

IEEE ISMAR 2024
GREATER SEATTLE AREA

Gaze-Contingent Layered Optical See-Through Displays with a Confidence-Driven View Volume

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COMPUTER
SOCIETY

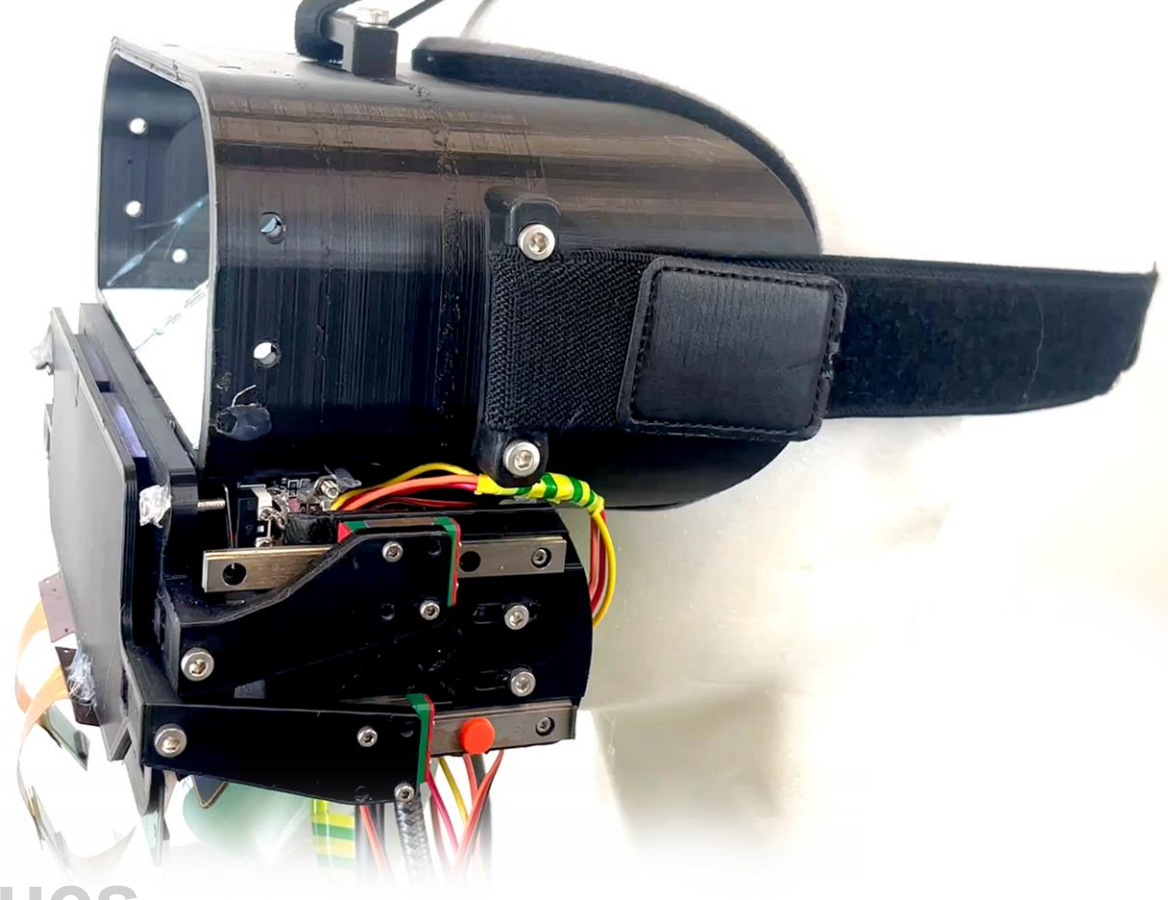
IEEE
vgtc

visualization
& graphics
technology
community

goals of this work

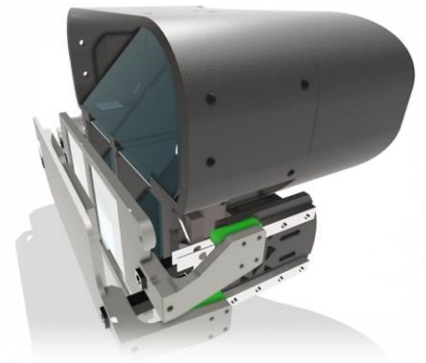
optical see-through HMD ...

- ... provides (near correct) **focus cues**
- ... **solves** the vergence-accommodation conflict
- ... shows content with **optimal contrast**

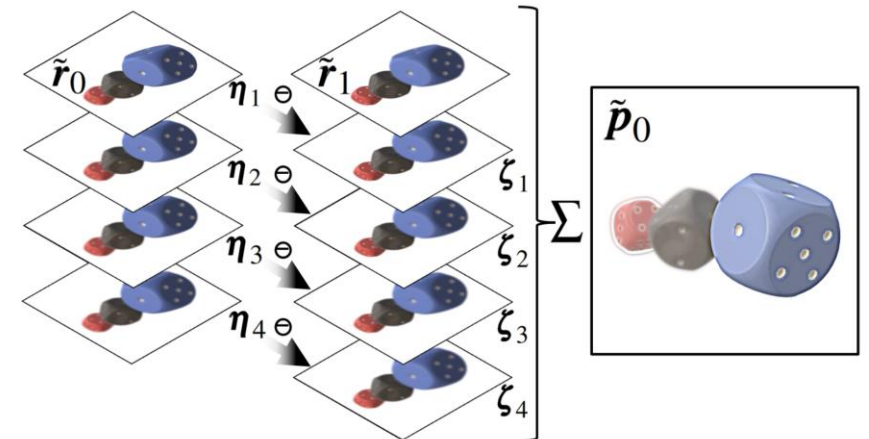
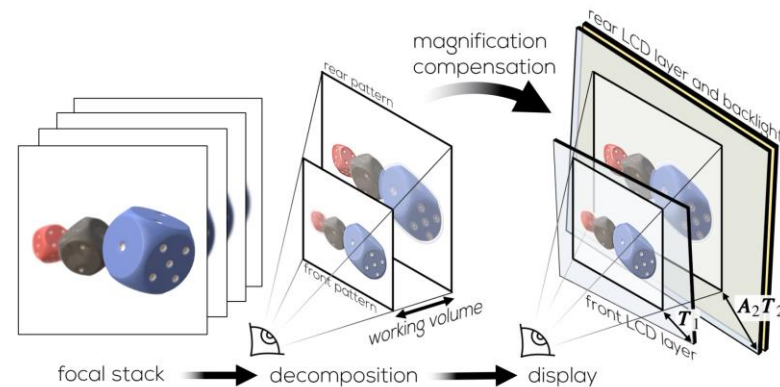


contributions

- first HMD to dynamically adjust position and working volume based on eye tracking confidence



