

## Computer and handheld screens

Designation	Usage	W	(px)	H	Aspect ratio			Total pixels
					Storage	Display	Pixel	
0.26K1	<u>Microvision</u>	16	×	16	1:1	1:1	1:1	256
0.46K1	<u>Timex Datalink USB</u> <sup>[1][2]</sup>	42	×	11	42:11	1:1	5:9	462
1.02K1	<u>PocketStation</u>	32	×	32	1:1	1:1	1:1	1,024
1.2K3	<u>Etch A Sketch Animator</u>	40	×	30	4:3	4:3	1:1	1,200
1.34K1	<u>Epson RC-20</u> <sup>[3]</sup>	42	×	32	42:32	1:1	0.762	1,344
1.54K2	<u>GameKing I (GM-218), VMU</u>	48	×	32	3:2	3:2	1:1	1,536
2K3	Ever DOS computers	80	×	25	80:25	4:3	0.417	2,000
2.4K2	<u>Etch A Sketch Animator 2000</u>	60	×	40	3:2	3:2	1:1	2,400
2.88K5	<u>Thumby (console)</u>	72	×	40	9:5	7:5	0.778	2,880
4.03K7:4	<u>Nokia 3210 and many other early Nokia Phones</u>	84	×	48	7:4	2:1	1.143	4,032
4.1K1	<u>Hartung Game Master</u>	64	×	64	1:1	1:1	1:1	4,096
4.25K3	Ever DOS computers 2x	170	×	25	170:25	4:3	0.196	4,250
4.61K1	Field Technology CxMP smart watch <sup>[2]</sup>	72	×	64	72:64	1:1	0.889	4,608
4.61K1	<u>Montblanc e-Strap</u> <sup>[4]</sup>	128	×	36	128:36	1:1	0.281	4,608
4.8K1	<u>Epoch Game Pocket Computer</u>	75	×	64	75:64	1:1	1:1.171875	4,800
0.01M3.75	<u>Entex Adventure Vision</u>	150	×	40	150:40	3.75	1:1	6,000
0.01M2	<u>First graphing calculators: Casio fx-7000G, TI-81</u>	96	×	64	3:2	3:2	1:1	6,144
0.01M2	<u>Pokémon Mini</u>	96	×	64	3:2	3:2	1:1	6,144
0.01M2	<u>TRS-80</u>	128	×	48	128:48	3:2	0.563	6,144
0.01M2	Early Nokia colour screen phones	96	×	65	96:65	3:2	1.016	6,240
0.01MA	<u>Ruputer</u>	102	×	64	102:64	8:5	1.004	6,528
0.01M2	<u>Pokémon Mini</u>	108	×	70	108:70	3:2	0.972	7,560
0.01M4	Sony Ericsson T68i, T300, T310 and other early colour and	101	×	80	101:80	5:4	0.99	8,080

Designation	Usage	W (px)	H	Aspect ratio			Total pixels
				Storage	Display	Pixel	
	black&white screen phones						
0.01M2:1	<u>Arduboy</u>	128	× 64	2:1	2:1	1:1	8,192
0.01M1	MetaWatch Strata & Frame watches	96	× 96	1:1	1:1	1:1	9,216
0.01M2	<u>Pokémon Mini</u>	128	× 96	4:3	3:2	1.125	12,288
0.02M3.75	<u>Atari Portfolio, TRS-80 Model 100</u>	240	× 64	240:64	3.75	1:1	15,360
0.02M3	<u>Atari ST 256 color</u>	160	× 100	8:5	4:3	0.833	16,000
0.02MA	<u>Atari Lynx</u>	160	× 102	160:102	8:5	1.02	16,320
0.02M1	Sony SmartWatch, Sifteo cubes, early color screen phones (square display), <u>PICO-8</u>	128	× 128	1:1	1:1	1:1	16,384
0.02M0.8	Samsung feature phones, e.g., <u>Samsung SGH-S150G</u> and other feature phones such as <u>MobiWire Nakai</u>	128	× 160	128:160	4:5	1:1	20,480
<u>QQVGA</u>	Quarter Quarter VGA: <u>Nintendo Game Boy Advance LoRes</u>	160	× 120	4:3	4:3	1:1	19,200
0.02M1.111	<u>Nintendo Game Boy (GB), Game Boy Color (GBC); Sega Game Gear (GG)</u>	160	× 144	160:144	10:9	1:1	23,040
0.02M0.857	<u>Pebble E-Paper Watch</u>	144	× 168	144:168	6:7	1:1	24,192
0.02M1.053	<u>Neo Geo Pocket Color</u>	160	× 152	160:152	20:19	1:1	24,320
0.03M1	<u>Palm LoRes</u>	160	× 160	1:1	1:1	1:1	25,600
0.03M3	<u>Apple II HiRes (6 color) and Apple IIe Double HiRes (16 color), grouping subpixels</u>	140	× 192	140:192	4:3	1.828	26,880
0.03M3	<u>VIC-II multicolor, IBM PCjr 16-color,</u>	160	× 200	160:200	4:3	5:3	32,000

