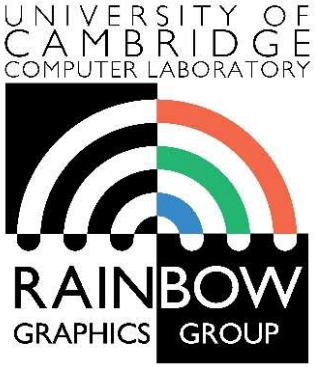


Advanced Graphics & Image Processing

Virtual and Augmented Reality

Part 1/2 – virtual reality

Rafał Mantiuk

Dept. of Computer Science and Technology, University of Cambridge

The slides used in this lecture are the courtesy of Gordon Wetzstein.
From Virtual Reality course: http://stanford.edu/class/ee267/

vir·tu·al re·al·i·ty

vərCH(əw)əl rēˈaləd ē

the computer-generated simulation of a three-dimensional image or environment that can be interacted with in a seemingly real or physical way by a person using special electronic equipment, such as a helmet with a screen inside or gloves fitted with sensors.


vpl research

simulation & training

gaming

education

visualization & entertainment

robotic surgery

virtual travel

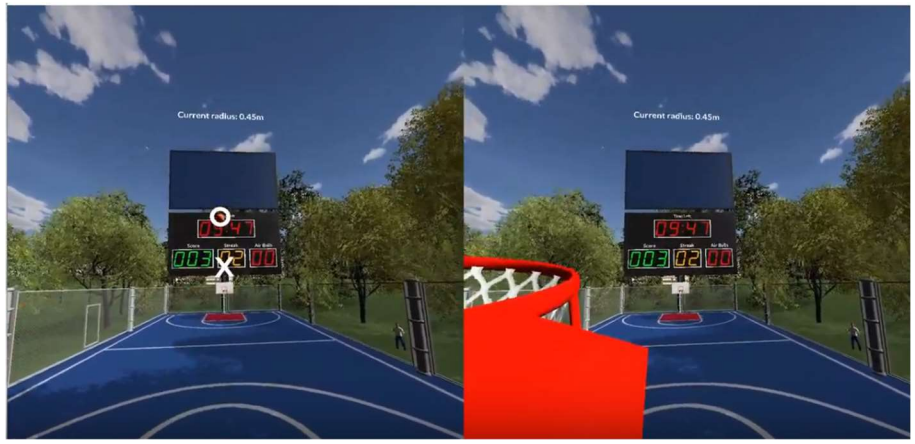
remote control of vehicles, e.g. drones

architecture walkthroughs

a trip down the rabbit hole

Vision treatment in VR

- Treatment of amblyopia
  - Training the brain to use the "lazy" eye



Images courtesy of VIVID VISION

Exciting Engineering Aspects of VR/AR

- cloud computing
- shared experiences

- CPU, GPU
- IPU, DPU?

- compression, streaming

- sensors & imaging
- computer vision
- scene understanding

- VR cameras

- photonics / waveguides
- human perception
- displays: visual, auditory, vestibular, haptic, …

- HCI
- applications

images by microsoft, facebook

Where We Want It To Be

image by ray ban

Personal Computer
e.g. Commodore PET 1983

Laptop
e.g. Apple MacBook

Smartphone
e.g. Google Pixel

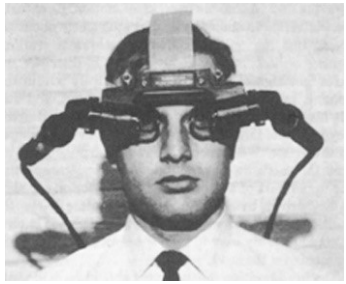
AR/VR
e.g. Microsoft Hololens

???

A Brief History of Virtual Reality

Stereoscopes
Wheatstone, Brewster, …

VR & AR
Ivan Sutherland



Nintendo
Virtual Boy

VR explosion
Oculus, Sony, HTC, MS, …

???

