VA 顯示器結構

S-MVA, VAExtreme

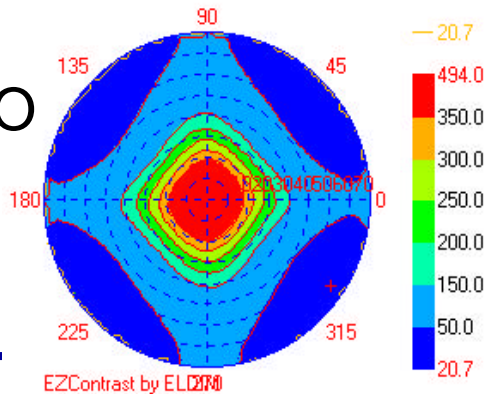
View Angle : Contrast and primary color shift

Iso-contrast countour

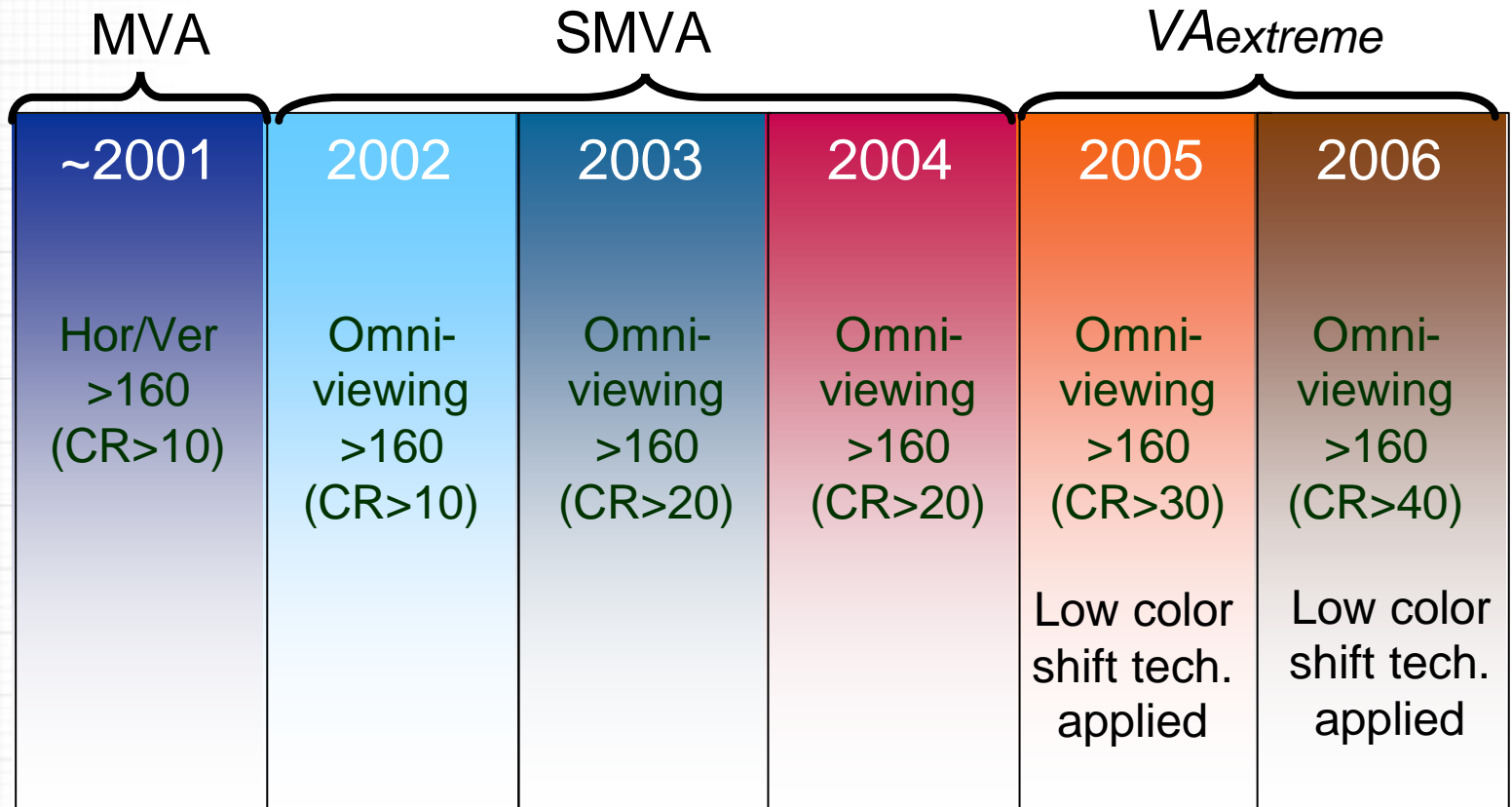
2001
17.4 MVA



Super MVA 2002, CMO
180E1
SMVA

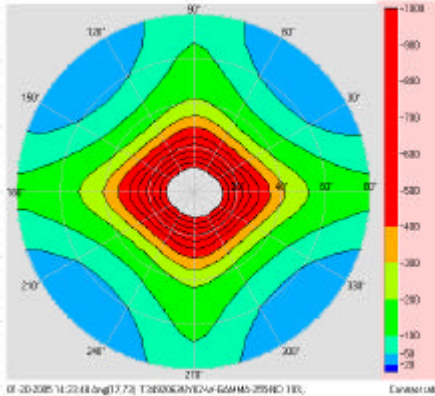


Viewing Angle Trend



Contrast Contour Chart

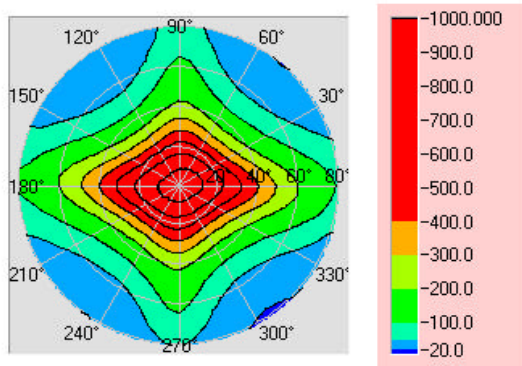
Omniview CONTRAST



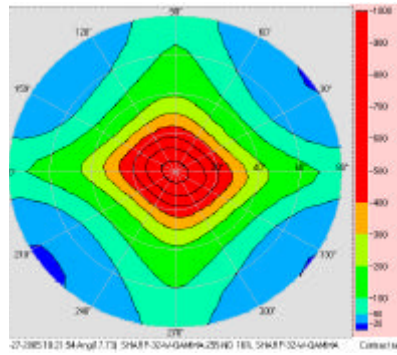
Omniview CONTRAST improves the contrast in large viewing direction and has top level in the world

1. Omni-CR >30
2. CR>100 in horizontal direction (green area)
3. No gray level inversion

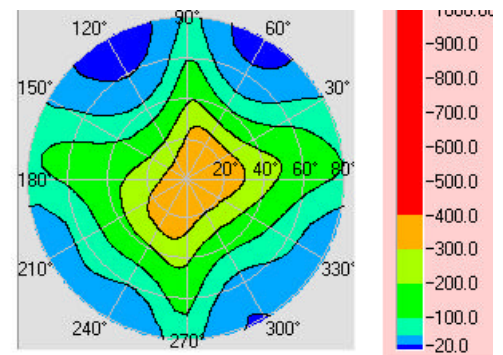
V_Aextreme, CR>1000 in direct front view (white area)



