

ATTENUATION-BASED LIGHT FIELD DISPLAYS

Bachelor Thesis

Adrian Wälchli

June 3, 2016

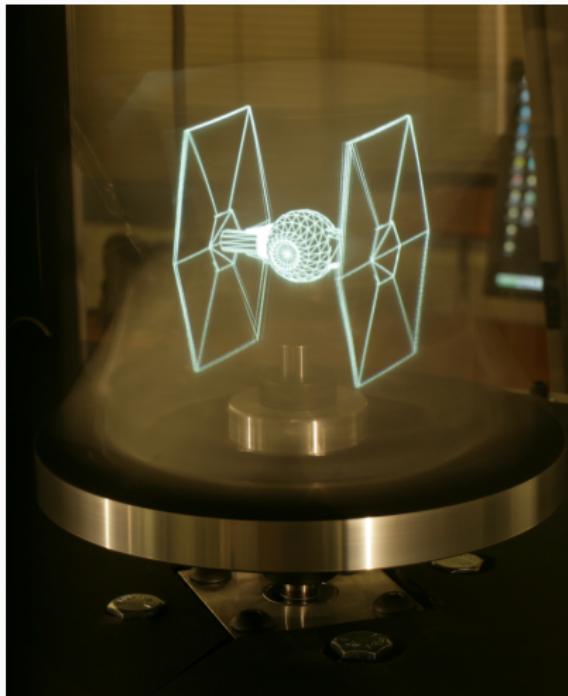
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OUTLINE

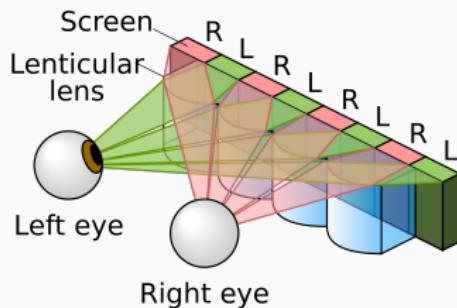
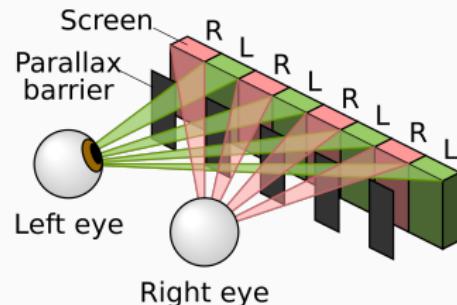
1. Introduction
2. Light Fields
3. Attenuation Display
4. Spectral Analysis
5. Conclusion

INTRODUCTION

EXISTING 3D DISPLAYS



Jones et al. [2007]



en.wikipedia.org/wiki/Autostereoscopy

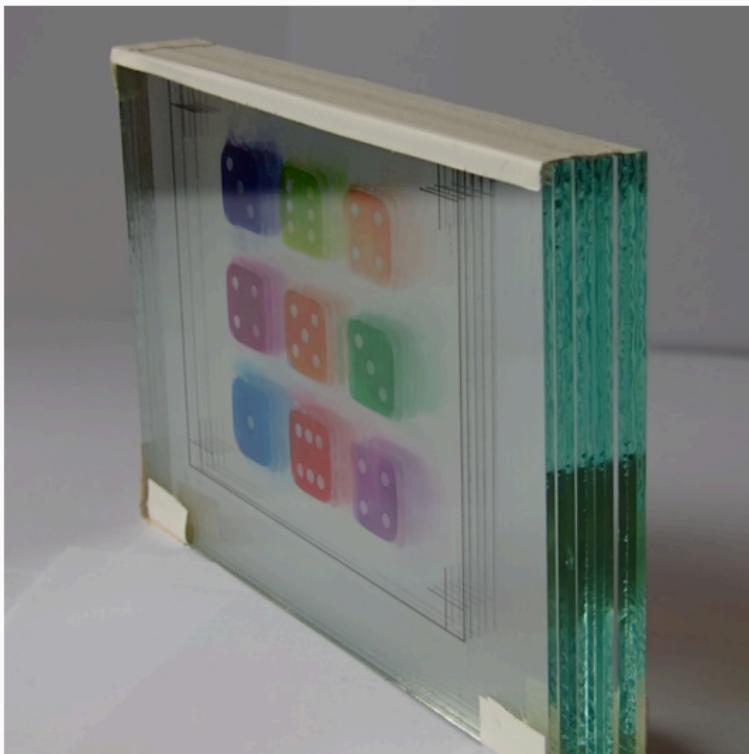
GLASSES



GLASSES-FREE



TODAY



Layered 3D: Tomographic Image Synthesis for Attenuation-based Light Field and High Dynamic Range Displays

Wetzstein et al. [2011]

Layered 3D: Tomographic Image Synthesis for Attenuation-based Light Field and High Dynamic Range Displays

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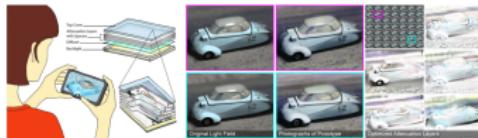


Figure 1: Reconstructing a glass-free light field display using volumetric attenuation. (Left) A stack of optical light modulators (e.g., printed masks) reconstructs a target light field (here for a car) when illuminated by a lightfield. (Right) The target light field is shown in the upper left, together with the optimal five-layer decomposition, obtained with iterative tomographic reconstruction. (Middle) Optique projections for a viewer standing to the top left (magenta) and bottom right (cyan). Corresponding views of the target light field and five-layer prestige are shown on the left and right, respectively. Each attenuation-based 3D display allows accurate depth-resolution despite of vector pencils, occlusion, and specularity being exhibited in the front, the sides, and the back of the stack, respectively.

1 Introduction

We develop tomographic techniques for image synthesis on displays composed of compact volumes of light-absorbing material. Such attenuated attenuators reconstruct a 3D light field, according to the way it would have been observed by a lightfield. Since arbitrary oblique views may be incoherent with any single attenuator, iterative tomographic reconstruction minimizes the difference between the observed light field and the reconstructed light field, starting on attenuation. As multi-layer generalizations of conventional parallel barriers, such displays are shown, both by theory and experiments, to support depth, brightness, and color perception and architectures. For 3D display, spatial resolution, depth of field, and brightness are increased compared to parallel barriers. For a plane at 3 m, the resolution is 1000 pixels per degree of view. In addition, of high dynamic range displays, continuing existing barriers and providing the first extension to multiple, distinct layers. We consider two types of displays: volumetric displays using liquid crystal-based light field displays using an inexpensive fabrication method; separating multiple printed incompatibles with acrylic sheets.

Keywords: computational displays, light fields, autostereoscopic 3D displays, high dynamic range displays, tomography

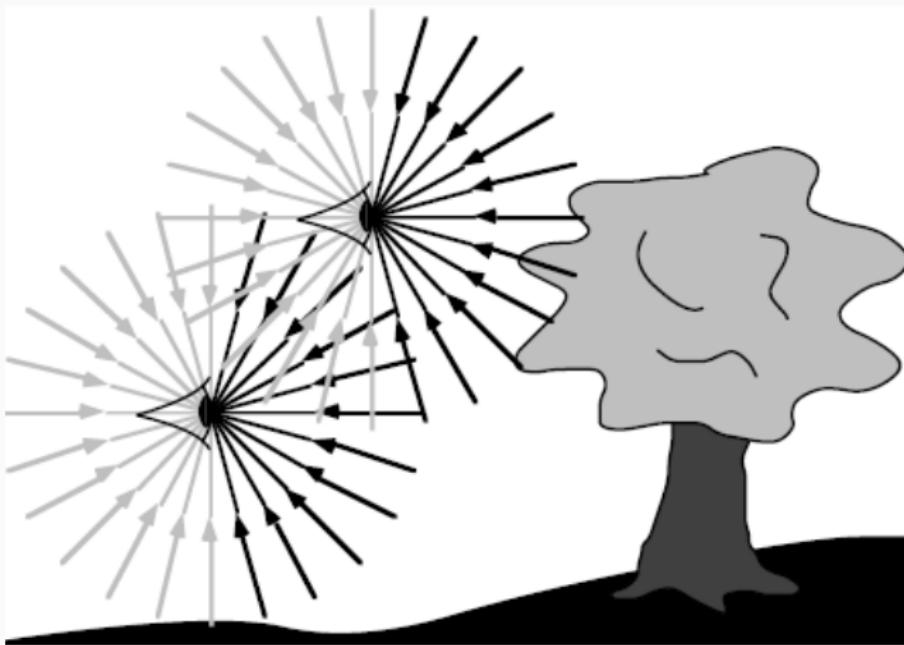
Links: [DOI](#) [PDF](#) [WWW](#) [Video](#)

3D displays are designed to replicate as many perceptual depth cues as possible. As surveyed by Lipton [1982], these cues can be classified into three main categories: binocular disparity, motion parallax, and motion blur. Researchers have explored numerous cues, including perspective, shading, and occlusion, to obtain the illusion of depth with 2D images. Including motion parallax and accommodation, existing 2D displays are limited in the field of view they provide. As a result, 3D displays are designed to provide the lacking binocular cues of disparity and convergence, along with these missing monocular cues. Current 3D displays preserve disparity, but require special eyewear to do so. In contrast, our displays are autostereoscopic, meaning that no monocular display replicates disparity and motion parallax without encumbering the viewer. As categorized by Frahera [2005], we fall into the category of volumetric displays, which include Kao's [1918] and integral imaging [Lippmann 1908], volumetric displays [Björnell and Schatzky 1996], and holograms [Slinger et al. 1998]. Volumetric displays are typically passive, meaning they are primarily restricted to static scenes viewed under controlled illumination [Klag et al. 2001]. Research is addressing these issues [Kang et al. 2009; Koenig et al. 2010; Pfeiffer et al. 2010]. Our displays remain practical alternatives utilizing well-established, low-cost fabrication. Furthermore, volumetric displays can replicate similar depth cues with faster free refresh rates [Frahera 2005].

This paper concerns autostereoscopic displays, commonly known as parallel volumes of light-absorbing material, which we dub “Layered 3D” displays. Differing from volumetric displays with light-emitting layers, overlaid attenuation patterns allow objects to appear in front of, behind, or at the same depth as other objects, supporting parallel, occlusion, and specularity. While our theoretical contributions apply equally well to dynamic displays, such as stacks of liquid crystal panels, we focus on static displays. This is done in order to demonstrate the principles of tomographic image synthesis. Specifically, we produce multi-layer attenuators using 2D printed transparencies, separated by acrylic sheets (see Figures 1 and 2).

