

# Development of a 3D Display

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## Straightforward Description

In this project, I have built a three-dimensional persistence of vision display. Unlike most 3D displays (like television or cinema screens), it's a *volumetric* display, which means that it actually displays depth instead of merely providing an illusion of it.

It works by quickly rotating 160 RGB LEDs. A microcontroller controls them such that they draw an image into the air. This happens so fast that the human eye doesn't see quick bursts of light, but steadily lit pixels.