1838 1968 1995 2012-2018

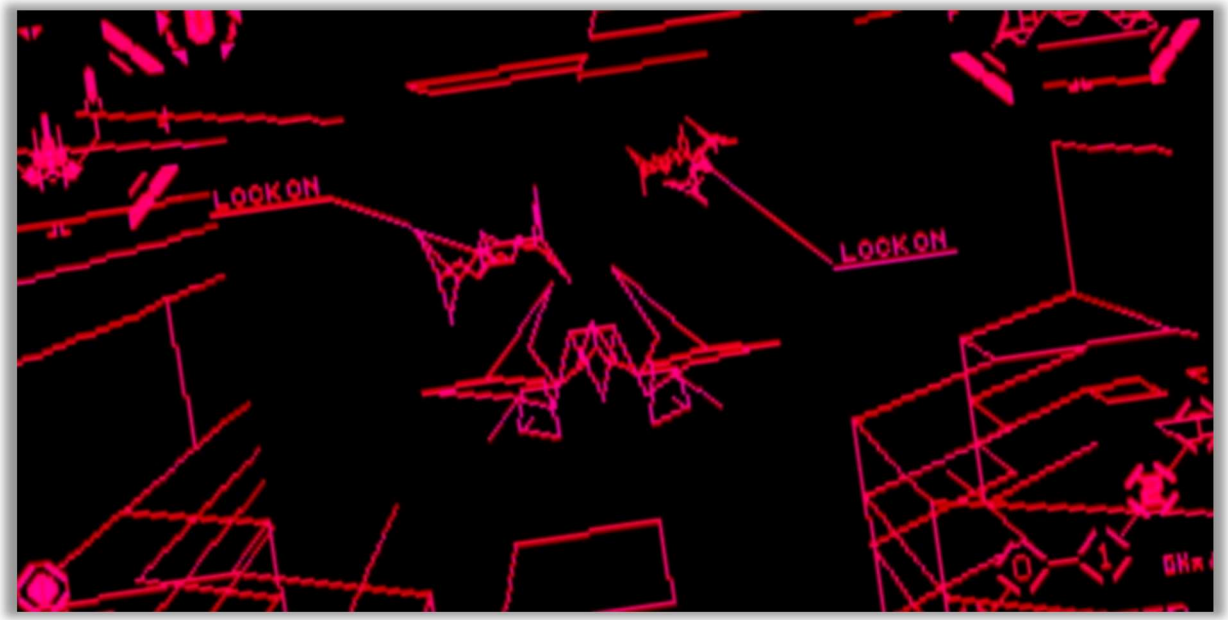
Ivan Sutherland's HMD

- optical see-through AR, including:
    - displays (2x 1" CRTs)
    - rendering
    - head tracking
    - interaction
    - model generation
- computer graphics
- human-computer interaction

I. Sutherland "A head-mounted three-dimensional display", Fall Joint Computer Conference 1968

Nintendo Virtual Boy

- computer graphics & GPUs were not ready yet!