LIGHT FIELDS

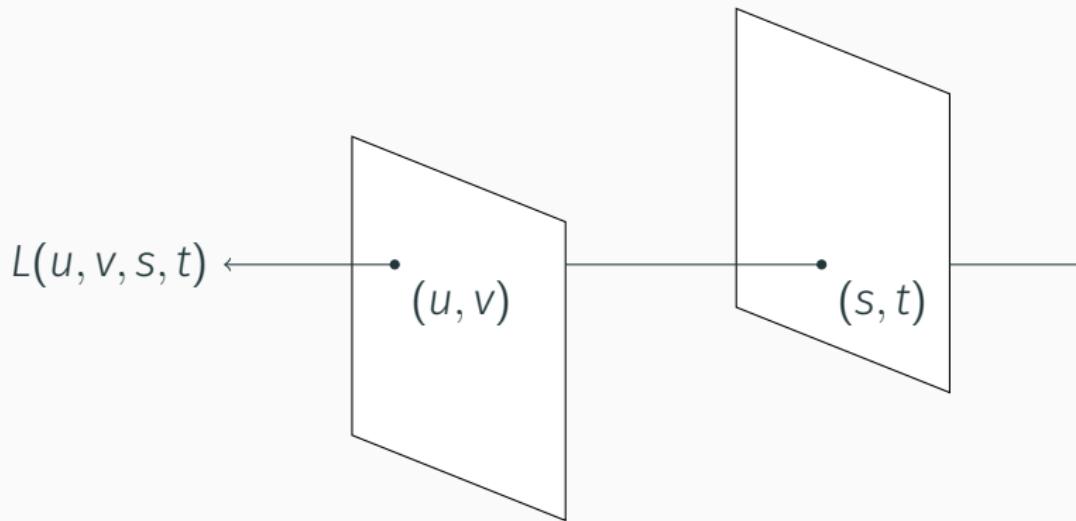
THE 4D LIGHT FIELD



Adelson and Bergen [1991]

THE 4D LIGHT FIELD

- $L(u, v, s, t)$
- Defined by two planes



LIGHT FIELD ACQUISITION



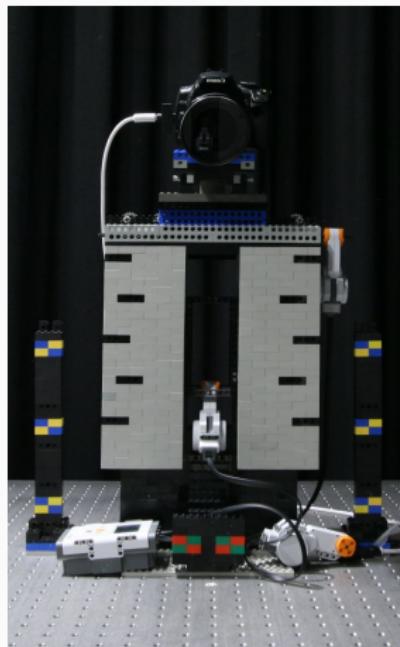
Lytro plenoptic camera. Source: de.wikipedia.org/wiki/Lytro

LIGHT FIELD ACQUISITION



Stanford camera array. Source: lightfield.stanford.edu

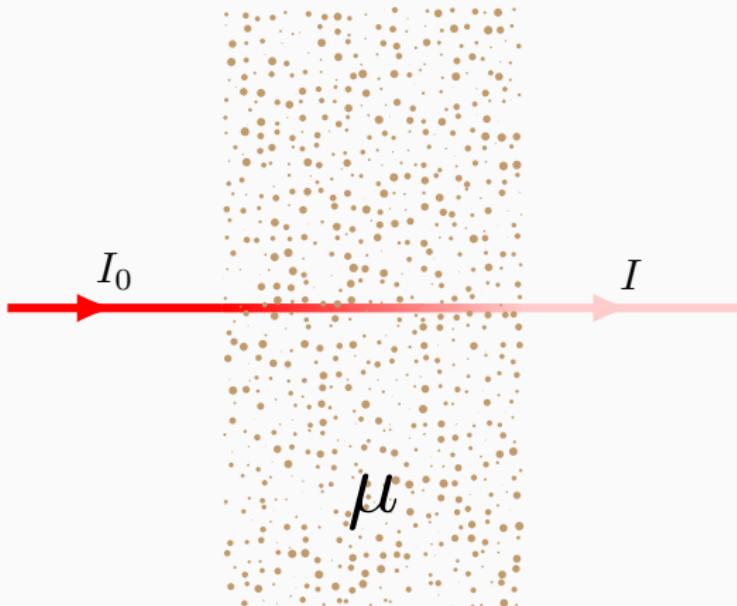
LIGHT FIELD ACQUISITION



Lego gantry. Source: lightfield.stanford.edu

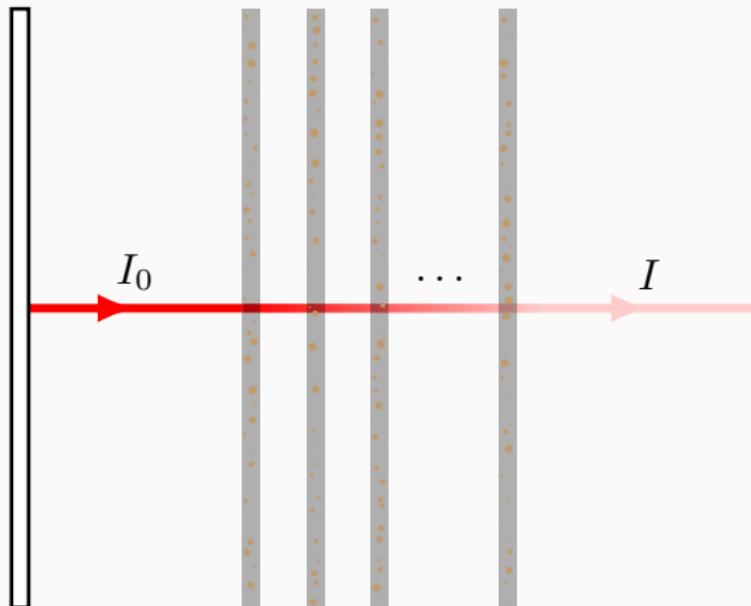
ATTENUATION DISPLAY

THE BEER-LAMBERT LAW



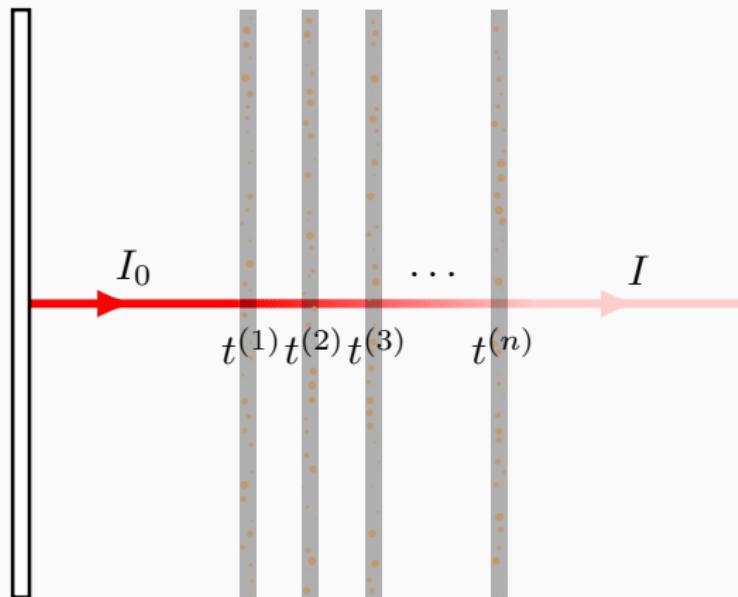
$$\frac{I}{I_0} = \exp \left(- \int_{\mathcal{R}} \mu(r) dr \right)$$

THE BEER-LAMBERT LAW



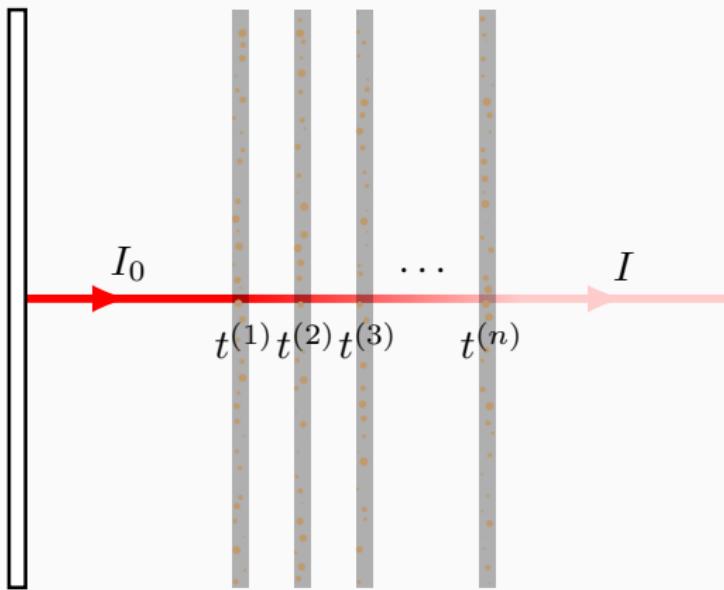
$$\frac{I}{I_0} = \exp \left(- \int_{\mathcal{R}} \mu(r) dr \right)$$

THE BEER-LAMBERT LAW



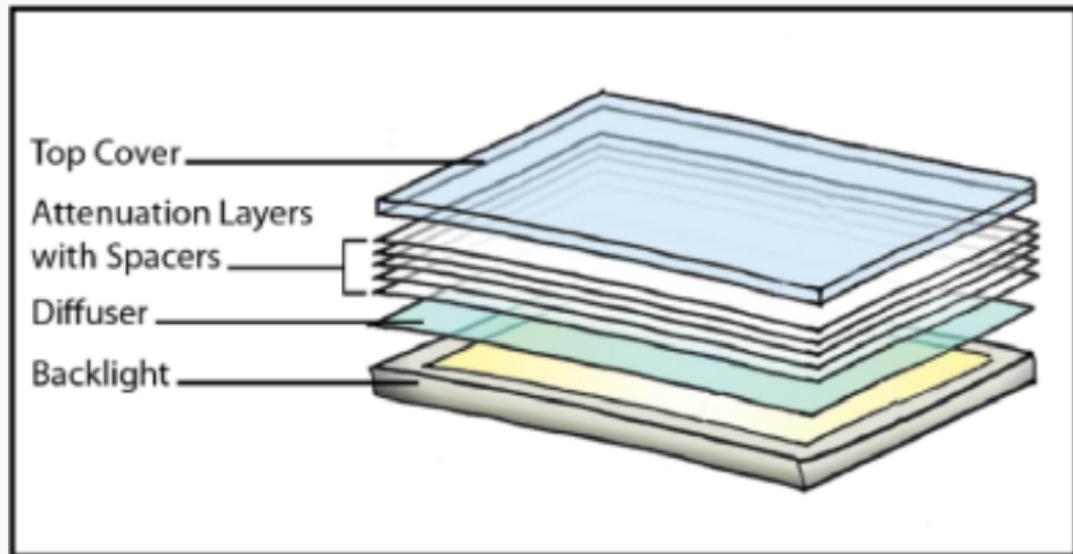
$$\frac{I}{I_0} = \exp \left(- \int_{\mathcal{R}} \mu(r) dr \right) \cong \prod_i t^{(i)}$$

THE BEER-LAMBERT LAW



$$\frac{I}{I_0} = \exp \left(- \int_{\mathcal{R}} \mu(r) dr \right) \cong \prod_i t^{(i)} = \exp \left(- \sum_i a^{(i)} \right)$$

DISPLAY ARCHITECTURE



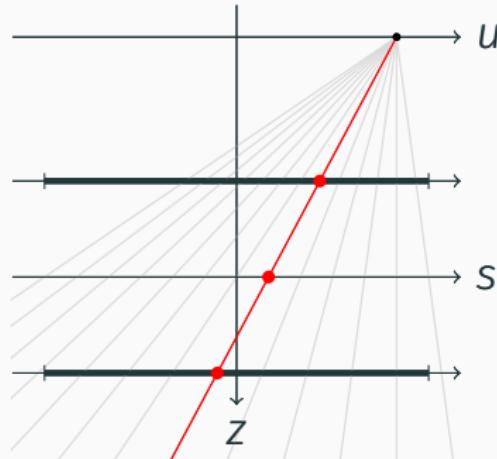
Wetzstein et al. [2011]

PROBLEM STATEMENT

Given a light field

Produce layers that attenuate light from
backlight such that display creates the given
light field

LIGHT TRANSMISSION



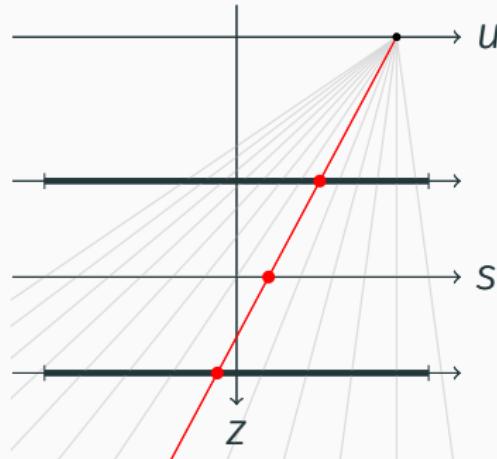
$$L_m = L_0 \prod_{n=1}^N t^{(n)}(h(m, n))$$

