

# CS 498 VR

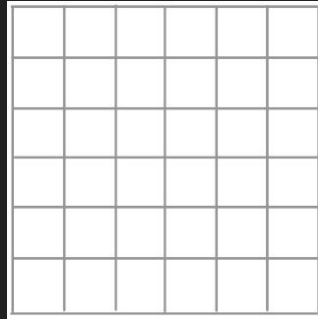
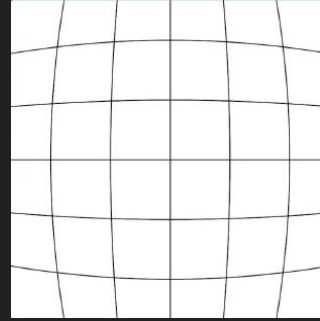
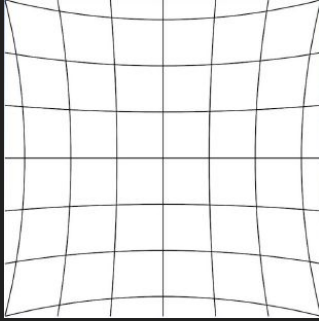
Lecture 12 - 3/5/2018

[go.illinois.edu/VRlect12](http://go.illinois.edu/VRlect12)

# Review

- How far should a point be from a lens to produce parallel rays on the other side?
- What is the diopter of the human eye? By how much can the ciliary muscle increase the diopter of the eye?

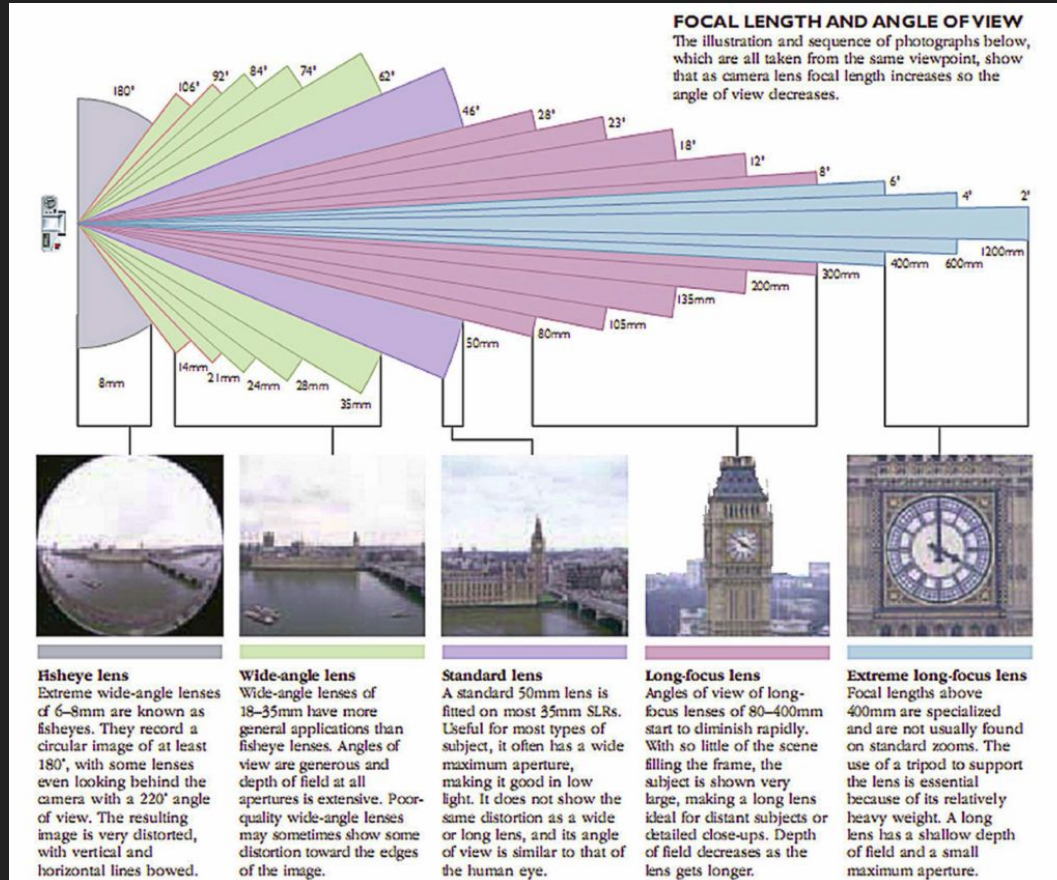
# Optical Distortion



Do you  
notice  
problems?  
Blur?  
Color?  
Shape?

