

SECTION 10

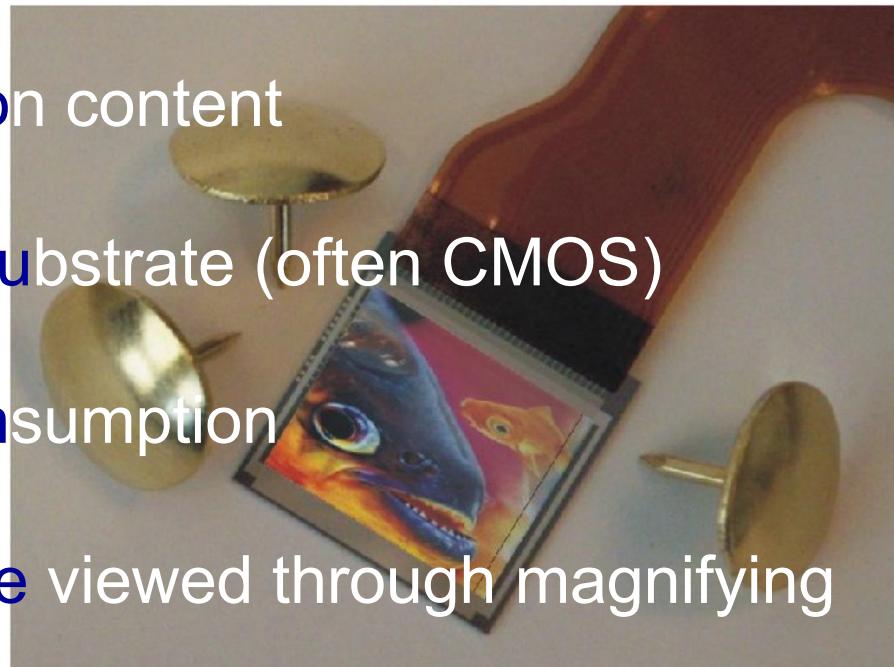
MICRODISPLAYS FOR PROJECTION AND NEAR-TO-EYE SYSTEMS

Ref: Handbook of Visual Display Technologies
Part LXIV Microdisplay Technologies

Microdisplay Definition

Physically small, but

- High information content
- Active matrix substrate (often CMOS)
- Low power consumption
- Enlarged image viewed through magnifying optics



Microdisplay Classification

By electronic / backplane

- Miniature TFT on glass
- CMOS on x-Si
- CMOS on glass

By optical / frontplane

- Microsystems / MEMS
- Liquid crystal
- OLED
- Other

- By configuration

- Transmissive
- Reflective
- Deflective
- Emissive

- By application

- By ...

How are Microdisplays different

Smaller lateral dimensions

- Cross talk
- Edge effects
- Aperture ratio
- Visibility of defects

Manufacture

- CMOS wafer based

- CMOS / TFT substrate
 - Available voltage
 - Integrated drivers
 - Reflective substrate
- Methods of colour
 - Three panel
 - Field sequential



Advantages of Microdisplay Systems

Like for like (definition, color depth, frame rate etc)

A microdisplay-based system is probably

Smaller, lighter portability

Larger image

Lower cost of manufacture

Lower power & battery life

than the equivalent flat panel

But smallness has disadvantages -





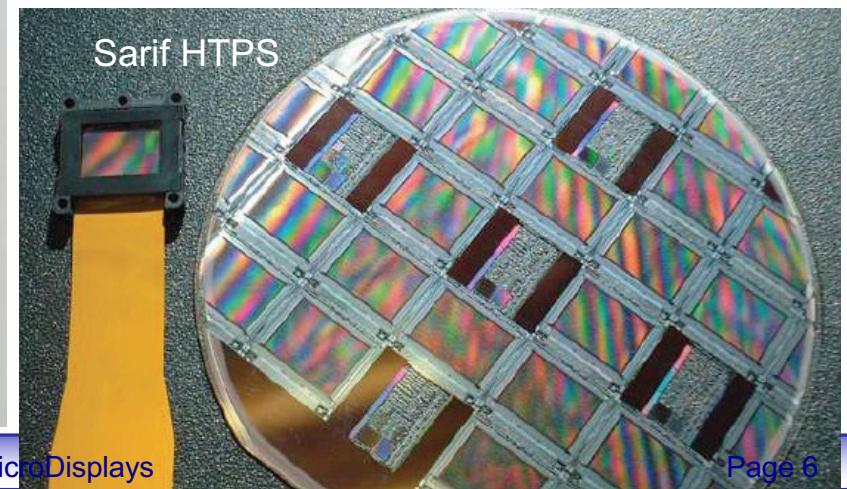
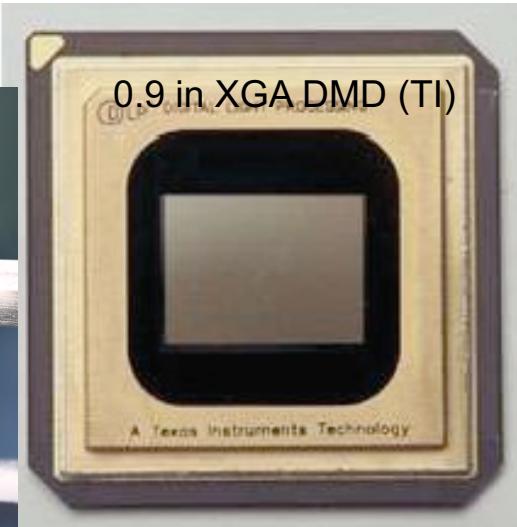
NOT TO SCALE



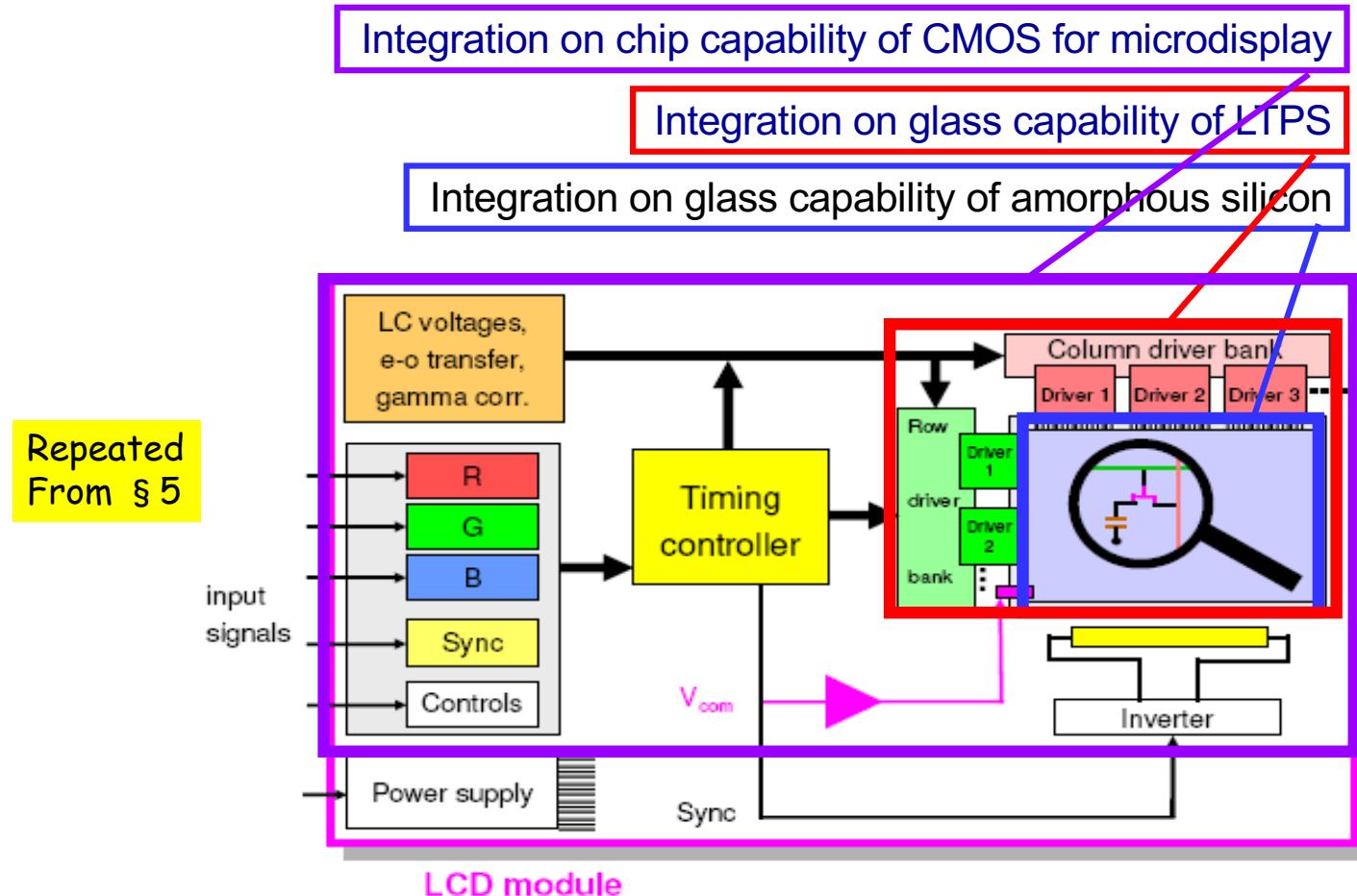
0.28 in QVGA
OLED (MED)



