

EDCF Update

Understanding Laser Illuminated Projector Safety Regulations with focus on Cinema



Presented by:

Goran Stojmenovik,

Senior Product Manager, Barco

Chairman of the Board and President, LIPA

September 2020

* With thanks to Pete Ludé and Bill Beck

What is LIPA?

Laser Illuminated Projector Association



Global Trade Association

- LIPA members produce and sell more than 75% of all main-stream and high-end laser-illuminated projectors globally¹

Founded in 2011 as single industry voice to

- Promote adoption and reduce regulatory hurdles to LIP expansion
- Rationalize & harmonize various laser regulations with IEC Standards
- Negotiate regulatory matters with agencies such as FDA and other national norms
- Provide a forum to develop evaluation methods and provide guidance to standards bodies
- Educate constituencies and coordinate best practices

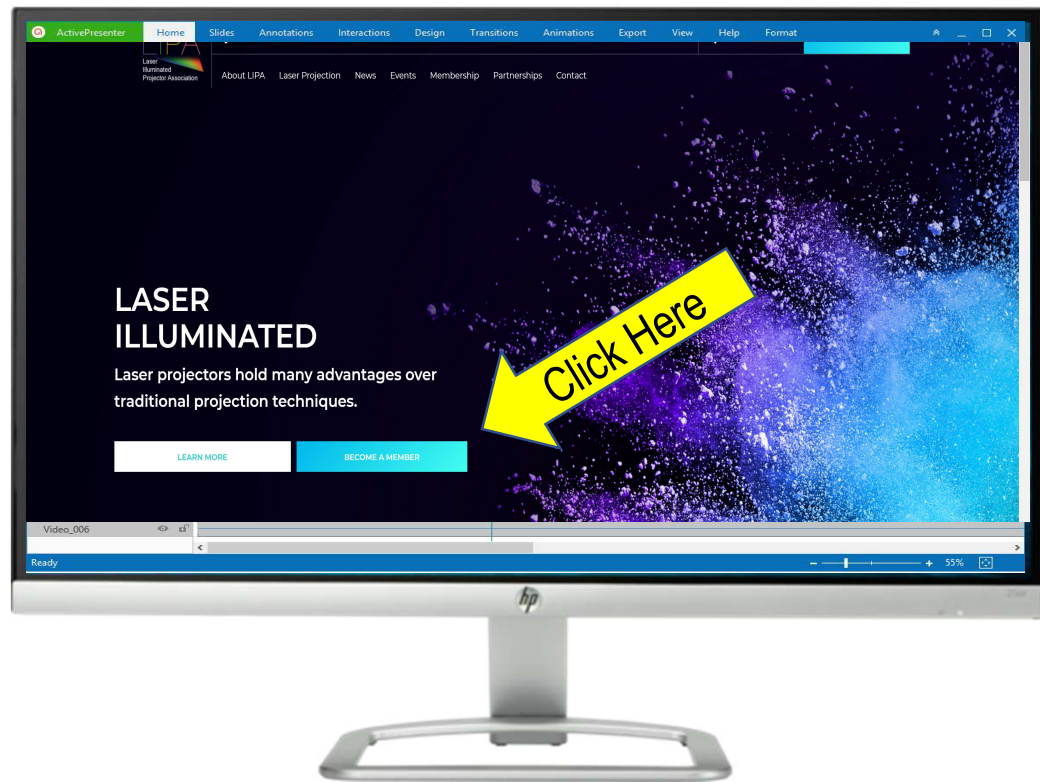
1. PMA 2020CYQ1 Worldwide PJ Census Revenues

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Agenda

- The Scientific and Regulatory Section
- The Practical Section
- Summary



Disclaimer



- This presentation focuses on regulations in the EU region and all other regions that follow the international IEC regulations (e.g. Latin America, APAC, China etc).
- Specific USA-based FDA regulations are not covered here. Please refer to LIPA's Webinar from 2019 for more info on the US regulatory landscape.
- <https://www.lipainfo.org/lipa-webinars/>