L_m Color of ray m

t Transmission

h Intersection

LIGHT TRANSMISSION



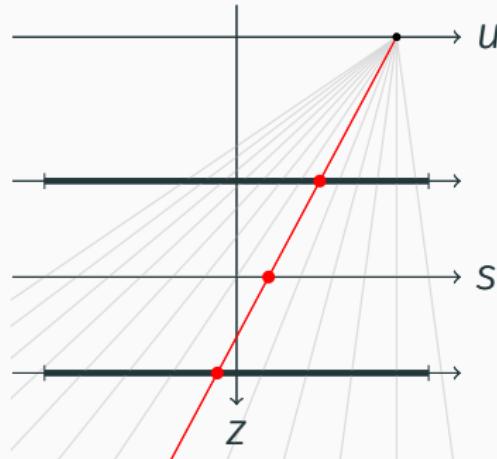
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LIGHT TRANSMISSION



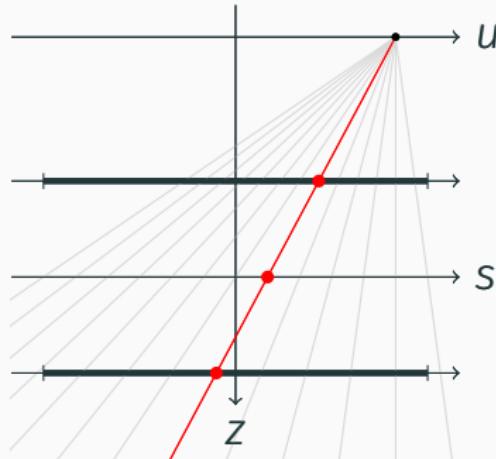
$$L_m = L_0 \prod_{n=1}^N t^{(n)}(h(m, n))$$

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h Intersection

LIGHT TRANSMISSION



$$L_m = L_0 \prod_{n=1}^N t^{(n)}(h(m, n))$$

L_m Color of ray m

t Transmission

h Intersection

From now on: $L_0 = 1$

FROM TRANSMISSION TO ABSORBANCE

- Transmission values unknown

$$L_m = \prod_{n=1}^N t^{(n)}(h(m, n))$$

FROM TRANSMISSION TO ABSORBANCE

- Transmission values unknown
- Solve equations simultaneously for all rays

$$L_m = \prod_{n=1}^N t^{(n)}(h(m, n))$$

FROM TRANSMISSION TO ABSORBANCE

- Transmission values unknown
- Solve equations simultaneously for all rays
- This is hard

$$L_m = \prod_{n=1}^N t^{(n)}(h(m, n))$$

FROM TRANSMISSION TO ABSORBANCE

- Transmission values unknown
- Solve equations simultaneously for all rays
- This is hard
- Transform to log-domain

$$L_m = \prod_{n=1}^N t^{(n)}(h(m, n))$$

 $t = e^{-a}$

$$\log(L_m) = - \sum_{n=1}^N a^{(n)}(h(m, n))$$

FROM TRANSMISSION TO ABSORBANCE

- Transmission values unknown
- Solve equations simultaneously for all rays
- This is hard
- Transform to log-domain
- **Solve for absorbance**

$$L_m = \prod_{n=1}^N t^{(n)}(h(m, n))$$

 $t = e^{-a}$

$$\log(L_m) = - \sum_{n=1}^N a^{(n)}(h(m, n))$$

RAY CASTING

- One linear constraint per ray
- Create a big matrix P
- Matrix encodes intersections

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THE EQUATION

$$\log(L) = -P\alpha$$

- L Vectorized light field
- α Vector holding unkowns

OPTIMIZATION PROBLEM

$$\operatorname{argmin}_{\alpha} \|P\alpha + \log(L)\|^2$$

subject to $\alpha \geq 0.$

- Proposed by Wetzstein et al. [2011]
- System is overdetermined
- Need iterative solver
- Negative absorption ($\alpha < 0$) is physically not possible

EXAMPLE: LEGO TRUCK



$6 \times 6 \times 480 \times 640$
 ~ 2 minutes

EXAMPLE: LEGO TRUCK

Goal: Simulate viewing experience before assembly

$$I = e^{-P\alpha}$$

Original



Simulation

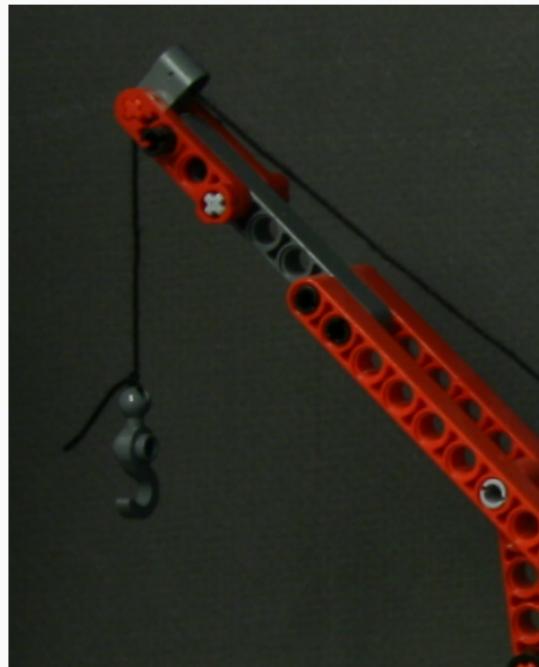


Light field courtesy: Stanford Light Field Archive

EXAMPLE: LEGO TRUCK

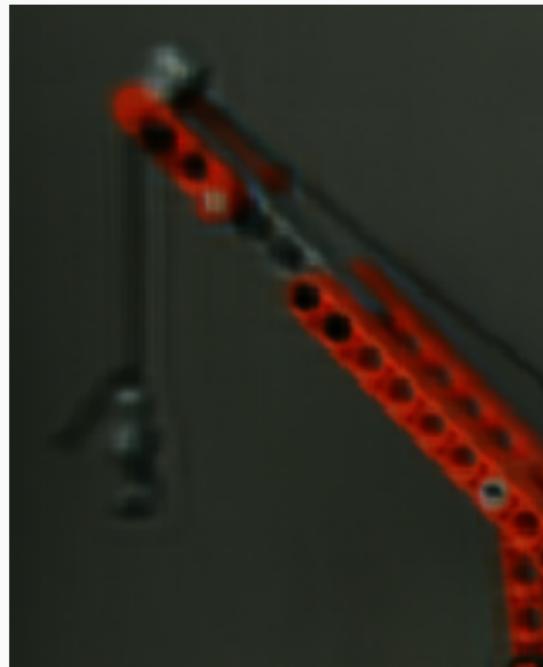
Original

$17 \times 17 \times 960 \times 1280$



Simulation (3 Layers)

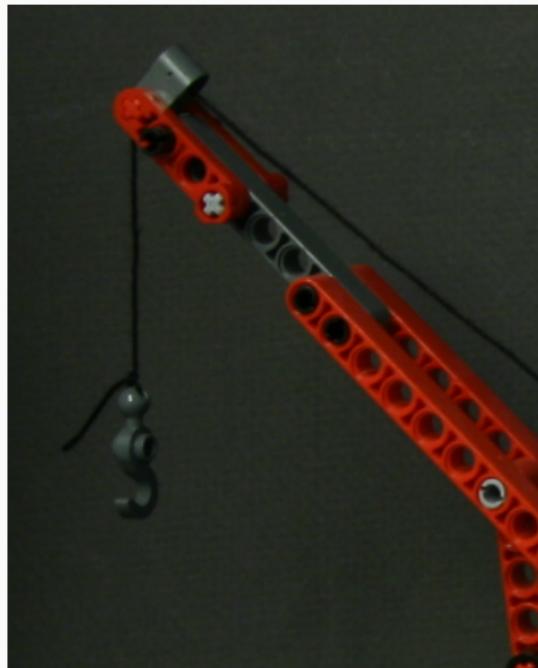
$6 \times 6 \times 480 \times 640$



EXAMPLE: LEGO TRUCK

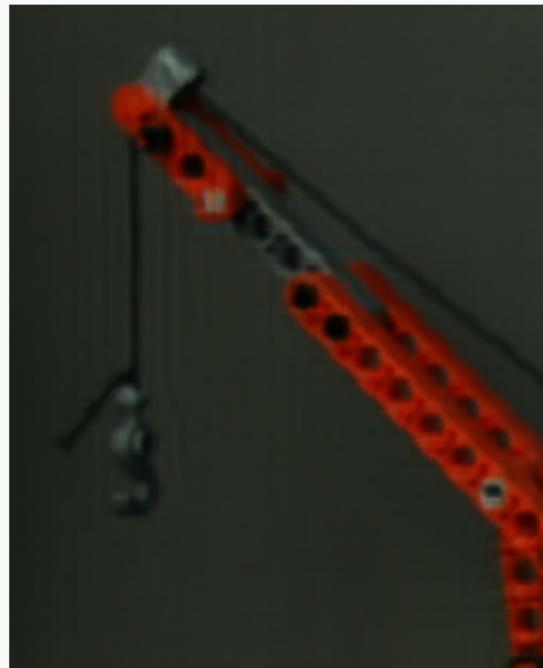
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Simulation (5 Layers)

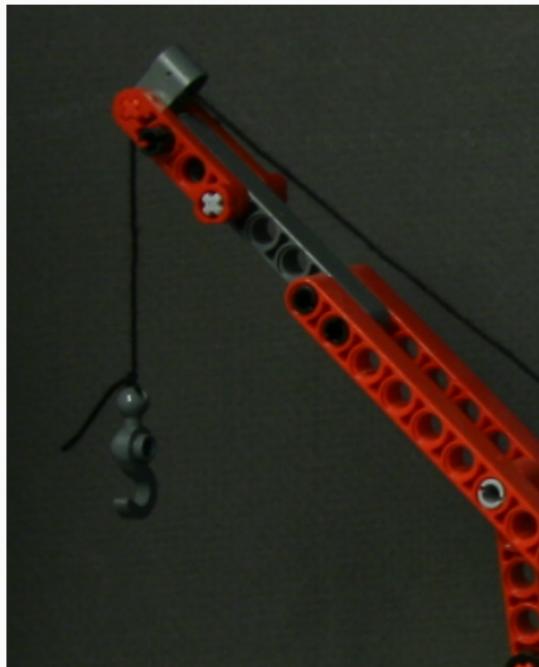
$6 \times 6 \times 480 \times 640$



EXAMPLE: LEGO TRUCK

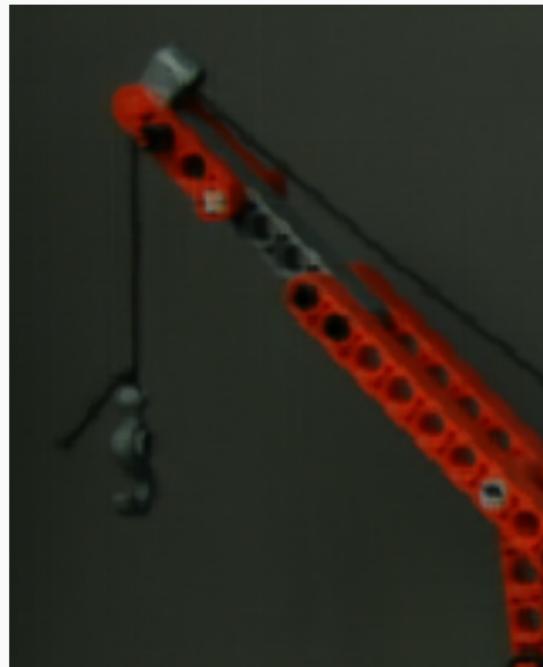
Original

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Simulation (10 Layers)