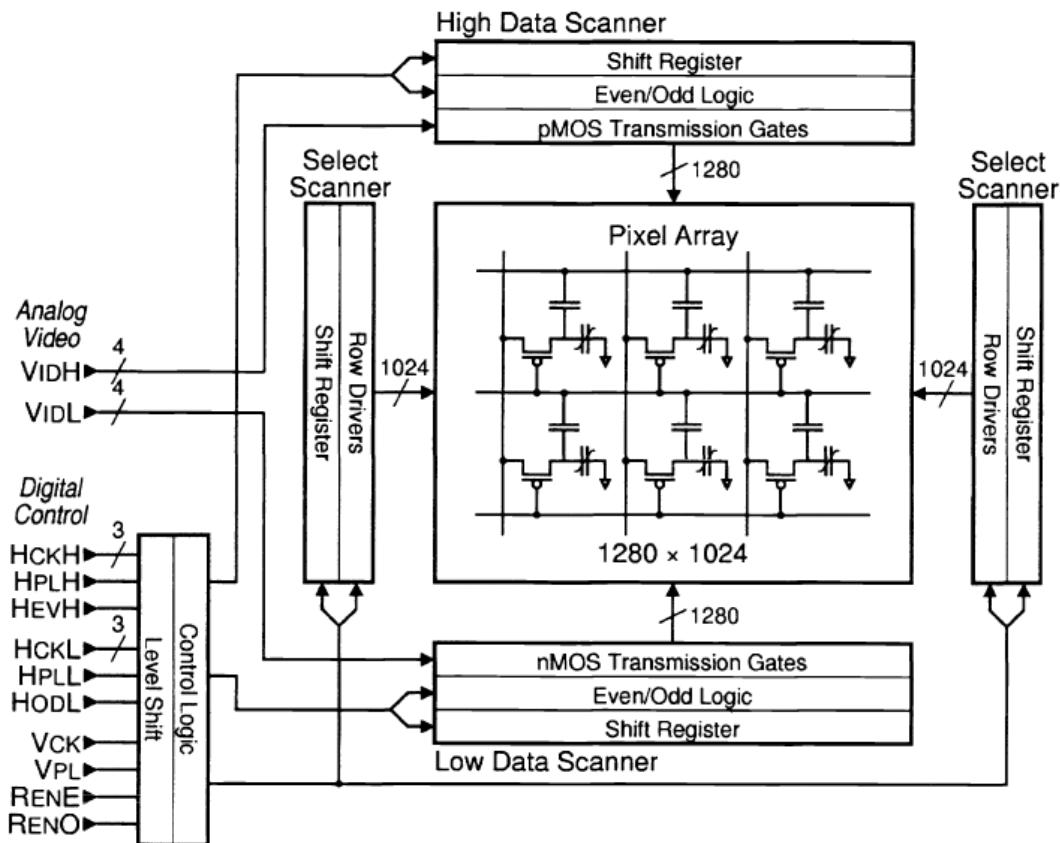
Various Microdisplays



AM LCD Module (including backlight)