Put the Oculus Rift lens 40mm away from the paper. Look through the lens and see which grid “appears” to be the least distorted. Mark your result!

# Lens Focal Length, FOV trade-off



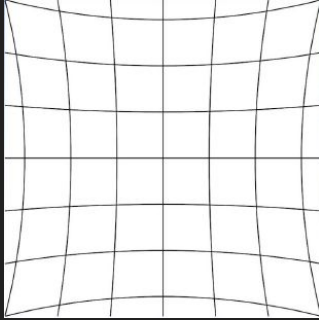
## Trade-offs:

- Size
- Weight
- Focal length
- Field of view
- Distortion
- Cost of materials
- Ease of manufacturing

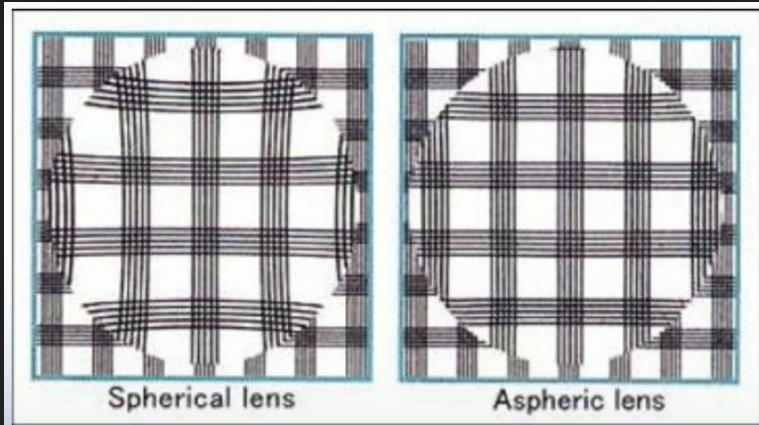
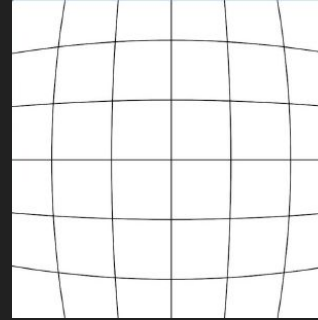
# Optical Distortion

- Less in the center
- More on the periphery (for wide FOV)

Pincushion



Barrel



Spherical lens

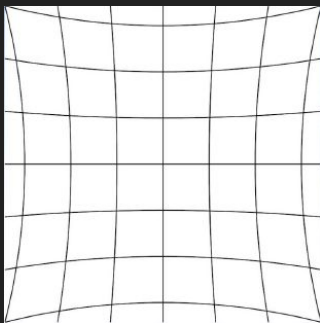
Aspheric lens

(Convex)

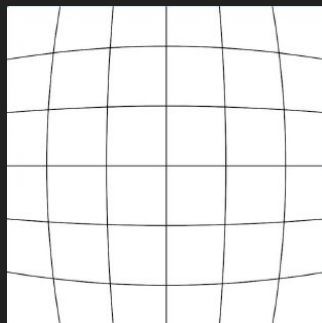


# Optical Distortion Correction

Pincushion  
Distortion



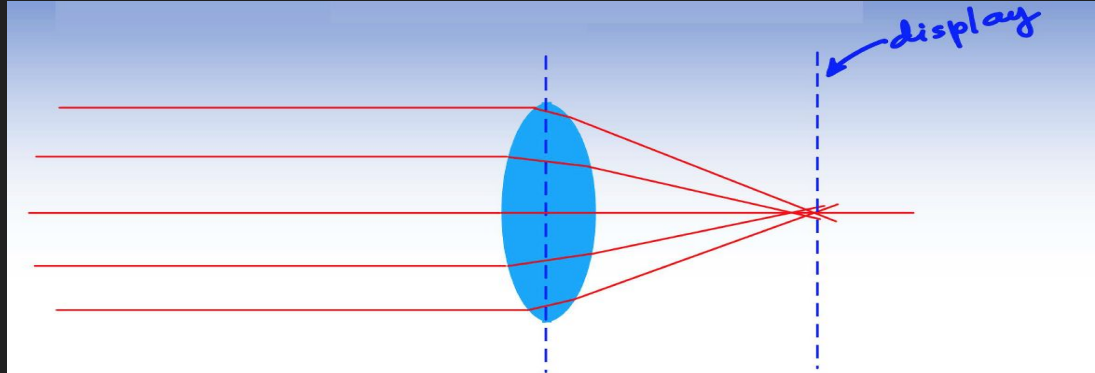
Barrel  
Distortion



Optical engineering challenges:

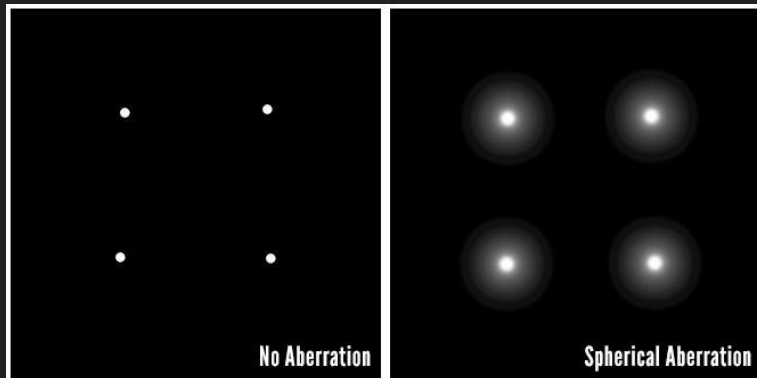
- Approximate lens distortion parameters
- Approximate the barrel-pincushion annihilation parameters
- How do you test the result? Do you trust your perception of parallel lines?

# Spherical Aberrations

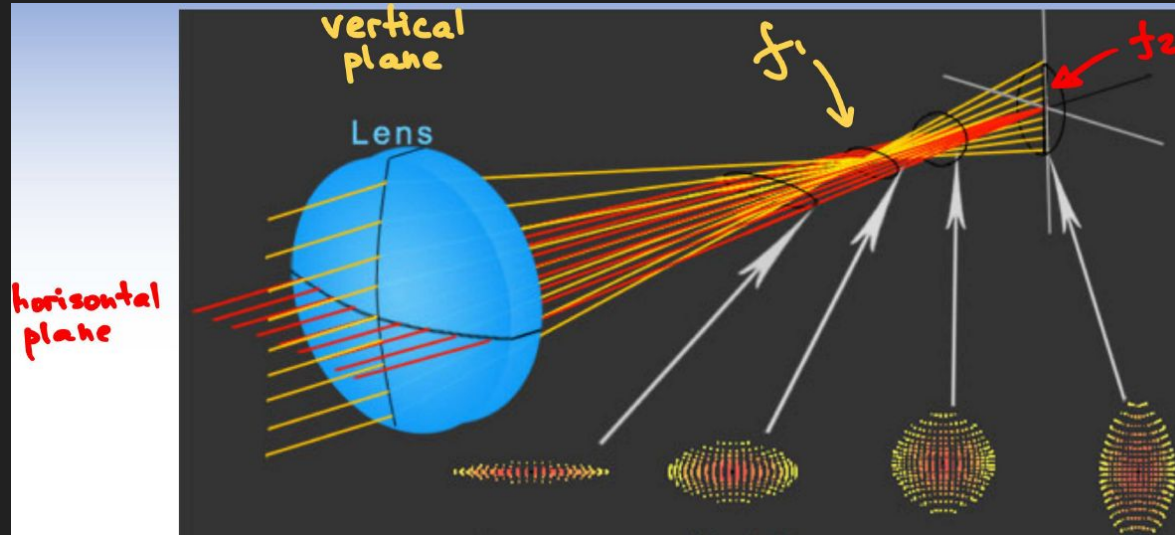


Spherical surfaces are the cheapest to manufacture!

