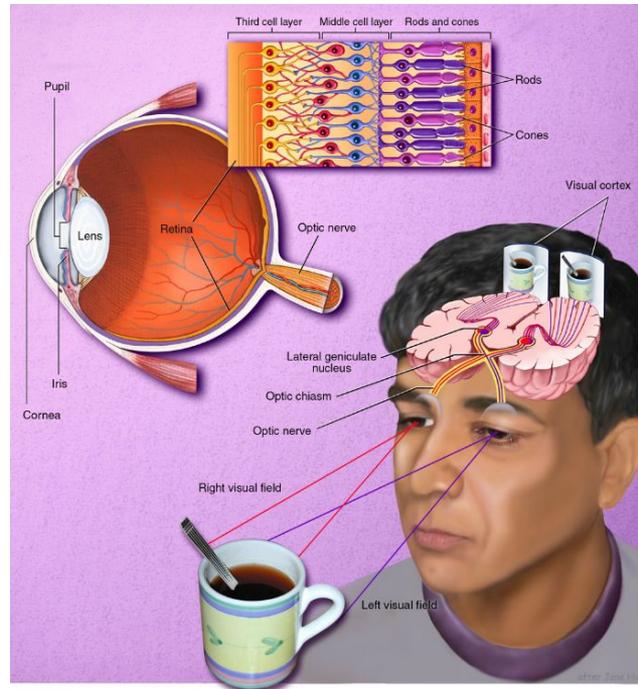


Human Vision System

Tue, July 7 (Week 3)

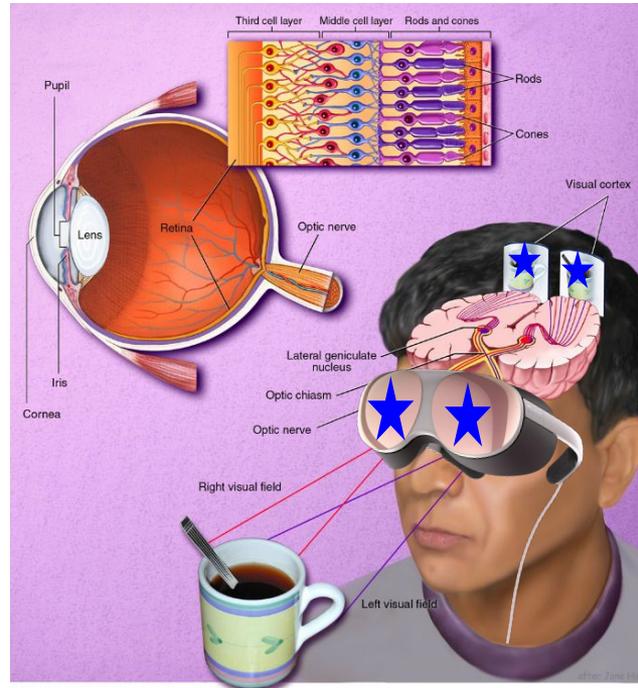
Human Vision System for AR Headsets

Overall Goal: Make a display that adds light in a way that fools human vision.



Human Vision System for AR Headsets

Overall Goal: Make a display that adds light in a way that fools human vision.



Human Vision System for AR Headsets

Specific Targets:

Color Perception

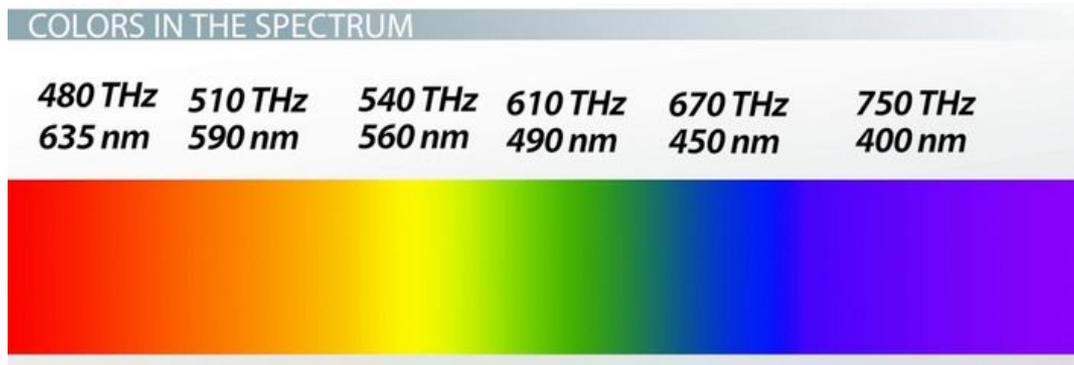
: RGB in 3 dimensional space, not frequencies

Depth Perception

: Binocular Disparity, Focal Length, with Motion Parallax and etc.

