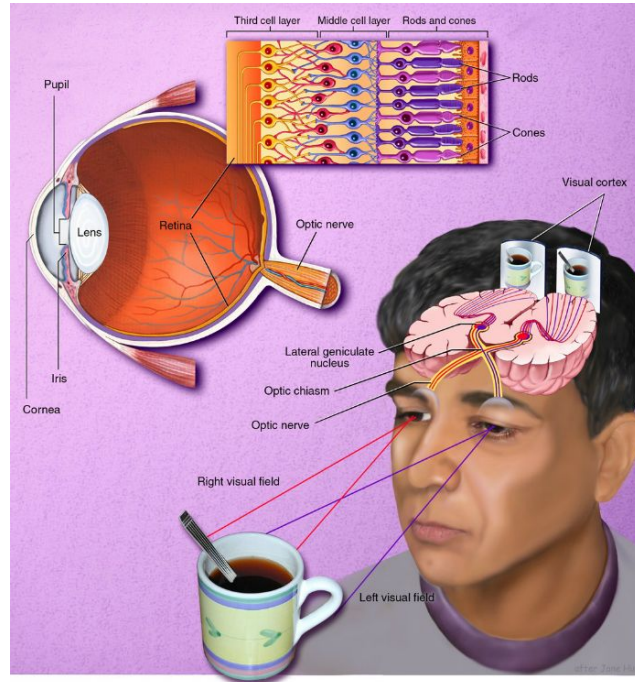


Human Vision System

Tue, July 7 (Week 3)

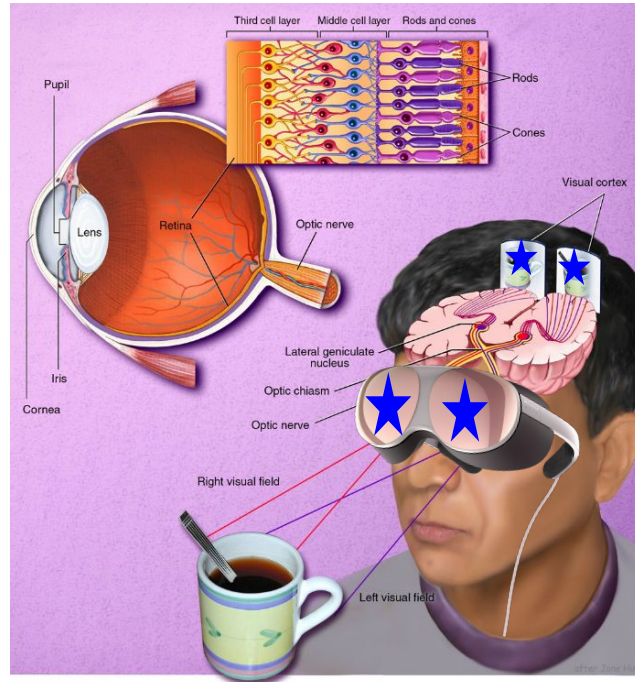
Human Vision System for AR Headsets

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

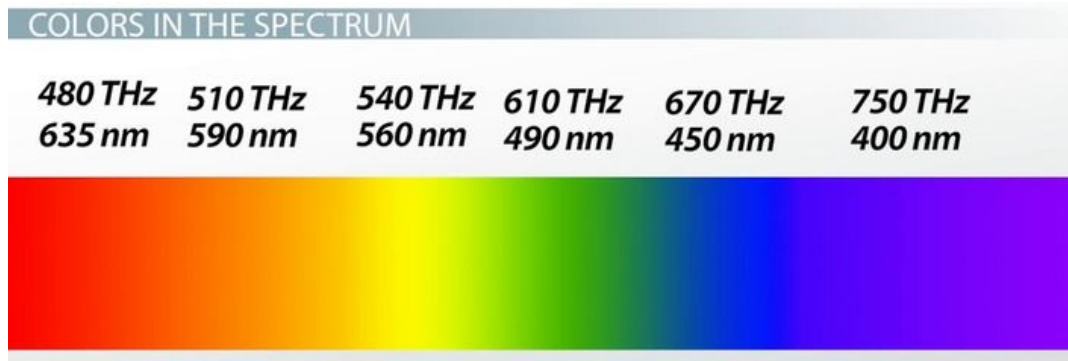
: RGB in 3 dimensional space, not frequencies

