AppleiPhone16ProMax DxOMark Camera Report

Summary

1.0 Camera Report

DXOMARK Camera
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Lowlight	Indoor	Outdoor	Tele
137	165	177	130

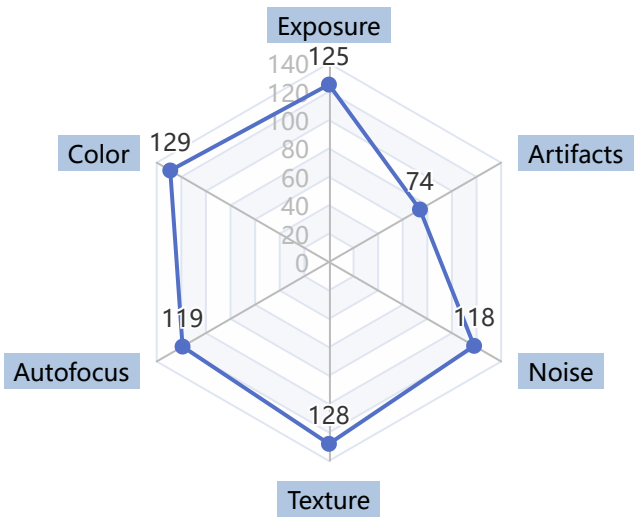
Camera Photo
158

Lowlight	Indoor	Outdoor	Portrait
134	161	170	143

Photo (Wide)	168
Close-up (Bonus)	4
Photo Ultra-Wide	137
Photo Tele	133
Photo Bokeh	160

Wide scores detailed by attributes:

Exposure	125
Color	129
Autofocus	119
Texture	128
Noise	118
Artifacts	74



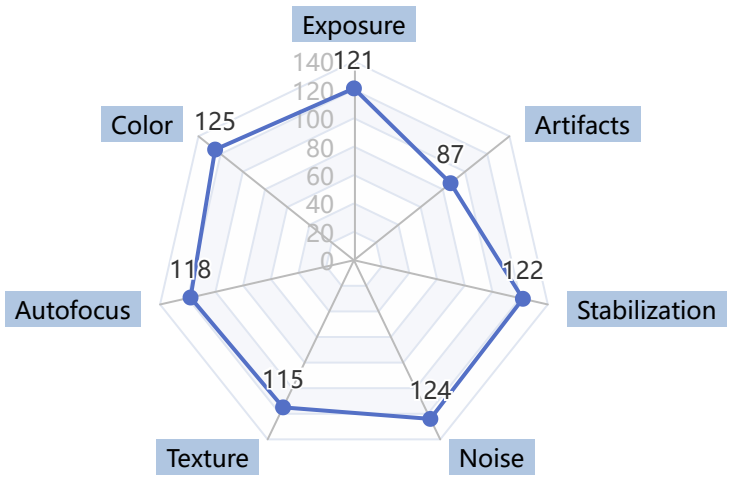
Camera Video
166

Lowlight	Indoor	Outdoor
141	169	184

Video (Wide)	179
Video Ultra-Wide	145
Video Tele	122

Wide scores detailed by attributes:

Exposure	121
Color	125
Autofocus	118
Texture	115
Noise	124
Stabilization	122
Artifacts	87



Higher scores mean better quality.

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3.1.0 Scores

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125

Scores per scene type

Lowlight	Indoor	Outdoor
129	119	127

3.1.1 Exposure technical overview

Objective measurements

Illumination (lux)	5	20	100	300	1000	10000
Target exposure (I JND-scaled): ColorChecker©	295	317	366	361	331	
Target exposure (I JND-scaled): DeadLeaves on AFHDR	266	284	343	346	338	337
Target exposure (I JND-scaled): DXOMARK chart (DMC)	280	281	325	284	302	
Face exposure (I JND-scaled): Diana on AFHDR Portrait	267		280		296	297
Face exposure (I JND-scaled): Eugene on AFHDR Portrait	344		364		385	384

Perceptual scores

Lowlight	Indoor	Outdoor
8	6	7

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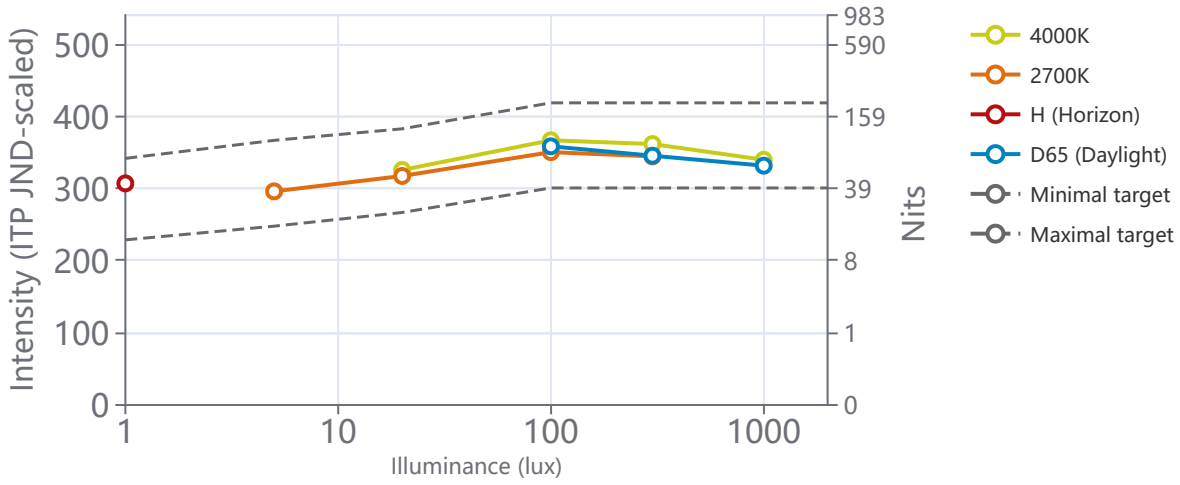
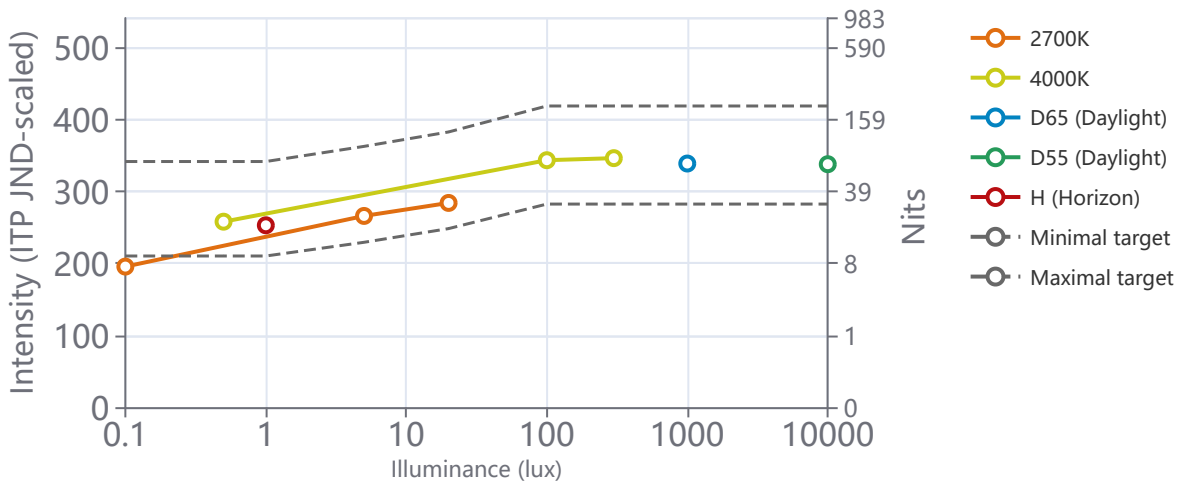
Photo - Exposure

3.1.1.0 Target exposure per lighting condition on Landscapes

The graphs on this section show the evolution of the intensity with the level of lux, for multiple lighting conditions.
The left y axis represents the measured values in the ITP JND-scaled color space, derived from recommendation ITU-R BT.2124-0 and the right y axis represents the values in nits on a reference display with a HDR reference white luminance of 203nits. The area between the dotted lines represents the region where the intensity is considered correct.
On this graph, intensity is measured on the 18% gray patch of the Colorchecker (see section 2.2 for snapshots).



On this graph, intensity is measured on the 18% patch of the DeadLeaves from the AFHDR setup.



On this graph, intensity is measured on the Portrait crop of the DMC Chart (see section 2.1 for snapshots)

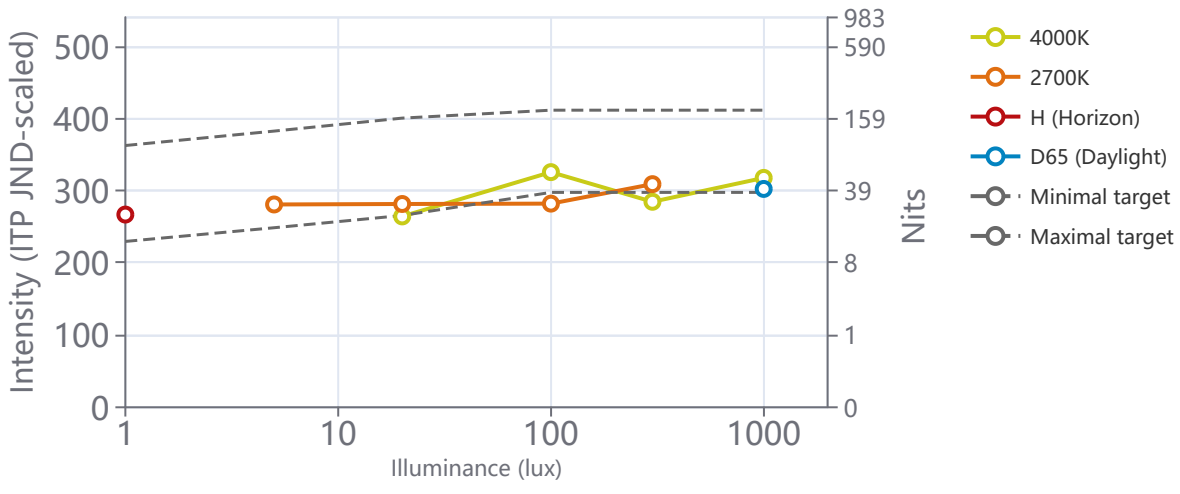


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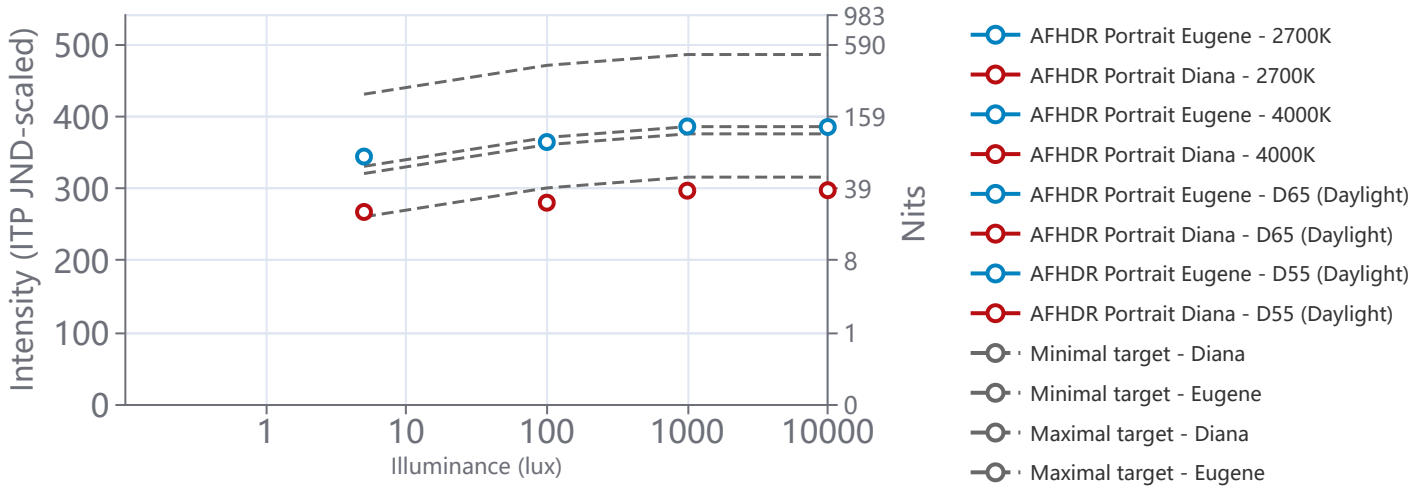
Photo - Exposure

3.1.1.1 Target exposure per lighting condition on Portraits

The graphs on this section show the evolution of the intensity with the level of lux, for multiple lighting conditions.
The left y axis represents the measured values in the ITP JND-scaled color space, derived from recommendation ITU-R BT.2124-0 and the right y axis represents the values in nits on a reference display with a HDR reference white luminance of 203nits. The area between the dotted lines represents the region where the intensity is considered correct.
On this graph, intensity is measured on the forehead of the mannequin for the AFHDR Portrait setup.

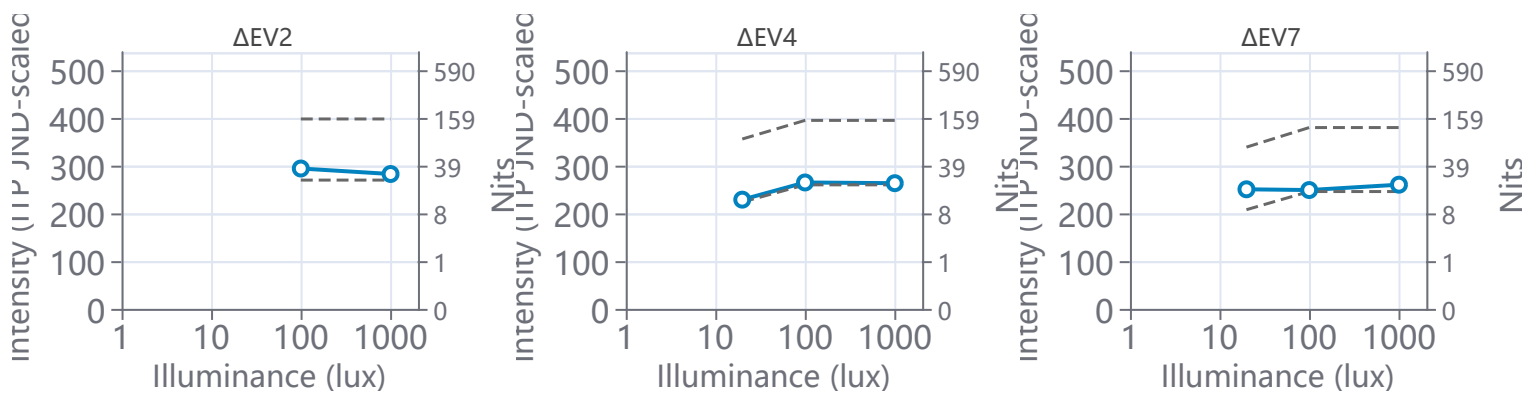


3.1.1.2 Dynamic per lighting condition on Landscapes

This table displays the mean I JND-scaled value on the 18% gray patch on the DeadLeaves and the mean dynamic on the HDR charts.
They are measured on the AFHDR setup.

	2700K		4000K			Daylight		
Illumination (lux)	**20**		**100**			**1000**		
ΔEV	**4**	**7**	**2**	**4**	**7**	**2**	**4**	**7**
I JND-scaled (18% gray patch)	231	253	296	267	251	285	266	262
Dynamic	8	7	8	8	7	7	8	7

Intensity (measured in I JND-scaled) on the Deadleaves for HDR conditions at different EV level.



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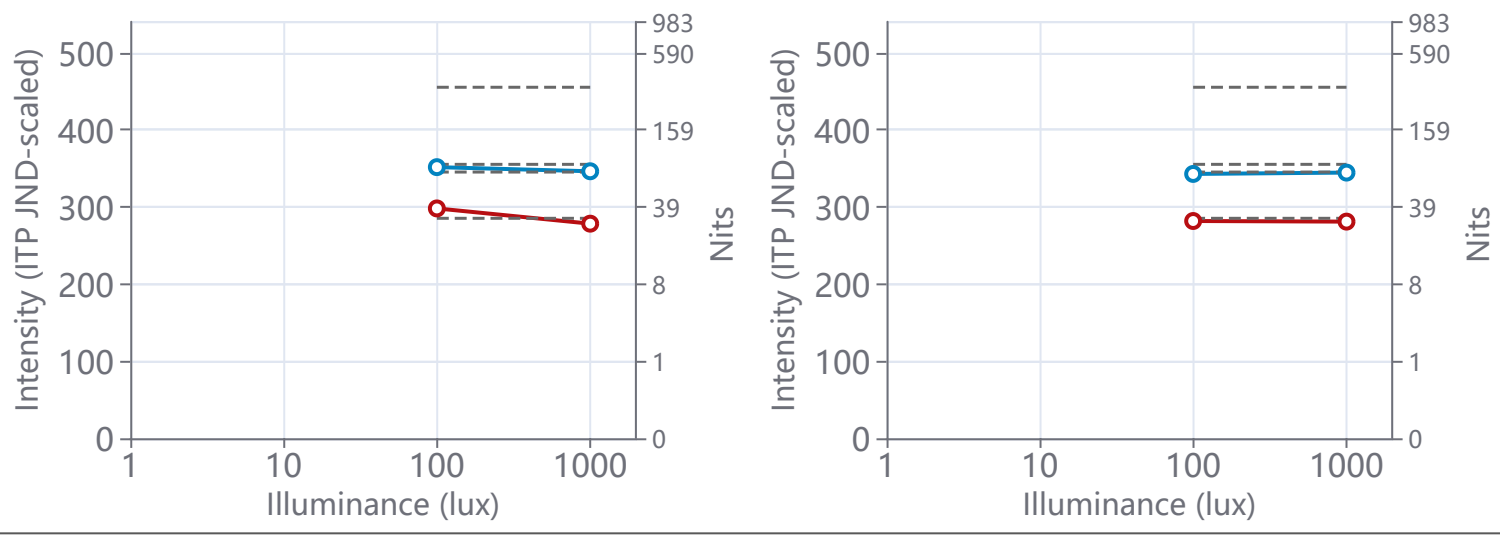
3.1.1.3 Dynamic per lighting condition on Portraits

This table displays the mean I JND-scaled value on the realistic mannequin forehead and the mean dynamic on the HDR chart.
They are measured on the AFHDR Portrait setup.

	AFHDR Portrait Diana					AFHDR Portrait Eugene				
	2700K	4000K		Daylight		2700K	4000K		Daylight	
Illumination (lux)	5	100		1000		5	100		1000	
ΔEV	9	4	7	4	7	9	4	7	4	7
I JND-scaled (forehead)	223	298	281	278	281	281	351	343	346	344
Dynamic	4	7	4	7	6	5	7	5	8	6

Intensity (measured in I JND-scaled) on the forehead for HDR conditions at different EV level.



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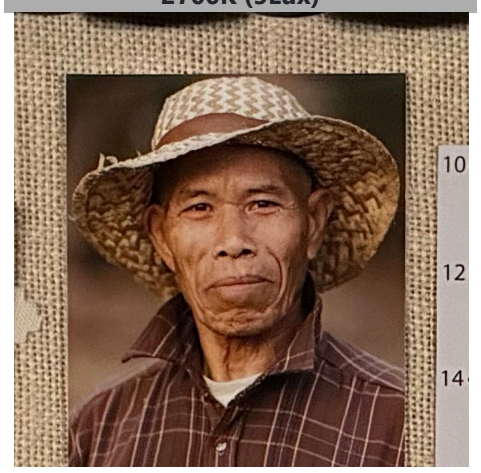
3.1.2 Exposure and contrast measurements

3.1.2.0 DXOMARK natural scene (DMC): portrait crop

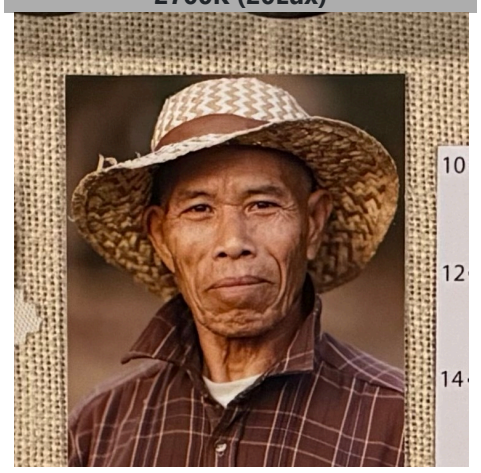
Crops per illuminant, handheld camera.

Horizon (1Lux)

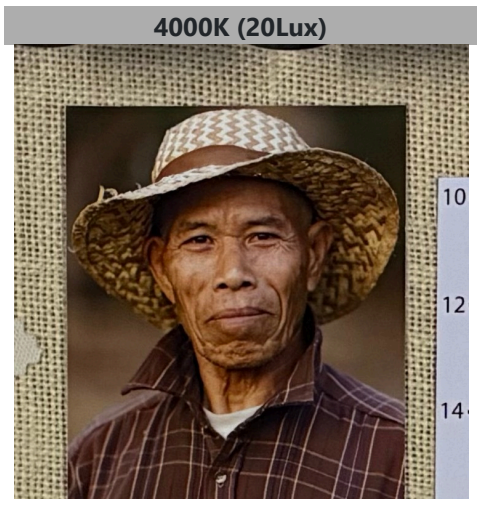
2700K (5Lux)



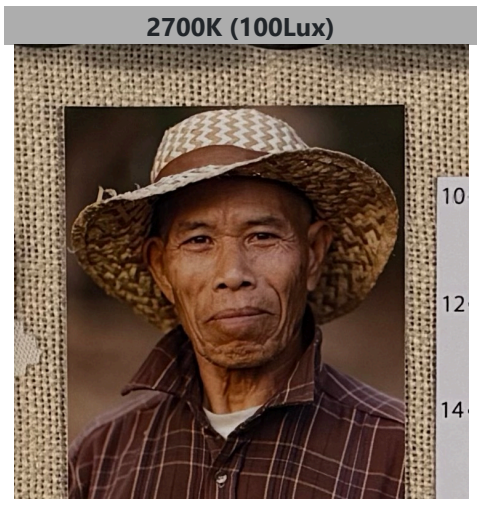
2700K (20Lux)



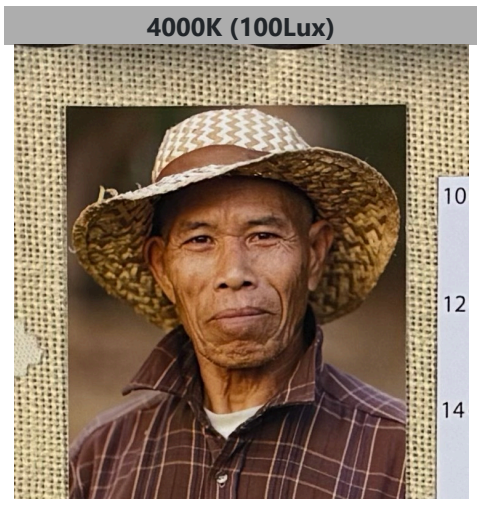
4000K (20Lux)



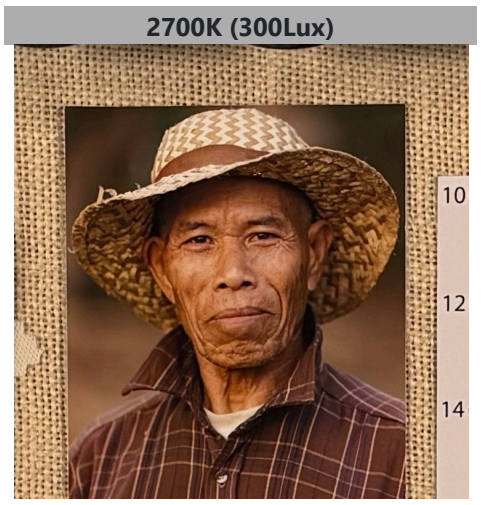
2700K (100Lux)



4000K (100Lux)

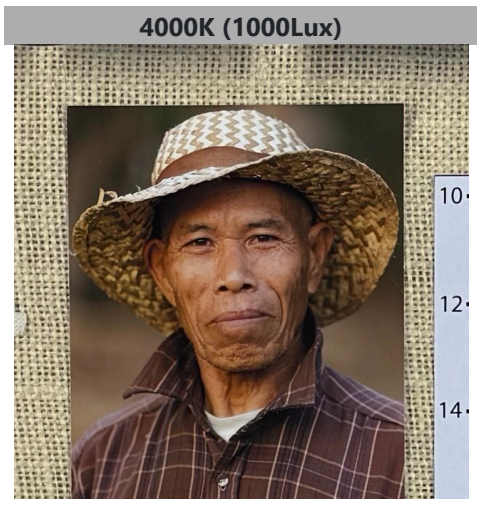


2700K (300Lux)

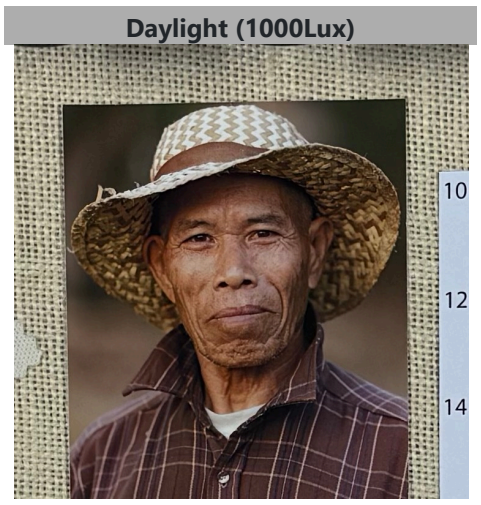


4000K (300Lux)

4000K (1000Lux)



Daylight (1000Lux)



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3.1.3 AFHDR Portrait

These tables display the value of DXOMARK local contrast gain measured on the backlit panels of the AFHDR Portrait setup.
The lower the value, the higher is the amount of local tone compression in the highlights. Local Contrast Gain can be interpreted as the average exponent value of the OOTF: displayluminance ~ scene^(LCG/100). A value of 50% corresponds to a gamma curve of 2.

	AFHDR Portrait Diana					AFHDR Portrait Diana				
	2700K (5 lux)	4000K (100 lux)		Daylight (1000 lux)		2700K (5 lux)	4000K (100 lux)		Daylight (1000 lux)	
ΔEV (stops)	9	4	7	4	7	9	4	7	4	7
Local Contrast Gain (%)	5	38	5	43	12	6	47	8	50	16
Local Contrast Gain StdDev (%)	0	1	0	1	0	0	2	0	2	1

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3.2.0 Scores

Color
129

Scores per scene type

Lowlight	Indoor	Outdoor
120	131	134

3.2.1 Color technical overview

Objective scores

	Lowlight	Indoor	Outdoor
Color rendering	68	74	81
White balance accuracy	92	66	24
Color uniformity	63	32	81

Objective scores - detail per lighting conditions

		Lux	3000K	4000K	Daylight	2700K	Horizon
Color rendering	Lowlight	5	56			68	55
		20	71	76		75	63
	Indoor	100	68	78	79	80	
		300	70	81	83	58	
	Outdoor	1000	79	83	81		

		Lux	3000K	4000K	Daylight	2700K	Horizon
White balance	Lowlight	5	100			99	94
		20	91	74		95	100
	Indoor	100	86	65	13	87	
		300	84	62	13	68	
	Outdoor	1000	69	61	10		

		Lux	3000K	4000K	Daylight	2700K	Horizon
Color uniformity	Lowlight	20	68	71		50	64
	Indoor	300	5	48	85	9	
	Outdoor	1000	33	70	88		

Perceptual scores

	Perceptual score
White balance	9
Color rendering	8
Color shading	10

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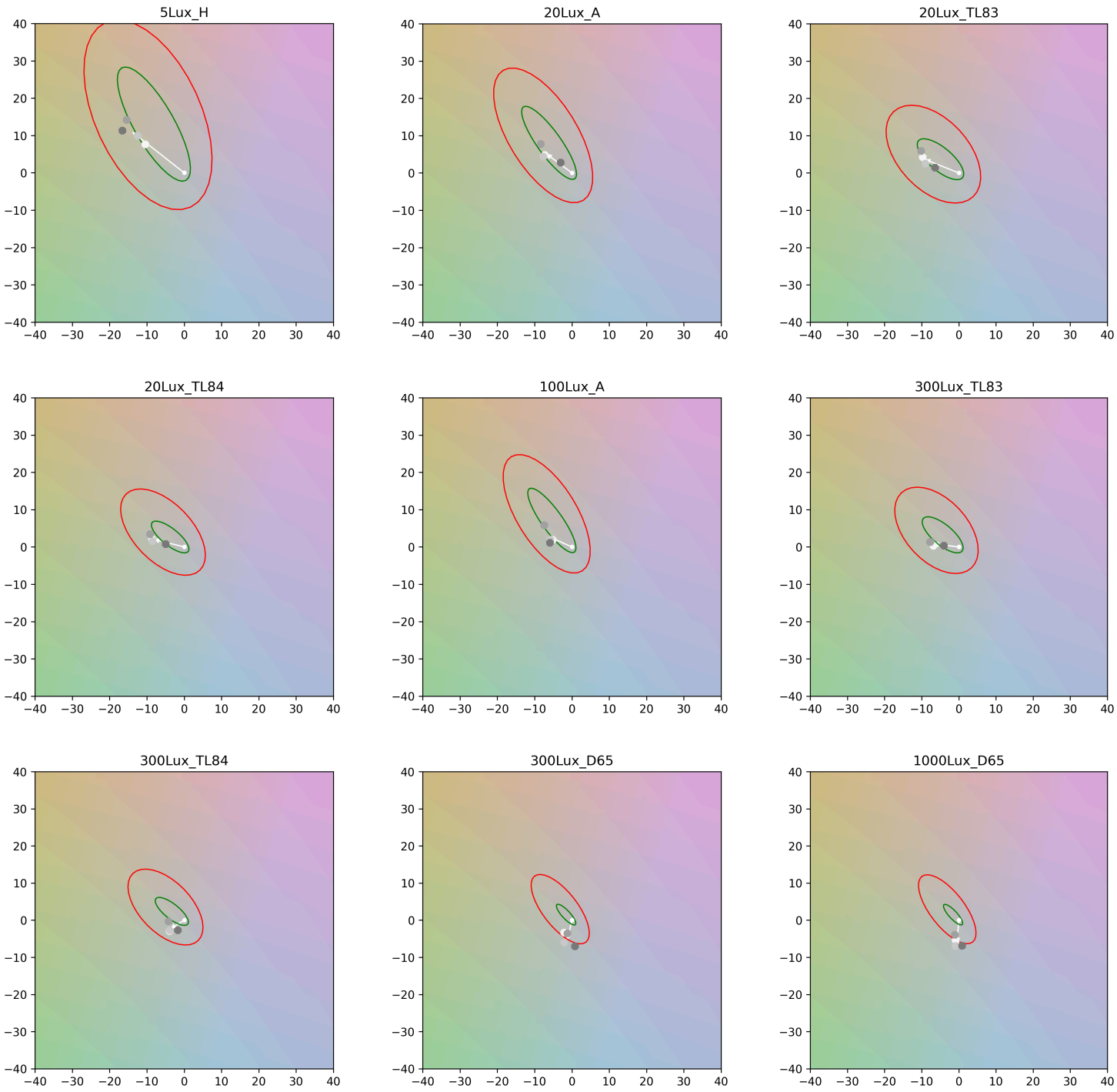
3.2.2 White balance accuracy

Patches are measured in the ITP JND-scaled color space, derived from recommendation ITU-R BT.2124-0
The conversion to ITP JND-scaled color space uses Bradford adaptation from the white point measured in our labs to the D65 standard for each illuminant.
Patches references colors are computed from our calibrated laboratories. References colors are adapted to the measured luminance of each patch.