Designation	Usage	W (px)	H	Aspect ratio			Total pixels
				Storage	Display	Pixel	
	<u>Amstrad CPC 16-color</u>						
0.03M3	<u>Atari ST 64 color</u>	320 × 100		320:100	4:3	0.417	32,000
0.03M9	<u>WonderSwan</u>	224 × 144		14:9	14:9	1:1	32,256
0.04M13:11	<u>Nokia Series 60 smartphones (Nokia 7650, plus First and Second Edition models only)</u>	208 × 176		13:11	13:11	1:1	36,608
<u>HQVGA</u>	<u>Half QVGA: Nintendo Game Boy Advance</u>	240 × 160		3:2	3:2	1:1	38,400
0.04M4	<u>Older Java MIDP devices like Sony Ericsson K600</u>	220 × 176		5:4	5:4	1:1	38,720
0.04M3	<u>Acorn BBC 20 column modes</u>	160 × 256		160:256	4:3	2.133	40,960
0.04M3	<u>Apple II HiRes 3 colors</u>	180 × 248		180:248	4:3	1.837	44,640
0.04M1	<u>Nokia 5500 Sport, Nokia 6230i, Nokia 8800</u>	208 × 208		1:1	1:1	1:1	43,264
0.05M3	<u>TMS9918 modes 1 (e.g. TI-99/4A) and 2, ZX Spectrum, MSX, Sega Master System, Nintendo DS (each screen)</u>	256 × 192		4:3	4:3	1:1	49,152
0.05M3	<u>Apple II HiRes (1 bit per pixel)</u>	280 × 192		280:192	4:3	0.914	53,760
0.05M3	<u>MSX2</u>	256 × 212		256:212	4:3	1.104	54,272
0.06M1	<u>Samsung Gear Fit</u>	432 × 128		432:128	1:1	0.296	55,296
0.06M3	<u>Nintendo Entertainment System, Super Nintendo Entertainment System, Sega Mega Drive</u>	256 × 224		256:224	4:3	7:6	57,344
0.06M1	<u>Apple iPod Nano 6G, Palm (PDA)</u>	240 × 240		1:1	1:1	1:1	57,600
0.06M3	<u>PlayStation (e.g. Rockman Complete Works)</u>	256 × 240		256:240	4:3	5:4	61,440
0.06M6	<u>Atari 8-bit family PAL</u>	320 × 192		5:3	5:3	1:1	61,440

