**Chapter 6**

**6.1 Discussion - TBA**

**6.2 Limitation of current work**

There are several issues in our proposed solution of chromatic aberration. For example: in real aberration in picture the blurring happens very slowly from inner edge to outer edge but in our case, it just gives us a range of uncertainty for the prediction, so the whole edges are with bright color. However, our simplified implementation allows us to reduce the aberration to a single parameter, which facilitates chromatic aberration tuning with regards to the amount of represented uncertainty.

In texture presentation we have generated texture patterns with linear gradient so the color intensity in left of the bullet point higher than the right side. So, it is an open problem to improve and ensure the intensity of the color for the visible part of the circular textures.

**6.3 Future Work**

TBA in the final paper.

From Prof. Mayra/Brooks-  
And note these for future work:

1. Is it possible to have different hues of chromatic aberration? If yes, another possible study can be which CA hue works better.
2. When comparing the CA to other alternatives, you can use eye-tracking to get qualitative data.

… the 2nd one because with Covid we will be doing an online only study, so we don’t be able to use our eye tracking system.

**6.4 Conclusion**