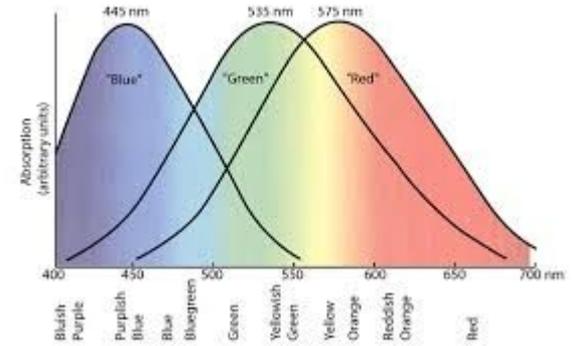
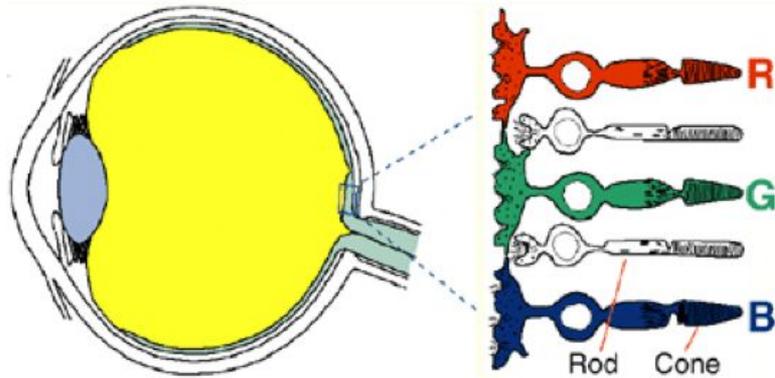
Color Perception

Color in the nature: the frequency of electromagnetic wave (light)



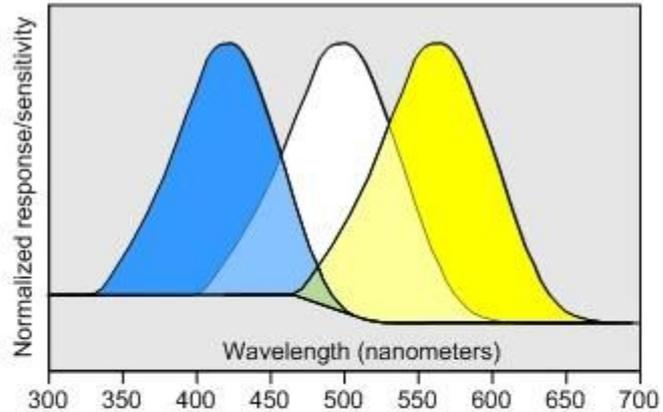
Color Perception

Color we see: activation of RGB cones



Color Perception

RGB framework only works for humans, not others (e.g., dogs)



Violet Blue Cyan Green Yellow Red



Spectrum as perceived by dogs

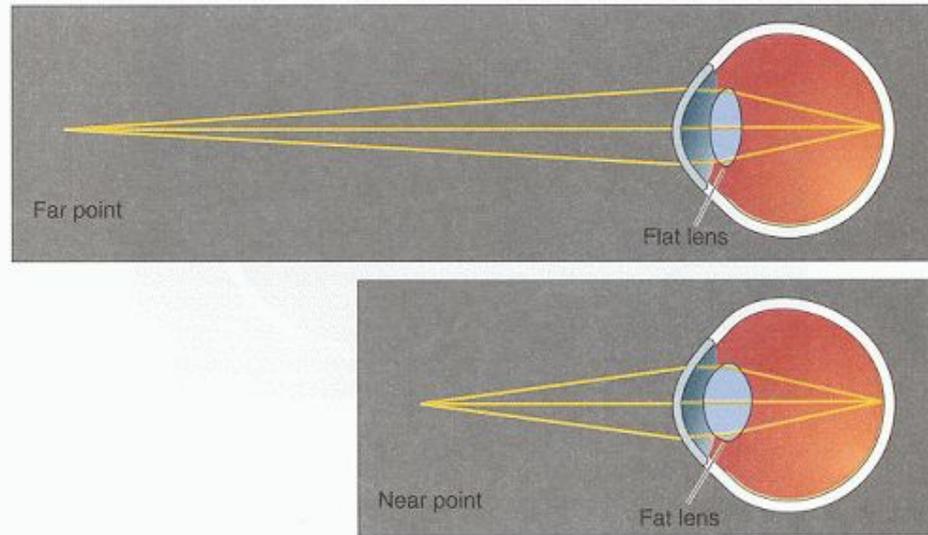
Dogs are dichromats

(two color cone/pigment types – blue and yellow)