Illuminant	Horizon (5 lux)	2700K (20 lux)	3000K (20 lux)	4000K (20 lux)	2700K (100 lux)	3000K (300 lux)	4000K (300 lux)	Daylight (300 lux)	Daylight (1000 lux)
WB repeatability	0.2	0.6	0.5	0.8	0.3	0.5	0.3	0.4	0.2



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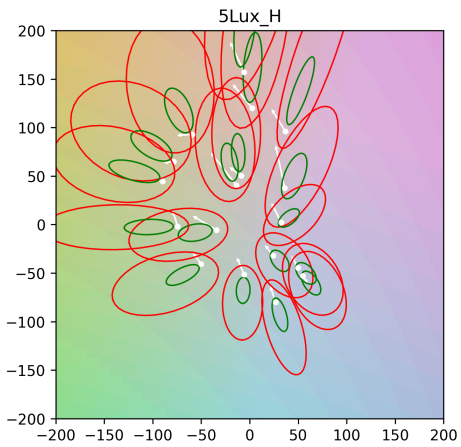
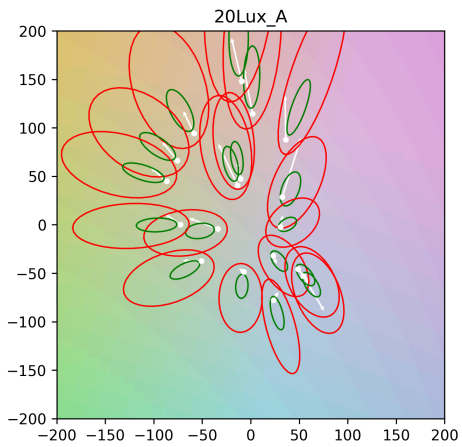
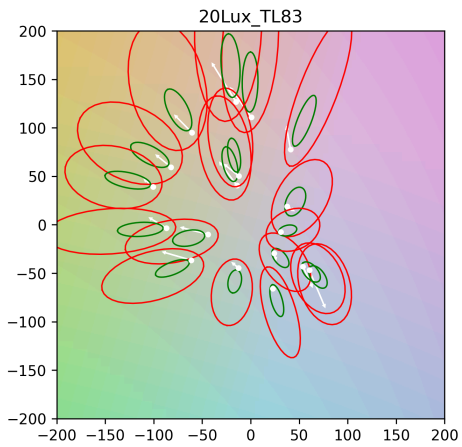
3.2.3 Color rendering accuracy

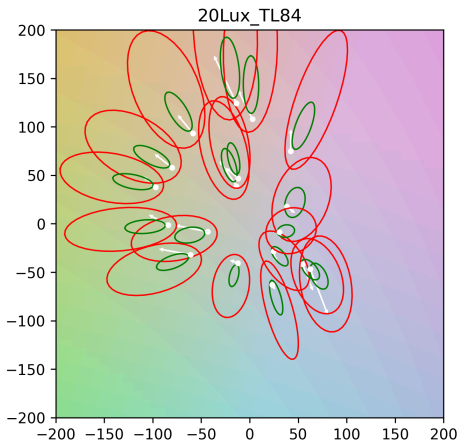
3.2.3.0 Color rendering - All colors

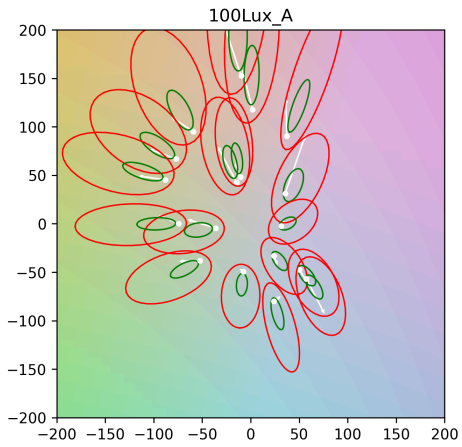
Patches are measured in the ITP JND-scaled color space, derived from recommendation ITU-R BT.2124-0
The conversion to ITP JND-scaled color space uses Bradford adaptation from the white point measured in our labs to the D65 standard for each illuminant.
Patches references colors are computed from our calibrated laboratories. References colors are adapted to the measured luminance of each patch.

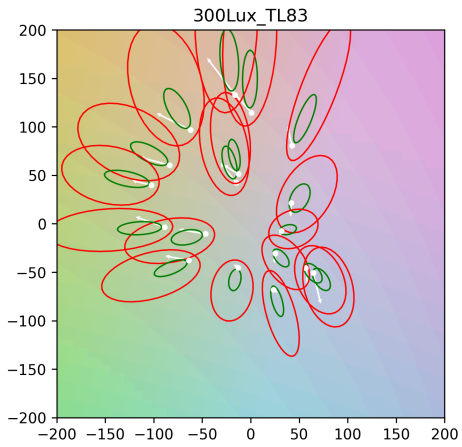


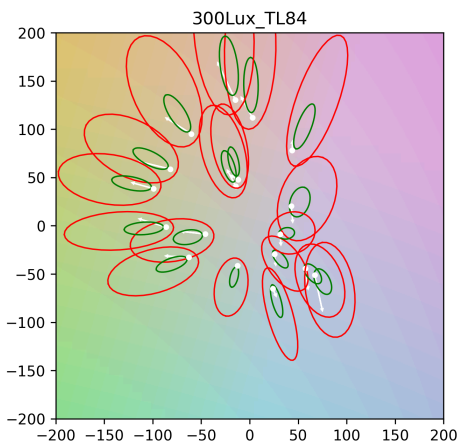


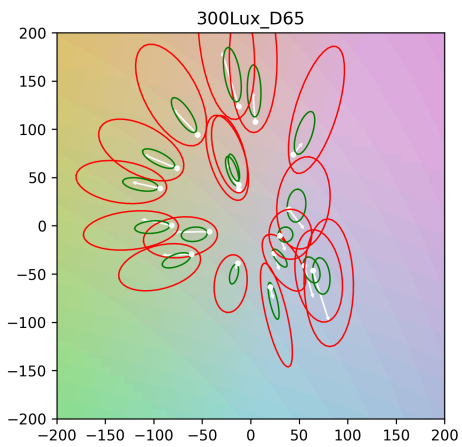


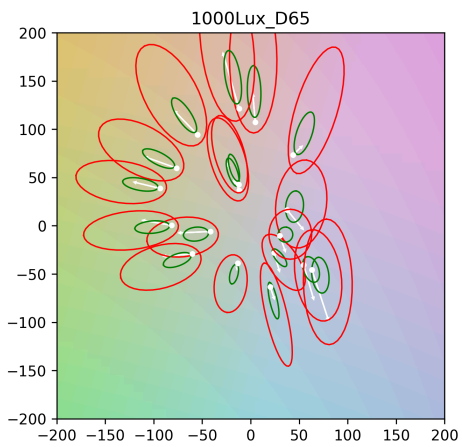












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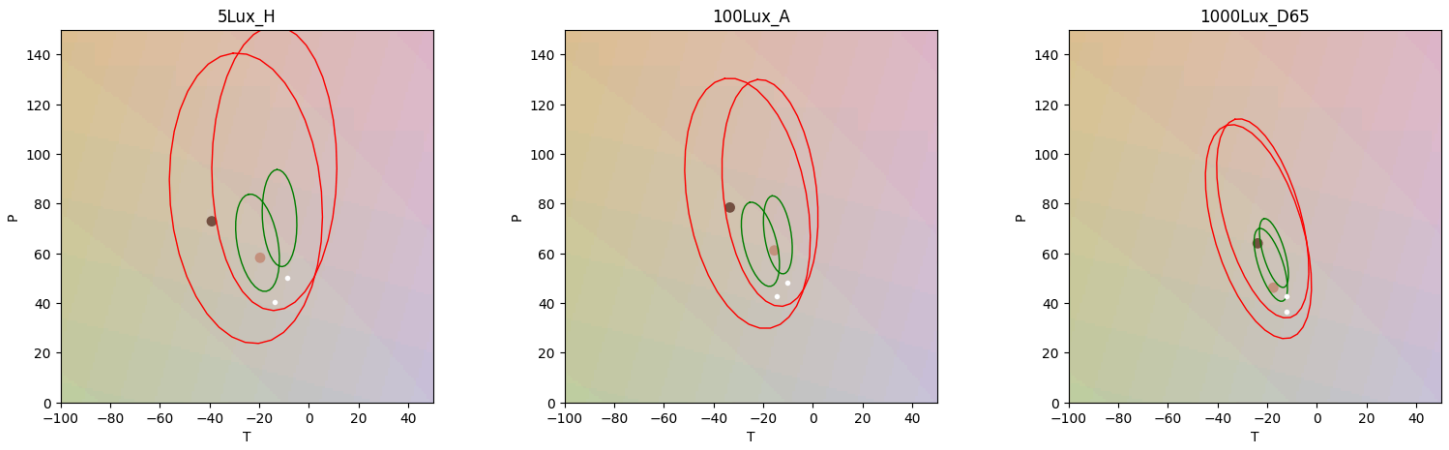
3.2.3.1 Color rendering - Skin tones

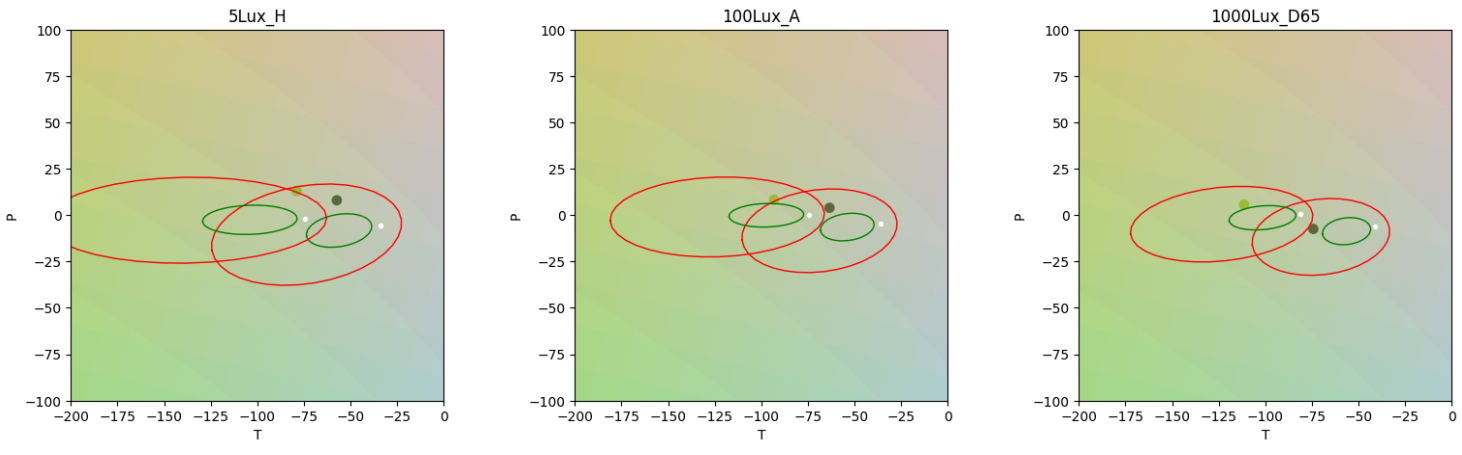
Patches are measured in the ITP JND-scaled color space, derived from recommendation ITU-R BT.2124-0
The conversion to ITP JND-scaled color space uses Bradford adaptation from the white point measured in our labs to the D65 standard for each illuminant.
Patches references colors are computed from our calibrated laboratories. References colors are adapted to the measured luminance of each patch.

		Lux	3000K	4000K	Daylight	2700K	Horizon
Skintone rendering	**Lowlight**	**5**	45			68	68
		20	75	83		76	78
	Indoor	**100**	68	82	87	87	
		300	72	88	96	71	
	Outdoor	**1000**	84	92	92		



3.2.3.2 Color rendering - Greenery tones

Patches are measured in the ITP JND-scaled color space, derived from recommendation ITU-R BT.2124-0
The conversion to ITP JND-scaled color space uses Bradford adaptation from the white point measured in our labs to the D65 standard for each illuminant.
Patches references colors are computed from our calibrated laboratories. References colors are adapted to the measured luminance of each patch.



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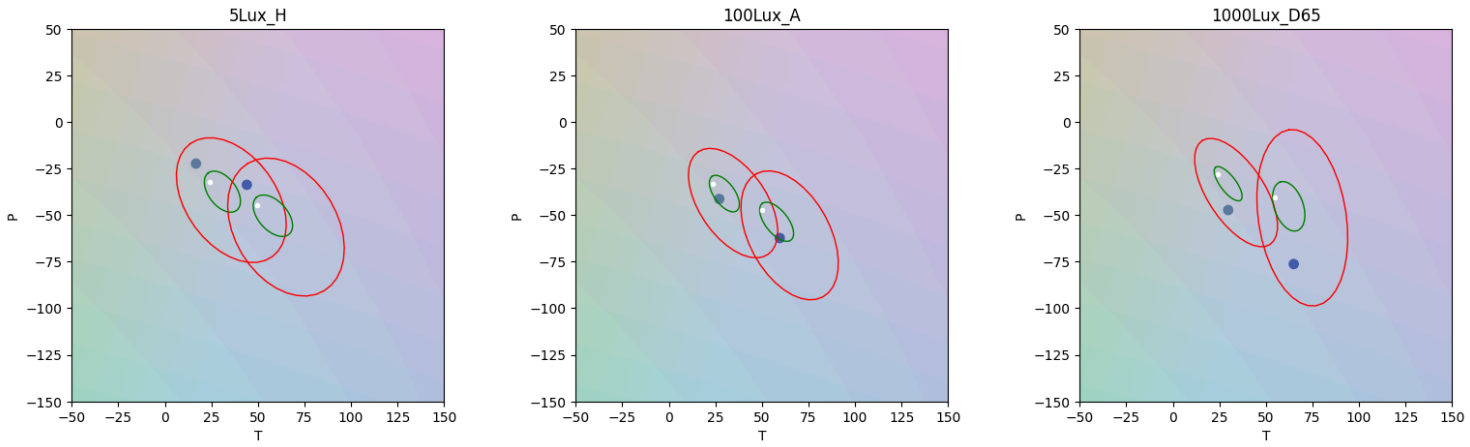
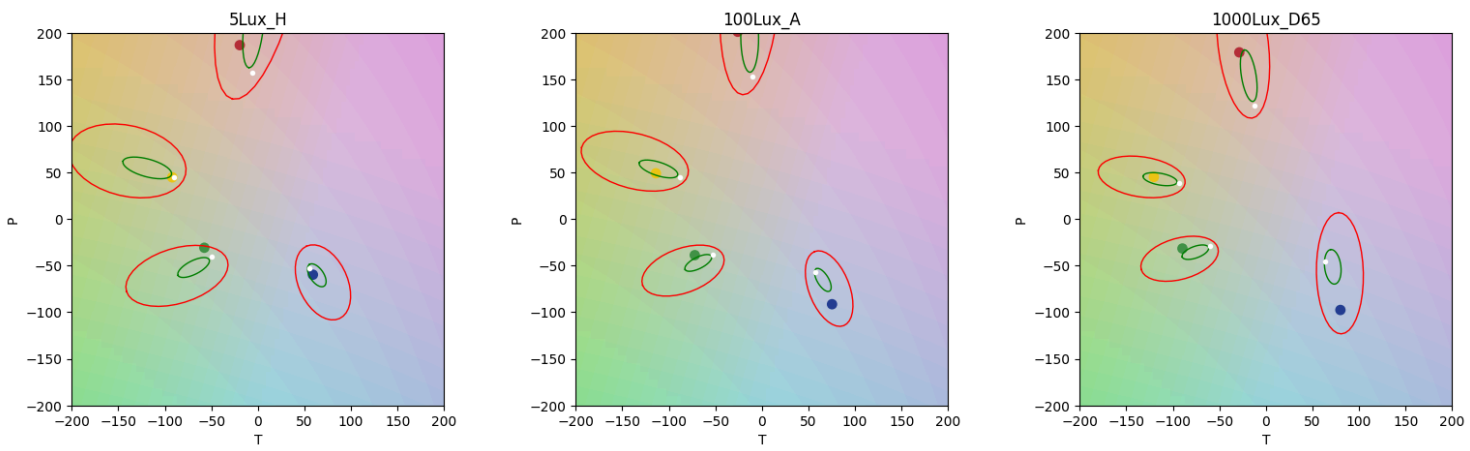
3.2.3.3 Color rendering - Sky tones

Patches are measured in the ITP JND-scaled color space, derived from recommendation ITU-R BT.2124-0
The conversion to ITP JND-scaled color space uses Bradford adaptation from the white point measured in our labs to the D65 standard for each illuminant.
Patches references colors are computed from our calibrated laboratories. References colors are adapted to the measured luminance of each patch.



3.2.3.4 Color rendering - yellow, red, green and blue colors

Patches are measured in the ITP JND-scaled color space, derived from recommendation ITU-R BT.2124-0
The conversion to ITP JND-scaled color space uses Bradford adaptation from the white point measured in our labs to the D65 standard for each illuminant.
Patches references colors are computed from our calibrated laboratories. References colors are adapted to the measured luminance of each patch.



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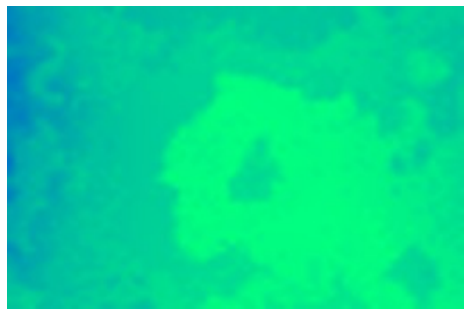
3.2.4 Color shading

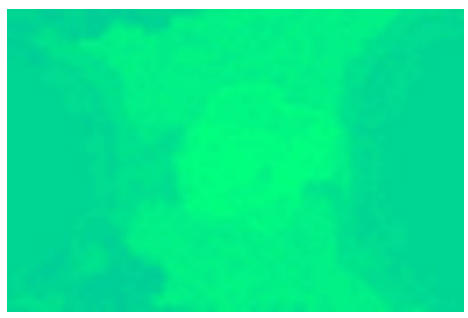
3.2.4.0 Color shading - 2700K

		Red	Blue
Lowlight (20 lux)	Max attenuation (%)	-7.7	-2.2
	Max amplification (%)	0.7	7.9
	Std Dev (%)	1.8	



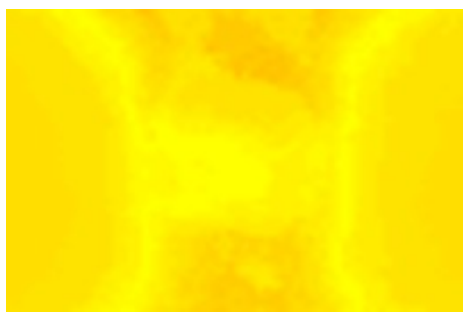
3.2.4.1 Color shading - Daylight

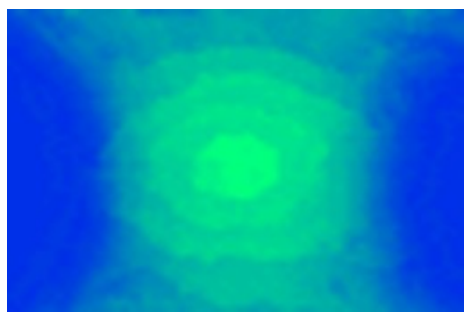
		Red	Blue
Outdoor (1000 lux)	Max attenuation (%)	-0.3	-0.9
	Max amplification (%)	1.8	2.9
	Std Dev (%)	0.8	



3.2.4.2 Color shading - 3000K

		Red	Blue
Indoor (300 lux)	Max attenuation (%)	-2	-0.1
	Max amplification (%)	3.5	12.2
	Std Dev (%)	2.9	





3.2.4.3 Color shading - 4000K

		Red	Blue
Indoor (300 lux)	Max attenuation (%)	-1.2	-0.7
	Max amplification (%)	3.4	6.9
	Std Dev (%)	1.8	

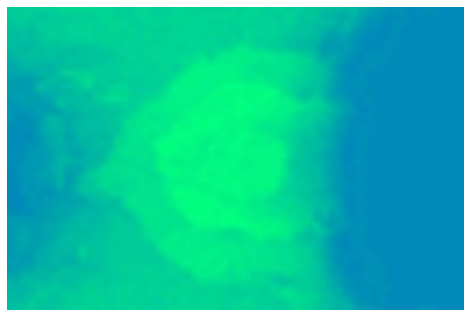


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Photo - Autofocus

3.3.0 Scores

Autofocus
119

Scores per scene type and lighting condition

Lowlight	Indoor	Outdoor
106	125	125

Scene	Lowlight	Indoor	Outdoor
Landscape	94	99	99
Family	50	83	87

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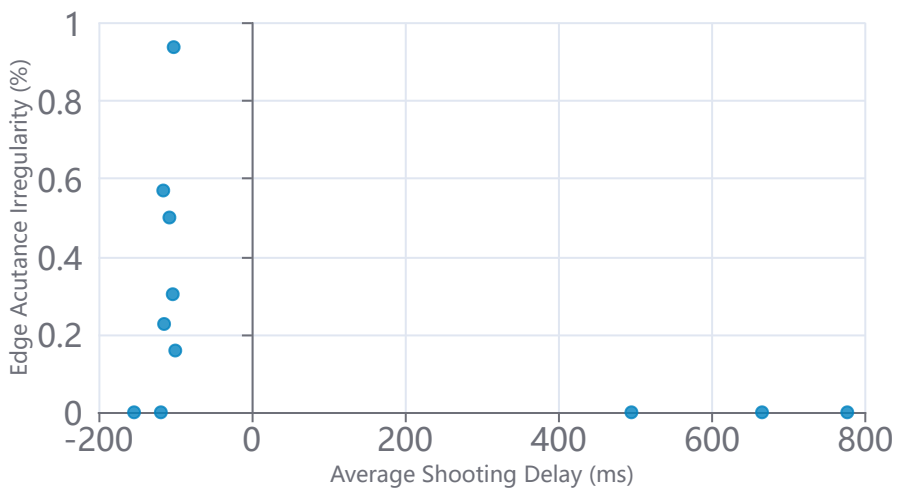
Photo - Autofocus

3.3.1 Autofocus technical overview

3.3.1.0 Autofocus Landscape technical overview

Overview of autofocus irregularity (mean acutance deviation from best focus) vs. average capture delay, by lighting conditions



Objective measurements - AFHDR

The autofocus irregularity is defined as the average acutance difference with the best focus

		Delay (ms)	5 lux	20 lux	20 lux ΔEV4	20 lux ΔEV7
Autofocus irregularity (%)	HandHeld	500	0	0	0	1
		2000	0			

		Delay (ms)	100 lux	100 lux ΔEV2	100 lux ΔEV4	100 lux ΔEV7	300 lux
Autofocus irregularity (%)	HandHeld	500	0	0	1	1	0

		Delay (ms)	1000 lux	1000 lux ΔEV2	1000 lux ΔEV4	1000 lux ΔEV7	10000 lux
Autofocus irregularity (%)	HandHeld	500	0	1	1	1	0

		Delay (ms)	5 lux	20 lux	20 lux ΔEV4	20 lux ΔEV7
Average shooting delay (ms)	HandHeld	500	665	-154	-116	-116
		2000	495			

		Delay (ms)	100 lux	100 lux ΔEV2	100 lux ΔEV4	100 lux ΔEV7	300 lux
Average shooting delay (ms)	HandHeld	500	-119	-115	-113	-108	-103

		Delay (ms)	1000 lux	1000 lux ΔEV2	1000 lux ΔEV4	1000 lux ΔEV7	10000 lux
Average shooting delay (ms)	HandHeld	500	-100	-105	-103	-102	-103

The viewing condition used for the acutance calculation is a print of 100cm of height and a resolution of 600dpi viewed from 2.5 meters.

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3.3.1.1 Autofocus Portrait technical overview

Objective measurements - AFHDR Portrait

The autofocus irregularity is defined as the average acutance difference with the best focus

	Mannequin	Movement	Delay (ms)	5 lux	5 lux ΔEV9
Autofocus irregularity (JODs)	Diana	StillStand1Hand	500	0	0.1
	Eugene	StillStand1Hand	500	0	0

	Mannequin	Movement	Delay (ms)	100 lux	100 lux ΔEV4	100 lux ΔEV7
Autofocus irregularity (JODs)	Diana	StillStand1Hand	500	0	0	0
	Eugene	StillStand1Hand	500	0	0	0

	Mannequin	Movement	Delay (ms)	1000 lux	1000 lux ΔEV4	1000 lux ΔEV7	10000 lux
Autofocus irregularity (JODs)	Diana	StillStand1Hand	500	0	0	0	0
	Eugene	StillStand1Hand	500	0	0	0	0

	Mannequin	Movement	Delay (ms)	5 lux	5 lux ΔEV9
Average shooting delay (ms)	Diana	StillStand1Hand	500	1032	-170
	Eugene	StillStand1Hand	500	749	-162

	Mannequin	Movement	Delay (ms)	100 lux	100 lux ΔEV4	100 lux ΔEV7
Average shooting delay (ms)	Diana	StillStand1Hand	500	-106	-115	-116
	Eugene	StillStand1Hand	500	-110	-117	-115

	Mannequin	Movement	Delay (ms)	1000 lux	1000 lux ΔEV4	1000 lux ΔEV7	10000 lux
Average shooting delay (ms)	Diana	StillStand1Hand	500	-109	-115	-107	-106
	Eugene	StillStand1Hand	500	-112	-117	-106	428

The viewing condition used for the acutance calculation is a print of 100cm of height and a resolution of 600dpi viewed from 2.5 meters.

3.3.1.2 Autofocus Perceptual overview

Perceptual scores

Outdoor	Indoor	Lowlight
8	8	8

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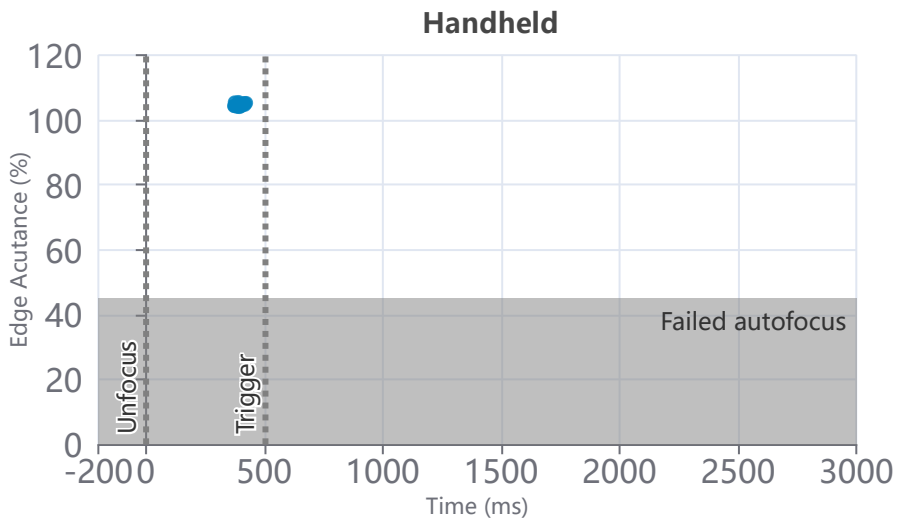
3.3.2 Autofocus irregularity and speed

3.3.2.0 Autofocus irregularity and speed: Outdoor (Daylight - 10000 lux)

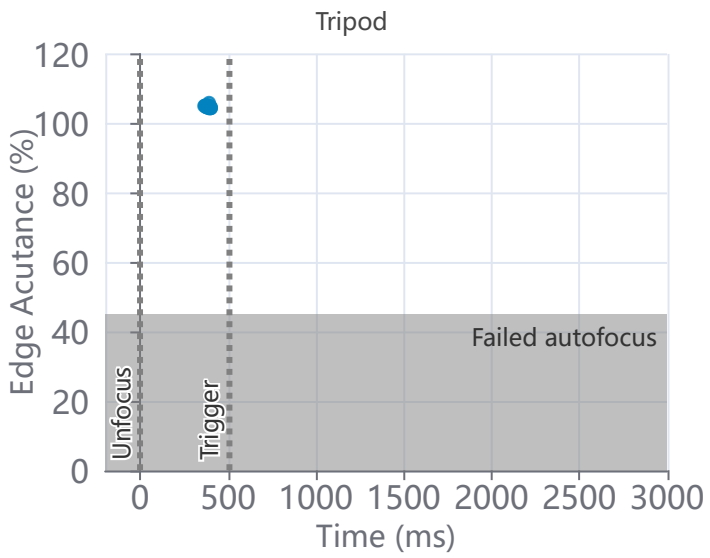
Acutance and Shooting Time for pictures shot (defocusing between shots)



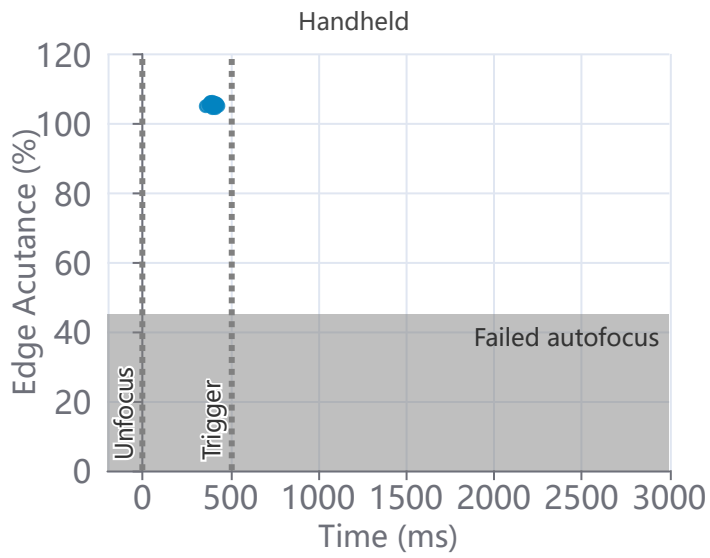
	Delay 500 ms
Average edge acutance (%)	105
Autofocus irregularity (%)	0
Average shooting delay (ms)	-103
StdDev shooting time (ms)	13

3.3.2.1 Autofocus irregularity and speed: Outdoor (Daylight - 1000 lux)

Acutance and Shooting Time for pictures shot (defocusing between shots)



	Delay 500 ms
Average edge acutance (%)	105
Autofocus irregularity (%)	0
Average shooting delay (ms)	-114
StdDev shooting time (ms)	11



	Delay 500 ms
Average edge acutance (%)	105
Autofocus irregularity (%)	0
Average shooting delay (ms)	-100
StdDev shooting time (ms)	15

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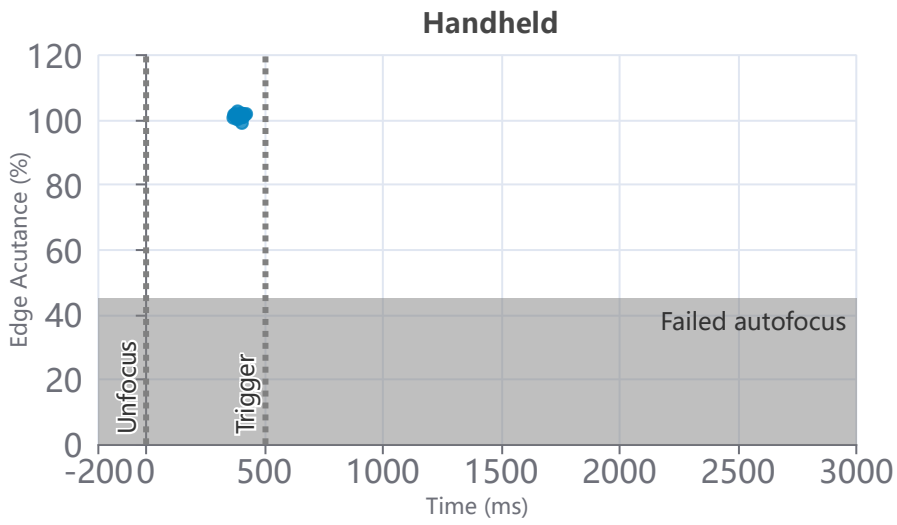
Photo - Autofocus

3.3.2.2 Autofocus irregularity and speed: Outdoor ΔEV2 (Daylight - 1000 lux)

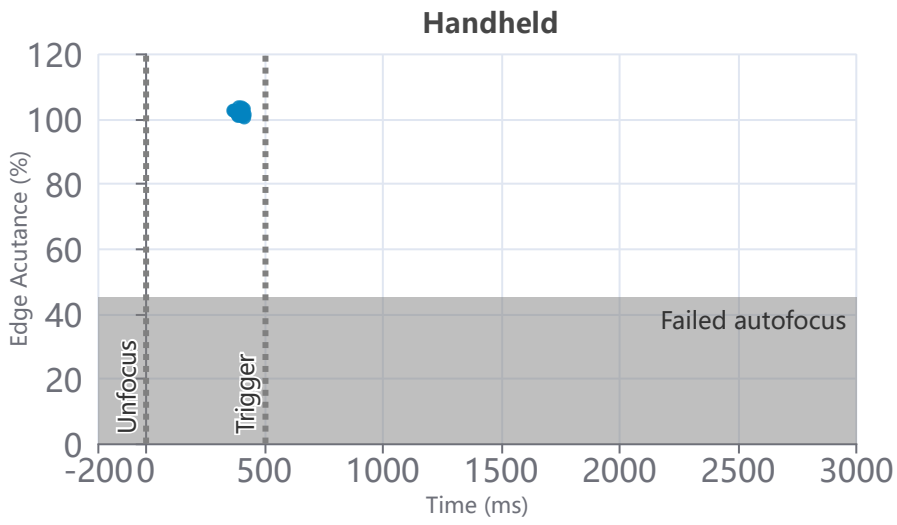
Acutance and Shooting Time for pictures shot (defocusing between shots)



	Delay 500 ms
Average edge acutance (%)	101
Autofocus irregularity (%)	1
Average shooting delay (ms)	-105
StdDev shooting time (ms)	13

3.3.2.3 Autofocus irregularity and speed: Outdoor ΔEV4 (Daylight - 1000 lux)

Acutance and Shooting Time for pictures shot (defocusing between shots)



	Delay 500 ms
Average edge acutance (%)	102
Autofocus irregularity (%)	1
Average shooting delay (ms)	-103
StdDev shooting time (ms)	12