Depth Perception

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

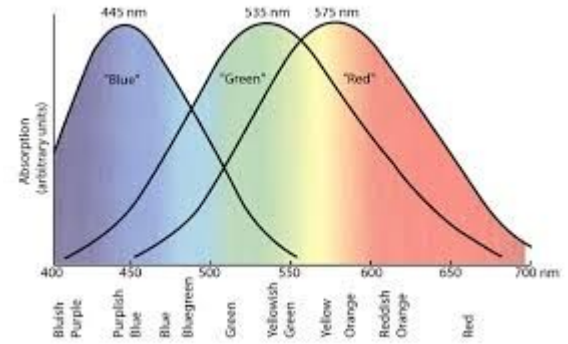
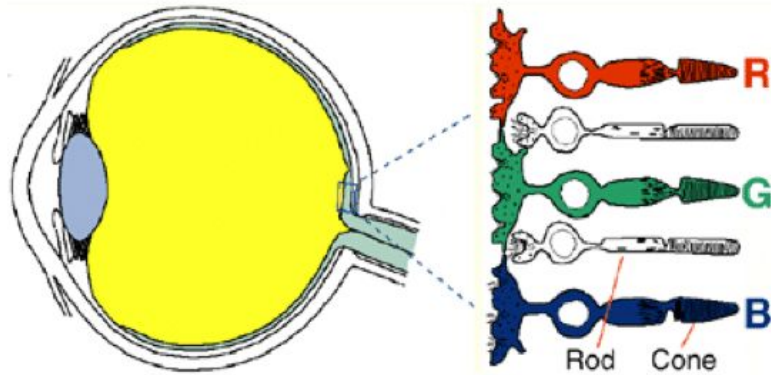
Color Perception

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



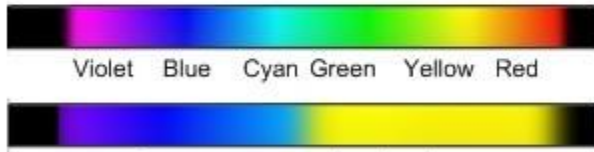
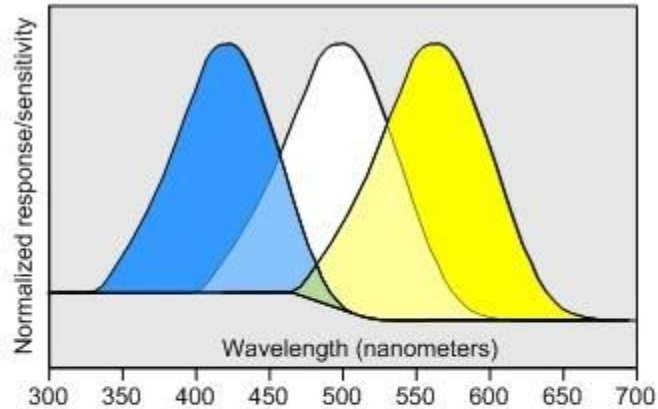
Color Perception