PVA

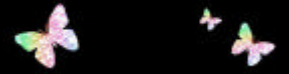


ASV



AS-IPS





Contrast and Color difference at Off-Angle

TW IPS



*VA*extreme

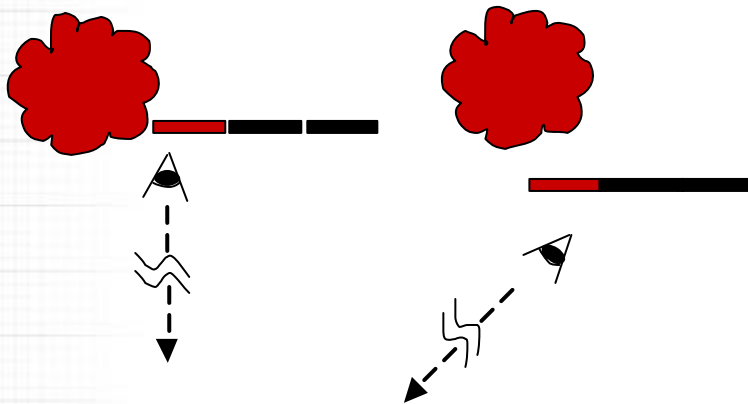


Conventional VA

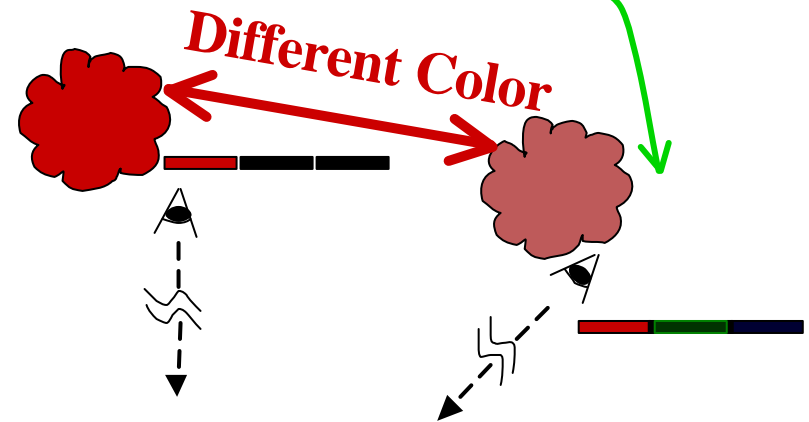


Viewing Angle – Color stability

Idea case:
No leakage light emerge from the “dark” pixels



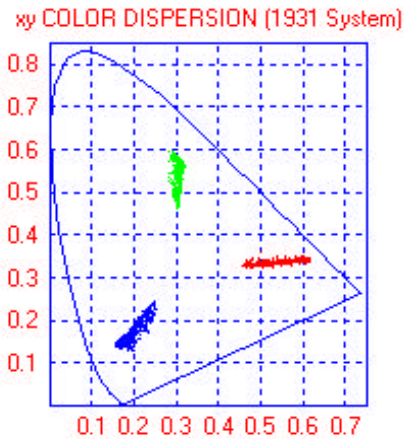
Real case:
Leakage light emerge from the “dark(green,blue)” pixels



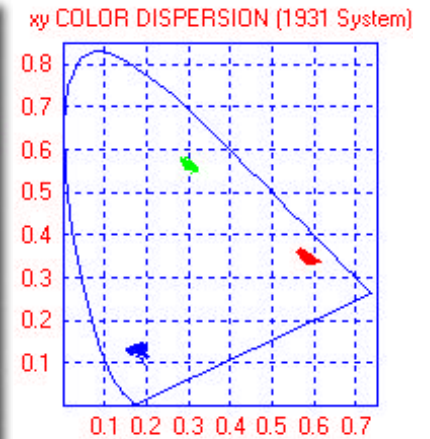
Viewing Angle – Color stability

Color Shift v.s. Viewing angle

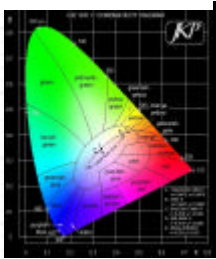
Conventional MVA



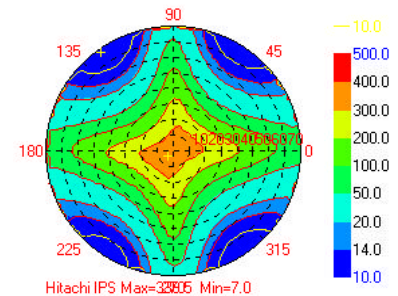
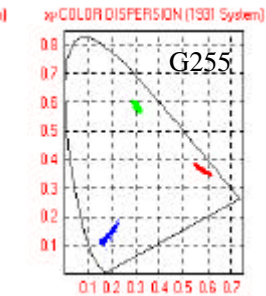
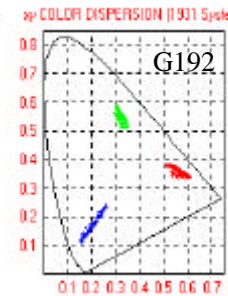
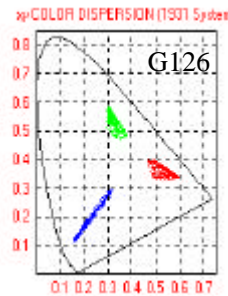
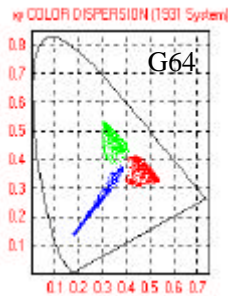
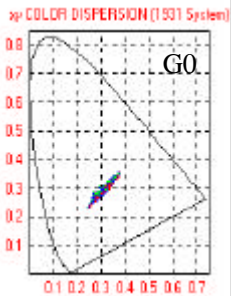
CMO's Super MVA



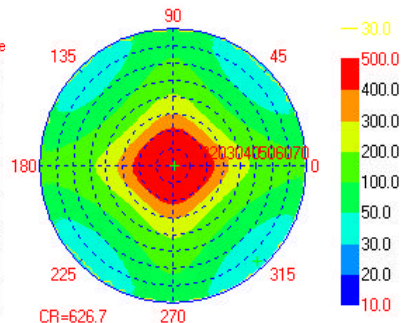
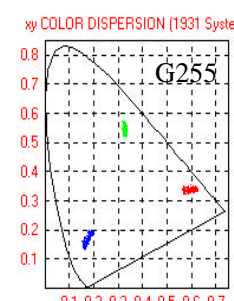
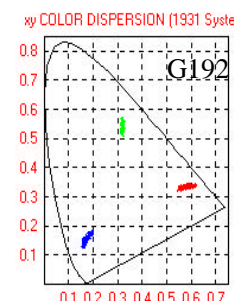
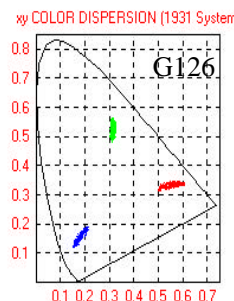
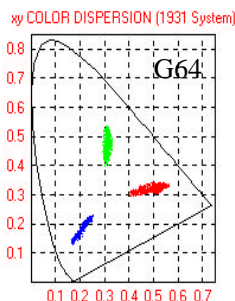
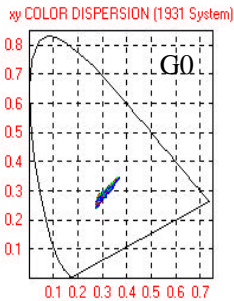
Primary Colors



Super IPS



Vextreme



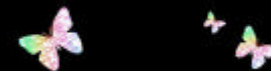
Omniview Color



Other VA
Direct front view



Other VA



Omniview Color **2005 Gold Panel Awards – Best Technologies**



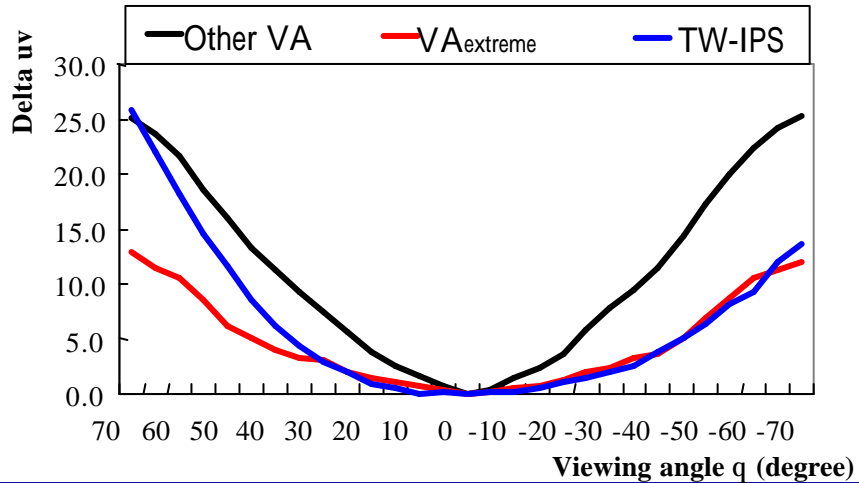
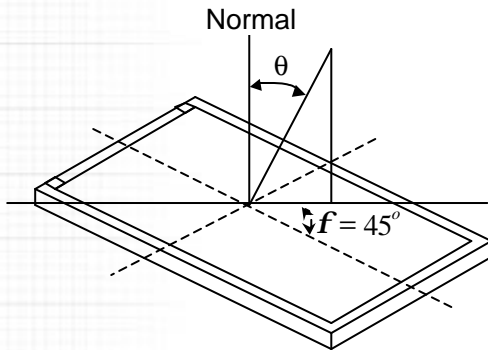
VAEXTREME
Direct front view



VAextreme

Color Shift at Azimuth 45°

Omniview COLOR



Polarizer/MVA/IPS

- working mechanism of a sheet polarizer
- the reason why leakage light from polarizer @ oblique view
- idea to eliminate the leakage light to improve color shift properties of LCD
- the solution of C.S. problem/solution of MVA LCD
- the CR/C.S. performance of MVA/SMVA LCD



Comparison of Current WV-Tech for Large Size TFT LCD

	MVA	SMVA	VAextreme	SIPS	TN+Film
CR	O	O	OO	$\Delta \sim O$	$\Delta \sim O$
Color Shift (Primary Color)	Δ	$\Delta \sim O$	O	$\Delta \sim O$	X
Color Shift (Mixed Color)	X~ Δ	X~ Δ	O	OO	X
Response Time	O	O	O	O	O
Transmision	Δ	O	O~OO	$\Delta(\sim O: \text{with extra process})$	OO
Symetry of Lum.	O	O	O	O	XX
Yield	O	O	O	X ~ $\Delta \sim O(?)$	O

OO:excellent, O:good, Δ : acceptable, X: under acceptable



Wide View Technology ... Thank You for Your Attention !