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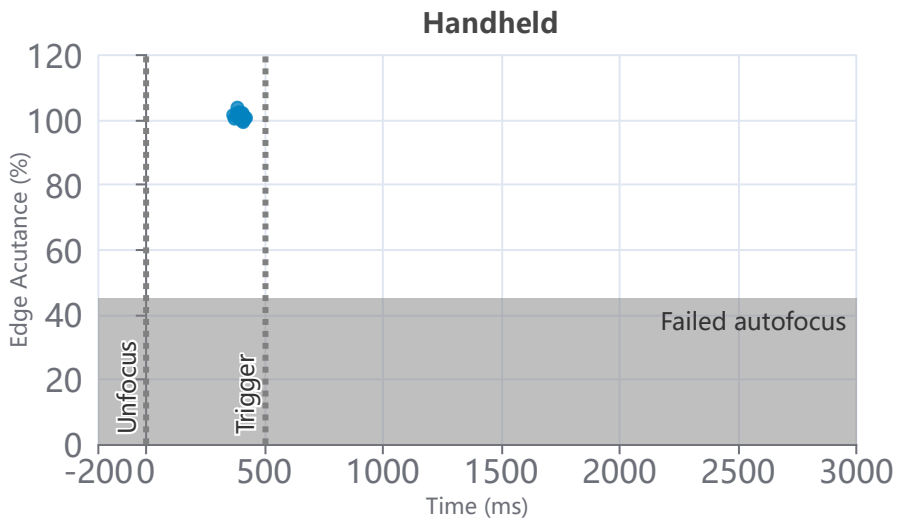
3.3.2.4 Autofocus irregularity and speed: Outdoor ΔEV7 (Daylight - 1000 lux)

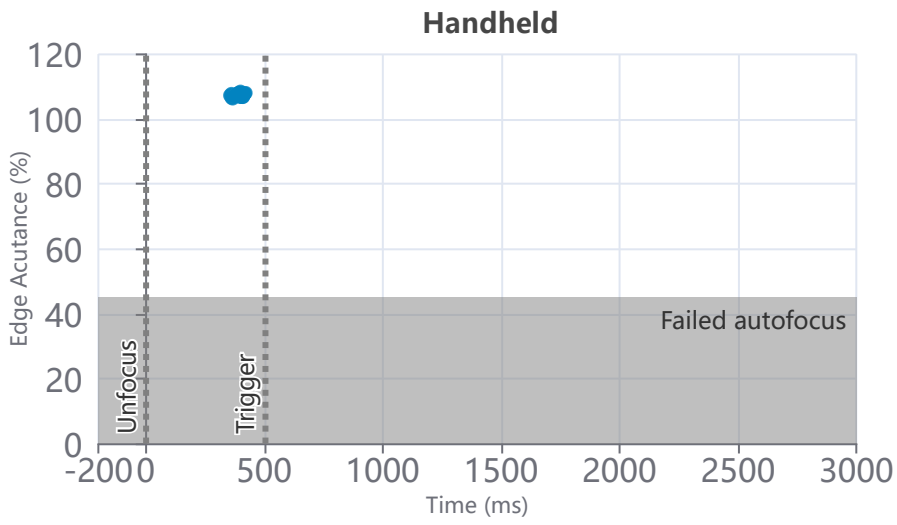
Acutance and Shooting Time for pictures shot (defocusing between shots)



	Delay 500 ms
Average edge acutance (%)	101
Autofocus irregularity (%)	1
Average shooting delay (ms)	-102
StdDev shooting time (ms)	12

3.3.2.5 Autofocus irregularity and speed: Indoor (4000K - 300 lux)

Acutance and Shooting Time for pictures shot (defocusing between shots)



	Delay 500 ms
Average edge acutance (%)	111
Autofocus irregularity (%)	0
Average shooting delay (ms)	-103
StdDev shooting time (ms)	12

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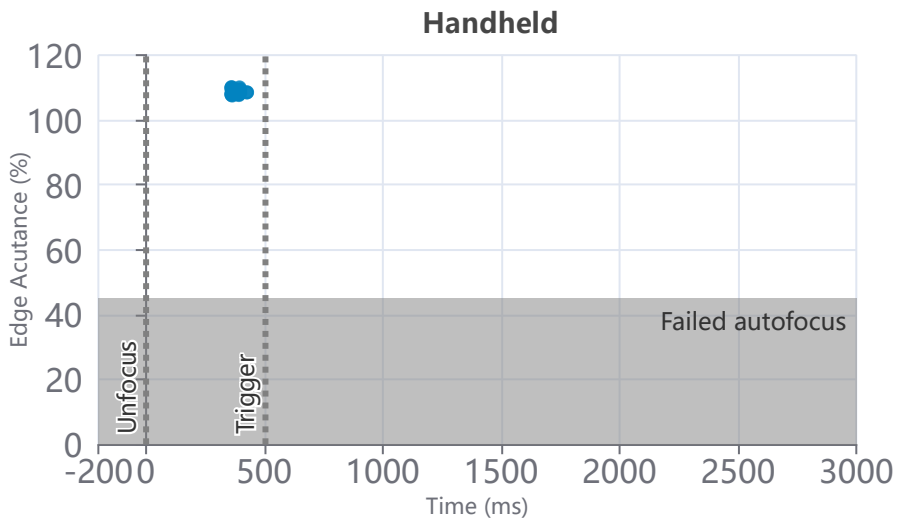
3.3.2.6 Autofocus irregularity and speed: Indoor (4000K - 100 lux)

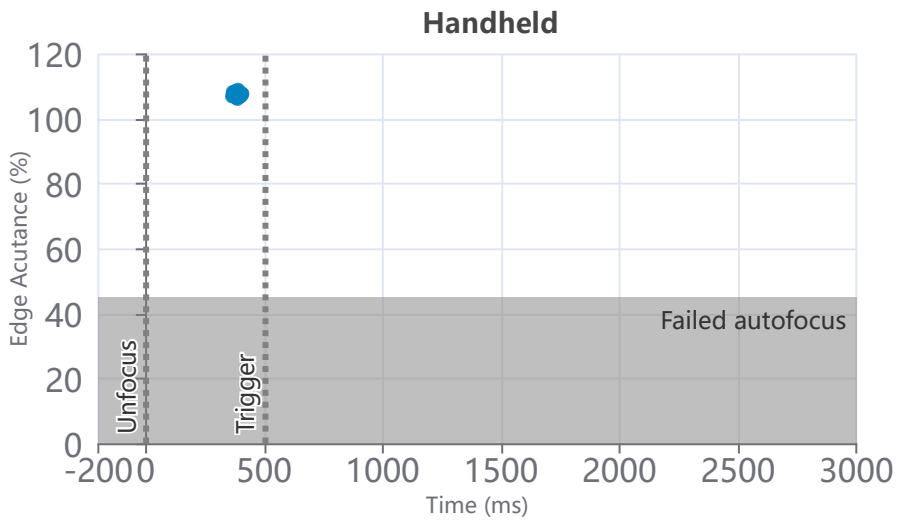
Acutance and Shooting Time for pictures shot (defocusing between shots)



	Delay 500 ms
Average edge acutance (%)	109
Autofocus irregularity (%)	0
Average shooting delay (ms)	-119
StdDev shooting time (ms)	20

3.3.2.7 Autofocus irregularity and speed: Indoor ΔEV2 (4000K - 100 lux)

Acutance and Shooting Time for pictures shot (defocusing between shots)



	Delay 500 ms
Average edge acutance (%)	98
Autofocus irregularity (%)	0
Average shooting delay (ms)	-115
StdDev shooting time (ms)	7

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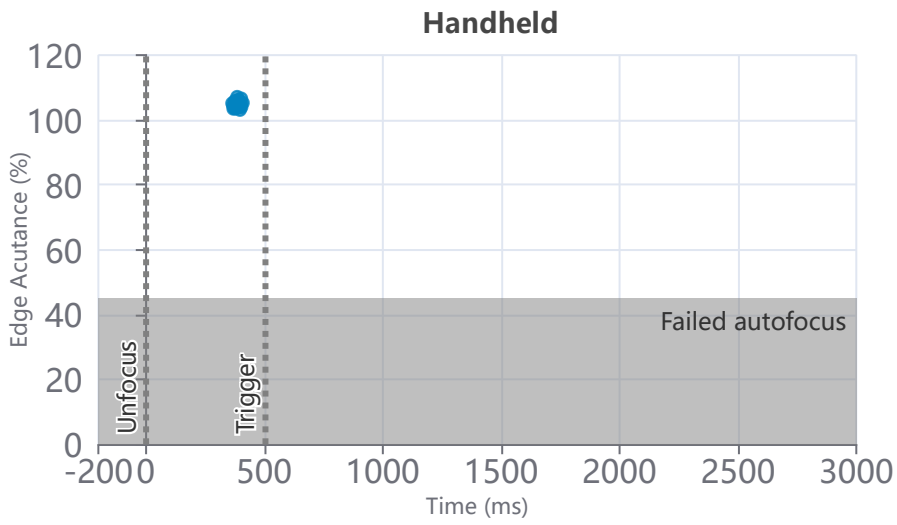
3.3.2.8 Autofocus irregularity and speed: Indoor ΔEV4 (4000K - 100 lux)

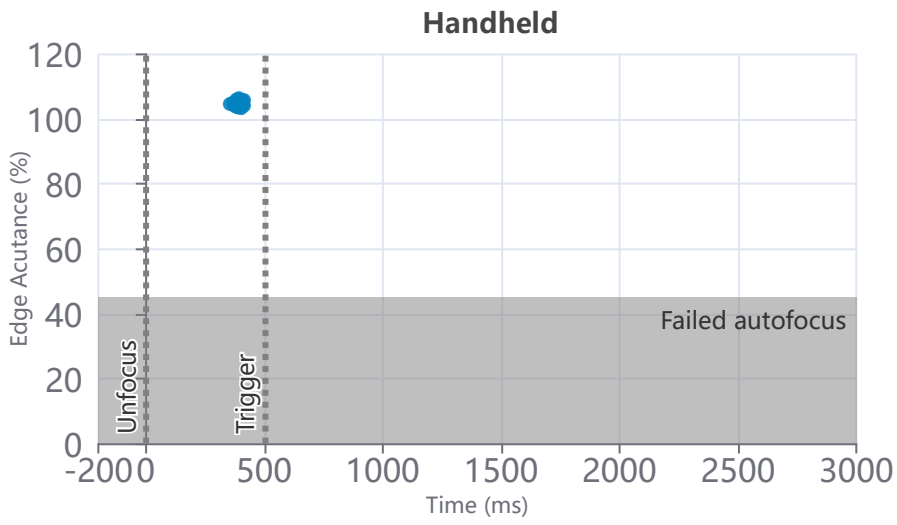
Acutance and Shooting Time for pictures shot (defocusing between shots)



	Delay 500 ms
Average edge acutance (%)	105
Autofocus irregularity (%)	1
Average shooting delay (ms)	-113
StdDev shooting time (ms)	11

3.3.2.9 Autofocus irregularity and speed: Indoor ΔEV7 (4000K - 100 lux)

Acutance and Shooting Time for pictures shot (defocusing between shots)



	Delay 500 ms
Average edge acutance (%)	109
Autofocus irregularity (%)	1
Average shooting delay (ms)	-108
StdDev shooting time (ms)	12

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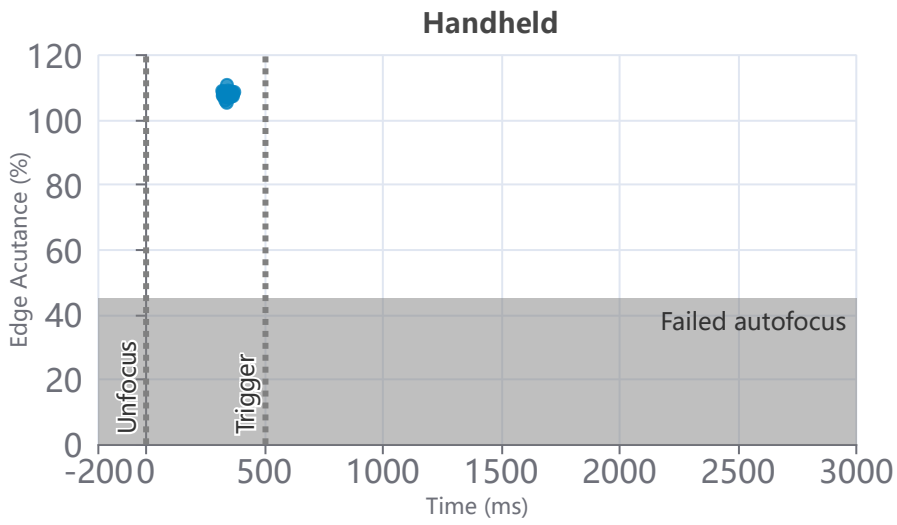
Photo - Autofocus

3.3.2.10 Autofocus irregularity and speed: Lowlight (2700K - 20 lux)

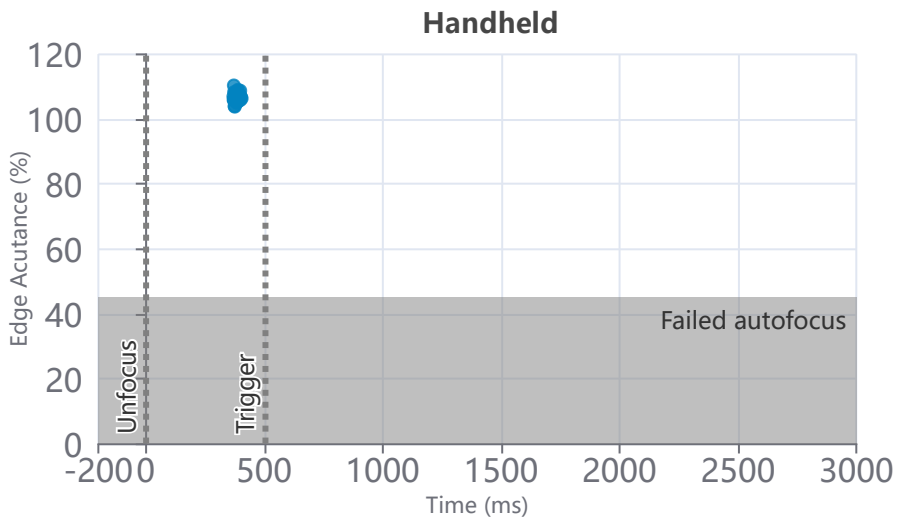
Acutance and Shooting Time for pictures shot (defocusing between shots)



	Delay 500 ms
Average edge acutance (%)	108
Autofocus irregularity (%)	0
Average shooting delay (ms)	-154
StdDev shooting time (ms)	15

3.3.2.11 Autofocus irregularity and speed: Lowlight ΔEV4 (2700K - 20 lux)

Acutance and Shooting Time for pictures shot (defocusing between shots)



	Delay 500 ms
Average edge acutance (%)	106
Autofocus irregularity (%)	0
Average shooting delay (ms)	-116
StdDev shooting time (ms)	14

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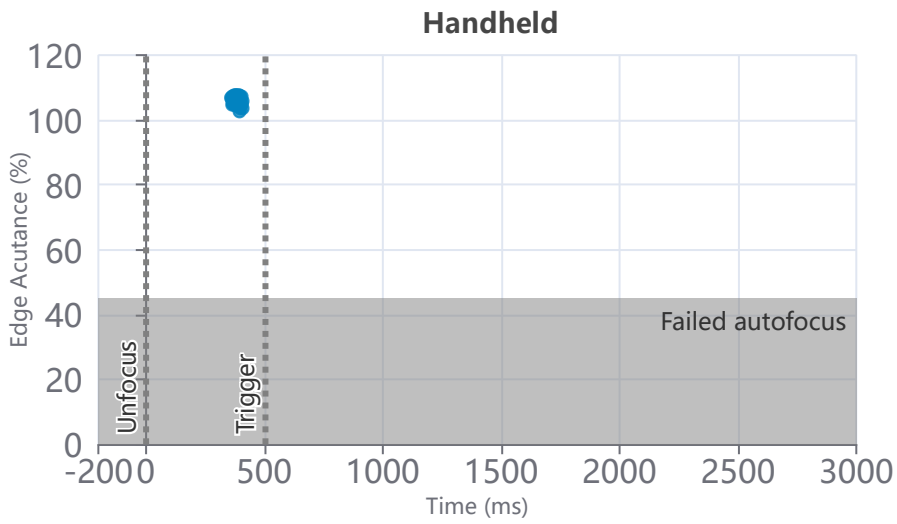
3.3.2.12 Autofocus irregularity and speed: Lowlight ΔEV7 (2700K - 20 lux)

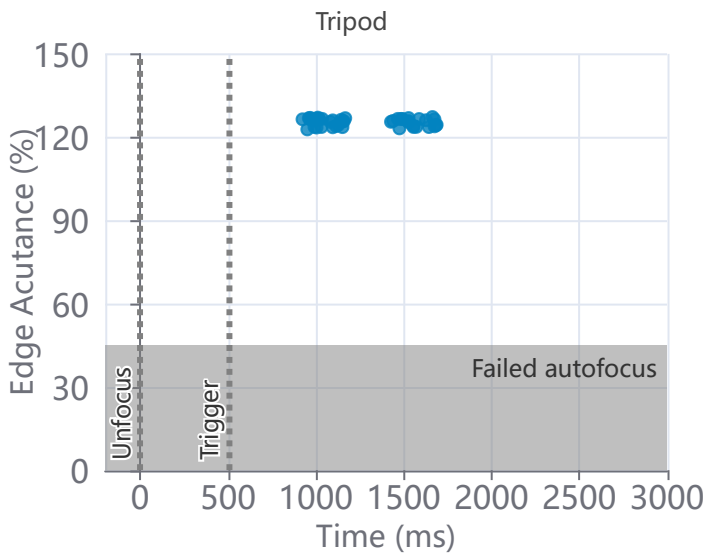
Acutance and Shooting Time for pictures shot (defocusing between shots)



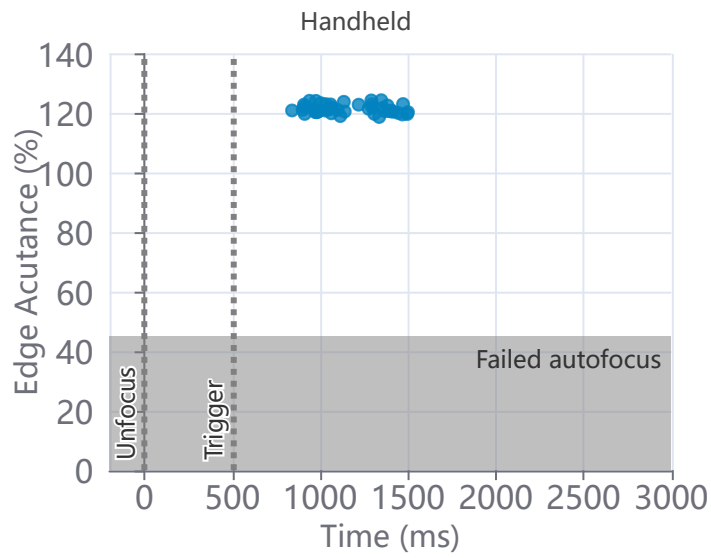
	Delay 500 ms
Average edge acutance (%)	106
Autofocus irregularity (%)	1
Average shooting delay (ms)	-116
StdDev shooting time (ms)	14

3.3.2.13 Autofocus irregularity and speed: Lowlight (2700K - 5 lux - 500ms)

Acutance and Shooting Time for pictures shot (defocusing between shots)



	Delay 500 ms
Average edge acutance (%)	125
Autofocus irregularity (%)	0
Average shooting delay (ms)	776
StdDev shooting time (ms)	270



	Delay 500 ms
Average edge acutance (%)	122
Autofocus irregularity (%)	0
Average shooting delay (ms)	665
StdDev shooting time (ms)	196

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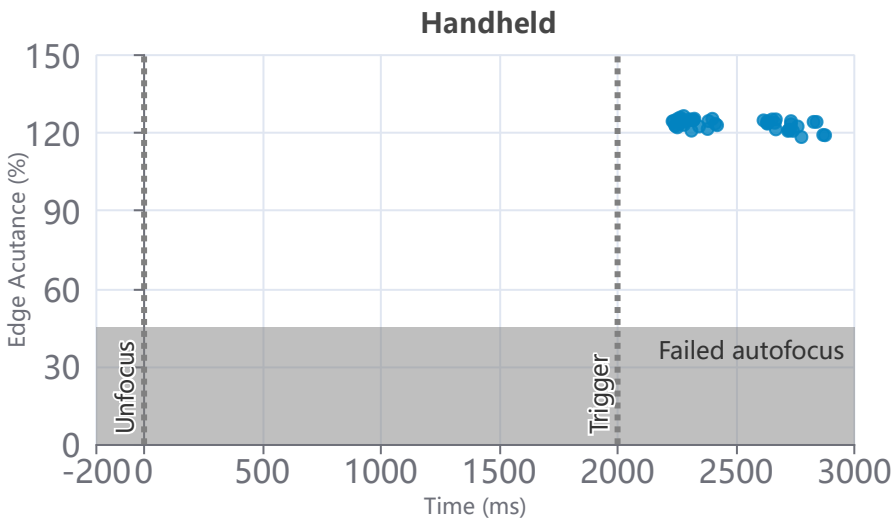
3.3.2.14 Autofocus irregularity and speed: Lowlight (2700K - 5 lux - 2000ms)

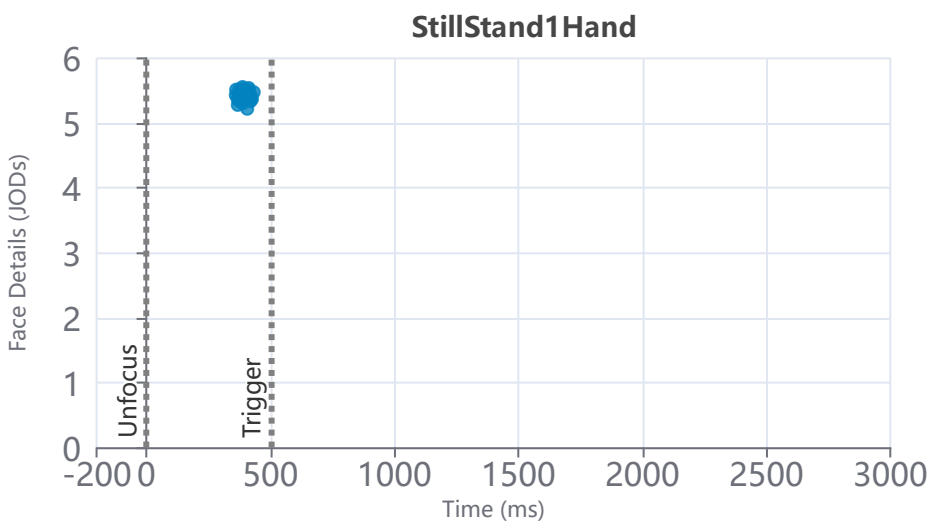
Acutance and Shooting Time for pictures shot (defocusing between shots)



	Delay 2000 ms
Average edge acutance (%)	123
Autofocus irregularity (%)	0
Average shooting delay (ms)	495
StdDev shooting time (ms)	220

3.3.2.15 Portrait Autofocus irregularity and speed on Diana: Outdoor (Daylight - 10000 lux) 500ms

Face Details and Shooting Time for pictures shot (defocusing between shots)



	Delay 500 ms
Average Face details (JODs)	5
Autofocus irregularity (JODs)	0
Average shooting delay (ms)	-106
StdDev shooting time (ms)	2

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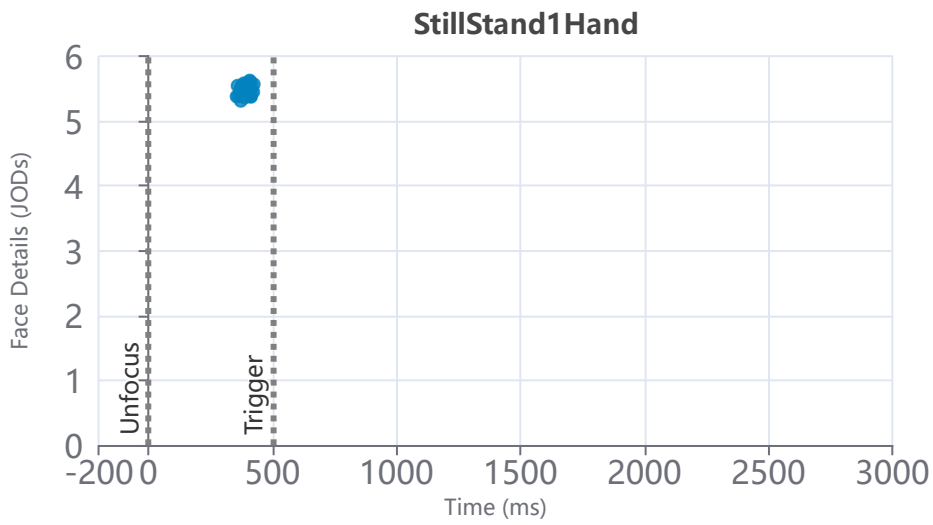
3.3.2.16 Portrait Autofocus irregularity and speed on Diana: Outdoor (Daylight - 1000 lux) 500ms

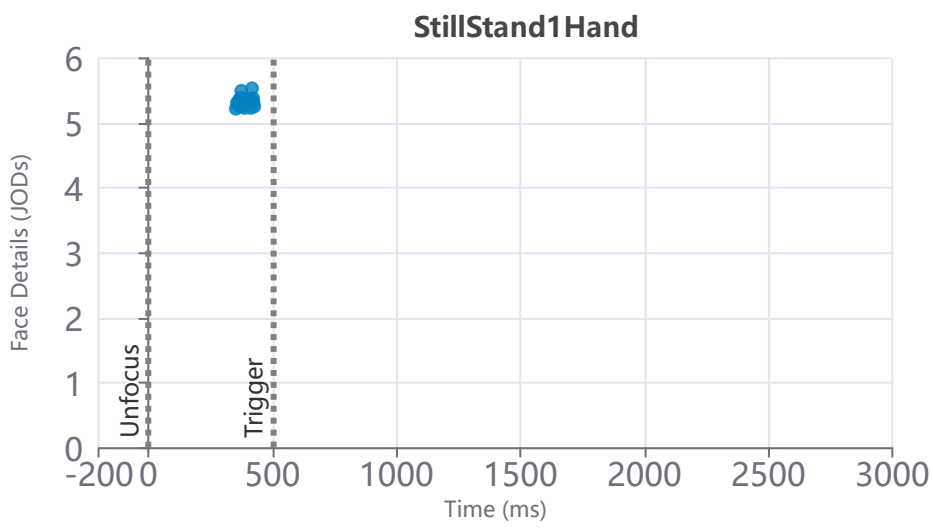
Face Details and Shooting Time for pictures shot (defocusing between shots)



	Delay 500 ms
Average Face details (JODs)	5
Autofocus irregularity (JODs)	0
Average shooting delay (ms)	-109
StdDev shooting time (ms)	19

3.3.2.17 Portrait Autofocus irregularity and speed on Diana: Outdoor ΔEV4 (Daylight - 1000 lux) 500ms

Face Details and Shooting Time for pictures shot (defocusing between shots)



	Delay 500 ms
Average Face details (JODs)	5
Autofocus irregularity (JODs)	0
Average shooting delay (ms)	-115
StdDev shooting time (ms)	2

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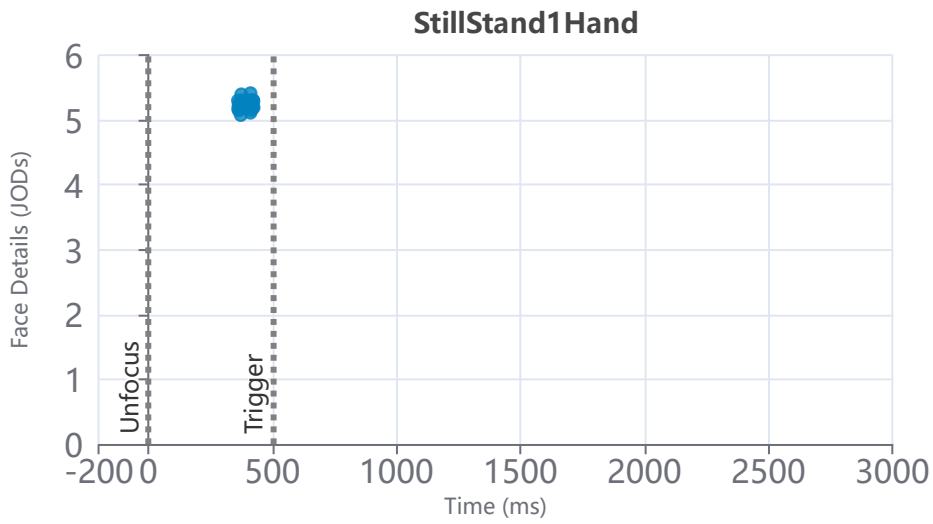
3.3.2.18 Portrait Autofocus irregularity and speed on Diana: Outdoor ΔEV7 (Daylight - 1000 lux) 500ms

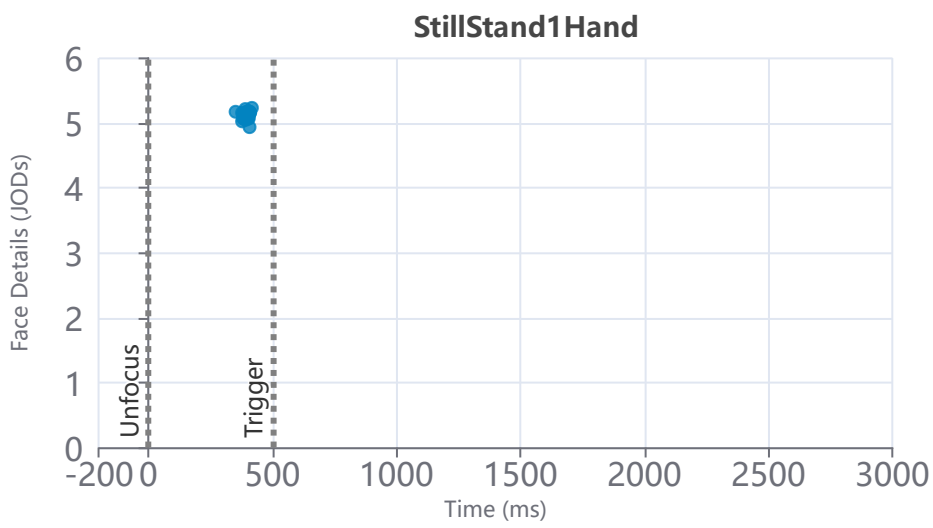
Face Details and Shooting Time for pictures shot (defocusing between shots)



	Delay 500 ms
Average Face details (JODs)	5
Autofocus irregularity (JODs)	0
Average shooting delay (ms)	-107
StdDev shooting time (ms)	23

3.3.2.19 Portrait Autofocus irregularity and speed on Diana: Indoor (4000K - 100 lux) 500ms

Face Details and Shooting Time for pictures shot (defocusing between shots)



	Delay 500 ms
Average Face details (JODs)	5
Autofocus irregularity (JODs)	0
Average shooting delay (ms)	-106
StdDev shooting time (ms)	21

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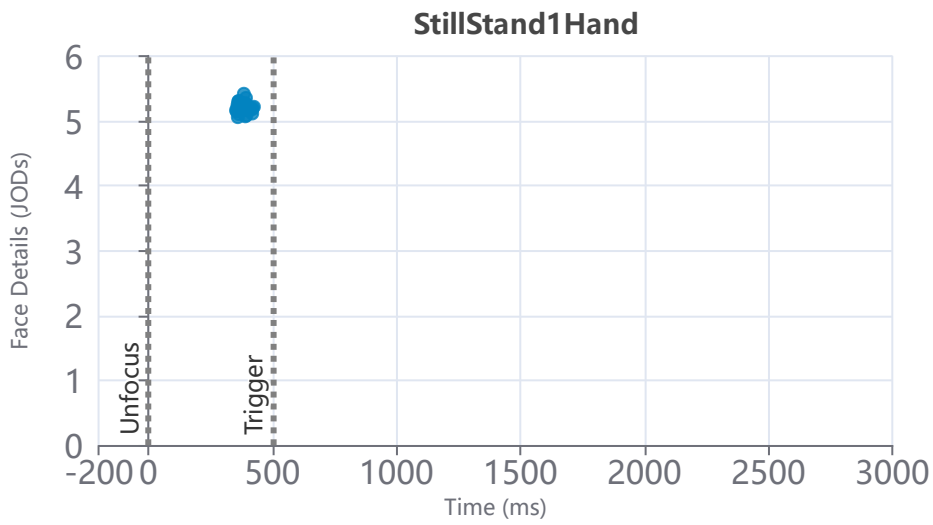
3.3.2.20 Portrait Autofocus irregularity and speed on Diana: Indoor ΔEV4 (4000K - 100 lux) 500ms

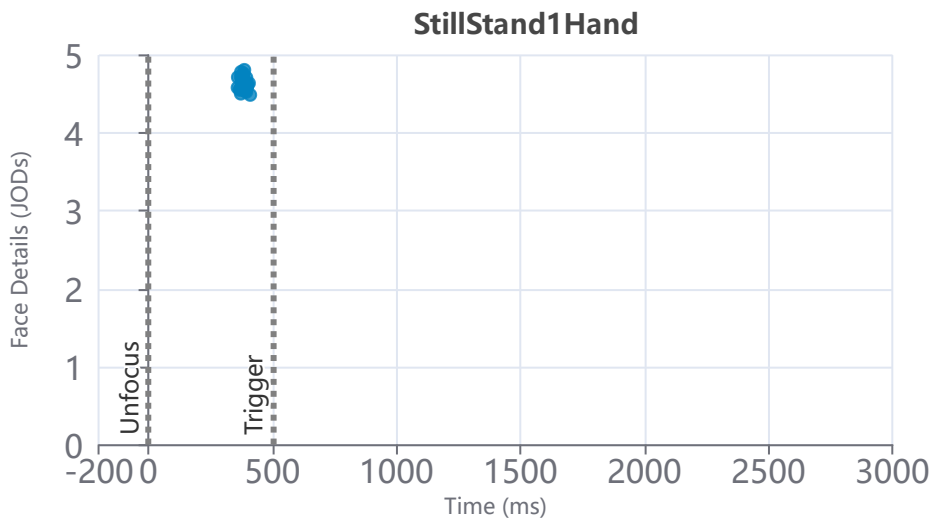
Face Details and Shooting Time for pictures shot (defocusing between shots)