Color we see: activation of RGB cones



Color Perception

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



Spectrum as perceived by dogs

**Dogs are dichromats
(two color cone/pigment types – blue and yellow)**



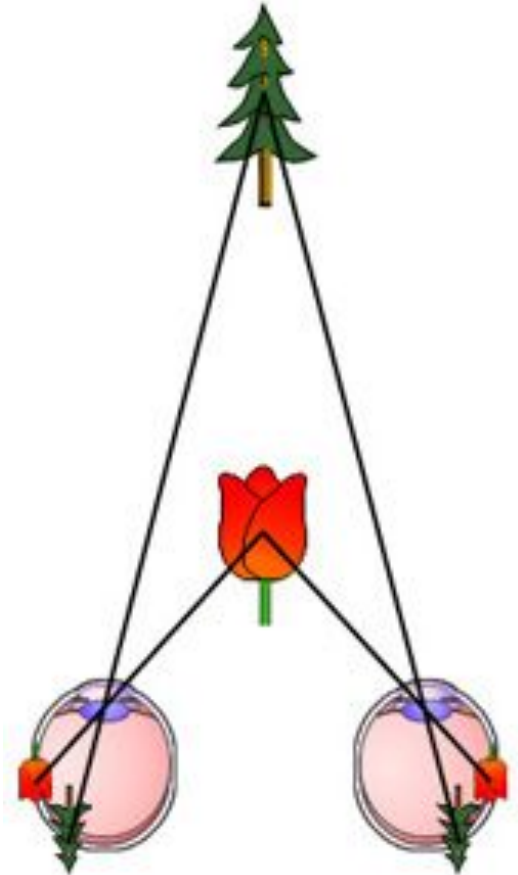
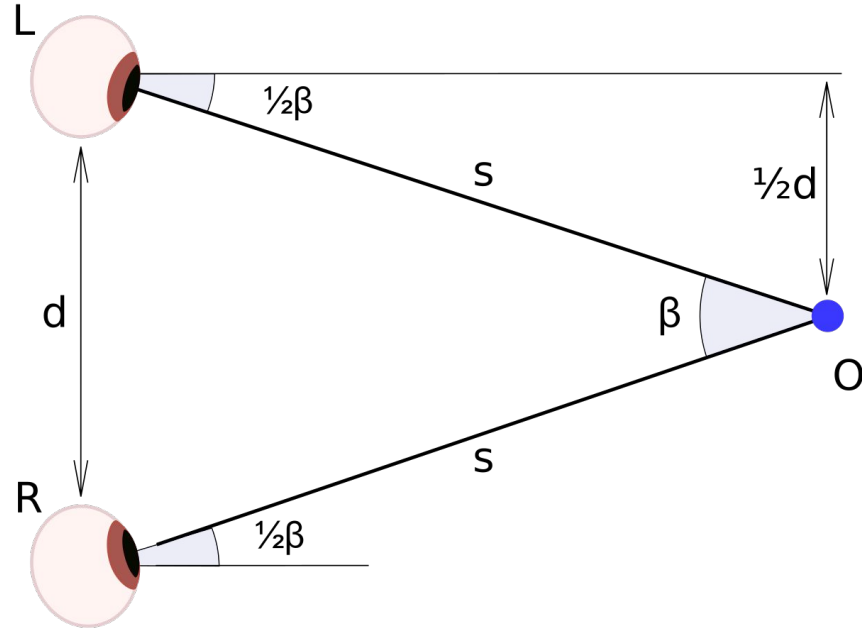
Fig. 1.2.3D

These photos depict the colors that humans with normal color vision see versus what a dog is likely to see.

Photo courtesy of Dr. Cynthia Cook of Veterinary Vision, Inc. Animal Eye Specialists (www.veterinaryvision.com)

