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(54) NATURAL AND INTERACTIVE 3D VIEWING ON 2D DISPLAYS

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(57) **ABSTRACT**

Methods and systems for conversion of imagery and video for three-dimensional (3D) displays, four-dimensional experiences, next-generation user interfaces, virtual reality, augmented reality, mixed reality experiences, and interactive experiences into imagery and video suitable for a two-dimensional (2D) display. A 2D display is configured to generate a 3D-like effect. 3D images are analyzed and represented by parameters including movement, depth, motion, shadow, focus, sharpness, intensity, and color. Using the parameters, the 3D images are converted to 2D images that include the 3D-like effect. The 2D images are presented to users to generate feedback. The feedback informs changes to the conversion. Artificial intelligence systems, including neural networks, are trained for improving the conversion. Models are developed for improving the conversion. Related apparatuses, devices, techniques, and articles are also described.