	Delay 500 ms
Average Face details (JODs)	5
Autofocus irregularity (JODs)	0
Average shooting delay (ms)	-115
StdDev shooting time (ms)	21

3.3.2.21 Portrait Autofocus irregularity and speed on Diana: Indoor ΔEV7 (4000K - 100 lux) 500ms

Face Details and Shooting Time for pictures shot (defocusing between shots)



	Delay 500 ms
Average Face details (JODs)	
Autofocus irregularity (JODs)	0
Average shooting delay (ms)	-116
StdDev shooting time (ms)	

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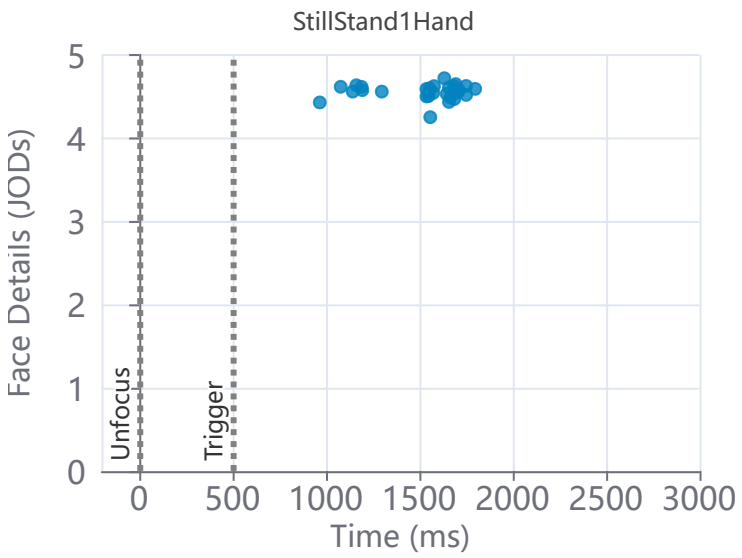
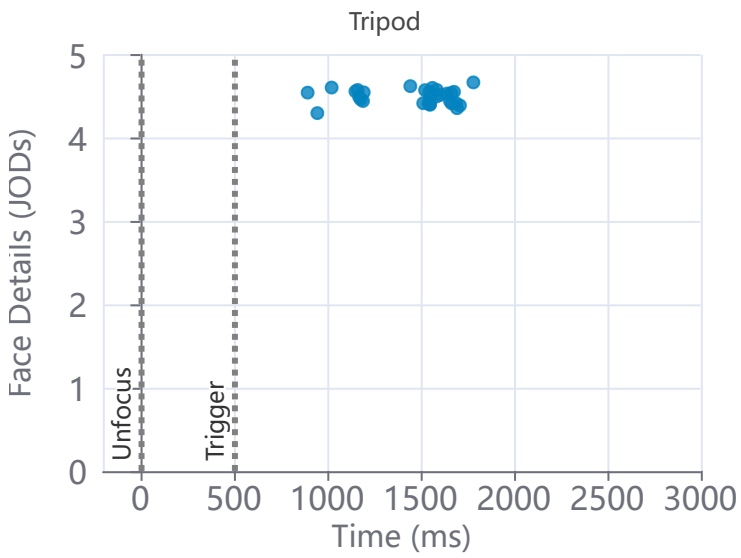
3.3.2.22 Portrait Autofocus irregularity and speed on Diana: Lowlight (2700K - 5 lux) 500ms

Face Details and Shooting Time for pictures shot (defocusing between shots)



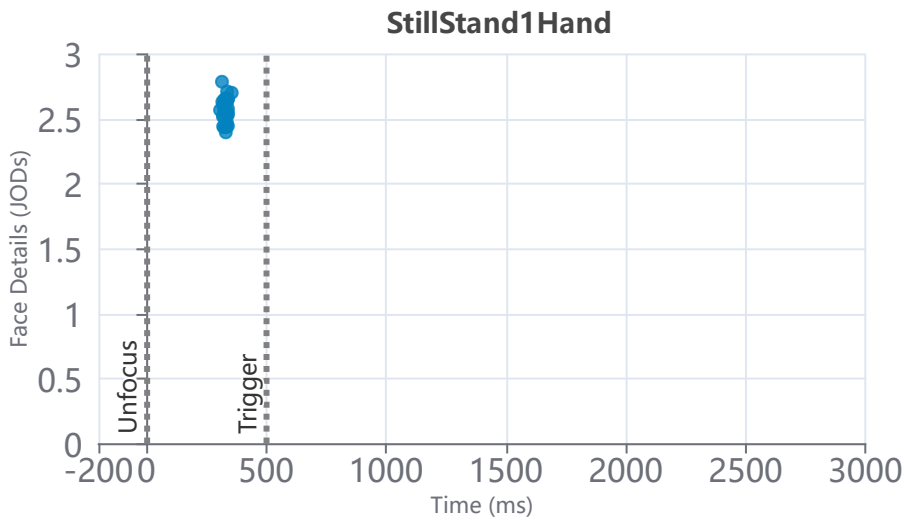


	Delay 500 ms
Average Face details (JODs)	5
Autofocus irregularity (JODs)	0
Average shooting delay (ms)	1032
StdDev shooting time (ms)	226

	Delay 500 ms
Average Face details (JODs)	4
Autofocus irregularity (JODs)	0
Average shooting delay (ms)	957
StdDev shooting time (ms)	248

3.3.2.23 Portrait Autofocus irregularity and speed on Diana: Lowlight ΔEV9 (2700K - 5 lux) 500ms

Face Details and Shooting Time for pictures shot (defocusing between shots)



	Delay 500 ms
Average Face details (JODs)	3
Autofocus irregularity (JODs)	0.1
Average shooting delay (ms)	-170
StdDev shooting time (ms)	10

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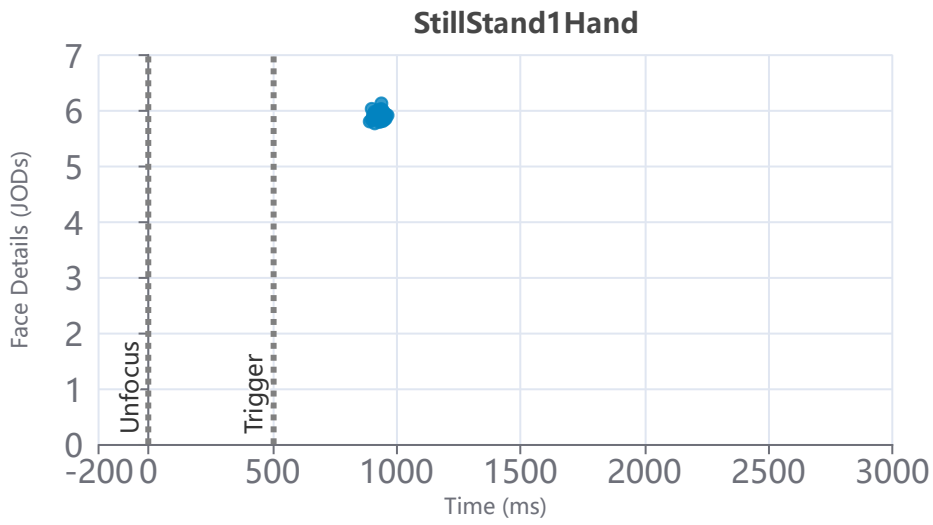
3.3.2.24 Portrait Autofocus irregularity and speed on Eugene: Outdoor (Daylight - 10000 lux) 500ms

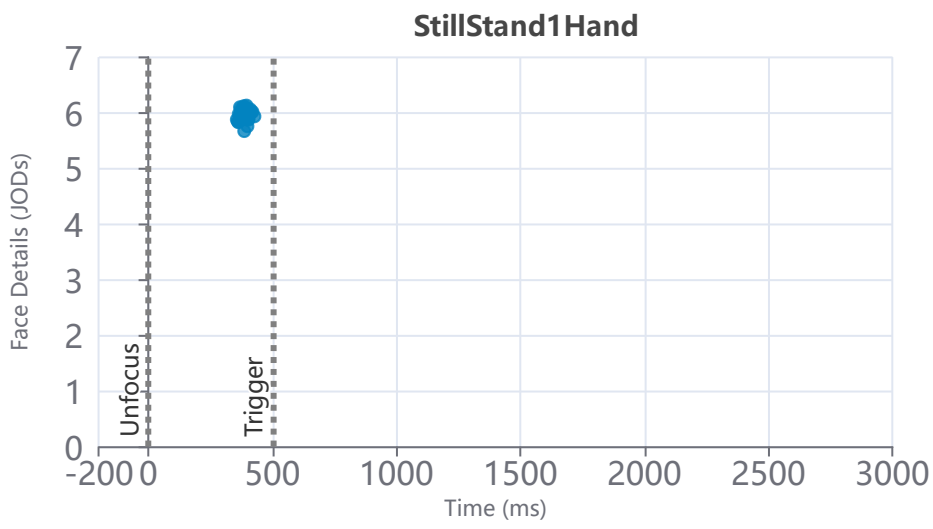
Face Details and Shooting Time for pictures shot (defocusing between shots)



	Delay 500 ms
Average Face details (JODs)	6
Autofocus irregularity (JODs)	0
Average shooting delay (ms)	428
StdDev shooting time (ms)	19

3.3.2.25 Portrait Autofocus irregularity and speed on Eugene: Outdoor (Daylight - 1000 lux) 500ms

Face Details and Shooting Time for pictures shot (defocusing between shots)



	Delay 500 ms
Average Face details (JODs)	6
Autofocus irregularity (JODs)	0
Average shooting delay (ms)	-112
StdDev shooting time (ms)	7

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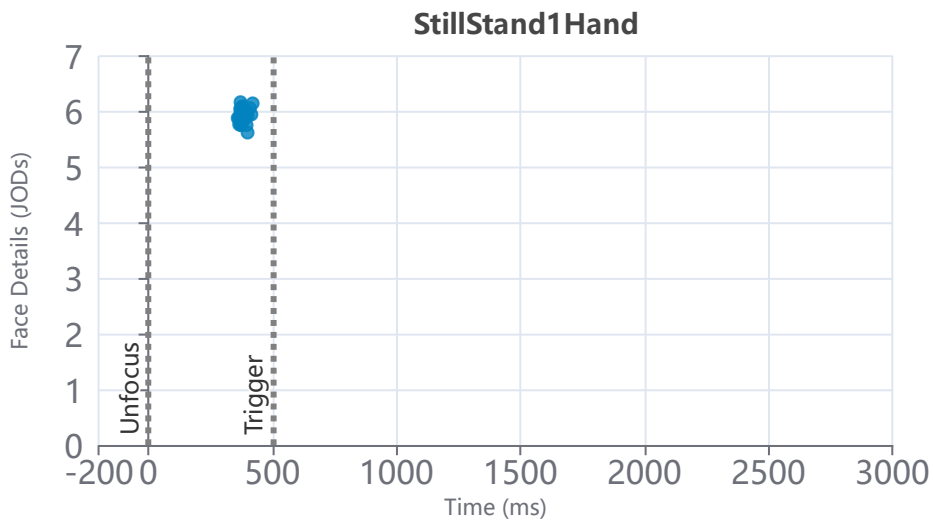
3.3.2.26 Portrait Autofocus irregularity and speed on Eugene: Outdoor ΔEV4 (Daylight - 1000 lux) 500ms

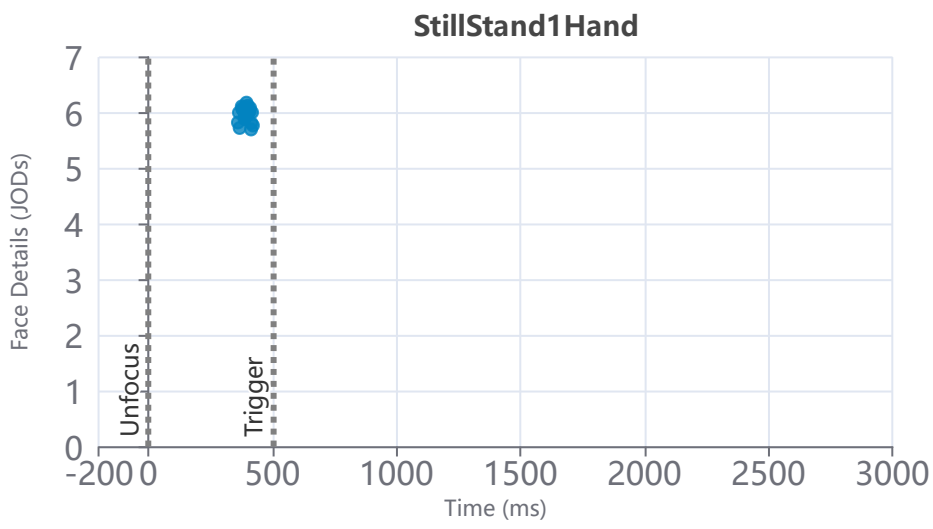
Face Details and Shooting Time for pictures shot (defocusing between shots)



	Delay 500 ms
Average Face details (JODs)	6
Autofocus irregularity (JODs)	0
Average shooting delay (ms)	-117
StdDev shooting time (ms)	15

3.3.2.27 Portrait Autofocus irregularity and speed on Eugene: Outdoor ΔEV7 (Daylight - 1000 lux) 500ms

Face Details and Shooting Time for pictures shot (defocusing between shots)



	Delay 500 ms
Average Face details (JODs)	6
Autofocus irregularity (JODs)	0
Average shooting delay (ms)	-106
StdDev shooting time (ms)	5

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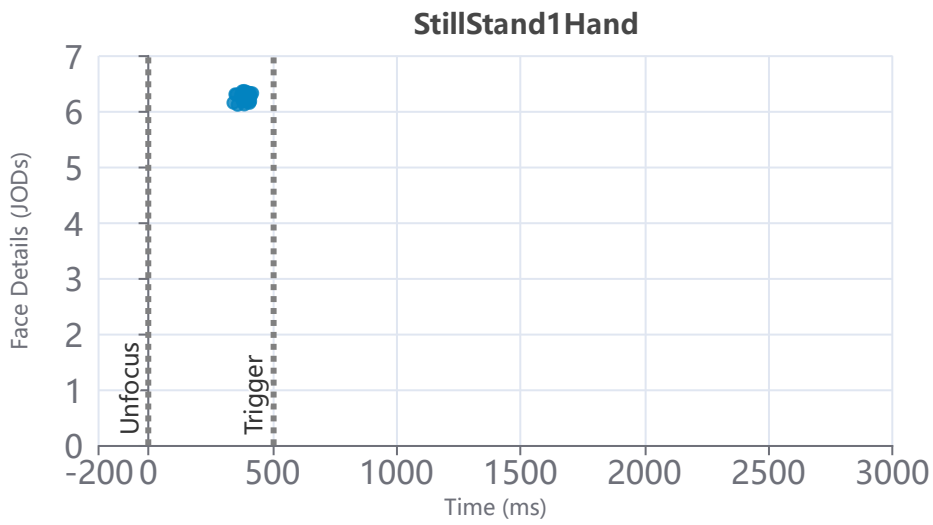
Photo - Autofocus

3.3.2.28 Portrait Autofocus irregularity and speed on Eugene: Indoor (4000K - 100 lux) 500ms

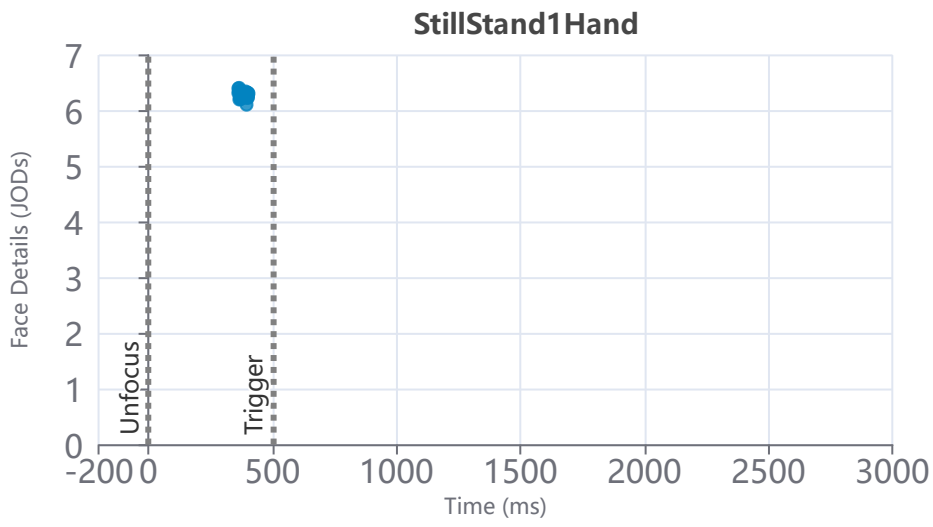
Face Details and Shooting Time for pictures shot (defocusing between shots)



	Delay 500 ms
Average Face details (JODs)	6
Autofocus irregularity (JODs)	0
Average shooting delay (ms)	-110
StdDev shooting time (ms)	19

3.3.2.29 Portrait Autofocus irregularity and speed on Eugene: Indoor ΔEV4 (4000K - 100 lux) 500ms

Face Details and Shooting Time for pictures shot (defocusing between shots)



	Delay 500 ms
Average Face details (JODs)	6
Autofocus irregularity (JODs)	0
Average shooting delay (ms)	-117
StdDev shooting time (ms)	7

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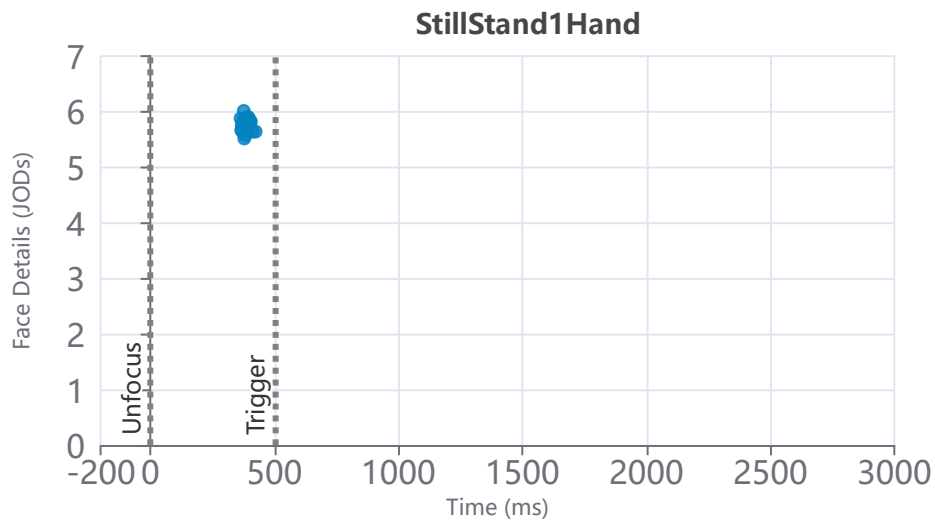
Photo - Autofocus

3.3.2.30 Portrait Autofocus irregularity and speed on Eugene: Indoor ΔEV7 (4000K - 100 lux) 500ms

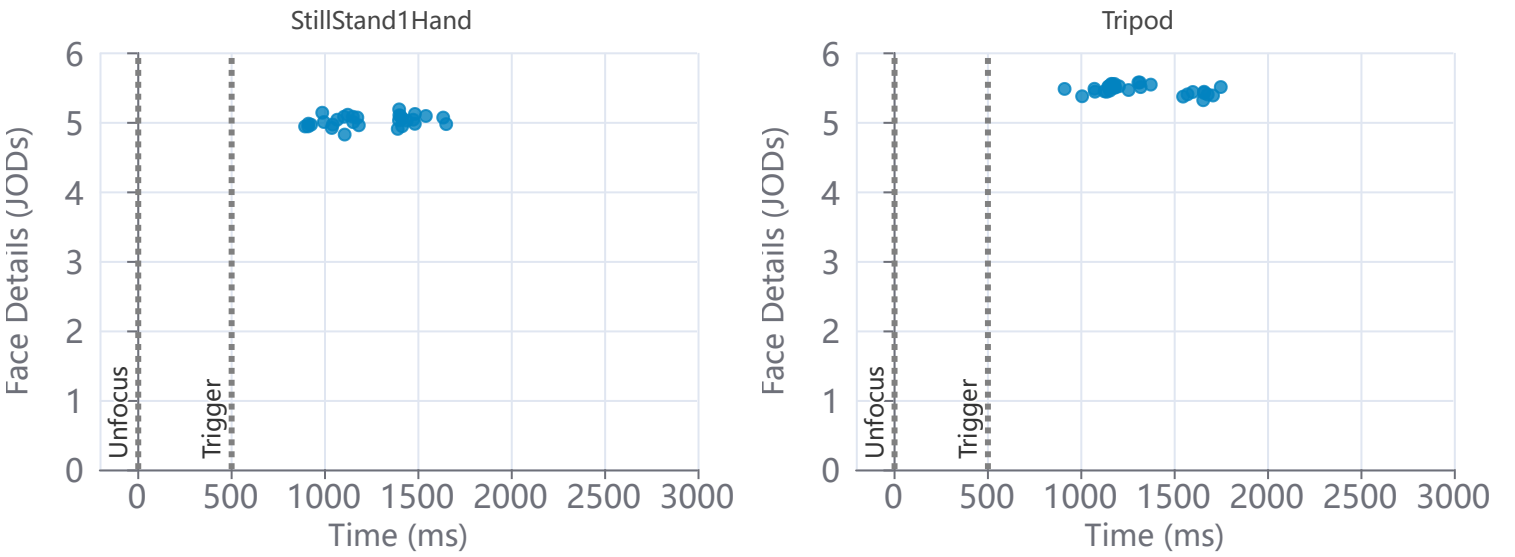
Face Details and Shooting Time for pictures shot (defocusing between shots)



	Delay 500 ms
Average Face details (JODs)	6
Autofocus irregularity (JODs)	0
Average shooting delay (ms)	-115
StdDev shooting time (ms)	14

3.3.2.31 Portrait Autofocus irregularity and speed on Eugene: Lowlight (2700K - 5 lux) 500ms

Face Details and Shooting Time for pictures shot (defocusing between shots)



	Delay 500 ms
Average Face details (JODs)	5
Autofocus irregularity (JODs)	0
Average shooting delay (ms)	749
StdDev shooting time (ms)	228

	Delay 500 ms
Average Face details (JODs)	5
Autofocus irregularity (JODs)	0
Average shooting delay (ms)	819
StdDev shooting time (ms)	237

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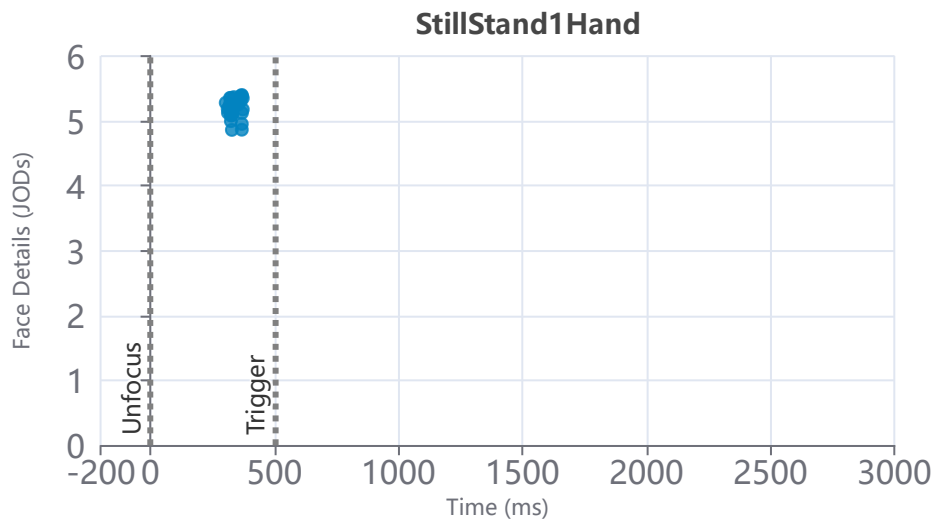
3.3.2.32 Portrait Autofocus irregularity and speed on Eugene: Lowlight ΔEV9 (2700K - 5 lux) 500ms

Face Details and Shooting Time for pictures shot (defocusing between shots)



	Delay 500 ms
Average Face details (JODs)	5
Autofocus irregularity (JODs)	0
Average shooting delay (ms)	-162
StdDev shooting time (ms)	21

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DxOMark
Camera Report
Photo - Texture and noise

3.4.0 Scores

Texture	Noise
128	118

Texture scores per scene type

Lowlight	Indoor	Outdoor
114	131	136

Noise scores per scene type

Lowlight	Indoor	Outdoor
105	120	126

3.4.1 Texture and noise technical overview

Objective landscape and family scores per scene type for texture

	Lowlight	Indoor	Outdoor
Landscape	126	131	131
Family	24	34	45

Objective scores per set-up and scene type for visual noise

	Lowlight	Indoor	Outdoor
AFHDR	56	73	79
DXOMARK chart	58	72	77

Perceptual analysis scores per scene type for texture

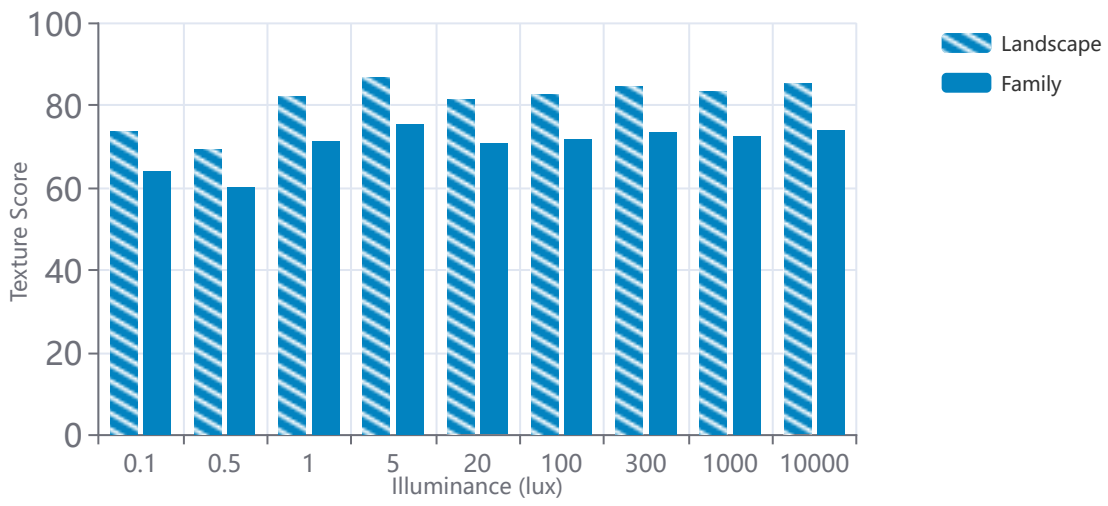
Lowlight	Indoor	Outdoor
5	7	7

Perceptual analysis scores per scene type for visual noise

Lowlight	Indoor	Outdoor
7	9	9

3.4.1.0 Texture score per lighting condition and motion scene

This graph shows the evolution of texture score with the level of lux in typical scene. Typical scenes are 'landscape' and 'family'.

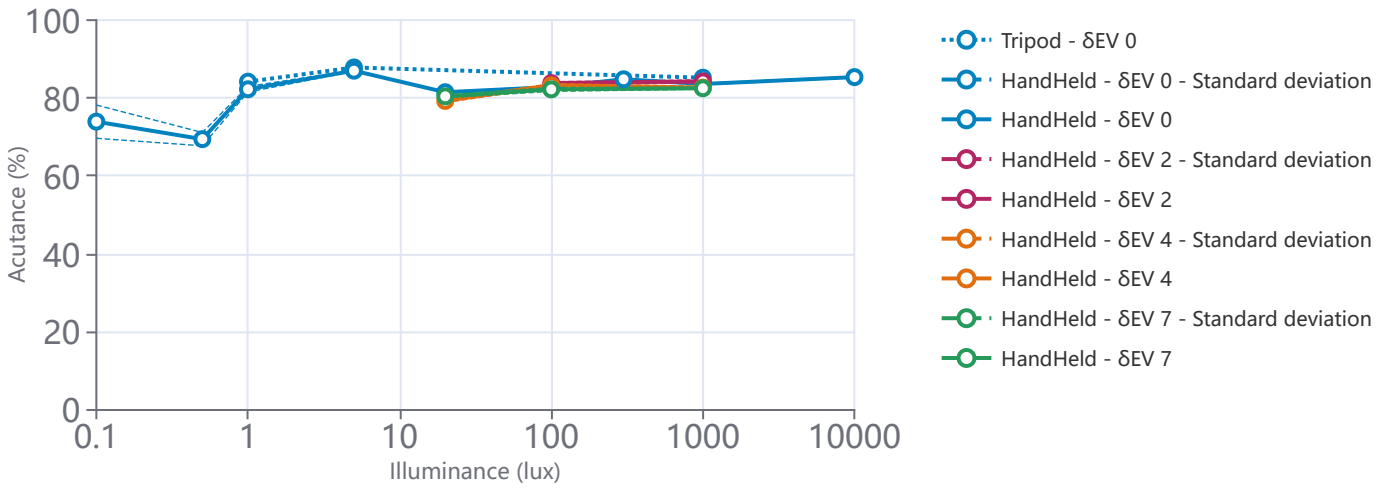


AppleiPhone16ProMax DxOMark Camera Report

Photo - Texture and noise

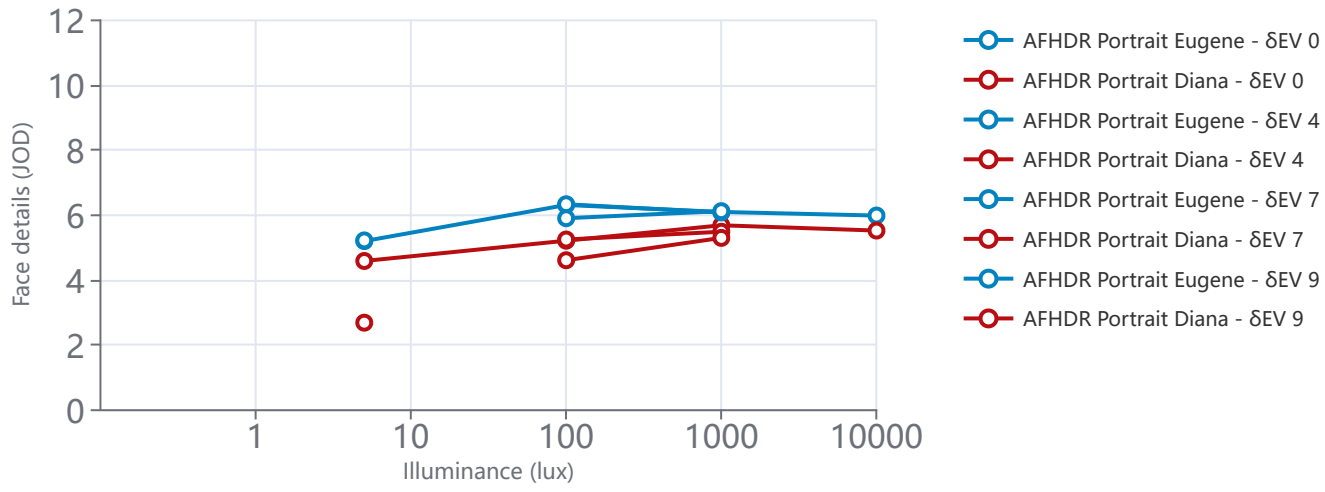
3.4.1.1 Texture acutance per lighting condition

On these graphs, two conditions are given:
- camera on a tripod: best acutance was taken from the series.
- camera handheld: the first third of the best acutance was taken. From these images, the average and standard deviation are shown.
This graph shows the evolution of texture acutance with respect to the level of lux at all delta EV conditions.



3.4.1.2 Face detail preservation per lighting condition

This graph shows the evolution of face details metric with respect to lighting condition. Face detail metric is a AI-based texture analysis performed on the realistic mannequin face in the DXOMARK AFHDR Portrait set-up. The metric is expressed in JOD (Just-Objectionable-Difference). The higher the metric the better the details preservation.A difference of 1 unit states that the probability of an image A being qualified as 'of better quality' than image B is 0.75.



