

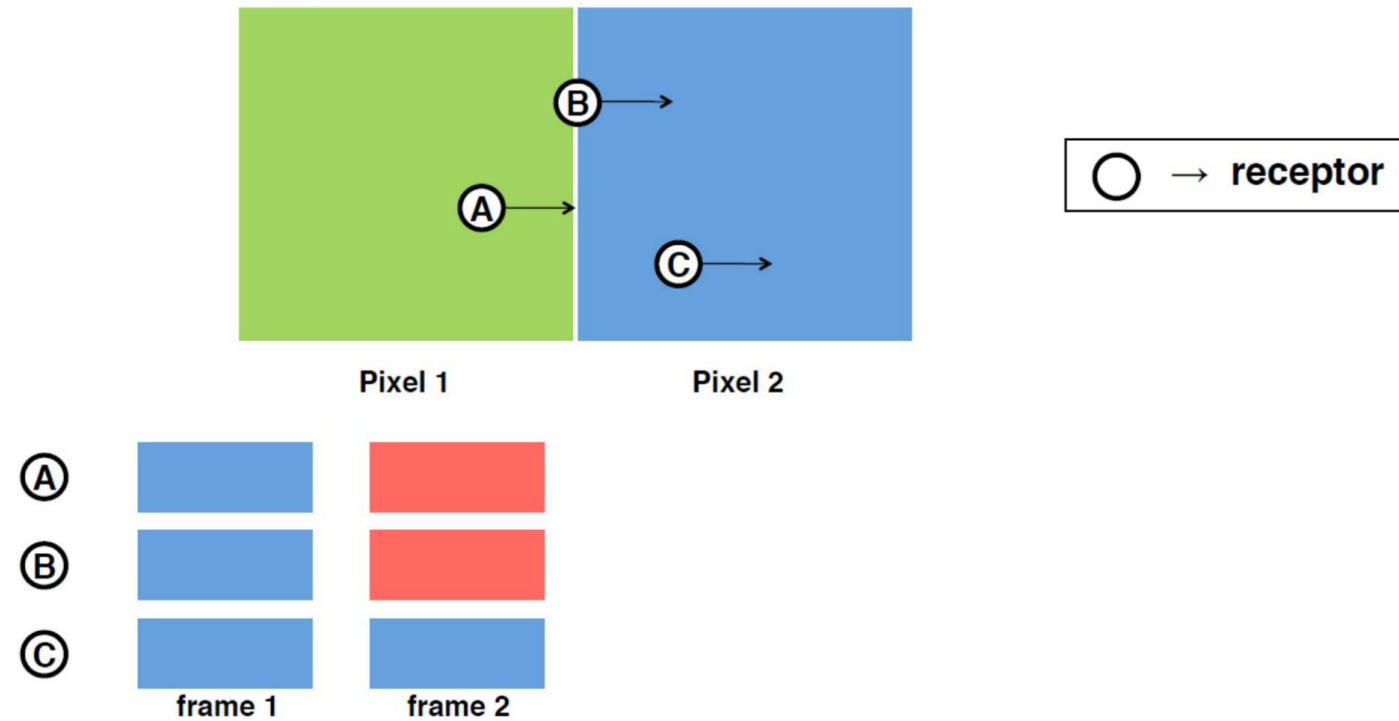
Display--Individual Projects

Display 2017/2018

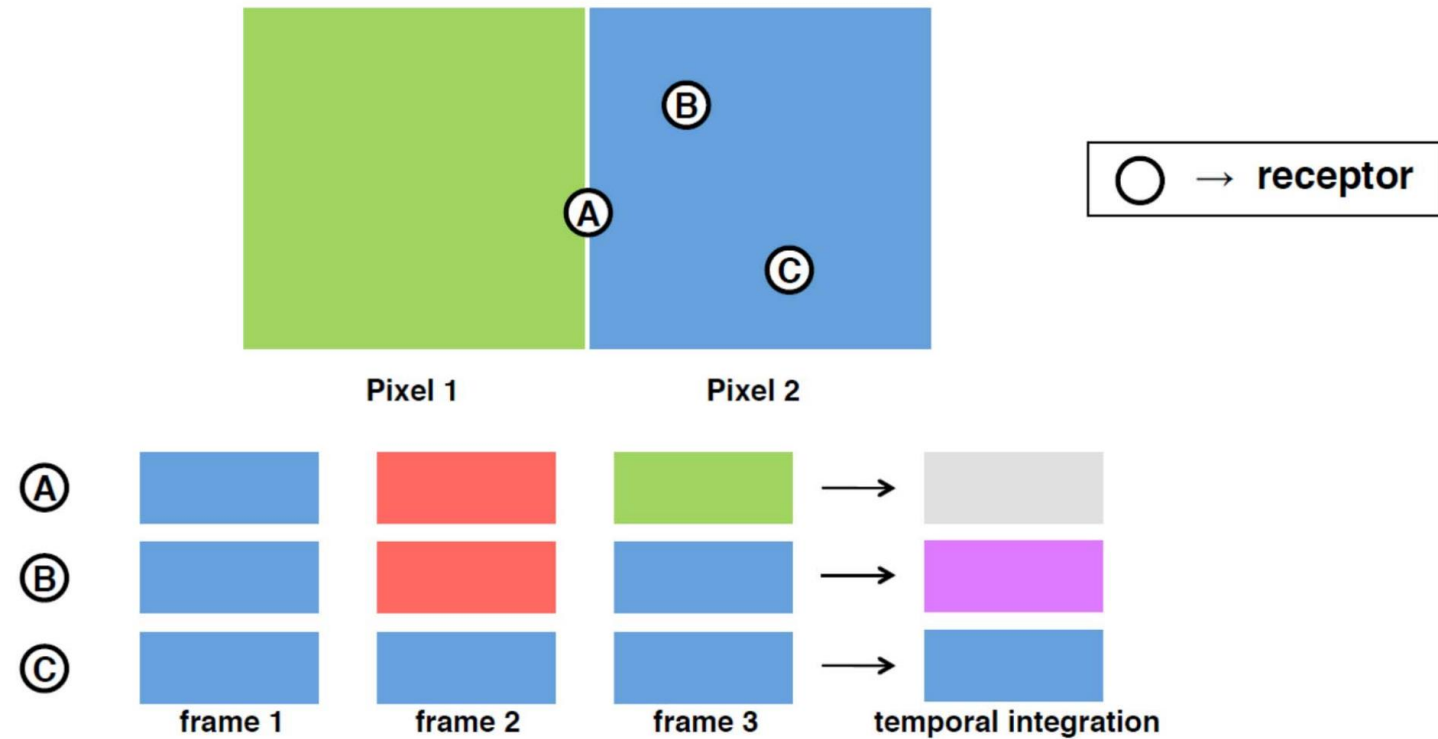
List of Projects

- Resolution Enhancement with Temporal Fusion
 - Software only
- Projection Depth Estimation, Defocus
 - Hardware+Software
- Oculus Rift with Leap Motion (application to be decided)
 - Hardware+Software
- Apparent Stereo: The Cornsweet Illusion Can Enhance Perceived Depth
 - Software only
- Simulation of Parallax Barrier Display
 - Software only
 - lectures on 13th and 20th Dec. 2017
- Simulating Computational Caustic Design
 - Software only
 - Not highly recommended due to complexity
 - lecture potentially on 24th Jan. 2017