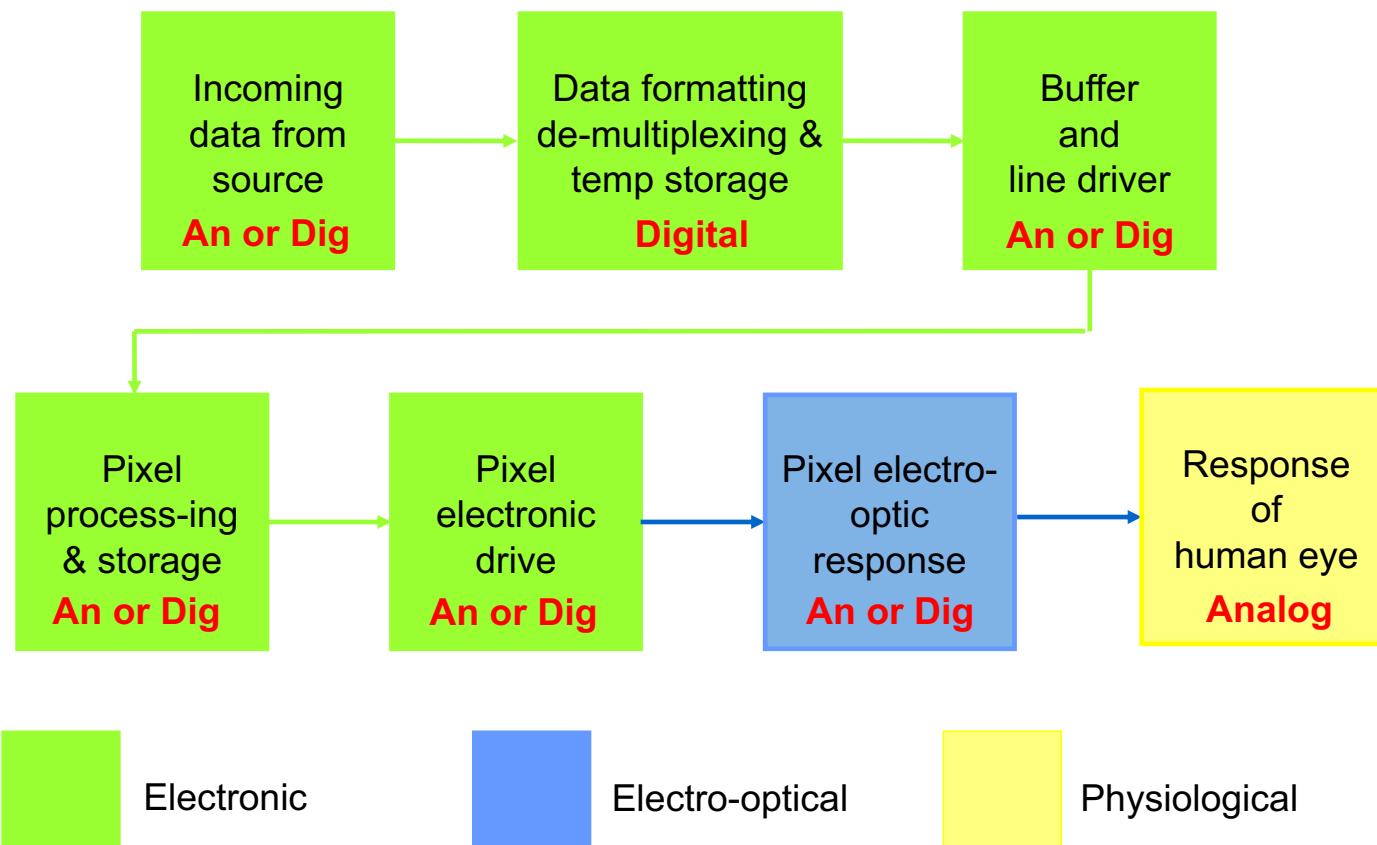


LCOS Backplane Architecture- example

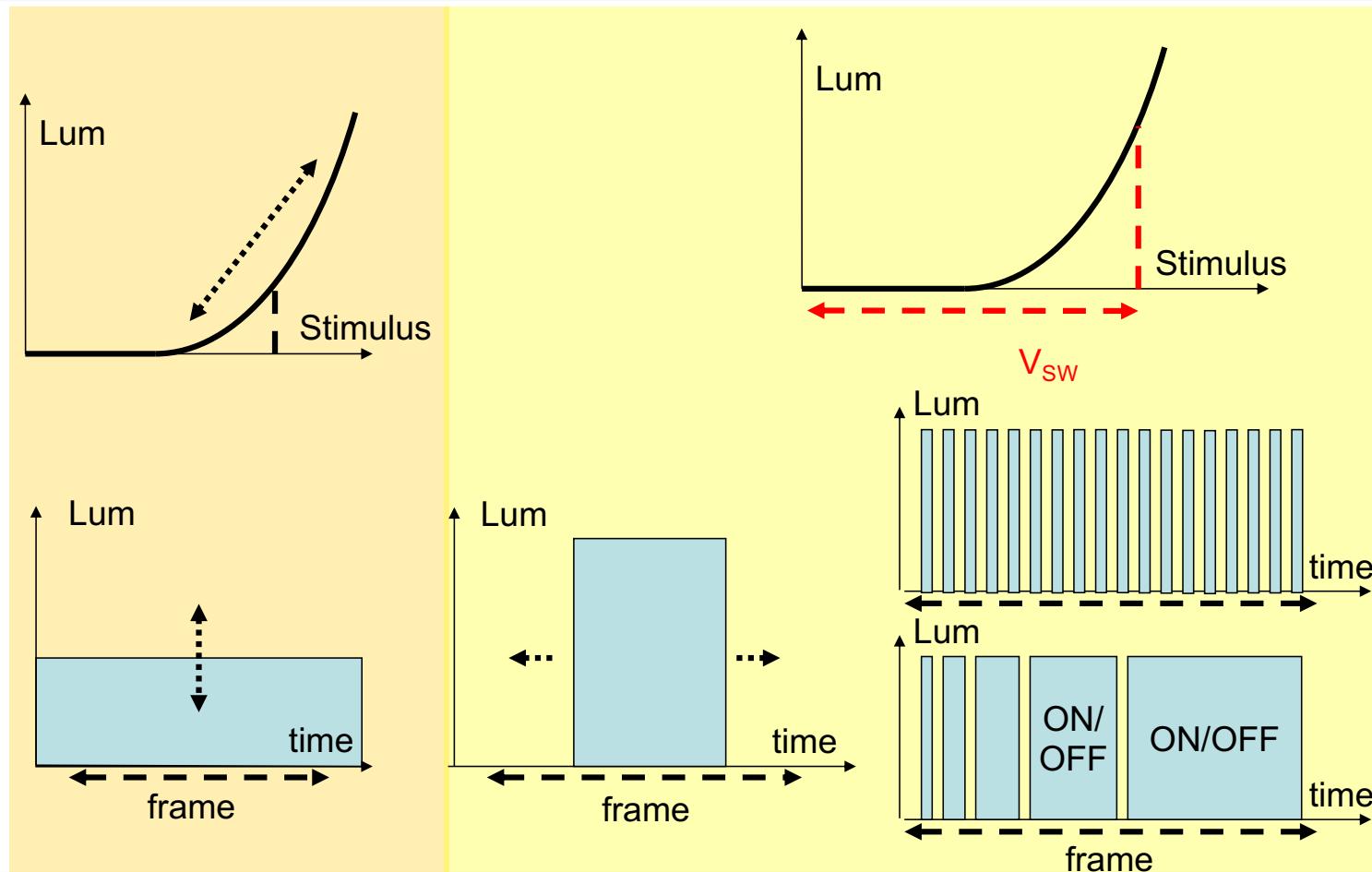


Permission for Reprint, Courtesy Society for Photographic Instrument Engineers

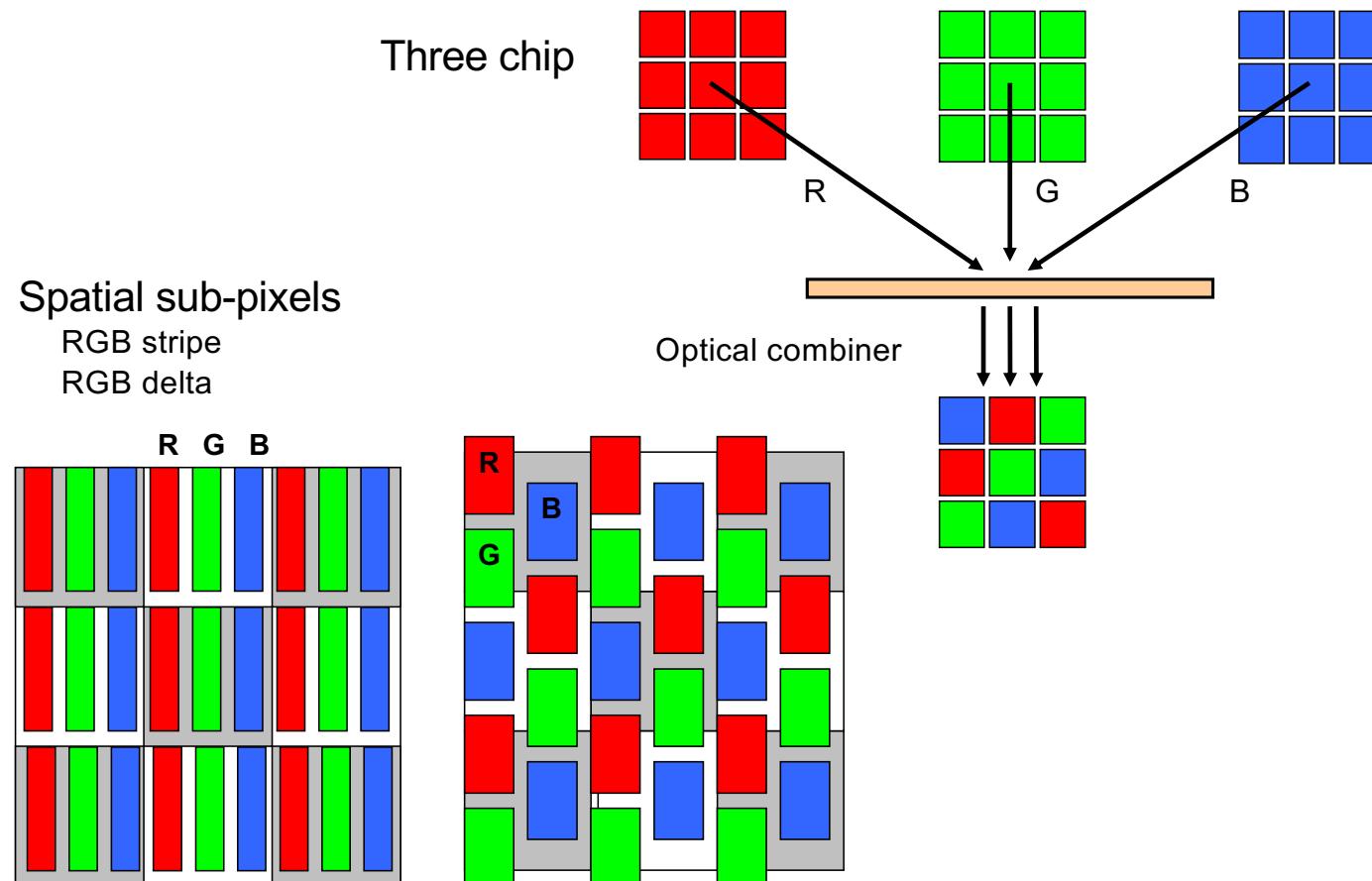
Datapath



Methods of Gray Scale Drive

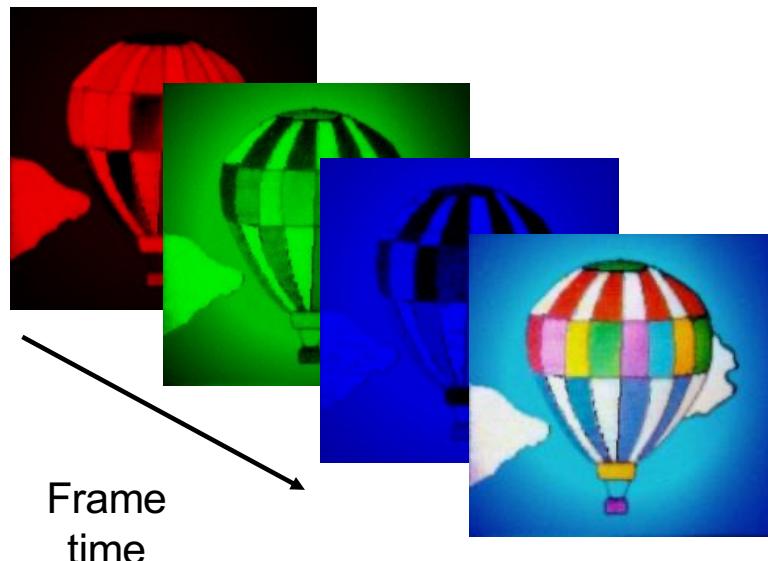


Methods of color - 1

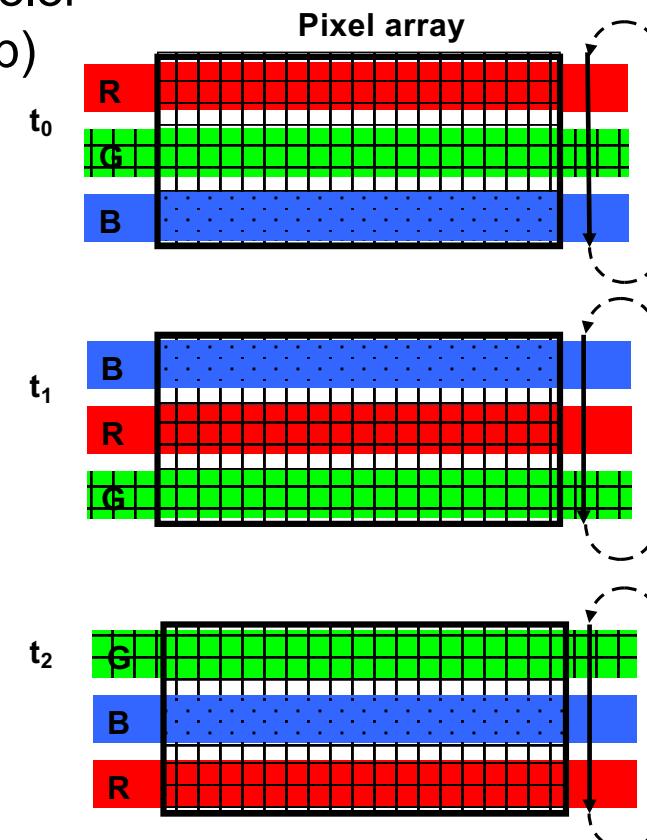


Methods of color - 2

Field sequential color
(single chip)

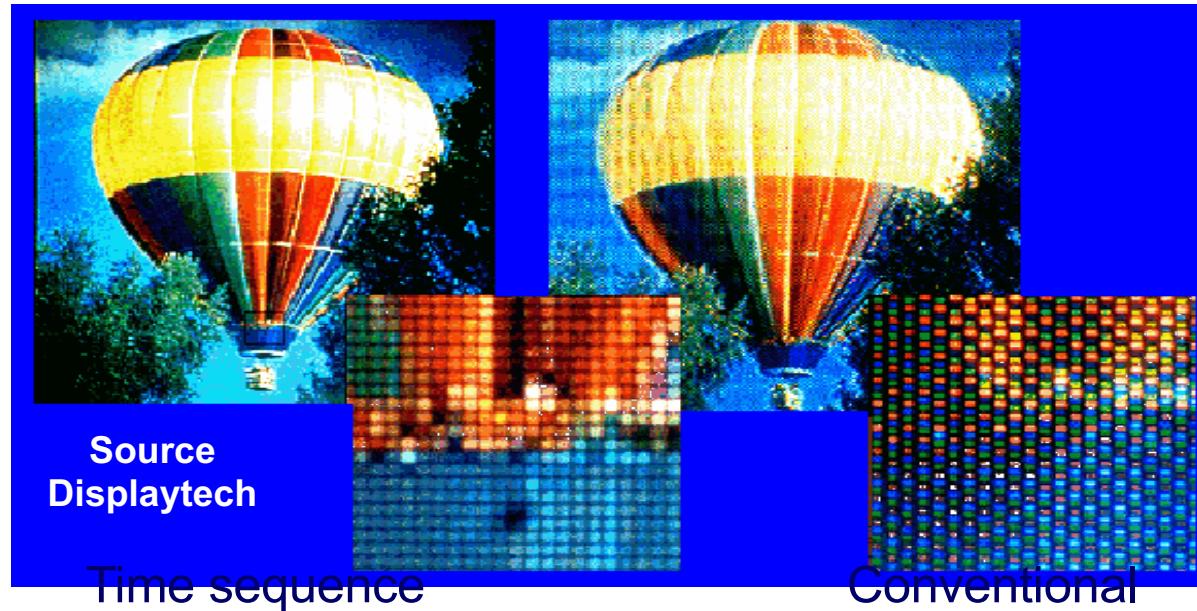


Scrolling color
(single chip)

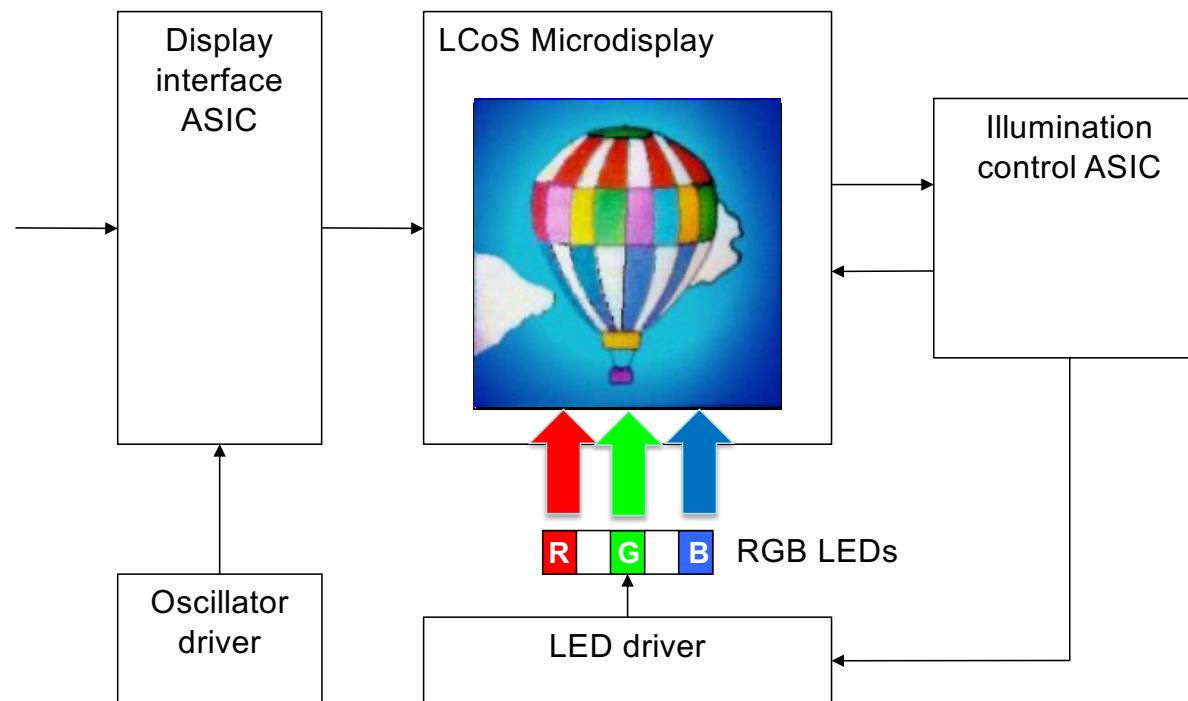


Consequences of field sequential color

- Reduced spatial artifacts
 - No RGB triads
- Increased temporal artifacts
 - Possible color break-up of fast moving scenes



