We were playing around with the bowhaus mask and the generated image to see if the image performs well with the new masks. We found that while working with Moto G it was not working fine. We noticed that the images were not showing properly when I zoomed in using the In-Built Gallery app. To test whether actually the phone pixels were lighting up correctly, we generated an image on MATLAB with pattern of alternating white and black lines per pixel. When I uploaded the image and saw it through a microscope. We found out that the images were not being rendered properly on the phone hence the images were not showing as wanted. So, we started playing around with the image pixel size taking cue from image size from Gordon’s images. After doing some TRIAL and ERROR, we found the perfect pixel size for best viewing on Moto G with the bowhaus mask. The image pixel used is 990x650 pixels.   
  
We also took a few images from Gordon’s set and resized it according to the above parameters. It works fine.  
The videos aren’t looking that great for some reason. But the parallax is better even for the videos generated by us.   
One important drawback of this system is that the FOV is small and once you move out of it, the frame jumps back and you can see parallax again. So there are sections where the parallax is visible and hence, there will many such places where the device will be “aligned” according to the device. So, we need to do something about that as well.