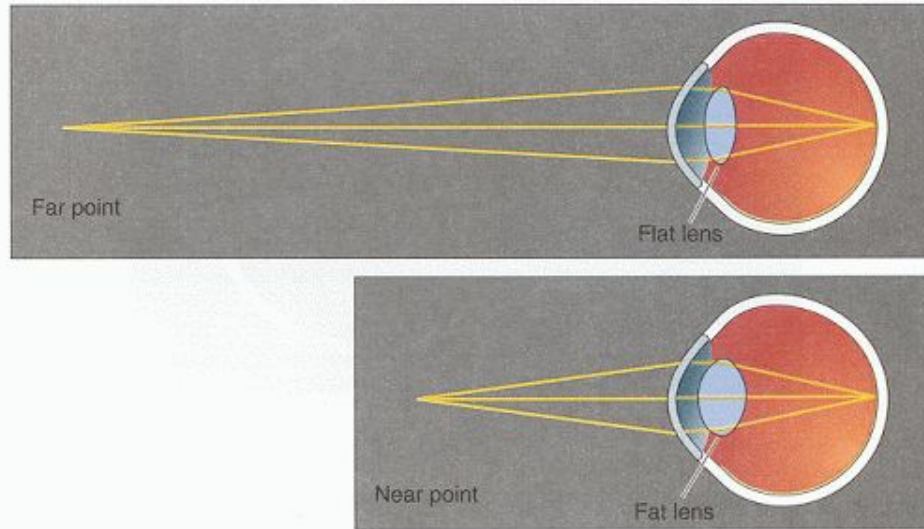
Depth Perception

Binocular Disparity



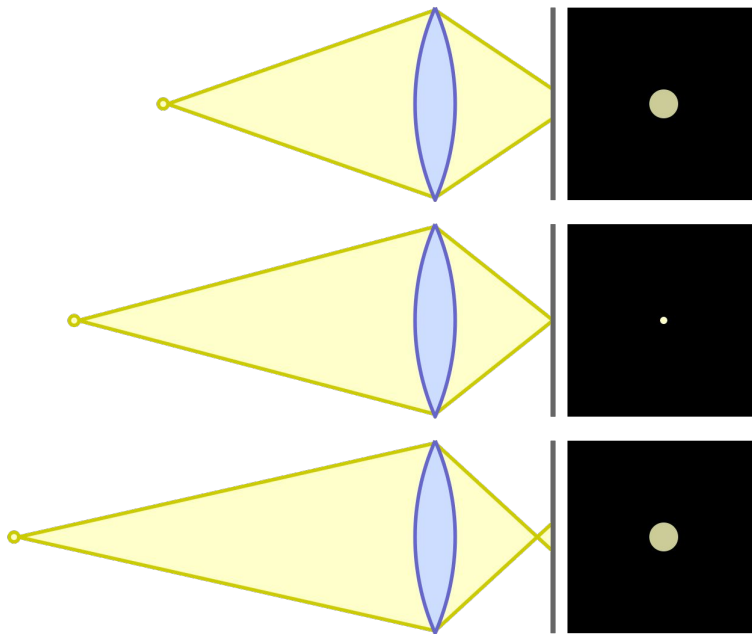
Depth Perception

Focal Length: the target distance