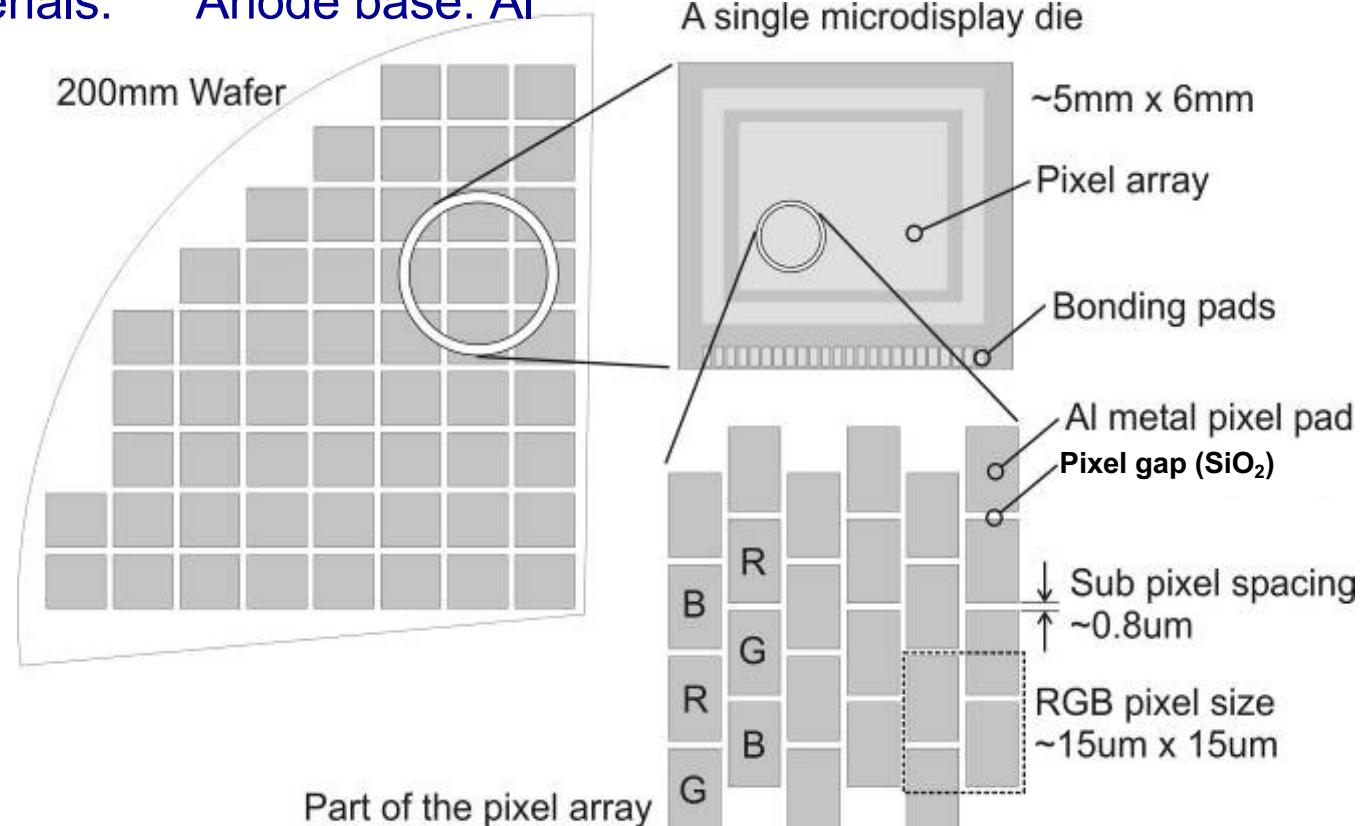
System Architecture – 1-chip example



CMOS display backplane

Dimensions: Pixel spacing <1um

Materials: Anode base: Al





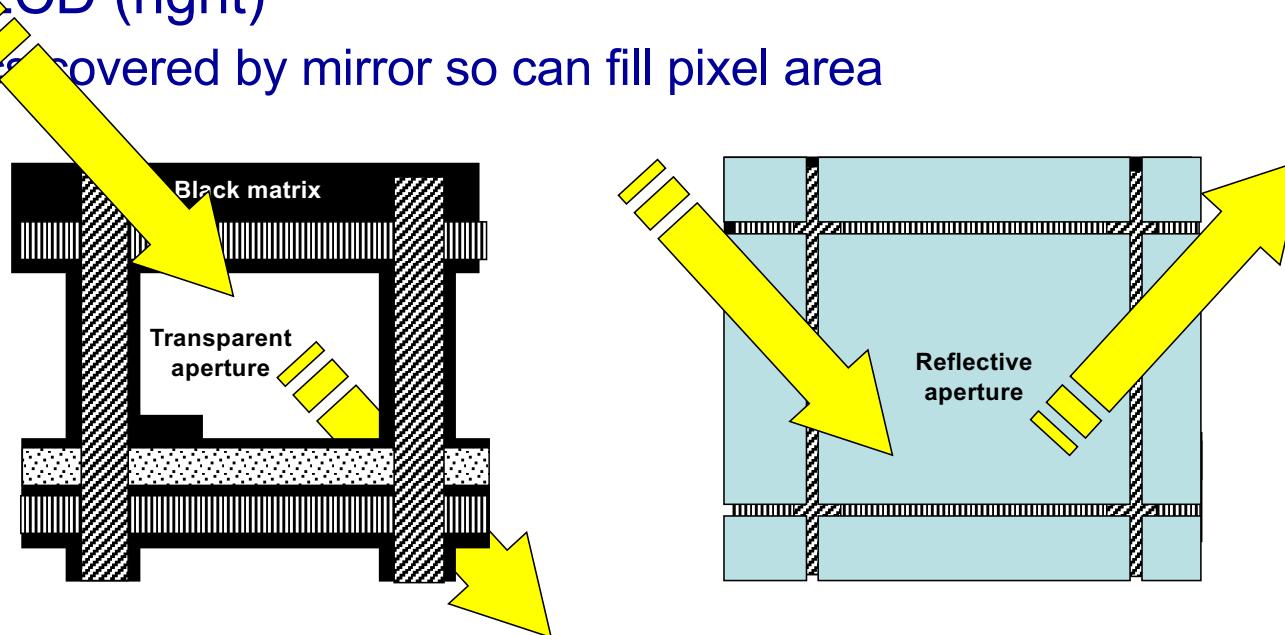
Aperture Ratio and Active Matrix - LCD

Transmissive LCD (left)

- Share area between opaque electronics and transparent aperture so minimise area of electronics

Reflective LCD (right)

- Electronics covered by mirror so can fill pixel area



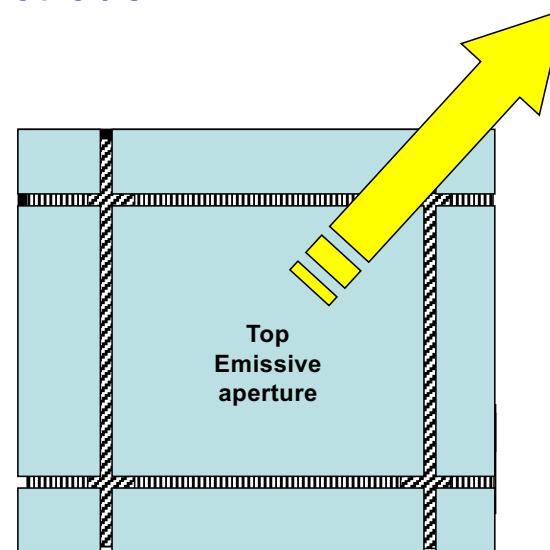
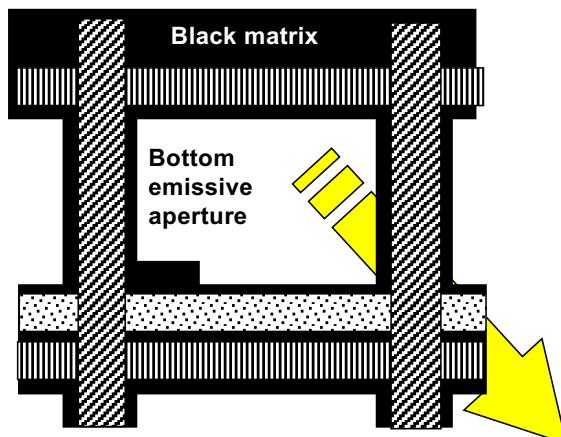
Aperture Ratio and Active Matrix - Emissive