Resolution Enhancement with Temporal Fusion



Resolution Enhancement with Temporal Fusion



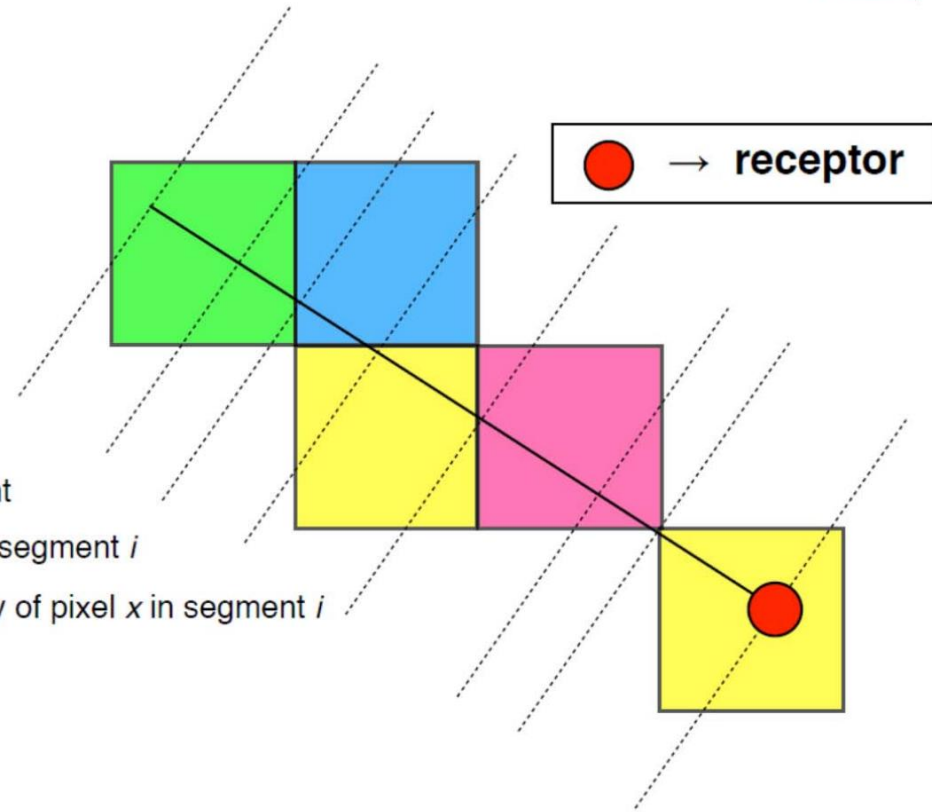
Resolution Enhancement with Temporal Fusion

Receptor signal:



$$\sum_{i=0}^N w_i I(p(i), i)$$

i - segment
 $p(i)$ - pixel in segment i
 $I(x, i)$ - intensity of pixel x in segment i

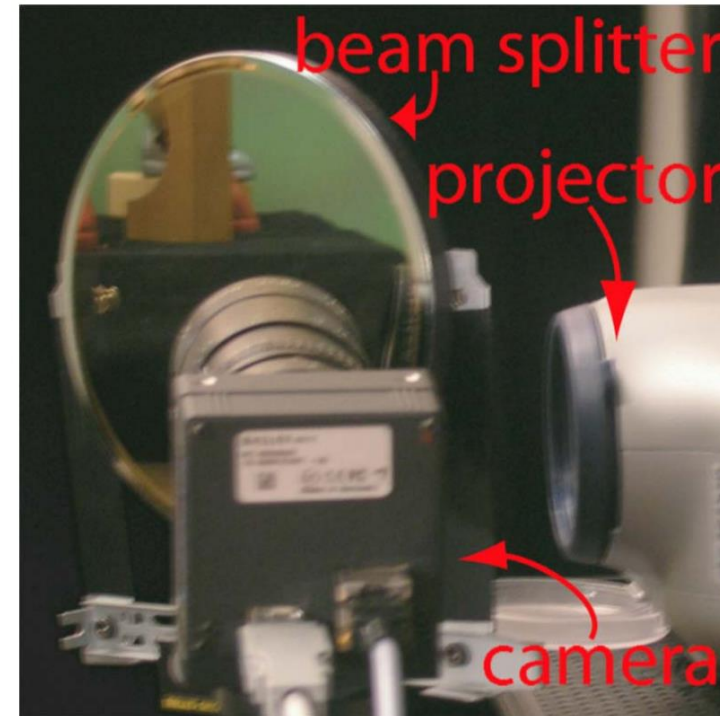
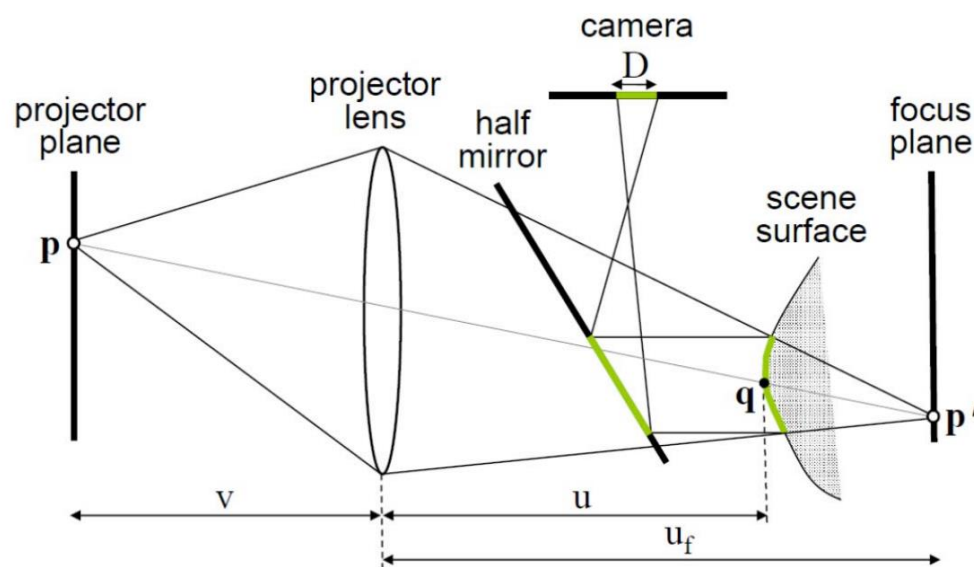


