Contents

Preface **XX**

1 Introduction **1**

1.1 Organization of the Book 1

2 Fundamentals of Light **3**

2.1 Introduction 3

2.2 Electromagnetic Radiation 5

2.3 Principles of Light Generation 6

2.3.1 Thermal Radiation 9

Radiation, Absorption and Efficiency 10

2.3.2 Applications of Thermal Radiation Laws 16

2.3.3 Open Systems and the Greenhouse Effect 18

2.3.4 Color Temperature 20

2.3.5 Bremsstrahlung 22

2.3.6 Photon Energies 24

2.3.7 Electron Excitation 25

2.3.8 Gas Discharge 27
Plasma Lamps 28
Arc Lamps 28
Phosphors 29
Fluorescent lamps 31
Other Forms of Luminescence 31
2.3.9 Electro Luminescence 32
LED 32
OLED 33
2.4 Measuring Light 34
2.4.1 Radiometry 34
Angular Range 35
Lambert Emitters 35
Solid Angle and Angular Density 35
The Ulbricht Sphere 37
2.4.2 Photometry 40
2.4.3 Luminous Efficiency of Light Sources 42
2.4.4 Durability of Light Sources 44
2.5 Physics of Light 45
2.5.1 Interference 45
2.5.2 Quantum Effects 46
2.5.3 The Double Slit Experiment 51
The Uncertainty Relation 58

2.5.4 Fourier Spectrum 61
2.5.5 Radiation Processes Revisited 63
2.5.6 Tunneling 64
2.5.7 Quantum Dots 66
2.5.8 Polarization 67
Polarizer Filters 69
Polarization and Quantum Physics 69
Turning Polarization 72
2.5.9 Circular Polarization 73
Producing Circular Polarized Light 74
2.6 Summary 76

3 Principles of Optics **77**

3.1 Introduction 77
3.2 Wave Optics 79
3.3 Lasers 85
3.3.1 Stimulated Emission 85
3.3.2 Laser Beam Divergence 91
3.4 Geometric Optics 95
3.4.1 Light Modulation 96
Scattering 96
Refraction 98
3.4.2 Homogeneous vs. Inhomogeneous Media 102
3.4.3 Snell's Law Vectorized 104

3.5 Formation of Point Images 107
3.5.1 Reflective Optics 109
Planar Mirrors 109
Spherical Mirrors 110
Concave Parabolic Mirrors 112
Convex Parabolic Mirrors 113
Varifocal Mirrors 113
3.5.2 Refractive Optics 114
Lenses 115
Converging Lenses 117
Diverging Lenses 119
Plane Parallel and Curved Parallel Lenses 119
Apertures 120
Vignetting 123
Varifocal Lenses 123
Fresnel Lenses 125
Lens Resolution 126
Depth of Field 128
3.5.3 The Plenoptic Function 129
3.6 Summary 133

4 Basics of Visual Perception 135

4.1 Introduction 135
4.2 The Human Visual System 137

4.2.1 The Eye as an Optical System . . . 137
4.2.2 Saccades . . . 138
4.2.3 Temporal Response . . . 139
4.2.4 Contrast and Dynamic Range . . . 140
4.2.5 Resolution . . . 144
4.3 Colorimetry . . . 146
4.3.1 CIE Color Matching Functions . . . 150
4.3.2 The CIE Chromaticity Diagram . . . 152
4.3.3 Color Separation of the Eye . . . 154
4.3.4 Color Recording . . . 156
4.3.5 Neuro-Physiological Results . . . 159
Retinal Image Processing . . . 161
4.4 Depth Perception . . . 163
4.4.1 The Human Visual Field . . . 165
4.4.2 Depth Cues . . . 166
Convergence . . . 168
Retinal Disparity . . . 168
Accommodation . . . 170
Focus Effects . . . 173
Haze . . . 174
Color . . . 174
Motion Parallax and Motion Dynamics . . . 175
4.4.3 Stereo Picture Recording . . . 179

