

(19)
(12)

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(A)

(51) 。 Int. Cl.7
G09G 3/36

(11)
(43)

10-2004-0103997
2004 12 10

(21) 10-2003-0035340
(22) 2003 06 02

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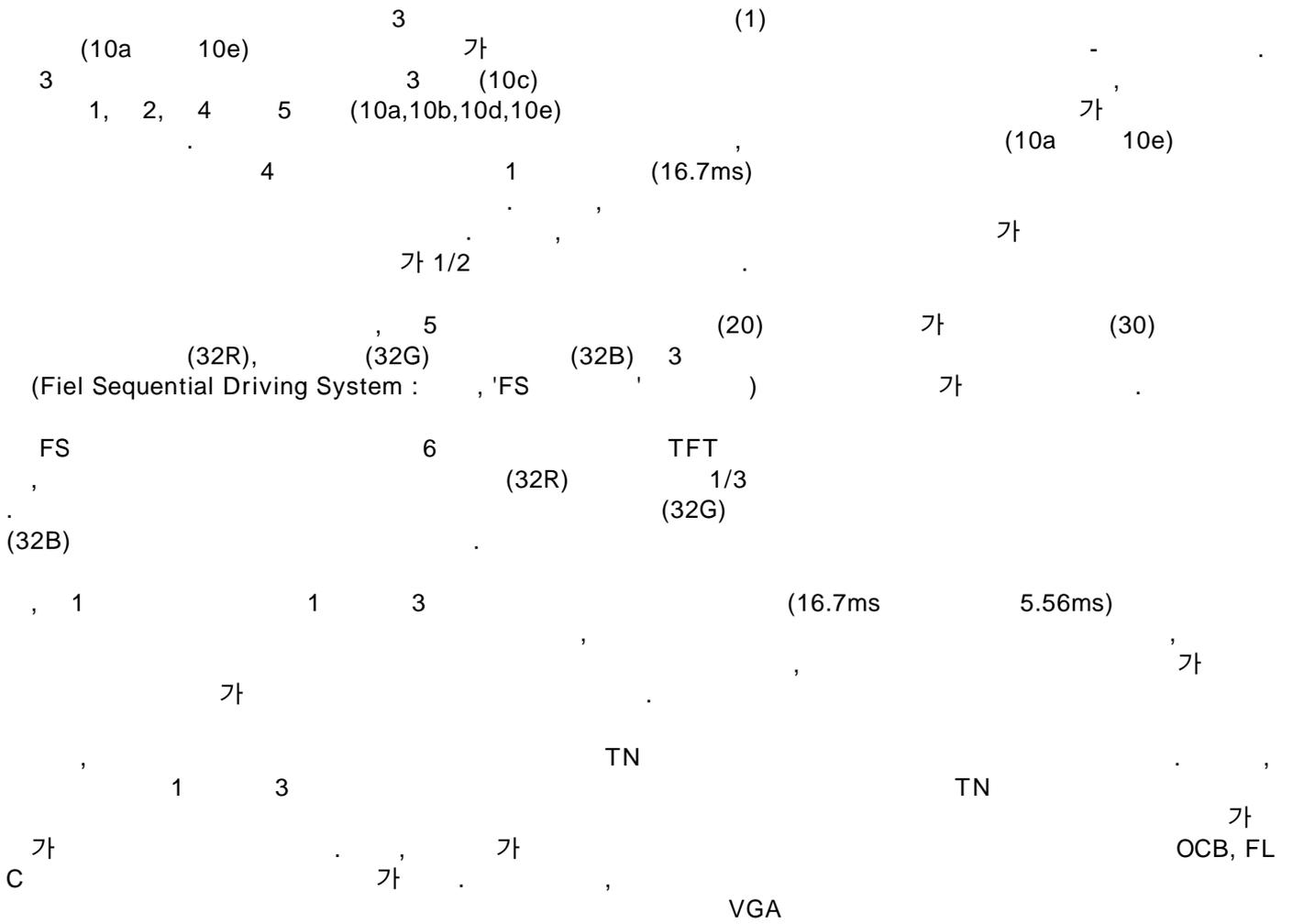
6 5