Resolution Enhancement with Temporal Fusion

- [Link](#)
- Software only
- Lecture 2

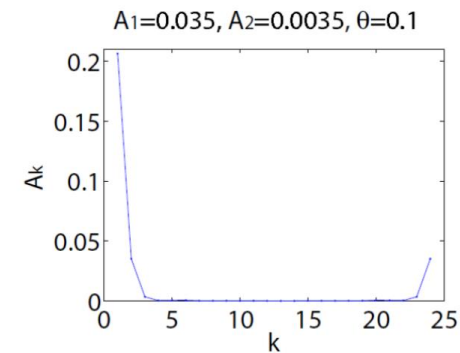
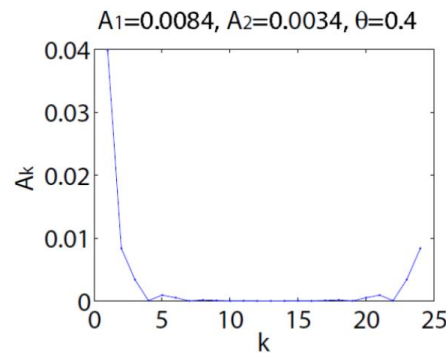
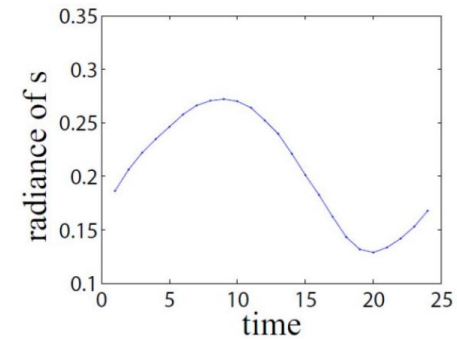
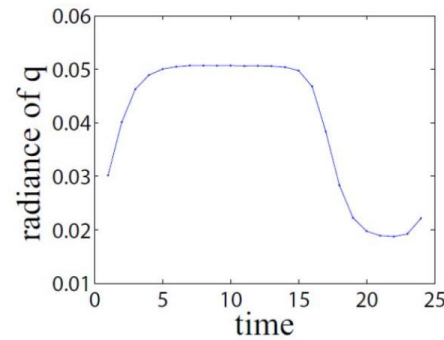
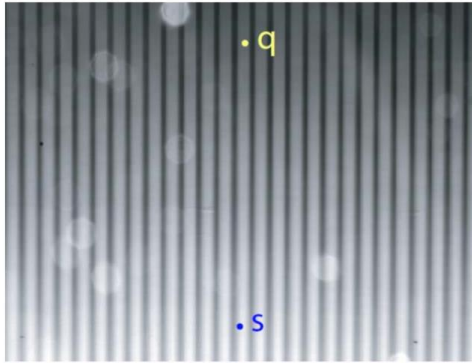
Projection Depth Estimation, Defocus

- Camera Projector Alignment

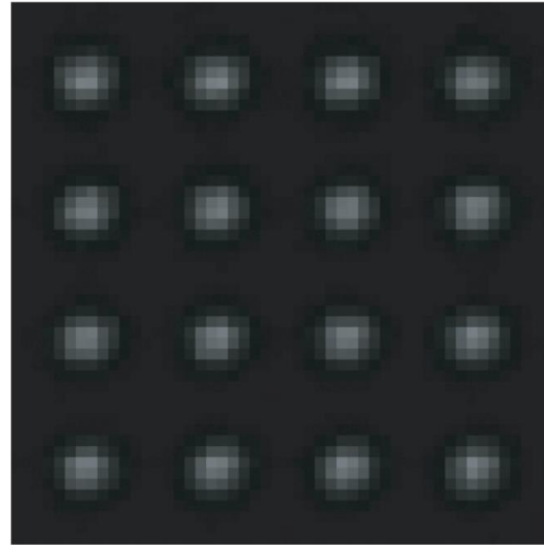
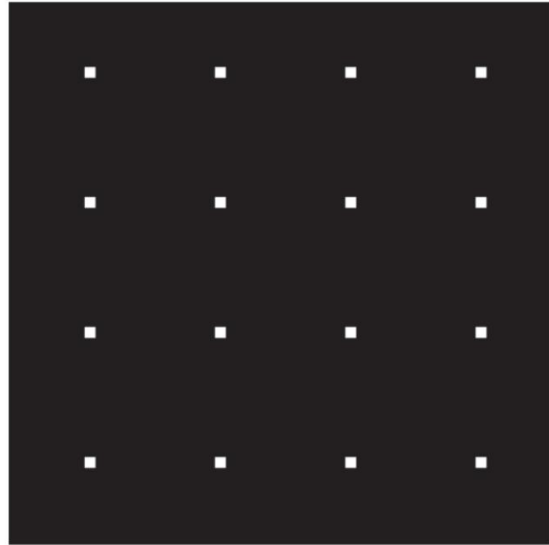