4.5 Motion Pictures 180
4.5.1 Pitfalls 181
4.5.2 Film Projection 182
4.6 Summary 183

5 Holographic Principles 185

5.1 Introduction 185
5.2 Holography: An Executive Summary 188
5.2.1 Holographic Object Recognition 190
5.2.2 A Basic Hologram Setup 191
5.3 Interference and Diffraction 194
5.3.1 The Grating Equation 197
5.3.2 Holographic Point Formation in Detail 199
5.3.3 Phase Holograms 202
5.3.4 Embossed Holograms 204
5.3.5 Color Dispersion 205
5.3.6 Volume Gratings 206
Volume Grating Construction 206
Volume Grating Reconstruction 208
Resolution Requirements 212
Bragg's Law 213
Color Dependency 214
5.3.7 Hologram Efficiency 215
5.3.8 Holograms and Displays - Basic Considerations 216

5.3.9 Temporal Coherence 218
5.3.10 Spatial Coherence 221
5.3.11 Laser Speckle 223
5.4 Holographic Optical Elements (HOE) 224
5.4.1 Headup Displays 225
5.4.2 Construction of an HOE 227
A Detailed Construction Setup 228
5.4.3 HOE Angular and Frequency Response 230
5.4.4 HOE's vs. Conventional Optics 232
5.4.5 Camera Lenses with HOE's 236
5.4.6 Virtual HOE's 236
5.4.7 Spatial Light Modulators 236
5.4.8 Beam Splitters and Diverters 237
Switched HOE's 238
5.4.9 Holographic Projection Screens 238
5.4.10 Visual Perception of Holograms 245
5.4.11 'Keyhole' Holograms 248
5.5 Optical Holography 249
5.5.1 Optical Distortion 253
5.5.2 Transmission Holograms 256
5.5.3 Reflection Holograms 257
5.5.4 Rainbow Holograms 260
5.5.5 Color Holograms 264

5.5.6 Multi-Channel Holograms 269
5.5.7 Holographic Stereograms 271
5.5.8 Digital Volumetric Holograms 276
5.6 Summary 277

6 Display Basics 279

6.1 Introduction 279
6.2 Fundamental Measures 280
6.2.1 Resolution 281
6.2.2 Interlacing 287
6.2.3 TV Standards 290
Eye Resolution and Displays 293
6.2.4 Brightness 296
6.2.5 Contrast and Dynamic Range 297
6.2.6 Gamma 299
6.2.7 Angular Range 301
Viewing Cone 302
6.2.8 Speed 304
6.3 Color and Intensity Production 306
6.3.1 Color Gamut 306
6.3.2 Wide Color Gamut Displays 307
6.3.3 Multi Color Displays 309
6.3.4 Additive and Subtractive Color Mixing 311
Subtractive Color Mixing 311

6.3.5 YUV-Formats . . . 313
6.3.6 Dyes and Filters . . . 316
6.3.7 Light Sources . . . 317
6.3.8 Luminescent vs. Light Valve Displays . . . 317
6.3.9 Test Pictures . . . 319
6.4 Electronics . . . 321
6.4.1 Signal Transmission . . . 322
6.4.2 Signal Processing . . . 324
6.4.3 Anti-Aliasing . . . 325
6.4.4 Moiré . . . 327
6.4.5 Image Processing . . . 328
Resizing . . . 328
Noise Reduction . . . 329
6.4.6 Image Compression . . . 330
6.4.7 De-interlacing . . . 333
6.4.8 Semiconductors . . . 338
6.4.9 Passive Matrix Displays . . . 343
6.4.10 Multiplexing and Connection . . . 344
Connection . . . 348
6.4.11 Active Matrix Displays . . . 348
6.5 Assembly . . . 353
6.5.1 Panel Construction . . . 354
6.5.2 Backlighting . . . 355

6.5.3 Anti-Reflective Coatings 356
Sol-Gel Coating 359
6.5.4 Touch Screens 360
Force Detection 361
Surface Wave Detection 362
Light Grid and Optical Imaging 363
Bi-Directional Display Touch Detection 364
Resistive Panels 365
Percolation 365
Quantum Tunneling Composite (QTC) 365
Location Sensing 366
Surface Capacitance 367
Projected Capacitance (PCT) 367
Inductive Touch Panels 369
6.5.5 Flexible Electronics 369
6.5.6 Transparent Circuits 371
Inorganic Transparent Conductors and Semiconductors . . 372
Carbon Nanotubes 373
6.5.7 Printed Displays 377
6.6 Summary 379