- first automatic multilayer calibration routine
- first approach to compensate varifocal change in FOV
- novel focal stack decomposition approach



related work

varifocal



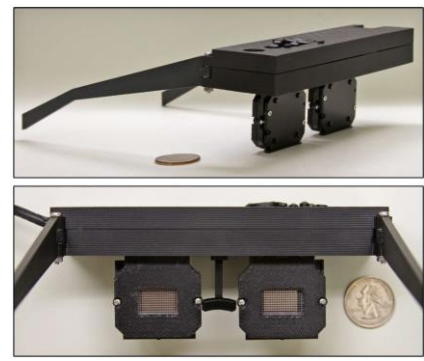
Padmanaban et al. 2017

multifocal



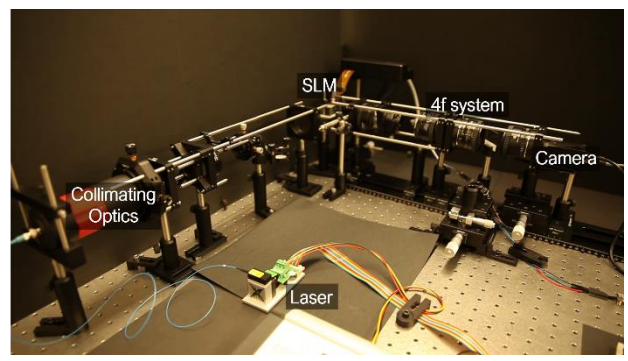
Akeley et al. 2004

light field



Lanman and Luebke 2013

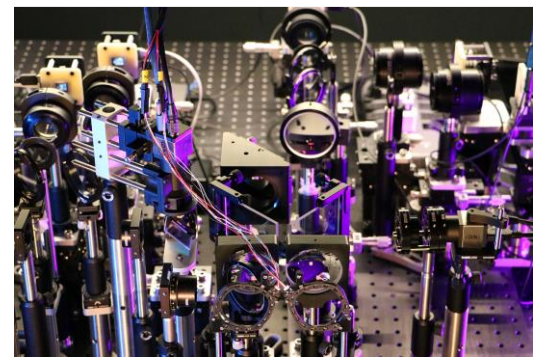
holographic



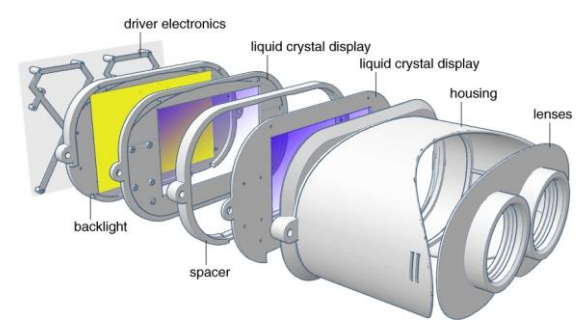
Peng et al. 2020



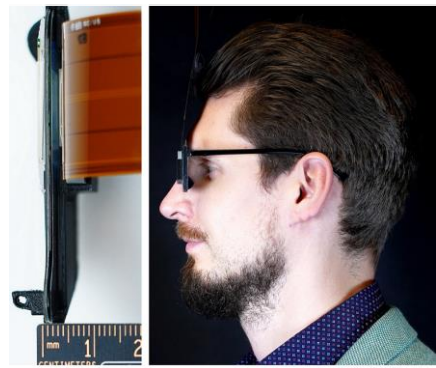
Kim et al. 2019



Mercier et al. 2017



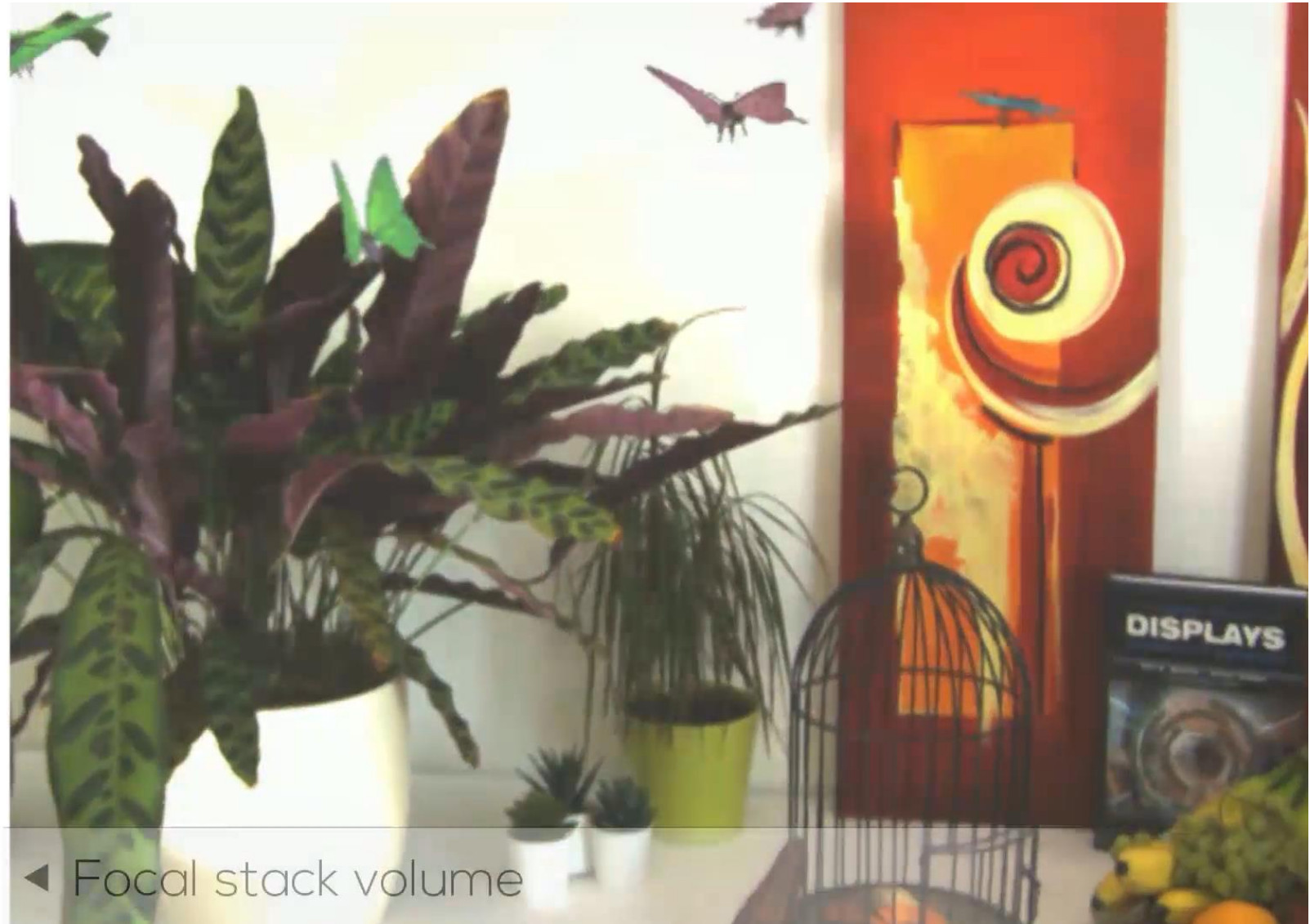
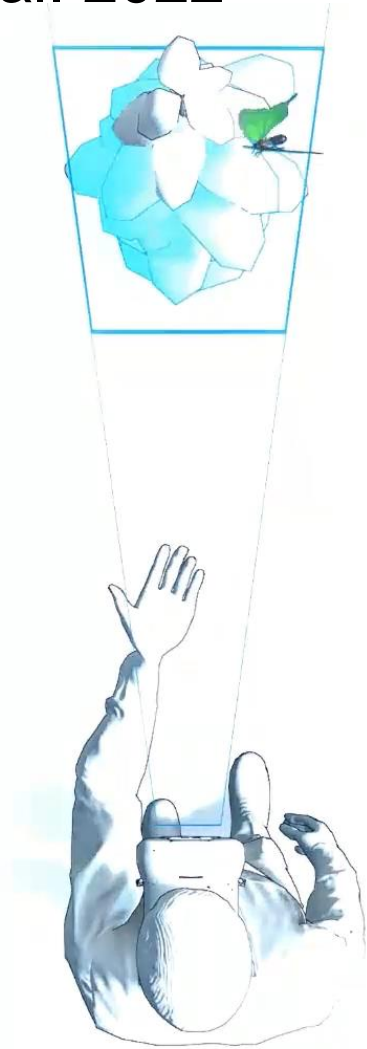
Huang et al. 2015