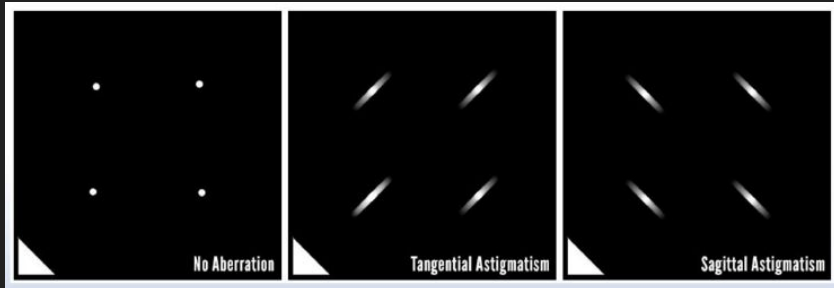
Solution: aspheres



# Astigmatism

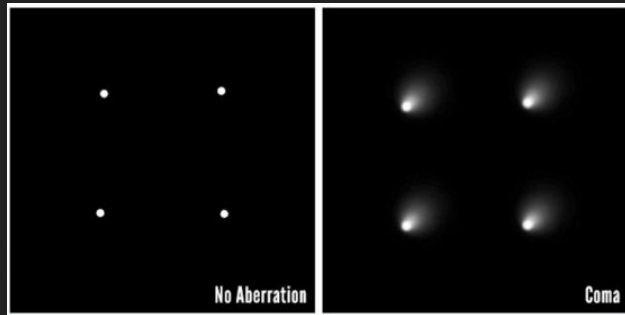
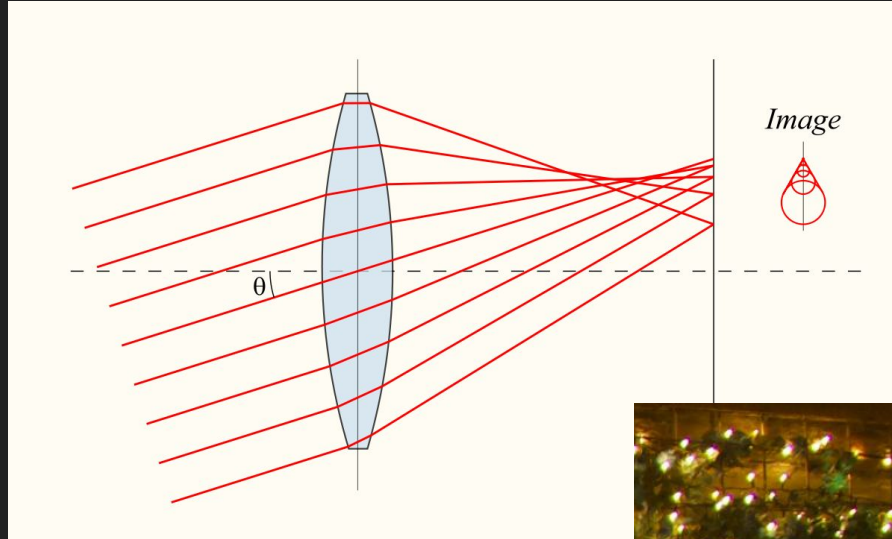


Fix?