Designation	Usage	W	(px)	H	Aspect ratio			Total pixels
					Storage	Display	Pixel	
0.06M5:3	Atari 8-bit family NTSC	320	×	192	5:3	50:35	6:7	61,440
Color Graphics Adapter (CGA)	CGA 4-color, ATM 16 color, Atari ST 16 color, Nintendo 64 LoRes, Commodore 64, Nintendo Game Boy Advance, HiRes VIC-II Hires, Amiga OCS NTSC Lowres, Apple IIGS LoRes, MCGA, Amstrad CPC 4-color	320	×	200	8:5	4:3	0.833	64,000
0.07M1	Elektronika BK	256	×	256	1:1	1:1	1:1	65,536
0.07M3	Sinclair QL	256	×	256	1:1	4:3	4:3	65,536
0.07M2	UIQ 2.x based smartphones	320	×	208	320:208	3:2	0.975	66,560
0.07M2	Sega Mega Drive, Sega Nomad, Neo Geo AES	320	×	224	10:7	3:2	1.05	71,680
QVGA	Quarter VGA: Apple iPod Nano 3G, Nintendo Entertainment System HiRes, Super Nintendo Entertainment System, PlayStation, Nintendo 64, GameCube, Nintendo DS (each screen), Nintendo 3DS (lower screen)	320	×	240	4:3	4:3	1:1	76,800
0.08M4	Acorn BBC 40 column modes, Amiga OCS PAL Lowres	320	×	256	5:4	5:4	1:1	81,920
0.08M3	GameCube	320	×	256	5:4	4:3	1.066	81,920
0.09M3	Capcom CP System (CPS, CPS2, CPS3) arcade system boards	384	×	224	384:224	4:3	0.778	86,016
0.09M3	PlayStation (e.g. <i>X-Men vs. Street Fighter</i> )	368	×	240	368:240	4:3	0.869	88,320
0.09M3	Super Nintendo Entertainment System	372	×	240	17:11	4:3	0.86	89,280

Designation	Usage	W (px)	H	Aspect ratio			Total pixels
				Storage	Display	Pixel	
0.09M9	Apple iPod Nano 5G	376	× 240	376:240	14:9	0.993	90,240
0.09M0.8	Apple Watch 38mm	272	× 340	272:340	4:5	1:1	92,480
WQVGA	Wide QVGA: <i>Common on Windows Mobile 6 handsets</i> , Nintendo 3DS (upper screen in 2D mode), Playdate (console)	400	× 240	5:3	5:3	1:1	96,000
0.1M3	Timex Sinclair 2068, Timex Computer 2048	512	× 192	512:192	4:3	0.5	98,304
0.1M3	IGS PolyGame Master arcade system board	448	× 224	2:1	4:3	0.667	100,352
0.1M1	Palm (PDA) HiRes, Samsung Galaxy Gear	320	× 320	1:1	1:1	1:1	102,400
WQVGA	Wide QVGA: Apple iPod Nano 7G	432	× 240	9:5	9:5	1:1	103,680
0.11M3	Apple IIe Double Hires (1 bit per pixel) <sup>[5]</sup>	560	× 192	560:192	4:3	0.457	107,520
0.11M2	TurboExpress	400	× 270	400:270	3:2	1.013	108,000
0.11M3	MSX2	512	× 212	512:212	4:3	0.552	108,544
0.11M3	Common Intermediate Format	384	× 288	4:3	4:3	1:1	110,592
WQVGA*	Variant used commonly for portable DVD players, digital photo frames, GPS receivers and devices such as the Kenwood DNX-5120 and Glospace SGK-70; often marketed as "16:9"	480	× 234	480:234	16:9	0.866	112,320
qSVGA	Quarter SVGA: Super Nintendo Entertainment System <i>Selectable in some PC shooters</i>	400	× 300	4:3	4:3	1:1	120,000
0.12M3	Teletext and Viewdata 40×25	480	× 250	480:250	4:3	0.694	120,000

