AR Headsets

Tue, July 7 (Week 3)

Computer Display Color System

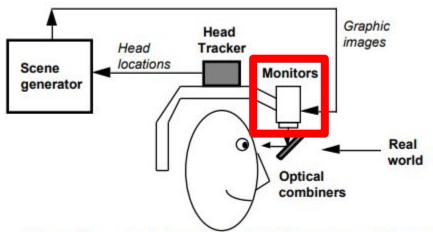
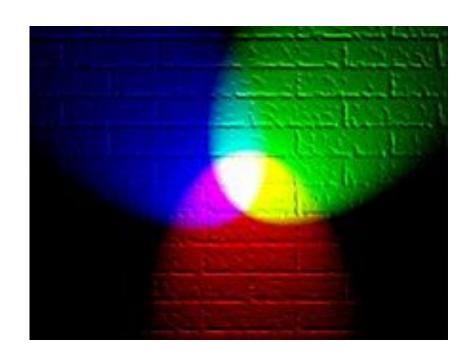
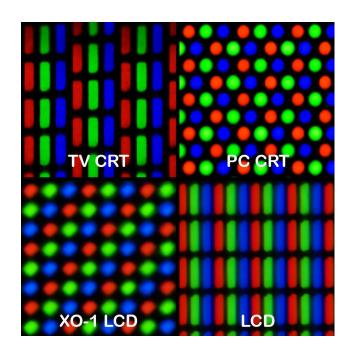


Figure 11: Optical see-through HMD conceptual diagram

Computer Display Color System





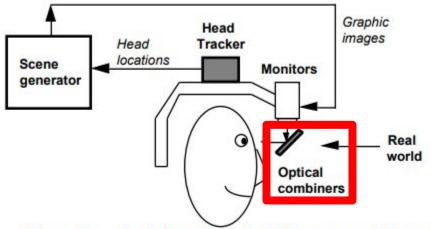


Figure 11: Optical see-through HMD conceptual diagram

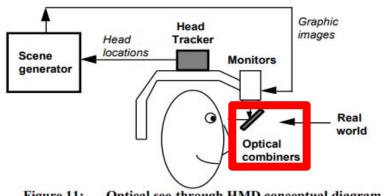
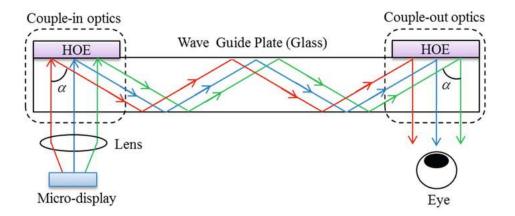
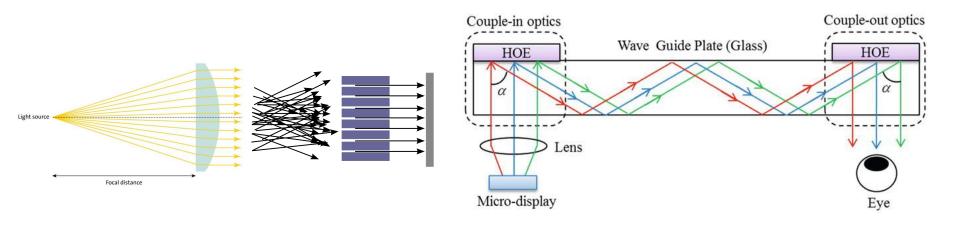
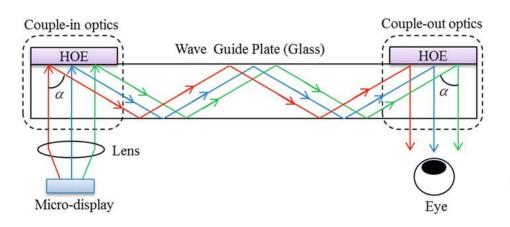


Figure 11: Optical see-through HMD conceptual diagram







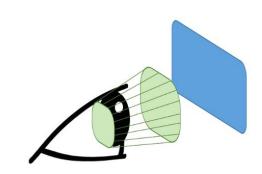
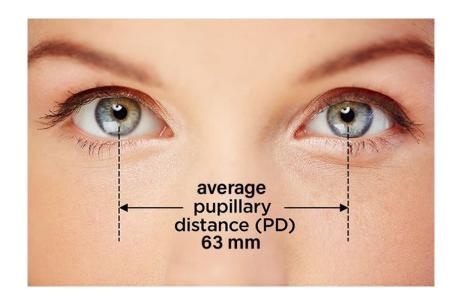


Figure: Eye (black) inside the eye box (green) in front of a display (blue)

Interpupillary Distance & Binocular Disparity

From collimated lights, pixels are angles, not positions.

Same angles with larger interpupillary distance (IPD) mean longer distances.