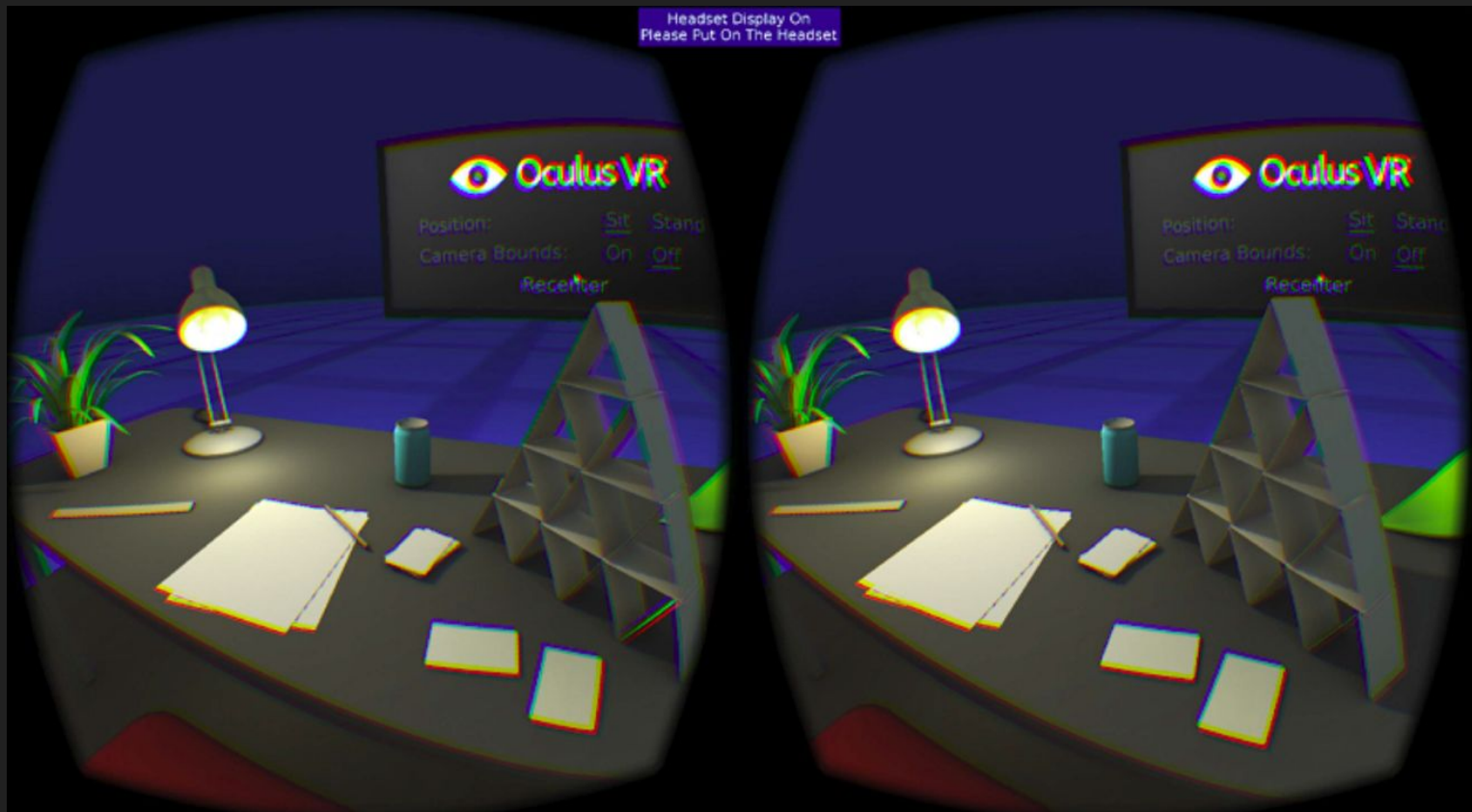




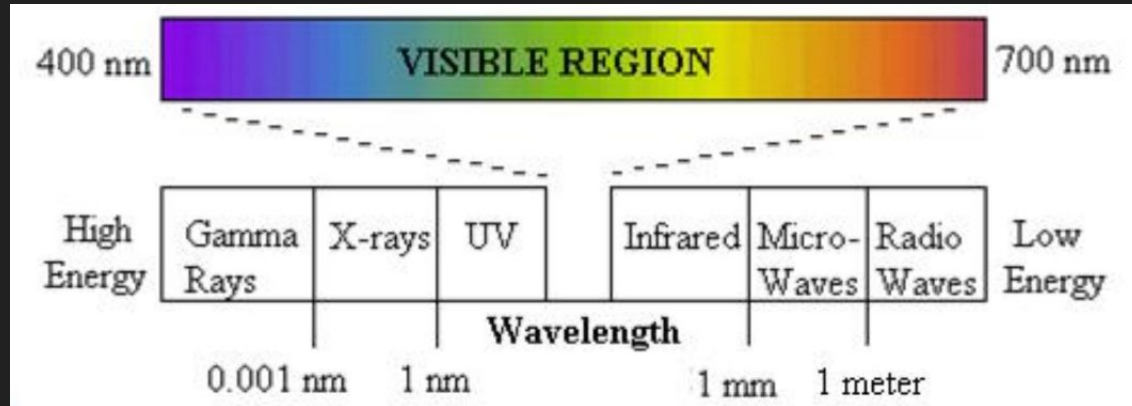
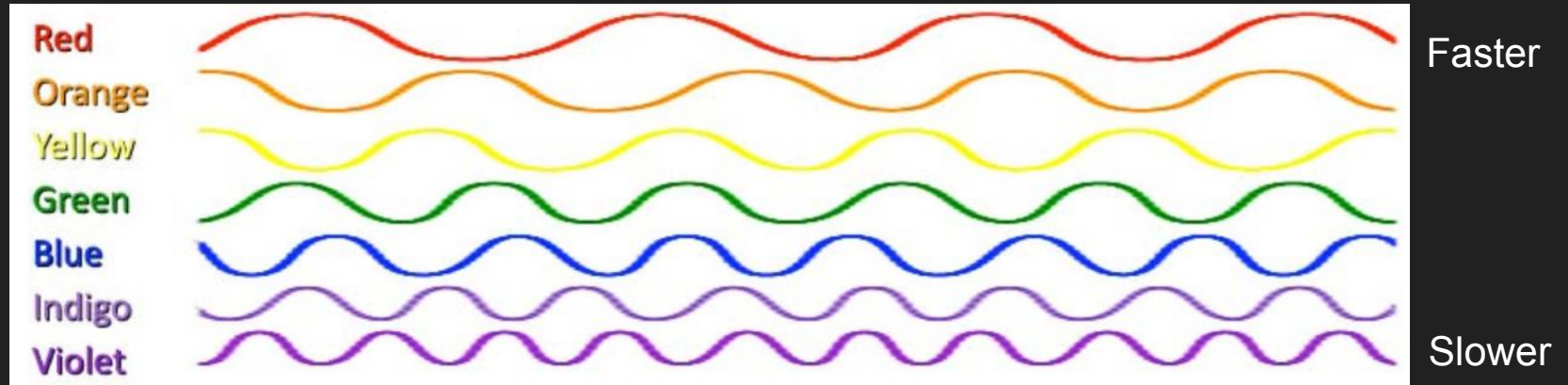
# Coma



