## **Multiview Technology**

## Early Capture Impact on PSA Grades — Analysis & What∎If Scenarios

Date: October 4, 2025

Standard: Multiview Grading Standards v1\_4 (Strict+)

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## Mechanisms of Distortion (Harsh Lighting & >2 Angles)

Category	Mechanism	Net Bias Direction	Typical Effect
Geometry / Flatness	Shadow gradients mimic bow/concavity	Down	Curvature % overestimation; cap at ≤8.0
Coating Uniformity	Specular hot spots & falloff	Down	Inflated luminance variance; unevenness penalty
Surface Integrity	High contrast reveals micro■pock noise	Down	Apparent pock density increase
Corners	Edge highlights appear as chips/rounding	Down	0.1–0.3 subgrade reduction
Edges	Ridge shadowing interpreted as compression	Down	0.1–0.3 subgrade reduction

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