7
 8 7
 9 7
 10a 10b 1 2
 11a 11b 1 2 1 3
 < >
 1,80 : 10,32 :
 20,74 : 30,76 :
 61,71 : 62 :
 64 : 68 :
 70 : 72 :
 82 : 84 :
 86 : 88 :
 90 :

가
 (Liquid Crystal Display)
 가 (Active Matrix)
 (Thin
 Film Transistor; 'TFT')가
 가 1 (16,7ms)
 (Cathod Ray Tube : CRT)
 (CRT) 1 (16.7ms)
 (CRT) (CRT)
 2

(Scanning

Back Light Blinking System)



1 3 1 3 2 1 3

1 3

1 3

2 3

1 3

가

3

1 2

1 2

1 3

1 3

1 2

2

1

2 3

1 3

7 11b

7

7

(70)

(82)

(88)

(80)

(88)

(GL)

(80)

(84)

(80)

(84)

(82)

(DL)

(80)

(76)

(74)

(61)

(64)

(61)

(62)

(62)

(62)

(64)

2 , 1

(64a,64b)

(64a)가

(G)

2

(64b)

(64a)가

(B)

(64)

(64b)

(64a)가

(Y)

2 , 1

(64b)

(C)

2

1

(64a)

(M)

(B)

2

(64b)

(64b)

(Y)

(B) 1 (64a) 9 (B) (R), (G)
 (Y) 2 (64b) (R) (G) (B)
 (Y) 2 (64b) (R) (R) (R)
 (G) (G)

(76) (71) (71) (DL) (GL)
 TFT(72) (DL) (GL) TFT(72)
 (68)

(66) (68) () 가 (76)

(86) (R,G,B Data) (82)
 (86) (H,V,DE,CLK) (84) (8
 (88) (GDC), (DDC), (LDC)
 (GOE) (GDC) (GSP), (GSC),
 (GSP) (SSP), (S
 (DDC) (LDC) (70)
 (POL)

(84) (86) (GDC) (GL1 G
 (VGH) (84) (GL1 GLn)
 (TFT)가 (GL)

(82) (86) (DDC) (H1, H2, ...)
 (DL1 DLm) (82) () ()
 (R, G, B)

(82) (82) 1 1 2 ()
 (DL) (DL) (DL)

(88) (86) (70)
 (70R,70G,70B)

(88) (LDC) 1
 (70R,70B) (70G) (88)
 (LDC) 2 (70G,70B)

(70R)

10a 11b

(SF1) 10a (70) (70R,70
 가 , n 1 1+k
 (GL1 GL(1+k)) 가 , n
 11a (70R,70G) , n
 1+k 1+2k (GL(1+k) GL(1+2k)) 가
 (70R,70G)
 n-k n (GL(n-k) GLn) 가
 (70R,70G)

(SF1) (70R,70B) 10a 1
 (Y) (90Y) (B) (90B)

4.

1 3 1 3
2 1 3

5.

4 ,

6.

4 ,

1 3

7.

4 ,

1 3 , 2 3

8.

4 ,

1 3

9.

4 ,

가

10.

5 ,

6 **11.** ,
3 1 2

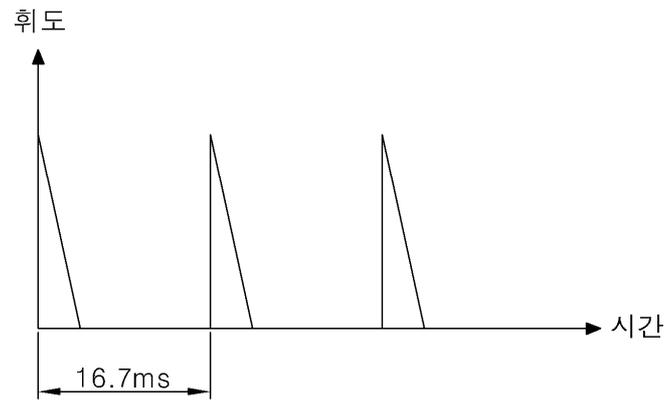
12.
1 2 ,
1 3

12 **13.** ,
.

