

Backlighting Depth Guide

How much space each EOS system needs between the light source and the face material



Backlighting depth is the distance from the face of the light source to the back of the face material (fabric, stone, acrylic, glass, onyx and similar). Too little depth shows hot spots, seams or stripes. LightSlab needs none: the stone sits right on it. Side views below are drawn to the same scale, light shining up to the face.

LightSlab

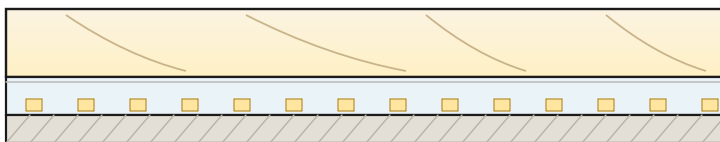
Field-cuttable LED backlight panel

0"

no gap

Place the stone, onyx, resin or glass **directly on top** of the LightSlab. No setback is needed. The panel is only 3/8" (10 mm) thick, with a diffuser built in.

Stone, onyx, resin or glass



0"

LightSlab 3/8" (10 mm) on wall / substrate

LightPaper

Thin, flexible LED sheet

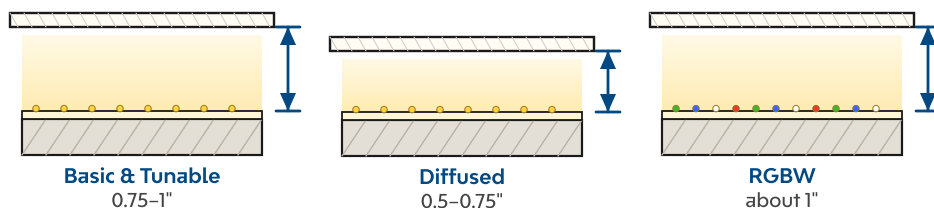
0.5–1"

13–25 mm

Basic & Tunable White: 0.75–1" (19–25 mm)

Diffused: 0.5–0.75" (13–19 mm), the shallowest

RGBW: about 1" (25 mm)



Basic & Tunable
0.75–1"

Diffused
0.5–0.75"

RGBW
about 1"

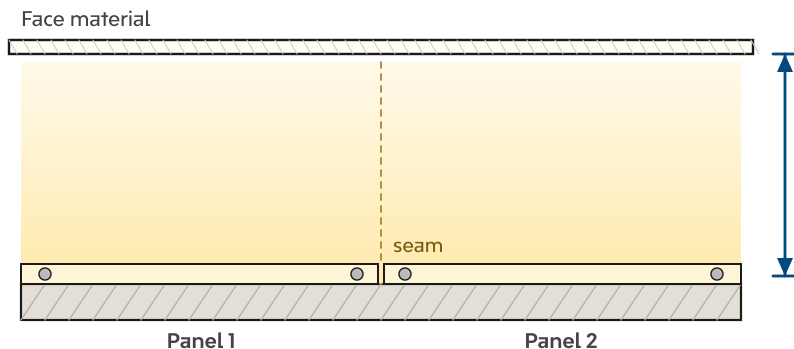
LightPanels

Single or multiple panels

0–2.5"

0–64 mm

Depending on the translucency of the face material. With a single panel, the material can sit right on the panel. With multiple panels, use more depth so the seams and mounting points don't show through.



Panel 1

Panel 2

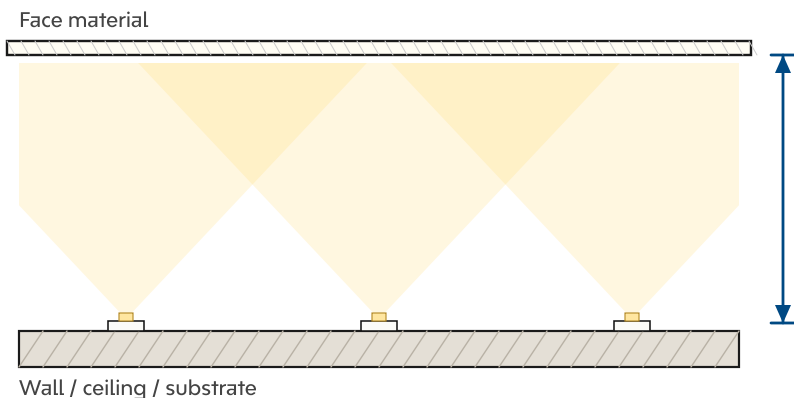
Strata

LED Strip Matrix

min. 3"

76 mm

Rows of LED strips 2-3/4" (70 mm) apart. At 3" the light from each row overlaps the next, so large stretch-fabric walls and ceilings glow evenly with no stripes.



Wall / ceiling / substrate

Depth depends on the face material. Thickness, density and translucency all change the depth needed for an even glow. Always mock up your project with samples before placing an order. Send a sample of your face material to your EOS representative and we'll confirm the right depth.