The Scientific and Regulatory Section

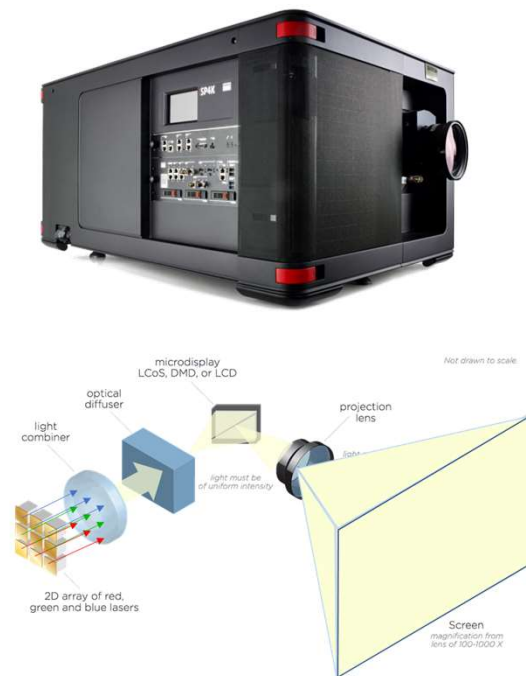
Understanding brightness, radiance and optical hazard
Understanding regulations

Why “Laser Illuminated”?

A “Laser Projector”



A “Laser Illuminated Projector”



Three scientific things to remember



1. Watts, not lumens

- Optical hazard relates to emitted optical power (Watts), not human brightness sensitivity (Lumens)



2. Most important parameters:

- Lens Exit Pupil, its radiance, size and filling (power distribution across the pupil)

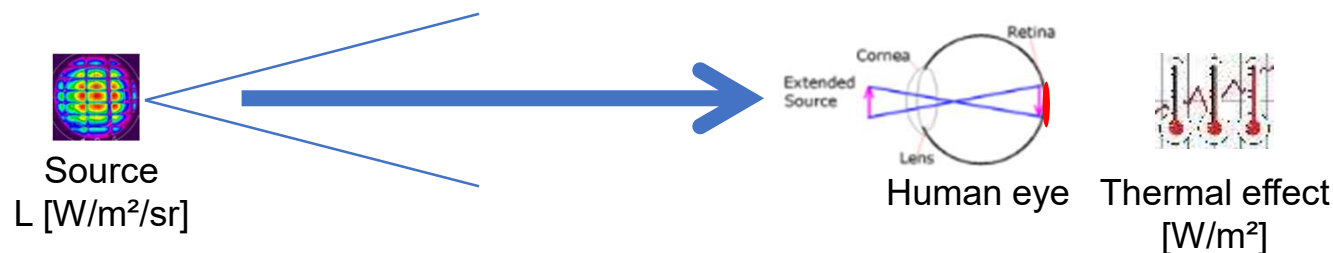


3. The **eye injury** mechanism is identical for laser or lamp illuminated projectors

- All things being equal, like radiance, exit pupil etc.

LIPS and Lamp-based projectors have the same potential hazard mechanism

- The **eye injury** mechanism:
 - **Imaging** the **exit pupil** to the **retina**
 - **Retinal image** → **Thermal** induced retinal injury if the blink reflex is not sufficient:
 - 0.25s **accidental exposure (blink reflex time)**
 - through 7mm eye pupil (adapted to dark cinema conditions)
- Hazard is identical for laser or lamp illuminated projectors
 - For same exit pupil size/filling and same radiance



IEC Laser Regulations



IEC 60825-1 Ed 3 (2014)