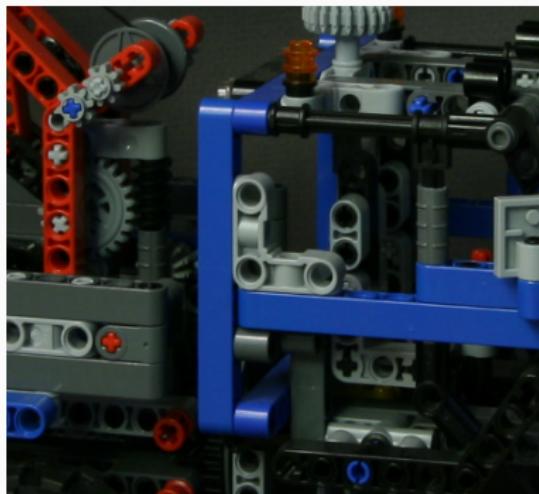
$6 \times 6 \times 480 \times 640$



EXAMPLE: LEGO TRUCK

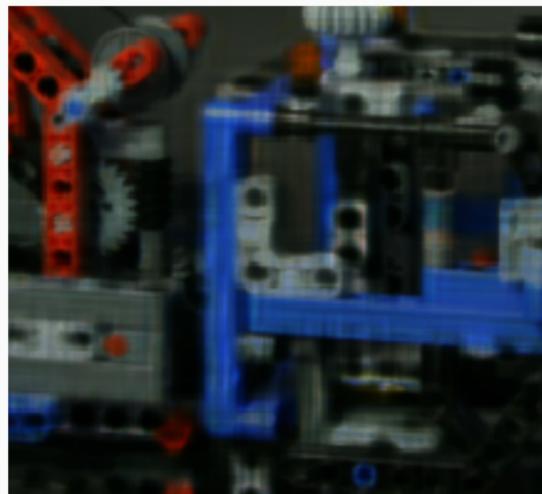
Original

$17 \times 17 \times 960 \times 1280$



Simulation (3 Layers)

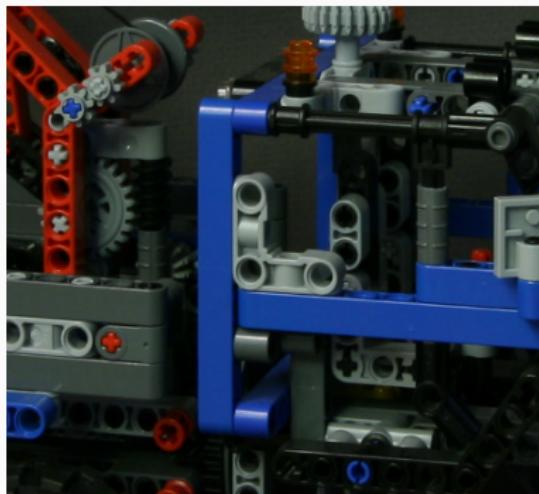
$6 \times 6 \times 480 \times 640$



EXAMPLE: LEGO TRUCK

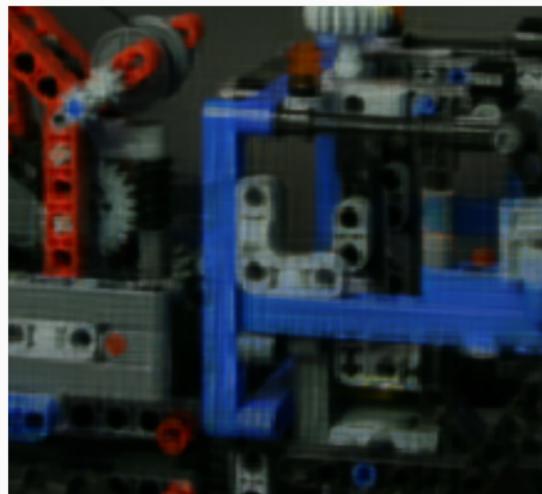
Original

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Simulation (5 Layers)

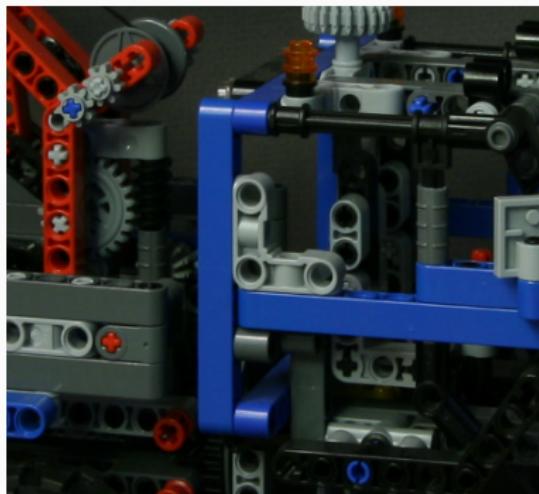
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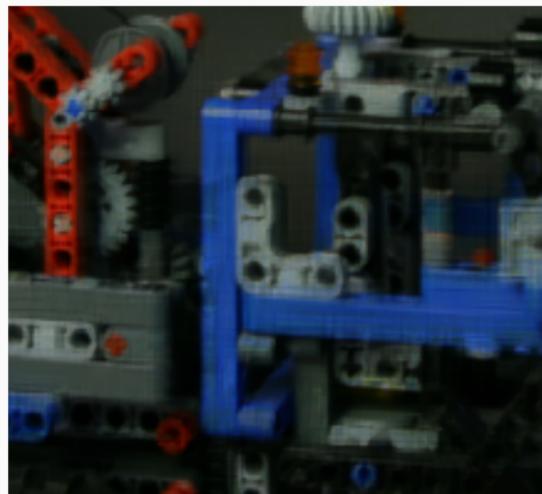
Original

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Simulation (10 Layers)

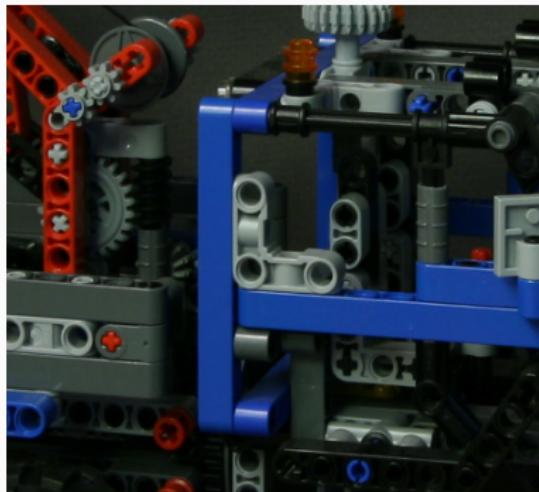
$6 \times 6 \times 480 \times 640$



EXAMPLE: LEGO TRUCK

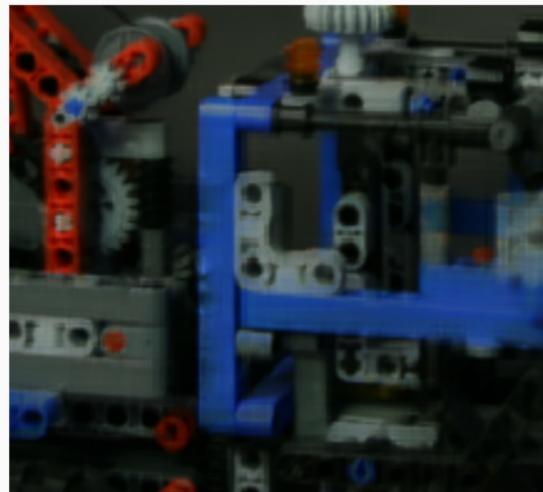
Original

$17 \times 17 \times 960 \times 1280$



Simulation (10 Layers)

$9 \times 9 \times 480 \times 640$



EXAMPLE: LEGO TRUCK



- A lot of memory is needed:
 - Light field (uncompressed)
 - Propagation matrix
 - Additional matrices for solver
- Memory usage grows with resolution
- Solution: Slice the attenuator

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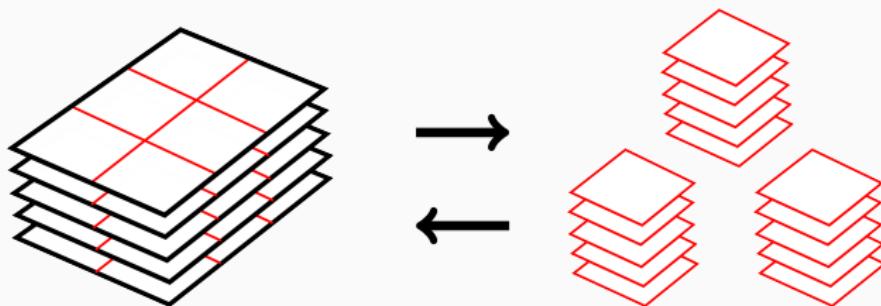
EXAMPLE: LEGO TRUCK



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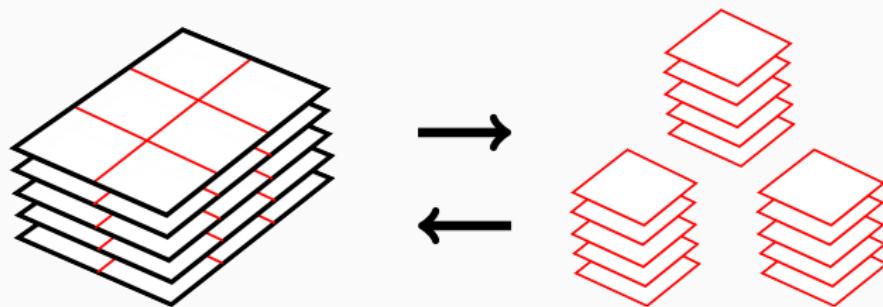
ATTENUATOR TILING

1. Slice attenuator into smaller pieces
2. Solve optimization problem for every slice
3. Reconnect the slices



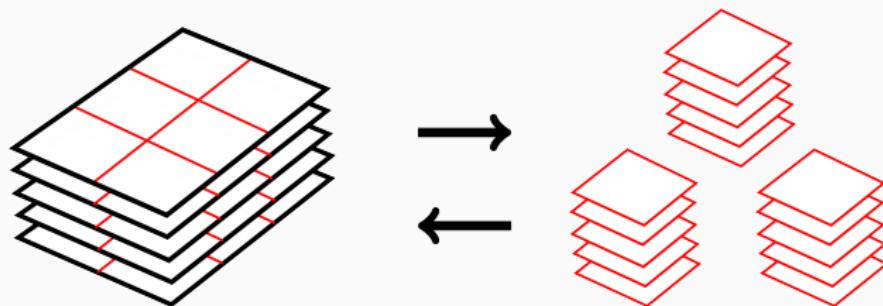
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ATTENUATOR TILING

- Problem: Rays can overlap with multiple slices at borders
- Slices need to overlap too
- Blend slices with mask