7 Spatial Light Modulation 380

7.1 Introduction 380
7.2 Transmissive Displays 382

7.2.1 LCD . . . 382
Driving LC Displays . . . 386
Driver Structures . . . 386
LCD and Motion . . . 387
7.2.2 FLC . . . 389
7.2.3 TMOS . . . 389
7.2.4 Dyed Guest Host Displays . . . 390
7.2.5 Other . . . 391
7.3 Reflective Displays . . . 392
7.3.1 LCOS . . . 392
F-LCOS . . . 393
Phase Shifting LCD . . . 395
7.3.2 Bi-Stable LC displays . . . 395
7.3.3 DMD . . . 399
Driving DMDs . . . 402
7.3.4 Advanced Driving Techniques . . . 404
7.3.5 PISTON Type Micro Mirror Displays . . . 406
7.3.6 MLM . . . 408
7.3.7 GLV . . . 408
7.3.8 Polymer Displays . . . 410
Electrochromic Polymers . . . 410
7.3.9 E-Ink . . . 410
7.3.10 Electrowetting Displays . . . 413

7.3.11 Electrofluidic Displays 413
7.3.12 iMOD Displays 414
7.3.13 Refractive Index Modulation 415
7.3.14 Electronic Paper 416
7.4 Transflective Displays 418
7.5 Emissive Displays 421
7.5.1 CRT 421
Deflection 428
7.5.2 FED and SED 429
7.5.3 Plasma Displays 431
ALIS 432
7.5.4 Electroluminescence Displays 434
7.5.5 LED 435
7.5.6 OLED 436
Transparent OLED 439
OLED on CMOS 439
7.5.7 Vacuum Fluorescence Displays 440
7.5.8 Cold Cathode Tubes 440
7.6 High Dynamic Range Displays 441
7.6.1 Rendering for HDR LCD Displays 445
7.7 Bi-Directional Displays 447
7.8 Projection Displays 448
7.8.1 Projector Optics Overview 450

7.8.2 Projection Lenses 456
Offset Projection 457
7.8.3 Projector Lamps 458
7.8.4 CRT and OLED Projectors 461
7.8.5 LCD Projectors 464
7.8.6 DLP and GLV Projectors 466
7.8.7 Eidophor Projector 467
7.8.8 Dichroic Combiners 468
7.8.9 Fourier Holographic Projector 469
7.8.10 Projection Screens 471
7.8.11 Rear Projection 473
7.8.12 Wedge Displays 475
7.8.13 Collimated Displays 477
7.8.14 'Quantum' Displays 478
7.8.15 Laser Projectors 481
Far-Field Laser Projectors 483
MEMS Scanners 484
7.8.16 Beam Deflection Modes 487
7.9 Summary 489

8 Projector-Camera Systems 491

8.1 Introduction 491
8.2 Challenges of Non-Optimized Surfaces 494
8.3 Geometric Registration 496

8.3.1 Uniformly Colored Surfaces of Known Geometry 496
8.3.2 Textured Surfaces and Surfaces of Unknown Geometry . . 501
8.3.3 Embedded Structured Light 503
8.4 Radiometric Compensation 508
8.4.1 Static Techniques 509
8.4.2 Dynamic Surfaces and Configurations 517
8.4.3 Dynamic Image Adaptation 521
8.4.4 Enhancing Contrast 526
8.5 Correcting Complex Light Modulations 527
8.5.1 Interreflections 528
8.5.2 Specular Reflections 532
8.5.3 Radiometric Compensation through Inverse Light Transport 533
8.6 Overcoming Technical Limitations 538
8.6.1 Increasing Depth of Field 539
8.6.2 Super-Resolution 545
8.6.3 High Dynamic Range 551
8.6.4 High Speed 557
8.7 Summary 563

9 Three-Dimensional Displays 565

9.1 Introduction 565
9.2 Three-Dimensional Displays: Basic Considerations 570
9.2.1 Orientation 570

9.2.2 Distance and Depth 571
9.2.3 Perspective 576
9.2.4 3D TV vs. 3D Cinema 578
9.2.5 Toward Light Field Displays 581
9.3 Spatial Stereoscopic Displays 583
9.3.1 Stereo-Channel Separation 584
9.3.2 Projection Screens 595
9.3.3 Screen Configurations and Rendering 597
9.3.4 Stereoscopic Multi-Viewer Techniques 601
9.4 Autostereoscopic Displays 605
9.4.1 Parallax Displays 606
Barrier Displays 606
Lenticular Displays 609
Time-Multiplexed Displays 613
Multi-Viewer Techniques 615
Basic Categories 618
9.4.2 Volumetric Displays 619
Swept Volume Displays 620
Static Volume Displays 622
9.5 Light Field Displays 624
9.5.1 Parameterization 627
9.5.2 Light Fields vs. Holograms 629
9.5.3 Light Field Display Implementations 632