Chi Mei Optoelectronics Corp.

Fast Response Technologies

Outline

- Introduction
- Slow Response of Liquid Crystal
- Perceptual Phenomenon on a Hold-Type Display
- Reduce the Blur Edge Width
- Summary



A Typical Blurred Image



Root causes of the Blurred Image

There exists blur edges in motion images on conventional LCD. The root causes are:

- The slow response of liquid crystal
- The residual image in retina while human eyes are tracing the moving objects on hold-type display



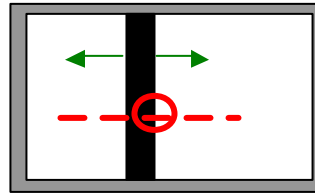
Root causes of the Blurred Image

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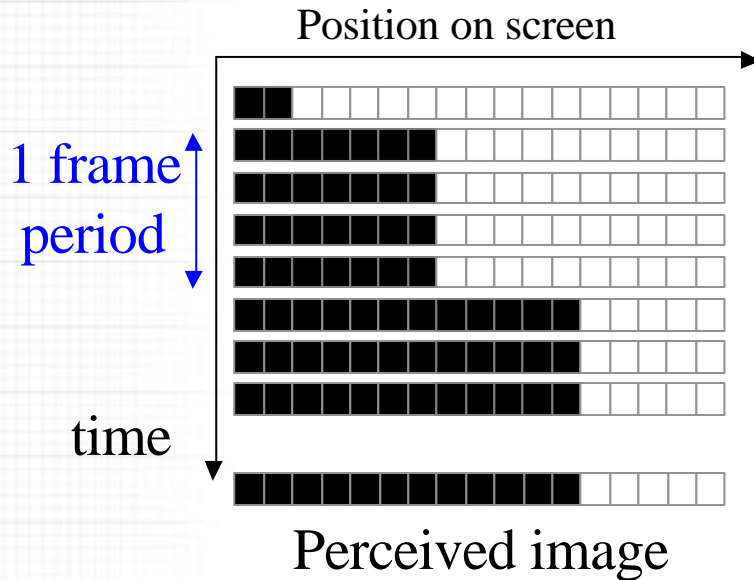
- **The slow response of liquid crystal**
- The residual image in retina while human eyes are tracing the moving objects on hold-type display



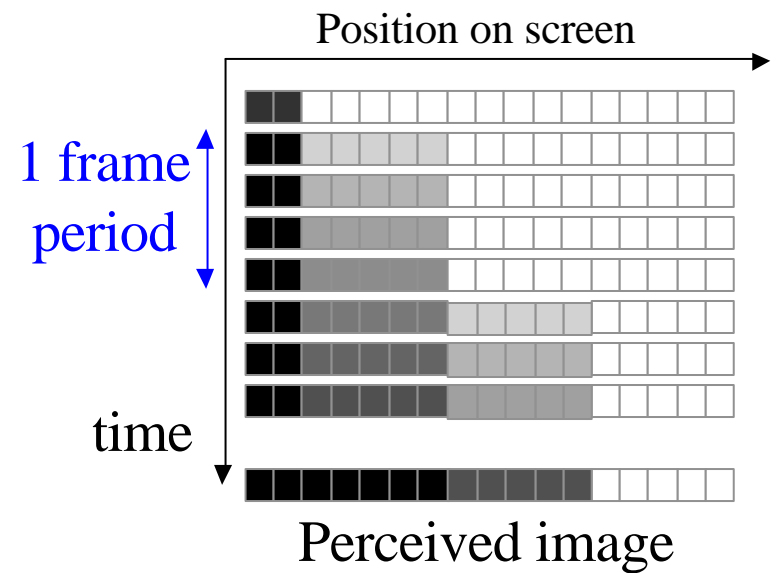
Slow Response of Liquid Crystal



< response time ~ 0 msec >



< response time ~ 40 msec >



Slow Response of Liquid Crystal

The train(moving object) is blurred because of the slow response of liquid crystal.



Real world image



Slow response LCD



Solution of fast response Liquid Crystal

Molecular response time constant

$$t_0 \propto \frac{g_1 \cdot d^2}{k}$$

- Modifying material parameters :
 - Rotational viscosity coefficient γ_1
 - Elastic constants k_{11} , k_{22} , k_{33}
 - Dielectric anisotropy $\Delta\epsilon$
- Reducing cell gap d



Slow Response of Liquid Crystal

--- Solution ---

To improve the on-off response of liquid crystal:

- Low viscosity liquid crystal
- Thinner cellgap
-

To improve the gray-to-gray switching:

- Over drive technology

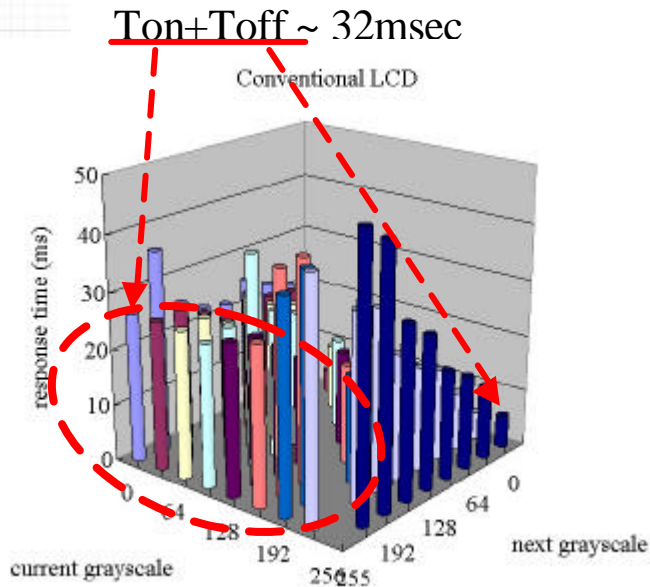
A 16msec response time of gray-to-gray switching is the basic requirement for 60Hz frame rate video images.