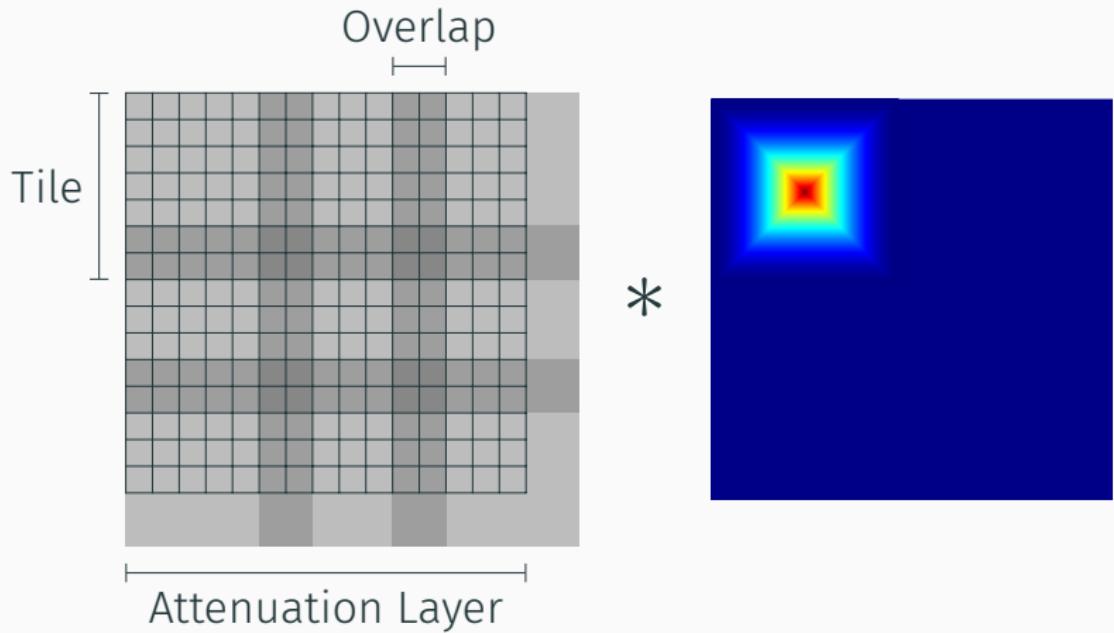


Original

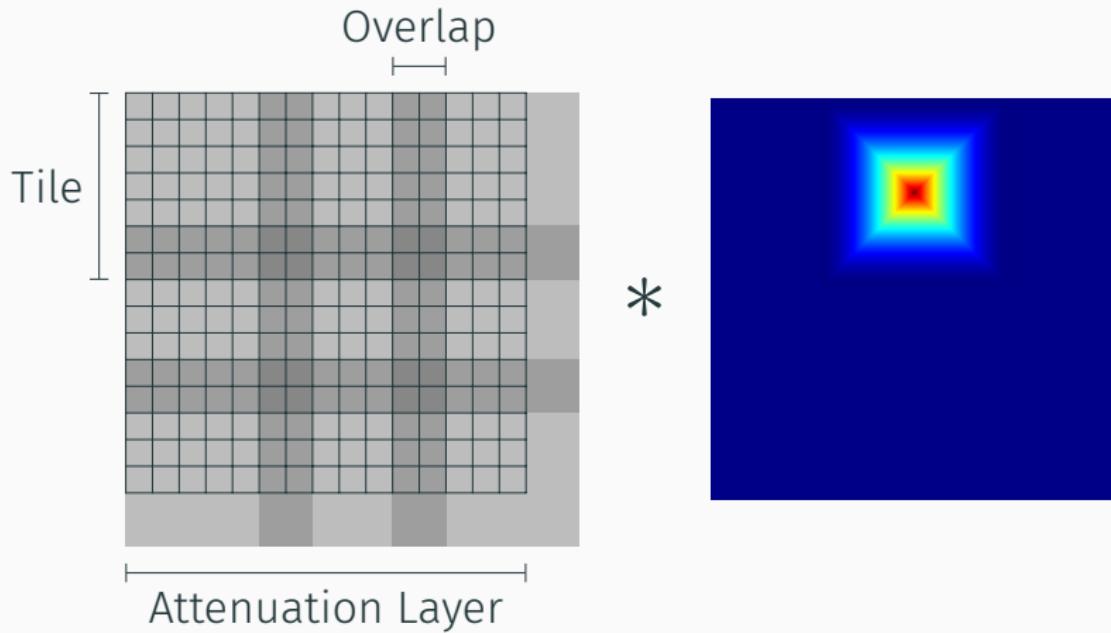


Simulation

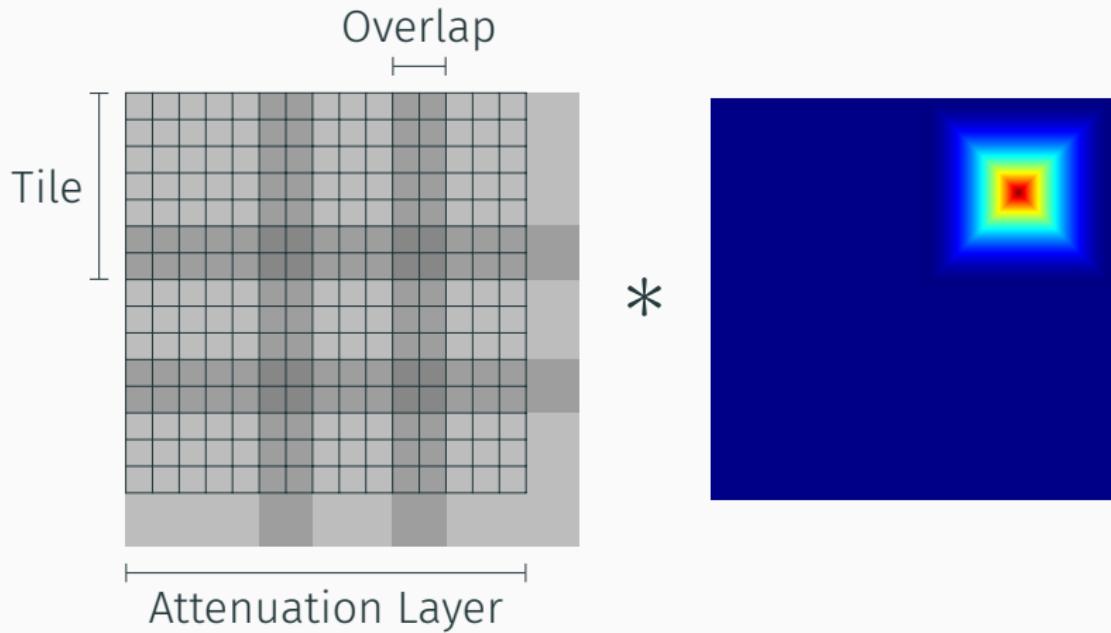
TILE BLENDING



TILE BLENDING



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TILE BLENDING



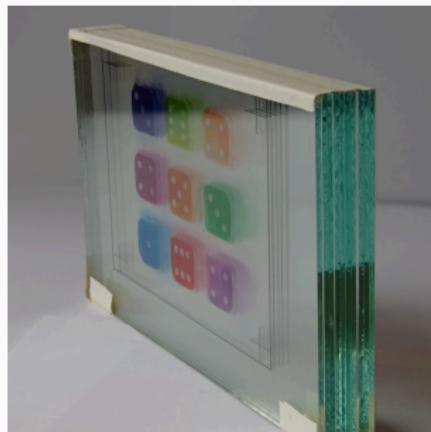
No overlap



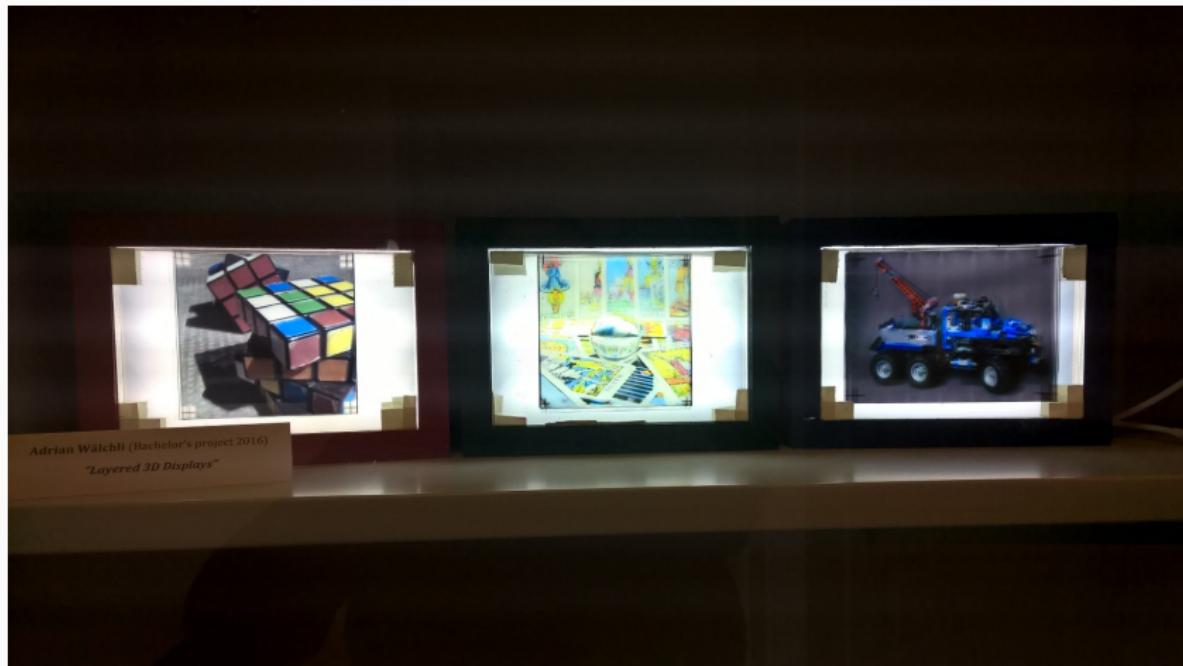
30% overlap

THE FINISHED DISPLAY

- Finally, print images on transparent sheets
- Glass plates hold sheets in place
- Combine with backlight



THE FINISHED PRODUCT



QUESTIONS

- Impact of more layers?

QUESTIONS

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- Does thickness of display matter?

QUESTIONS

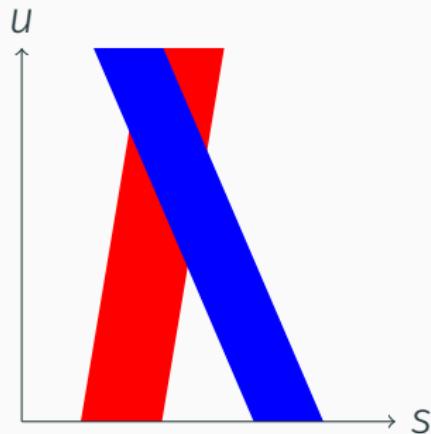
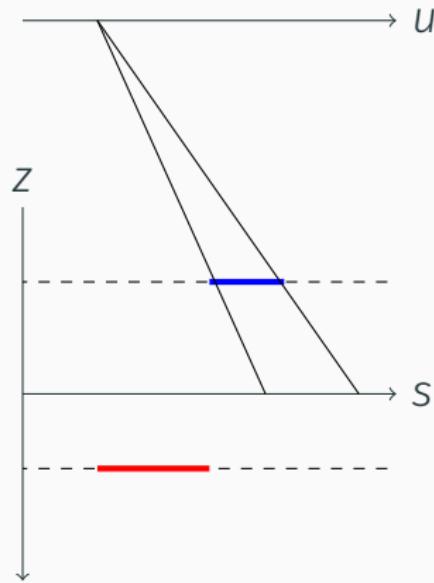
- Impact of more layers?
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- Is it possible to show objects outside the display?

QUESTIONS

- Impact of more layers?
- Does thickness of display matter?
- Is it possible to show objects outside the display?
- What are the limitations?

