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Digital Optics for Immersive Displays

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Editors

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Contents

vii	<i>Authors</i>
ix	<i>Conference Committee</i>
xi	<i>Conference Sponsors</i>

SESSION 1 OPTICAL CHALLENGES FOR NEXT-GENERATION AR/VR HEADSETS

10676 04	Field of view: not just a number [10676-3]
10676 05	Optical design challenges from satellite imaging to augmented reality displays [10676-4]
10676 06	Viewing optics for immersive near-eye displays: pupil swim/size and weight/stray light [10676-5]

SESSION 2 DESIGN, FABRICATION AND TESTING OF NOVEL OPTICS FOR AR/VR SYSTEMS

10676 07	Ultra-compact multichannel freeform optics for 4xWUXGA OLED microdisplays (Invited Paper) [10676-6]
10676 09	Casting technology for embedding optical elements into prescription spectacle lenses [10676-8]
10676 0B	Optical metrology for immersive display components and subsystems [10676-10]
10676 0C	HMD quality evaluation of projected image: hardware assessment and software evaluation for distortions correction [10676-11]

SESSION 3 HOLOGRAPHIC OPTICS FOR AR/VR SYSTEMS

10676 0D	Curved wedges and shearing gratings for augmented reality (Invited Paper) [10676-12]
10676 0E	Characterisation and optimisation of Volume Holographic Optical Elements (VHOEs) in AR combiners for ghost reduction [10676-13]
10676 0F	Bragg polarization gratings used as switchable elements in AR/VR holographic displays [10676-14]

- 10676 0G **DigiLens switchable Bragg grating waveguide optics for augmented reality applications** [10676-15]
- 10676 0H **Wavelength multiplexing recording of vHOEs in Bayfol HX photopolymer film** [10676-16]

SESSION 4 IMPROVING VISUAL COMFORT IN AR/VR SYSTEMS

- 10676 0J **Varifocal technologies providing prescription and VAC mitigation in HMDs using Alvarez lenses (Invited Paper)** [10676-18]
- 10676 0L **Computationally efficient and antialiased dual-layer light-field displays** [10676-19]
- 10676 0N **Experimental evaluation of self-focusing image formation in unconventional near-eye display** [10676-22]

DOID STUDENT OPTICAL DESIGN CHALLENGE FOR VR/AR AND MR: POSTER PRESENTATIONS

- 10676 0Q **Improving image quality of 360-degree viewable holographic display system by applying a speckle reduction technique and a spatial filtering** [10676-20]
- 10676 0S **Design of a freeform gradient-index prism for mixed reality head mounted display** [10676-101]
- 10676 0T **Optical design, assembly, and characterization of a holographic head mounted display** [10676-103]
- 10676 0U **Mitigating vergence-accommodation conflict for near-eye displays via deformable beamsplitters (1st Place, DOID Student Optical Design Challenge)** [10676-104]
- 10676 0V **Designing of a monocular see-through smart glass imaging system** [10676-105]
- 10676 0X **A reflective prism for augmented reality with large field of view** [10676-109]
- 10676 0Y **Design of a spatially multiplexed light field display on curved surfaces for VR HMD applications** [10676-110]
- 10676 0Z **See-through smart glass with adjustable focus** [10676-111]
- 10676 12 **Ultrathin full color visor with large field of view based on multilayered metasurface design (1st Place, DOID Student Optical Design Challenge)** [10676-117]
- 10676 13 **A vergence accommodation conflict-free virtual reality wearable headset** [10676-119]
- 10676 14 **Ultrathin optical combiner with microstructure mirrors in augmented reality (2nd Place, DOID Student Optical Design Challenge)** [10676-120]