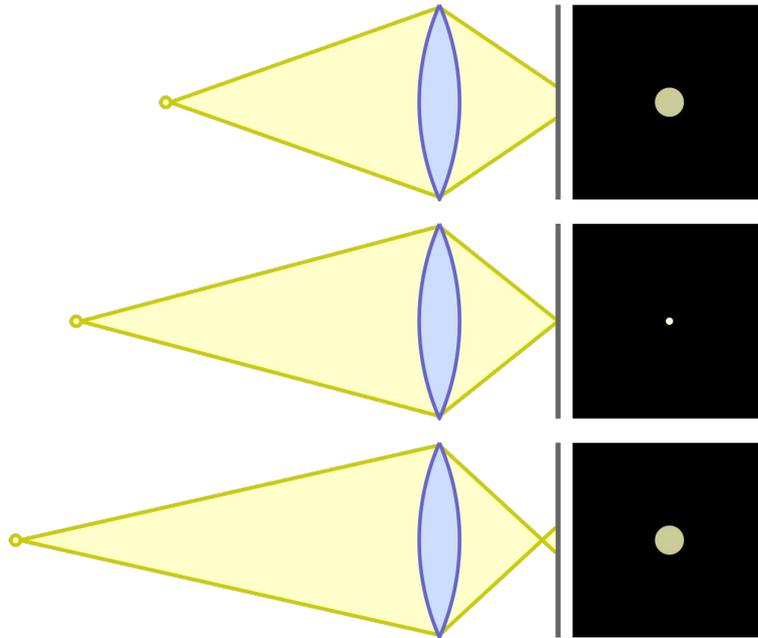
Depth Perception

Focal Length: the target distance

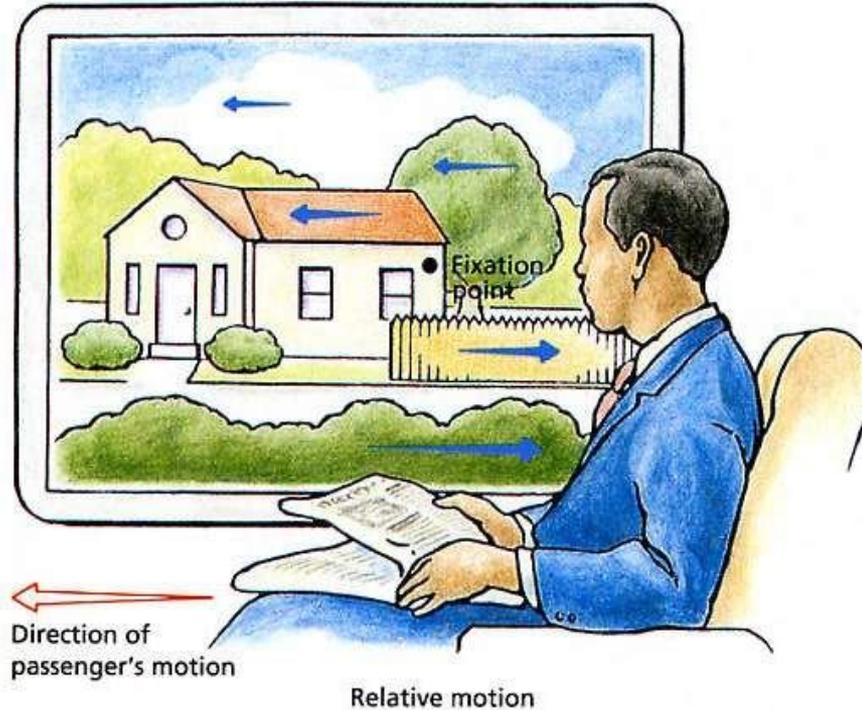


Depth Perception

Larger the error (focal length - actual distance), larger the circle of confusion.