Designation	Usage	W (px)	H	Aspect ratio			Total pixels
				Storage	Display	Pixel	
	character screens (PAL non-interlaced)						
0.12M0.8	Apple Watch 42mm	312 ×	390	312:390	4:5	1:1	121,680
0.12M3	PlayStation (e.g. <i>Tekken</i> and <i>Tekken 2</i> )	512 ×	240	512:240	4:3	0.625	122,880
0.13M3	Amiga OCS NTSC Lowres interlaced	320 ×	400	320:400	4:3	5:3	128,000
Color Graphics Adapter (CGA)	Atari ST 4 color, ATM, CGA mono, Amiga OCS NTSC Hires, Apple IIGS HiRes, Nokia Series 80 smartphones, Amstrad CPC 2-color	640 ×	200	640:200	4:3	0.417	128,000
0.13M9	Sony PlayStation Portable, Zune HD, Neo Geo X	480 ×	272	480:272	16:9	1.007	130,560
0.13M2:1	Elektronika BK, <i>Poly-Play</i>	512 ×	256	2:1	2:1	1:1	131,072
0.13M3	Sinclair QL	512 ×	256	2:1	4:3	0.667	131,072
0.15M13:11	Nokia Series 60 smartphones (E60, E70, N80, N90)	416 ×	352	13:11	13:11	1:1	146,432
HVGA	Palm Tungsten T3, Apple iPhone, HTC Dream, Palm (PDA) HiRES+	480 ×	320	3:2	3:2	1:1	153,600
HVGA	Handheld PC	640 ×	240	640:240	8:3	1:1	153,600
0.15M3	PlayStation, GameCube	640 ×	240	640:240	4:3	0.5	153,600
0.16M3	Acorn BBC 80 column modes, Amiga OCS PAL Hires	640 ×	256	640:256	4:3	0.533	163,840
0.18M2	Black & white Macintosh (9")	512 ×	342	512:342	3:2	1.002	175,104
0.18M3	PlayStation (e.g. <i>Tekken 3</i> ) (interlaced)	368 ×	480	368:480	4:3	1.739	176,640
0.19M3	Sega Model 1 (e.g. <i>Virtua Fighter</i> ) and Model 2 (e.g. <i>Daytona USA</i> ) arcade system boards	496 ×	384	496:384	4:3	1.032	190,464

Designation	Usage	W (px)	H	Aspect ratio			Total pixels
				Storage	Display	Pixel	
0.19M6	Nintendo 3DS (upper screen in 3D mode: 2× 400 × 240, one for each eye)	800	× 240	800:240	5:3	0.5	192,000
0.2M3	Macintosh LC (12")/Color Classic (also selectable in many PC shooters)	512	× 384	4:3	4:3	1:1	196,608
0.2M2:1	Nokia Series 90 smartphones (7700, 7710)	640	× 320	2:1	2:1	1:1	204,800
EGA	Enhanced Graphics Adapter, Apple Macintosh	640	× 350	640:350	4:3	0.729	224,000
0.23M9	nHD, used by Nokia 5800, Nokia 5530, Nokia X6, Nokia N97, Nokia N8 <sup>[6]</sup>	640	× 360	16:9	16:9	1:1	230,400
0.24M3	Teletext and Viewdata 40×25 character screens (PAL interlaced)	480	× 500	480:500	4:3	1.389	240,000
0.25M3	Namco System 12 arcade system board (e.g. Soulcalibur, Tekken 3, Tekken Tag Tournament) (interlaced)	512	× 480	512:480	4:3	5:4	245,760
0.25M3	HGC	720	× 348	720:348	4:3	0.644	250,560
0.25M3	MDA	720	× 350	720:350	4:3	0.648	252,000
0.26M3	Atari ST mono, Amiga OCS NTSC Hires interlaced	640	× 400	8:5	4:3	0.833	256,000
0.26M3	Apple Lisa	720	× 364	720:364	4:3	0.674	262,080
0.28M2.273	Nokia E90 Communicator	800	× 352	800:352	25:11	1:1	281,600
0.29M4	Some older monitors	600	× 480	5:4	5:4	1:1	288,000
VGA	Video Graphics Array:MCGA (in monochrome), Nintendo 3DS lower screen HiRes, GameCube, Sun-1 color,	640	× 480	4:3	4:3	1:1	307,200

