WHITE LUMINANCE PERFORMANCE

Performance Criteria	Specifications	10% Center Patch Minimum Requirement (cd/m²)	Full-screen Flash Minimum Requirement (cd/m2)	Full-screen Long-duration Minimum Requirement (cd/m2)
	Notes	Specifies peak luminance performance for small areas on the screen, typical of specular highlights in movies and games.	Ensures power delivery is sufficient to enable brief flashes of light across the entire screen, for explosions and special lighting effects in movies and games.	Ensures display power and thermal capabilities support bright lighting image conditions that may exist in static scenes or images, or during content creation including photographs.
SDR	Average SDR Display	250 - 300	250 - 300	250 - 300
DisplayHDR Performance Tiers	DisplayHDR 400	400	400	320
	DisplayHDR 500	500	500	320
	DisplayHDR 600	600	600	350
	DisplayHDR 1000	1000	1000	600
	DisplayHDR 400 True Black	400	250	250
	DisplayHDR 500 True Black	500	300	300

BLACK LEVEL PERFORMANCE

Performance Criteria	Specifications	Corner Maximum Limit (cd/m2)	Tunnel Maximum Limit (cd/m2)	Minimum Color Gamut in CIE 1976 u, v Format
	Notes	This criteria ensures high contrast ratios can be achieved at the 600 and 1000 tiers. For current LCD panel technology, this requires that local dimming is implemented.	This ensures that panel contrast is at least 955:1, a value significantly more than typical LCD panels. Requires that global or local dimming is implemented.	Color gamut coverage based on both BT.709/sRGB and DCI-P3 to provide greater assurance of improved color output. Specially focuses on what is actually used by Film and Web content, as opposed to specifying some undefined subset of NTSC (e.g. 72% color gamut).
SDR	Average SDR Display	0.50 - 0.60	0.50 - 0.60	95% sRGB or less
DisplayHDR Performance Tiers	DisplayHDR 400	0.40	0.10	95% ITU-R BT.709
	DisplayHDR 500	0.10		99% ITU-R BT.709 and 90% DCI-P3 65 (SMPTE RP 431-2)
	DisplayHDR 600	0.10		
	DisplayHDR 1000	0.05		
	DisplayHDR 400 True Black	0.0005	0.0005	99% ITU-R BT.709 and 90% DCI-P3 65 (SMPTE RP 431-2)
	DisplayHDR 500 True Black			

BIT DEPTH OF DISPLAY PERFORMANCE

Performance Criteria	Specifications	Image Processing (bits per color minimum)	Pixel Driver (Digital to Analog Conversion) (bits per color minimum)	Black to White Luminance Response Time
	Notes	PC displays today commonly utilize 6-bit drivers and attempt to simulate 8-bit quality through a dithering algorithm. True 8-bit performance is required in all DisplayHDR tiers, and for the DisplayHDR 600 and 1000 tiers, 10-bit performance by using 8-bit drivers with 2-bit dithering at a minimum.		Among other factors, for panels with local dimming this criteria assures the video signal to the LCD and the local dimming luminance control is sufficiently synchronized. If this delay is too large, it results in a perceptible reduction in the benefit of HDR's greater dynamic range. It is expected that brightness rise time response will typically be much less than 8 frames.
SDR	Average SDR Display	8 bits typical	6 bits typical	N/A
DisplayHDR Performance Tiers	DisplayHDR 400	8 bits	8 bits	8 Frames
	DisplayHDR 500	10 bits		
	DisplayHDR 600			
	DisplayHDR 1000			
	DisplayHDR 400 True Black	10 bits	8 bits	2 Frames
	DisplayHDR 500 True Black			