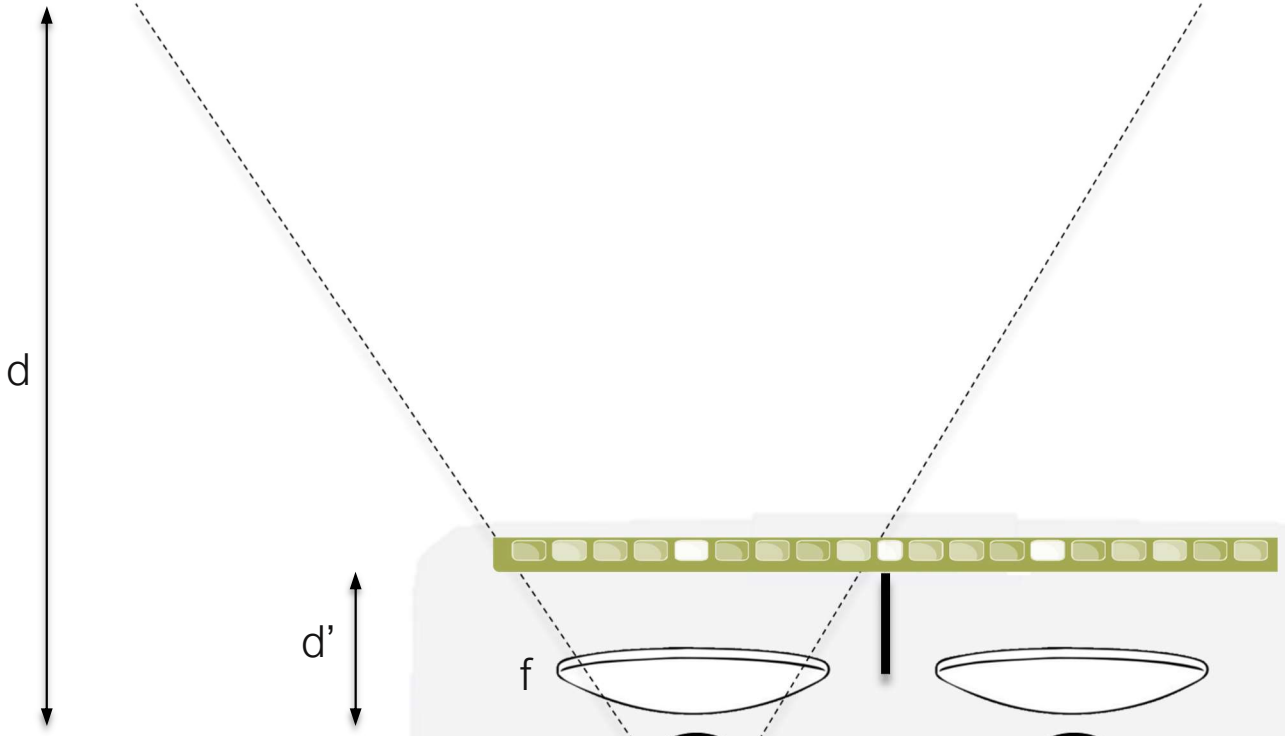


Game: Red Alarm

Where we are now

IFIXIT teardown

Virtual Image

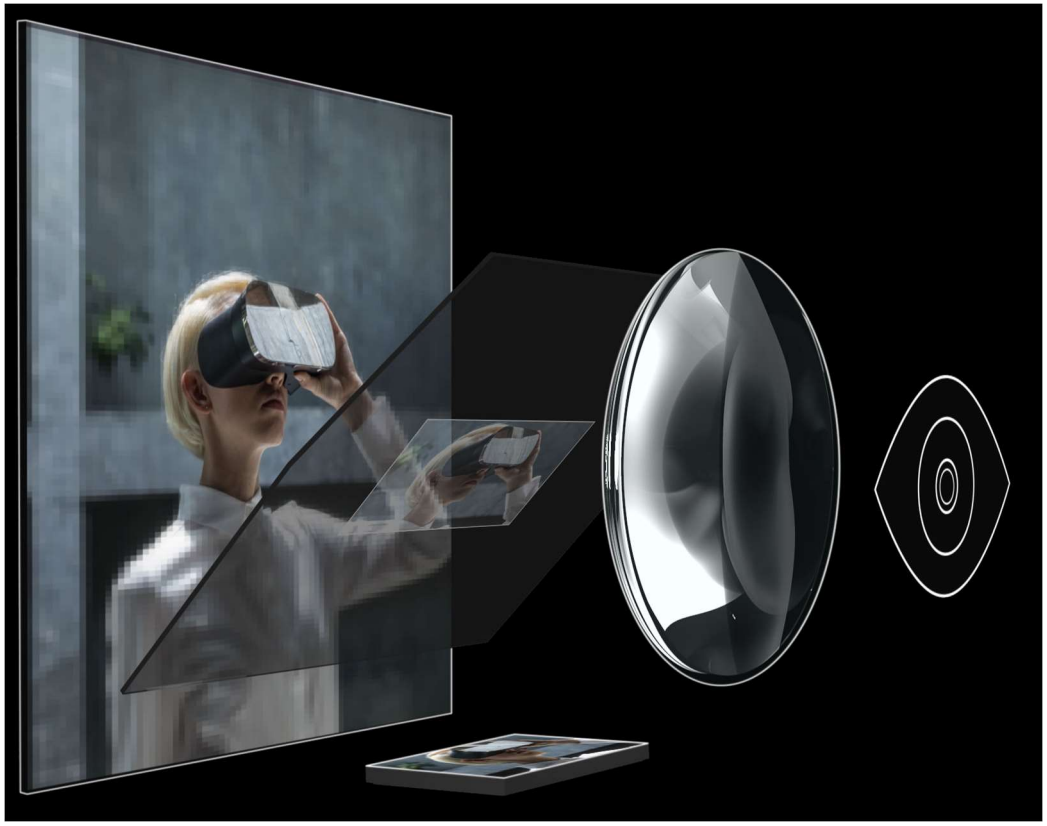


$$\frac{1}{d}+\frac{1}{d'}=\frac{1}{f}$$

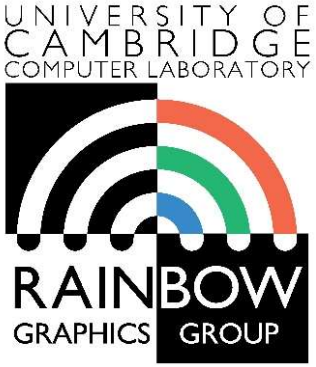
Problems:

- fixed focal plane
- no focus cues ☹
- cannot drive accommodation with rendering!
- limited resolution

A dual-resolution display



- High resolution image in the centre, low resolution fills wide field-of-view
- Two displays combined using a beam-splitter
- Image from: https://varjo.com/bionic-display/