Designation	Usage	W (px)	H	Aspect ratio			Total pixels
				Storage	Display	Pixel	
	PlayStation (e.g. Tobal No.1 and Ehrgeiz), Nintendo 64, (e.g. various Expansion Pak enhanced games), 6th Generation Consoles, Nintendo Wii						
0.32M3	Atari ST 1 bit per pixel	640 ×	500	32:25	4:3	1.041	320,000
0.33M3	Amiga OCS PAL Hires interlaced	640 ×	512	5:4	4:3	1.066	327,680
WVGA	Wide VGA	768 ×	480	8:5	8:5	1:1	368,640
WGA	Wide VGA: List of mobile phones with WVGA display	800 ×	480	5:3	5:3	1:1	384,000
W-PAL	Wide PAL	848 ×	480	848:480	16:9	1.006	407,040
FWVGA	List of mobile phones with FWVGA display	854 ×	480	854:480	16:9	0.999	409,920
SVGA	Super VGA Nintendo Wii, Nintendo 64 HiRes, GameCube HiRes	800 ×	600	4:3	4:3	1:1	480,000
qHD	Quarter FHD: AACS ICT, HRHD, Motorola Atrix 4G, Sony XEL-1 <sup>[7]</sup>	960 ×	540	16:9	16:9	1:1	518,400
0.52M3	Apple Macintosh Half Megapixel <sup>[8]</sup>	832 ×	624	4:3	4:3	1:1	519,168
0.52M9	PlayStation Vita (PSV)	960 ×	544	960:544	16:9	1.007	522,240
0.59M9	PAL 16:9	1024 ×	576	16:9	16:9	1:1	589,824
DVGA	Double VGA: Apple iPhone 4S, <sup>[9][10]</sup> 4th Generation iPod Touch <sup>[11]</sup>	960 ×	640	3:2	3:2	1:1	614,400
WSVGA	Wide SVGA: 10" netbooks	1024 ×	600	1024:600	16:9	1.041	614,400
0.66MA	Close to WSVGA	1024 ×	640	8:5	8:5	1:1	655,360
0.69M3	Panasonic DVCPRO100 for 50/60 Hz	960 ×	720	4:3	4:3	1:1	691,200



Designation	Usage	W (px)	H	Aspect ratio			Total pixels
				Storage	Display	Pixel	
	over 720p - SMPTE Resolution						
0.73M9	Apple iPhone 5, iPhone 5S, iPhone 5C, iPhone SE (1st)	1136	× 640	1136:640	16:9	1.001	727,040
0.73M9	Occasional Chromebook resolution with 96 DPI; see HP Chromebook 14A G5.	1138	× 640	16:9	16:9	0.999	728,320
<u>XGA</u>	Extended Graphics Array: Common on 14"/15" TFTs and the Apple iPad	1024	× 768	4:3	4:3	1:1	786,432
0.82M3	<u>Sun-1 monochrome</u>	1024	× 800	32:25	4:3	1.041	819,200
0.83MA	<i>Supported by some GPUs, monitors, and games</i>	1152	× 720	8:5	8:5	1:1	829,440
0.88M2	Apple PowerBook G4 (original Titanium version)	1152	× 768	3:2	3:2	1:1	884,736
<u>WXGA</u>	Wide XGA: Minimum, 720p Nintendo Wii U, Nintendo Switch HDTV	1280	× 720	16:9	16:9	1:1	921,600
0.93M3	<u>NeXT MegaPixel Display</u>	1120	× 832	1120:832	4:3	0.99	931,840
<u>WXGA</u>	Wide XGA: Average, BrightView Nintendo Wii U, Nintendo Switch	1280	× 768	5:3	5:3	1:1	983,040
<u>XGA+</u>	Apple XGA <sup>[note 2]</sup>	1152	× 864	4:3	4:3	1:1	995,328
1M9	Apple iPhone 6, iPhone 6S, iPhone 7, iPhone 8, iPhone SE (2nd)	1334	× 750	1334:750	16:9	0.999	1,000,500
<u>WXGA</u>	Wide XGA: Maximum Nintendo Wii U, Nintendo Switch	1280	× 800	8:5	8:5	1:1	1,024,000
1.04M32:25	Sun-2 Prime Monochrome	1152	× 900	32:25	32:25	1:1	1,036,800

