DISPLAY_TOPCAM CALIBRATION

Professional Display Calibration Report

Calibration Target	Calibration Date	Calibration By
120 / D3	2026/05/02	Power 2.20
Target White Point	White Point Measurement	Calibration Type
D65 1931 2°	Disabled	LUT (1D+ 3D+3D) 2025-10-05 23:17:03

Integrated Advanced Color Science Engine

DISPLAY_REPORT

Calibration Summary

CALIBRATION TYPE: Primary LUT + 3D LUT + 3D LUT

Average ΔE2000	Average ΔE ITP	ΔE2000 Maximum Coverage	Average CCT
0.19	0.42	99.8%	6,500 K
Maximum ΔE2000	Maximum ΔE ITP	ΔE2000 Uniformity Index	Correlated Color Temperature
0.95	4.83	101.5%	585,320 K

Metric	Target	Before	After	Change
Average ΔE2000	0.00	0.21	0.19	-0.02
Maximum ΔE2000	0.00	0.97	0.95	-0.02
Average ΔE ITP	0.00	0.47	0.42	-0.05
Maximum ΔE ITP	0.00	5.21	4.83	-0.38
ΔE 3D LUT Control Volume Coverage	100.0%	100.0%	99.8%	-0.2%
ΔE 3D LUT Control Volume Uniformity	100.0%	101.5%	101.5%	+1.5%
White Point Measurement	6500.0 K	6,498.2 K	6,500.0 K	+1.8 K
Average CCT	6,500 K	6,498.2 K	6,500.0 K	+1.8 K
Correlated Color Temperature	6,500.0 K	6,497.1 K	6,500.0 K	+2.9 K
Maximum Luminance	10 000 nits	10 000 nits	10,000.0 nits	0.00 nits
Minimum Luminance	0.0001 nits	0.0001 nits	0.0001 nits	0.0000 nits
Average Gain	1.000:1	1.000:1	1.000:1	1.000:1

Report Summary

Post-calibration Characterization • Post-calibration Verification • 3D LUT • Disabled

Chapter 01 Overview

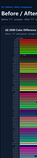
DISPLAY_REPORT

Before / After Comparison • 3D GBD Gamut Volume

Chapter 02 Gamut Analysis

3D GAMUT® GBD Gamut Volume

Before: Uncorrected Display Gamut Volume — Reference: Target Gamut Volume — Measurement: Post-calibration Gamut Volume



3D GAMUT® GBD Gamut Volume

After: Post-calibration Gamut Volume — Reference: Target Gamut Volume — Measurement: Post-calibration Gamut Volume

Gamut Volume Interpretation

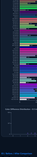
Uniformly sampled GBD including display-reachable limits for accurate, physically representative volumes.

Chapter 03 Color Accuracy

DISPLAY_REPORT

Before / After Comparison • Color Accuracy

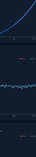
ΔE 2000 Color Difference — Before: ΔE 2000 Color Difference — Reference: Target — Measurement: Uncorrected



ΔE 2000 Color Difference — After: ΔE 2000 Color Difference — Reference: Target — Measurement: Post-calibration

Color Difference Distribution — ΔE 2000 — ΔE Uncorrected

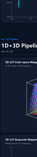
Color Difference Distribution — ΔE 2000 — ΔE Corrected



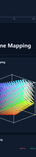
ΔE ITP Color Difference — Before: ΔE ITP Color Difference — Reference: Target — Measurement: Uncorrected

ΔE ITP Color Difference — After: ΔE ITP Color Difference — Reference: Target — Measurement: Post-calibration

Color Difference Distribution — ΔE ITP — ΔE Uncorrected



Color Difference Distribution — ΔE ITP — ΔE Corrected



Chapter 04 Tone Response and Grayscale

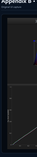
DISPLAY_REPORT

Before / After Comparison • Tone Response and Grayscale

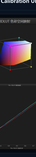
EOTF Luminance Tracking — Before: Uncorrected

EOTF Luminance Tracking — After: Post-calibration

EOTF Gradient Error — Before: Uncorrected

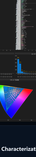


EOTF Gradient Error — After: Post-calibration

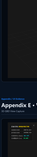


RGB Relative Balance — Before: Uncorrected

RGB Relative Balance — After: Post-calibration

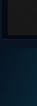


RGB Absolute Balance — Before: Uncorrected



RGB Absolute Balance — After: Post-calibration

Grayscale EOTF Tracking — Before: Uncorrected



Grayscale EOTF Tracking — After: Post-calibration

Grayscale Gain Tracking — Before: Uncorrected

Grayscale Gain Tracking — After: Post-calibration

Chapter 05 Pipeline

DISPLAY_REPORT

1D+3D Pipeline Mapping

Per 3D LUT

3D LUT Color space Mapping

Before: Uncorrected

Per 3D LUT Mapping

After: Post-calibration

3D LUT Grayscale Mapping

Before: Uncorrected

Appendix 01 Reference

DISPLAY_REPORT

Appendix A • Characterization UI

Display Calibration

Appendix 02 Reference

DISPLAY_REPORT

Appendix B • Calibration UI

Display Calibration

Appendix 03 Reference

DISPLAY_REPORT

Appendix C • Verification UI

Display Calibration

Appendix 04 Reference

DISPLAY_REPORT

Appendix D • Characterization 3D Gamut

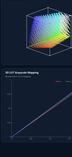
3D GBD Gamut Volume

Appendix 05 Reference

DISPLAY_REPORT

Appendix E • Verification 3D Gamut

3D GBD Gamut Volume



END

DisplayCal Professional Calibration Report