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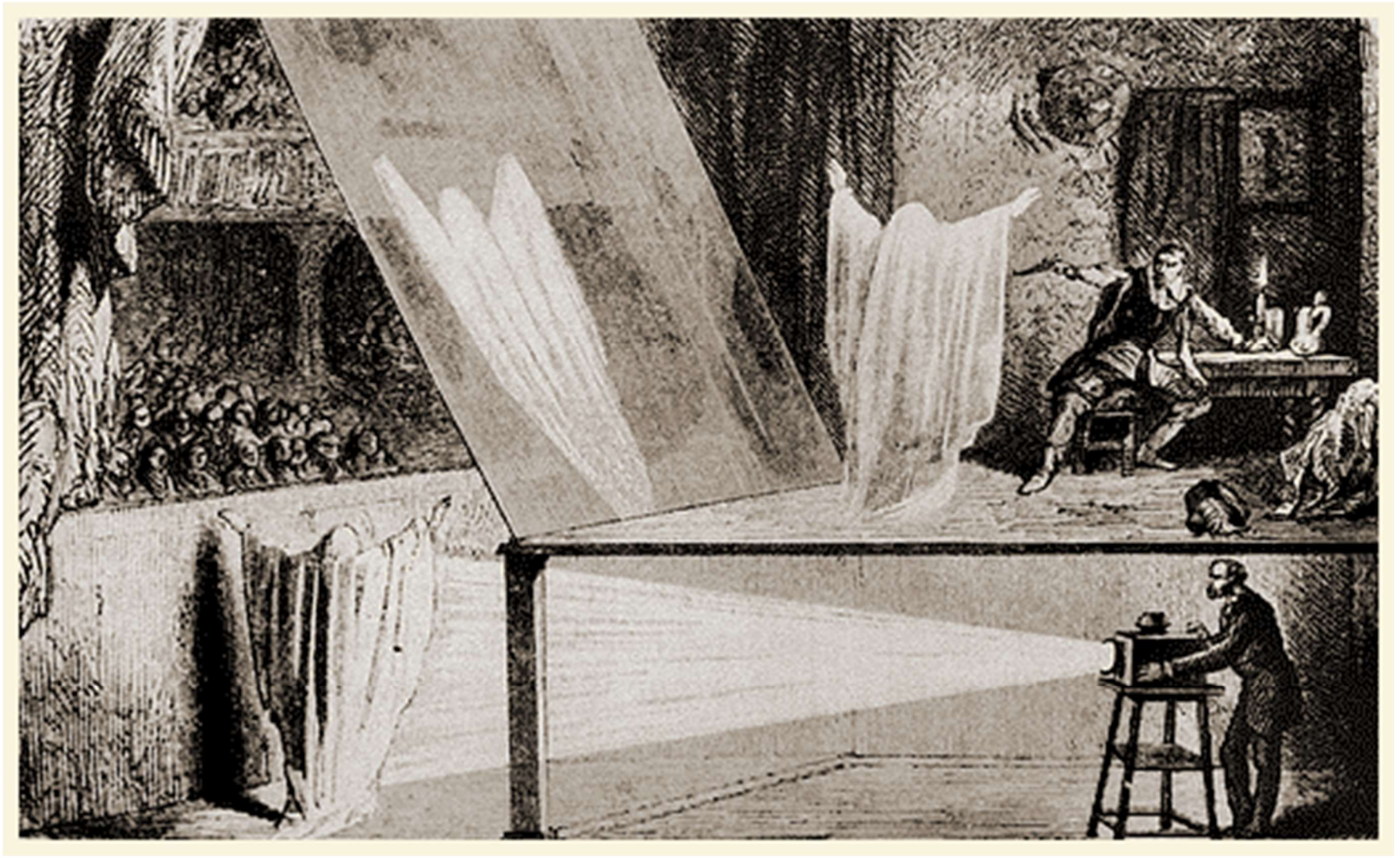
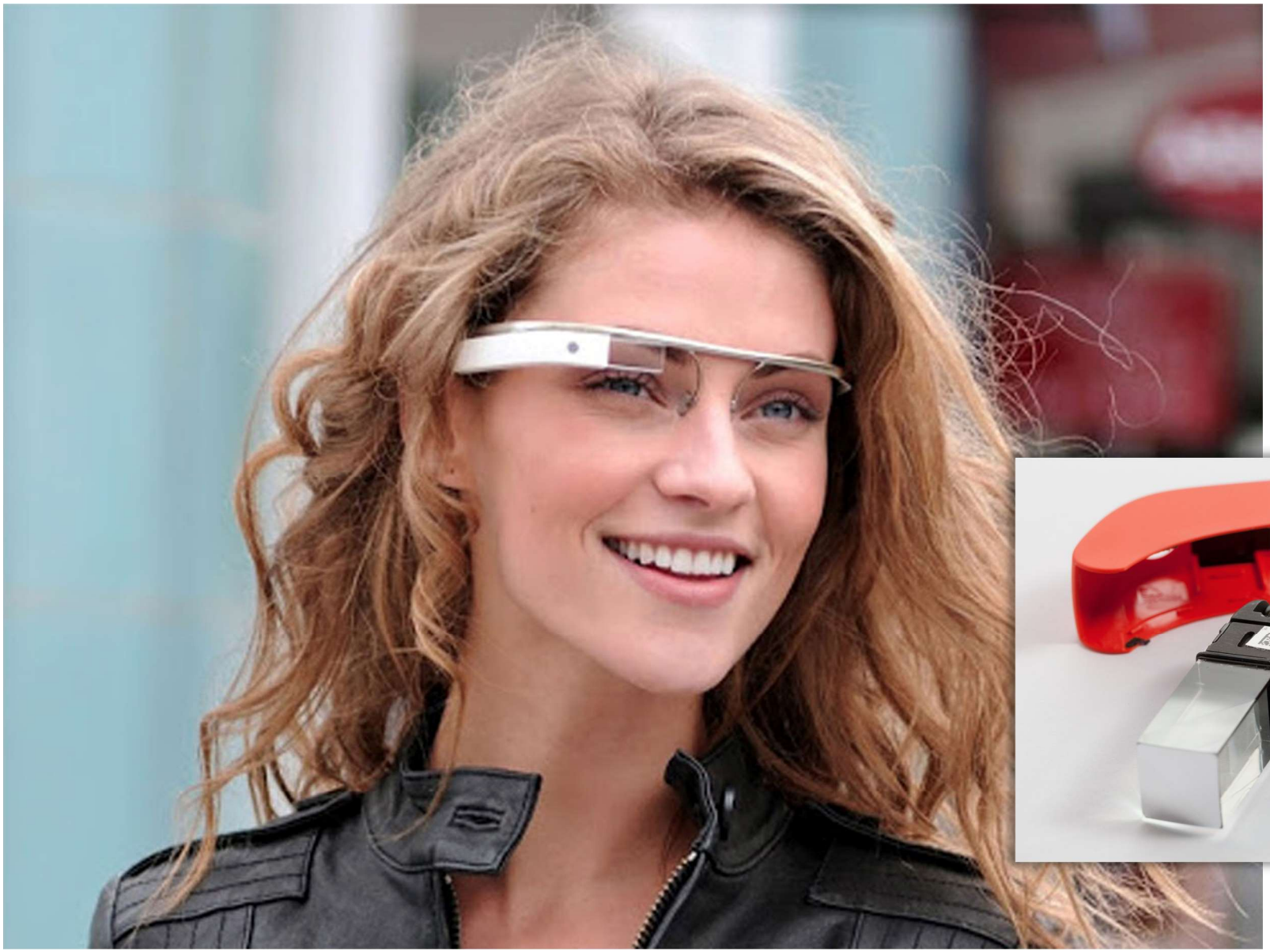
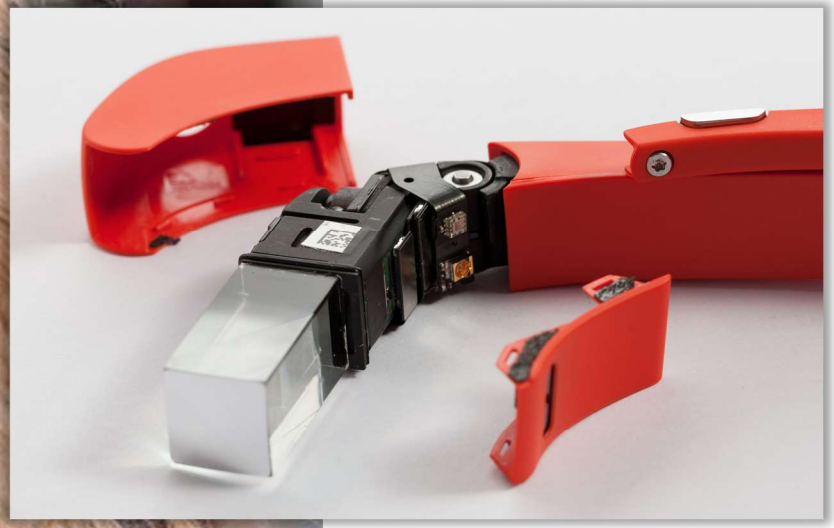
Pepper's Ghost 1862