Bottom emitting OLED

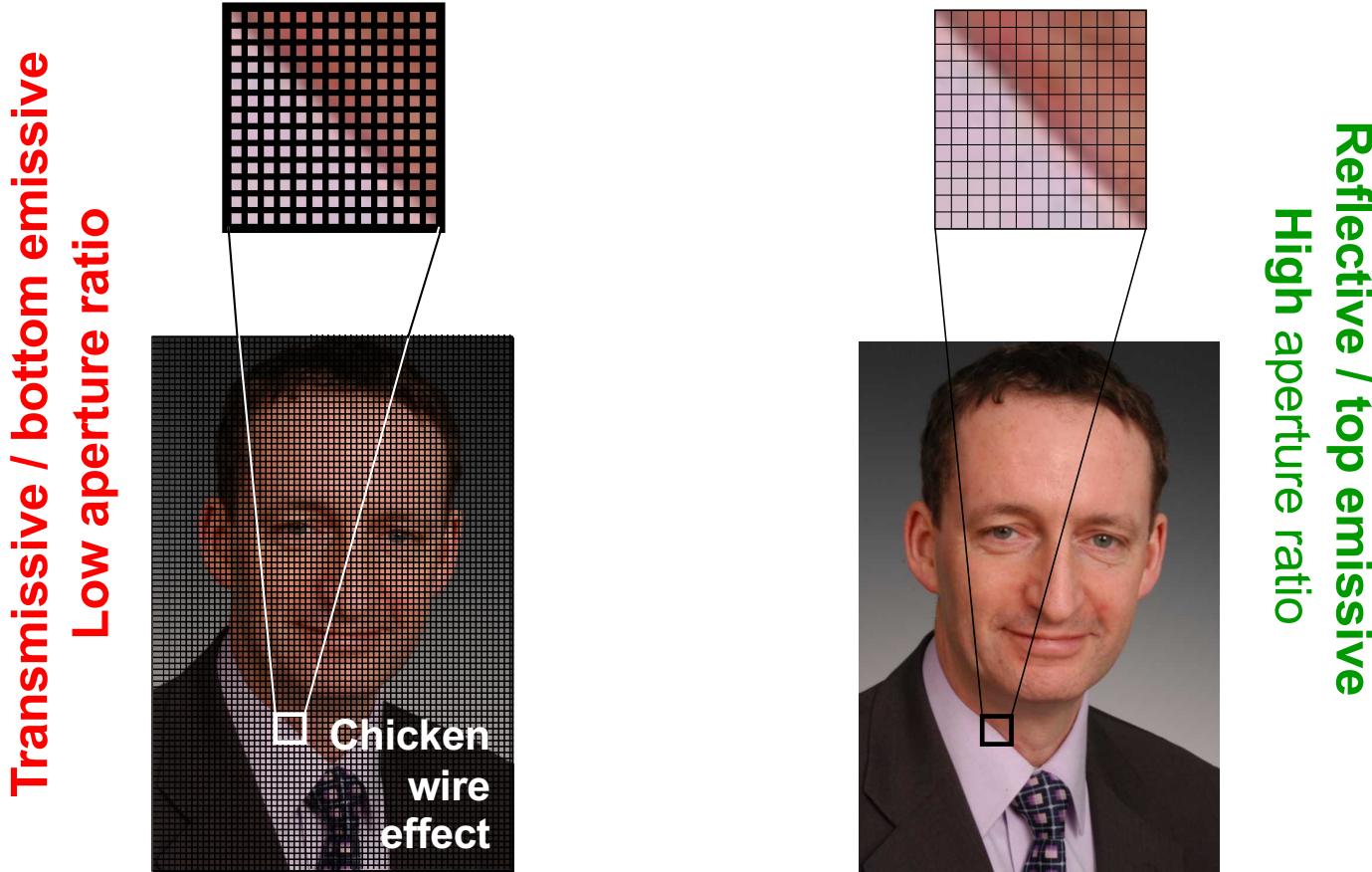
- Share area between opaque electronics and transparent aperture so minimise area of electronics

Top emitting OLED (right)

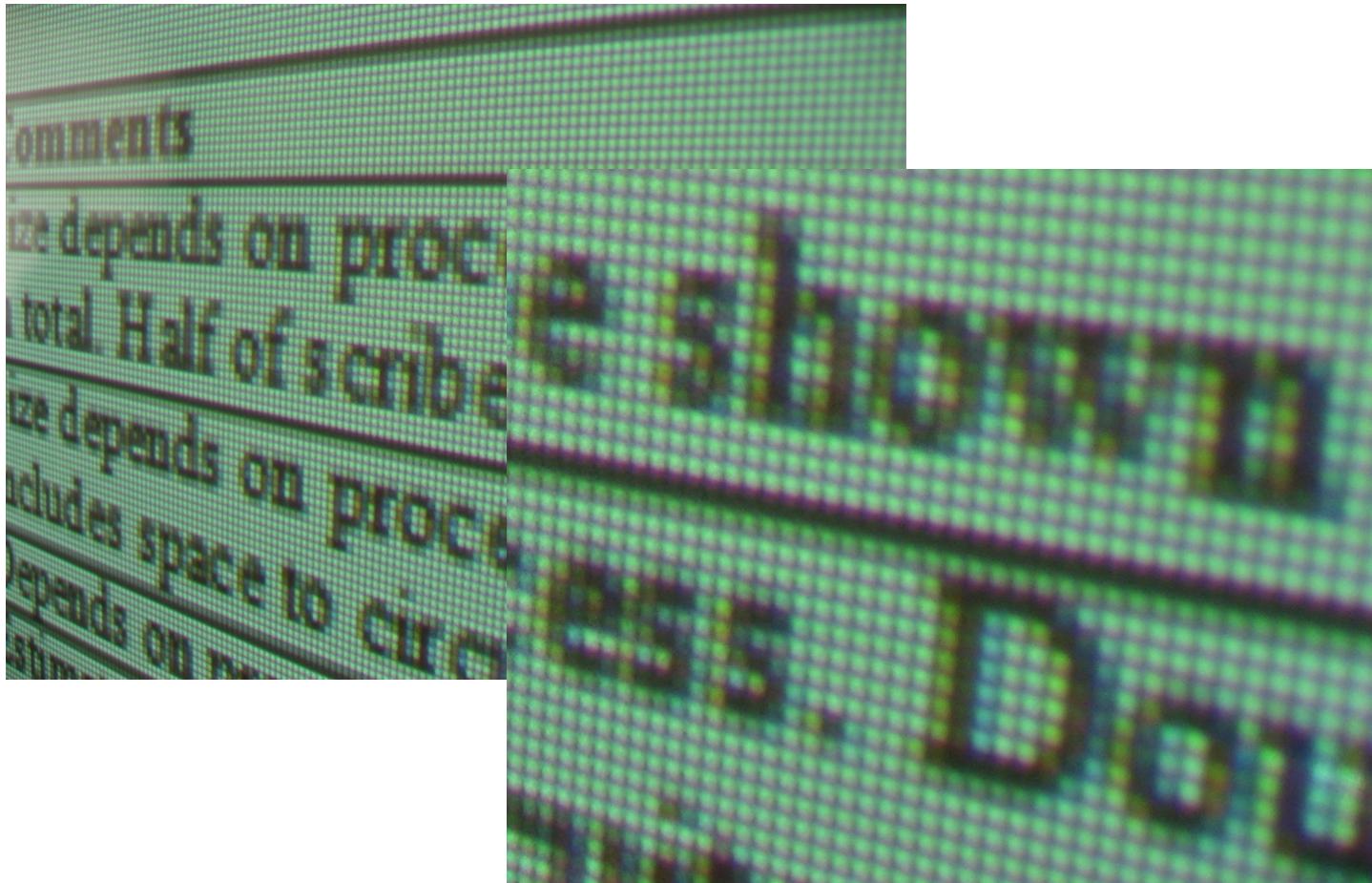
- Electronics can fill pixel area hidden by electrode
- More circuit flexibility