Projection Depth Estimation, Defocus

- Estimate Per-pixel Depth through Discrete Fourier Transform

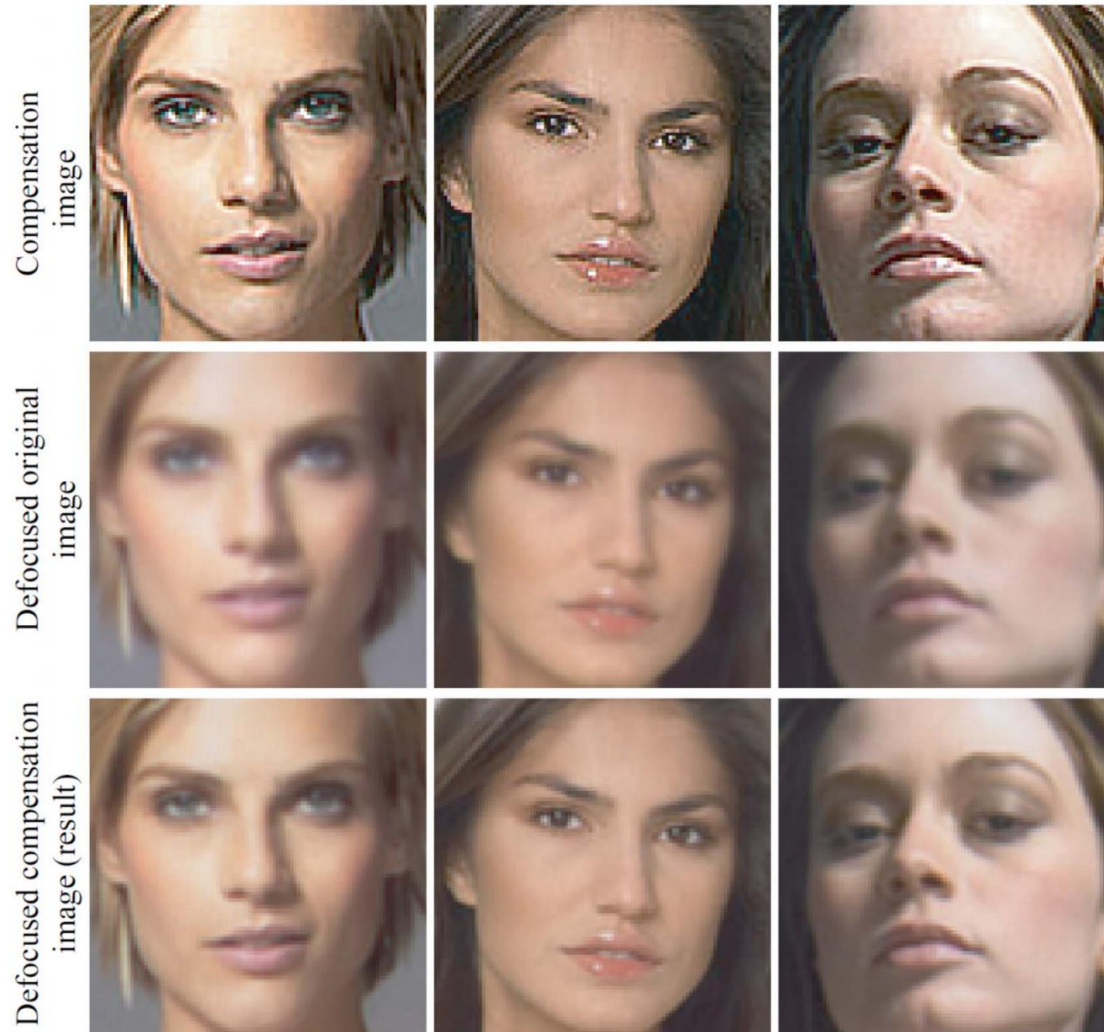


Projection Depth Estimation, Defocus



Projected Image Observed Blur

Projection Depth Estimation, Defocus



Projection Depth Estimation, Defocus

- [Link](#)
- Hardware+Software
- Lecture 3

Oculus Rift with Leap Motion



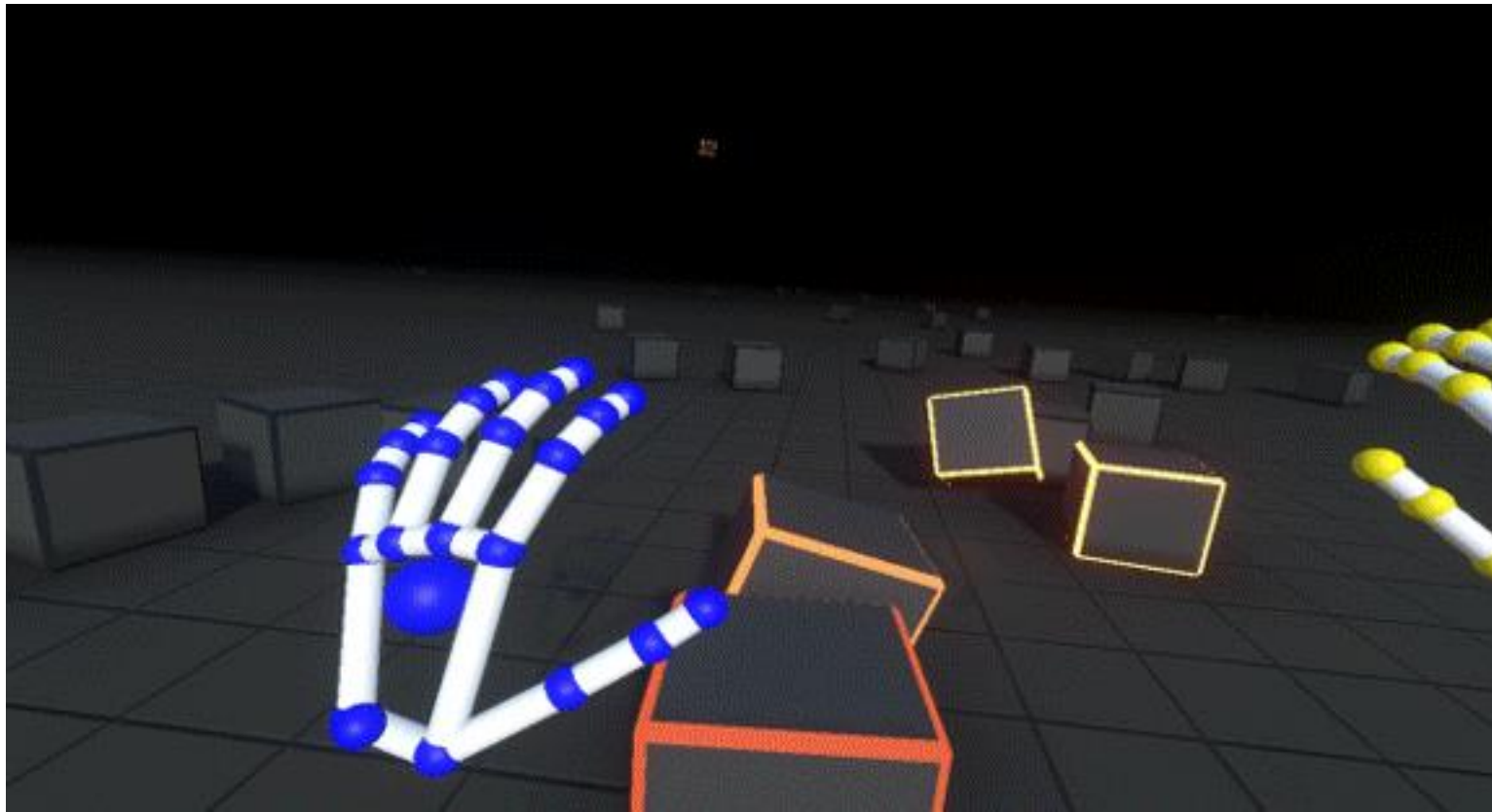
Occulus Rift with Leap Motion



Oculus Rift with Leap Motion



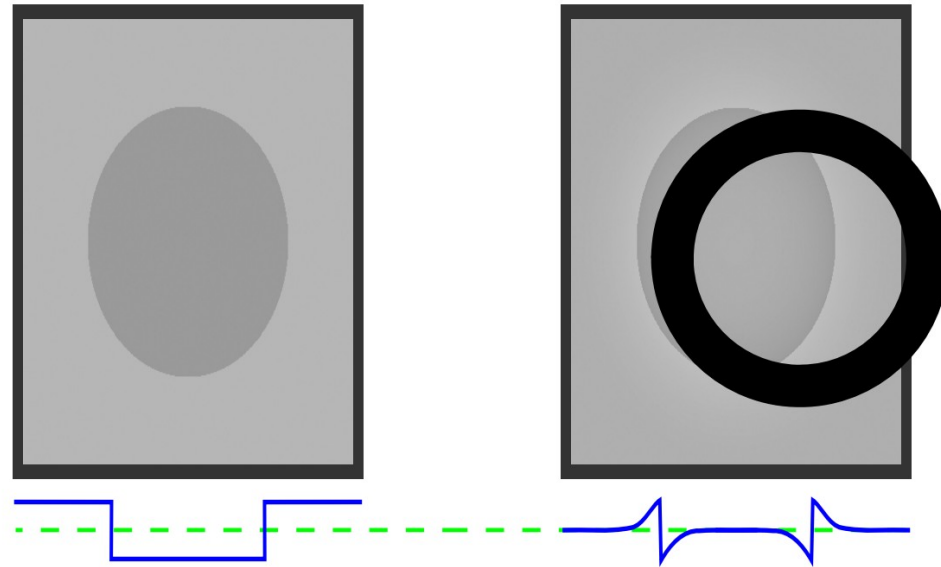
Oculus Rift with Leap Motion



Oculus Rift with Leap Motion

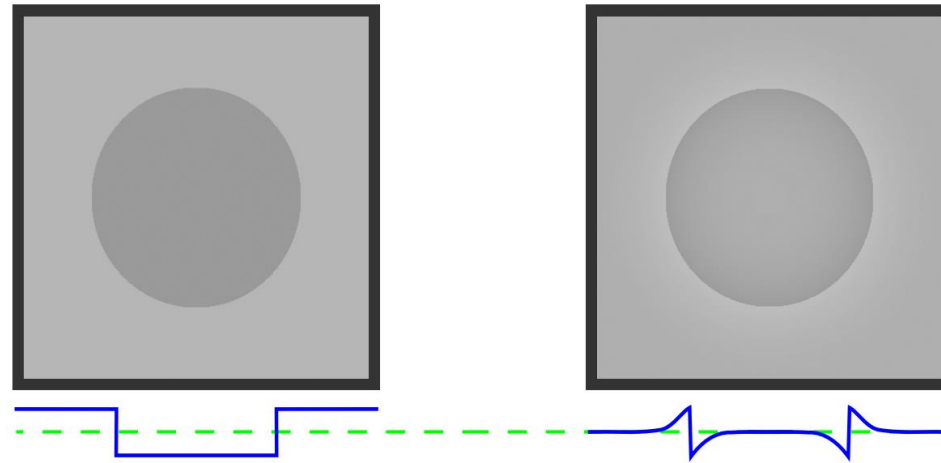
- Individually decided
- [Link](#)
- Hardware+Software
- Lecture 4