Safety of Laser Products
Part 1: Equipment classification & Requirements

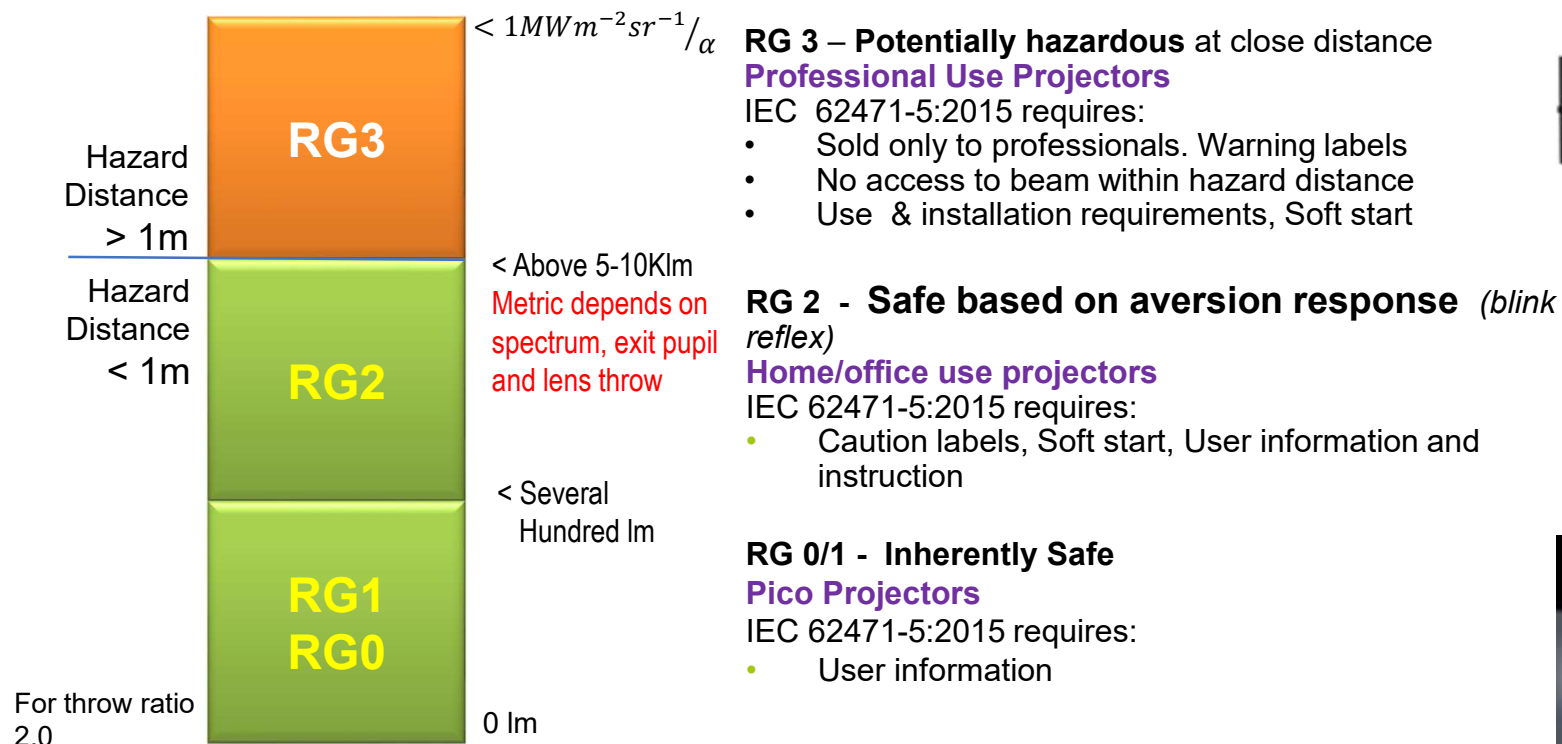


IEC 62471-5 Ed 1 (2015)

Photobiological safety of Lamp Systems
for Image Projectors

Carve-out for projectors with radiance $< \frac{1 \text{ MW} / \text{m}^2\text{sr}}{\alpha}$

Risk Group (RG) Classifications



How about Lamp Illuminated Projectors and laser retrofits/upgrades?



- A lamp projector **upgraded** to a **RG3 LIP** falls under the same regulation; compliance with the same rules as for LIPs is required
- Any **new** lamp projector brought on the market needs to be evaluated under this standard, be measured and have a Risk Group determined.
- Regulation about lamp projectors might change, stay tuned with LIPA for more news

The Practical Section



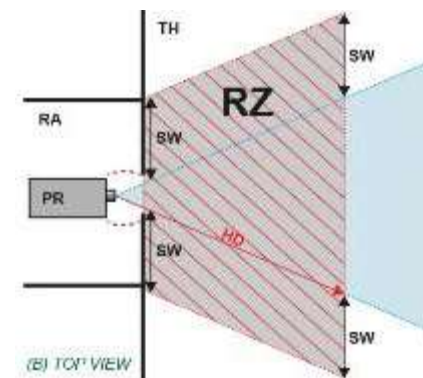
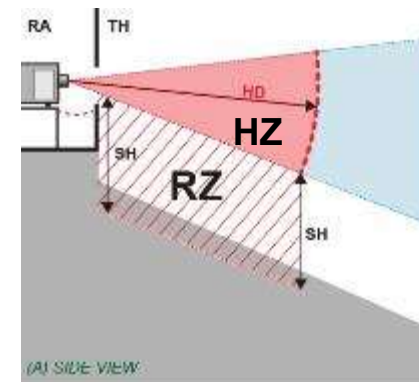
Hazard Distance and Risk Group depend on lens throw