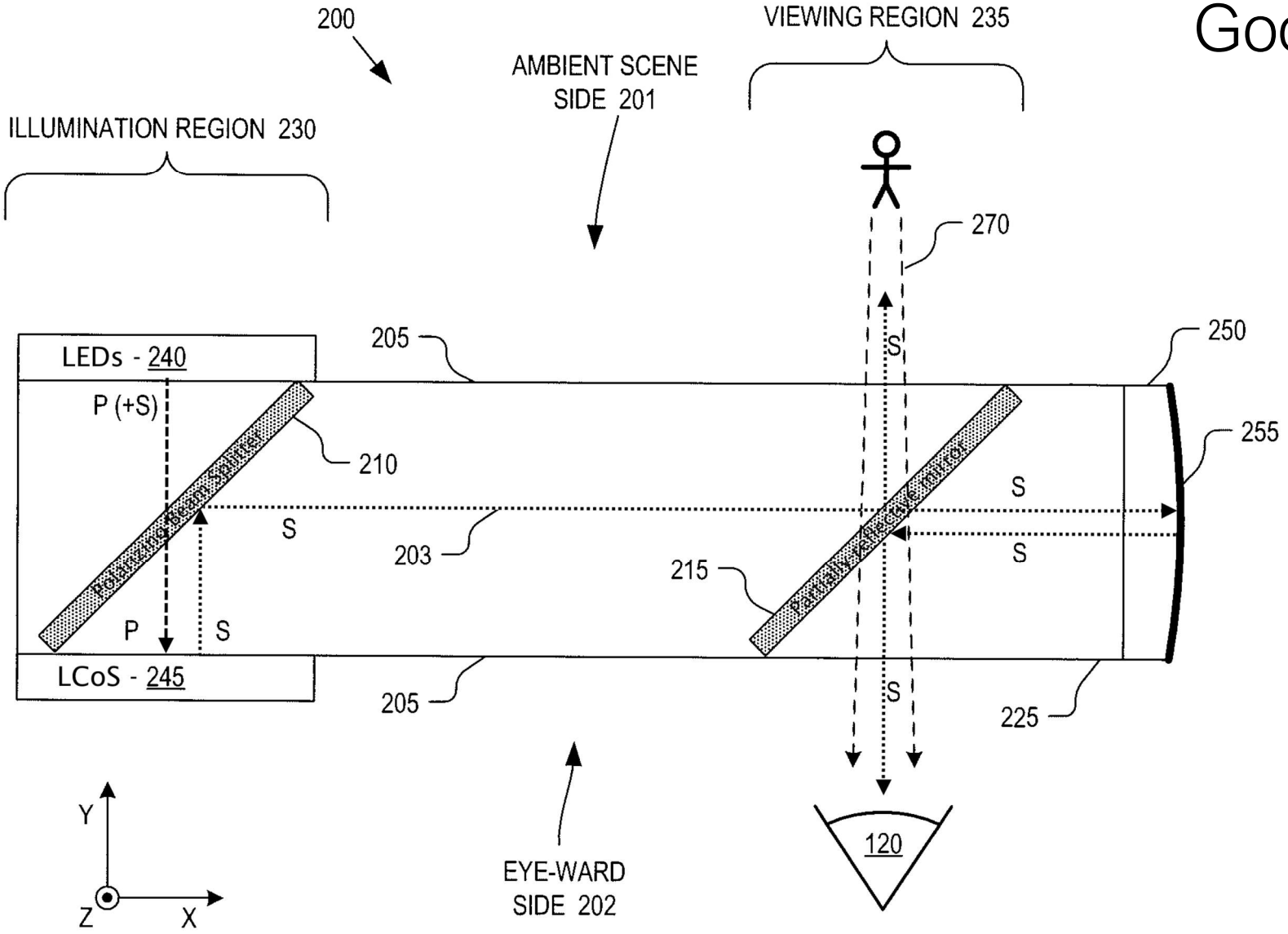


Google Glass





Google Glass



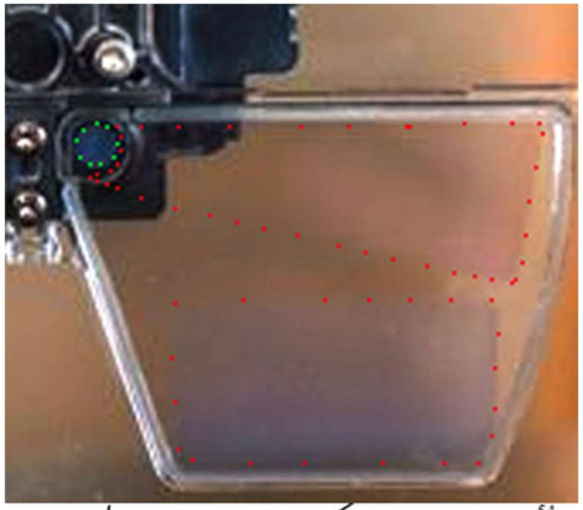
Meta 2

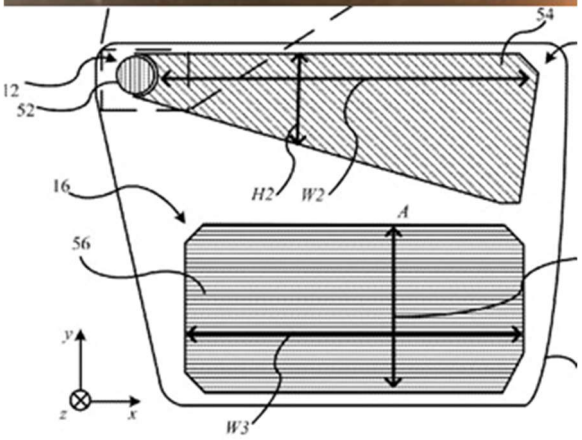
- Larger field of view (90 deg) than Glass
- Also larger device form factor

Microsoft HoloLens

Microsoft HoloLens

- diffraction grating
- small FOV (30x17), but good image quality





US 2016/0231568 Fig. 3B

US 20160231568A1

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(12) **Patent Application Publication**
Saarikko et al.

(10) **Pub. No.: US 2016/0231568 A1**

(43) **Pub. Date: Aug. 11, 2016**

(54) **WAVEGUIDE**

(71) Applicant: **Microsoft Technology Licensing, LLC**, Redmond, WA (US)

(72) Inventors: **Pasi Saarikko**, Espoo (FI); **Pasi Kostamo**, Espoo (FI)

(21) Appl. No.: **14/617,697**

(22) Filed: **Feb. 9, 2015**

Publication Classification

(51) **Int. Cl.**

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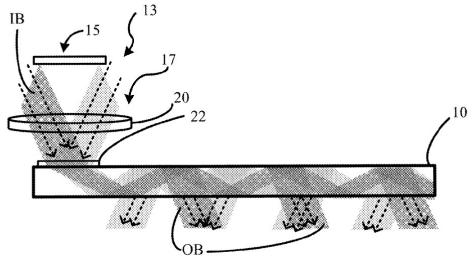
G02B 5/18	(2006.01)
F21V 8/00	(2006.01)

(52) **U.S. Cl.**