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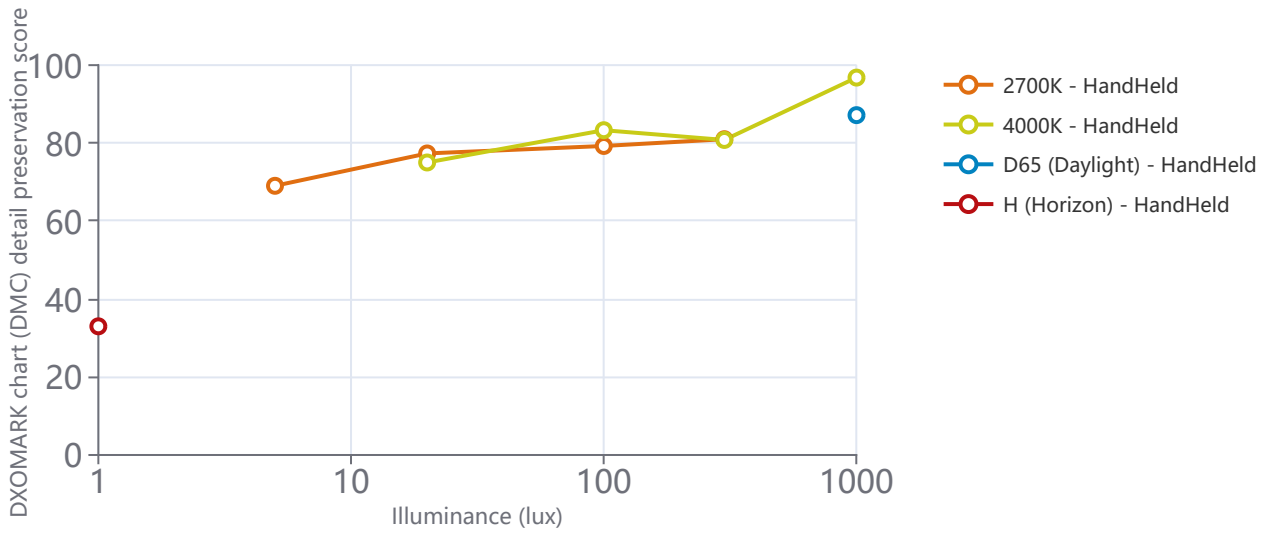
3.4.1.3 Detail preservation score on DMC chart crops per lighting condition

This graph shows the evolution of the DXOMARK chart (DMC) detail preservation score with the level of lux, for one holding condition. DXOMARK chart detail preservation score is a AI-based texture analysis trained on 3 crops of the DXOMARK chart. The 3 crops are 'portrait', 'banknotes' and 'colored texture' (see section 1.8 for snapshots). The higher the score, the better the detail preservation.



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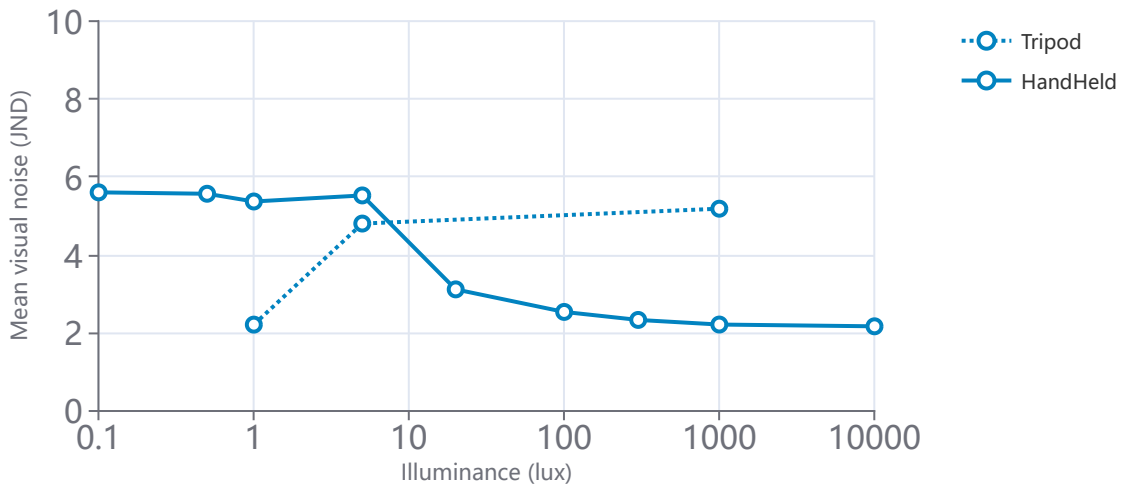
3.4.1.4 Visual noise per lighting condition

This graph shows the evolution of the visual noise metric and noise chromaticity ratio with the level of lux for handheld condition. The visual noise metric is the mean of visual noise measurement in JND of noisiness units on all patches of the deadleaves chart in the AFHDR setup. Noise chromaticity ratio is the ratio of the weighted chrominance a*, b* variance with respect to the weighted chrominance and lightness L* variance (in CIELAB color space). The mean of the ratio on all patches is displayed.



This graph shows the evolution of the visual noise metric with the level of lux for stillStand1Hand condition. The visual noise metric is the mean of visual noise measurement in JND of noisiness units on the mannequin's face in the AFHDR Portrait setup.

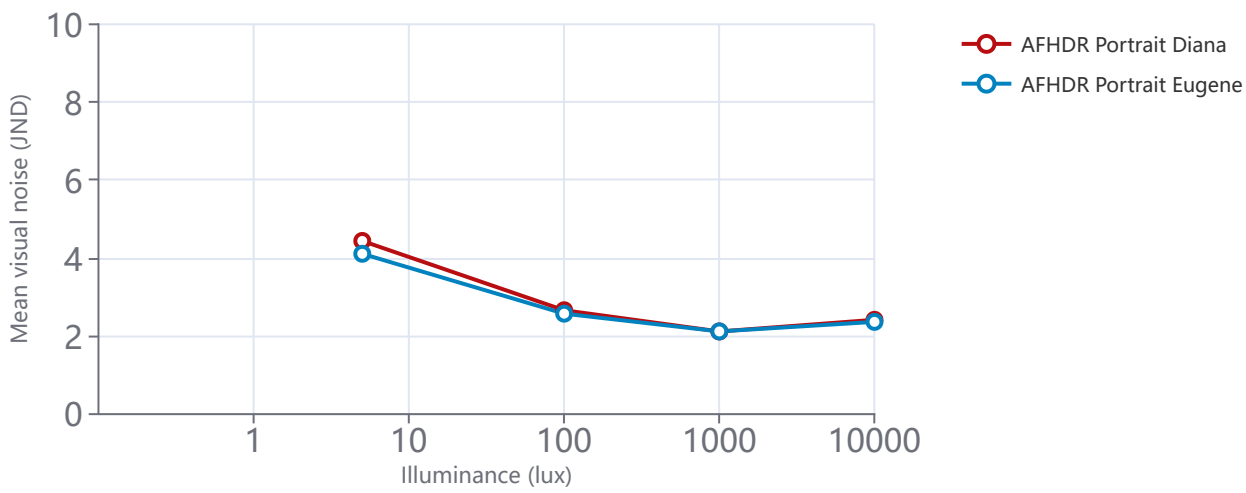


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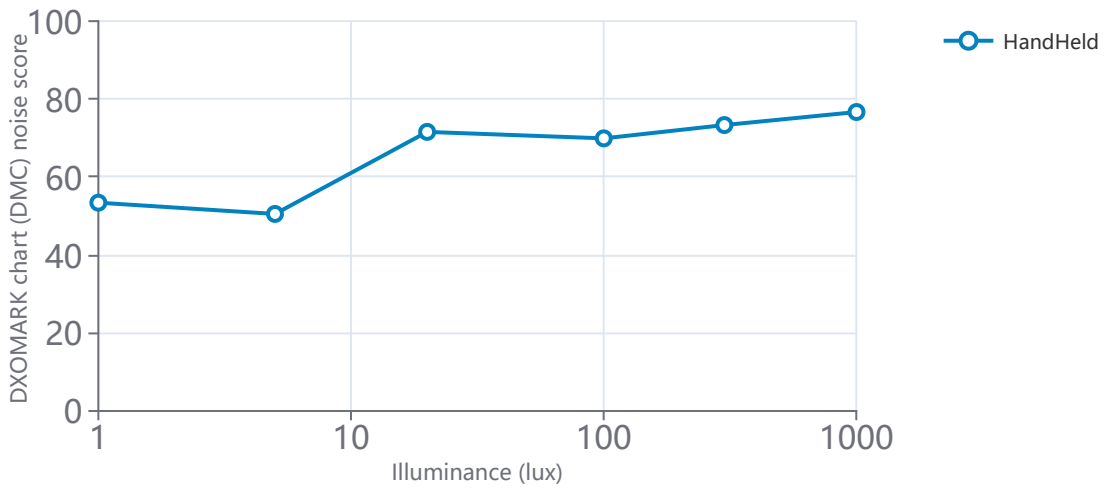
Photo - Texture and noise

3.4.1.5 Noise score on DMC crops per lighting condition

This graph shows the evolution of the DXOMARK chart noise score with the level of lux for one holding condition. DXOMARK chart noise score is an AI-based noise analysis trained on 2 crops of the DXOMARK chart.The 2 crops are 'woman' and 'feather' (see section 1.8 for snapshots). The higher the score, the less the noise is visible.



3.4.2 Texture and noise measurements

3.4.2.0 Viewing conditions

Acutance and Visual Noise

The viewing condition used for the acutance and visual noise calculation is a print of 120cm of height and a resolution of 600dpi viewed from 1 meter.

Face Details Preservation

During annotation, crops are upsampled to a resolution of 1400x1600 and displayed on a 32" professional monitor with pixel pitch 0.185, 4K resolution at a fixed distance of 660mm.

Detail Preservation on DMC

During annotation, crops are upsampled to a resolution of 1000x1000 and displayed on a 24" professional monitor with pixel pitch 0.270, resolution 1920 x 1200 at a fixed distance of 933mm.

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Photo - Texture and noise

3.4.2.1 Daylight - 10 000 lux

These tables show the texture and edges acutance for tripod and hand held conditions.

	AFHDR Texture acutance (%)	AFHDR Edge acutance (%)
ΔEV	**0**	**0**
Tripod		
Handheld	85.3	84.4

These tables show the motion blur BdU200x300 values measured on AFHDR set-up. The exposure time value is also displayed.

	BdU 200x300 (mm)	Measured Exposure Time (ms)
ΔEV	**0**	**0**
Tripod		
Handheld	0.2	1.3

These tables show the face details preservation on the realistic mannequin of AFHDR Portrait at all EV conditions.

	Face details Diana [JOD]	Face details Eugene [JOD]
ΔEV	**0**	**0**
StillStand1Hand	5.5	6

These tables show the visual luminance noise and chroma noise for tripod and hand held conditions.

	AFHDR Visual noise [JND]	AFHDR Noise Chromaticity Ratio (%)
ΔEV	**0**	**0**
Tripod		
Handheld	2.2	0

These tables show the visual luminance noise for stillStand1Hand condition.

	AFHDR Portrait Diana Visual noise [JND]	AFHDR Portrait Eugene Visual noise [JND]
ΔEV	**0**	**0**
StillStand1Hand	2.4	2.4

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3.4.2.2 Daylight - 1000 lux

These tables show the texture and edges acutance for tripod and hand held conditions at all EV conditions.

	AFHDR Texture acutance (%)				AFHDR Edge acutance (%)			
ΔEV	**0**	**2**	**4**	**7**	**0**	**2**	**4**	**7**
Tripod	85.1				83.7			
Handheld	83.5	84.2	82.6	82.4	82.6	83.3	84.2	83

These tables show the motion blur BdU200x300 values measured at all EV conditions on AFHDR set-up. The exposure time value is also displayed.

	BdU 200x300 (mm)				Measured Exposure Time (ms)			
ΔEV	**0**	**2**	**4**	**7**	**0**	**2**	**4**	**7**
Tripod					9.1			
Handheld	0.2	0.2	0.2	0.2	4.2	5.6	3.2	2.8

These tables show the face details preservation on the realistic mannequin of AFHDR Portrait at all EV conditions.

	Face details Diana [JOD]			Face details Eugene [JOD]		
ΔEV	**0**	**4**	**7**	**0**	**4**	**7**
StillStand1Hand	5.7	5.5	5.3	6.1	6.1	6.1

These tables show DMC detail preservation metric and DMC noise metric for tripod and hand held conditions.

	DMC Detail preservation metric	Repeatability	DMC Noise metric
Handheld	87	57	79

These tables show the visual luminance noise and chroma noise for tripod and hand held conditions at all EV conditions.

	AFHDR Visual noise [JND]				AFHDR Noise Chromaticity Ratio (%)			
ΔEV	**0**	**2**	**4**	**7**	**0**	**2**	**4**	**7**
Tripod	2.2				0.1			
Handheld	2.2	3.1	3	3.6	0.1	0	0	0

These tables show the visual luminance noise for stillStand1Hand condition at all EV conditions.

	AFHDR Portrait Diana Visual noise [JND]			AFHDR Portrait Eugene Visual noise [JND]		
ΔEV	**0**	**4**	**7**	**0**	**4**	**7**
StillStand1Hand	2.1	2.7	2.6	2.1	3.1	2.8

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3.4.2.3 4000K - 300 lux

These tables show the texture and edges acutance for tripod and hand held conditions.

	AFHDR Texture acutance (%)	AFHDR Edge acutance (%)
ΔEV	**0**	**0**
Tripod		
Handheld	84.7	84.3

These tables show the motion blur BdU200x300 values measured on AFHDR set-up. The exposure time value is also displayed.

	BdU 200x300 (mm)	Measured Exposure Time (ms)
ΔEV	**0**	**0**
Tripod		
Handheld	0.2	8.1

These tables show DMC detail preservation metric and DMC noise metric for tripod and hand held conditions.

	DMC Detail preservation metric	Repeatability	DMC Noise metric
Handheld	81	61	75

These tables show the visual luminance noise and chroma noise for tripod and hand held conditions.

	AFHDR Visual noise [JND]	AFHDR Noise Chromaticity Ratio (%)
ΔEV	**0**	**0**
Tripod		
Handheld	2.3	0.1

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3.4.2.4 4000K - 100 lux

These tables show the texture and edges acutance for tripod and hand held conditions at all EV conditions.

	AFHDR Texture acutance (%)				AFHDR Edge acutance (%)			
ΔEV	**0**	**2**	**4**	**7**	**0**	**2**	**4**	**7**
Tripod								
Handheld	82.7	83.8	83.2	82.2	83.8	85.4	84.8	85.8

These tables show the motion blur BdU200x300 values measured at all EV conditions on AFHDR set-up. The exposure time value is also displayed.

	BdU 200x300 (mm)				Measured Exposure Time (ms)			
ΔEV	**0**	**2**	**4**	**7**	**0**	**2**	**4**	**7**
Tripod								
Handheld	0.2	0.2	0.2	0.2	8.8	17.1	12.2	9

These tables show the face details preservation on the realistic mannequin of AFHDR Portrait at all EV conditions.

	Face details Diana [JOD]			Face details Eugene [JOD]		
ΔEV	**0**	**4**	**7**	**0**	**4**	**7**
StillStand1Hand	5.2	5.2	4.6	6.3	6.3	5.9

These tables show DMC detail preservation metric and DMC noise metric for tripod and hand held conditions.

	DMC Detail preservation metric	Repeatability	DMC Noise metric
Handheld	83	81	71

These tables show the visual luminance noise and chroma noise for tripod and hand held conditions at all EV conditions.

	AFHDR Visual noise [JND]				AFHDR Noise Chromaticity Ratio (%)			
ΔEV	**0**	**2**	**4**	**7**	**0**	**2**	**4**	**7**
Tripod								
Handheld	2.5	3.4	3.9	4.4	0	0	0	0

These tables show the visual luminance noise for stillStand1Hand condition at all EV conditions.

	AFHDR Portrait Diana Visual noise [JND]			AFHDR Portrait Eugene Visual noise [JND]		
ΔEV	**0**	**4**	**7**	**0**	**4**	**7**
StillStand1Hand	2.6	3.4	3.4	2.6	3.7	3.5

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Photo - Texture and noise

3.4.2.5 2700K - 20 lux

These tables show the texture and edges acutance for tripod and hand held conditions.

	AFHDR Texture acutance (%)			AFHDR Edge acutance (%)		
ΔEV	**0**	**4**	**7**	**0**	**4**	**7**
Tripod						
Handheld	81.4	79.2	80.4	81.3	80.9	82

These tables show the motion blur BdU200x300 values measured on AFHDR set-up. The exposure time value is also displayed.

	BdU 200x300 (mm)			Measured Exposure Time (ms)		
ΔEV	**0**	**4**	**7**	**0**	**4**	**7**
Tripod						
Handheld	0.2	0.2	0.2	32.1	17.1	17

These tables show DMC detail preservation metric and DMC noise metric for tripod and hand held conditions.

	DMC Detail preservation metric	Repeatability	DMC Noise metric
Handheld	77	85	70

These tables show the visual luminance noise and chroma noise for tripod and hand held conditions.

	AFHDR Visual noise [JND]			AFHDR Noise Chromaticity Ratio (%)		
ΔEV	**0**	**4**	**7**	**0**	**4**	**7**
Tripod						
Handheld	3.1	4.5	4.8	0.1	0.1	0.1

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Photo - Texture and noise

3.4.2.6 2700K - 5 lux

These tables show the texture and edges acutance for tripod and hand held conditions at all EV conditions.

	AFHDR Texture acutance (%)	AFHDR Edge acutance (%)
ΔEV	**0**	**0**
Tripod	87.8	86.5
Handheld	86.9	84.9

These tables show the motion blur BdU200x300 values measured at all EV conditions on AFHDR set-up. The exposure time value is also displayed.

	BdU 200x300 (mm)	Measured Exposure Time (ms)
ΔEV	**0**	**0**
Tripod		88.9
Handheld	0.2	60.9

These tables show the face details preservation on the realistic mannequin of AFHDR Portrait at all EV conditions.

	Face details Diana [JOD]		Face details Eugene [JOD]	
ΔEV	**0**	**9**	**0**	**9**
StillStand1Hand	4.6	2.7	5.2	5.2

These tables show DMC detail preservation metric and DMC noise metric for tripod and hand held conditions.

	DMC Detail preservation metric	Repeatability	DMC Noise metric
Handheld	69	63	50

These tables show the visual luminance noise and chroma noise for tripod and hand held conditions at all EV conditions.

	AFHDR Visual noise [JND]	AFHDR Noise Chromaticity Ratio (%)
ΔEV	**0**	**0**
Tripod	4.8	0
Handheld	5.5	0

These tables show the visual luminance noise for stillStand1Hand condition at all EV conditions.

	AFHDR Portrait Diana Visual noise [JND]		AFHDR Portrait Eugene Visual noise [JND]	
ΔEV	**0**	**9**	**0**	**9**
StillStand1Hand	4.4	4.7	4.1	6.5

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3.4.2.7 Horizon - 1 lux

These tables show the texture and edges acutance for tripod and hand held conditions.

	AFHDR Texture acutance (%)	AFHDR Edge acutance (%)
ΔEV	**0**	**0**
Tripod	84.1	82.2
Handheld	82.2	73.9

These tables show the motion blur BdU200x300 values measured on AFHDR set-up. The exposure time value is also displayed.

	BdU 200x300 (mm)	Measured Exposure Time (ms)
ΔEV	**0**	**0**
Tripod		280.6
Handheld	0.2	228.8

These tables show DMC detail preservation metric and DMC noise metric for tripod and hand held conditions.

	DMC Detail preservation metric	Repeatability	DMC Noise metric
Handheld	33	0	52

These tables show the visual luminance noise and chroma noise for tripod and hand held conditions.

	AFHDR Visual noise [JND]	AFHDR Noise Chromaticity Ratio (%)
ΔEV	**0**	**0**
Tripod	5.2	0.1
Handheld	5.4	0.1

3.4.2.8 4000K - 0.5 lux

These tables show the texture and edges acutance for tripod and hand held conditions.

	AFHDR Texture acutance (%)	AFHDR Edge acutance (%)
ΔEV	**0**	**0**
Tripod		
Handheld	69.4	54

These tables show the motion blur BdU200x300 values measured on AFHDR set-up. The exposure time value is also displayed.

	BdU 200x300 (mm)	Measured Exposure Time (ms)
ΔEV	**0**	**0**
Tripod		
Handheld	0.2	380

These tables show the visual luminance noise and chroma noise for tripod and hand held conditions.

	AFHDR Visual noise [JND]	AFHDR Noise Chromaticity Ratio (%)
ΔEV	**0**	**0**
Tripod		
Handheld	5.6	0.1

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Photo - Texture and noise

3.4.2.9 2700K - 0.1 lux

These tables show the texture and edges acutance for tripod and hand held conditions.

	AFHDR Texture acutance (%)	AFHDR Edge acutance (%)
ΔEV	**0**	**0**
Tripod		
Handheld	73.9	61

These tables show the motion blur BdU200x300 values measured on AFHDR set-up. The exposure time value is also displayed.

	BdU 200x300 (mm)	Measured Exposure Time (ms)
ΔEV	**0**	**0**
Tripod		
Handheld	0.2	274.8

These tables show the visual luminance noise and chroma noise for tripod and hand held conditions.

	AFHDR Visual noise [JND]	AFHDR Noise Chromaticity Ratio (%)
ΔEV	**0**	**0**
Tripod		
Handheld	5.6	0.3

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Photo - Artifacts

3.5.0 Scores

Artifacts
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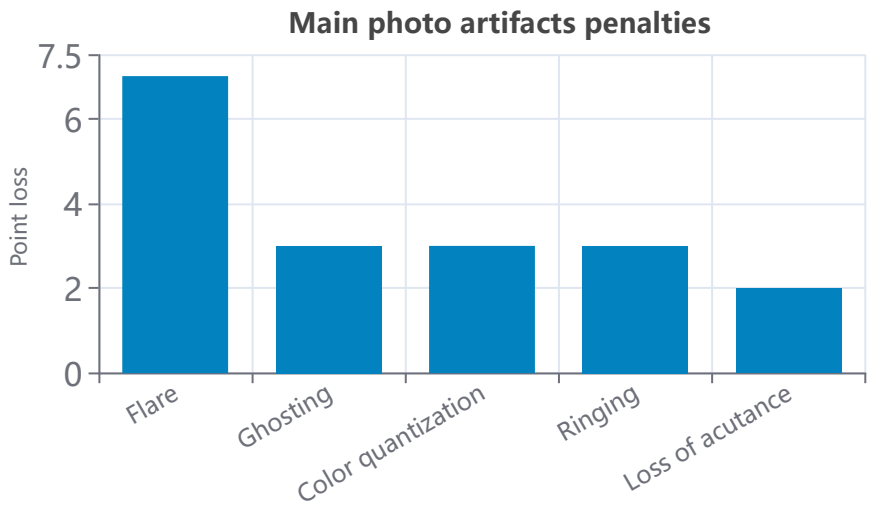
3.5.1 Artifacts technical overview



Objective measurements

	Maximum (%)	Penalty
Chromatic aberration (image height proportion)	0	0
Lens Geometric Distortion	1.3	2
Luminance Lens Shading	4	0
Loss of acutance in the field	34	2
Ringing intensity	11	1

Perceptual penalty

Penalty by artifact:

AF - OIS bug	0	Fusion artifacts	0
Aliasing/Maze/Moire	1	Ghosting	3
Anamorphosis	0	Halos	1
Color fringing	1	Hue shift	2
Color quantization	3	Lens shading	0
Face rendering artifacts	0	Loss of acutance	0
Flare	7	Ringing	2

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Photo - Artifacts

3.5.2 Artifacts measurements

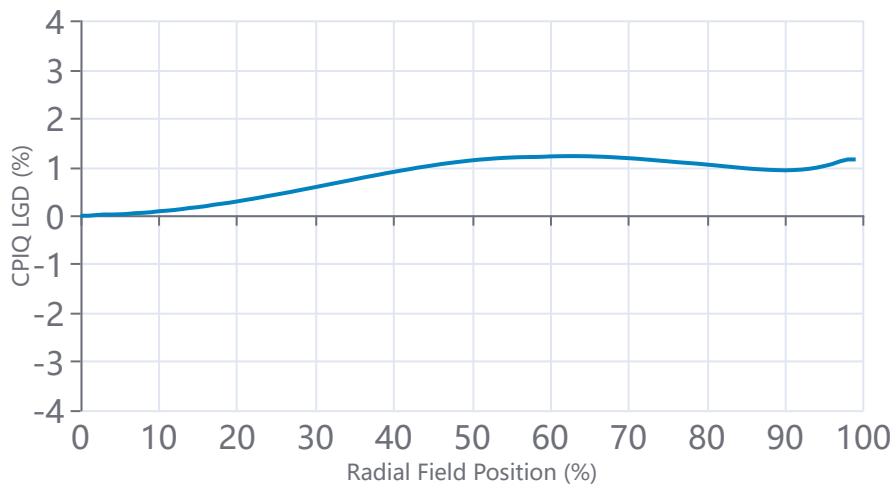
3.5.2.0 Acutance in the field

This table contains the acutance of the green channel, expressed in %.

Horizontal					Vertical				
Green channel (Acutance)					Green channel (Acutance)				
56	67	80	72	51	78	54	52	63	61
65	75	82	77	66	76	80	81	81	66
52	66	76	73	51	52	64	62	63	45

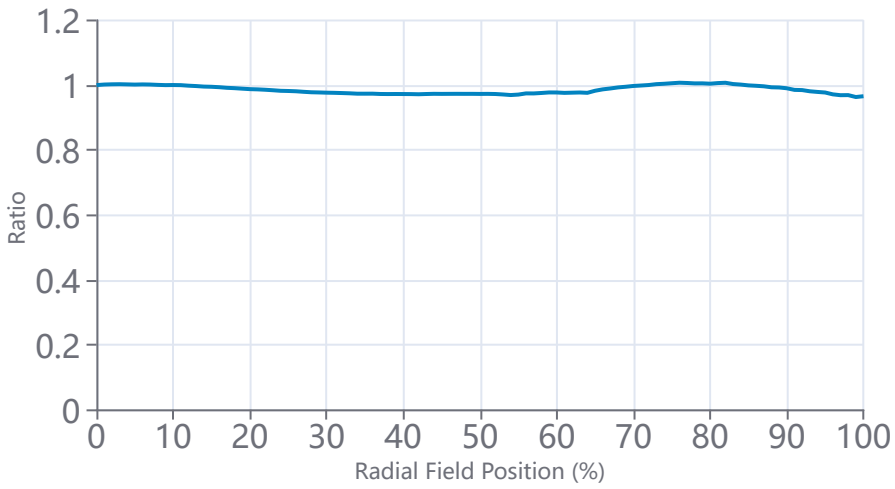
3.5.2.1 Lens geometric distortion

This curve displays the geometric distortion in the field, as the difference between the radial distance of the actual grid position and radial distance to the ideal grid position, divided by the ideal grid position.



3.5.2.2 Luminance lens shading

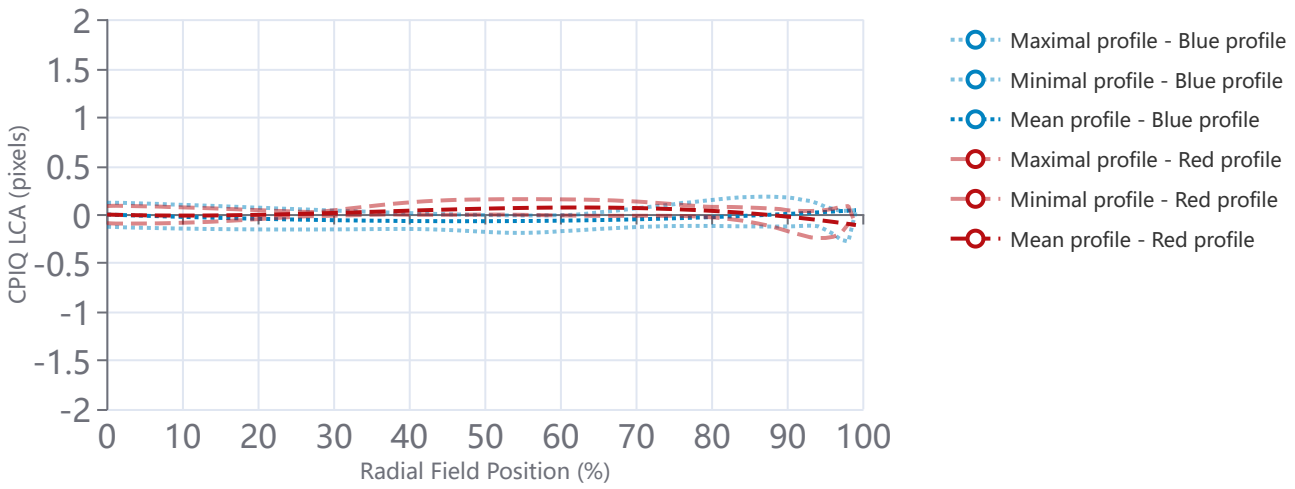
This curve displays the radial relative luminance profile.



AppleiPhone16ProMax
DxOMark
Camera Report
Photo - Artifacts

3.5.2.3 Lateral chromatic aberrations

These curves display the spatial shift between the R and B color planes and the G color plane.



AppleiPhone16ProMax DxOMark Camera Report

Photo - Zoom

3.6.0 Scores

	Score
Zoom	134
Wide	137
Tele	133

Equivalent focal length	15 mm	17 mm	51 mm	75 mm	97 mm	127 mm	193 mm	347 mm
Zoom ratio	**0.5x**	**0.6x**	**2.0x**	**3.0x**	**3.7x**	**5.0x**	**7.2x**	**12.7x**
Score	107	101	115	101	107	106	103	59

	Wide	Tele
Outdoor	157	141
Indoor	130	127
Lowlight	118	128

3.6.1 Zoom range technical overview

Perceptual and objective scores per zoom range and full-frame equivalent focal length value respectively.

	Wide		Tele					
	Ultra Wide	Super Wide	Close	Medium			Long	Extra Long
Equivalent focal length	**15 mm**	**17 mm**	**51 mm**	**75 mm**	**97 mm**	**127 mm**	**193 mm**	**347 mm**
Zoom ratio	**0.5x**	**0.6x**	**2.0x**	**3.0x**	**3.7x**	**5.0x**	**7.2x**	**12.7x**
Perceptual score	83	80	86	80			98	
Objective score	60	51	69	51	62	59	36	28

3.6.2 Objective measurements

3.6.2.0 Objective scores

Objective score per lighting condition for each measured full-frame equivalent focal length.

Equivalent focal length	15 mm	17 mm	51 mm	75 mm	97 mm	127 mm	193 mm	347 mm
Zoom ratio	**0.5x**	**0.6x**	**2.0x**	**3.0x**	**3.7x**	**5.0x**	**7.2x**	**12.7x**
UI Button	**True**	**False**	**True**	**False**	**False**	**True**	**False**	**False**
Lowlight	44	35	66	46	53	53	26	14
Indoor	61	51	66	49	61	55	32	30
Outdoor	71	63	75	56	70	67	47	38

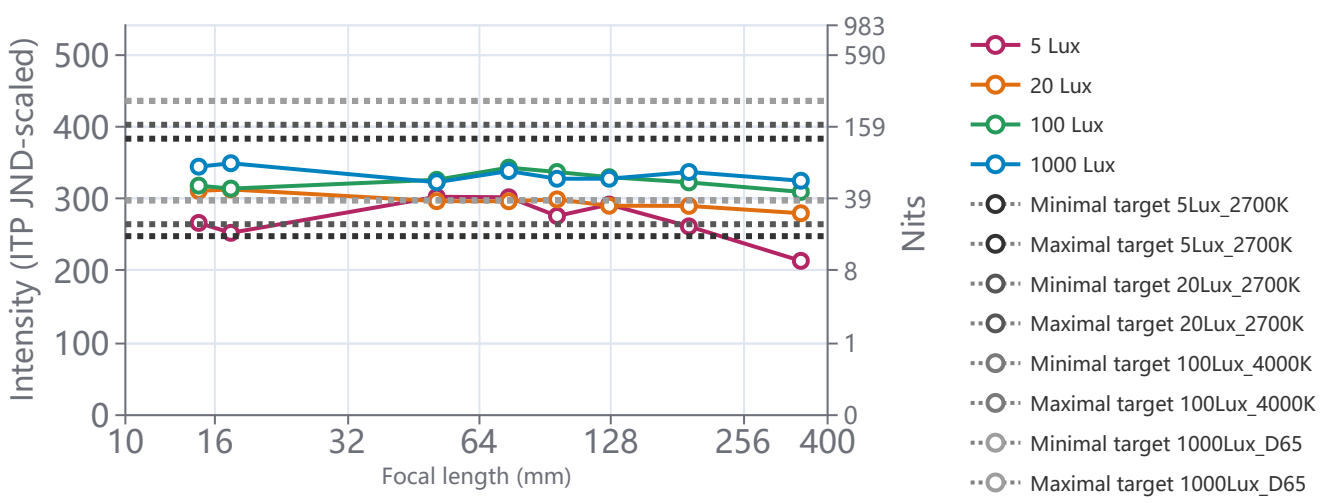
AppleiPhone16ProMax
DxOMark
Camera Report
Photo - Zoom

3.6.2.1 Exposure

The target exposure value corresponds to the intensity (ITP JND-scaled) measured on the DXOMARK chart (DMC) portrait crop. The measurement is performed on the DMC portrait crop at different distances while zooming and keeping the same framing. The corresponding full-frame equivalent focal length is measured for each distance.
This table shows the maximum and average intensity values in JND for each measured focal length in all lighting conditions as well as the measurement standard deviation value.