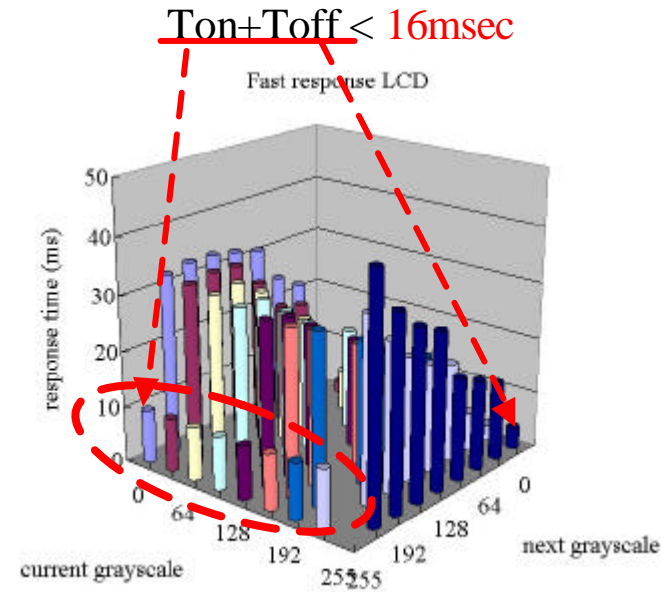
Response of a LCD

* TN mode LCDs

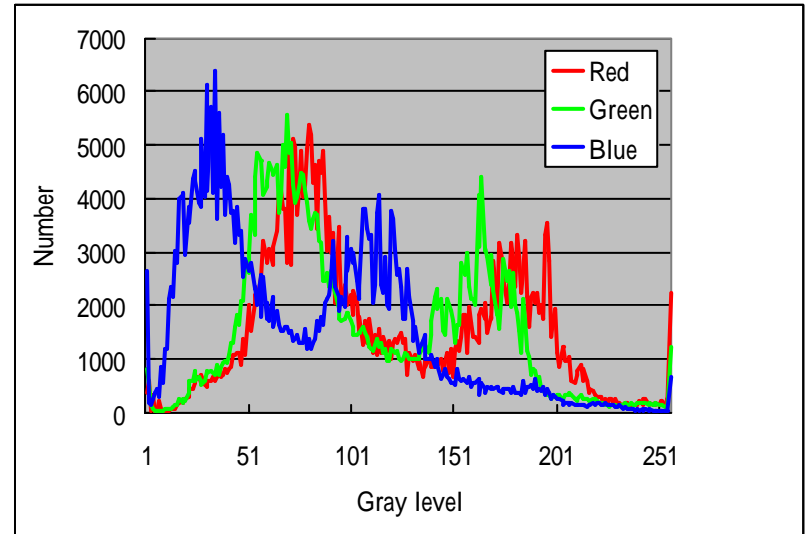
Slow response LC



Fast response LC



Gray level distribution of images

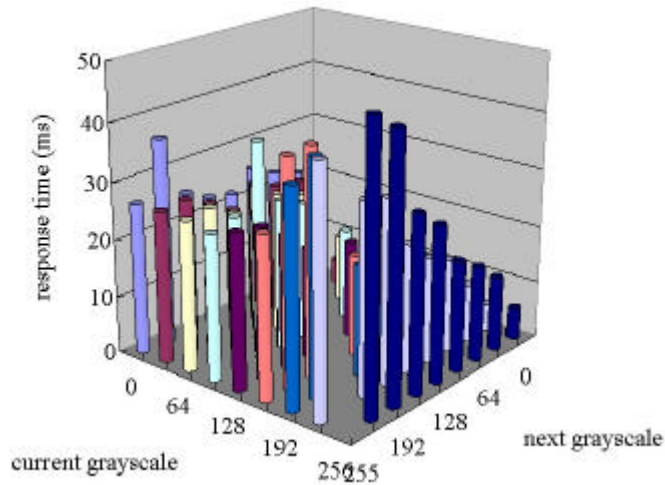


Response of Conventional LCD

* TN mode LCDs

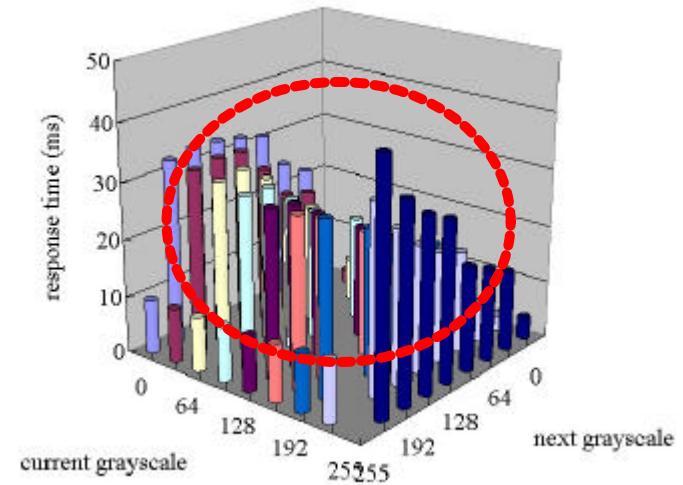
Conventional LC

Ton+Toff ~ 32msec



Fast response LC

Ton+Toff < 16msec



8



Slow Response of Liquid Crystal

--- Solution ---

To improve the on-off response of liquid crystal:

- Low viscosity liquid crystal
- Thinner cellgap
-

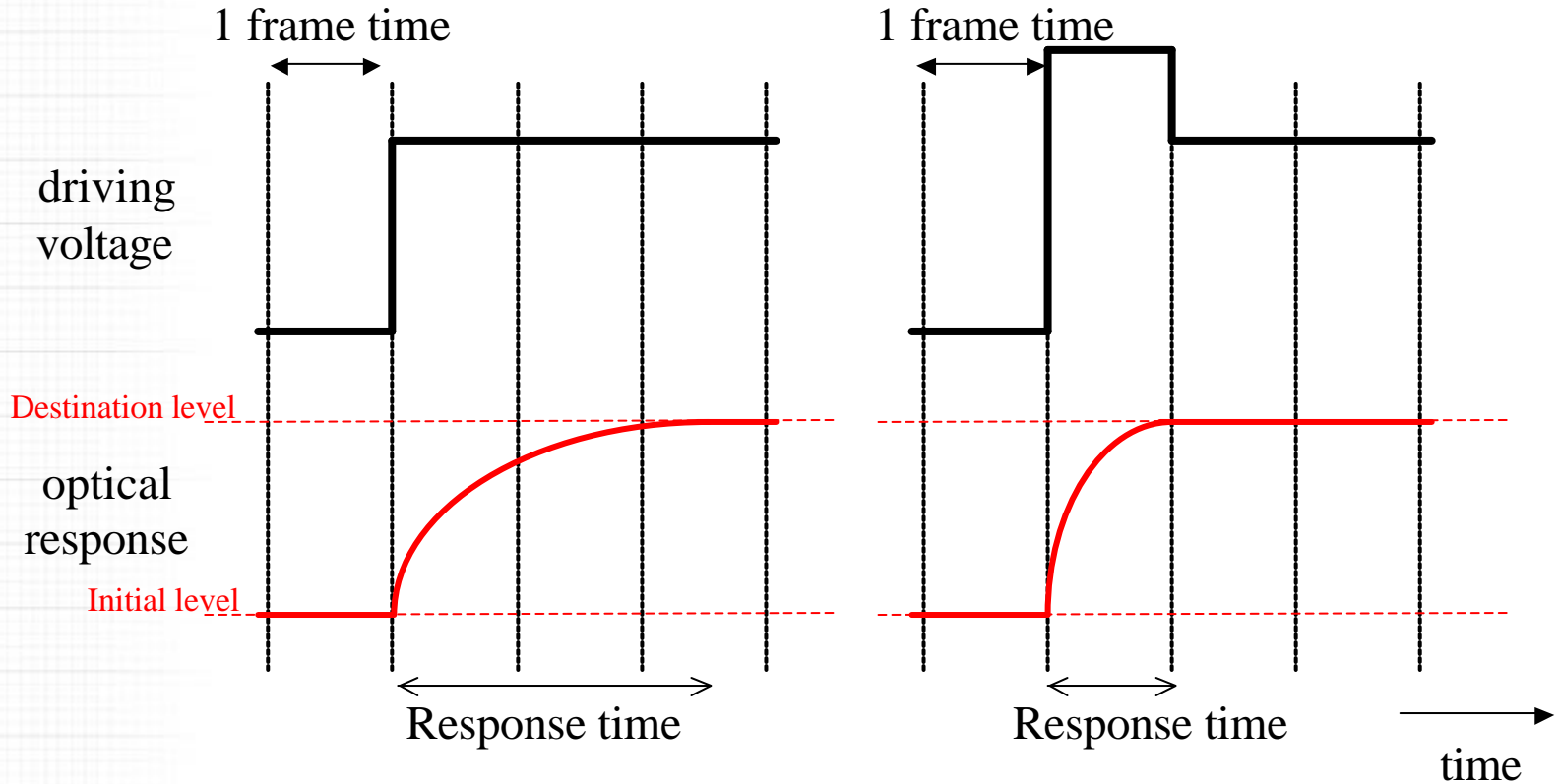
To improve the gray-to-gray switching:

- Over drive technology

A 16msec response time of gray-to-gray switching is the basic requirement for 60Hz frame rate video images.



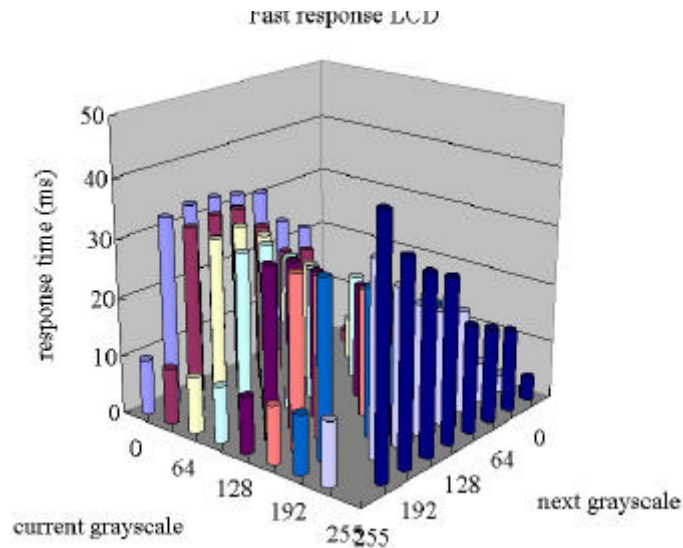
Over Drive Technology



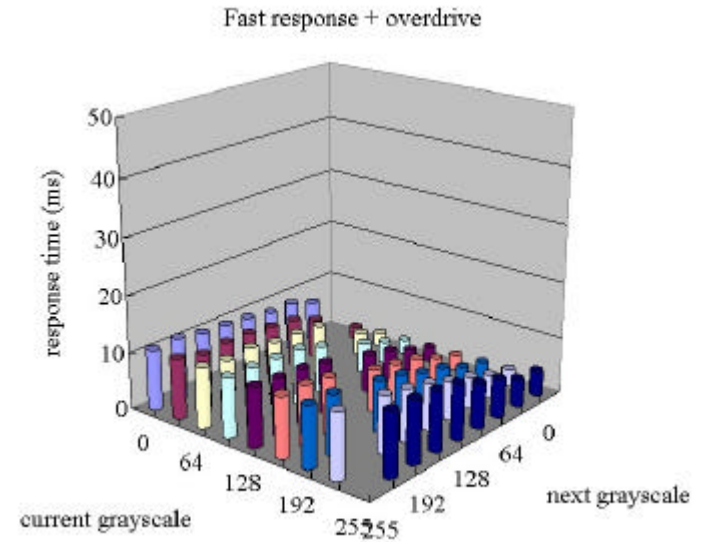
Performance of Over Drive Tech.