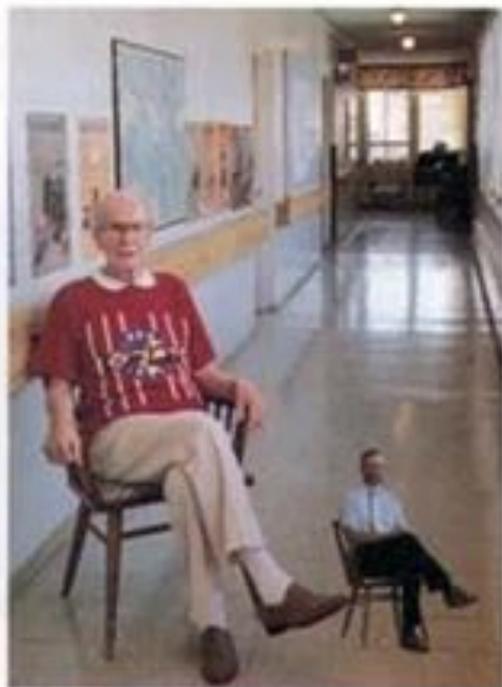
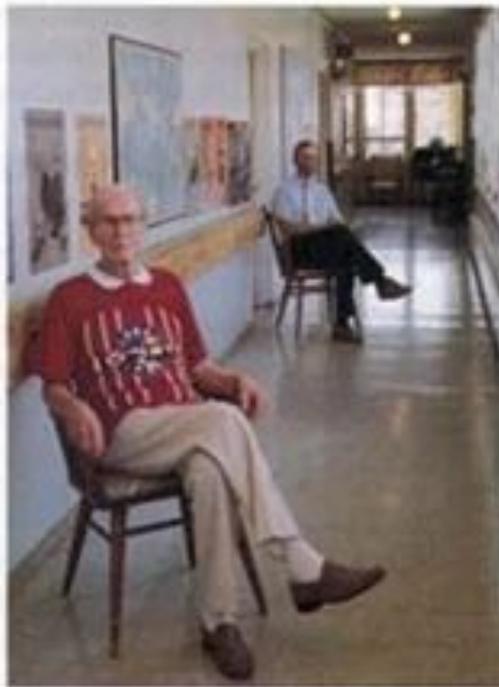
Motion Parallax