Apparent Stereo: The Cornsweet Illusion Can Enhance Perceived Depth

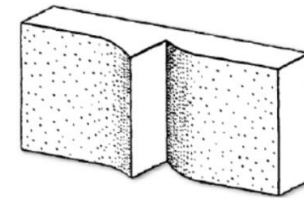


Apparent contrast due to **gradual darkening**
/ **brightening towards** a contrasting edge

Apparent Stereo: The Cornsweet Illusion Can Enhance Perceived Depth

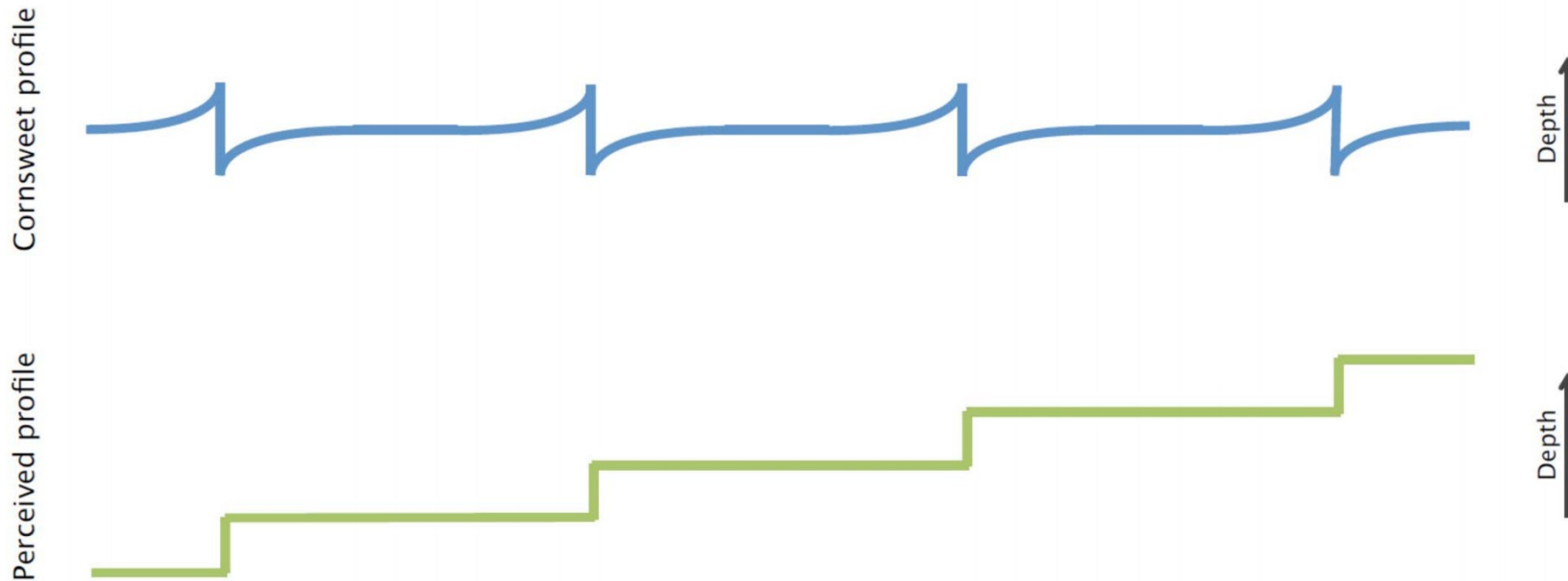


- Cornsweet illusion works for depth:



"A Craik-O'Brien-Cornsweet illusion for visual depth" [Anstis et al. 1978]