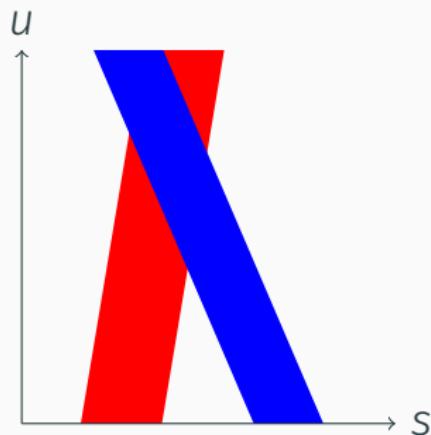
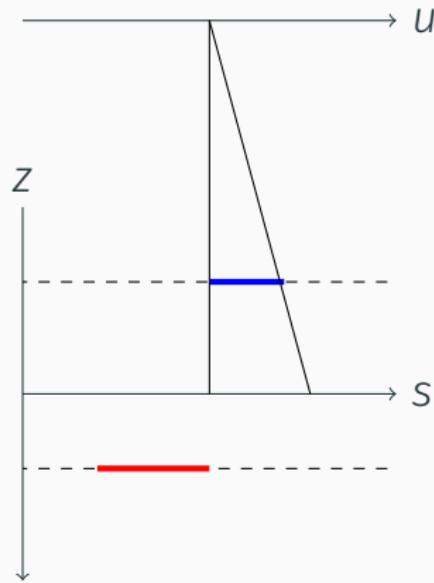
SPECTRAL ANALYSIS

EPIPOLAR PLANE IMAGE



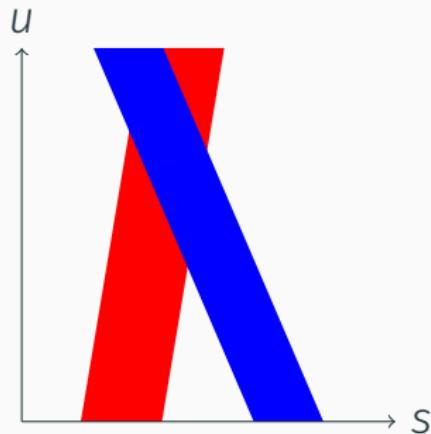
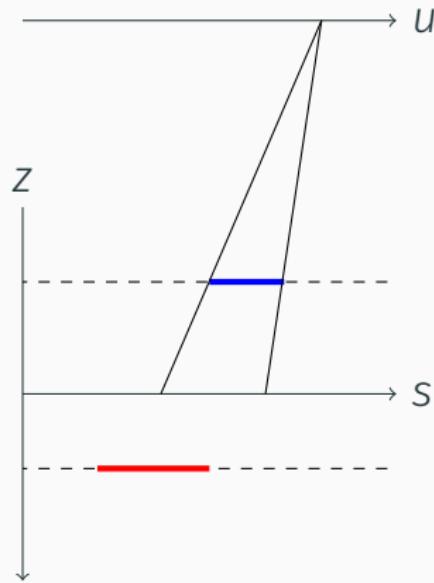
$$\frac{du}{ds} = \frac{z - Z_u}{z - Z_s}$$

EPIPOLAR PLANE IMAGE



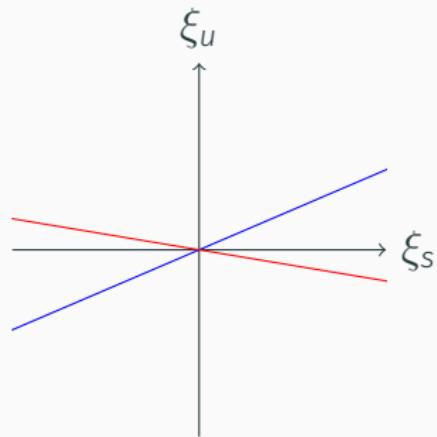
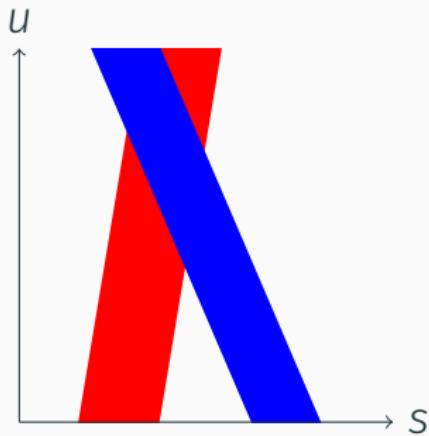
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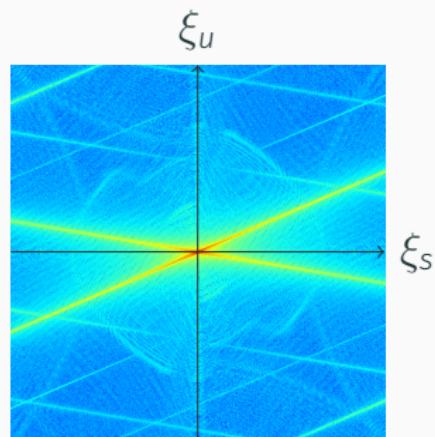
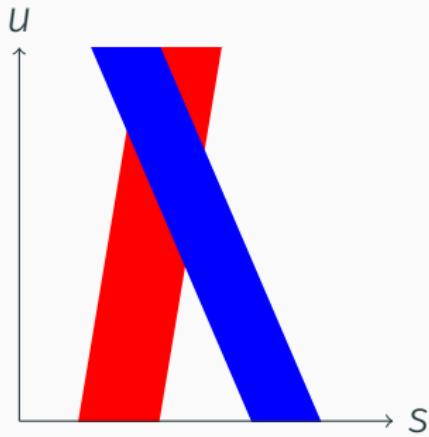
$$\frac{du}{ds} = \frac{z - Z_u}{z - Z_s}$$

SPECTRAL PROPERTIES OF LIGHT FIELDS



Frequency Response
(Amplitude)

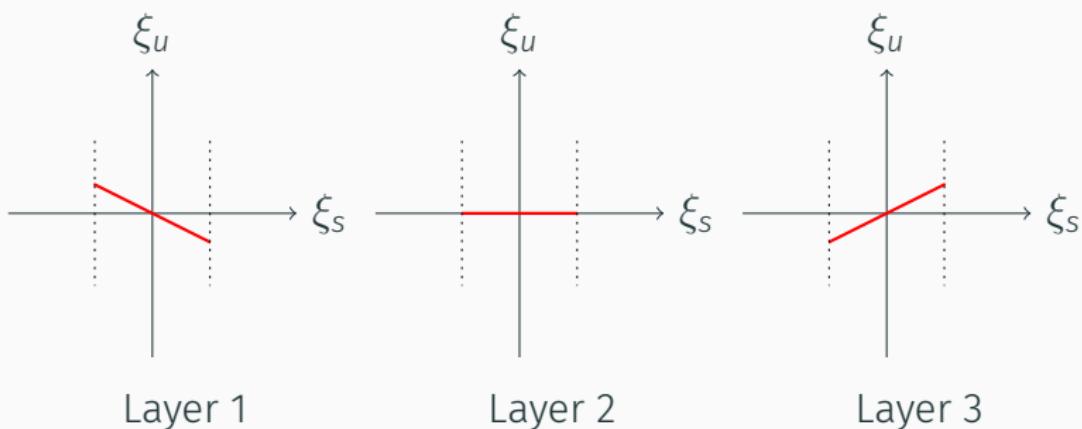
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Frequency Response
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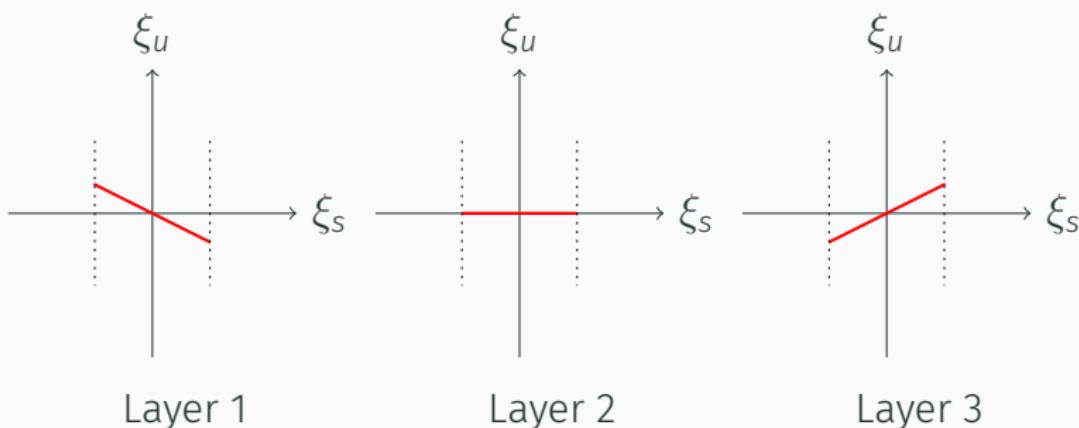
SPECTRAL PROPERTIES OF DISPLAY

- Every layer creates a light field L_n
- Stack of layers creates $L' = L_0 \cdot L_1 \cdots L_N$
- What does L' look like in frequency domain?



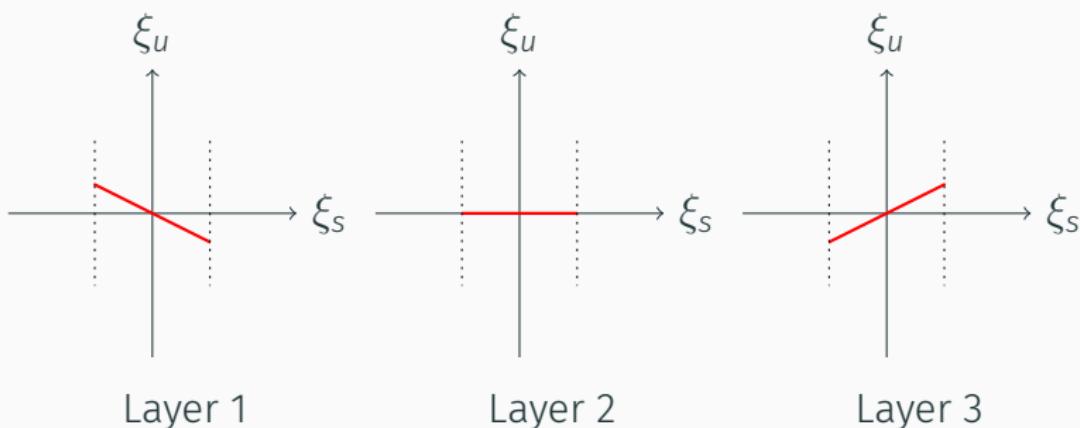
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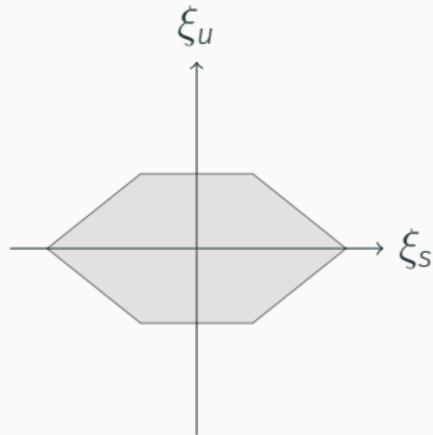


SPECTRAL PROPERTIES OF DISPLAY

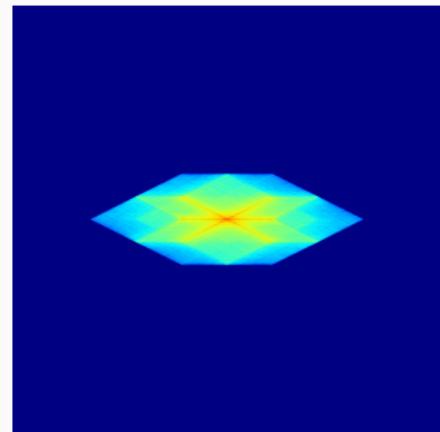
- Every layer creates a light field L_n
- Stack of layers creates $L' = L_0 \cdot L_1 \cdots L_N$
- What does L' look like in frequency domain?