	Equivalent focal length	15 mm	17 mm	51 mm	75 mm	97 mm	127 mm	193 mm	347 mm
	Zoom ratio	0.5x	0.6x	2.0x	3.0x	3.7x	5.0x	7.2x	12.7x
	UI Button	True	False	True	False	False	True	False	False
1000 lux (Outdoor)	Average	344	348	322	338	327	327	336	324
	Repeatability	0	1	10	6	6	12	1	3
100 lux (Indoor)	Average	317	313	325	342	336	329	322	309
	Repeatability	1	1	12	7	8	10	6	2
20 lux (Lowlight)	Average	310	312	296	296	298	289	289	279
	Repeatability	3	1	3	6	7	4	1	2
5 lux (Lowlight)	Average	266	252	302	301	275	291	261	213
	Repeatability	5	2	6	2	4	4	21	1

This graph shows the evolution of the intensity (ITP JND-scaled) measurement with respect to the level of lux for multiple lighting conditions. The x-axis represents the equivalent focal length measured for each corresponding shooting distance and the y-axis represents the average intensity value in JND. Intensity target values are indicated for each lighting condition: for data points within this range the score is maximal.



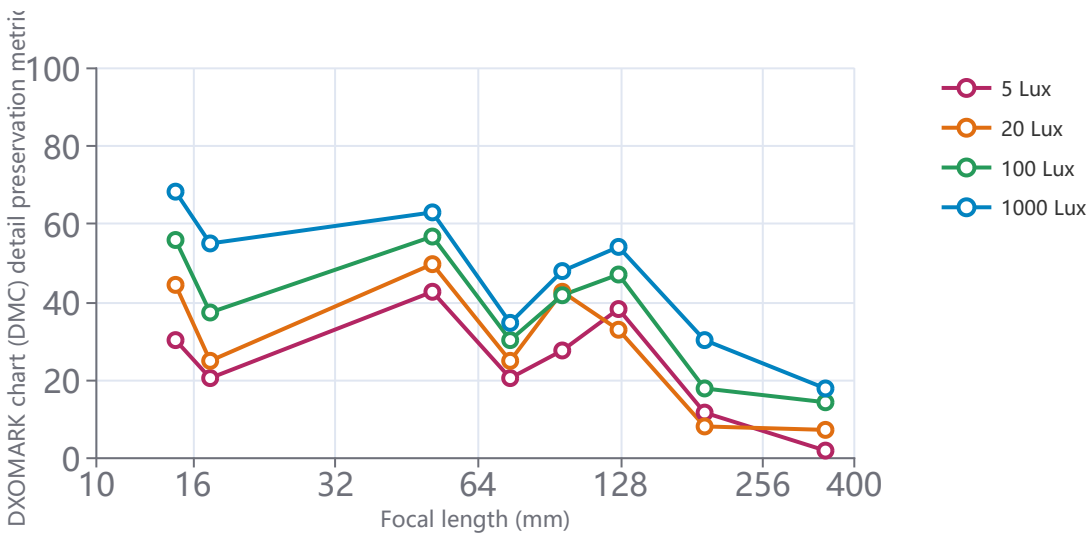
AppleiPhone16ProMax
DxOMark
Camera Report
Photo - Zoom

3.6.2.2 Details Preservation

DXOMARK chart (DMC) detail preservation score is derived from an AI-based metric trained to evaluate texture and details rendering on a selection of crops of our DMC. The measurement is performed on the DMC portrait crop at different distances when zooming: the corresponding full-frame equivalent focal length is measured for each distance.
This table shows the best and average DMC details preservation score for each measured focal length in all light conditions as well as the corresponding repeatability score.

	Equivalent focal length	15 mm	17 mm	51 mm	75 mm	97 mm	127 mm	193 mm	347 mm
	Zoom ratio	0.5x	0.6x	2.0x	3.0x	3.7x	5.0x	7.2x	12.7x
	UI Button	True	False	True	False	False	True	False	False
1000 lux (Outdoor)	Best	68	55	63	35	48	54	30	18
	Average	68	54	63	34	47	54	29	17
	Repeatability	95	92	95	95	81	80	86	92
100 lux (Indoor)	Best	56	37	57	30	42	47	18	14
	Average	55	36	57	29	40	45	16	14
	Repeatability	82	82	34	63	34	51	78	82
20 lux (Lowlight)	Best	44	25	50	25	43	33	8	7
	Average	41	24	49	24	41	30	7	7
	Repeatability	53	68	80	84	75	67	88	90
5 lux (Lowlight)	Best	30	20	43	20	27	38	12	2
	Average	13	16	42	20	23	37	11	1
	Repeatability	0	0	91	86	38	71	75	0

This graph shows the evolution of the DMC details preservation Score with respect to the full-frame equivalent focal length for different lighting conditions. The x-axis represents the equivalent focal length measured for each corresponding shooting distance and the y-axis represents the maximum details preservation metric score: higher value means better quality.



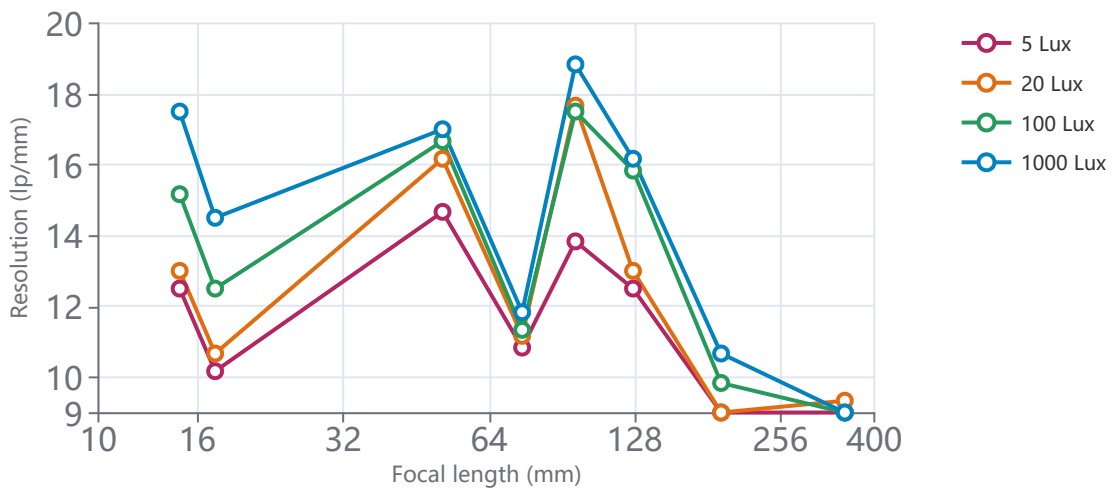
AppleiPhone16ProMax
DxOMark
Camera Report
Photo - Zoom

3.6.2.3 Resolution

The resolution measurement corresponds to the resolved line pairs per millimeters measured on the banknote crop of the DXOMARK chart (DMC). The value expands from 9 lp/mm (lowest quality) to 20 lp/mm (best quality). The measurement is performed on the DMC banknote crop at different distances when zooming: the corresponding full-frame equivalent focal length is measured for each distance.
This table shows the maximum and average frequency of distinguishable line pairs measured in the horizontal, vertical, and diagonal directions in line per millimeters unit as well as the measurement standard deviation value.

	Equivalent focal length	15 mm	17 mm	51 mm	75 mm	97 mm	127 mm	193 mm	347 mm
	Zoom ratio	0.5x	0.6x	2.0x	3.0x	3.7x	5.0x	7.2x	12.7x
	UI Button	True	False	True	False	False	True	False	False
1000 lux (Outdoor)	Maximum	17.5	14.5	17	11.8	18.8	16.2	10.7	9
	Average	16.9	14.1	16.7	11.7	17.2	16	10.6	9
	Repeatability	0.2	0.2	0.2	0.2	1	0.2	0.2	0
100 lux (Indoor)	Maximum	15.2	12.5	16.7	11.3	17.5	15.8	9.8	9
	Average	14.9	12.3	16.1	11.2	15.9	15.4	9.2	9
	Repeatability	0.2	0.3	2.1	0.5	2.2	1.4	0.3	0
20 lux (Lowlight)	Maximum	13	10.7	16.2	11.2	17.7	13	9	9.3
	Average	12.6	10.4	16	11	16	12.5	9	9.1
	Repeatability	0.6	0.6	0.4	0.4	0.9	1.2	0	0.1
5 lux (Lowlight)	Maximum	12.5	10.2	14.7	10.8	13.8	12.5	9	9
	Average	11.8	9.4	14.2	10.6	11.2	12.1	9	9
	Repeatability	5.1	4.6	0.4	0.4	1.5	0.9	0	4.5

This graph shows the evolution of the resolution measurement with respect to the full-frame equivalent focal length for different lighting conditions. The x-axis represents the equivalent focal length measured for each corresponding shooting distance and the y-axis represents the maximum resolution measurement value.



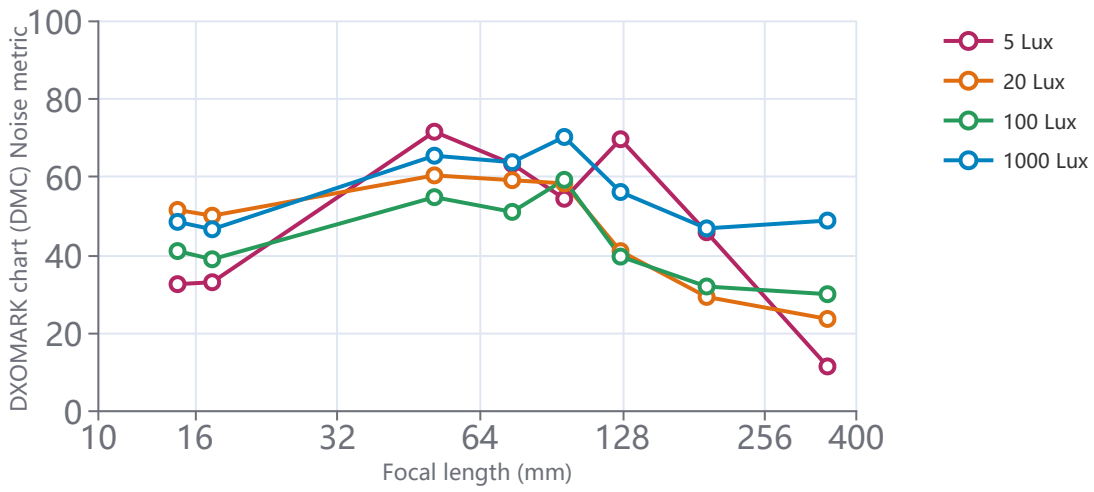
AppleiPhone16ProMax
DxOMark
Camera Report
Photo - Zoom

3.6.2.4 Noise

DMC noise score is derived from an AI-based metric trained to evaluate noise level on a selection of crops of our DXOMARK chart (DMC). The measurement is performed on the DMC portrait crop at different distances when zooming: the corresponding full-frame equivalent focal length is measured for each distance.
This table shows the best and average DMC noise score for each measured focal length in all light conditions as well as the corresponding repeatability score.

	Equivalent focal length	15 mm	17 mm	51 mm	75 mm	97 mm	127 mm	193 mm	347 mm
	Zoom ratio	0.5x	0.6x	2.0x	3.0x	3.7x	5.0x	7.2x	12.7x
	UI Button	True	False	True	False	False	True	False	False
1000 lux (Outdoor)	Best	48	46	66	63	71	56	47	50
	Average	48	47	65	64	70	56	47	49
	Repeatability	99	99	98	98	98	98	98	99
100 lux (Indoor)	Best	41	39	54	53	62	39	33	31
	Average	41	39	55	51	59	40	32	30
	Repeatability	99	99	98	96	95	98	98	97
20 lux (Lowlight)	Best	54	53	58	60	60	42	31	24
	Average	51	50	60	59	58	41	29	24
	Repeatability	98	97	97	98	98	98	99	98
5 lux (Lowlight)	Best	32	35	71	65	46	72	56	11
	Average	32	33	72	63	54	70	46	11
	Repeatability	99	97	98	99	94	98	85	98

This graph shows the evolution of the DMC noise metric with respect to the full-frame equivalent focal length for different lighting conditions. The x-axis represents the equivalent focal length measured for each corresponding shooting distance and the y-axis represents the maximum noise metric score: higher value means better quality.



AppleiPhone16ProMax
DxOMark
Camera Report
Photo - Bokeh

3.7.0 Scores

Bokeh
160

Bokeh scores per scene type

Lowlight	Indoor	Outdoor
155	160	160

3.7.1 Bokeh technical overview

Perceptual scores (scores range from 0 to 100)						
	Depth artifact	Blur gradient	Shape of bokeh	Depth of field	Texture	Repeatability
Bokeh	75	85	80	85	40	90

AppleiPhone16ProMax DxOMark Camera Report

Video - Exposure

4.1.0 Scores

Exposure		
121		
Lowlight	**Indoor**	**Outdoor**
107	126	130

4.1.1 Objective Scores

	HDR		
	Lowlight	**Indoor**	**Outdoor**
Static	95	100	100
Dynamic	3	30	36
Temporal	79	70	88

4.1.2 Objective Measurements - Static Attributes

Target exposure measured on Colorchecker® chart (patch 18%) in Intensity (ITP JND-scaled color space)

	Lowlight			Indoor			Outdoor		
	Average	**Min**	**Max**	**Average**	**Min**	**Max**	**Average**	**Min**	**Max**
Target exposure (I)	335	201	378	389	380	394	385	385	387

Target exposure measured on face on AFHDR Portrait Setup in Intensity (ITP JND-scaled color space) for different light conditions.

	Outdoor								
Illuminant/Lux	**10000Lux_D55**			**1000Lux_D65**					
ΔEV (stops)	**0**			**0**		**4**		**7**	
Motion	**TP**	**SS**	**W**	**TP**	**SS**	**TP**	**SS**	**TP**	**SS**
Diana Face Exposure (I)	368	364	360	369	368	324	300	322	319
Eugene Face Exposure (I)	455	456	456	459	460	362	358	380	380

	Indoor							
Illuminant/Lux	**100Lux_LED4000K**							
ΔEV (stops)	**0**			**4**			**7**	
Motion	**TP**	**SS**	**W**	**TP**	**SS**	**W**	**TP**	**SS**
Diana Face Exposure (I)	355	352	349	329	326	323	312	310
Eugene Face Exposure (I)	441	442	443	358	356	359	372	372

	Lowlight					
Illuminant/Lux	**5Lux_LED2700K**					
ΔEV (stops)	**0**			**9**		
Motion	**TP**	**SS**	**W**	**TP**	**SS**	**W**
Diana Face Exposure (I)	284	273	271	309	305	301
Eugene Face Exposure (I)	307	295	309	306	310	311

Motion abbreviations:

- TP: Tripod (Images shot with the device on a tripod.)
- SS: StillStand (Images shot with the device on a moving hexapod simulating a device hold with two hands.)
- W: Walk (Images shot with the device on a moving hexapod simulating a device hold while walking.)

AppleiPhone16ProMax
DxOMark
Camera Report
Video - Exposure

4.1.3 Objective Measurements - Dynamic Attributes

These tables display the value of DXOMARK local contrast gain measured on the backlit panels of the AFHDR Portrait setup. The lower the value, the higher is the amount of local tone compression in the highlights. Local Contrast Gain can be interpreted as the average exponent value of the OOTF: displayluminance ~ scene^(LCG/100). A value of 50% corresponds to a gamma curve of 2.
Local Contrast Gain is only measured on conditions with the backlit panels on (ΔEV > 0).

	Outdoor			
Illuminant/Lux	**1000Lux_D65**			
ΔEV (stops)	**4**		**7**	
Motion	**TP**	**SS**	**TP**	**SS**
Diana LCG Result	10	28	2	2
Eugene LCG Result	29	37	4	4

	Indoor				
Illuminant/Lux	**100Lux_LED4000K**				
ΔEV (stops)	**4**			**7**	
Motion	**TP**	**SS**	**W**	**TP**	**SS**
Diana LCG Result	7	7	8	-	-
Eugene LCG Result	30	33	32	-	3

	Lowlight		
Illuminant/Lux	**5Lux_LED2700K**		
ΔEV (stops)	**9**		
Motion	**TP**	**SS**	**W**
Diana LCG Result	-	-	-
Eugene LCG Result	3	3	3

Motion abbreviations:

- TP: Tripod (Images shot with the device on a tripod.)
- SS: StillStand (Images shot with the device on a moving hexapod simulating a device hold with two hands.)
- W: Walk (Images shot with the device on a moving hexapod simulating a device hold while walking.)

AppleiPhone16ProMax DxOMark Camera Report

Video - Exposure

4.1.4 Objective Measurements - Temporal Attributes

Auto-Exposure algorithm reconvergence measured on Colorchecker® chart in different transitions within different conditions.

The table shows convergence metrics measured on patch 18%, using CIE Lab Lightness (L* normalized to mastering peak display white luminance).

		Lowlight		Indoor		Outdoor	
		Average	Worse	Average	Worse	Average	Worse
Up transition	convergence time (s)	1	1.3	0.9	1.1	0.9	1
	oscillation (s)	0	0	0	0	0	0
	overshoot (ΔL*)	0	0	0	0	0	0
Down transition	convergence time (s)	0.9	1.7	0.8	1.2	0.9	1.2
	oscillation (s)	0.2	1.3	0.1	0.8	0	0
	overshoot (ΔL*)	1	5.1	0.5	5.1	0	0

Auto-Exposure stability measured on face and dynamic range restitution during stable conditions.

	Outdoor								
Illuminant/Lux	10000Lux_D55			1000Lux_D65					
ΔEV (stops)	0			0		4		7	
Motion	TP	SS	W	TP	SS	TP	SS	TP	SS
Diana Temporal Face Expo Result (Std)	0.9	5	6.7	0.6	4.4	0.3	3.6	0.2	4.4
Eugene Temporal Face Expo Result (Std)	0.3	0.6	0.7	0.2	0.7	0.3	0.5	0.5	0.7
Diana Temporal LCG (Std)						0.1	0.7	0	0.1
Eugene Temporal LCG (Std)						0	1.7	0	0.1

	Indoor							
Illuminant/Lux	100Lux_LED4000K							
ΔEV (stops)	0			4			7	
Motion	TP	SS	W	TP	SS	W	TP	SS
Diana Temporal Face Expo Result (Std)	0.7	3.8	4.8	0.5	4.1	4.9	0.5	3
Eugene Temporal Face Expo Result (Std)	0.3	0.8	0.9	0.2	0.6	1.3	0.3	1
Diana Temporal LCG (Std)				0.9	1.4	1.7	-	-
Eugene Temporal LCG (Std)				0.4	1.5	1.3	-	0

	Lowlight					
Illuminant/Lux	5Lux_LED2700K					
ΔEV (stops)	0			9		
Motion	TP	SS	W	TP	SS	W
Diana Temporal Face Expo Result (Std)	1	4.9	4.5	1	3.5	2.2
Eugene Temporal Face Expo Result (Std)	0.3	1.2	1.4	0.3	1.2	1.9
Diana Temporal LCG (Std)				-	-	-
Eugene Temporal LCG (Std)				0.1	0	0

Motion abbreviations:

- TP: Tripod (Images shot with the device on a tripod.)
- SS: StillStand (Images shot with the device on a moving hexapod simulating a device hold with two hands.)
- W: Walk (Images shot with the device on a moving hexapod simulating a device hold while walking.)

4.1.5 Perceptual Scores

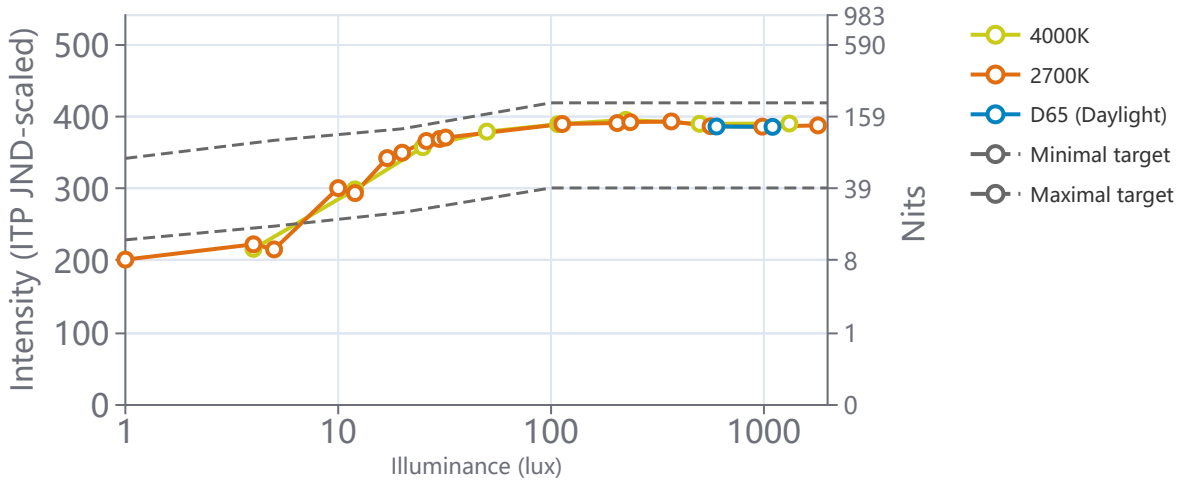
Lowlight	Indoor	Outdoor
8	9	9

AppleiPhone16ProMax DxOMark Camera Report

Video - Exposure

4.1.6 Target exposure from 1 to 2000 lux on Colorchecker® chart

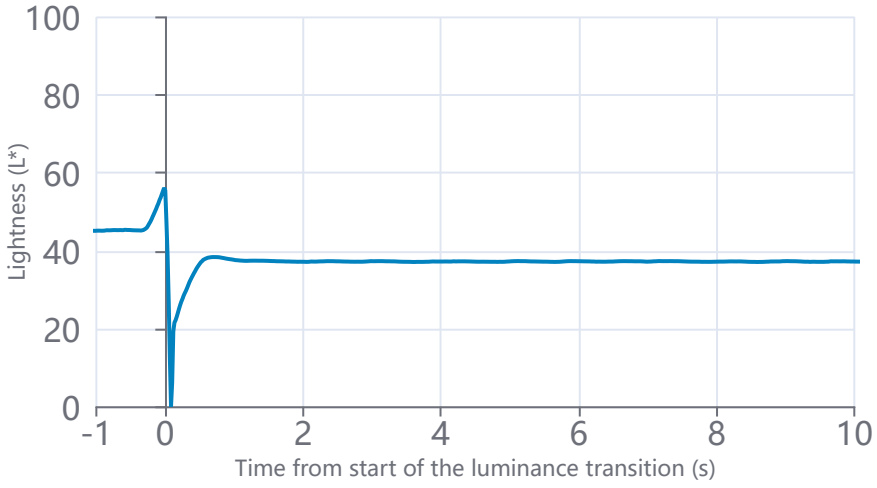
The graphs on this section show the evolution of the intensity in the video with the level of lux, for multiple lighting conditions.
The left y axis represents the measured values in the ITP JND-scaled color space, derived from recommendation ITU-R BT.2124-0 and the right y axis represents the values in nits on a reference display with a HDR reference white luminance of 203 nits. The area between the dotted lines represents the region where the intensity is considered correct.
On this graph, intensity is measured on the 18% gray patch of the Colorchecker®.



	Intensity ITP JND-scaled (18% gray patch)					
Illuminant/Lux	**1**	**5**	**20**	**100**	**300**	**1000**
D65						385
4000K		216	356	388	394	389
2700K	201	215	349	389	392	385

4.1.7 Convergence and oscillation times

4.1.7.0 Transition with maximal overshoot

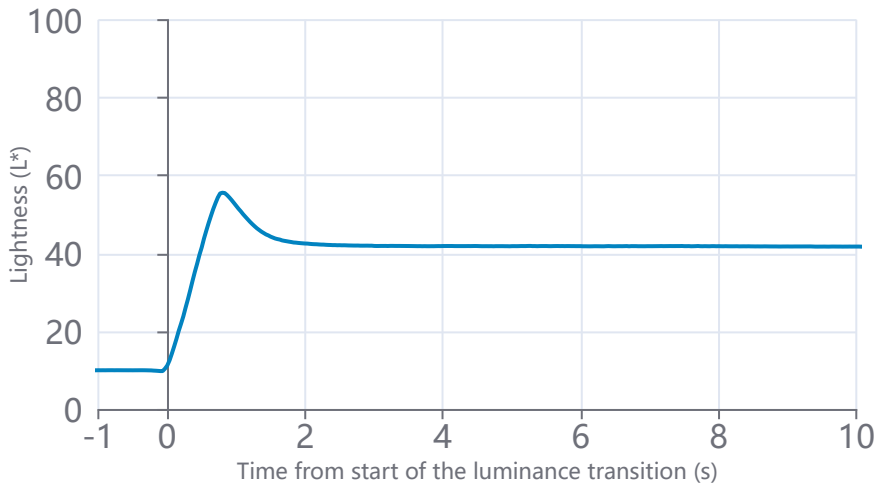


Start value (L*)	45	**Convergence time (s)**	0.9
Convergence value (L*)	38	**Oscillation time (s)**	0.2
Difference on L*	-8	**Overshoot on L***	1.2

Camera Report

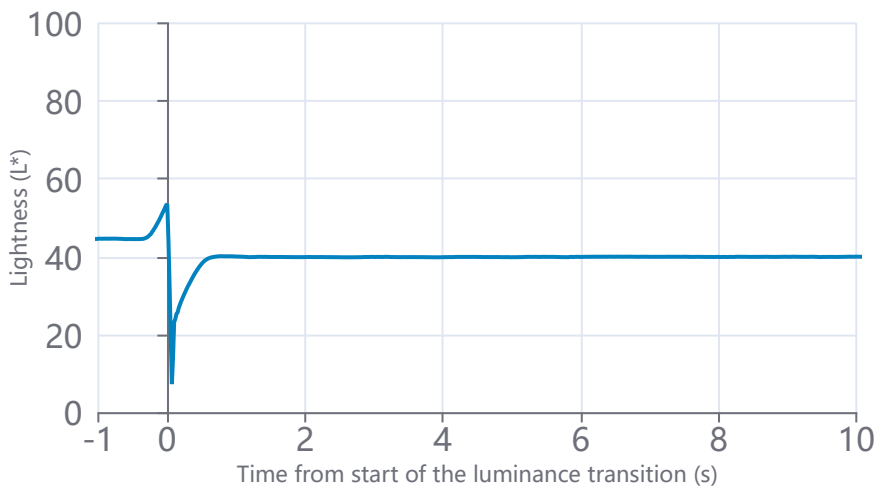
Video - Exposure

4.1.7.1 Longest transition



Start value (L*)	10	**Convergence time (s)**	1.9
Convergence value (L*)	42	**Oscillation time (s)**	0
Difference on L*	31.8	**Overshoot on L***	0

4.1.7.2 Best transition

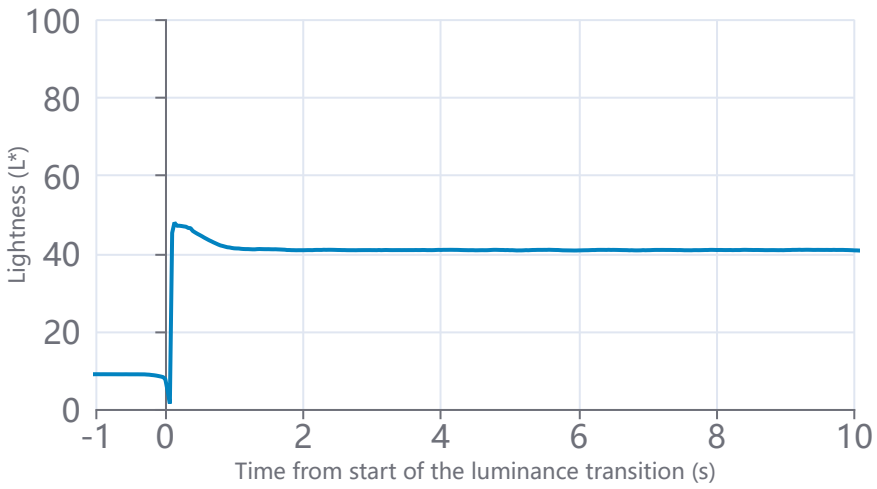


Start value (L*)	45	**Convergence time (s)**	0.6
Convergence value (L*)	40	**Oscillation time (s)**	0
Difference on L*	-4.6	**Overshoot on L***	0

AppleiPhone16ProMax DxOMark Camera Report

Video - Exposure

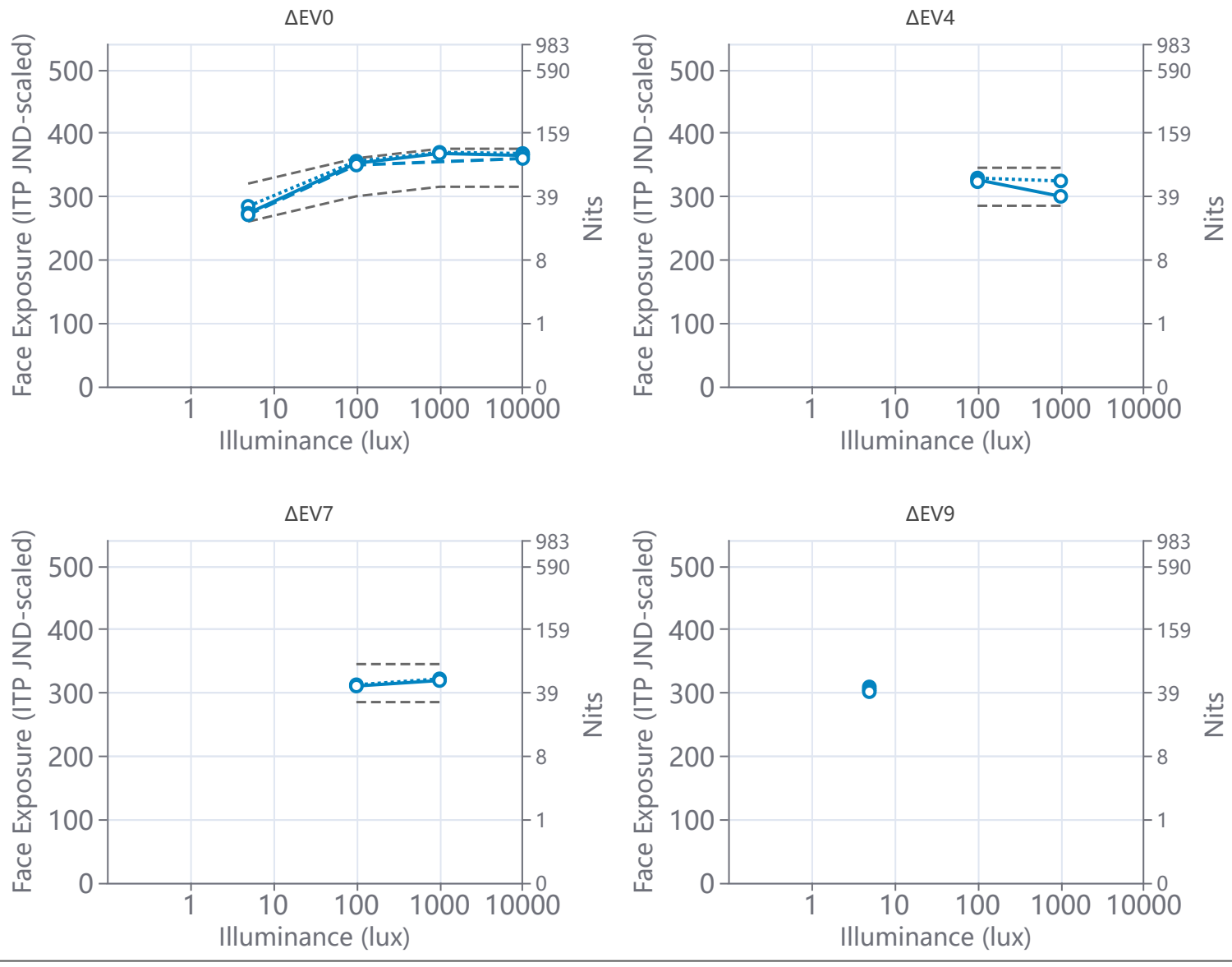
4.1.7.3 Median transition



Start value (L*)	9	**Convergence time (s)**	0.9
Convergence value (L*)	41	**Oscillation time (s)**	0
Difference on L*	31.9	**Overshoot on L***	0

4.1.8 Face exposure per lighting conditions on AF HDR Portrait Setup - Diana

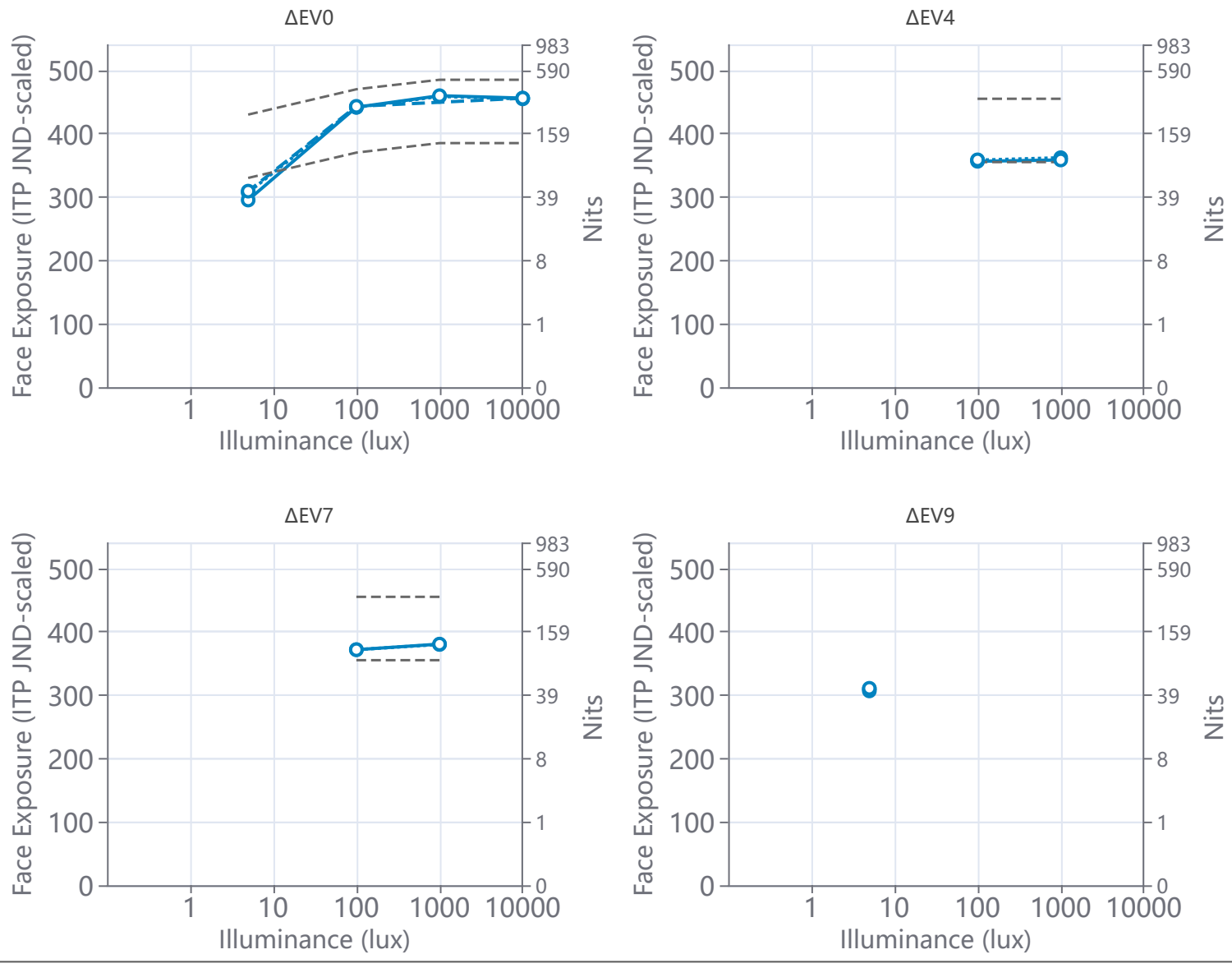
The graphs on this section show the intensity on face in a portrait use case for multiple lighting conditions.
The left y axis represents the measured values in the ITP JND-scaled color space, derived from recommendation ITU-R BT.2124-0 and the right y axis represents the values in nits on a reference display with a HDR reference white luminance of 203 nits.



