Projector calibration

When do I use "flat screen", "curved screen" or "any surface" for projector calibration?

The following calibration modes represent different mathematical models for scanning and calibration. Thus it is quite important to select the correct one. Basically, their names tell already the configuration they are dedicated for:

Flat screen / fast scanning: Camera-based method for flat screens and slightly curved screens. (Examples: projection screens. solid flat walls, ceiling or floors)

Curved screen / fast scanning: Camera-based method for any kind of curved screens, spherical screens and domes. (Examples: lanetariums, event domes, cylindrical panoramas, 360 panoramas, trancated domes, semispheres etc)

Any surface / detailed scanning: Camera-based method for any kind of uneven and complex surfaces. Required a very clear image of the testing patterns filmed by the camera. Requires quite long time for scanning and is intended for experienced users. (Examples: rock surface, uneven walls or buildings, textrured and uneven surfaces)

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