Kim et al. 2022

previous work

Ebner et al. 2022

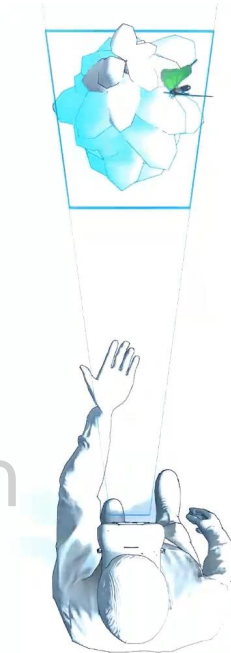


◀ Focal stack volume

previous work

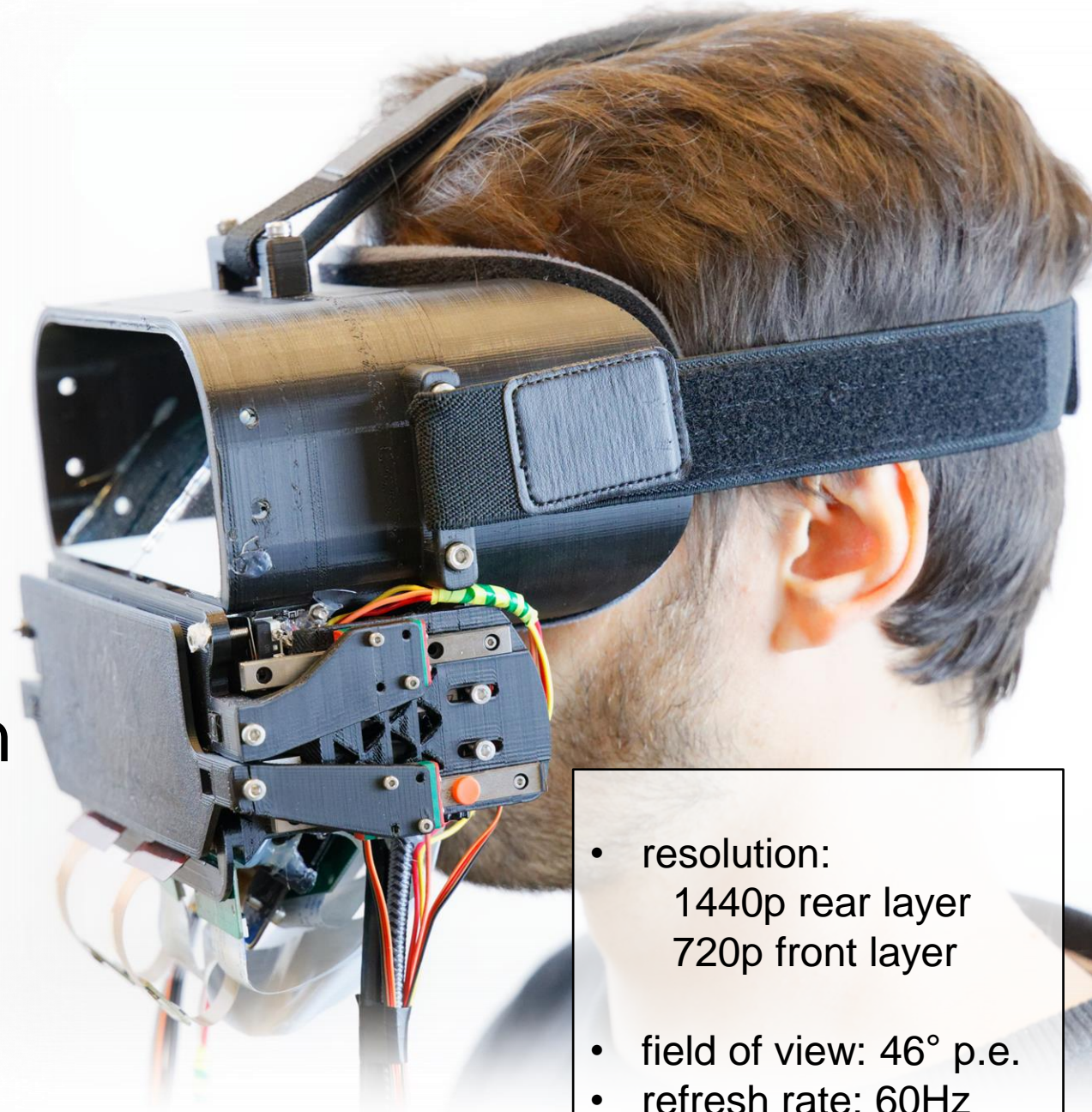
Ebner et al. 2022

- hybrid of multifocal display and varifocal display
- enhanced contrast due to eye-tracking error compensation
- static display volume size