SPECTRAL PROPERTIES OF DISPLAY

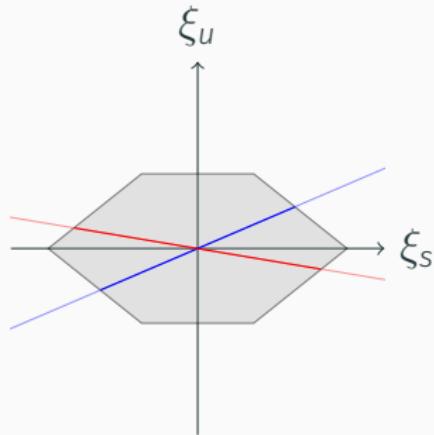


Spectral Support

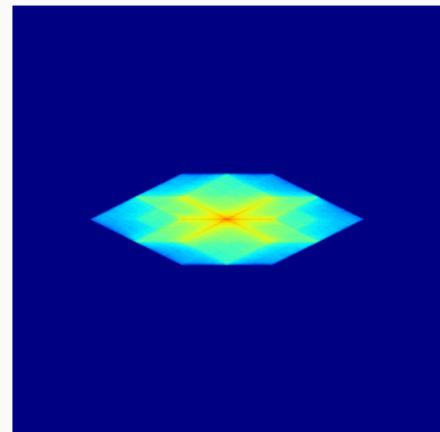


Frequency Response
(Amplitude)

SPECTRAL PROPERTIES OF DISPLAY



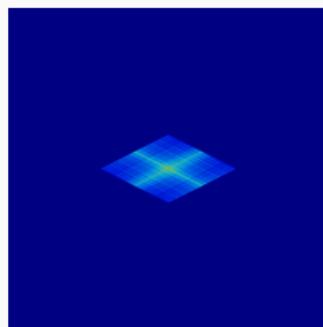
Spectral Support



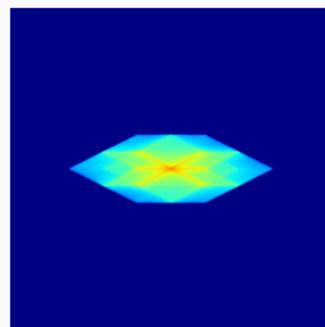
Frequency Response
(Amplitude)

SPECTRAL PROPERTIES OF DISPLAY

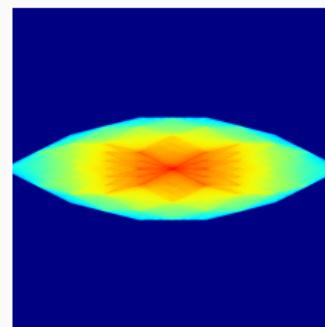
- Spectral support increases with more layers
- Highest response in center