Apparent Stereo: The Cornsweet Illusion Can Enhance Perceived Depth



Apparent Stereo: The Cornsweet Illusion Can Enhance Perceived Depth



input image



a) unsharp masking profile



b) logarithmic



c) our local

Apparent Stereo: The Cornsweet Illusion Can Enhance Perceived Depth



Standard stereo



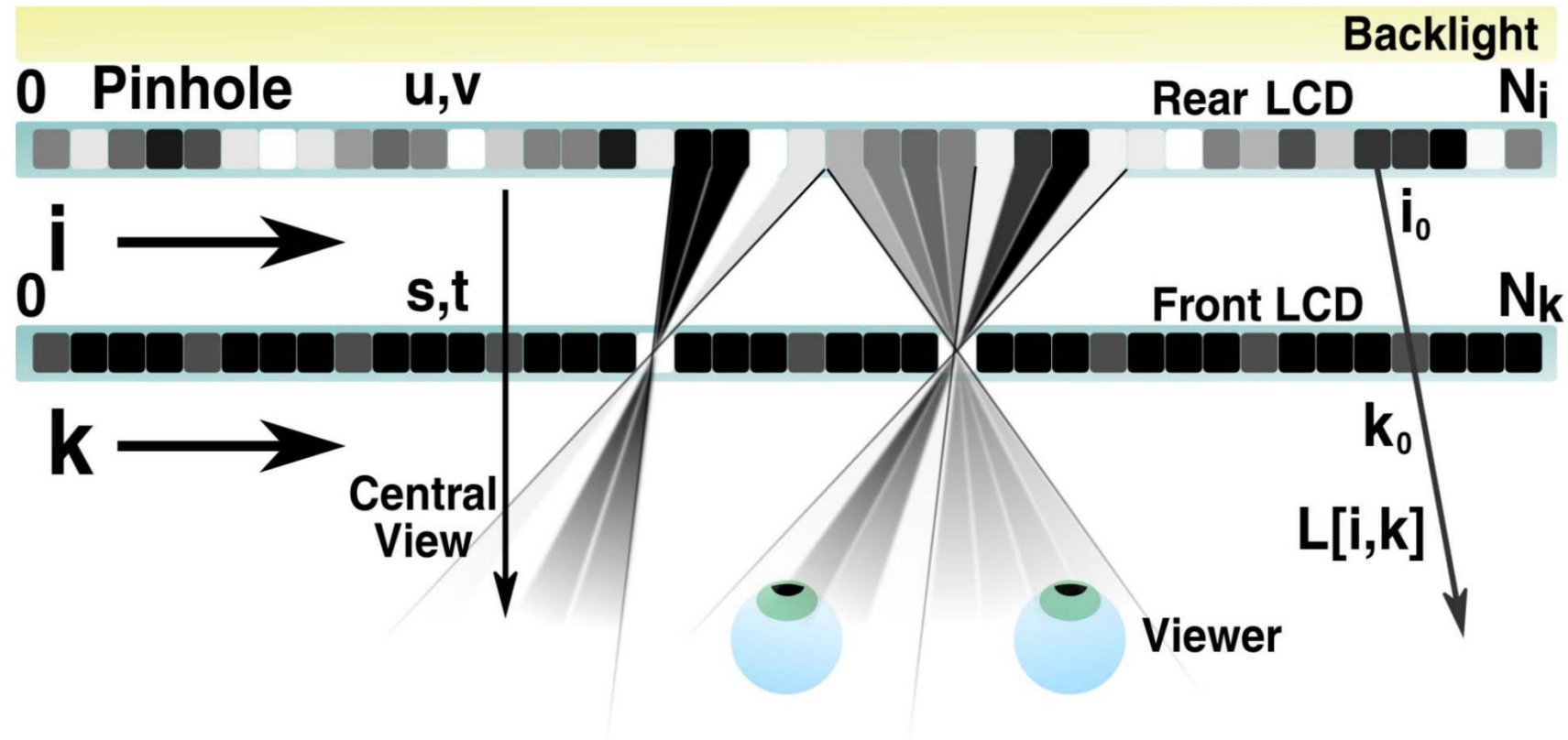
Backward-compatible stereo

Use only Cornsweet profiles

Apparent Stereo: The Cornsweet Illusion Can Enhance Perceived Depth

- [Link](#)
- Software only
- Lecture 7

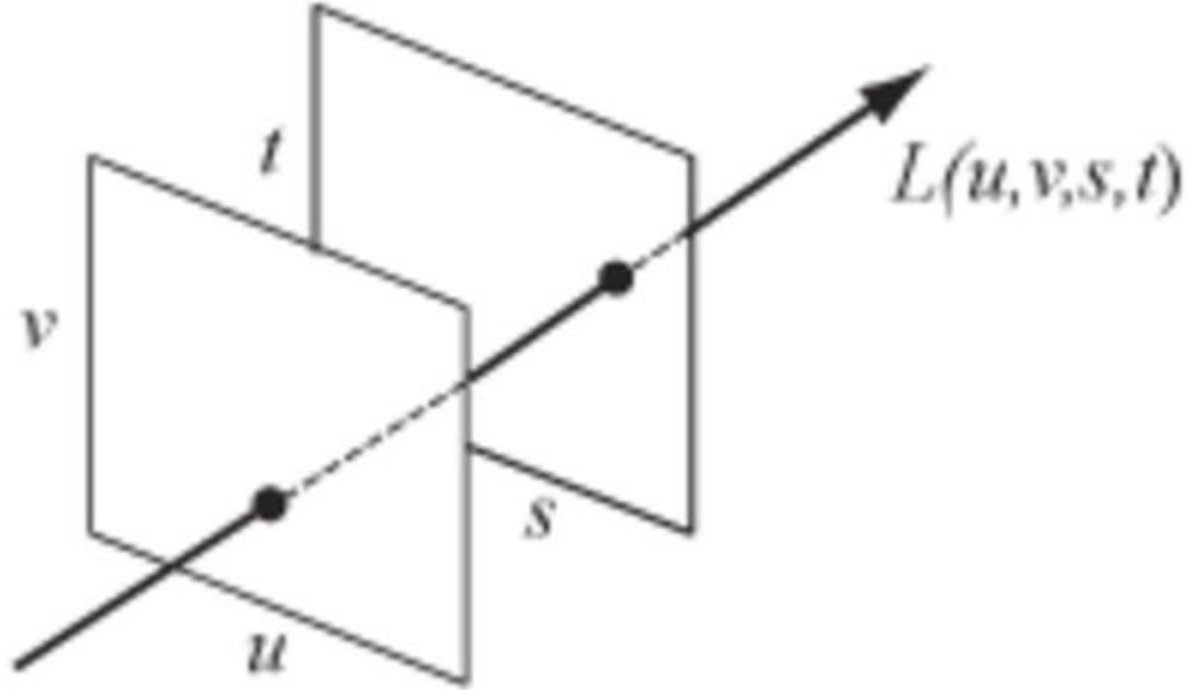
Simulation of Parallax Barrier Display



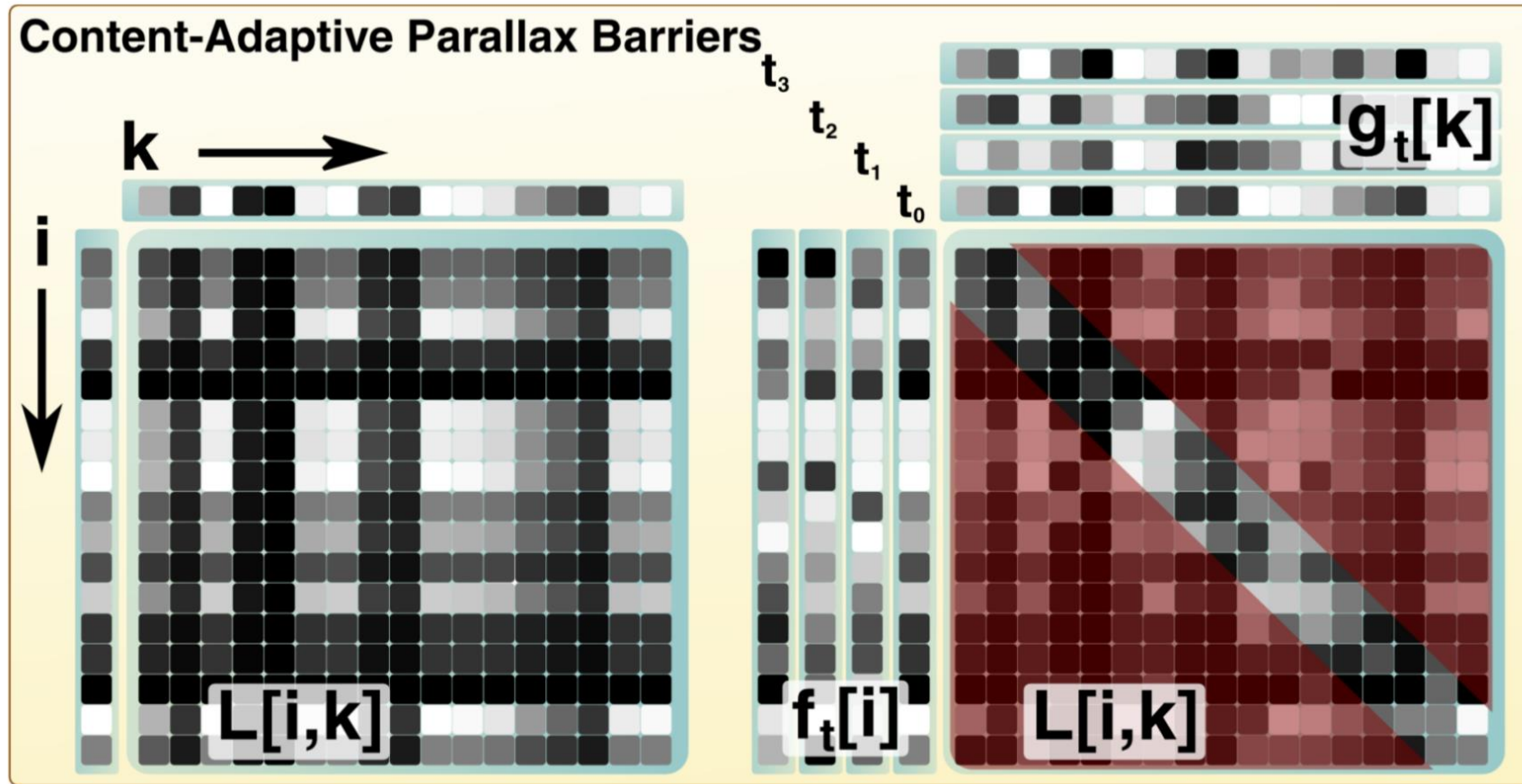
Pinhole mask creates directionally dependent light field