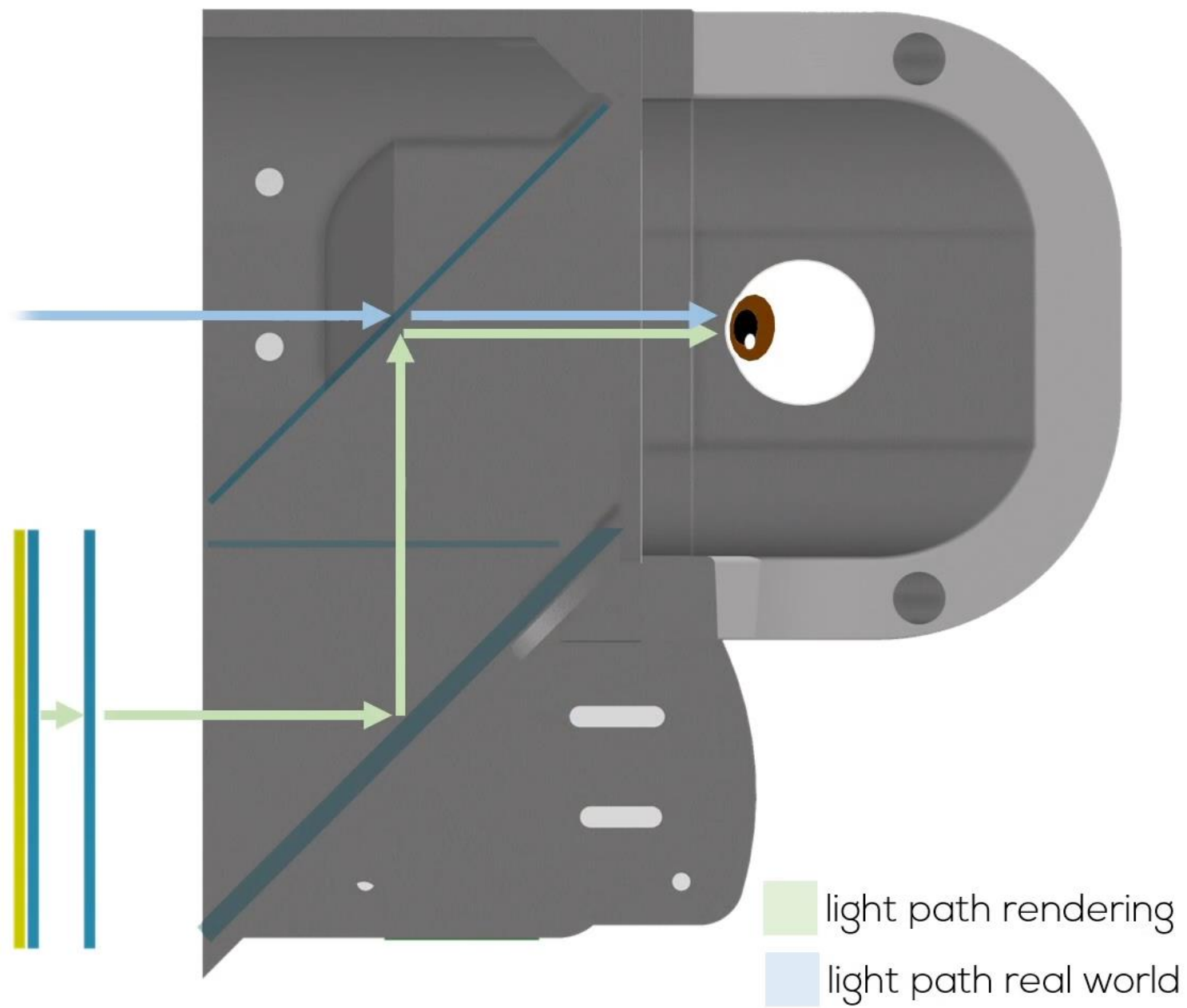


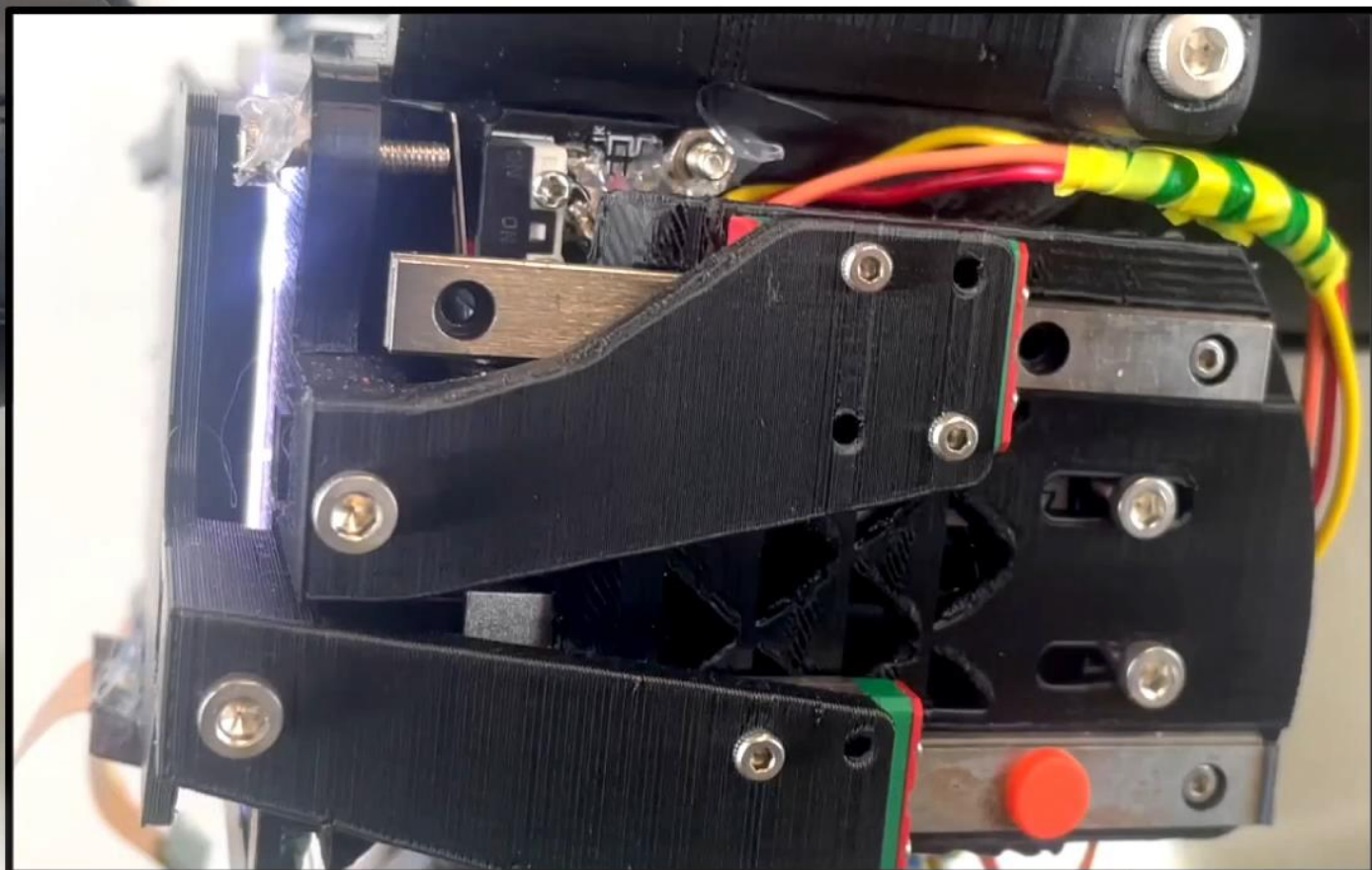