CPC ***G02B 27/0172*** (2013.01); ***G02B 6/0035*** (2013.01); ***G02B 5/1842*** (2013.01); *G02B 2027/011* (2013.01); *G02B 2027/0178* (2013.01)

(57) **ABSTRACT**

A waveguide has a front and a rear surface, the waveguide for a display system and arranged to guide light from a light engine onto an eye of a user to make an image visible to the user, the light guided through the waveguide by reflection at the front and rear surfaces. A first portion of the front or rear surface has a structure which causes light to change phase upon reflection from the first portion by a first amount. A second portion of the same surface has a different structure which causes light to change phase upon reflection from the second portion by a second amount different from the first amount. The first portion is offset from the second portion by a distance which substantially matches the difference between the second amount and the first amount.



Microsoft HoloLens 2

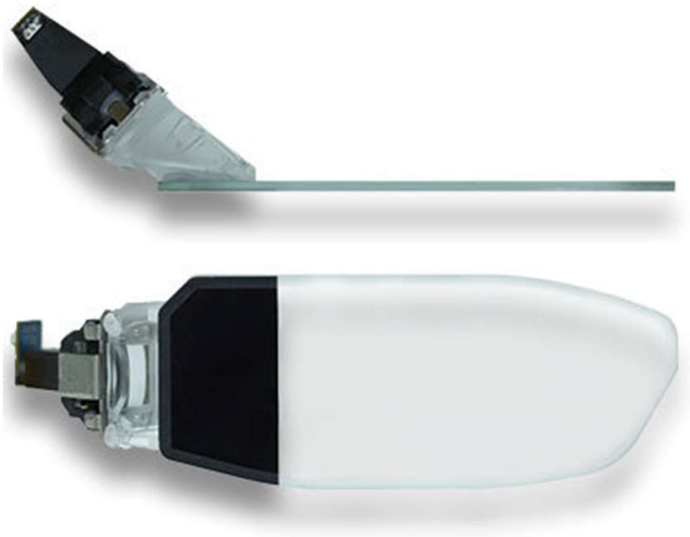
- Wider field of view (52 deg)
- High resolution (47 pix per deg)
- Improved ergonomics
- Better hand tracking