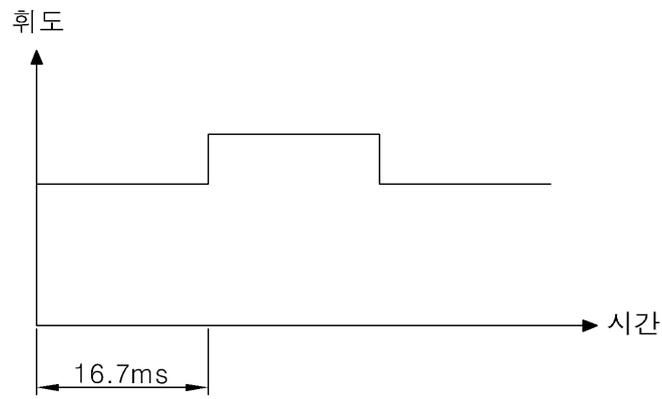
12 **14.** ,
1 3
1 1 2 ,
2 2 3

12 **15.** ,
1 3 .

1



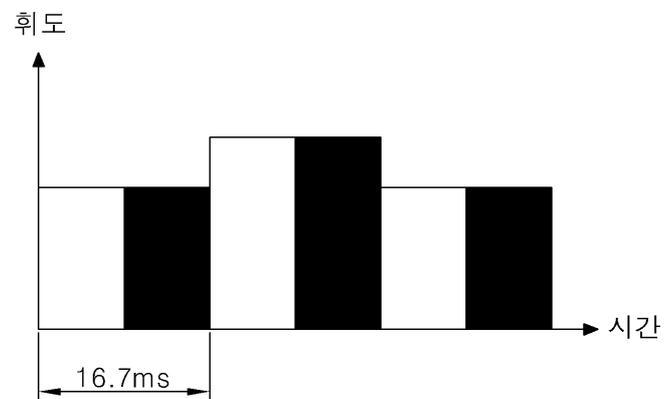
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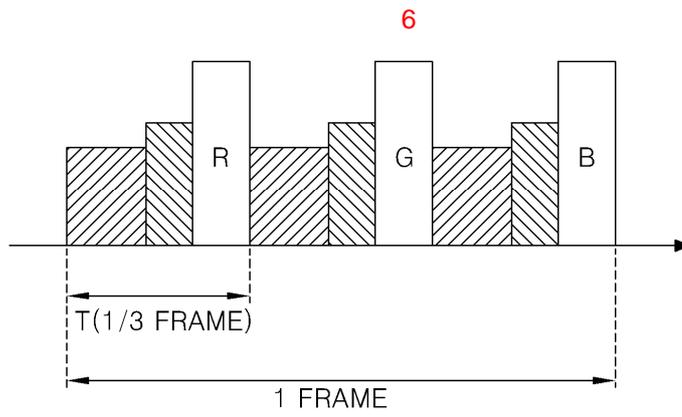
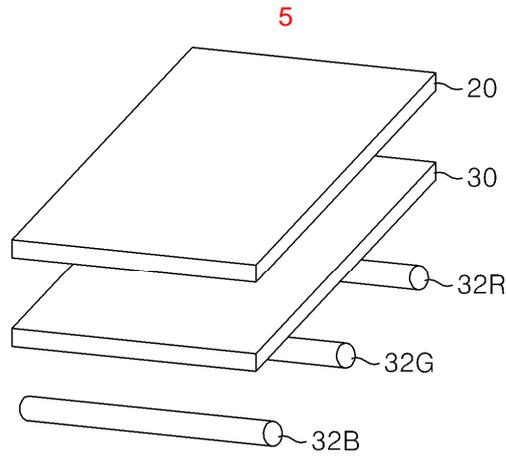