- **Hazard Distance:** The distance in front of the lens where the optical hazard is still **greater than the Emission Limits for RG2**.
- **Longer Throw Ratios** produce higher hazard and **longer HD due to smaller divergence**
- **Some** projectors can be RG2 with short throw lenses but not all

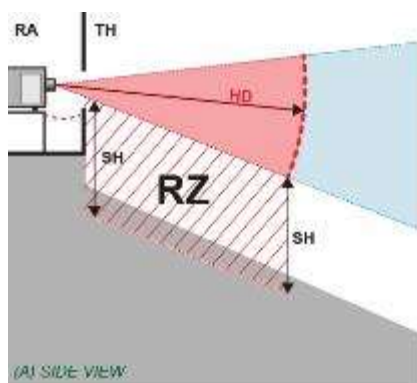


Restriction Zone and Separation Distances

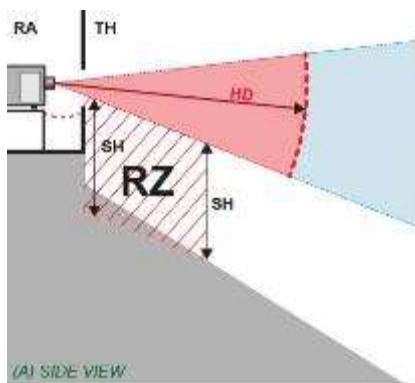
- **Hazard Zone (HZ)** - a 3-dimensional Zone encompassing the beam “cone” or “pyramid” within the Hazard Distance (HD)
- **Separation Height (SH)** – height between the floor and bottom of the beam. The floor is a restriction zone if the $SH < 2$ meters.
- **Restriction zone (RZ)** – area around the HZ, delimited by certain separation distances
- **Separation Width (SW)** – lateral separation to the projected beam “pyramid”. A minimum of 1 m is required.



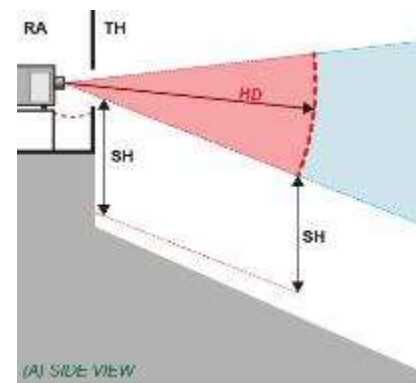
Restriction Zone cases in a Cinema auditorium



1. Entire beam is too low – resulting in area closure beneath HZ since it's in RZ



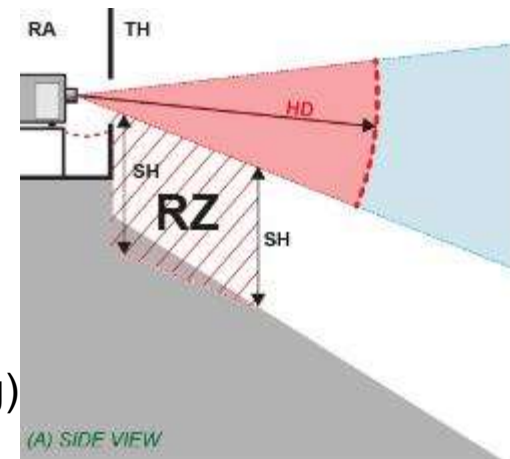
2. First part of the beam is too low – Closed area only where $SH < 2$ m