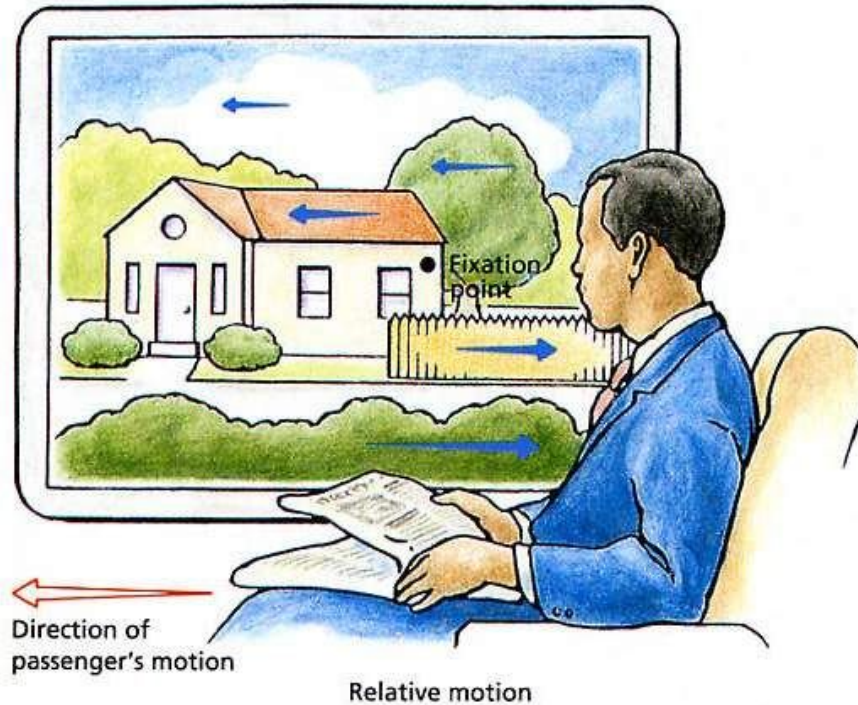


Depth Perception

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



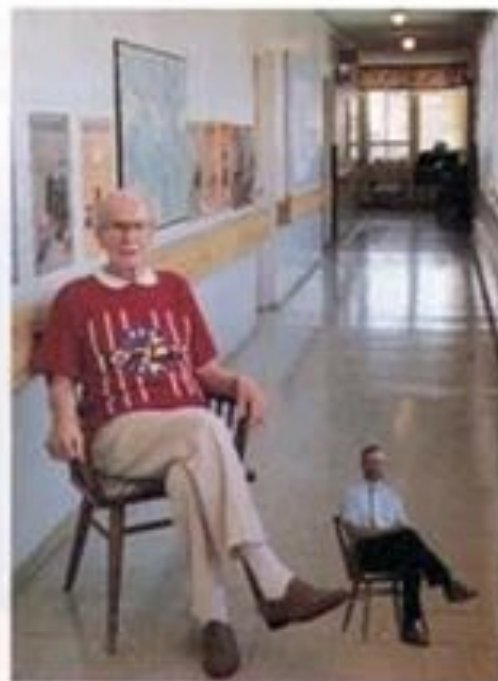
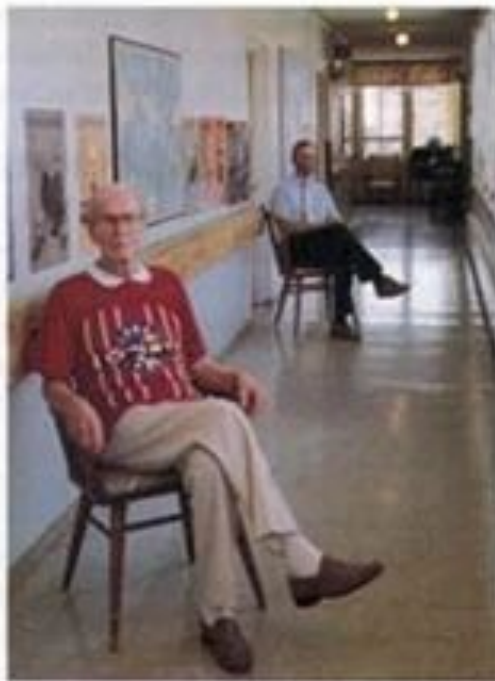
Motion Parallax