Designation	Usage	W (px)	H	Aspect ratio			Total pixels
				Storage	Display	Pixel	
	or Color Video, also common in Sun-3 and Sun-4 workstations						
1.05M1:1	Network Computing Devices	1024	× 1024	1:1	1:1	1:1	1,048,576
WXGA HD	Standardized HDTV 720p/1080i displays or "HD ready", used in most cheaper notebooks Nintendo Wii U	1366	× 768	1366:768	16:9	0.999	1,049,088
1.09M2	Apple PowerBook G4	1280	× 854	1280:854	3:2	1.001	1,093,120
SXGA−	Super XGA "Minus":	1280	× 960	4:3	4:3	1:1	1,228,800
1.23M2.083	Sony VAIO P series	1600	× 768	1600:768	25:12	1:1	1,228,800
1.3M0.9	HTC Vive (per eye)	1080	× 1200	1080:1200	9:10	1:1	1,296,000
WSXGA	Wide SXGA	1440	× 900	8:5	8:5	1:1	1,296,000
WXGA+	Wide XGA+	1440	× 900	8:5	8:5	1:1	1,296,000
SXGA	Super XGA	1280	× 1024	5:4	5:4	1:1	1,310,720
1.38M2	Apple PowerBook G4	1440	× 960	3:2	3:2	1:1	1,382,400
HD+	900p Nintendo Wii U, Nintendo Switch	1600	× 900	16:9	16:9	1:1	1,440,000
SXGA+	Super XGA Plus, Lenovo Thinkpad X61 Tablet	1400	× 1050	4:3	4:3	1:1	1,470,000
1.47M5	Similar to A4 paper format (~123 dpi for A4 size)	1440	× 1024	1440:1024	7:5	0.996	1,474,560
1.56M3	HDV 1080i	1440	× 1080	4:3	4:3	1:1	1,555,200
1.64M10	SGI 1600SW	1600	× 1024	25:16	25:16	1:1	1,638,400
WSXGA+	Wide SXGA+	1680	× 1050	8:5	8:5	1:1	1,764,000
1.78M9	Available in some monitors	1776	× 1000	1776:1000	16:9	1.001	1,776,000
UXGA	Ultra XGA:Lenovo Thinkpad T60	1600	× 1200	4:3	4:3	1:1	1,920,000
2.05M4	Sun3 Hi-res monochrome	1600	× 1280	5:4	5:4	1:1	2,048,000
FHD	Full HD:1080 HDTV (1080i, 1080p)	1920	× 1080	16:9	16:9	1:1	2,073,600

Designation	Usage	W (px)	H	Aspect ratio			Total pixels
				Storage	Display	Pixel	
	Nintendo Wii U, Nintendo Switch)						
2.07M1	Windows Mixed Reality headsets (per eye)	1440 × 1440	1:1	1:1	1:1	1:1	2,073,600
DCI 2K	DCI 2K	2048 × 1080	2048:1080	1.90:1	1.002		2,211,840
WUXGA	Wide UXGA	1920 × 1200	8:5	8:5	1:1		2,304,000
QWXGA	Quad WXGA, 2K	2048 × 1152	16:9	16:9	1:1		2,359,296
2.41M3	<i>Supported by some GPUs, monitors, and games</i>	1792 × 1344	4:3	4:3	1:1		2,408,448
FHD+	Full HD Plus:Microsoft Surface 3	1920 × 1280	3:2	3:2	1:1		2,457,600
2.46M2.10:1	Samsung Galaxy S10e, Xiaomi Mi A2 Lite, Huawei P20 Lite	2280 × 1080	2.10:1	2.10:1	1:1		2,462,400
2.53M2.167	Samsung Galaxy A8s, Xiaomi Redmi Note 7, Honor Play	2340 × 1080	19½:9	19½:9	1:1		2,527,200
2.58M3	<i>Supported by some GPUs, monitors, and games</i>	1856 × 1392	4:3	4:3	1:1		2,583,552
2.59M09?	Samsung Galaxy A70, Samsung Galaxy S21/+, Xiaomi Redmi Note 9S, default for many 3200x1440 phones <sup>[12]</sup>	2400 × 1080	20:9	20:9	1:1		2,592,000
2.59M4	<i>Supported by some GPUs, monitors, and games</i>	1800 × 1440	5:4	5:4	1:1		2,592,000
CWSXGA	NEC CRV43, <sup>[13]</sup> Ostendo CRVD, <sup>[14]</sup> Alienware Curved Display <sup>[15][16]</sup>	2880 × 900	2880:900	16:5	1:1		2,592,000
2.59M9	HTC Vive, Oculus Rift (both eyes)	2160 × 1200	9:5	9:5	1:1		2,592,000
2.62MA	<i>Supported by some GPUs, monitors, and games</i>	2048 × 1280	8:5	8:5	1:1		2,621,440