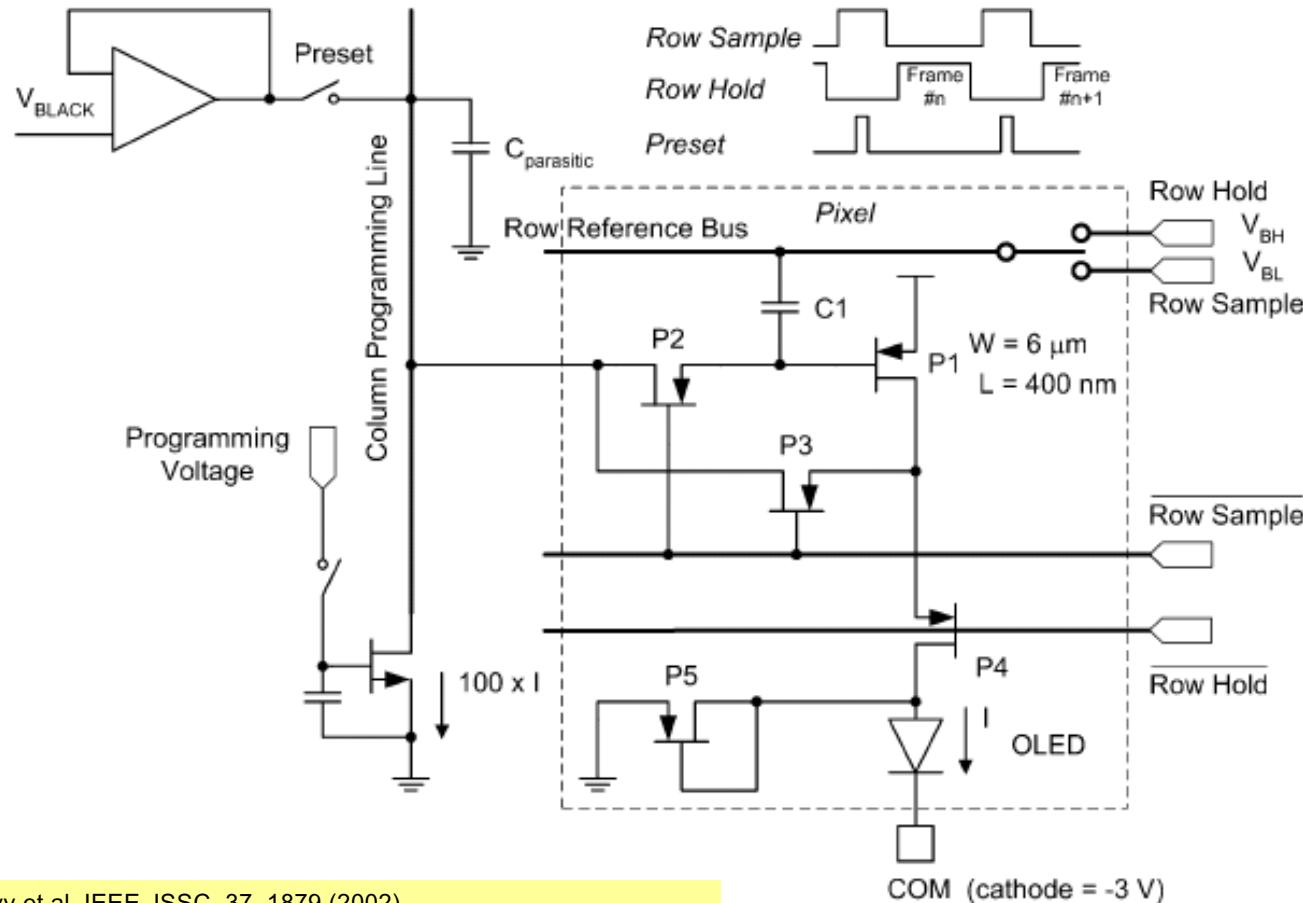
The effect of aperture ratio



The effect of aperture ratio



OLED µdisplay pixel circuit – analog example

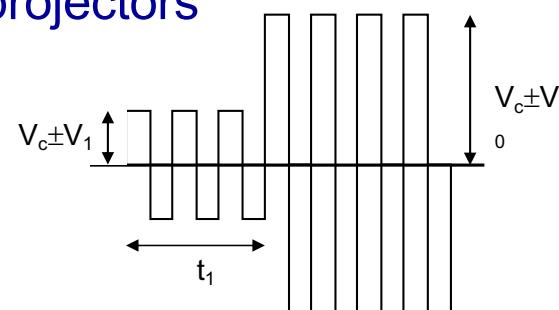


Digital drive / analog response

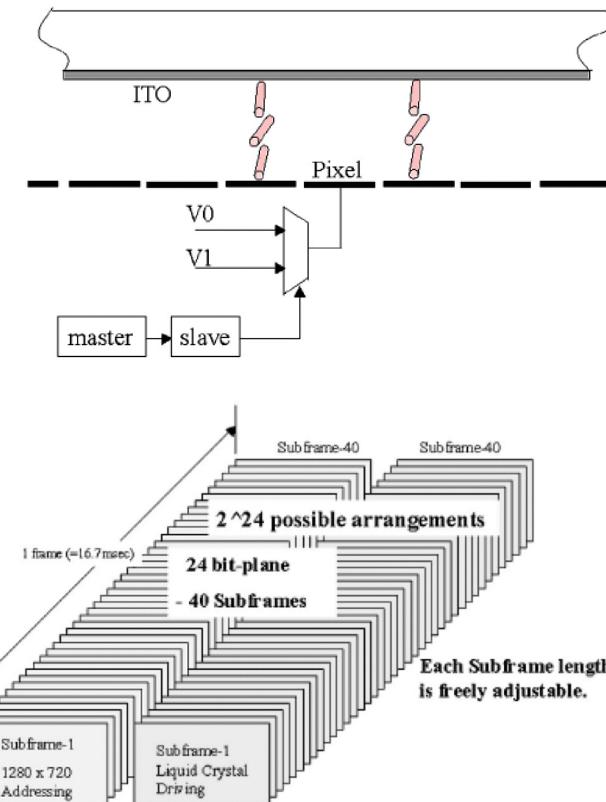
JVC D-ILA

<http://dila.jvc.com>

Used in JVC high-end
projectors

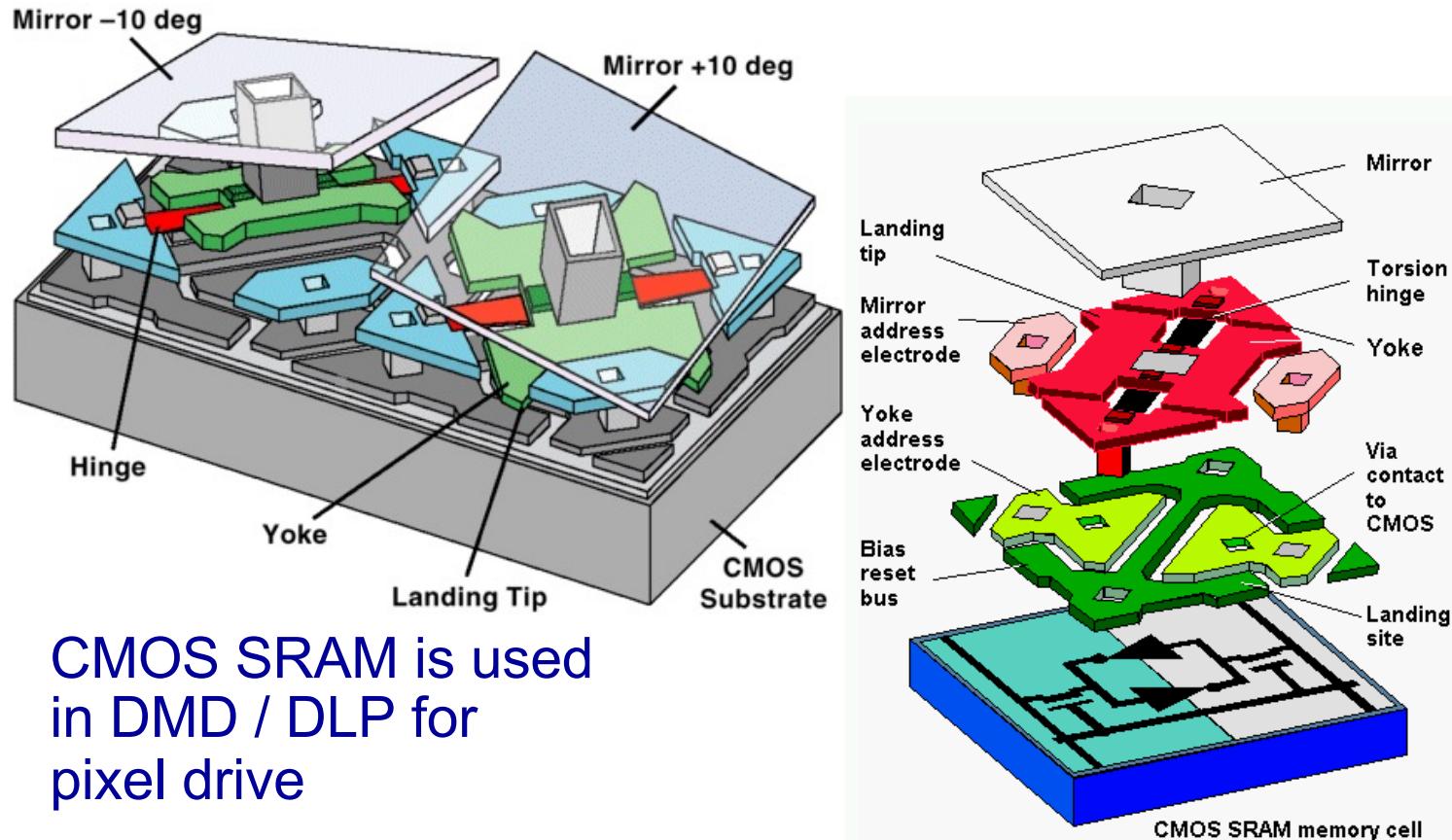


DLA-RS3000, 8k projector



Permission for Reprint, courtesy of the
Society for Information Display

TI DMD / DLP

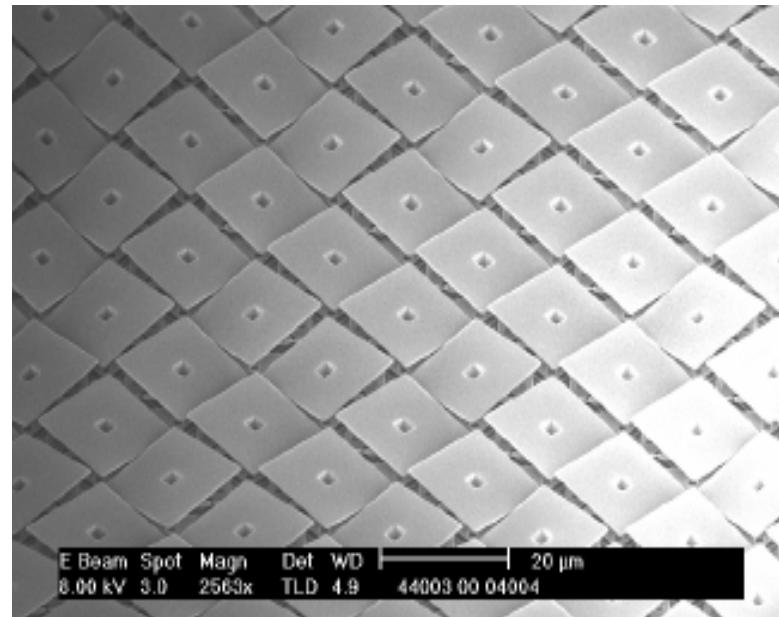


CMOS SRAM is used
in DMD / DLP for
pixel drive

Figure courtesy of Texas Instruments

TI DMD Array

SEM of DMD array showing left/right on/off diagonal tilt of mirrors
Significant light-loss at central support “via”
Pixel pitch 13.8 μm

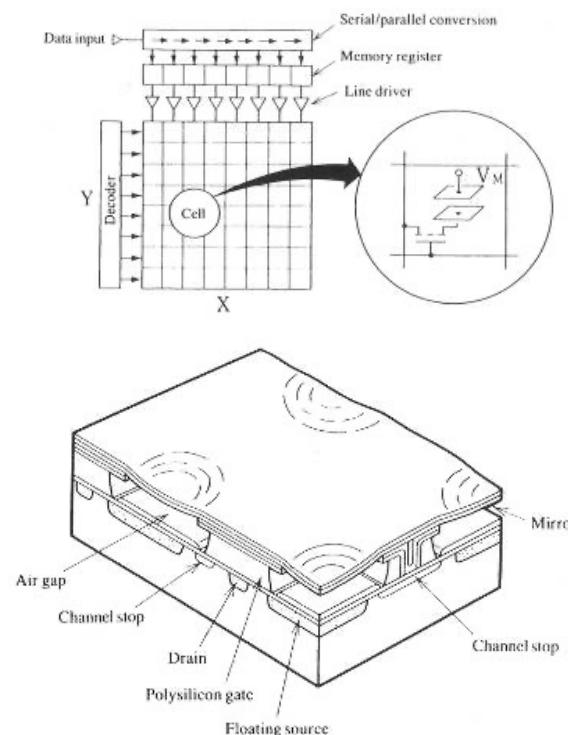


Douglass, 2nd Mechatronics and Microsystems Symposium, 2005

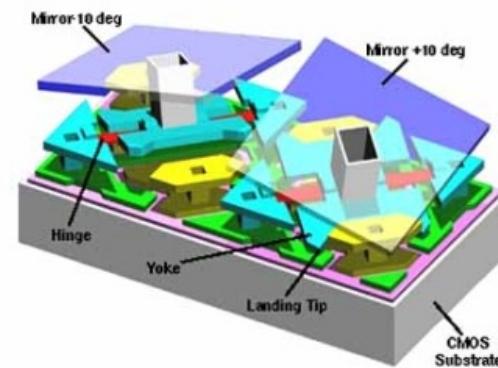
Basis of DLP branded products by Texas Instruments