3. Entire beam within HD is higher than 2m – no RZ and no impact in auditorium

Responsibilities of Cinema Owners

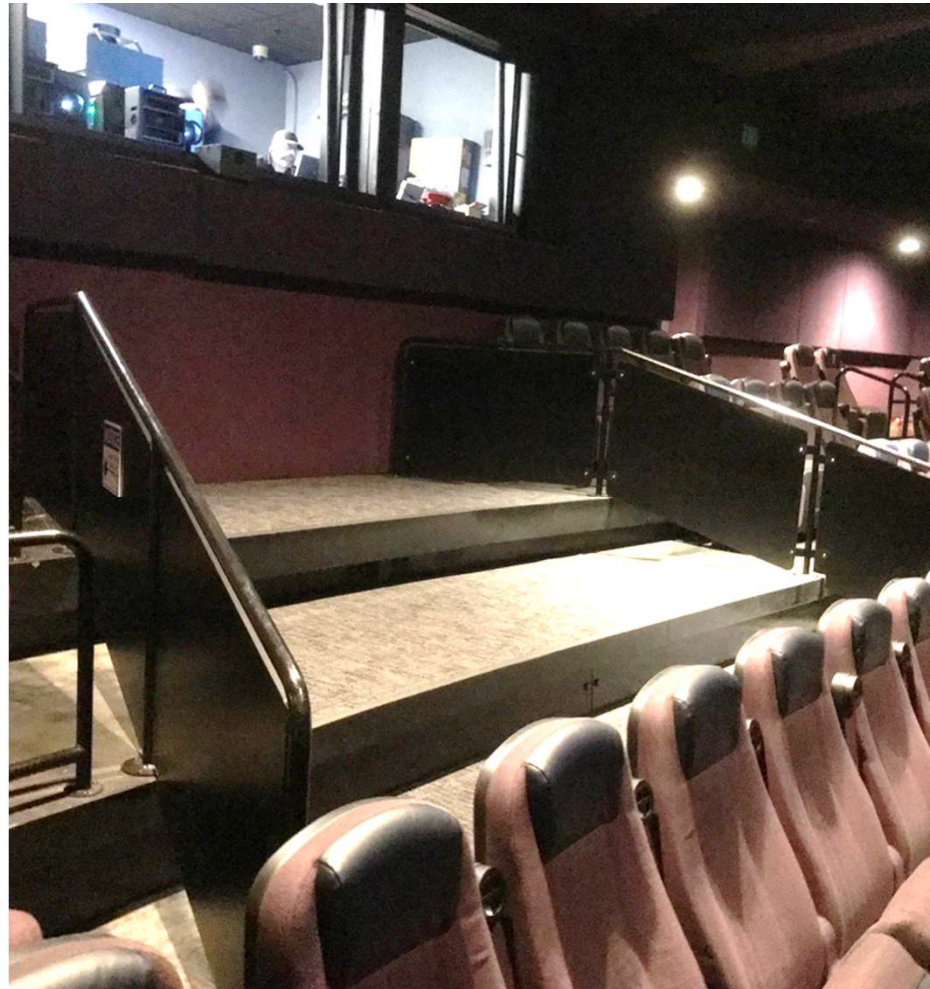
- Booth (LIP **operator**) – OHS rules
 - Provide Safety Training to operators
 - Projection booth requirements (restricted area, door signage)
- Auditorium (general **public**)
 - Restrict access to Restriction Zone where Separation Height is insufficient (barrier and labeling)
 - Can result in seat loss
 - Alternative: lift projector, pull back to shorten HD protrusion into the seating area



Example:

A cinema case where the Separation Height to the beam in the HZ is not sufficient.

Credit: MIT, US installation where **2.5 m separation height is required!**



Luckily a rare case in Europe, given a 2 m (only) separation requirement

Summary

Summary

- All things being equal (radiance, lens throw), LIPs are no more hazardous than lamp projectors;
 - Output from lens diverges, very unlike raw laser beams
- LIPs today are classified according to the Lamp standard, resulting in a Risk Group (RG)
- Most cinema LIPs are RG3 → requiring specific installation conditions for operator and audience safety
- Hazard distances are specific to the projector & lens!
 - Impact depends on PJ location and auditorium design
 - Work closely with your supplier to understand the specific requirements
- Review safety instructions / Hazard Zone constraints carefully
- Special care / training required for servicing LIPs

The background of the slide features a series of vertical, blurred light streaks in a rainbow spectrum. From left to right, the colors transition through red, orange, yellow, green, cyan, blue, and magenta. These streaks are set against a solid black background, creating a vibrant, ethereal effect.

Thank you!