3



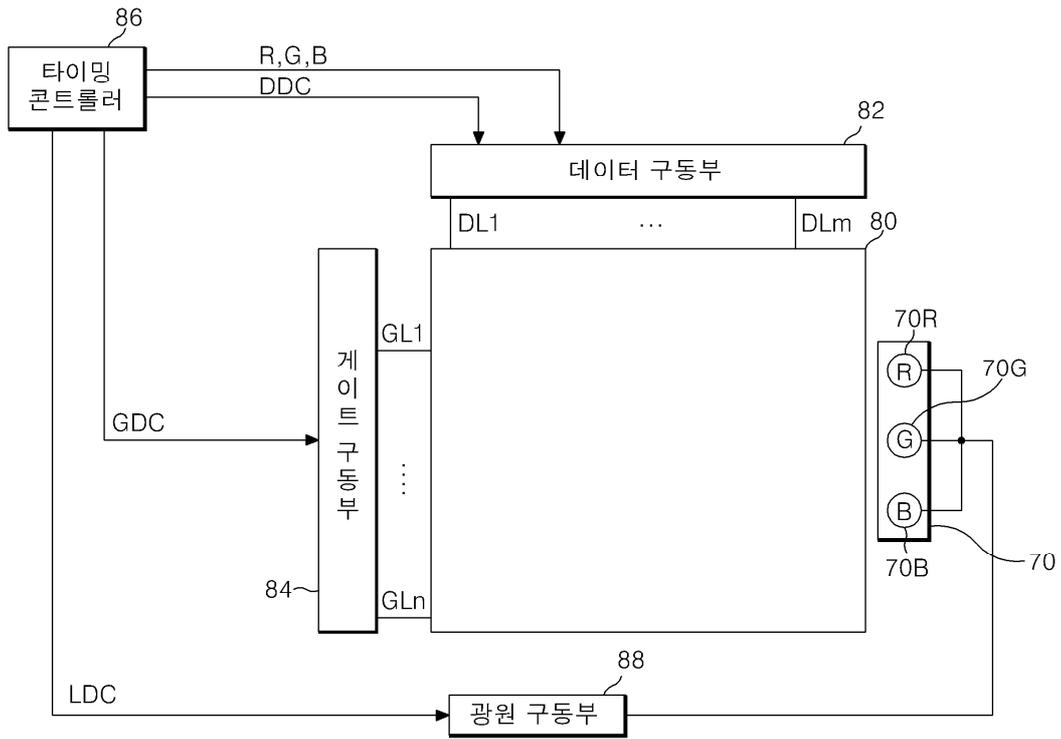
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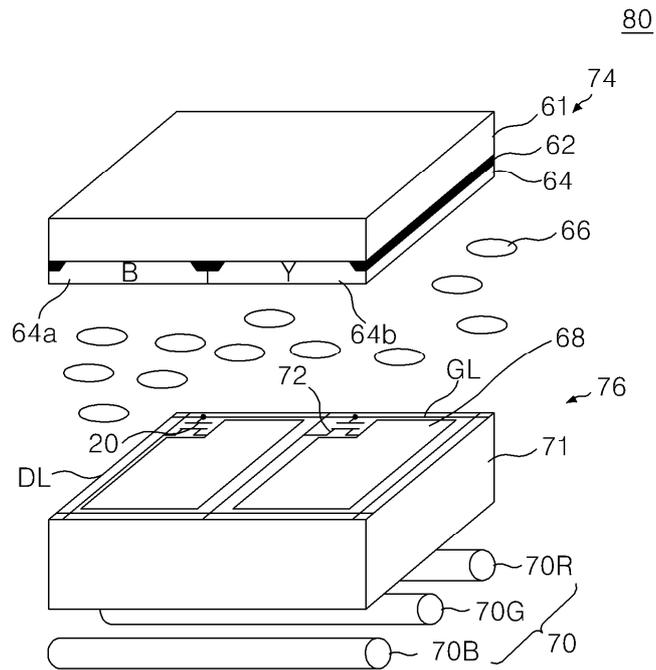