Designation	Usage	W (px)	H	Aspect ratio			Total pixels	
				Storage	Display	Pixel		
<u>TXGA</u>	Tessellar XGA	1920	×	1400	1920:1400	7:5	1.021	2,688,000
2.72M1A	Motorola One Vision, Motorola One Action and Sony Xperia 10 IV	2520	×	1080	21:9	21:9	1:1	2,721,600
2.74M2.165	Apple iPhone X, iPhone XS and iPhone 11 Pro	2436	×	1125	2436:1125	2.165	1:1	2,740,500
2.74M1AD	Aviolo Optix SuperWide 235 projector <sup>[17]</sup>	2538	×	1080	2.35:1	2.35:1	1.017	2,741,040
2.76M3	Supported by some GPUs, monitors, and games	1920	×	1440	4:3	4:3	1:1	2,764,800
UW-FHD	UltraWide FHD:Cinema TV from Philips and Vizio, Dell UltraSharp U2913WM, ASUS MX299Q, NEC EA294WMi, Philips 298X4QJAB, LG 29EA93, AOC Q2963PM	2560	×	1080	21:9	21:9	1:1	2,764,800
3.11M2	Microsoft Surface Pro 3	2160	×	1440	3:2	3:2	1:1	3,110,400
<u>QXGA</u>	Quad XGA:iPad (3rd Generation), iPad Mini (2nd Generation)	2048	×	1536	4:3	4:3	1:1	3,145,728
3.32MA	Maximum resolution of the Sony GDM-FW900, Hewlett Packard A7217A and the Retina Display MacBook	2304	×	1440	8:5	8:5	1:1	3,317,760
3.39MA	Surface Laptop	2256	×	1504	3:2	8:5	1.067	3,393,024
<u>WQHD</u>	Wide Quad HD:Dell UltraSharp U2711, Dell XPS One 27, Apple iMac	2560	×	1440	16:9	16:9	1:1	3,686,400
3.74M9	Available in some monitors	2576	×	1450	16:9	16:9	1:1	3,735,200
3.98M3	Supported by some displays	2304	×	1728	4:3	4:3	1:1	3,981,312

Designation	Usage	W (px)	H	Aspect ratio			Total pixels
				Storage	Display	Pixel	
	and graphics cards <sup>[18][19]</sup>						
<u>WQXGA</u>	Wide QXGA: Apple Cinema HD 30, Apple 13" MacBook Pro Retina Display, Dell Ultrasharp U3011, Dell 3007WFP, Dell 3008WFP, Gateway XHD3000, Samsung 305T, HP LP3065, HP ZR30W, Nexus 10	2560	× 1600	8:5	8:5	1:1	4,096,000
4.15M2:1	LG G6, LG V30, Pixel 2 XL, HTC U11+, Windows Mixed Reality headsets (both eyes)	2880	× 1440	2:1	2:1	1:1	4,147,200
Infinity Display	Samsung Galaxy S8, S8+, S9, S9+, Note 8	2960	× 1440	18½:9	18½:9	1:1	4,262,400
4.35M2	Chromebook Pixel	2560	× 1700	3:2	3:2	1:1	4,352,000
4.61M1.422	Pixel C	2560	× 1800	64:45	64:45	1:1	4,608,000
4.67M9	Lenovo Thinkpad W541	2880	× 1620	16:9	16:9	1:1	4,665,600
4.92M3	Max. CRT resolution, supported by the Viewsonic P225f and some graphics cards	2560	× 1920	4:3	4:3	1:1	4,915,200
Ultra-Wide QHD	LG, Samsung, Acer, HP and Dell UltraWide monitors	3440	× 1440	21:9	21:9	1:1	4,953,600
4.99M2	Microsoft Surface Pro 4	2736	× 1824	3:2	3:2	1:1	4,990,464
5.18MA	Apple 15" MacBook Pro Retina Display	2880	× 1800	8:5	8:5	1:1	5,184,000
5.53M2	Microsoft Surface Pro X	2880	× 1920	3:2	3:2	1:1	5,529,600
<u>QSXGA</u>	Quad SXGA:	2560	× 2048	5:4	5:4	1:1	5,242,880
5.6M3	iPad Pro 12.9"	2732	× 2048	4:3	4:3	0.999	5,595,136
<u>WQXGA+</u>	Wide QXGA+: HP Envy TouchSmart 14, Fujitsu	3200	× 1800	16:9	16:9	1:1	5,760,000