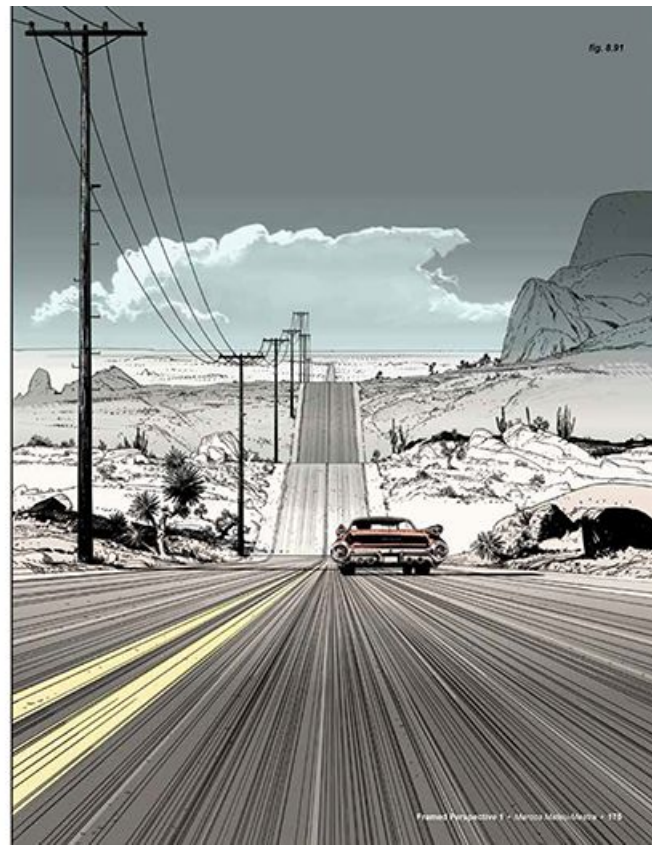
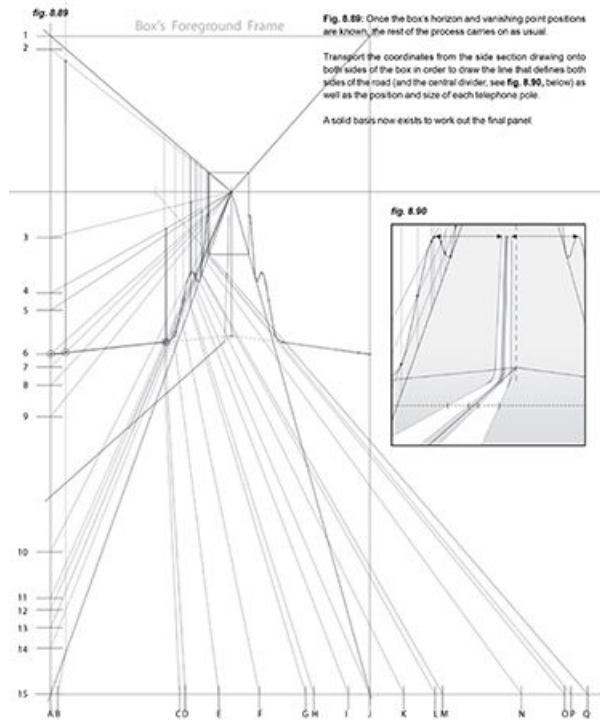