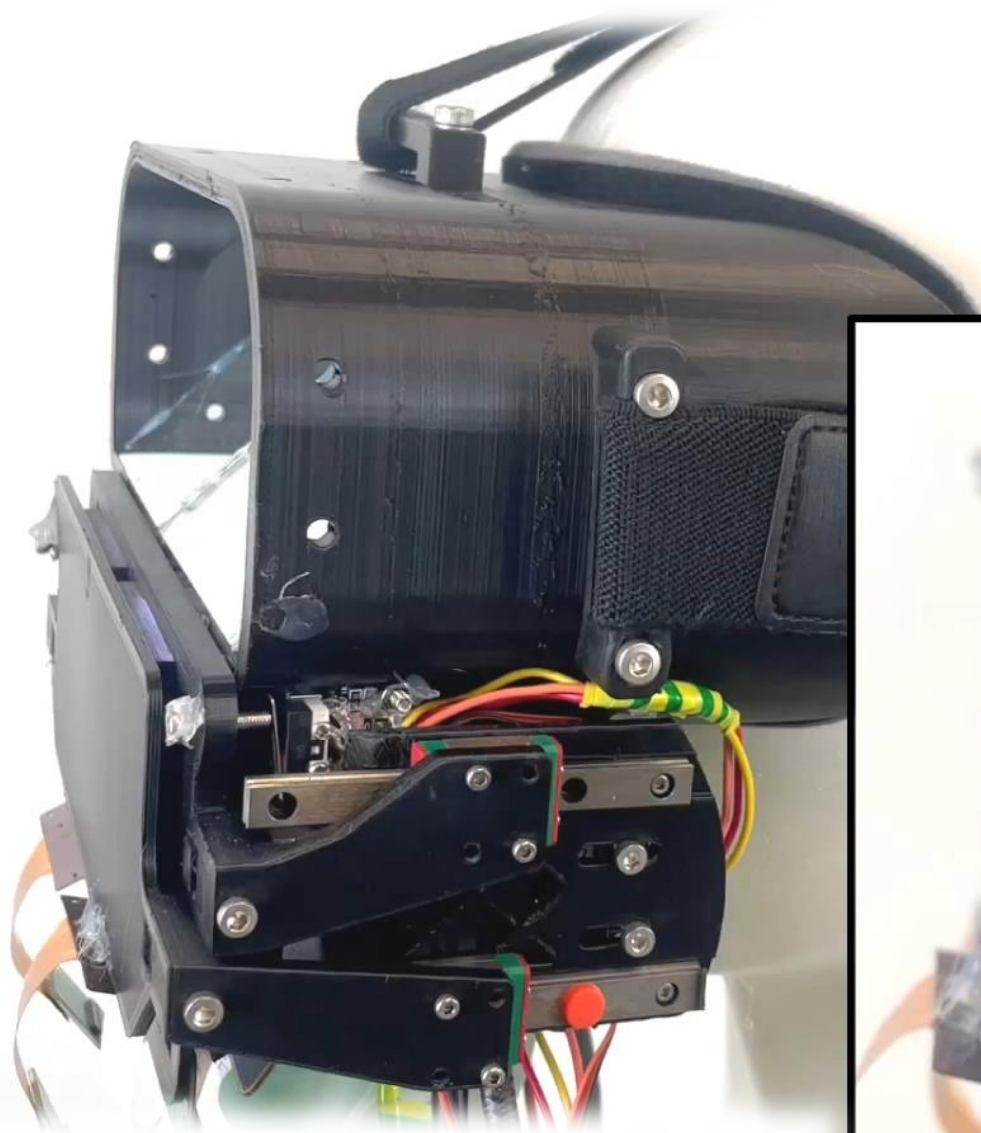
current work