2 Layers

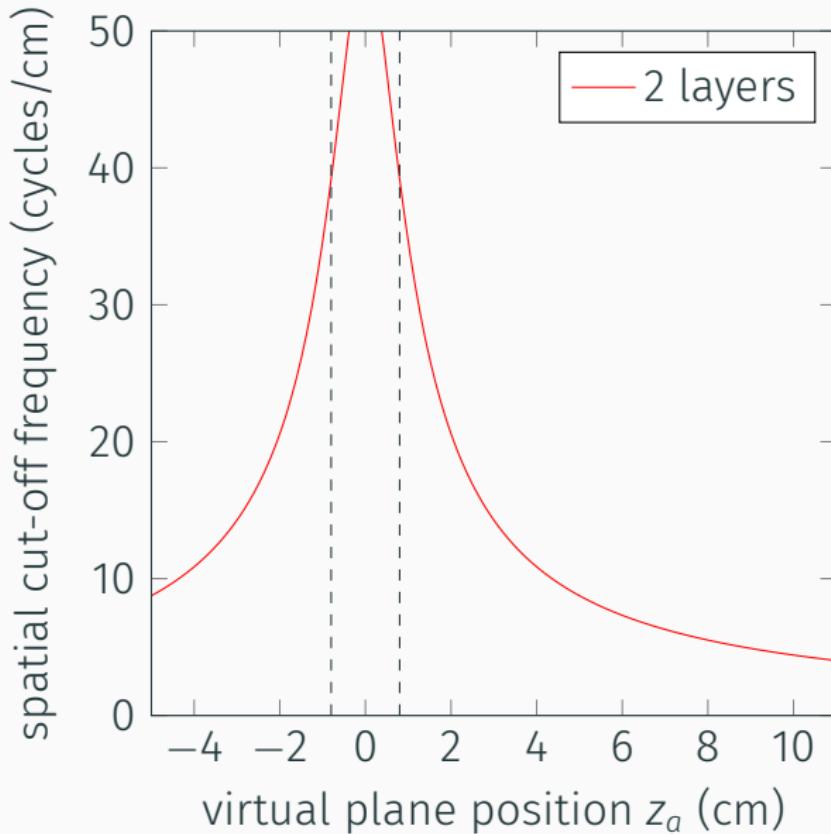


3 Layers

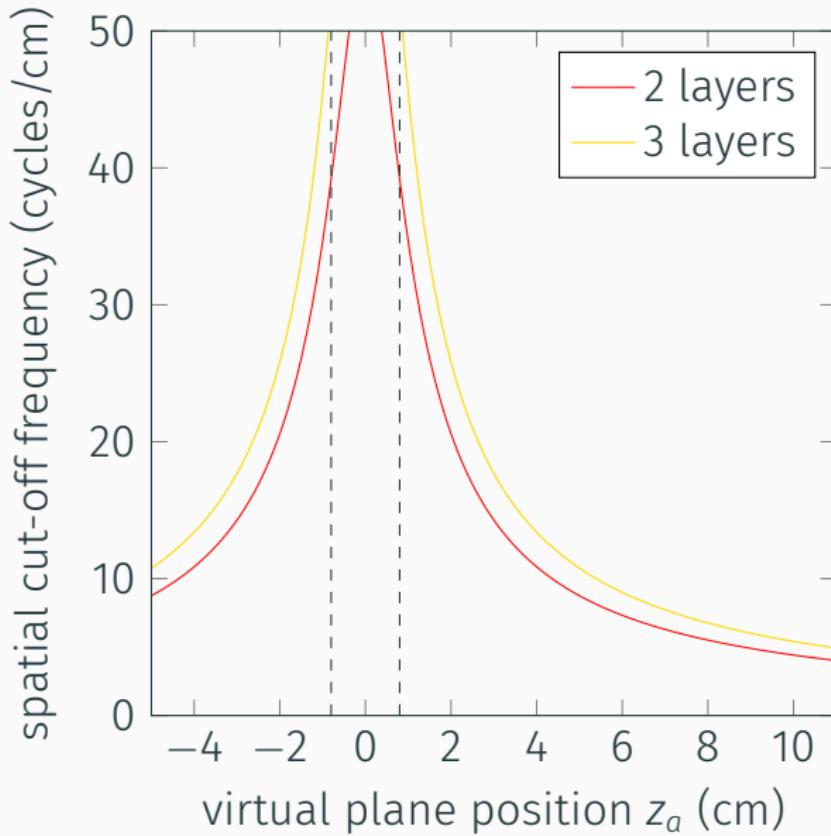


5 Layers

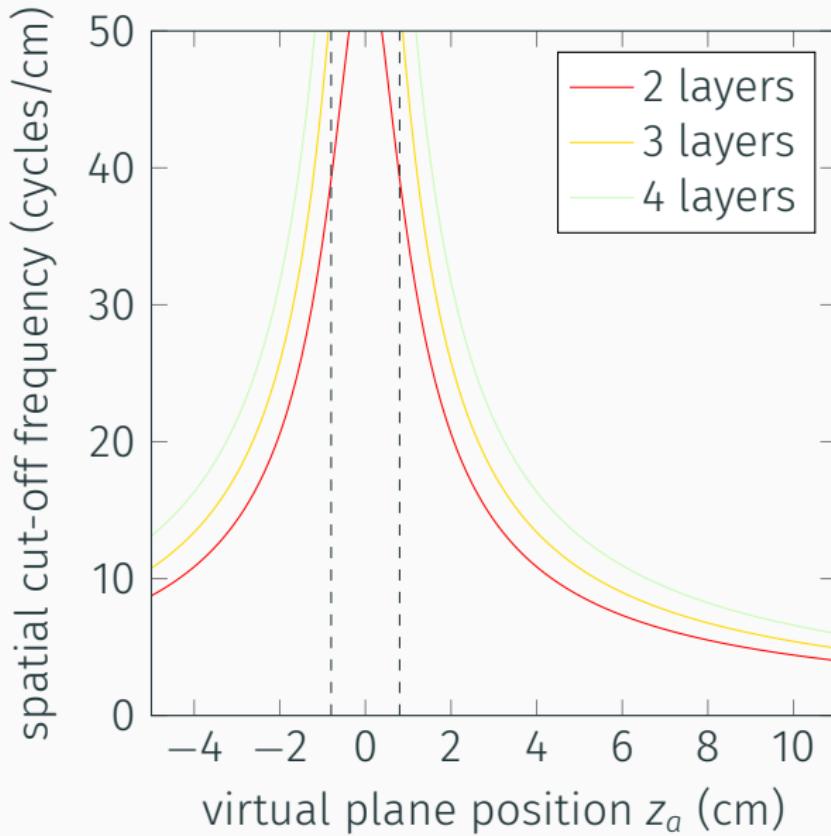
DEPTH OF FIELD



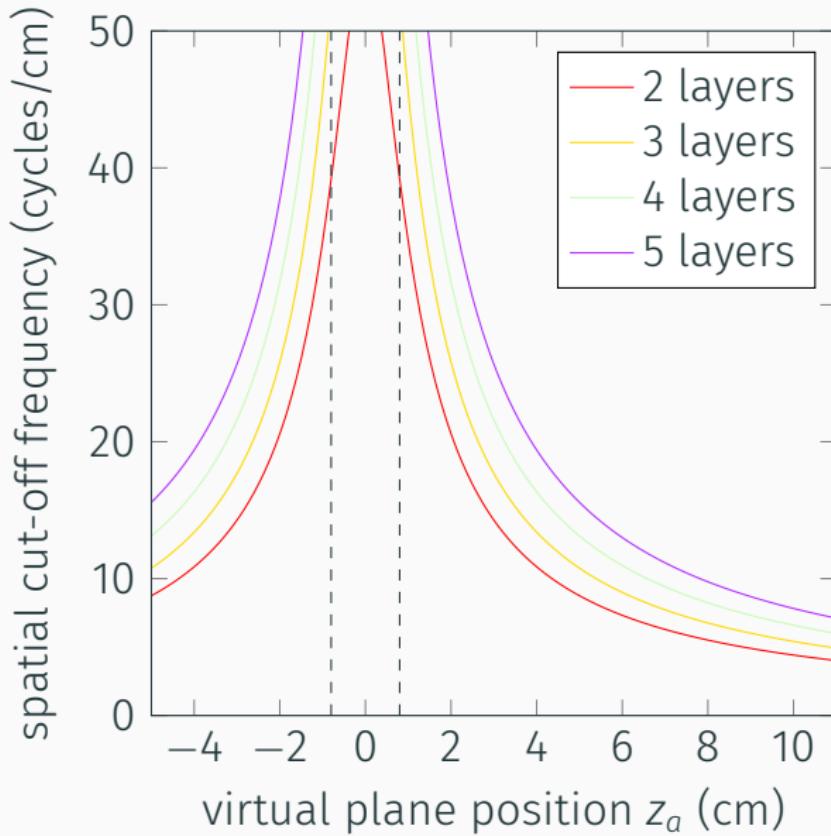
DEPTH OF FIELD



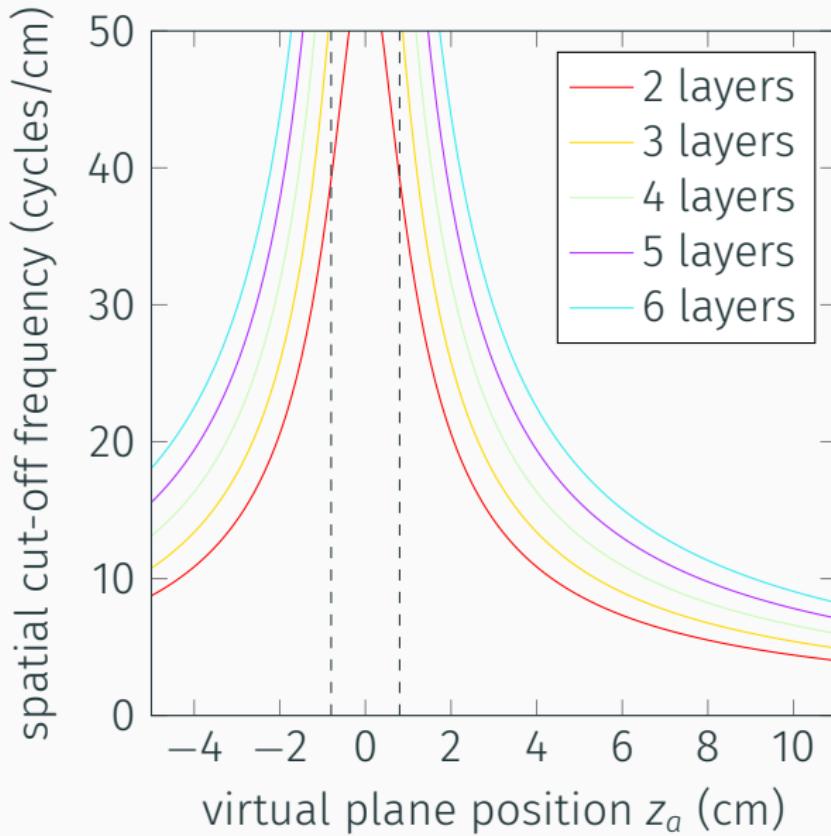
DEPTH OF FIELD



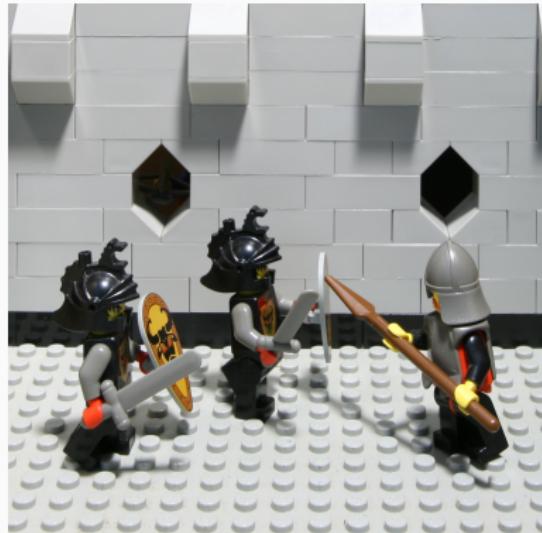
DEPTH OF FIELD



DEPTH OF FIELD



DISPLAY THICKNESS



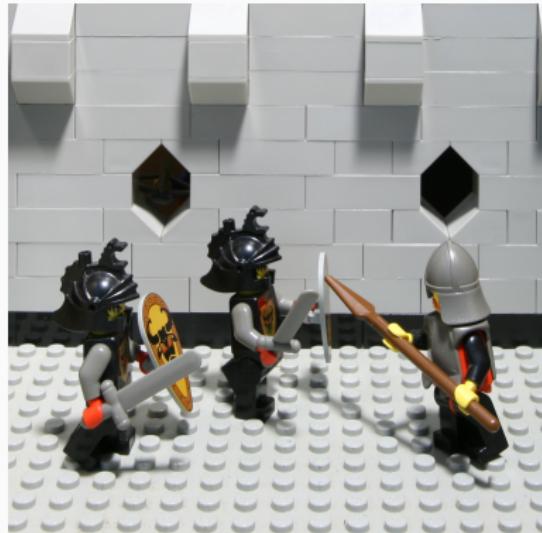
Original



16 mm thick

Light field courtesy: Stanford Light Field Archive

DISPLAY THICKNESS



Original



30 mm thick

Light field courtesy: Stanford Light Field Archive

CONCLUSION

THE GOOD

- No trade-off between angular- and spatial resolution
- Extended spectral support
- Works with different types of light fields
 - Oblique Projections (synthetic scenes)
 - Perspective Projections (cameras)
 - Lytro

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THE BAD

- Very small viewing angles
- Depth of field highly dependent on thickness
 - Light field's depth of field needs to match
 - For fixed thickness, need to adjust baseline
- Need many layers to eliminate halo artifacts
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Your Questions

ACKNOWLEDGEMENTS

Supervision by

Prof. Dr. Matthias Zwicker
Siavash Bigdeli

MORE INFORMATION

Contact

adrian.waelchli@students.unibe.ch

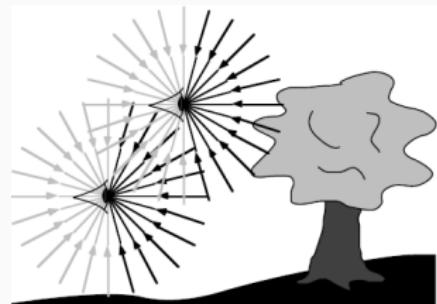
Thesis and Resources

github.com/awaelchli/bachelor_thesis

Hidden Slides

THE PLENOPTIC FUNCTION

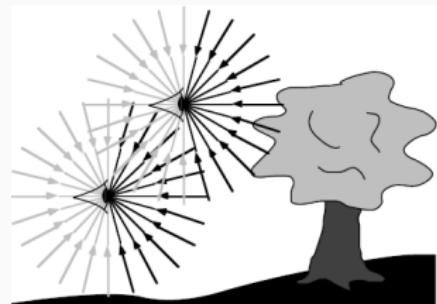
- Measures light in the world
- $P(x, y, z, \theta, \phi, t, \lambda)$
 - Position
 - Viewing direction
 - Time
 - Wavelength
- Reduce dimensions of P



Adelson and Bergen [1991]

THE PLENOPTIC FUNCTION

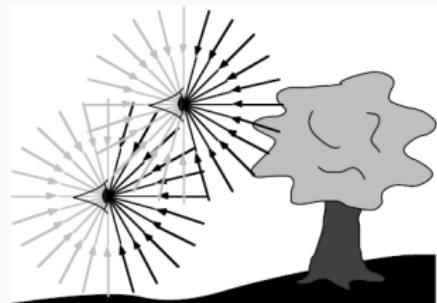
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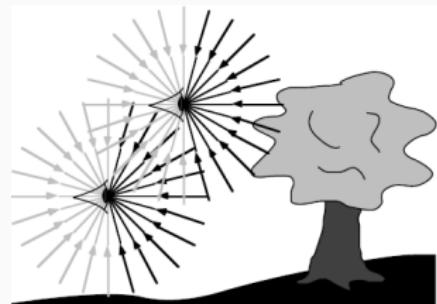
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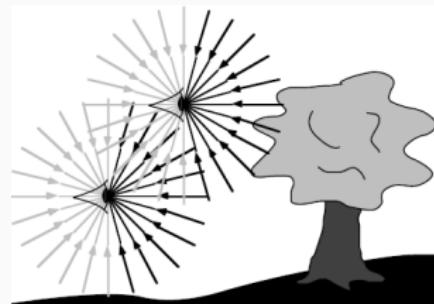
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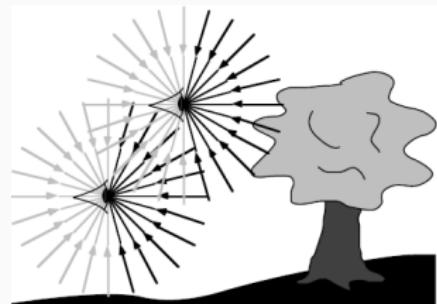
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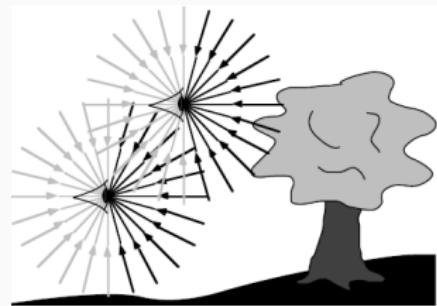
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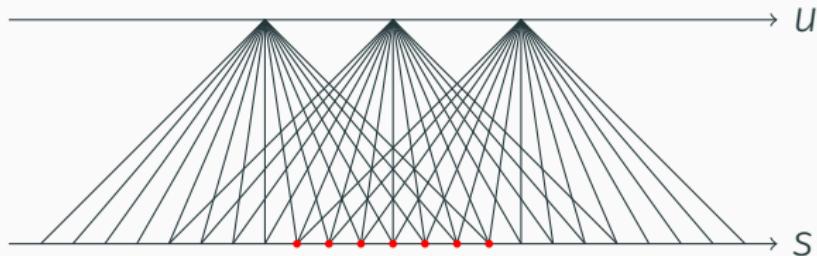
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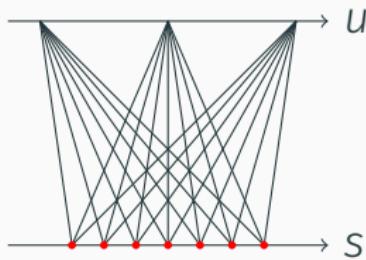
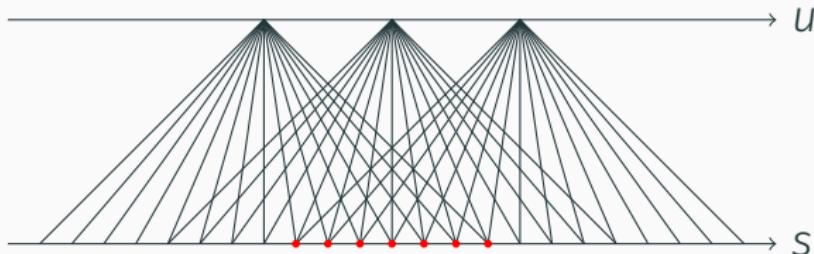


Adelson and Bergen [1991]

RE-PARAMETERIZATION TO GLOBAL COORDINATES



RE-PARAMETERIZATION TO GLOBAL COORDINATES



RE-PARAMETERIZATION TO GLOBAL COORDINATES

Raw



Rectified



RE-PARAMETERIZATION TO GLOBAL COORDINATES

Raw



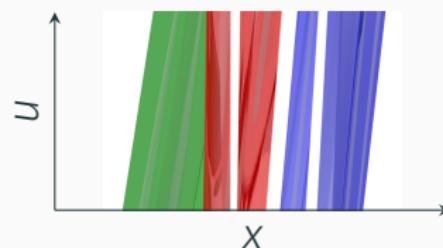
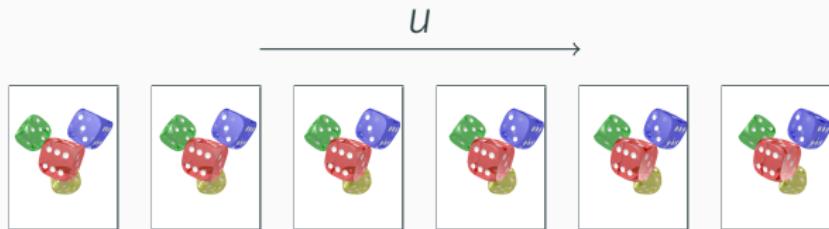
Rectified



RAY CASTING

$$P = \begin{pmatrix} & \alpha_1 & \alpha_2 & \alpha_3 & \alpha_4 & \alpha_5 & \alpha_6 & \alpha_7 & \alpha_8 & \alpha_9 & \alpha_{10} \\ L_1 & & & 1 & & & 1 & & & & \\ L_2 & & & & 1 & & 1 & & & & \\ L_3 & 1 & & & & & & 1 & & & \\ L_4 & & 1 & & & & & & 1 & & \\ \hline L_5 & & & & 1 & & & & & 1 & \\ L_6 & & & 1 & & & 1 & & & & \\ L_7 & 1 & & & & & & & 1 & & \\ L_8 & & & & & 1 & & 1 & & & \\ \hline L_9 & & 1 & & & & & 1 & & & \\ L_{10} & & & 1 & & 1 & & & 1 & & \\ L_{11} & & & 1 & 1 & & & & & 1 & \\ L_{12} & & & 1 & & & & & & 1 & \end{pmatrix}$$

EPIPOLAR PLANE IMAGE



EPIPOLAR PLANE IMAGE

