

Supplementary Appendices: The Light Field Stereoscope

Immersive Computer Graphics via Factored Near-Eye Light Field Displays with Focus Cues

Fu-Chung Huang

Kevin Chen

Gordon Wetzstein

Stanford University

A Additional Results

In this document, we include additional results for stereo result in Figure S.1, the cinematic presentation in Figure S.2 using the photograph captured using Lytro's light field camera, and the comparison with traditional single panel rendering in Figure S.3.

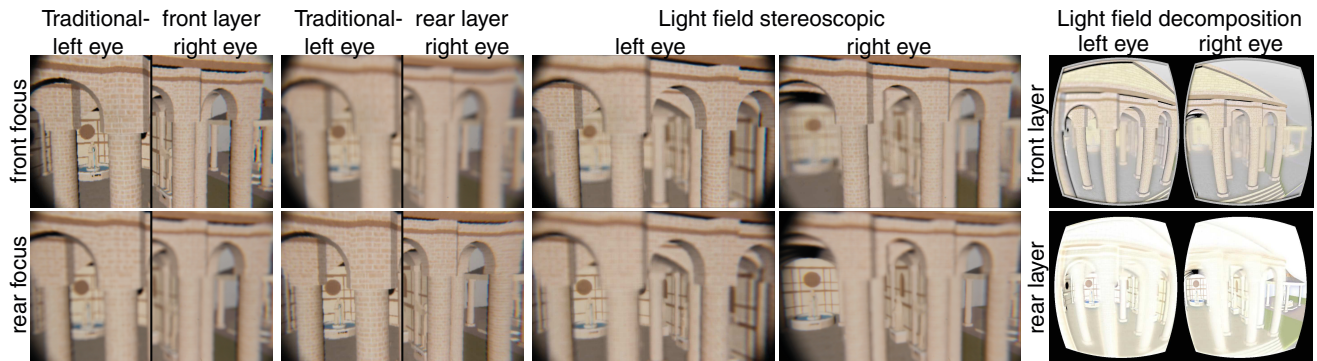


Figure S.1: Stereo result captured from the prototype and comparisons with traditional one panel rendering.

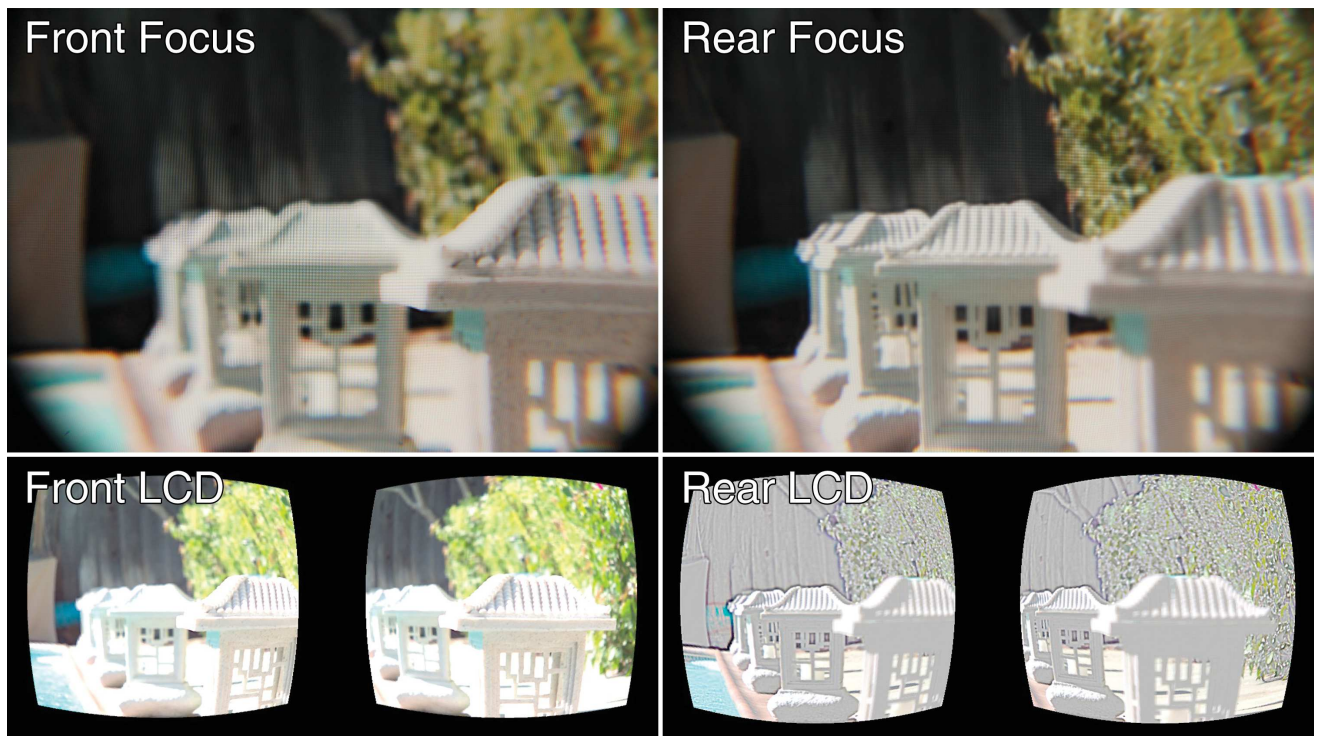


Figure S.2: Stereo result captured from the Lytro Illum camera and rendered using our light field factorization.



Figure S.3: We show a variety of computer-generated scenes photographed from one of our prototype light field stereoscopes. All results are generated with the proposed rank-1 light field factorization — factored patterns are shown in the right column. Retinal blur is clearly visible in all presented light fields. Slight moiree effects are barely visible to a human observer, but could be further mitigated using diffusers specifically engineered for this display configuration. The diffraction blur of the front panel limits the resolution observed on rear objects.