


<b>Manuscript #</b>	IOVS-15-17774
<b>Current Revision #</b>	0
<b>Submission Date</b>	24th Jul 15 00:48:45
<b>Current Stage</b>	Editorial Office QC
<b>Title</b>	Visual Simulation of Low-Order Aberrations on Monochromatic Images
<b>Running Head</b>	Visual Simulation of Low-Order Aberrations
<b>Manuscript Type</b>	Article
<b>Special Issue</b>	N/A
<b>Section</b>	Visual Psychophysics/Physiological Optics
<b>Corresponding Author</b>	Mr. Matheus L. Krueger (UFRGS)
<b>Contributing Authors</b>	Prof. Manuel M. Oliveira , Dr. Airlton L. Kronbauer
<b>Abstract</b>	<p>Purpose: To describe a practical approach for modeling and simulating the visual perception of monochromatic images observed by an optical systems with low-aberrations (i.e., myopia, hyperopia and astigmatism) Methods: We have created images of Sloan letters at LogMAR (Logarithm of the Minimum Angle of Resolution) values ranging from -0.3 to 1.0 in steps of 0.1. And captured them by using a DSLR camera in order to represent a perfect eye (i.e., without refractive aberrations). We place additional lenses in front of the camera's optical system to induce low-order aberrations. Finally, we characterize the optical aberrations of the human eye using a wavefront aberration function, which is used, together with the images captured by the camera, to perform simulations in the frequency domain. Results: To objectively evaluate the quality of the simulated results, we use three objective metrics: the SSIM (Structural Similarity Image Metric), the PSNR (Peak Signal-to-Noise Ratio), and the AD (Absolute Difference) of the pixelwise differences between the captured and simulated images. Considering all simulations, we have obtained a SSIM mean value of 0.93 (minimum of 0.91) and a PSNR mean value of 35.50dB (minimum of 29.50dB). Conclusions: The results of the SSIM and PSNR metric confirm that the results produced by our simulations are structurally and perceptually similar to the ground truths captured by the camera.</p>
<b>Precis</b>	We describe a visual simulation technique together with all mathematical and optical concepts. Also, we present a validation of our simulation technique by comparing its results with images captured by a camera instrumented with additional lenses to induce myopia, hyperopia, and astigmatism.
<b>Suggested Reviewers to Include</b>	N/A
<b>Suggested Reviewers to Exclude</b>	N/A
<b>Keywords</b>	Low-order aberrations, Fourier optics, PSF
<b>Subject Areas</b>	visual acuity, visual acuity charts, computational modeling, depth, optics, optotypes, psychophysics, refractive error
<b>Conflict of Interest</b>	No
<b>Clinical Trial</b>	No
<b>ARVO Animal Statement</b>	Not Applicable

#### Manuscript Items

1. Manuscript File (last updated: 07/24/2015 00:42:58) [PDF \(321KB\)](#) 

#### More Manuscript Info and Tools

[Send Manuscript Correspondence](#)  
[Check Status](#)