Fast response LC

Ton+Toff ~ 16msec

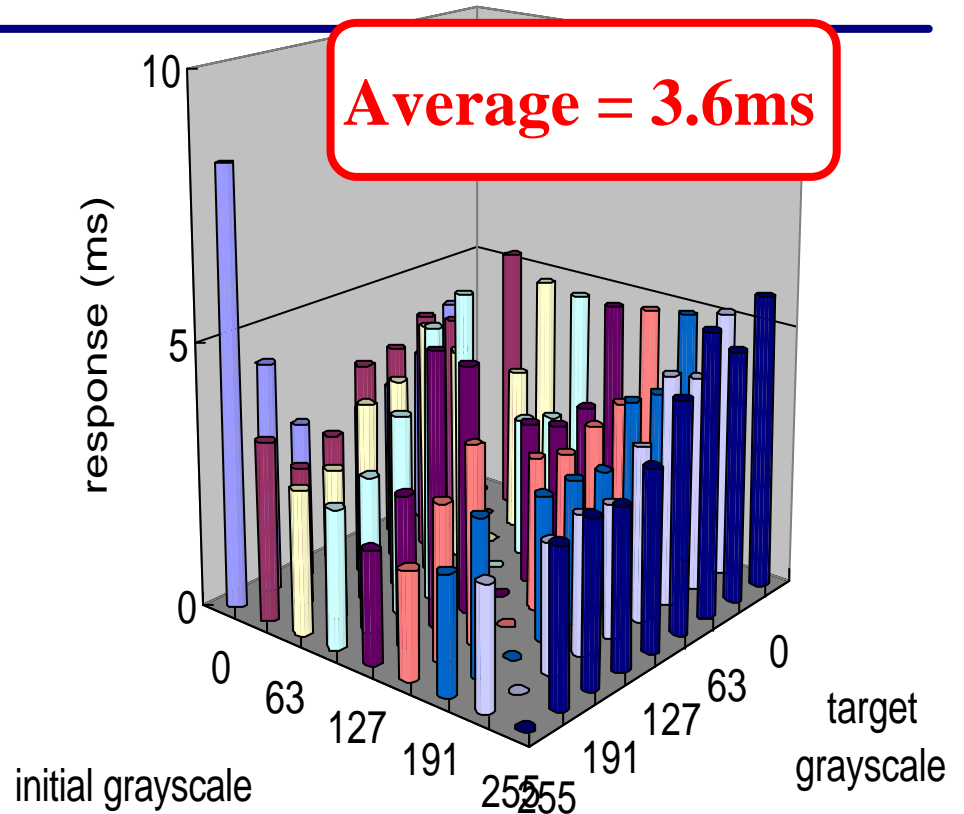
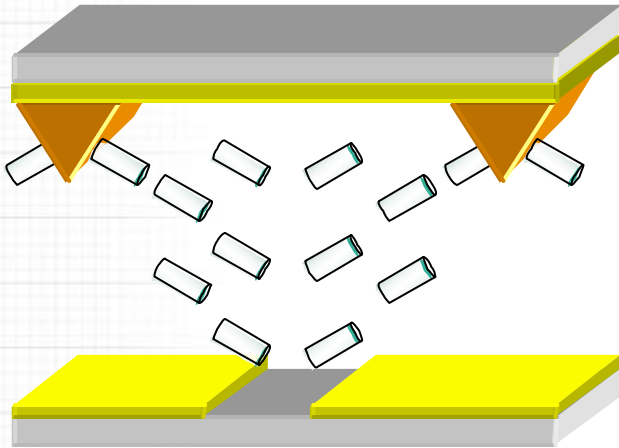


All grayscale
switching <16ms



The Fastest Response MVA In The Wrold

ON



2004 International FPD at Yokohama

Slow response of LC operations

- what's response time, on-off and gray switching
- slow response of LC operation impact to motion picture quality
- the root cause of slow response
- the ways to solve slow response of LC switching



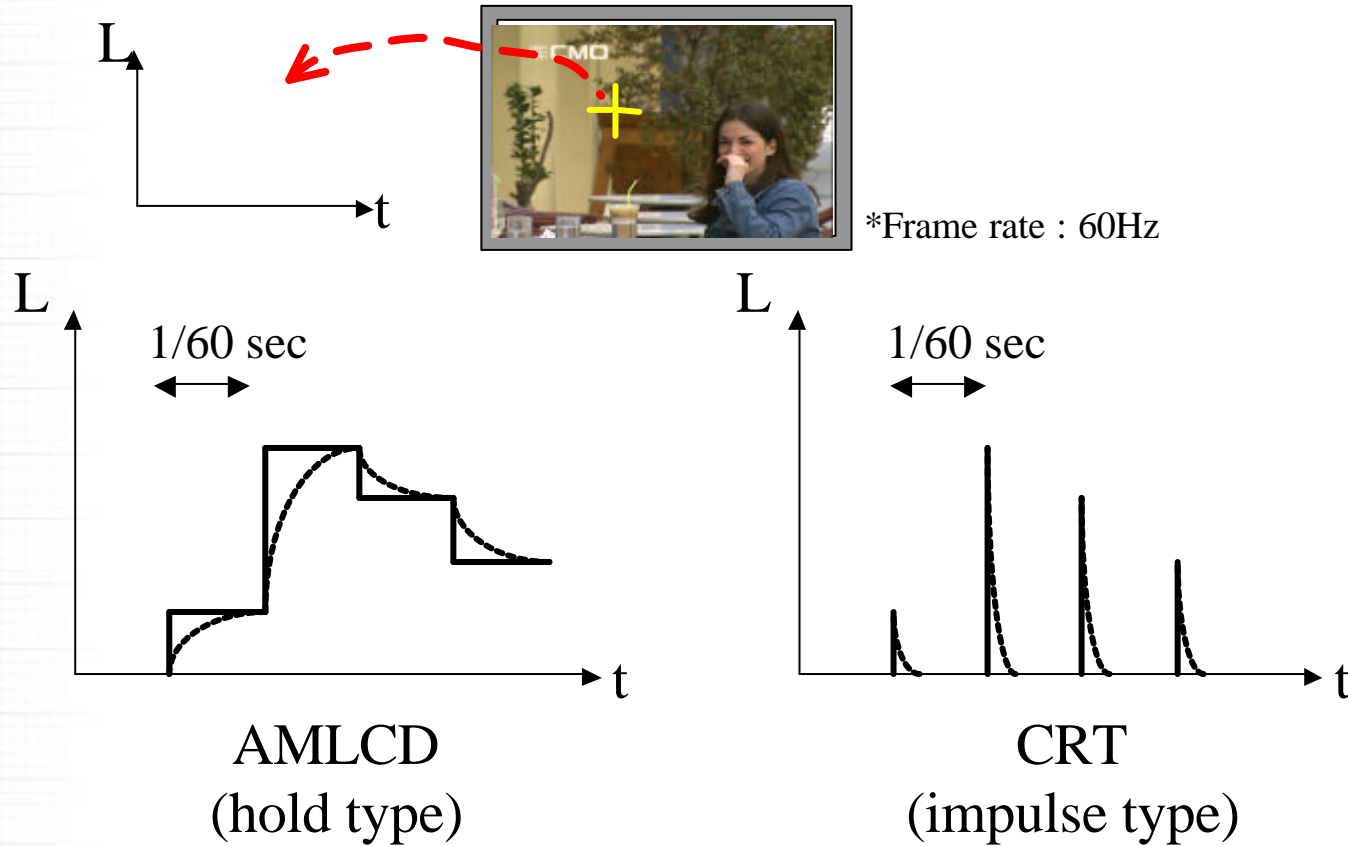
Root causes of the Blurred Image

There exists blur edges in motion images on conventional LCD. The root causes are:

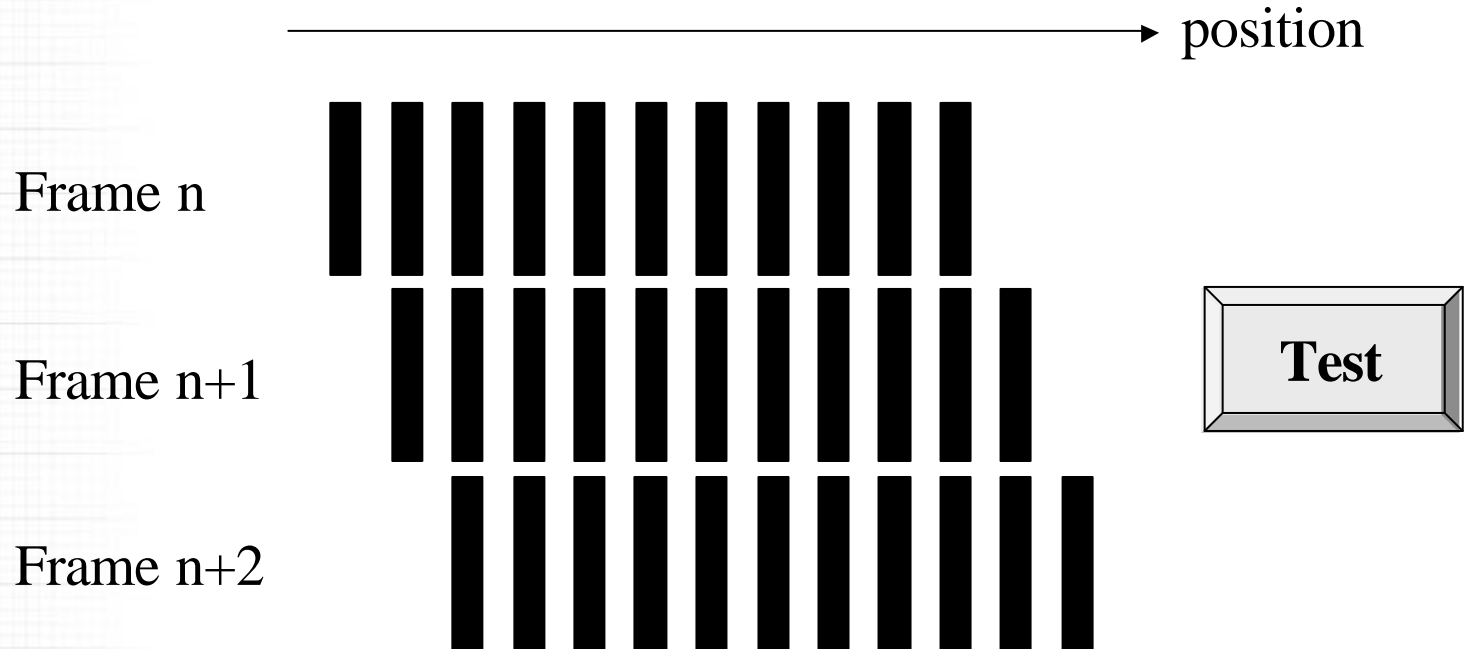
- The slow response of liquid crystal
- **The residual image in retina while human eyes are tracing the moving objects on hold-type display**



