Truly transparent flat 3D display without glasses.

Hiro Mori Feb.29,2024 gmail:bqe10133@gmail.com

requirements of viewer: [1] requirements of viewer: [1] the reflection of one transparent slit crosses only one transparent plate. [2] the reflection of transparent plate crosses nothing.

projector

requirements of projector:

- [3] one projector ray crosses only one transparent plate.
- [4] the reflection of transparent plate crosses nothing.

requirements of both:

- [5] the reflection of transparent slit([1]) does not parallel the projector ray([3]) to prevent the viewer from looking at the projector directly.
- [6] both [3] and [4] do not parallel the line of sight to prevent the viewer from seeing the image of projector as a background.

side view black line: transparent slit green line: transparent plate viewer truly transparent flat 3D display without glasses

projector

