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Benchmark DVD v1.5

SD TESTS

A-Panel Flaws

Grayscale cycle test -
What to look for: At the low grayscale values look for banding and clouding on the panel.

Fast moving low contrast image -
What to look for: This helps to identify irregular patterns on the panel, look for areas that have constant darkened patterns that do not move.

Complete color range -
What to look for: As the screen changes color look
for small **dead pixels** (dots of different color on the screen).

Blinking squares -
What to look for: The white squares stay a few seconds on the screen and then disappear. As the squares disappear, the screen should be completely black, if you se a residual gray tone where the squares were before, the panel has a slow response time.

B-Color Tests

Graycale/color to BW ranges -
What to look for: look for continuity on the ranges specially on the part where the color becomes black.

Graycale/color graduations -
What to look for: look for continuity on the color ranges.

Color Bleed test -
What to look for: look for color bleed on the text or over the backgrounds, specially on red tones.

Canyon test -
What to look for: you should see good enough contrast to display the detail on the dark walls of the canyon. Most panels with bad contrast ranges crush blacks and loose details on the shadows.

C-Field Rendering Tests

Vertical band -
What to look for: This test is rendered at 60 fields per second. A panel with good deinterlacing resolves this with something that looks like motion blur. You should not see jumping thin lines or irregularities in motion.

Horizontal band -
What to look for: This test is rendered at 60 fields per second. A panel with good deinterlacing resolves this with something that looks like motion blur. You should not see jumping thin lines or irregularities in motion.

Cubes moving at diferent speeds -
What to look for: This test is rendered at 60 fields per second. The cubes should move with fluid motion, look for strange lines or jumps on the fast moving cubes.

Circle spiral -
What to look for: Look for no pixelation or blurring on the moving circles.

D-Scaler/Resolution Tests:

Colored circles -
What to look for: Everything should look smooth, Look for aliasing (stepping) on the circles and lines.

Moving angles -
What to look for: Everything should look smooth, Look for aliasing (stepping) on the angled lines.

Test Screen -
What to look for: Everything should look smooth and sharp, look for moiré effects where the lines become thin.

Curved lines -
What to look for: Everything should look smooth and sharp, look for moiré effects where the lines become thin, and aliasing (stepping) on the lines.

SD VIDEOS

Movie 1 - This movie segment was chosen for the wonderful range of colors and tone subtleties.
What to look for: you should be able to see the mud and threads on the wheels of the cars. The shadows should have subtle variations.

Movie 2 - This movie segment was chosen because it has very dark scenes.
What to look for: you should see the details on the cave and monster.

Cartoon - This was chosen because of the nice flat colors and dark thick outlines.
What to look for: the outlines of the characters should be smooth with no aliasing (stepping).

Commercial - A colorful commercial with moving objects.
What to look for: smooth movement all the time.

Novela - Novelas are recorded with digital NTSC video, this is a good example because it has a lot of skin tones.
What to look for: smooth movement and good color on the skin tones

Game - A nice video game to test contrast and response time.
What to look for: detail on dark surfaces and no ghosting.

Series - Nice series recorded on film with a good amount of grain.
What to look for: excessive noise on the video.

Internet - A trailer downloaded from the internet at 480p.
What to look for: good range of color on the squirrel coat and fine detail on the hairs.

Xvid - A piece of movie encoded with Xvid (very popular on the internet).
What to look for: Look for excessive blocked pixelation.