- hybrid of ~~multifocal~~ **light field** display and varifocal display
- ~~enhanced~~ **optimal** contrast due to eye-tracking error compensation
- ~~static~~ **dynamic** display volume size



- resolution:
1440p rear layer
720p front layer
- field of view: 46° p.e.
- refresh rate: 60Hz

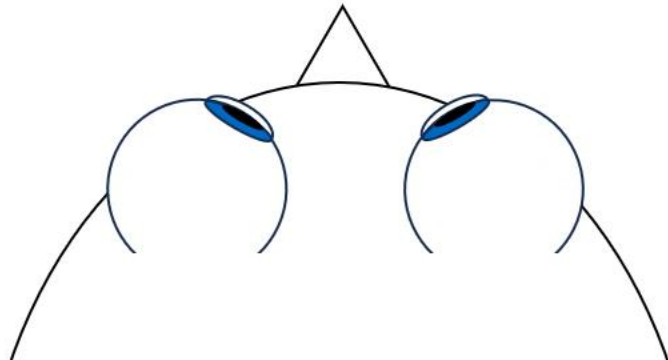




0.3 dpt



3 dpt



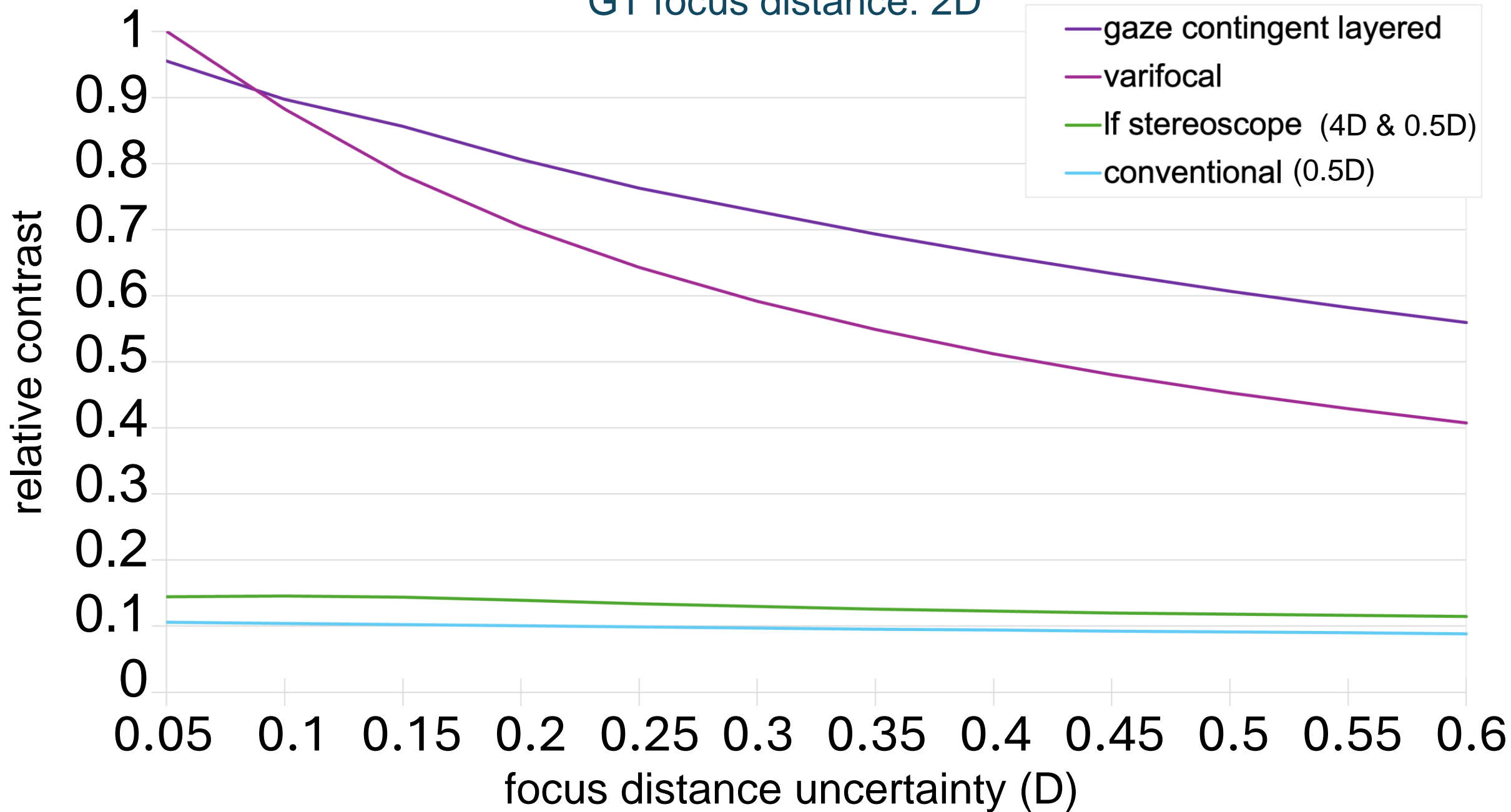
through-the-lens recording

static volume

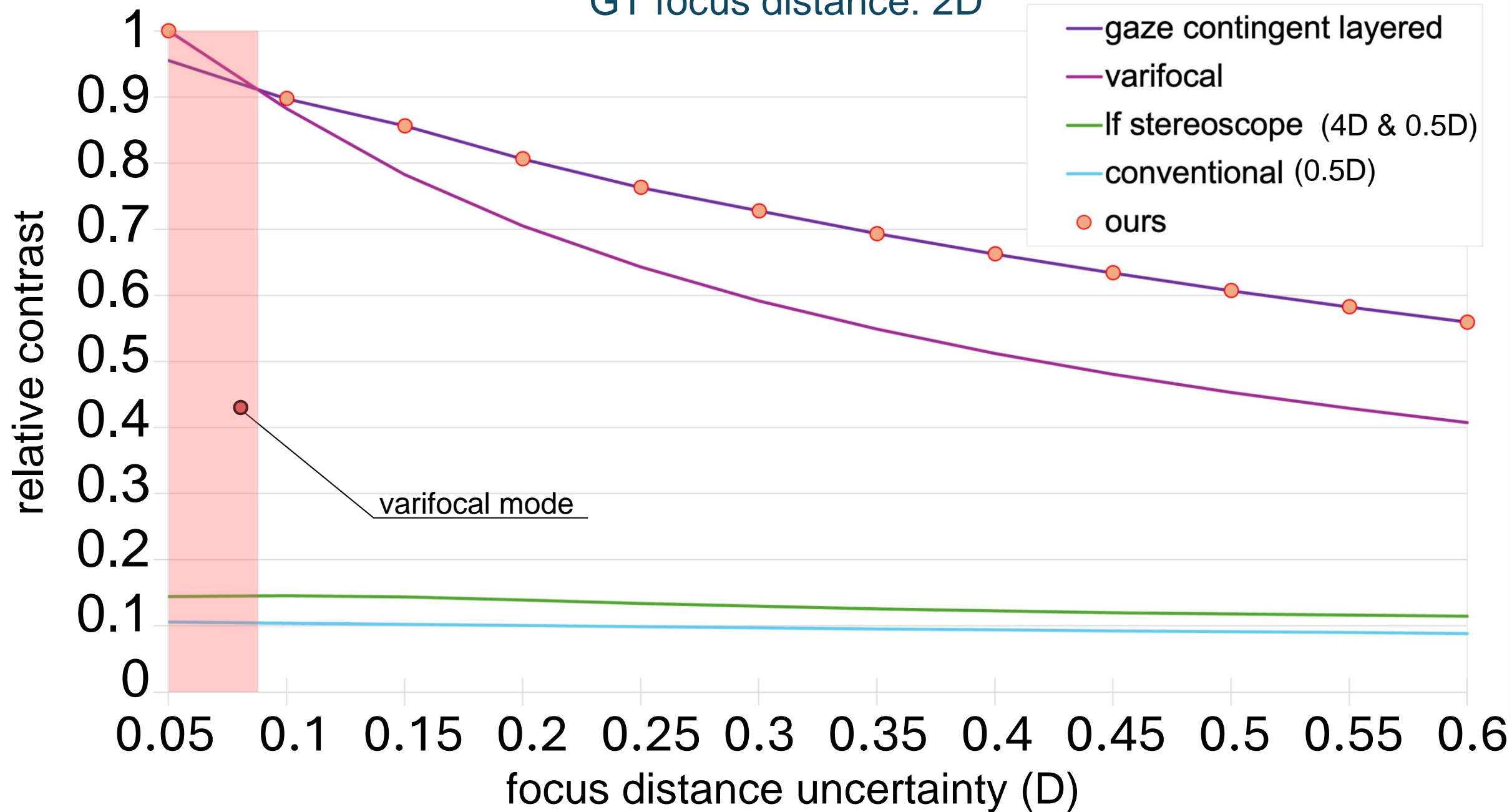
dynamic volume



GT focus distance: 2D

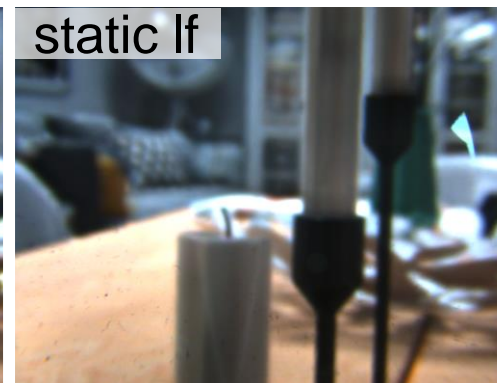


GT focus distance: 2D



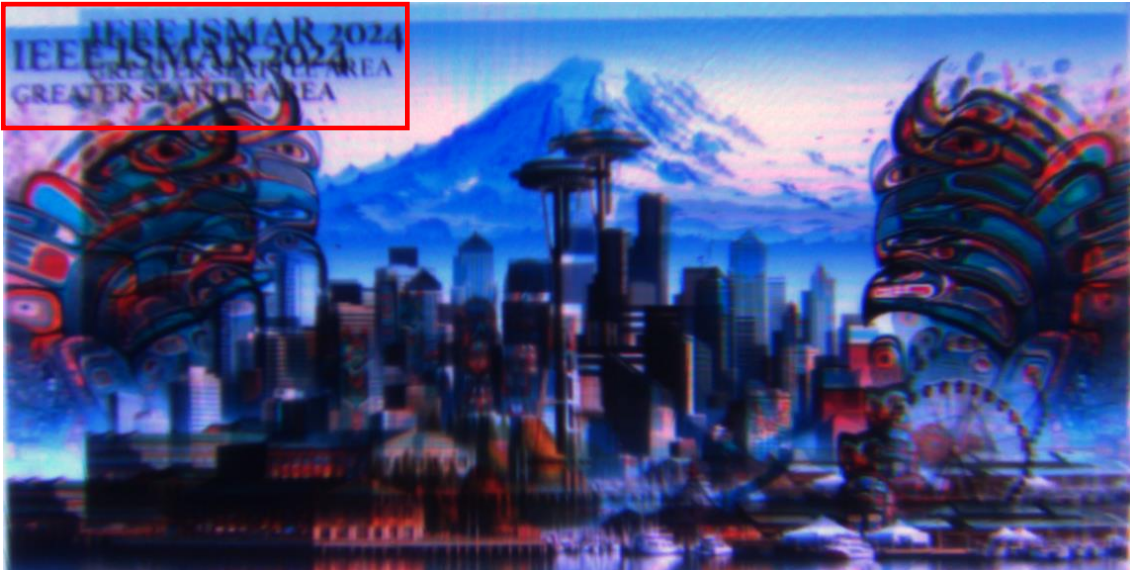
through-the-lens results

GT focus distance: 3D
eye tracking error: 0.6D



display alignment