Origins of DMD / DLP

1977 Analog Deformable Mirror Device (DMD)



1987 Digital Micro-mirror Device (DMD)



1997 Introduced to the market

2007 A market leader

MicroLED Microdisplays

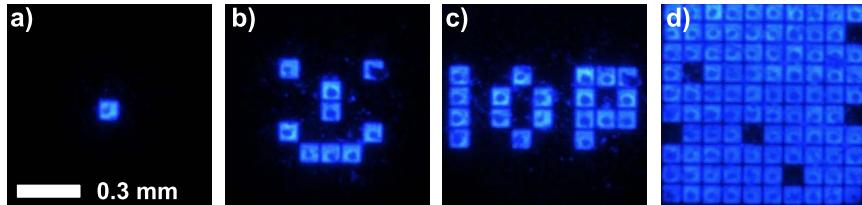
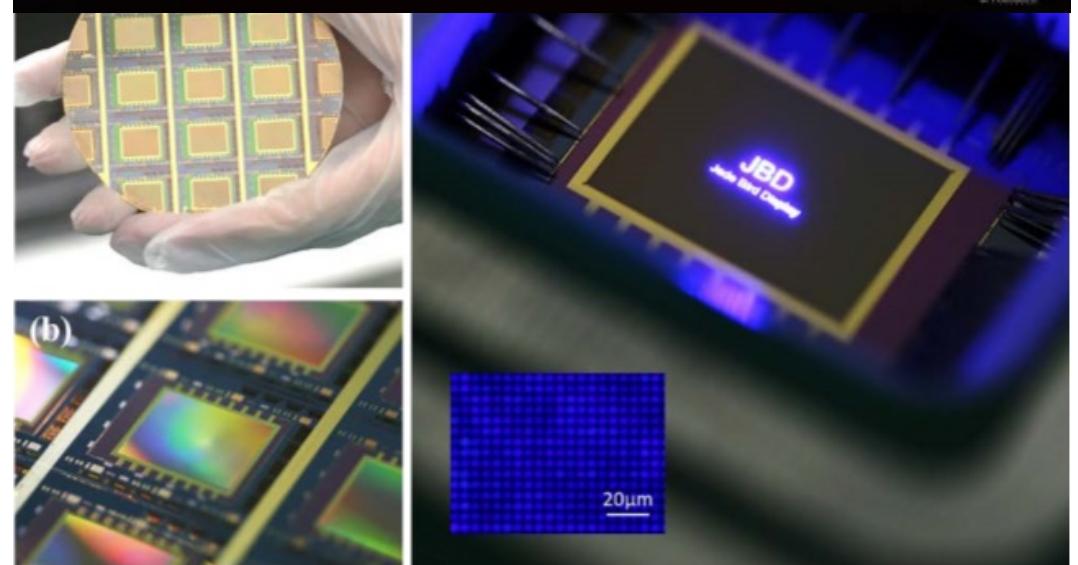
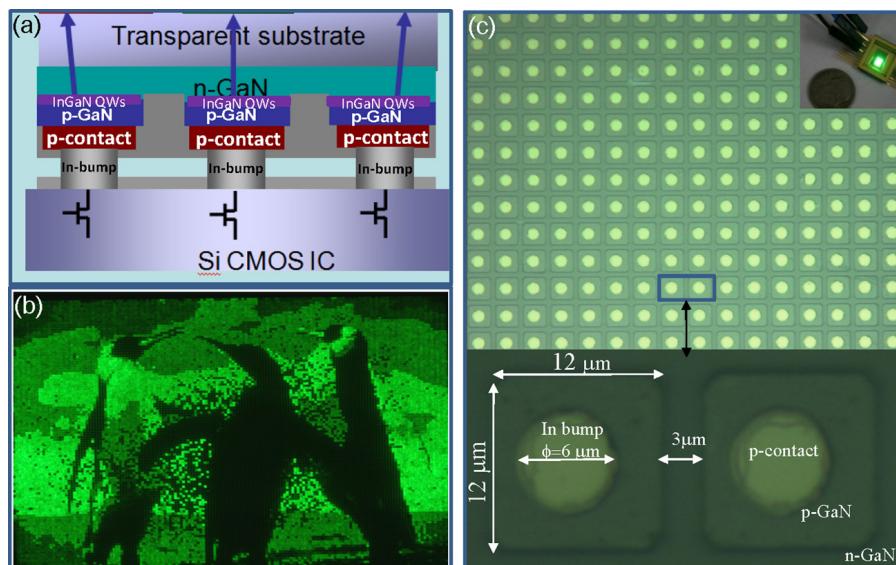
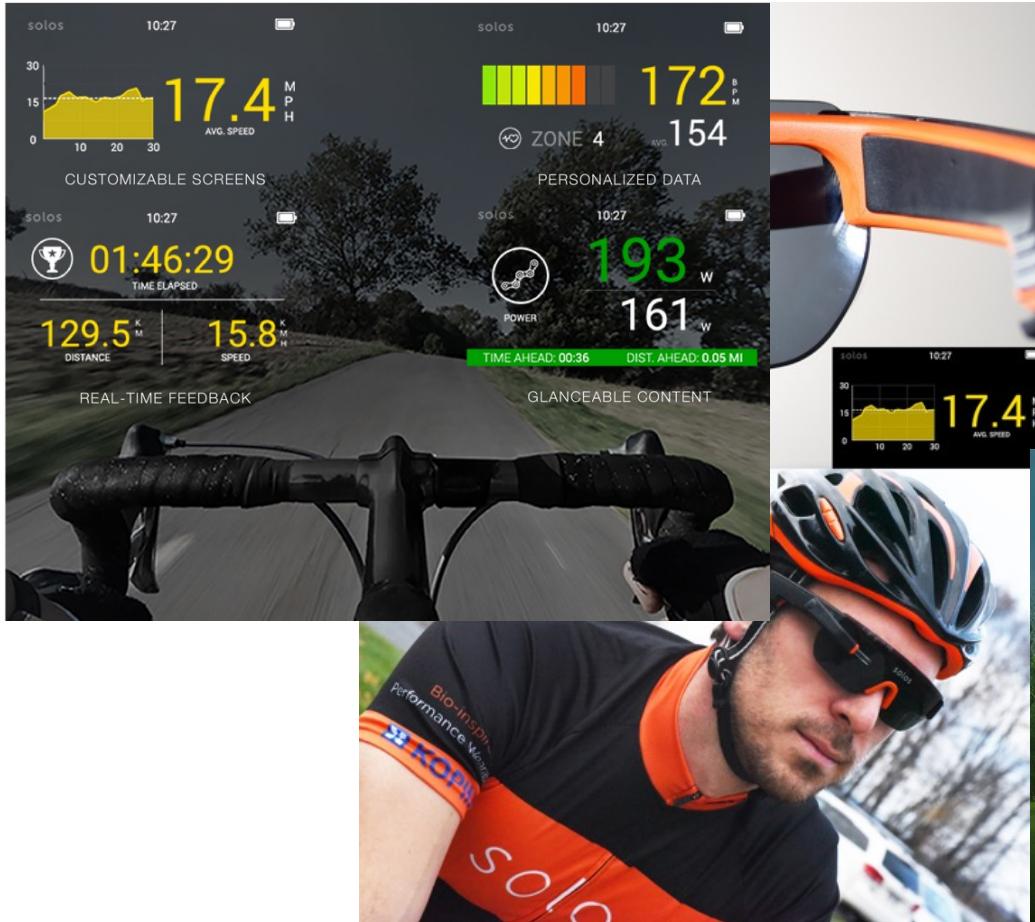


Fig. 3. Patterns displayed on device B at 10^6 cd/m² (~ 7.7 mA/pixel). (a) Single pixel. (b) Smiley. (c) Letters IOP. (d) Full array with a few defects. The voltage was 3.6 V and the camera settings were kept identical for all micrographs.



Augmented Reality



Applications - Projection

Projection

- Luminance
- Colour
- Contrast
- Image quality

Rear projection

- Thin-ness

Front projection

- Size
- weight



Applications - Near-to-Eye

- Near-to-Eye
 - Small, light-weight
 - Low power
 - Highly integrated
- Electronic Viewfinder (EVF)
 - Hand-held
 - Often secondary display
- Head Mounted
 - Hands-free
 - Professional
 - Consumer



Applications - Pocket Projection

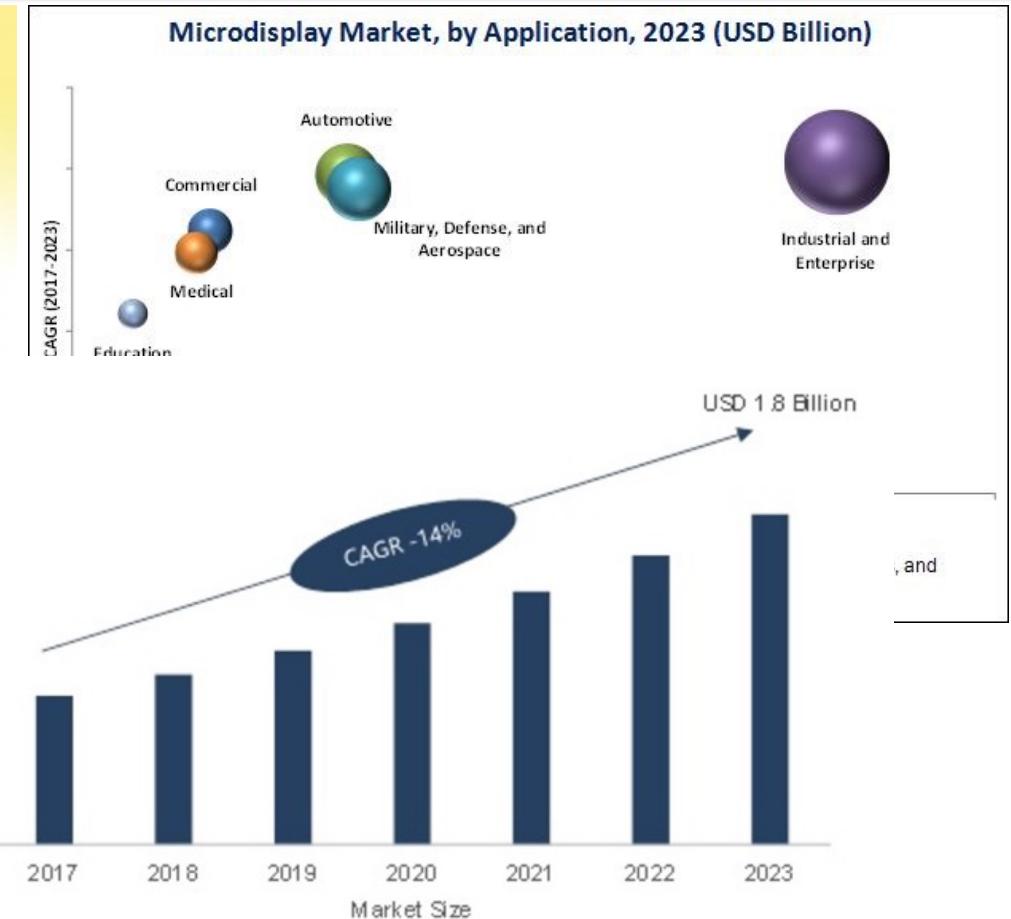
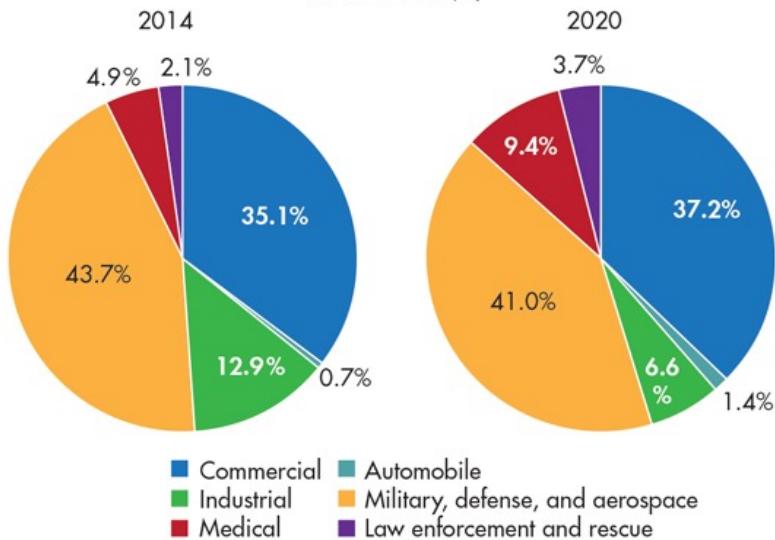
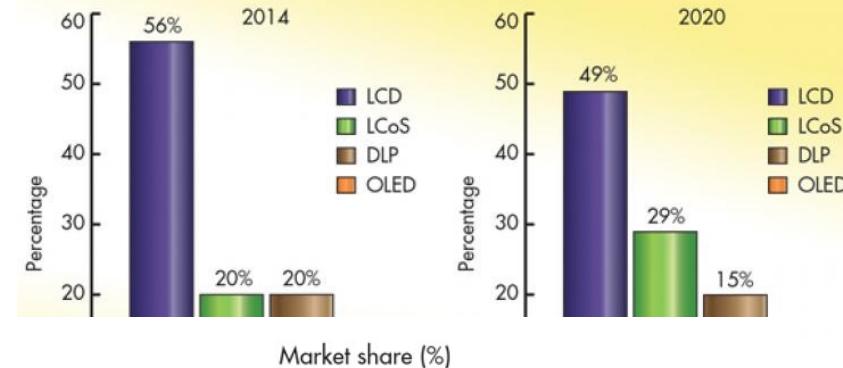
Recent application and new / emerging market