Designation	Usage	W (px)	H	Aspect ratio			Total pixels
				Storage	Display	Pixel	
	Lifebook UH90/L, Lenovo Yoga 2 Pro						
QSXGA+	Quad SXGA+:	2800 × 2100		4:3	4:3	1:1	5,880,000
5.9MA	Apple 16" MacBook Pro Retina Display	3072 × 1920		8:5	8:5	1:1	5,898,240
3K	Microsoft Surface Book, Huawei MateBook X Pro <sup>[20]</sup>	3000 × 2000		3:2	3:2	1:1	6,000,000
UW4K	Ultra-Wide 4K:	3840 × 1600		2.35:1	21:9	0.988	6,144,000
WQSXGA	Wide QSXGA:	3200 × 2048		25:16	25:16	1:1	6,553,600
7M2	Microsoft Surface Book 2 15"	3240 × 2160		3:2	3:2	1:1	6,998,400
DQHD	Dual Quad HD: Philips 499P9H, Dell U4919DW, Samsung C49RG94SSU	5120 × 1440		32:9	32:9	1:1	7,372,800
QUXGA	Quad UXGA:	3200 × 2400		4:3	4:3	1:1	7,680,000
4K UHD-1	4K Ultra HD 1:2160p, 4000-lines UHDTV (4K UHD)	3840 × 2160		16:9	16:9	1:1	8,294,400
DCI 4K	DCI 4K:	4096 × 2160		1.90:1	1.90:1	1.002	8,847,360
WQUXGA	Wide QUXGA:IBM T221	3840 × 2400		8:5	8:5	1:1	9,216,000
9.44M9	LG Ultrafine 21.5, Apple 21.5" iMac 4K Retina Display	4096 × 2304		16:9	16:9	1:1	9,437,184
UW5K (WUHD)	Ultra-Wide 5K:21:9 aspect ratio TVs	5120 × 2160		21:9	21:9	1:1	11,059,200
11.29M9	Apple 24" iMac 4.5K Retina Display	4480 × 2520		16:9	16:9	1:1	11,289,600
HXGA	Hex XGA:	4096 × 3072		4:3	4:3	1:1	12,582,912
13.5M2	Surface Studio	4500 × 3000		3:2	3:2	1:1	13,500,000
5K	Dell UP2715K, LG Ultrafine 27, Apple 27" iMac 5K Retina Display, Apple Studio Display	5120 × 2880		16:9	16:9	1:1	14,745,600
WHXGA	Wide HXGA:	5120 × 3200		8:5	8:5	1:1	16,384,000
HSXGA	Hex SXGA:	5120 × 4096		5:4	5:4	1:1	20,971,520
6K	Apple 32" Pro Display	6016 × 3384		16:9	16:9	1:1	20,358,144

Designation	Usage	W (px)	H	Aspect ratio			Total pixels
				Storage	Display	Pixel	
	XDR <sup>[21]</sup> 6K Retina Display						
WHSXGA	Wide HSXGA:	6400 × 4096		25:16	25:16	1:1	26,214,400
HUXGA	Hex UXGA:	6400 × 4800		4:3	4:3	1:1	30,720,000
—		6480 × 3240		2:1	2:1	1:1	20,995,200
8K UHD-2	8K Ultra HD 2:4320p, 8000-lines UHDTV (8K UHD), Dell UltraSharp UP3218K 32" 8K	7680 × 4320		16:9	16:9	1:1	33,177,600
WHUXGA	Wide HUXGA:	7680 × 4800		8:5	8:5	1:1	36,864,000
8K Full Format	DCI 8K:	8192 × 4320		1.90:1	1.90:1	1.002	35,389,440
—		8192 × 4608		16:9	16:9	1:1	37,748,736
UW10K	Ultra-Wide 10K:	10240 × 4320		21:9	21:9	1:1	44,236,800
8K Fulldome	8K Fulldome	8192 × 8192		1:1	1:1	1:1	67,108,864
16K	16K	15360 × 8640		16:9	16:9	1:1	132,710,400
16K Full Format	DCI 16K	16384 × 8640		16384:8640	1.90:1	1.002	141,557,760

Television and media