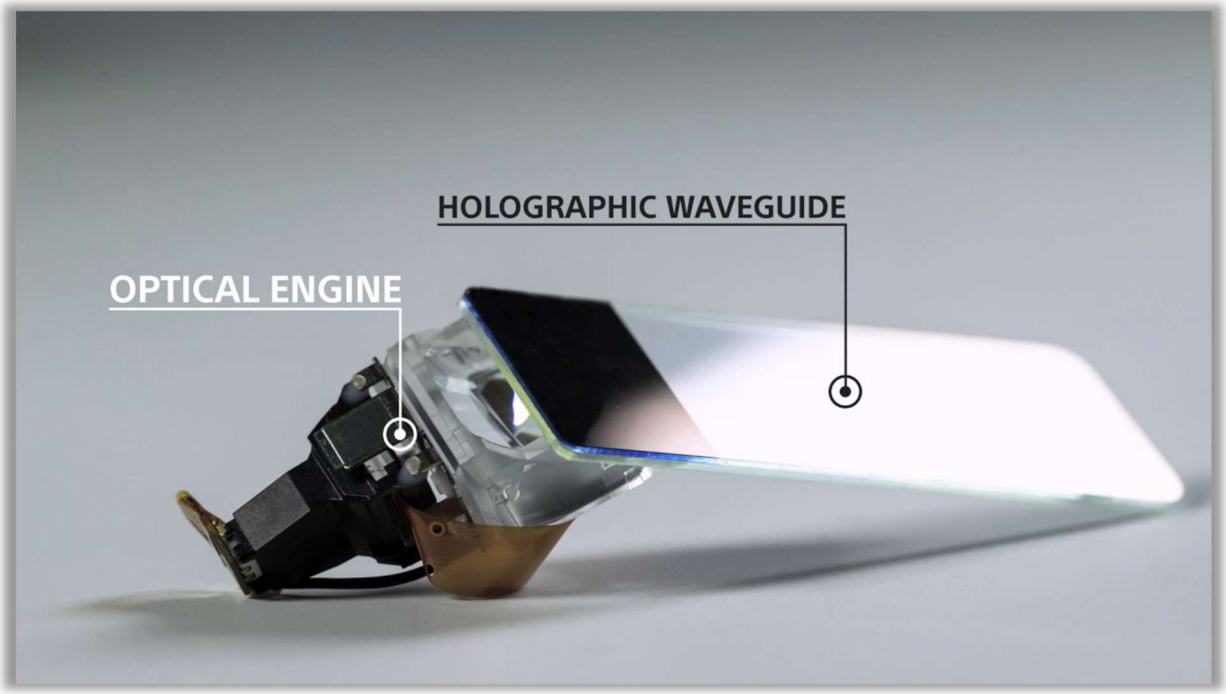
Zeiss Smart Optics

- great device form factor
- polycarbonate light guide – easy to manufacture and robust
- smaller field of view (17 deg)