https://youtu.be/gGwb_GQZajE

Relative Size



Perspective



Field of Vision

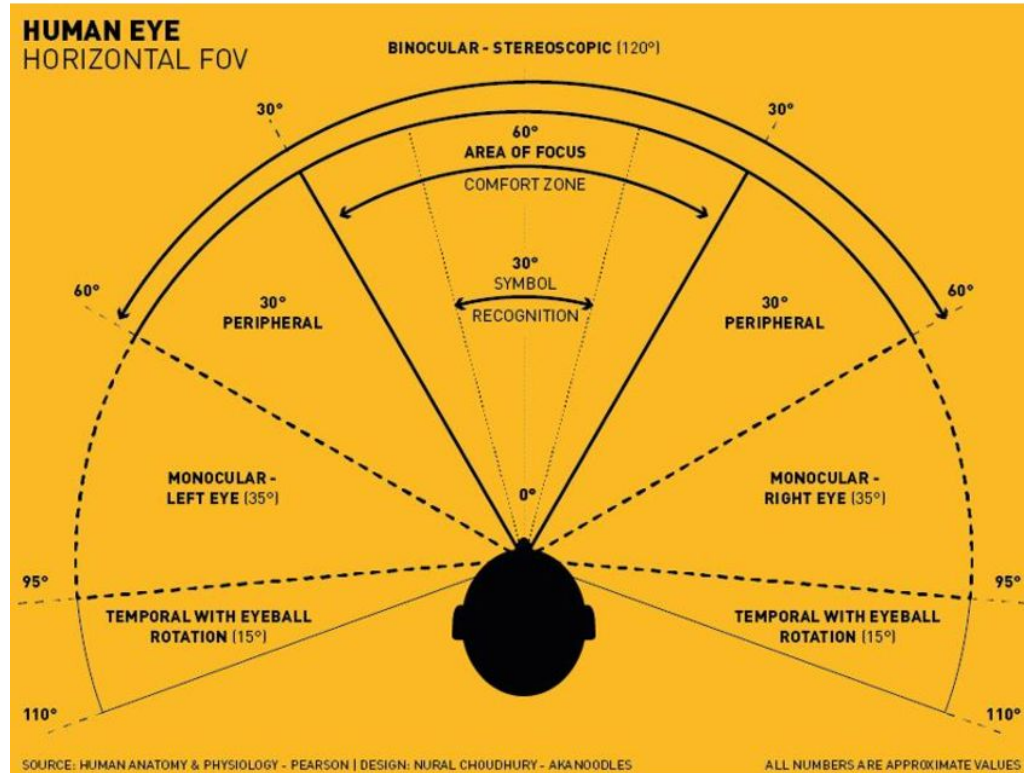


Figure 4. Human field of vision. Diagram showing symbol recognition

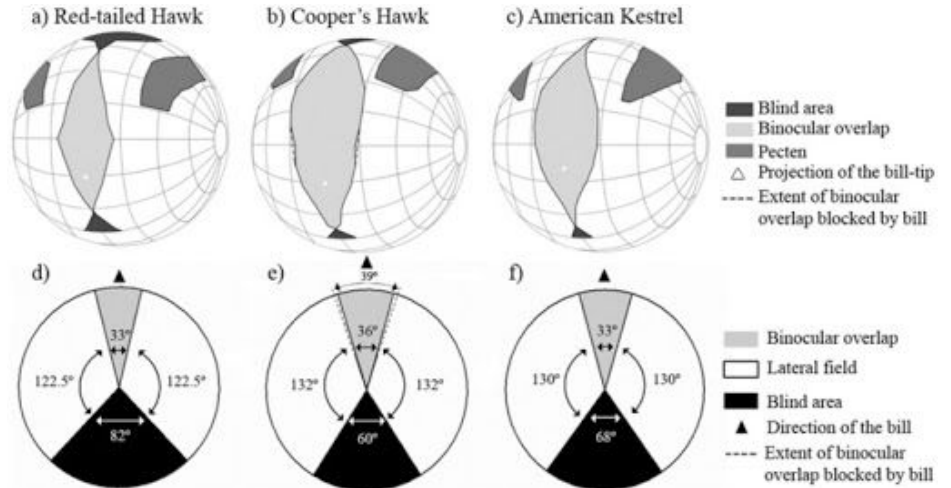
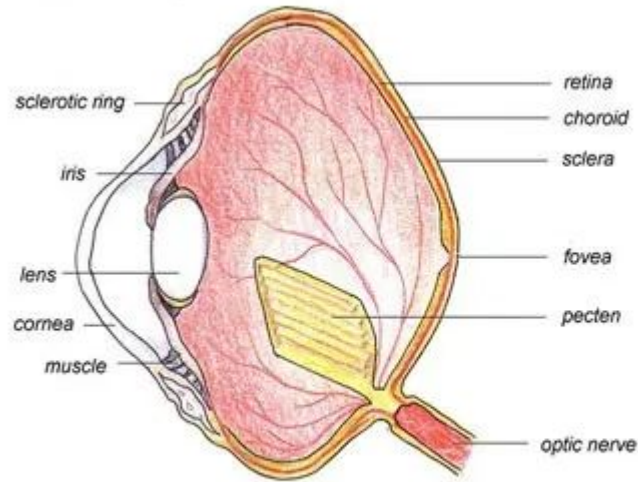


<https://youtu.be/UTwtgjz4FBM>



<https://youtu.be/IISWJFkcM1Q>

Example of Another Species: Birds



Selective Attention



<https://youtu.be/vJG698U2Mvo>

copyright (c) 1999 Daniel J. Simons. All rights reserved.

Selective Attention

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