Combines some requirements of conventional projection with NTE

- Medium to high brightness
- Low power
- Small size
- Light weight



Microdisplay Market Forecast



Texas Instruments

DLP = Digital Light Processor

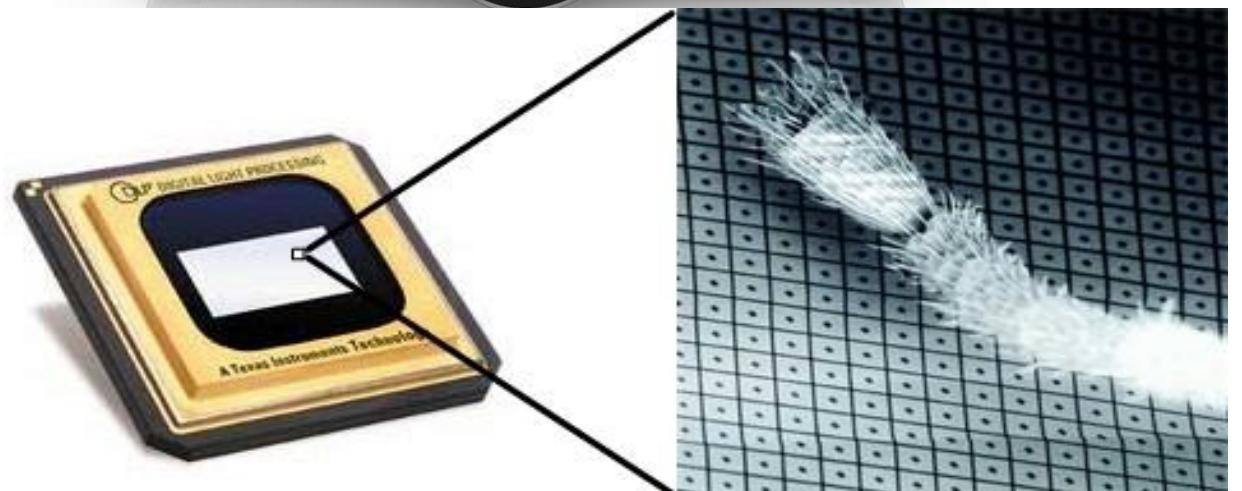
DMD = Digital Micromirror
Device



R&D \$1.72B

35k employees

2011 revenue \$13.7B



eMagin (USA)

High-resolution
High definition
OLED microdisplays



OLED Microdisplays

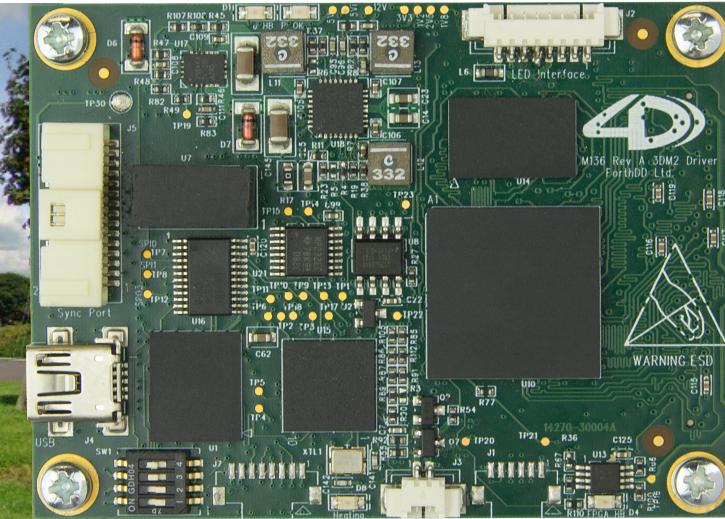
Solid State (OLED on Silicon)
Low Power Consumption
VGA, SVGA, SVGA+, SXGA & WUXGA Resolutions
Wider Viewing Angle
> 10,000:1 Contrast Ratio
1µ second Response Time
No Heaters or Coolers Required
Available with Attachable Microviewer Optics or
Fiber Optic Faceplate for 3rd-Party Optics
Made in the U.S.A



Forth Dimension Displays (UK)



About Forth Dimension

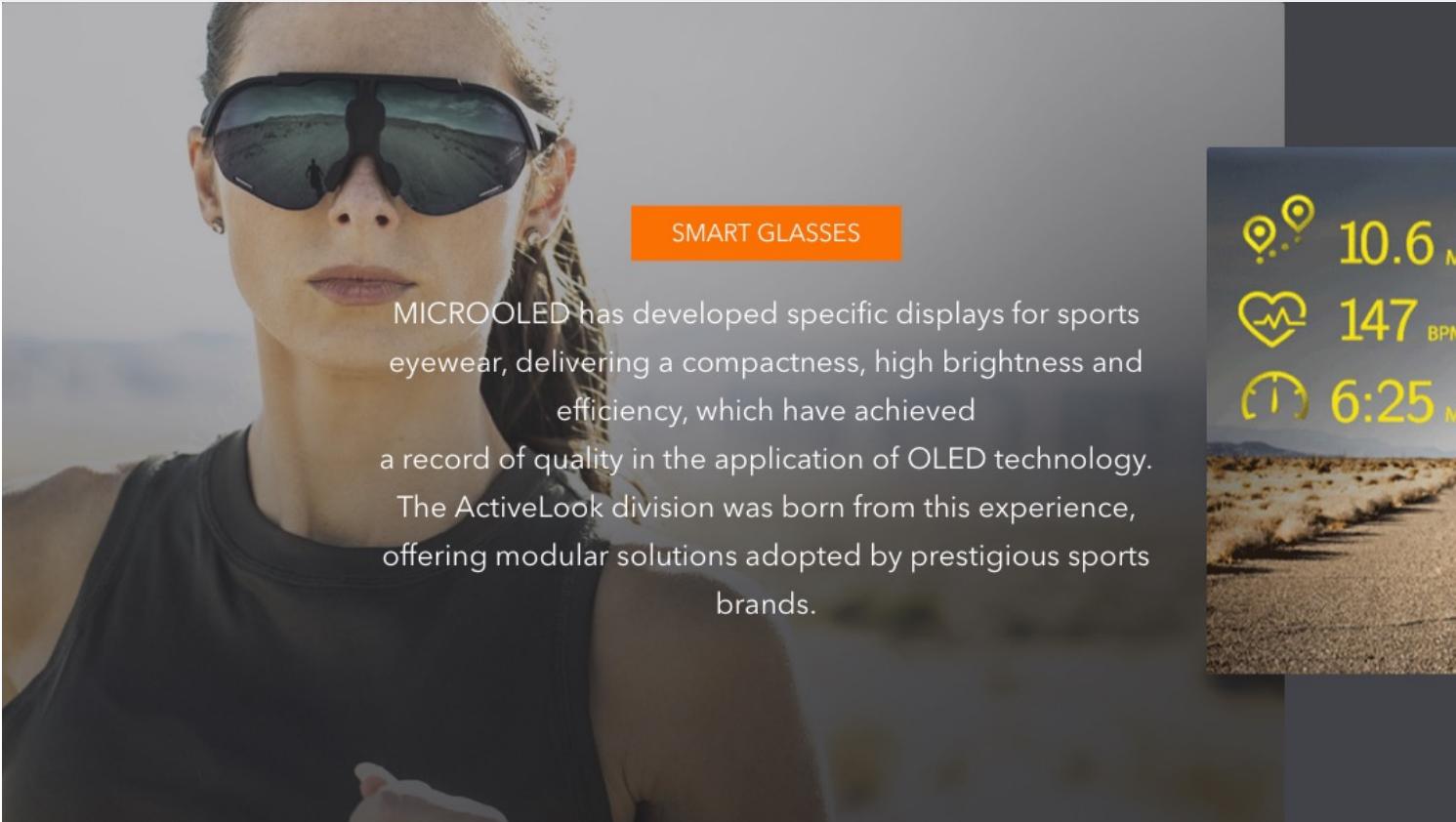


High-resolution
High definition

FLCoS µdisplay



MicroOLED <http://www.microoled.net>



SMART GLASSES

MICROOLED has developed specific displays for sports eyewear, delivering a compactness, high brightness and efficiency, which have achieved a record of quality in the application of OLED technology. The ActiveLook division was born from this experience, offering modular solutions adopted by prestigious sports brands.



10.6 MI
147 BPM
6:25 MIN / MI



<https://www.youtube.com/watch?v=WO84wd0y2qc>

Sony (Asia)