9.5.4 An Adaptive Approach to Light Field Displays 634
Electrowetting Prisms and other approaches 640
9.5.5 Light Field Focus Synthesis 641
9.5.6 Depth Of Field and Light field Recording 643
9.6 Computer-Generated Holograms 644
9.6.1 Displaying Computed Fringe Patterns 645
9.6.2 Computing a Hologram 645
9.6.3 Fourier Hologram Synthesis 649
9.6.4 Adaptive Holographic Displays 652
Discussion 661
9.7 3D Media Encoding 662
9.7.1 Light Field Encoding 663
9.7.2 Camera Array (Multi-View) Encoding 664
9.7.3 Holographic 'Millimeter Wave' Encoding 667
9.8 Summary 670

10 Near-Eye Displays **676**

10.1 Introduction 676
10.2 Examples of Near-Eye Displays 678
10.2.1 View-Covering Head-Attached Displays for Virtual Reality and Personal Video Viewing 679
10.2.2 Semi-Covering Head-Attached Displays for Personal Information Presentation 680
10.2.3 Optical See-Through Displays 682

10.3 Eye Physiological Aspects 684
10.4 Economy and Ecology 688
10.4.1 Brightness of Virtual Displays 688
10.5 Micro Display Technologies 690
10.6 An Optical Design Study 693
10.6.1 Exit Pupil 698
10.6.2 Self-Adaptation 699
10.7 Laser Displays 703
10.7.1 A Classical Laser Scanner Design 704
10.7.2 A More Versatile Laser Display Design 705
10.7.3 Exit Pupil 708
10.8 Advanced Laser Scanning 709
10.8.1 Holographic Scanners 714
10.9 Holographic Near-Eye Displays 718
10.10 Beam Combiners 720
10.10.1 Dichroic Combiners 721
10.10.2 Holographic Combiners 724
10.10.3 Advanced HOE Designs 726
10.10.4 Contact Lens Displays 727
10.11 Geometry Adaptive Displays and Eye Tracking 733
10.11.1 Adaptation Requirements 734
10.11.2 Eye Tracking 736
Optical Constructions with Eye Trackers 739

Combining Eye Tracking with SLMs . . . 740
10.11.3 Retina Tracking . . . 742
10.11.4 Dynamic Image Linearization . . . 749
10.11.5 Micro Motors . . . 750
10.12 Image Integration . . . 753
10.12.1 Optical Compensation . . . 753
10.12.2 Eyetaps and Video-See-Trough . . . 754
10.12.3 Mask Displays . . . 756
Technologies for Mask Displays . . . 764
10.13 Summary . . . 766

11 Discussion and Outlook **768**

Appendix: Image Processing for Displays **769**

A The Fixed Function Graphics Pipeline . . . 770
A.1 Transformations . . . 772
A.2 Rasterization . . . 774
A.3 Framebuffer Operations . . . 775
B The Programmable Graphics Pipeline . . . 776
C Graphics Hardware . . . 778
D GPU Programming Languages . . . 780
D.1 High Level Shading Languages . . . 781
GLSL . . . 781
Cg . . . 782

Other Languages: 782
D.2 General Purpose Computation on the GPU 783
Nvidia CUDA 783
ATI Stream 784
DirectX Compute Shaders 784
OpenCL 784
E An Introduction to GPU Programming by Example 785
F The Swiss Army Knife of GPU Image Processing 789
F.1 Basics Shaders 790
F.2 Homography Warping via Vertex Shading 796
F.3 Compensation of Interreflection via Dependent Texture Lookups 798
F.4 Histogram Calculations with Geometry Shading 800
F.5 Anaglyph Rendering via Fragment Shading 802
F.6 Color Space Conversion via Fragment Shading 805
F.7 Image Undistortion via Fragment Shading 809
F.8 Convolution via Fragment Shading 811
F.9 Fast Fourier Transformations via CUDA 813