Simulation of Parallax Barrier Display

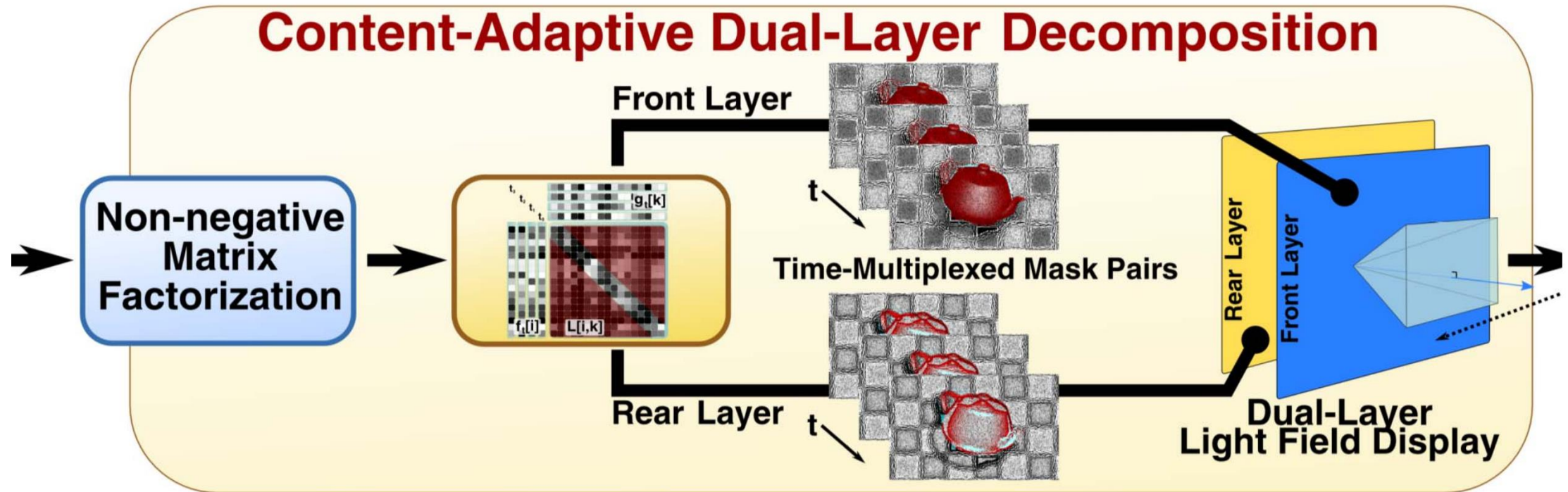
- Light field



Simulation of Parallax Barrier Display



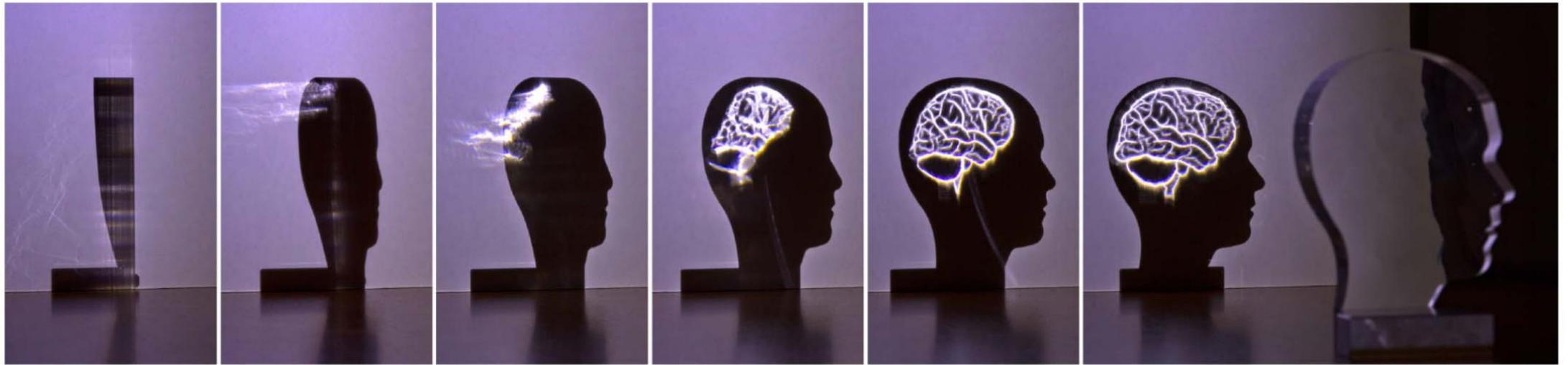
Simulation of Parallax Barrier Display



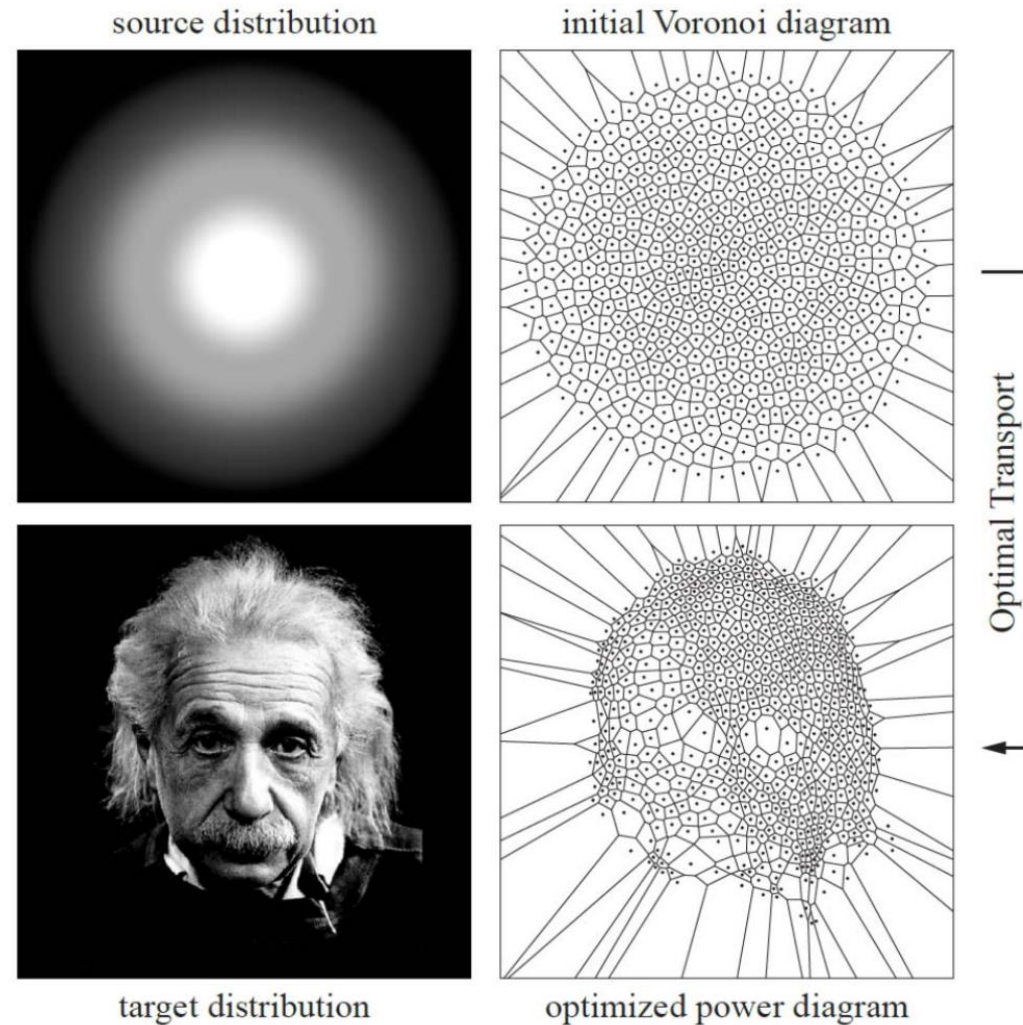
Simulation of Parallax Barrier Display

- [Link](#)
- Software only
- Lecture 8 and Lecture 9

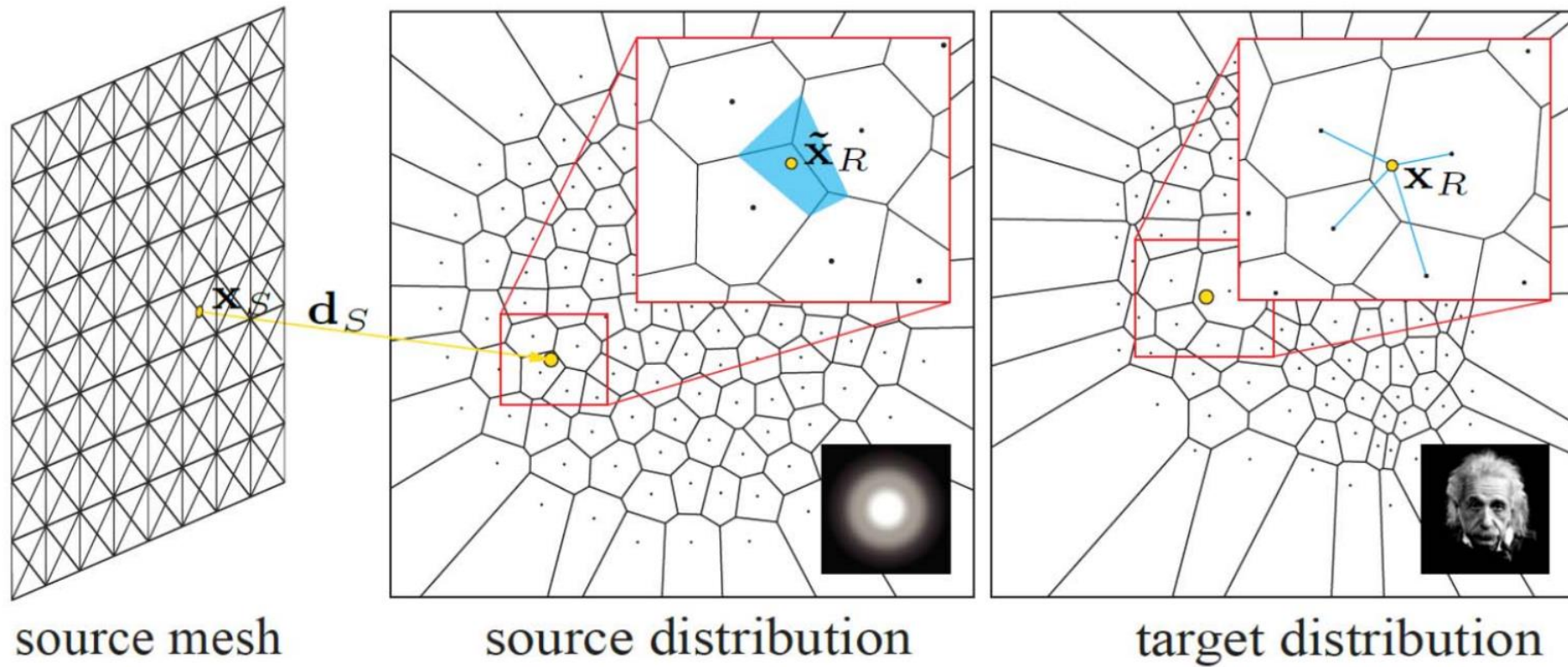
Simulating Computational Caustic Design