AppleiPhone16ProMax
DxOMark
Camera Report
Video - Exposure

4.1.9 Face exposure per lighting conditions on AF HDR Portrait Setup - Eugene

The graphs on this section show the intensity on face in a portrait use case for multiple lighting conditions.
The left y axis represents the measured values in the ICtCp color space.



AppleiPhone16ProMax DxOMark Camera Report

Video - Color

4.2.0 Scores

Color
125

Scores per scene type

Lowlight	Indoor	Outdoor
105	127	139

4.2.1 Color technical overview

Objective scores

		Lowlight	Indoor	Outdoor
Static	Color rendering	72	71	83
	WB accuracy	89	80	57
	Color uniformity	74	79	87

Objective measurements

Static attributes

		3000K	4000K	Daylight	LED
Color rendering (Δtp)	Lowlight	15.9	14.4		16
	Indoor	16.2	17.2		17.3
	Outdoor	17.2	18	17.9	17.7

		3000K	4000K	Daylight	LED
White balance (Δtp)	Lowlight	8.8	5.2		12
	Indoor	4.9	3.2		10.6
	Outdoor	5.8	3.7	3	10.5

		3000K	4000K	Daylight	2700K
Color uniformity (Std Dev %)	Lowlight	1.5	1		1.1
	Indoor	1.3	0.8		0.9
	Outdoor	0.9	1.3	0.8	

Perceptual scores

	Perceptual score
Color rendering	9
White balance accuracy	9
Color uniformity	10

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4.2.2 White balance from 1 to 1000 lux

4.2.2.0 White balance error from 1 to 1000 lux

White balance to neutral gray shift measured as Δtp value derived from the ITP JND-scaled color space on Colorchecker® gray patches. The table show results for different light conditions characterized by their illuminant characteristics and illuminance level in lux.

	Δtp on gray patches						
Illuminant/lux	**1**	**5**	**20**	**100**	**200**	**300**	**1000**
Daylight							3.1
4000K		7	4.9	3.6		3.3	3.7
3000K		11.7	10.1	5.8		4.1	5.8
2700K	15.4	10.6	10.5		11.1	10	

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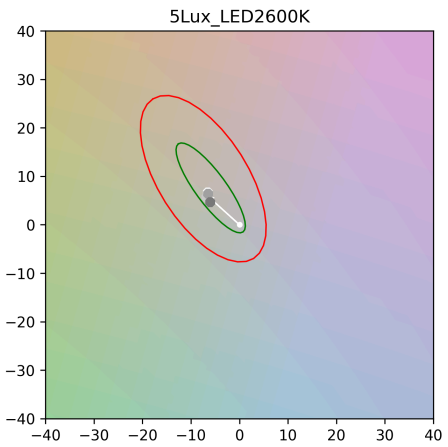
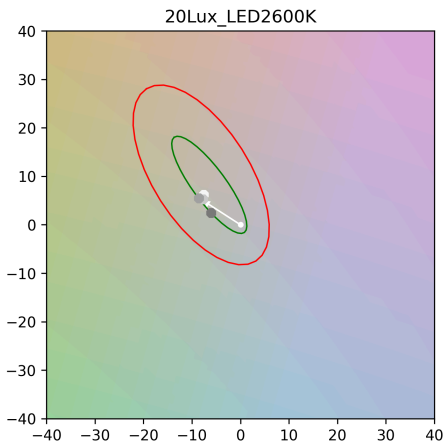
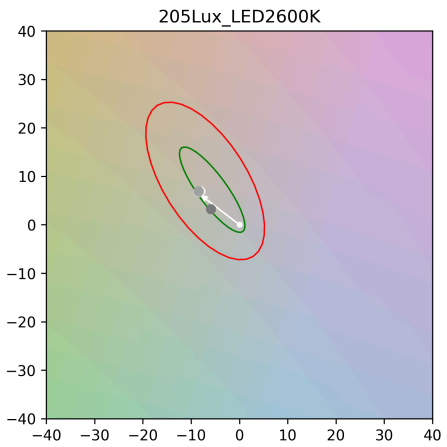
4.2.2.1 White balance accuracy

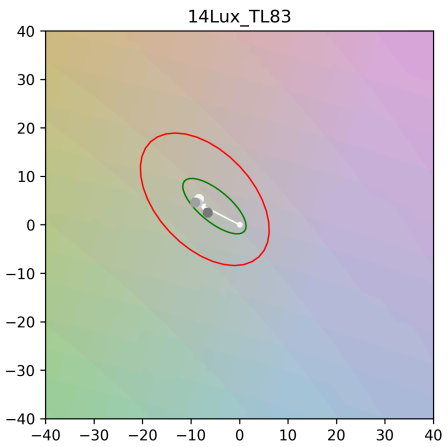
Patches are measured in the ITP JND-scaled color space, derived from recommendation ITU-R BT.2124-0
The conversion to ITP JND-scaled color space uses Bradford adaptation from the white point measured in our labs to the D65 standard for each illuminant.
Patches references colors are computed from our calibrated laboratories. References colors are adapted to the measured luminance of each patch.

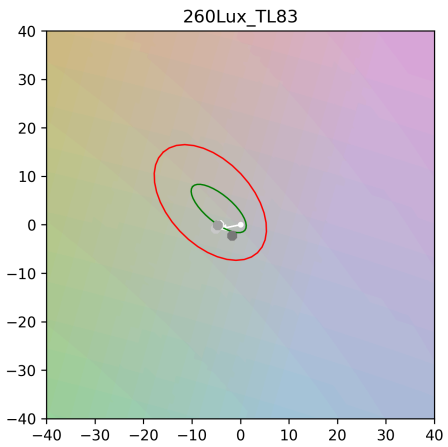
Illuminant	2700K (5 lux)	2700K (20 lux)	3000K (20 lux)	4000K (20 lux)	2700K (200 lux)	3000K (300 lux)	4000K (300 lux)	3000K (1000 lux)	4000K (1000 lux)	D65 (1000 lux)
Δtp patch 19	8.2	7.9	7.6	2.9	8	1.9	2.6	2.5	1.5	3.6
Δtp patch 21	10.4	10.7	10.3	5.1	12	4.8	4	6.8	4.3	3.7
Δtp patch 23	10.8	9.4	9.6	4.3	9.5	3.2	2.7	4.8	3.2	3.5

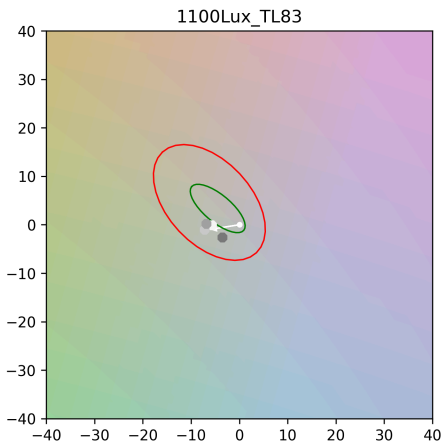


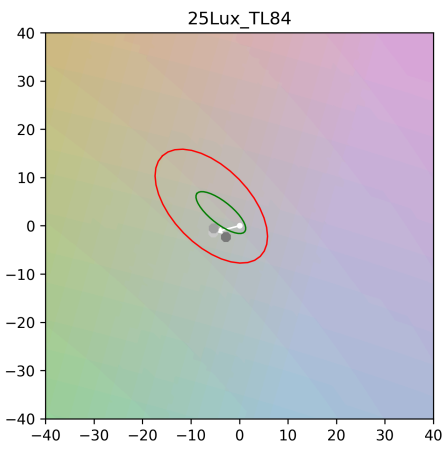


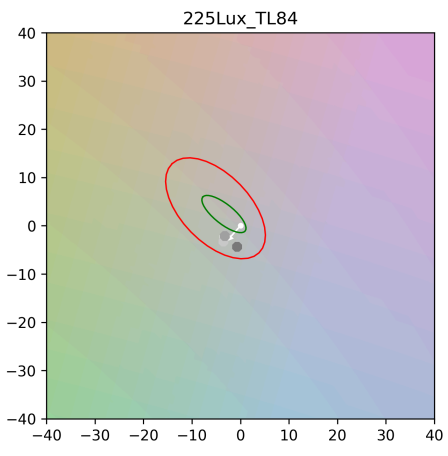


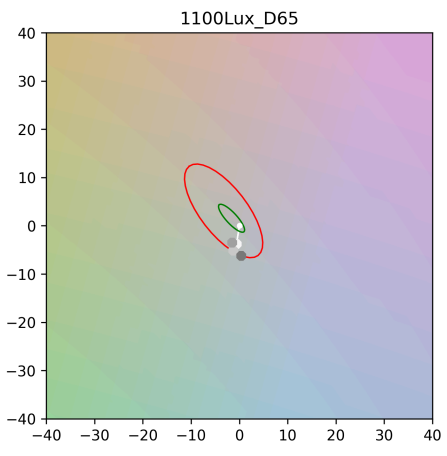












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4.2.3 Color rendering measurements

4.2.3.0 Color rendering from 1 to 1000 lux

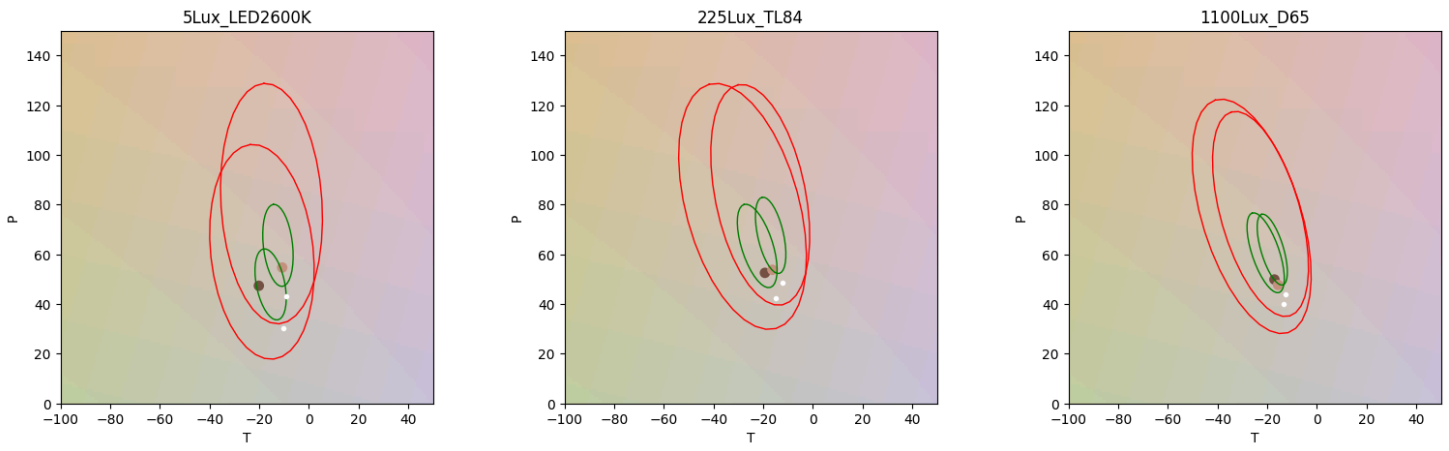
Δtp value on Colorchecker© for different illumination values

	Δtp on all patches						
Illuminant/lux	**1**	**5**	**20**	**100**	**200**	**300**	**1000**
D65							18
4000K		10.8	14.8	16.5		17.4	18
3000K		14.9	15.8	16.5		15.6	17.2
2700K	19.5	13.9	14.7		17.7	17.2	

4.2.3.1 Color rendering - Skin tones

Patches are measured in the ITP JND-scaled color space, derived from recommendation ITU-R BT.2124-0
The conversion to ITP JND-scaled color space uses Bradford adaptation from the white point measured in our labs to the D65 standard for each illuminant.
Patches references colors are computed from our calibrated laboratories. References colors are adapted to the measured luminance of each patch.

Illuminant	**2700K (5 lux)**	**2700K (20 lux)**	**3000K (20 lux)**	**4000K (20 lux)**	**2700K (200 lux)**	**3000K (300 lux)**	**4000K (300 lux)**	**3000K (1000 lux)**	**4000K (1000 lux)**	**D65 (1000 lux)**
Δtp patch 1	5.1	13	11.9	7.5	19.9	10	8.6	11.9	11.1	7.3
Δtp patch 2	6.3	11.5	14.4	8.7	13.4	9.1	7.3	11.1	7.9	5



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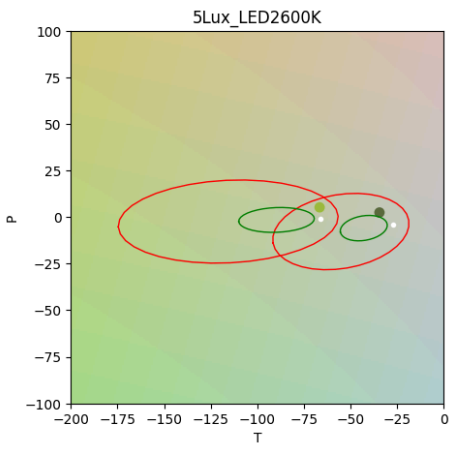
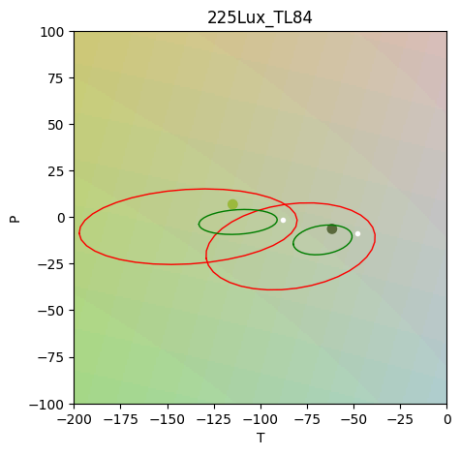
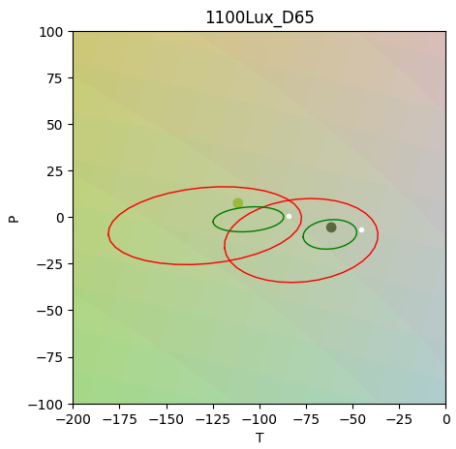
4.2.3.2 Color rendering - Greenery tones

Patches are measured in the ITP JND-scaled color space, derived from recommendation ITU-R BT.2124-0
The conversion to ITP JND-scaled color space uses Bradford adaptation from the white point measured in our labs to the D65 standard for each illuminant.
Patches references colors are computed from our calibrated laboratories. References colors are adapted to the measured luminance of each patch.

Illuminant	2700K (5 lux)	2700K (20 lux)	3000K (20 lux)	4000K (20 lux)	2700K (200 lux)	3000K (300 lux)	4000K (300 lux)	3000K (1000 lux)	4000K (1000 lux)	D65 (1000 lux)
Δtp patch 4	8.6	7.2	10	9.5	12.7	9.1	13.8	12.8	15.1	14.1
Δtp patch 11	10.5	8.8	20.4	24.2	16	19.4	29.3	25	30.3	28.1



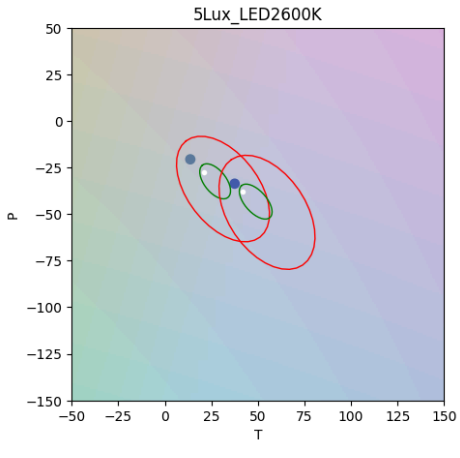


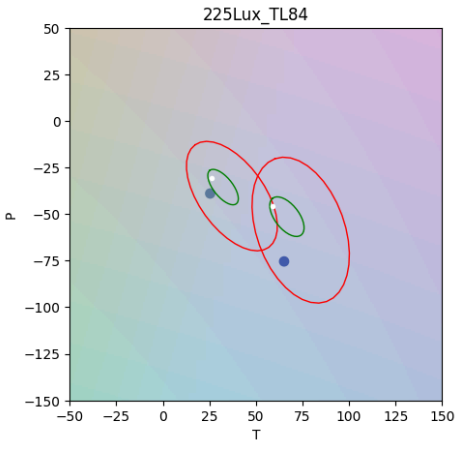


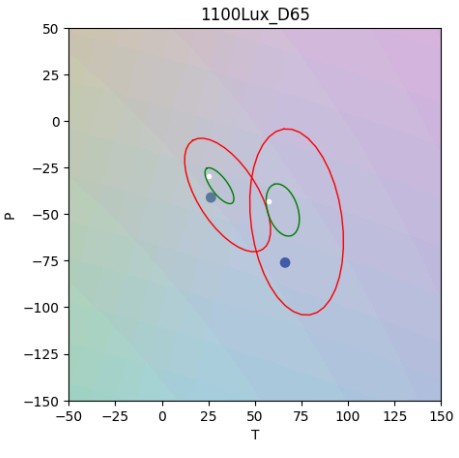
4.2.3.3 Color rendering - Sky tones

Patches are measured in the ITP JND-scaled color space, derived from recommendation ITU-R BT.2124-0
The conversion to ITP JND-scaled color space uses Bradford adaptation from the white point measured in our labs to the D65 standard for each illuminant.
Patches references colors are computed from our calibrated laboratories. References colors are adapted to the measured luminance of each patch.

Illuminant	2700K (5 lux)	2700K (20 lux)	3000K (20 lux)	4000K (20 lux)	2700K (200 lux)	3000K (300 lux)	4000K (300 lux)	3000K (1000 lux)	4000K (1000 lux)	D65 (1000 lux)
Δtp patch 3	17.8	10.3	10	6	9.6	5.6	8.3	6.8	8.5	11.3
Δtp patch 8	22.4	3.6	8.8	19.9	10.4	23.3	28.9	23.5	28.8	32.4







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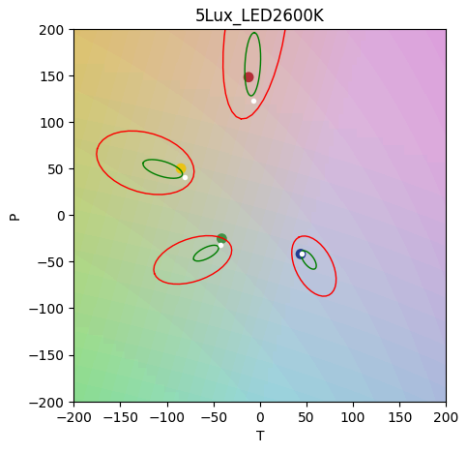
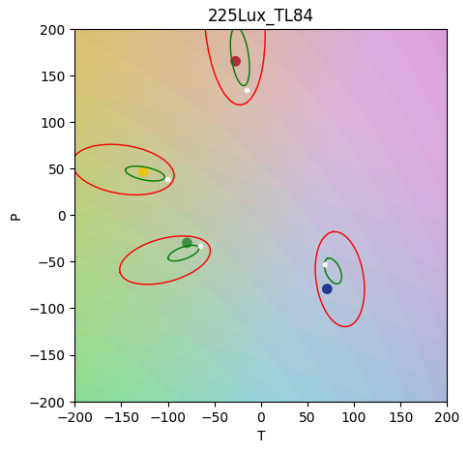
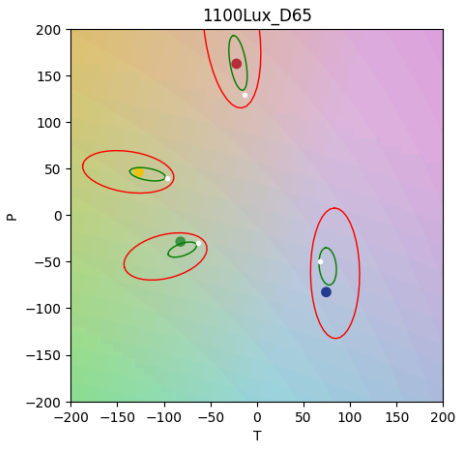
4.2.3.4 Color rendering - yellow, red, green and blue colors

Patches are measured in the ITP JND-scaled color space, derived from recommendation ITU-R BT.2124-0
The conversion to ITP JND-scaled color space uses Bradford adaptation from the white point measured in our labs to the D65 standard for each illuminant.
Patches references colors are computed from our calibrated laboratories. References colors are adapted to the measured luminance of each patch.

Illuminant	2700K (5 lux)	2700K (20 lux)	3000K (20 lux)	4000K (20 lux)	2700K (200 lux)	3000K (300 lux)	4000K (300 lux)	3000K (1000 lux)	4000K (1000 lux)	D65 (1000 lux)
Δtp patch 16	7.5	18.9	21.5	26.2	26.4	21.4	25.7	22	26.5	31.7
Δtp patch 15	5.7	24.6	25.2	23.6	32.6	32.5	29.5	34.4	31.2	28.9
Δtp patch 14	18.8	7.8	12.2	12.2	7.4	7.5	15.8	11.1	17.2	17.6
Δtp patch 13	29.1	8.3	11	15.9	3	15.1	23.4	15.3	22.4	29.3

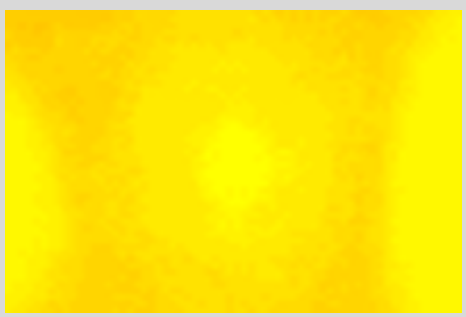






4.2.4 Color shading

4.2.4.0 Color shading in Daylight

			Red/Green map	Blue/Green map
Outdoor (1000 lux)	**Std Dev (%)**	0.8		

4.2.4.1 Color shading in A

			Red/Green map	Blue/Green map

Lowlight (20 lux)	**Std Dev (%)**	1.1		

4.2.4.2 Color shading in TL84

			Red/Green map	Blue/Green map
Indoor (300 lux)	**Std Dev (%)**	0.8		

4.2.4.3 Color shading in 3000K

			Red/Green map	Blue/Green map
Indoor (300 lux)	**Std Dev (%)**	1.3		

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Video - Autofocus

4.3.0 Scores

Autofocus
118

Autofocus scores per scene type

Lowlight	Indoor	Outdoor
123	126	106

4.3.1 Autofocus technical overview

Perceptual scores

	Lowlight	Indoor	Outdoor
Accuracy And Stability	10	10	8

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Video - Texture and noise

4.4.0 Scores

Texture	Noise
115	124

Texture scores per scene type

Lowlight	Indoor	Outdoor
97	115	128

Noise scores per scene type

Lowlight	Indoor	Outdoor
88	125	150

4.4.1 Texture technical overview

Objective measurements

Texture (Deadleaves and DMC charts)

The viewing conditions used for the acutance calculation is a screen of 55 inches of diagonal and a resolution of 4K viewed from 1 meter.

	Lighting condition	Outdoor	Indoor		Lowlight		
	Illuminant/Lux	Daylight (1000 lux)	4000K (300 lux)	LED (100 lux)	LED (20 lux)	LED (5 lux)	LED (1 lux)
Deadleaves Texture	Acutance (%)	95	95	88	68	60	48
Deadleaves Edge	Acutance (%)	92	91	90	74	55	43
DMC Texture	Detail preservation score	53.4	50.9	39.3	23.4	28.9	0

Texture (AFHDR Portrait Setups)

	Outdoor								
Illuminant/Lux	10000Lux_D55			1000Lux_D65					
ΔEV	0			0		4		7	
Motion	TP	SS	W	TP	SS	TP	SS	TP	SS
Diana Face Detail Score	59	59	57	61	56	64	50	62	58
Eugene Face Detail Score	72	72	71	74	72	77	76	77	76

	Indoor							
Illuminant/Lux	100Lux_LED4000K							
ΔEV	0			4			7	
Motion	TP	SS	W	TP	SS	W	TP	SS
Diana Face Detail Score	52	47	40	51	45	38	47	43
Eugene Face Detail Score	65	61	52	70	63	54	73	70

	Lowlight					
Illuminant/Lux	5Lux_LED2700K					
ΔEV	0			9		
Motion	TP	SS	W	TP	SS	W
Diana Face Detail Score	27	25	18	28	19	16
Eugene Face Detail Score	54	45	32	52	51	34

Motion abbreviations:

- TP: Tripod (Images shot with the device on a tripod.)
- SS: StillStand (Images shot with the device on a moving hexapod simulating a device hold with two hands.)
- W: Walk (Images shot with the device on a moving hexapod simulating a device hold while walking.)

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4.4.2 Noise technical overview

Objective measurements

Noise (Visual Noise Chart)

The viewing conditions used for the visual noise calculation is a screen of 55 inches of diagonal and a resolution of 4K viewed from 1 meter.

	Lighting condition	Outdoor	Indoor		Lowlight		
	Illuminant/Lux	Daylight (1000 lux)	4000K (300 lux)	LED (100 lux)	LED (20 lux)	LED (5 lux)	LED (1 lux)
Temporal analysis	Temporal Visual Noise (JND)	0.2	0.5	0.6	0.8	0.5	1.6
	Temporal Noise chromaticity ratio (%)	48	61	38	29	26	58
Spatial analysis	Visual Noise (JND)	2.7	2.9	3.1	3	3.1	5.8
	Noise chromaticity ratio (%)	6	6	4	6	11	15

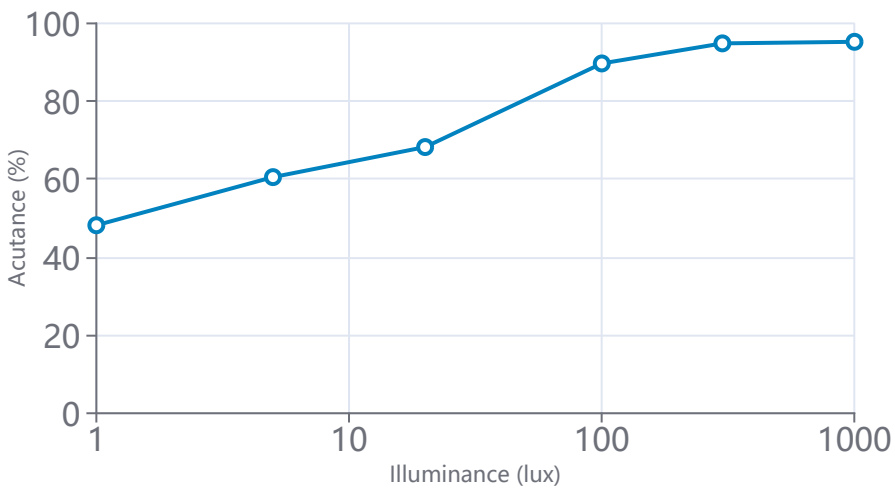
4.4.3 Texture noise perceptual scores

Perceptual scores

Texture			Noise		
Lowlight	Indoor	Outdoor	Lowlight	Indoor	Outdoor
5	5	6	6	8	10

4.4.1.0 Texture per lighting condition

This graph shows the evolution of acutance with the level of lux, on texture and edge, measured on a Deadleaves chart.



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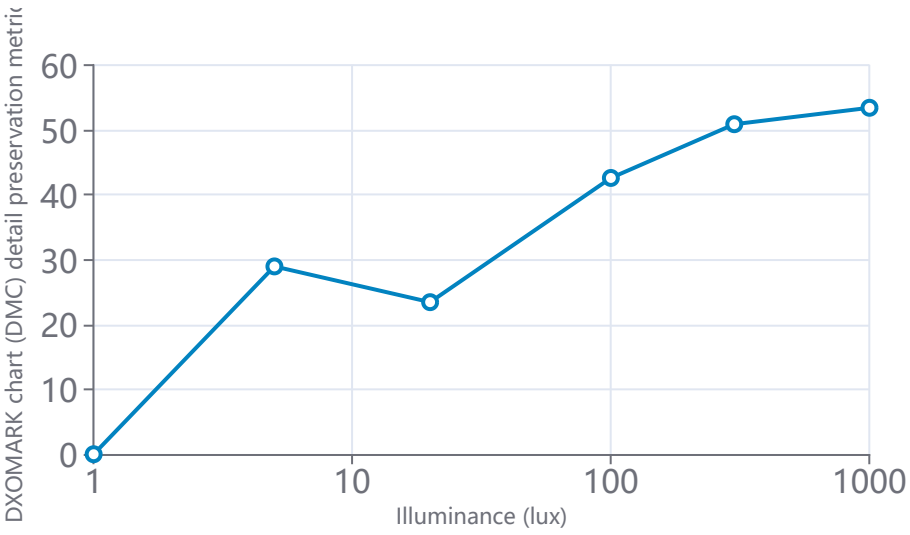
4.4.1.1 Detail preservation score on DMC chart crops per lighting condition

This graph shows the evolution of the DXOMARK chart (DMC) detail preservation score with the level of lux.
DXOMARK chart detail preservation metric is an AI-based texture analysis trained on 3 crops of the DXOMARK chart.
The 3 crops are 'portrait', 'banknotes' and 'colored texture'. The higher the score, the better the detail preservation.