- 10676 15 **Wide field-of-view waveguide displays enabled by polarization-dependent metagratings (1st Place, DOID Student Optical Design Challenge)** [10676-121]
- 10676 16 **Over-designed and under-performing: design and analysis of a freeform prism via careful use of orthogonal surface descriptions** [10676-122]
- 10676 17 **Shape scanning displays: tomographic decomposition of 3D scenes** [10676-124]
- 10676 18 **Polarization-dependent metasurfaces for 2D/3D switchable displays** [10676-125]
- 10676 19 **High-performance integral-imaging-based light field augmented reality display** [10676-126]
- 10676 1A **Design and stray light analysis of a lenslet-array-based see-through light-field near-eye display** [10676-127]
- 10676 1B **High-resolution head mounted display using stacked LCDs and birefringent lens (2nd Place, DOID Student Optical Design Challenge)** [10676-128]
- 10676 1C **A retinal-projection-based near-eye display for virtual reality** [10676-129]
- 10676 1D **Understanding waveguide-based architecture and ways to robust monolithic optical combiner for smart glasses** [10676-131]
- 10676 1E **Compact see-through AR system using buried imaging fiber bundles (2nd Place, DOID Student Optical Design Challenge)** [10676-132]
- 10676 1F **Design of an immersive head mounted display with coaxial catadioptric optics** [10676-133]
- 10676 1G **Ultra-compact pancake optics based on ThinEyes super-resolution technology for virtual reality headsets (3rd Place, DOID Student Optical Design Challenge)** [10676-134]
- 10676 1H **Solving the vergence-accomodation conflict in head mounted displays with a magnifier system** [10676-135]
- 10676 1I **Augmented reality display system for smart glasses with streamlined form factor** [10676-139]
- 10676 1J **High-resolution optical see-through vari-focal-plane head-mounted display using freeform Alvarez lenses (3rd Place, DOID Student Optical Design Challenge)** [10676-140]
- 10676 1K **Super multi-view augmented reality glasses** [10676-142]
- 10676 1L **PARA: experimental device for virtual and augmented reality (3rd Place, DOID Student Optical Design Challenge)** [10676-143]

21 May 2018 Viewing optics for immersive near-eye displays: pupil swim/size and weight/stray light. Ying Geng, Jacques Gollier, Brian Wheelwright, Fenglin Peng, Yusufu Sulai, Brant Lewis, Ning Chan, Wai Sze Tiffany Lam, Alexander Fix, Douglas Lanman, Yijing Fu, Alexander Sohn, Brett Bryars, Nelson Cardenas, Youngshik Yoon, Scott McEldowney.Â Subscribe to digital library.Â Near-eye display performance is usually summarized with a few simple metrics such as field of view, resolution, brightness, size, and weight, which are derived from the display industry. In practice, near-eye displays often suffer from image artifacts not captured in traditional display metrics. Optical architectures. Optics in smart glasses serve three main purposes: Collimation of light such that the image appears at a greater distance than itâ€™s physical distance. Magnification of the display image to make it appear larger than itâ€™s actual size. Relaying of light patterns to the viewers eyes. Distortion. There are two primary optical design systems, or architectures for AR and VR displays: pupil forming and non-pupil forming.Â Fully immersive These are standard fully immersive virtual reality displays. These stereoscopic displays are combined with sensors to track position and orientation. They completely block the userâ€™s view of the outside world like in the book â€œReady Player Oneâ€™. PROCEEDINGS VOLUME 11350. Digital Optics for Immersive Displays II. Editor(s): Bernard C. Kress; Christophe Peroz. For the purchase of this volume in printed format, please visit Proceedings.com.Â The mechanical feasibility of curved micro-displays will also be discussed, as well as the process to make a curved microdisplay, which is compatible with current mass-production CMOS displays. For OLED technology, the main resistance to curvature is the silicon substrate. The case for GaN technologies shows other mechanical limitations. 21 May 2018 Viewing optics for immersive near-eye displays: pupil swim/size and weight/stray light. Ying Geng, Jacques Gollier, Brian Wheelwright, Fenglin Peng, Yusufu Sulai, Brant Lewis, Ning Chan, Wai Sze Tiffany Lam, Alexander Fix, Douglas Lanman, Yijing Fu, Alexander Sohn, Brett Bryars, Nelson Cardenas, Youngshik Yoon, Scott McEldowney.Â Near-eye display performance is usually summarized with a few simple metrics such as field of view, resolution, brightness, size, and weight, which are derived from the display industry. In practice, near-eye displays often suffer from image artifacts not captured in traditional display metrics.Â Subscribe to digital library.