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Asus PG276H 3D Capable Display Softpedia

CeBIT 2010: Going Eyes-On with Asus' 3D-Capable PG276H LCD Monitor

One very impressive display

As my colleague was at the Asus booth, he couldn't resist getting his fingerprints, pardon me, hands on some more tech from the company, and not only hands, but eyes too, looking at the Asus 3D-Capable PG276H LCD monitor. First, it would be polite of me to detail his hands-on / eyes-out experience, so I could mention that the color reproduction is above average for the given display that delivers an excellent 3D experience.

3D experiences are also influenced by color reproduction, and the display size, so considering the PG276H is a 27-inch wide screen, the experience could not have been anything but pleasant, rather than eye-straining.

Leaving the user experience aside, I should get a screwdriver and get into the hardware (I so would), and mention that the display packs an HD resolution of 1,920 x 1,080 pixels, which is quite low, when considering the size of the screen, but that's just my point of view, coming from one that would love a 2,560 x 1,600 pixel resolution on a 24" monitor, so don't mind me too much.

The PG276H LCD is compliant with Nvidia's GeForce 3D Vision glasses, for delivering Full HD stereoscopic 3D visuals, powered by the double-speed 120Hz frame rate for ensuring a trace-free motion imaging. HDMI support could not have lacked, aside from the dual-link DVI, YPbPr and VGA inputs.

The maximum brightness for this model is a decent 400 candles per square meter, while the maximum contrast, provided by the Asus Smart Contrast Ratio technology, is 20,000:1.

Last things worthy of being mentioned, I guess, would be the response time, which is 2ms from gray to gray, and the viewing angle, at 170 degrees horizontally and 160 degrees vertically.

Live report by Alex Vochin from CeBIT 2010 in Hanover, Germany.

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