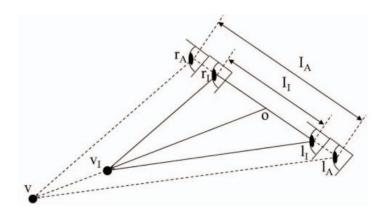
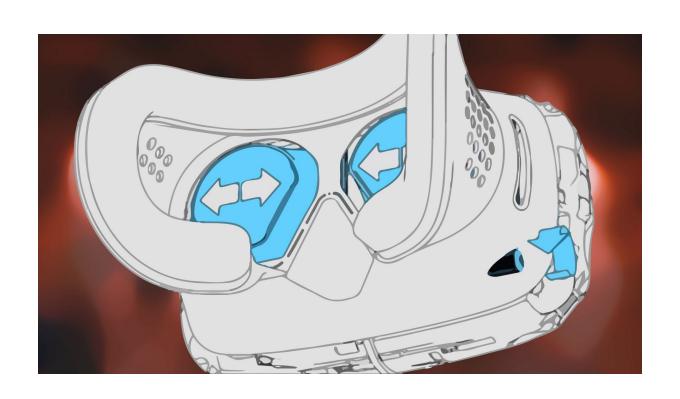


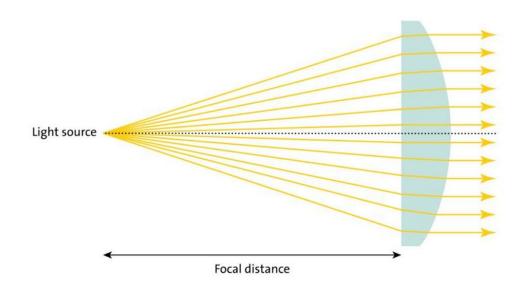
Figure 2: The triangular similarity for an initialized interpupillary distance (IPD) $I_I (= |\overline{l_I r_I}|)$ and an actual IPD $I_A (= |\overline{l_A r_A}|)$.

IPD & VR Headsets



The Problem with Focal Length

In most cases, an optical device with lenses can have only one focal length.

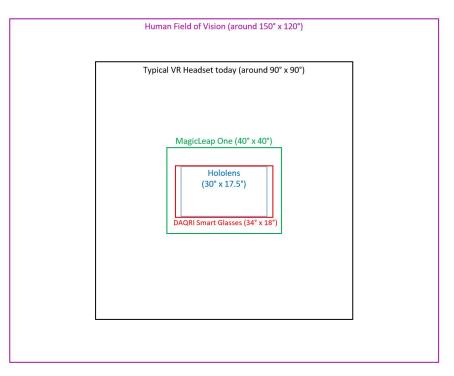


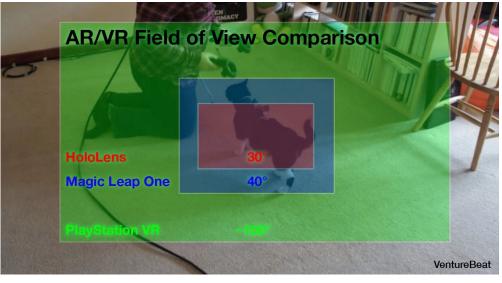
The Problem with Focal Length

In most cases, an optical device with lenses can have only one focal length.

Different binocular disparity, but same focal length...

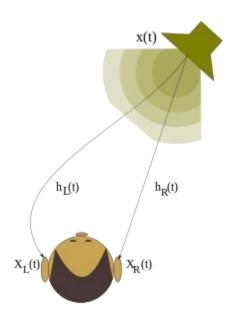
Field of View





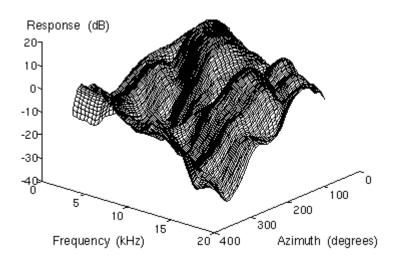
Spatial Sound

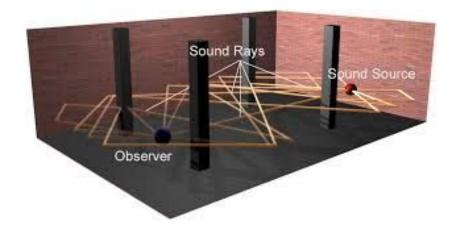
Head-related transfer function (HRTF)



Spatial Sound

HRTF is a complicated function that depends on frequencies of sound, the positions of the source and listener, and the structure and material of the surrounding space...





Regarding the Focal Length Problem

Project North Star	HoloLens 1	Magic Leap 1
1 Focal Length (≈ 0.5 m)	1 Focal Length (≈ 2 m)	2 Focal Lengths (≈1 or 3 m)
\$300 (2018)	\$3000 (2015)	\$2300 (2018)

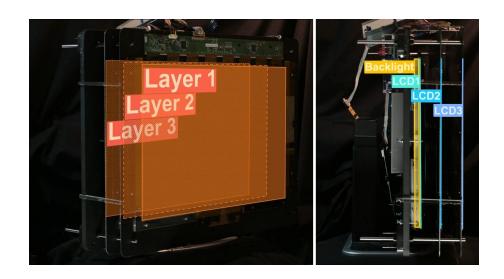






Light Field Display

A possible improvement for displays, in terms of focal lengths, but in the future yet.





https://youtu.be/itSjM_OzVtA