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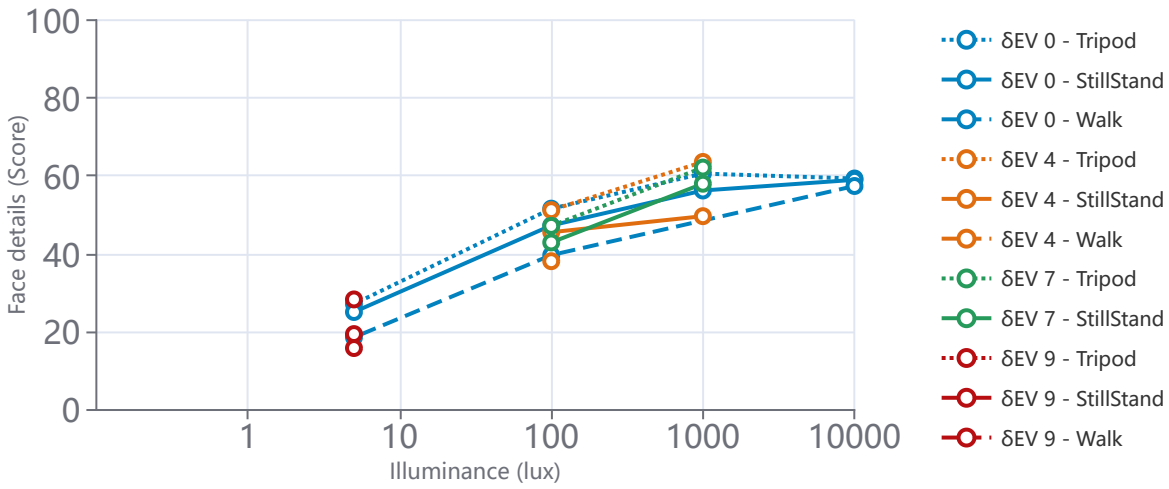
Video - Texture and noise

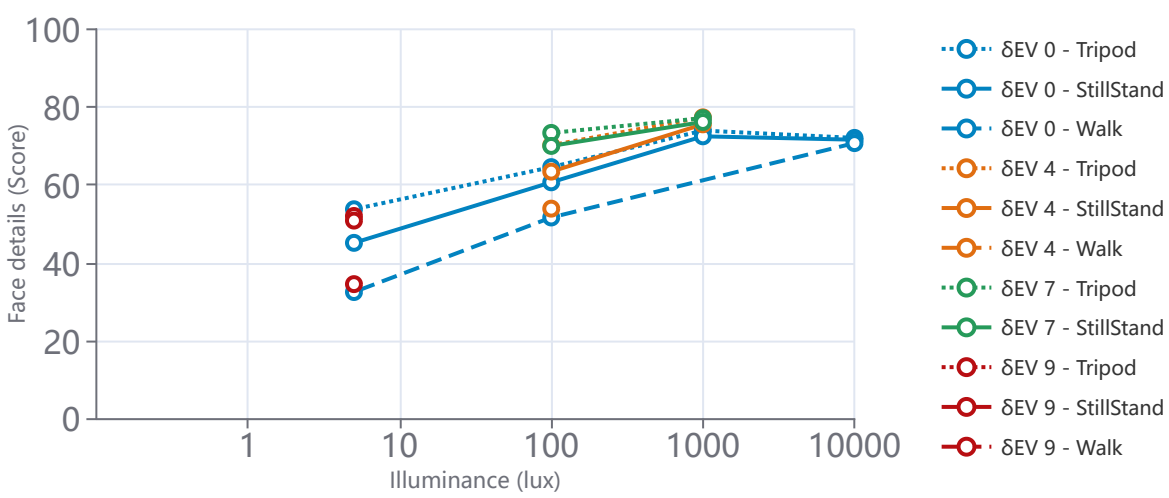
4.4.1.2 Face detail preservation per lighting condition

This graph shows the evolution of face details metric with respect to lighting condition. Face detail metric is a AI-based texture analysis performed on the realistic mannequin face in the DXOMARK AFHDR Portrait set-up. The metric is expressed in JOD (Just-Objectionable-Difference). The higher the metric the better the details preservation.A difference of 1 unit states that the probability of an image A being qualified as 'of better quality' than image B is 0.75.

AFHDR Portrait Diana Chart:



AFHDR Portrait Eugene Chart:



4.4.4 Texture and noise measurements

4.4.4.0 Daylight - 10000 lux

These tables show the face details preservation on the realistic mannequin of AFHDR Portrait at all EV conditions.

	AfhdrPortrait Diana			AfhdrPortrait Eugene		
ΔEV	**0**			**0**		
Motion	**TP**	**SS**	**W**	**TP**	**SS**	**W**
Face detail score	59	59	57	72	72	71

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Video - Texture and noise

4.4.4.1 Daylight - 1000 lux

This table shows texture and edge acutance statistics.

Texture		Edge	
Acutance	**St. dev.**	**Acutance**	**St. dev.**
95	0	92	0

These tables show the temporal visual noise and spatial visual noise statistics at L*=50.

Temporal visual noise			Spatial visual noise		
Temporal visual noise (JND)	**Luminance noise ratio (%)**	**Chromaticity noise ratio (%)**	**Temporal visual noise (JND)**	**Luminance noise ratio (%)**	**Chromaticity noise ratio (%)**
0.2	52	48	2.7	94	6

These tables show the face details preservation on the realistic mannequin of AFHDR Portrait at all EV conditions.

	AfhdrPortrait Diana						AfhdrPortrait Eugene					
ΔEV	**0**		**4**		**7**		**0**		**4**		**7**	
Motion	**TP**	**SS**	**TP**	**SS**	**TP**	**SS**	**TP**	**SS**	**TP**	**SS**	**TP**	**SS**
Face detail score	61	56	64	50	62	58	74	72	77	76	77	76

4.4.4.2 4000K - 300 lux

This table shows texture and edge acutance statistics.

Texture		Edge	
Acutance	**St. dev.**	**Acutance**	**St. dev.**
95	0	91	0

These tables show the temporal visual noise and spatial visual noise statistics at L*=50.

Temporal visual noise			Spatial visual noise		
Temporal visual noise (JND)	**Luminance noise ratio (%)**	**Chromaticity noise ratio (%)**	**Temporal visual noise (JND)**	**Luminance noise ratio (%)**	**Chromaticity noise ratio (%)**
0.5	39	61	2.9	94	6

4.4.4.3 LED2700K - 100 lux

This table shows texture and edge acutance statistics.

Texture		Edge	
Acutance	**St. dev.**	**Acutance**	**St. dev.**
88	1	90	0

These tables show the temporal visual noise and spatial visual noise statistics at L*=50.

Temporal visual noise			Spatial visual noise		
Temporal visual noise (JND)	**Luminance noise ratio (%)**	**Chromaticity noise ratio (%)**	**Temporal visual noise (JND)**	**Luminance noise ratio (%)**	**Chromaticity noise ratio (%)**
0.6	62	38	3.1	96	4

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4.4.4.4 LED4000K - 100 lux

These tables show the face details preservation on the realistic mannequin of AFHDR Portrait at all EV conditions.

	AfhdrPortrait Diana								AfhdrPortrait Eugene							
ΔEV	**0**			**4**			**7**		**0**			**4**			**7**	
Motion	**TP**	**SS**	**W**	**TP**	**SS**	**W**	**TP**	**SS**	**TP**	**SS**	**W**	**TP**	**SS**	**W**	**TP**	**SS**
Face detail score	52	47	40	51	45	38	47	43	65	61	52	70	63	54	73	70

4.4.4.5 LED - 20 lux

This table shows texture and edge acutance statistics.

Texture		Edge	
Acutance	**St. dev.**	**Acutance**	**St. dev.**
68	1	74	0

These tables show the temporal visual noise and spatial visual noise statistics at L*=50.

Temporal visual noise			Spatial visual noise		
Temporal visual noise (JND)	**Luminance noise ratio (%)**	**Chromaticity noise ratio (%)**	**Temporal visual noise (JND)**	**Luminance noise ratio (%)**	**Chromaticity noise ratio (%)**
0.8	71	29	3	94	6

4.4.4.6 LED - 5 lux

This table shows texture and edge acutance statistics.

Texture		Edge	
Acutance	**St. dev.**	**Acutance**	**St. dev.**
60	1	55	0

These tables show the temporal visual noise and spatial visual noise statistics at L*=50.

Temporal visual noise			Spatial visual noise		
Temporal visual noise (JND)	**Luminance noise ratio (%)**	**Chromaticity noise ratio (%)**	**Temporal visual noise (JND)**	**Luminance noise ratio (%)**	**Chromaticity noise ratio (%)**
0.5	74	26	3.1	89	11

These tables show the face details preservation on the realistic mannequin of AFHDR Portrait at all EV conditions.

	AfhdrPortrait Diana						AfhdrPortrait Eugene					
ΔEV	**0**			**9**			**0**			**9**		
Motion	**TP**	**SS**	**W**	**TP**	**SS**	**W**	**TP**	**SS**	**W**	**TP**	**SS**	**W**
Face detail score	27	25	18	28	19	16	54	45	32	52	51	34

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Camera Report
Video - Texture and noise

4.4.4.7 LED - 1 lux

This table shows texture and edge acutance statistics.

Texture		Edge	
Acutance	**St. dev.**	**Acutance**	**St. dev.**
48	1	43	1

These tables show the temporal visual noise and spatial visual noise statistics at L*=50.

Temporal visual noise			Spatial visual noise		
Temporal visual noise (JND)	**Luminance noise ratio (%)**	**Chromaticity noise ratio (%)**	**Temporal visual noise (JND)**	**Luminance noise ratio (%)**	**Chromaticity noise ratio (%)**
1.6	42	58	5.8	85	15

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Video - Artifacts

4.5.0 Scores

Artifacts
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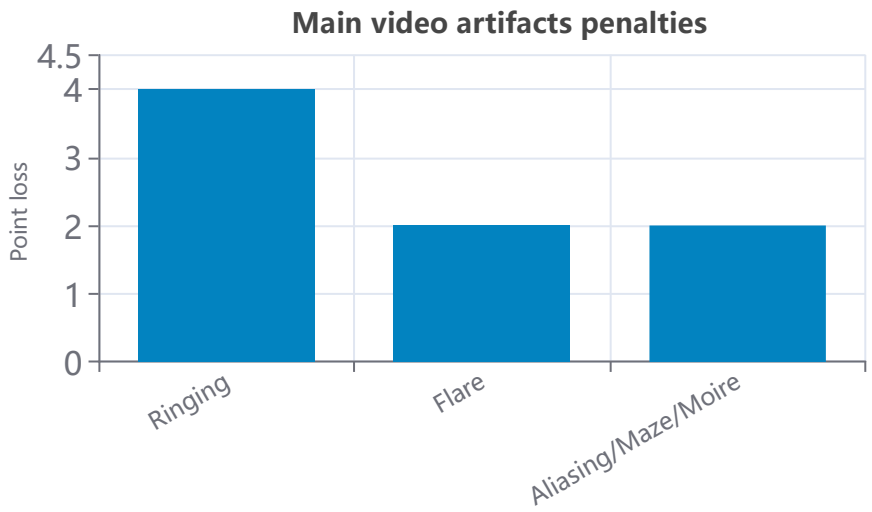
4.5.1 Artifacts technical overview



Objective measurements

	Maximum (%)	Penalty
Ringing intensity	30.8	3

	Minimum (fps)	Penalty
Minimal frame rate	30.4	0

Perceptual Penalty

Penalty by artifact:

Aliasing/Maze/Moire	2	Flickering	0
Color fringing	0	Ghosting	2
Color quantization	2	Hue shift near saturation	1
Distortion	0	Judder effect	0
Face rendering	0	Lens shading	0
Flare	2	Ringing	1

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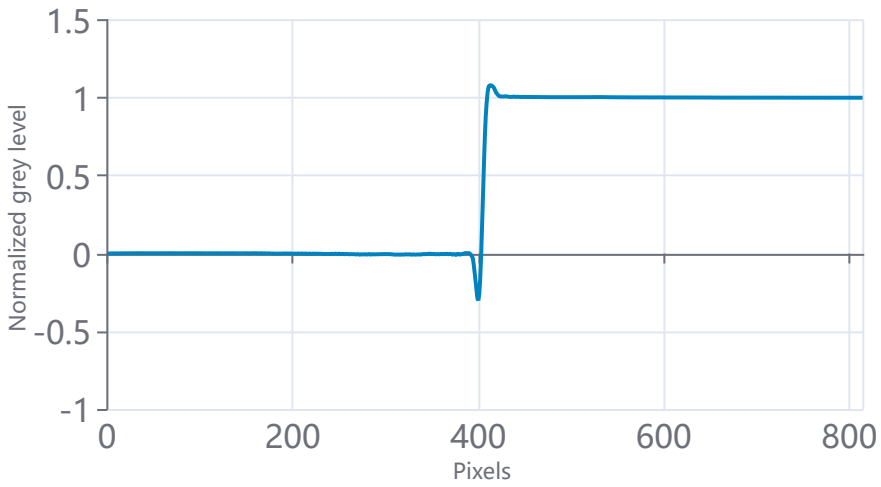
DxOMark
Camera Report
Video - Artifacts

4.5.2 Artifacts measurements

4.5.2.0 Ringing

This curve displays the normalized edge profile of the maximum ringing in the field.



4.5.2.1 Frame rate and frame time decomposition

These curves displays the reverse of the exposure time and the frame time as a function of the luminance.

Lux Level	1	5	10	20	100	300	1000	10000
Frame rate (fps)	30.4	60.9	60.9	60.9	61.5	61.5	61.5	60
Exposure Time (ms)	33	16	16	16	13	10	6	
Shutter Angle (°)	360	360	360	360	288	222	141	
Rolling shutter time (ms)	3	3	3	3	2	2	2	

4.5.3 Natural scene - perceptual scores

	Artifact score from 0 (worst) to 5 (best)	Penalty (points)
Aliasing/Maze/Moire	3.5	2
Color fringing	5	0
Color quantization	3.3	2
Distortion	5	0
Face rendering	5	0
Flare	3.5	2
Flickering	5	0
Ghosting	4.3	2
Hue shift near saturation	4.8	1
Judder effect	5	0
Lens shading	5	0
Ringing	3.9	1

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Video - Stabilization

4.6.0 Scores

Stabilization
122

Stabilization scores per scene type

Lowlight	Indoor	Outdoor
110	127	129

4.6.1 Stabilization technical overview

Motion compensation	
	Global
Static Motion	9
Walk Motion	8

Stabilization artifacts	
	Global
Change scene effect	10
Deformations and jello effect	10
Frame shift	10
Sharpness difference between frames	9

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Video - Zoom

4.7.0 Scores

	Score
Zoom	75
Wide	145
Tele	122

4.7.1 Zoom video technical overview

Objective measurements

Objective score per lighting condition for each measured full-frame equivalent focal length.

Equivalent focal length	16 mm	59 mm	72 mm	93 mm	149 mm
Zoom ratio	**0.5x**	**2.0x**	**2.4x**	**3.1x**	**5.0x**
UI Button	**True**	**True**	**False**	**False**	**True**
Outdoor	52	44	34	19	23
Indoor	12	24	9	1	8
Lowlight	41	15	3	1	1

Perceptual scores

Lowlight	Indoor	Outdoor
87	89	94

4.7.2 Objective measurements

AppleiPhone16ProMax
DxOMark
Camera Report
Video - Zoom

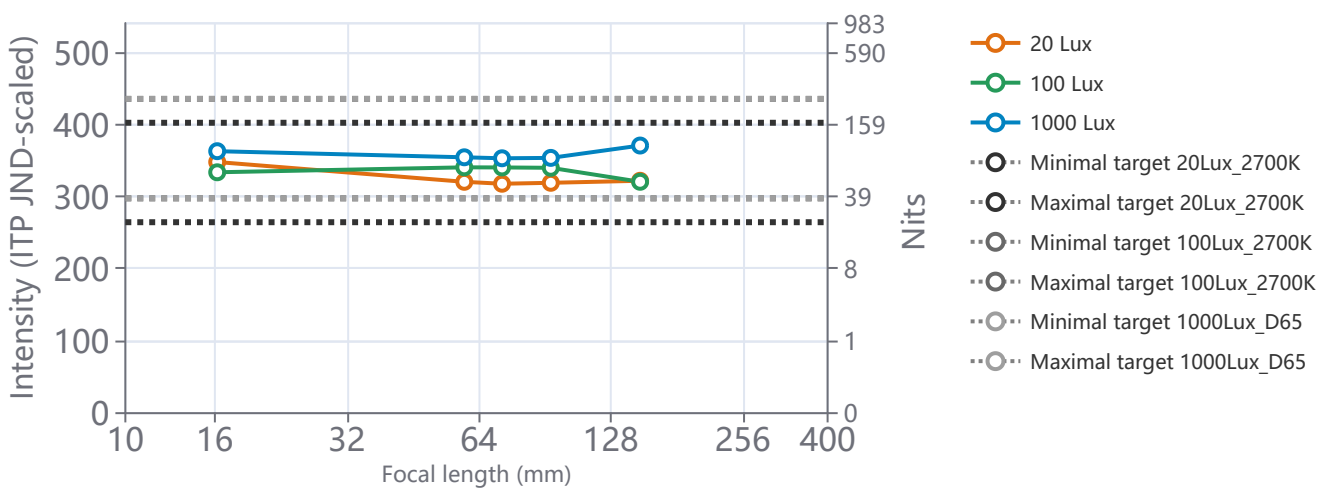
4.7.2.0 Fixel focal length video

4.7.2.0.0 Exposure

The target exposure value corresponds to the intensity (ITP JND-scaled) measured on the DXOMARK chart (DMC) portrait crop. The measurement is performed on the DMC portrait crop at different distances while zooming and keeping the same framing. The corresponding full-frame equivalent focal length is measured for each distance.
This table shows the maximum and average intensity values in JND for each measured focal length in alllighting conditions as well as the measurement standard deviation value.

	Equivalent focal length	16 mm	59 mm	72 mm	93 mm	149 mm
	Zoom ratio	0.5x	2.0x	2.4x	3.1x	5.0x
	UI Button	True	True	False	False	True
1000 lux (Outdoor)	Average	362.3	353.8	352.4	353	370.1
	Repeatability	0.5	0.4	0.3	1.6	0.3
100 lux (Indoor)	Average	333	339.9	339.7	339.2	319.9
	Repeatability	0.9	1	0.7	1.5	1.7
20 lux (Lowlight)	Average	347.2	319.8	317.1	318.4	321.3
	Repeatability	0.6	1.6	1.7	2.4	0.6

This graph shows the evolution of the intensity (ITP JND-scaled) measurement with respect to the level of lux formultiple lighting conditions. The x-axis represents the equivalent focal length measured for eachcorresponding shooting distance and the y-axis represents the average intensity value. Intensity target values areindicated for each lighting condition: for data points within this range the score is maximal.



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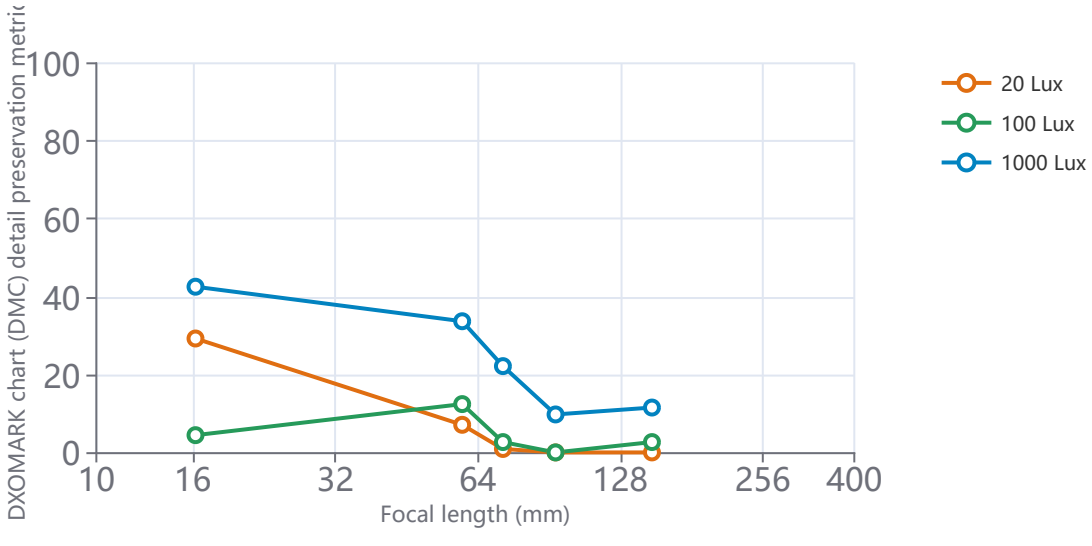
DxOMark
Camera Report
Video - Zoom

4.7.2.0.1 Details Preservation

DXOMARK chart (DMC) detail preservation score is derived from an AI-based metric trained to evaluate textureand details rendering on a selection of crops of our DMC. The measurement is performed on the DMC portraitcrop at different distances when zooming: the corresponding full-frame equivalent focal length is measured for each distance.
This table shows the best and average DMC details preservation score for each measured focal length in all lightconditions as well as the corresponding repeatability score.

	Equivalent focal length	16 mm	59 mm	72 mm	93 mm	149 mm
	Zoom ratio	0.5x	2.0x	2.4x	3.1x	5.0x
	UI Button	True	True	False	False	True
1000 lux (Outdoor)	Best	43	34	22	10	12
	Average	42	32	21	8	11
	Repeatability	96	93	94	92	97
100 lux (Indoor)	Best	4	12	3	0	3
	Average	3	10	2	0	1
	Repeatability	94	94	96	97	94
20 lux (Lowlight)	Best	29	7	1	0	0
	Average	25	5	0	0	0
	Repeatability	87	94	97	96	97

This graph shows the evolution of the DMC details preservation Score with respect to the full-frame equivalentfocal length for different lighting conditions. The x-axis represents the equivalent focal length measured foreach corresponding shooting distance and the y-axis represents the maximum details preservation metric score:higher value means better quality.



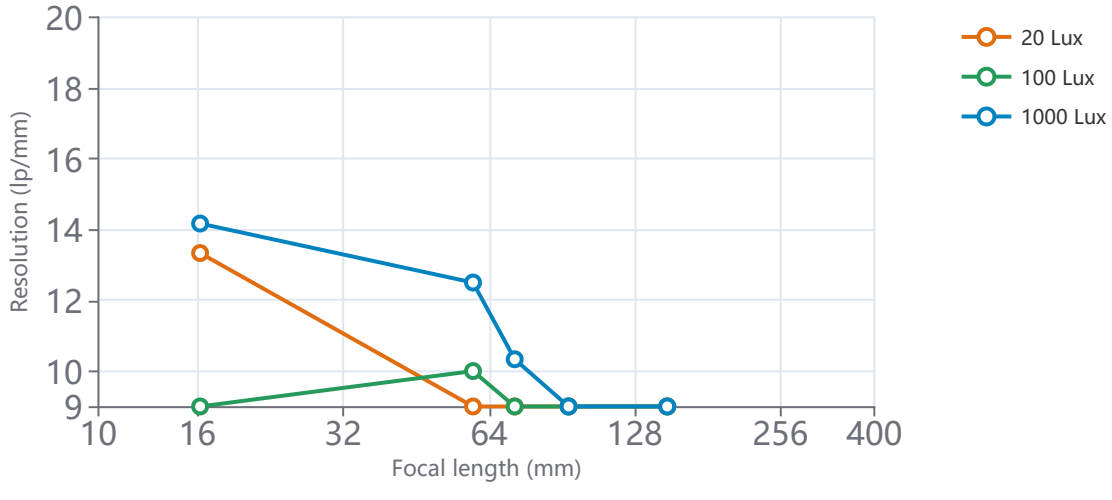
AppleiPhone16ProMax
DxOMark
Camera Report
Video - Zoom

4.7.2.0.2 Resolution

The resolution measurement corresponds to the resolved line pairs per millimeters measured on the banknotecrop of the DXOMARK chart (DMC). The value expands from 9 lp/mm (lowest quality) to 20 lp/mm (best quality). The measurement is performed on the DMC banknote crop at different distances when zooming: the correspondingfull-frame equivalent focal length is measured for each distance.
This table shows the maximum and average frequency of distinguishable line pairs measured in thehorizontal, vertical, and diagonal directions in line per millimeters unit as well as themeasurement standard deviation value.

	Equivalent focal length	16 mm	59 mm	72 mm	93 mm	149 mm
	Zoom ratio	0.5x	2.0x	2.4x	3.1x	5.0x
	UI Button	True	True	False	False	True
1000 lux (Outdoor)	Maximum	14.2	12.5	10.3	9	9
	Average	13.9	12.1	10	9	9
	Repeatability	0	0	0	0	0
100 lux (Indoor)	Maximum	9	10	9	9	9
	Average	9	9.6	9	9	9
	Repeatability	0	0	0	0	0
20 lux (Lowlight)	Maximum	13.3	9	9	9	9
	Average	12.6	9	9	9	9
	Repeatability	0	0	0	0	0

This graph shows the evolution of the resolution measurement with respect to the full-frame equivalent focal length for different lighting conditions. The x-axis represents the equivalent focal length measured for each corresponding shooting distance and the y-axis represents the maximum resolution measurement value.



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DxOMark
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Video - Zoom

4.7.2.1 Zoom-in video

4.7.2.1.0 Exposure

The target exposure value corresponds to the intensity (ITP JND-scaled) measured on the DXOMARK chart (DMC) portrait crop. The measurement is performed on the DMC portrait crop at different distances while zooming and keeping the same framing. The corresponding full-frame equivalent focal length is measured for each distance.
This table shows the maximum and average intensity values in JND for each measured focal length in alllighting conditions as well as the measurement standard deviation value.

	Equivalent focal length	72 mm	149 mm
	Zoom ratio	2.4x	5.0x
	UI Button	False	False
100 lux (Indoor)	Average	356.3	353.7
	Repeatability	0.7	1.7

This graph shows the evolution of the intensity (ITP JND-scaled) measurement with respect to the level of lux formultiple lighting conditions. The x-axis represents the equivalent focal length measured for eachcorresponding shooting distance and the y-axis represents the average intensity value. Intensity target values areindicated for each lighting condition: for data points within this range the score is maximal.

4.7.2.1.1 Details Preservation

DXOMARK chart (DMC) detail preservation score is derived from an AI-based metric trained to evaluate textureand details rendering on a selection of crops of our DMC. The measurement is performed on the DMC portraitcrop at different distances when zooming: the corresponding full-frame equivalent focal length is measured for each distance.
This table shows the best and average DMC details preservation score for each measured focal length in all lightconditions as well as the corresponding repeatability score.

	Equivalent focal length	72 mm	149 mm
	Zoom ratio	2.4x	5.0x
	UI Button	False	False
100 lux (Indoor)	Best	2.7	0
	Average	1.1	0
	Repeatability	95	97

This graph shows the evolution of the DMC details preservation Score with respect to the full-frame equivalentfocal length for different lighting conditions. The x-axis represents the equivalent focal length measured foreach corresponding shooting distance and the y-axis represents the maximum details preservation metric score:higher value means better quality.

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Video - Zoom

4.7.2.1.2 Resolution

The resolution measurement corresponds to the resolved line pairs per millimeters measured on the banknotecrop of the DXOMARK chart (DMC). The value expands from 9 lp/mm (lowest quality) to 20 lp/mm (best quality). The measurement is performed on the DMC banknote crop at different distances when zooming: the correspondingfull-frame equivalent focal length is measured for each distance.
This table shows the maximum and average frequency of distinguishable line pairs measured in thehorizontal, vertical, and diagonal directions in line per millimeters unit as well as themeasurement standard deviation value.

	Equivalent focal length	72 mm	149 mm
	Zoom ratio	2.4x	5.0x
	UI Button	False	False
100 lux (Indoor)	Maximum	9	9
	Average	9	9
	Repeatability	0	0

This graph shows the evolution of the resolution measurement with respect to the full-frame equivalent focal length for different lighting conditions. The x-axis represents the equivalent focal length measured for each corresponding shooting distance and the y-axis represents the maximum resolution measurement value.

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Illuminants - Photo setups

5.1.0 Photo - Illuminants correspondence tables per setup

Here are the real illuminants (from ALS or MLS) corresponding to the generic illuminants used in the Photo part of this report.

5.1.1 AFHDR

Generic lighting condition	Lighting condition used in this report
1Lux_H_EV_0	1Lux_SME_H_EV_0
5Lux_2700K_EV_0	5Lux_LED2700K_EV_0
20Lux_2700K_EV_0	20Lux_LED2700K_EV_0
100Lux_4000K_EV_0	100Lux_LED4000K_EV_0
300Lux_4000K_EV_0	300Lux_LED4000K_EV_0
1000Lux_D65_EV_0	1000Lux_SME_D65_EV_0
100Lux_4000K_EV_2	100Lux_LED4000K_EV_2
1000Lux_D65_EV_2	1000Lux_SME_D65_EV_2
20Lux_2700K_EV_4	20Lux_LED2700K_EV_4
100Lux_4000K_EV_4	100Lux_LED4000K_EV_4
1000Lux_D65_EV_4	1000Lux_SME_D65_EV_4
20Lux_2700K_EV_7	20Lux_LED2700K_EV_7
100Lux_4000K_EV_7	100Lux_LED4000K_EV_7
1000Lux_D65_EV_7	1000Lux_SME_D65_EV_7

5.1.2 DMC

Generic lighting condition	Lighting condition used in this report
5Lux_2700K	5Lux_SME_A
20Lux_2700K	20Lux_SME_A
100Lux_2700K	100Lux_SME_A
300Lux_2700K	300Lux_SME_A
20Lux_4000K	20Lux_SME_TL84
100Lux_4000K	100Lux_SME_TL84
300Lux_4000K	300Lux_SME_TL84
1000Lux_4000K	1000Lux_SME_TL84
1000Lux_D65	1000Lux_SME_D65
1Lux_H	1Lux_SME_H

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Illuminants - Photo setups

5.1.3 ColorChecker

Generic lighting condition	Lighting condition used in this report
5Lux_3000K	5Lux_SME_TL83
5Lux_2700K	5Lux_SME_A
5Lux_H	5Lux_SME_H
20Lux_3000K	20Lux_SME_TL83
20Lux_4000K	20Lux_SME_TL84
20Lux_2700K	20Lux_SME_A
20Lux_H	20Lux_SME_H
100Lux_3000K	100Lux_SME_TL83
100Lux_4000K	100Lux_SME_TL84
100Lux_D65	100Lux_SME_D65
100Lux_2700K	100Lux_SME_A
300Lux_3000K	300Lux_SME_TL83
300Lux_4000K	300Lux_SME_TL84
300Lux_D65	300Lux_SME_D65
300Lux_2700K	300Lux_SME_A
1000Lux_3000K	1000Lux_SME_TL83
1000Lux_4000K	1000Lux_SME_TL84
1000Lux_D65	1000Lux_SME_D65

5.1.4 Greychart

Generic lighting condition	Lighting condition used in this report
20Lux_3000K	20Lux_SME_TL83
20Lux_4000K	20Lux_SME_TL84
20Lux_2700K	20Lux_SME_A
20Lux_H	20Lux_SME_H
300Lux_3000K	300Lux_SME_TL83
300Lux_4000K	300Lux_SME_TL84
300Lux_D65	300Lux_SME_D65
300Lux_2700K	300Lux_SME_A
1000Lux_3000K	1000Lux_SME_TL83
1000Lux_4000K	1000Lux_SME_TL84
1000Lux_D65	1000Lux_SME_D65

5.1.5 AFHDR Portrait Eugene

Generic lighting condition	Lighting condition used in this report
5Lux_2700K_EV_0	5Lux_LED2700K_EV_0
100Lux_4000K_EV_0	100Lux_LED4000K_EV_0
1000Lux_D65_EV_0	1000Lux_SME_D65_EV_0
100Lux_4000K_EV_4	100Lux_LED4000K_EV_4
1000Lux_D65_EV_4	1000Lux_SME_D65_EV_4
100Lux_4000K_EV_7	100Lux_LED4000K_EV_7
1000Lux_D65_EV_7	1000Lux_SME_D65_EV_7
5Lux_2700K_EV_9	5Lux_LED2700K_EV_9

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5.1.6 DMC Photo Zoom

Generic lighting condition	Lighting condition used in this report
5Lux_2700K	5Lux_SME_A
20Lux_2700K	20Lux_SME_A
100Lux_4000K	100Lux_SME_TL84
1000Lux_D65	1000Lux_SME_D65

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Illuminants - Video setups

5.2.0 Video - Illuminants correspondence tables per setup

Here are the real illuminants (from ALS or MLS) corresponding to the generic illuminants used in the Video part of this report.

5.2.1 DMC

Generic lighting condition	Lighting condition used in this report
1Lux_2700K	1Lux_LED2600K
5Lux_2700K	5Lux_LED2600K
20Lux_2700K	20Lux_LED2600K
100Lux_2700K	100Lux_LED2600K
100Lux_4000K	100Lux_TL84
300Lux_4000K	300Lux_TL84
1000Lux_D65	1000Lux_D65

5.2.2 Deadleaves

Generic lighting condition	Lighting condition used in this report
1Lux_2700K	1Lux_LED2600K
5Lux_2700K	5Lux_LED2600K
20Lux_2700K	20Lux_LED2600K
100Lux_2700K	100Lux_LED2600K
100Lux_4000K	100Lux_TL84
300Lux_4000K	300Lux_TL84
1000Lux_D65	1000Lux_D65

5.2.3 Visual Noise

Generic lighting condition	Lighting condition used in this report
1Lux_2700K	1Lux_LED2600K
5Lux_2700K	5Lux_LED2600K
20Lux_2700K	20Lux_LED2600K
100Lux_2700K	100Lux_LED2600K
100Lux_4000K	100Lux_TL84
300Lux_4000K	300Lux_TL84
1000Lux_D65	1000Lux_D65

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5.2.4 ColorChecker

Generic lighting condition	Lighting condition used in this report
2700K	LED2600K
3000K	TL83
4000K	TL84
D65	D65

5.2.5 Greychart

Generic lighting condition	Lighting condition used in this report
2700K	2800K
3000K	TL83
4000K	TL84
D65	D65

5.2.6 Timing

Generic lighting condition	Lighting condition used in this report
1Lux_H	1Lux_H
5Lux_H	5Lux_H
10Lux_2700K	10Lux_A
20Lux_2700K	20Lux_A
100Lux_2700K	100Lux_A
300Lux_4000K	300Lux_TL84
1000Lux_D65	1000Lux_D65

5.2.7 DMC Video Zoom

Generic lighting condition	Lighting condition used in this report
20Lux_2700K	20Lux_LED2600K
100Lux_2700K	100Lux_LED2600K
1000Lux_D65	1000Lux_D65