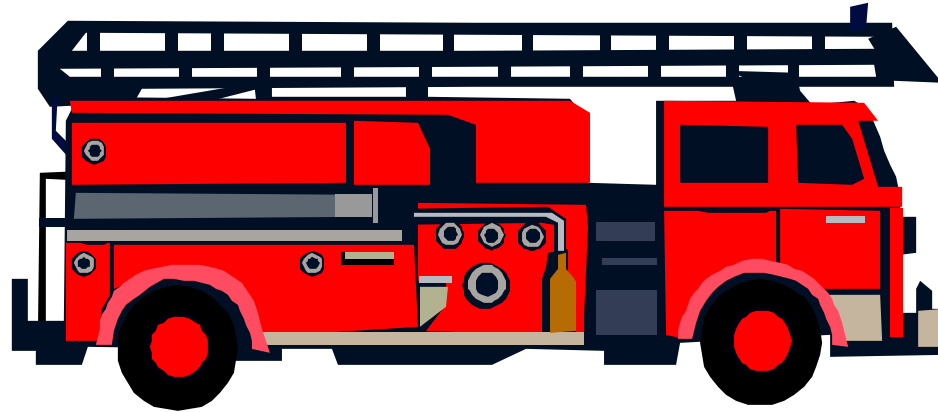
Hold Type and Impulse Type Display



Hold Type Display



Hold Type and Impulse Type Display

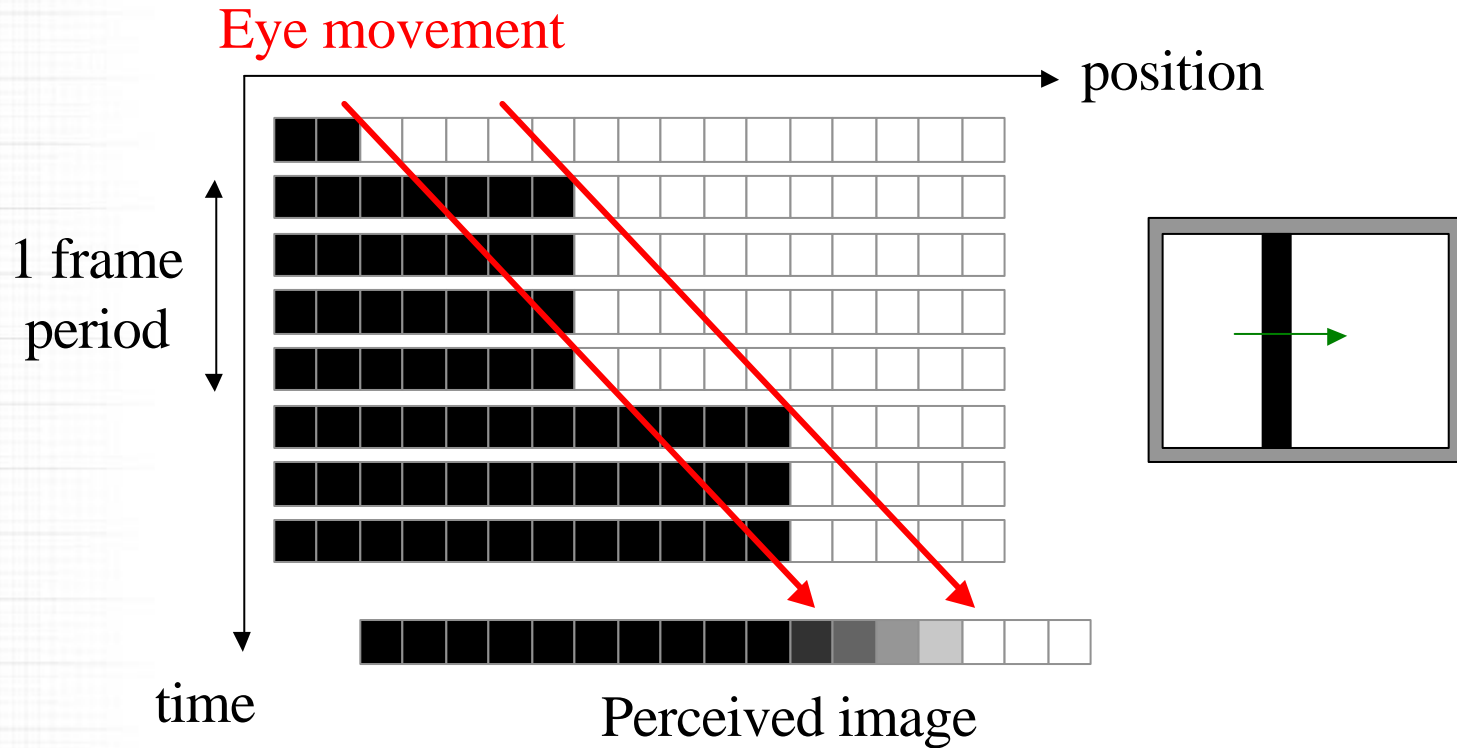


Hold Type

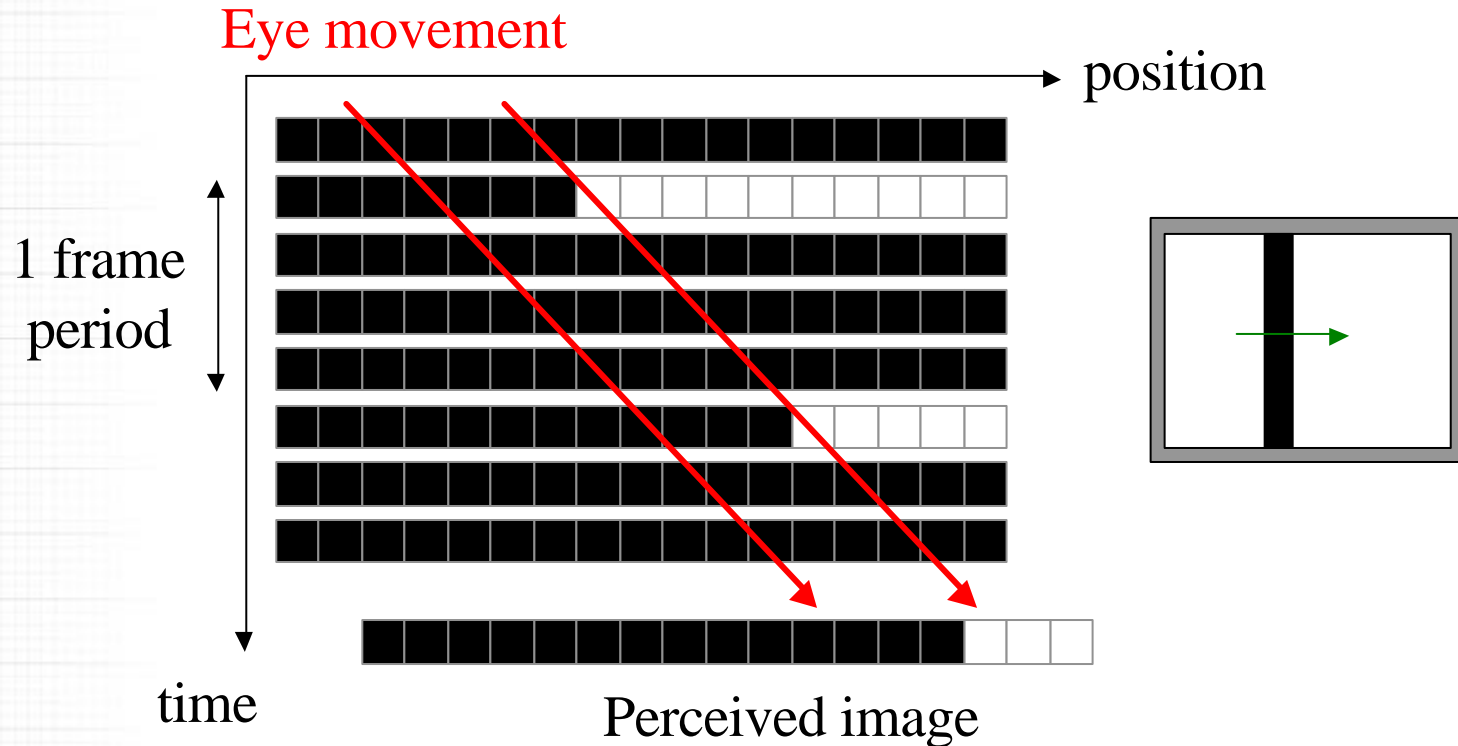
Impulse Type



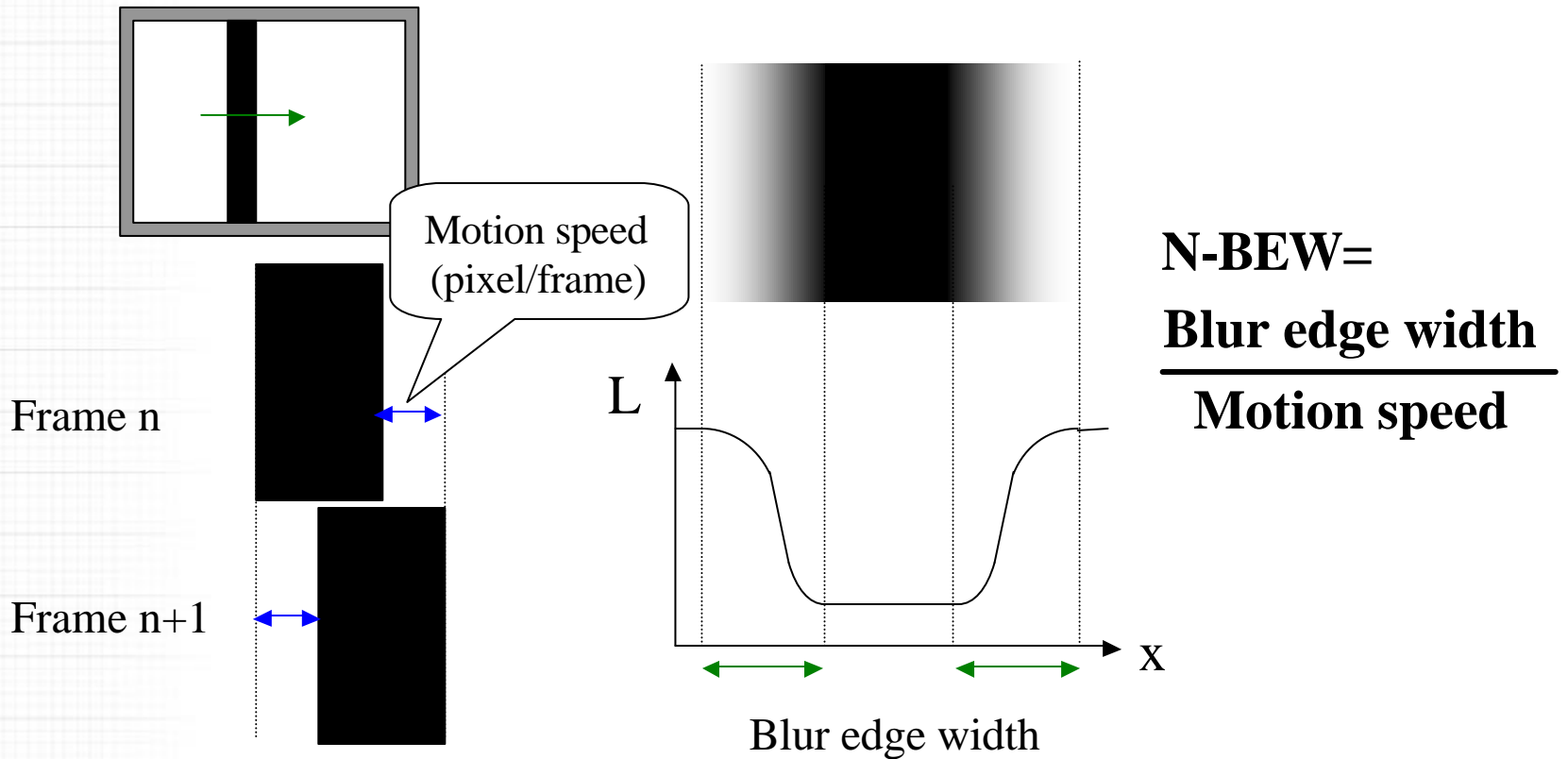
Hold Type Display



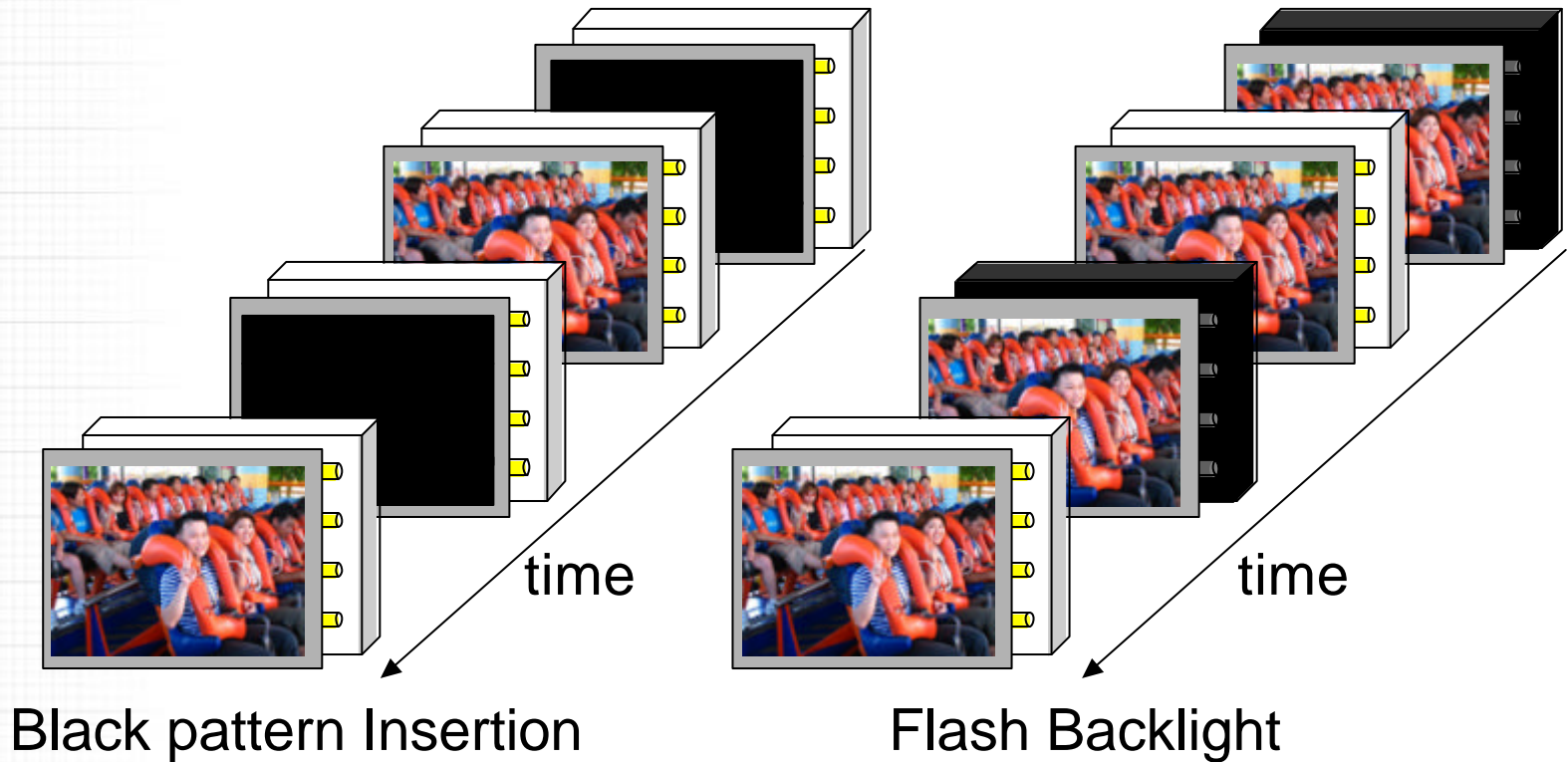
Impulse Type Display



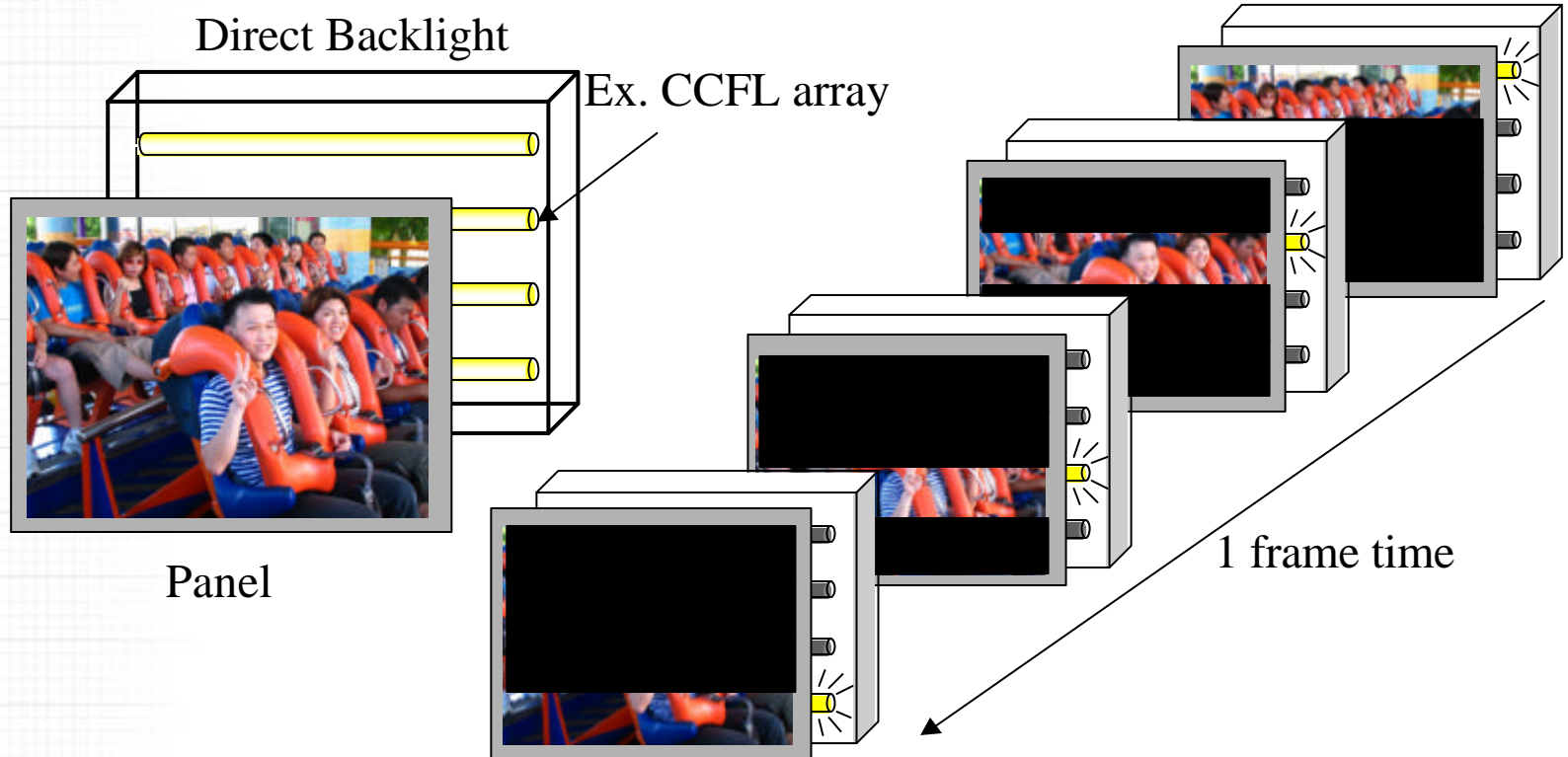
Normalized Blur Edge Width



Black Insertion and Flash Backlight



Scan Backlight



Simulation



original

Improvement by Pseudo Impulse



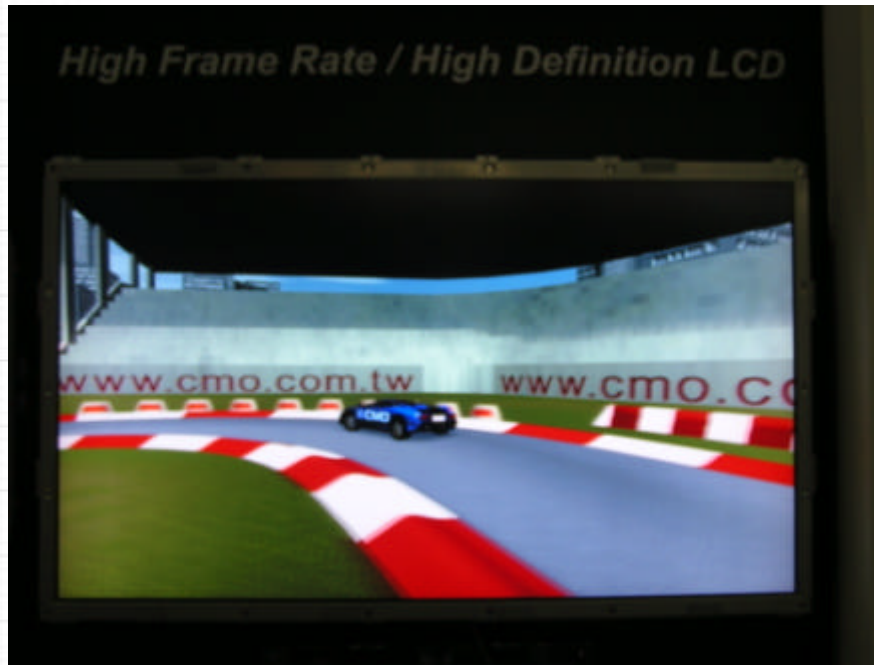
hold type and slow response



pseudo impulse and fast response



High Frame Rate / High Definition LCD



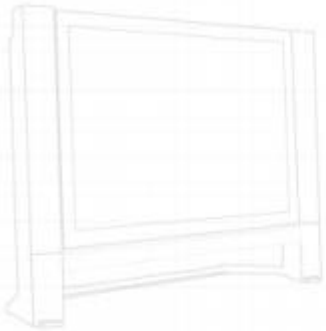
Resolution: 1920x1080
Frame rate: 120Hz



小結

- Slow response of LC and mismatching between display and human visual perception are the main causes of blur motion images on LCDs.
- Slow response of LC can be improved by fast response liquid crystal and over drive technology
- The mismatching issue can be improved by pseudo-impulse technologies
- Continuous investment in research and development will make the overall performance and image quality of LCD TVs to surpass that of CRT TVs soon





Fast response technology

Thank you

for your attention





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OPTOELECTRONICS CORP.