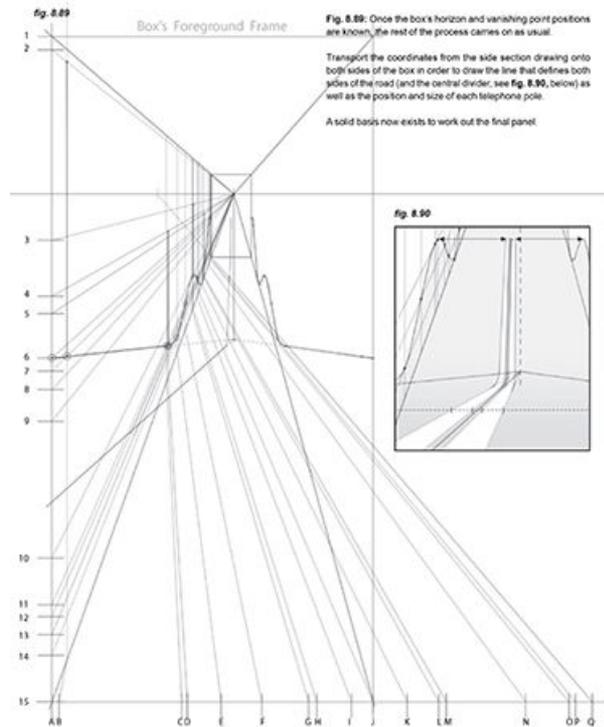


https://youtu.be/gGwb_GQZajE

Relative Size



Perspective



Field of Vision

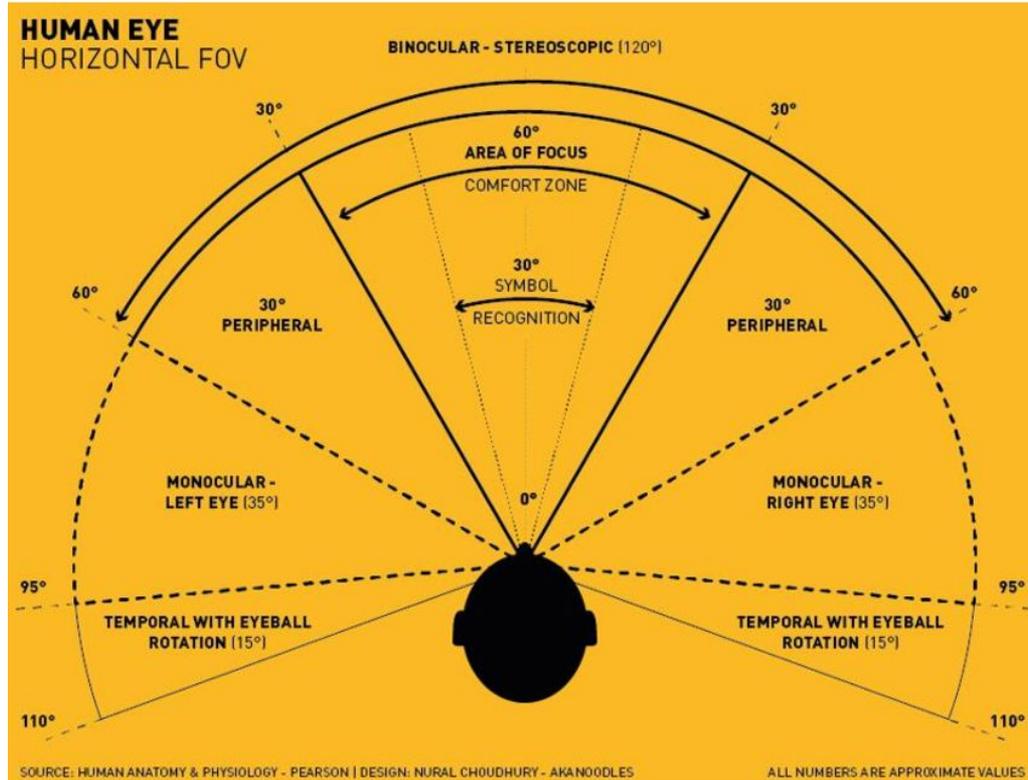


Figure 4. Human field of vision. Diagram showing symbol recognition

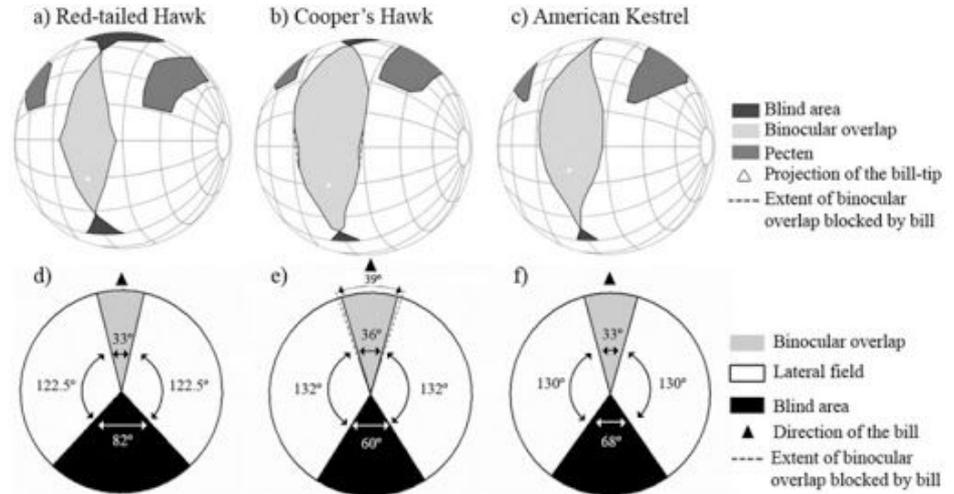
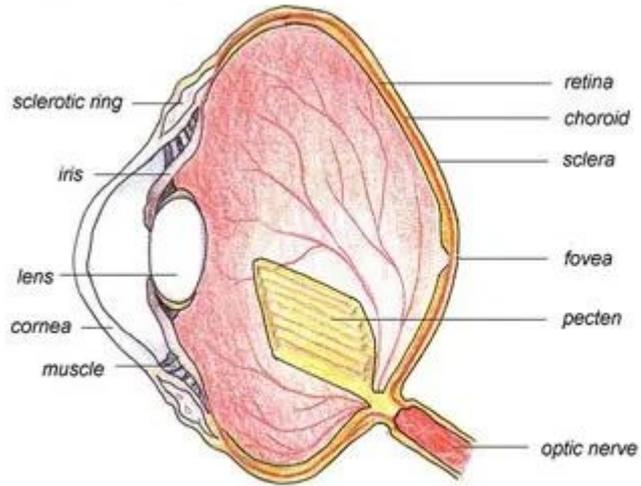


<https://youtu.be/UTwtgjz4FBM>



<https://youtu.be/IISWJFkcM1Q>

Example of Another Species: Birds



Selective Attention



<https://youtu.be/vJG698U2Mvo>

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Selective Attention

It is very inefficient and also impossible for humans to look at and understand the whole scene.