Simulating Computational Caustic Design

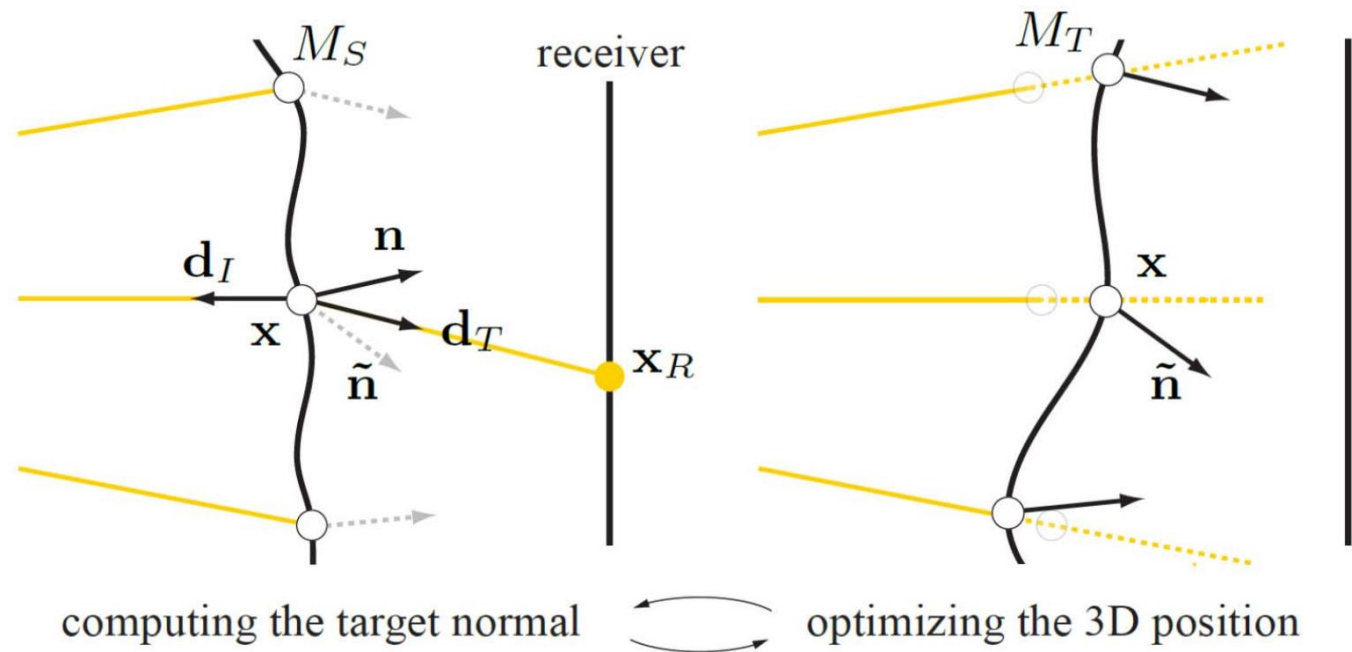


Simulating Computational Caustic Design



Simulating Computational Caustic Design

Integrate based on desired normals



Simulating Computational Caustic Design

- [Link](#)
- Software only
- Lecture 13

Important dates

- Midterm presentation—Project ideas and progress
 - 11th. Jan. 2018
- Final presentation—Project demos and implementation
 - 25th Jan. 2018