through-the-lens images



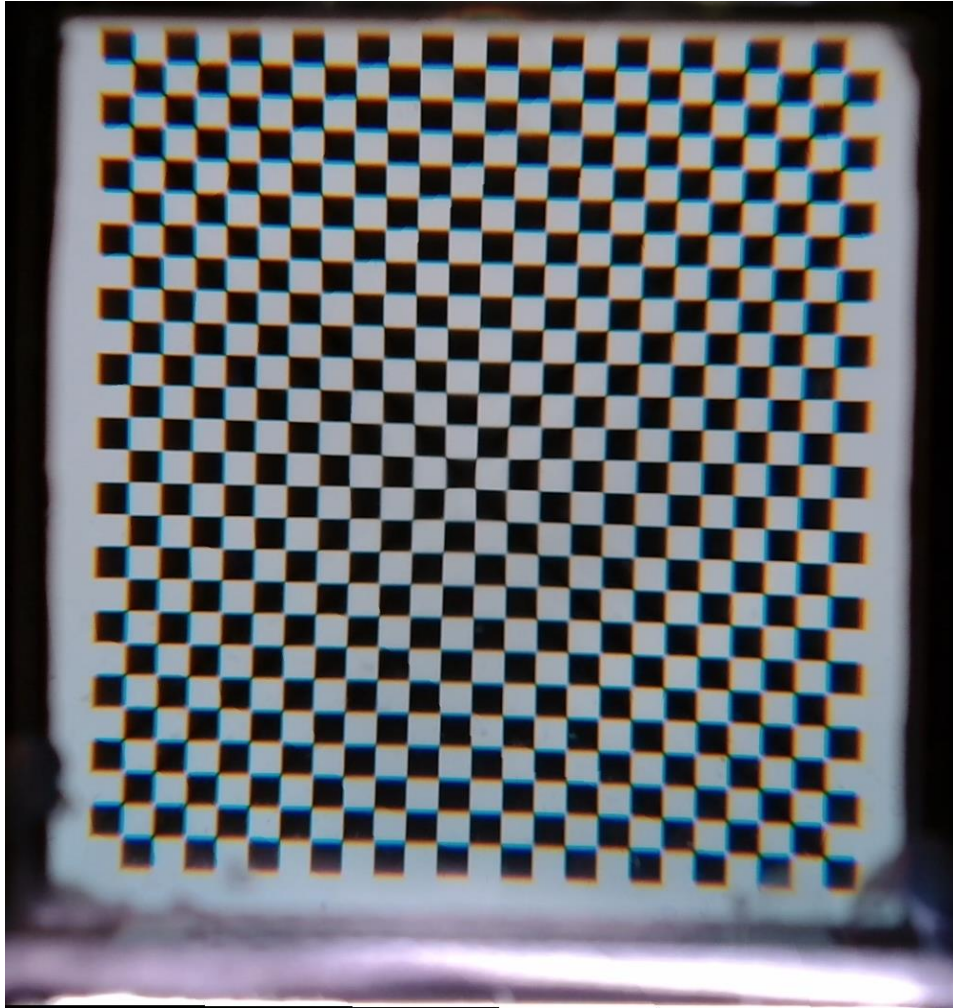
naïve rendering



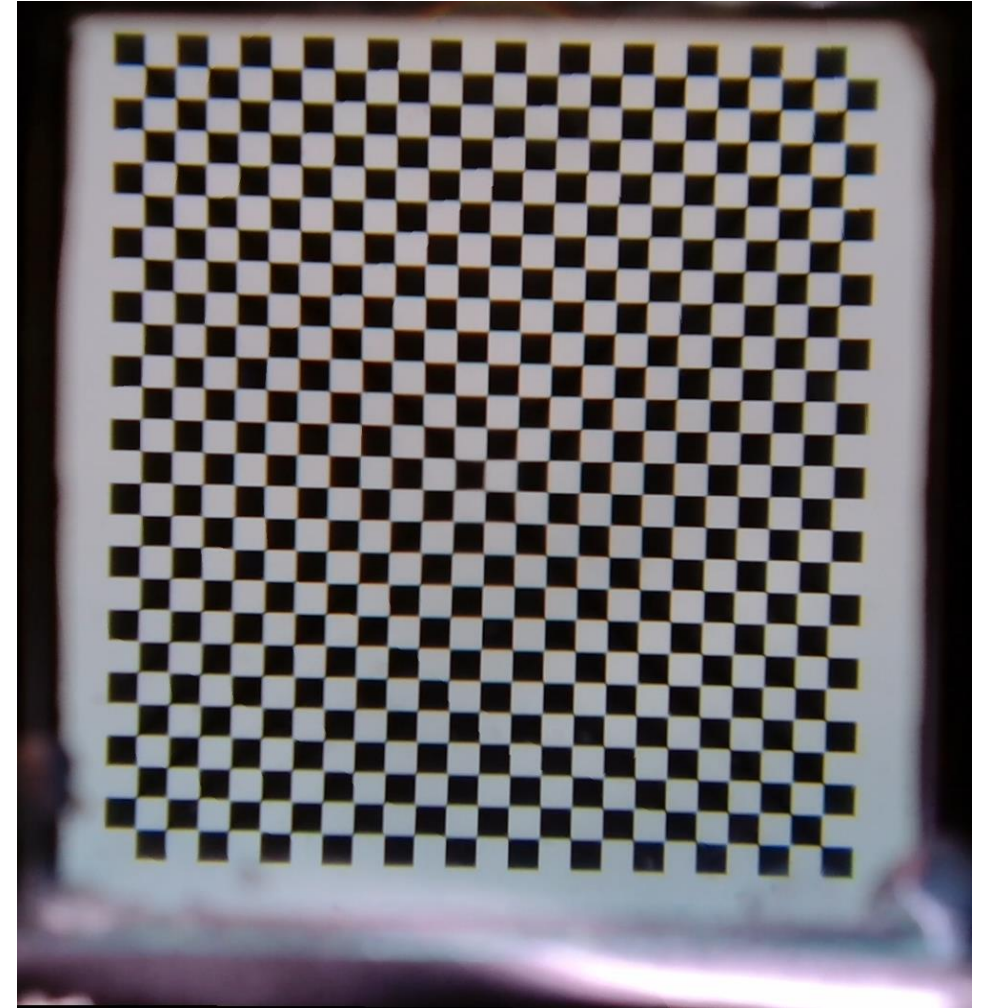
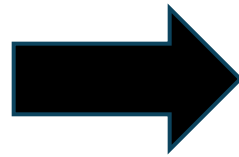
aligned rendering

magnification compensation

through-the-lens recordings of moving LCD layer



no compensation



magnification compensation

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