- : TFT 스캔시간
- : 액정 응답 시간
- : 광원 점등 시간

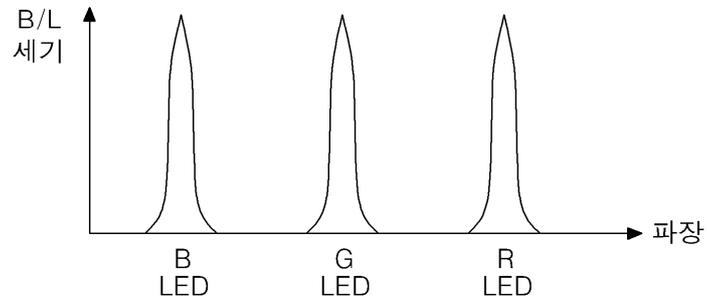
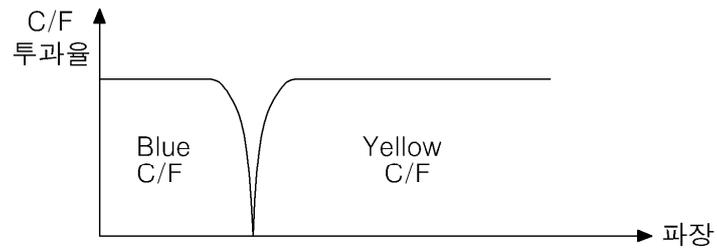
7



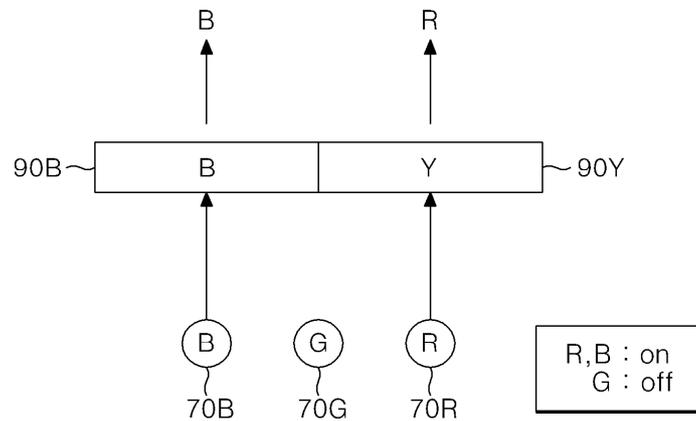
8



9

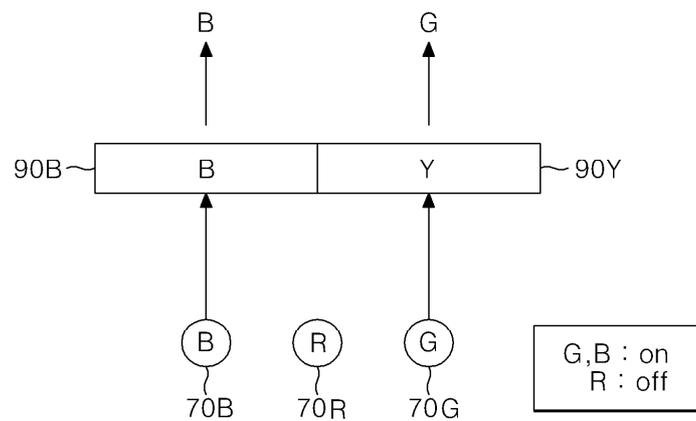


10a



<SF1>

10b



<SF2>