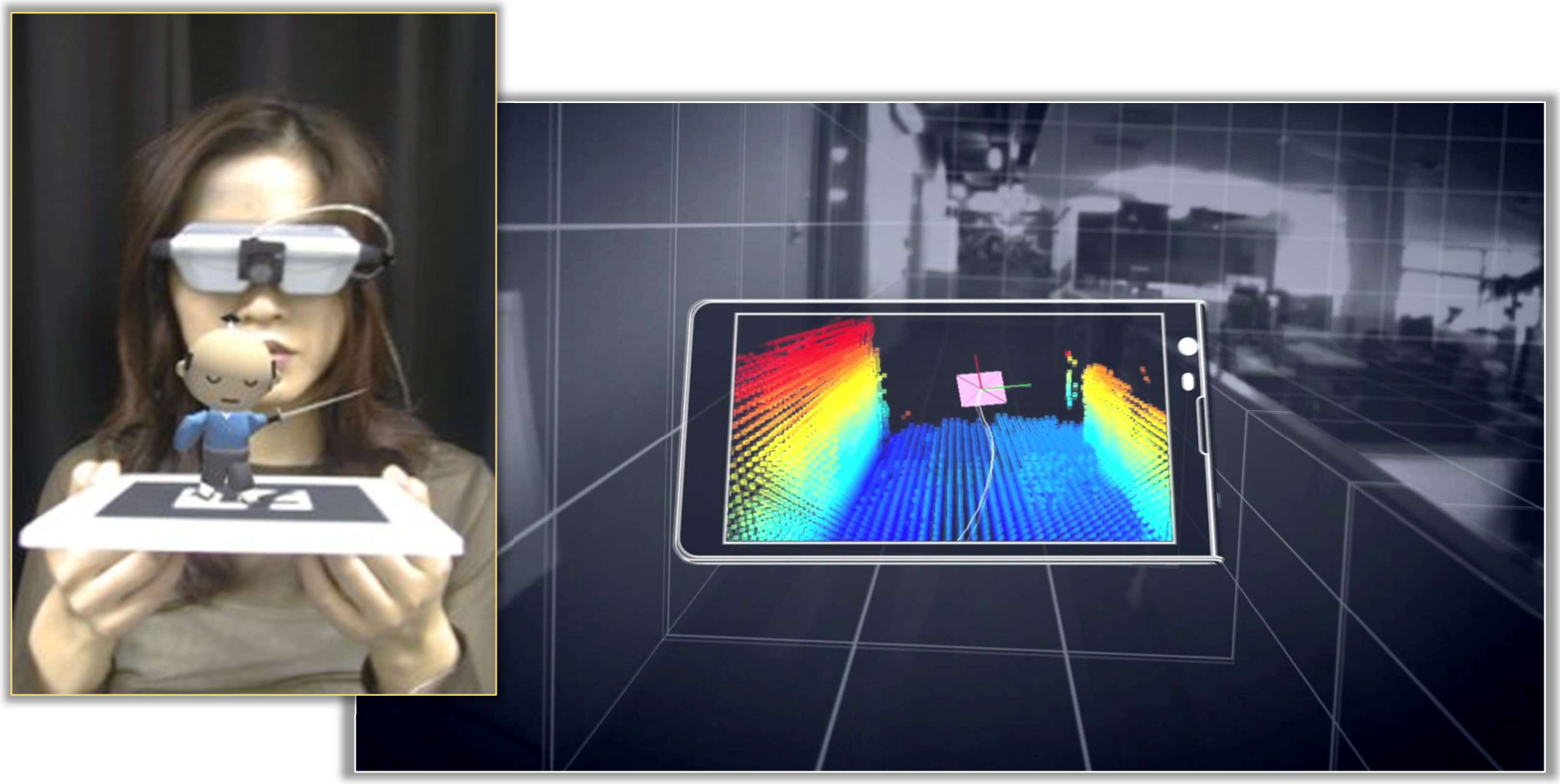
Sony IMX-001

- also great form factor
- small FOV (9x6 deg)
- monochrome





Video AR: ARCore, ARKit, ARToolKit, …

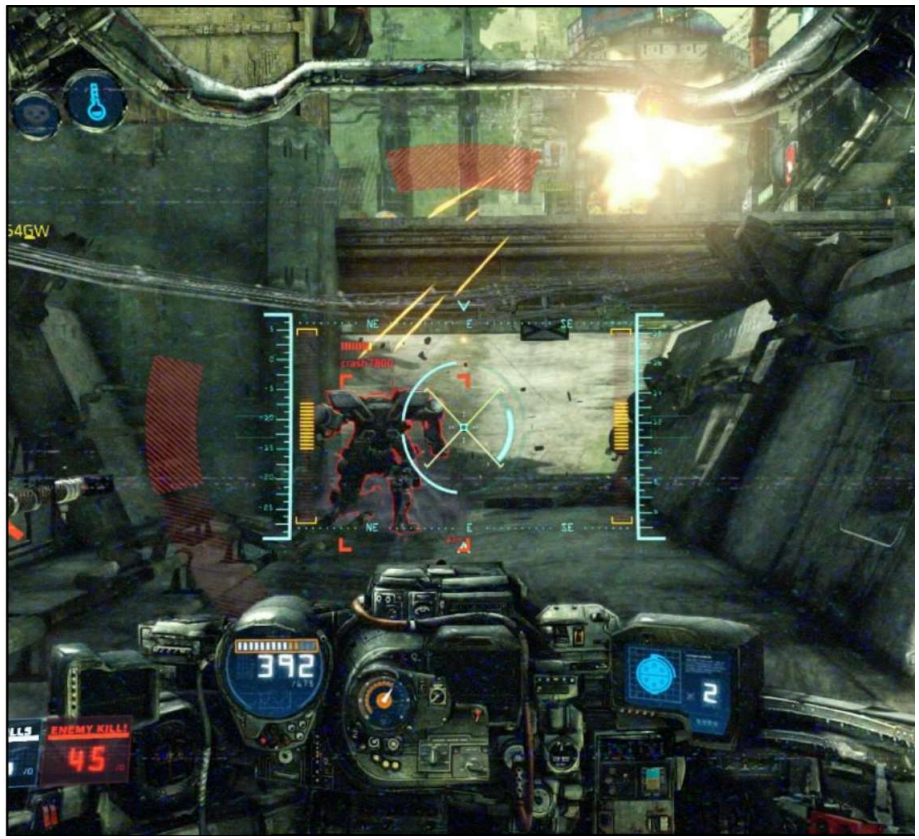


VR/AR challenges

- Latency (next lecture)
- Tracking
- 3D Image quality and resolution
- Reproduction of depth cues (last lecture)
- Rendering & bandwidth
- Simulation/cyber sickness
- Content creation
  - Game engines
  - Image-Based-Rendering

Simulation sickness

- Conflict between vestibular and visual systems
  - When camera motion inconsistent with head motion
  - Frame of reference (e.g. cockpit) helps
  - Worse with larger FOV
  - Worse with high luminance and flicker



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- Virtual Reality course from the Stanford Computational Imaging group
  - http://stanford.edu/class/ee267/