# One More Issue



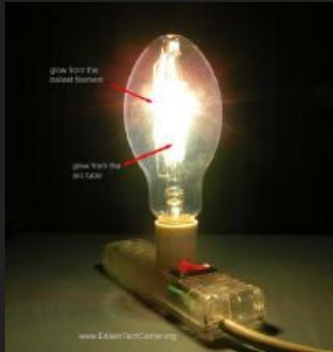
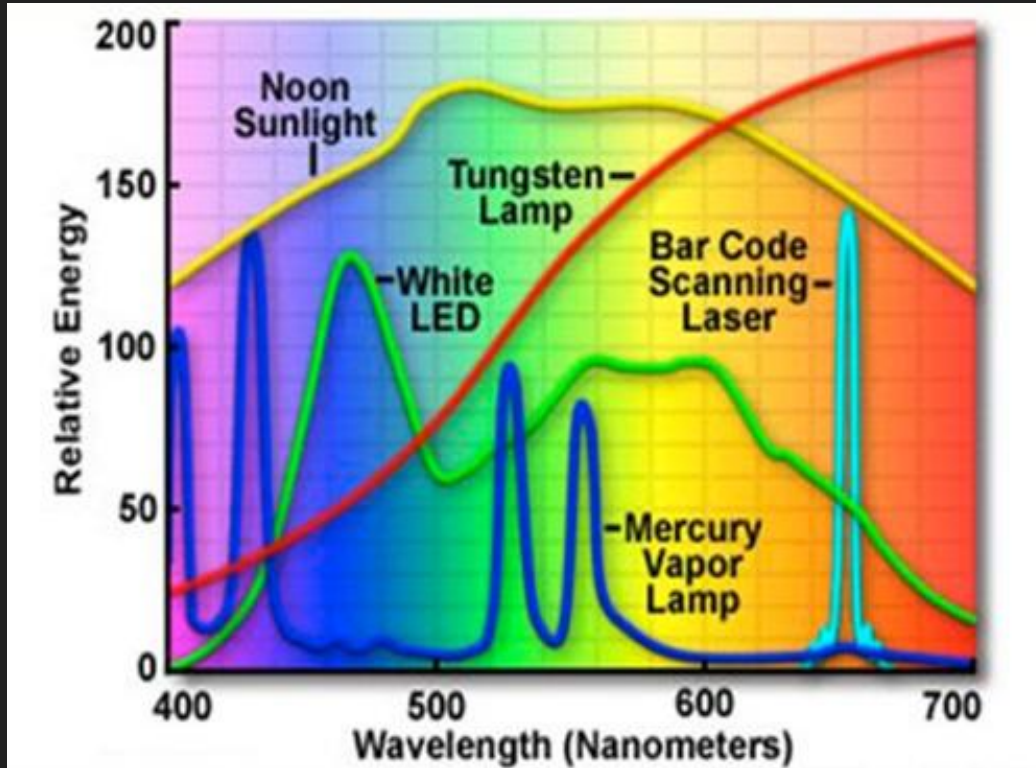
# Electromagnetic vs. Visible Spectrum



$$f = \frac{c}{\lambda}$$

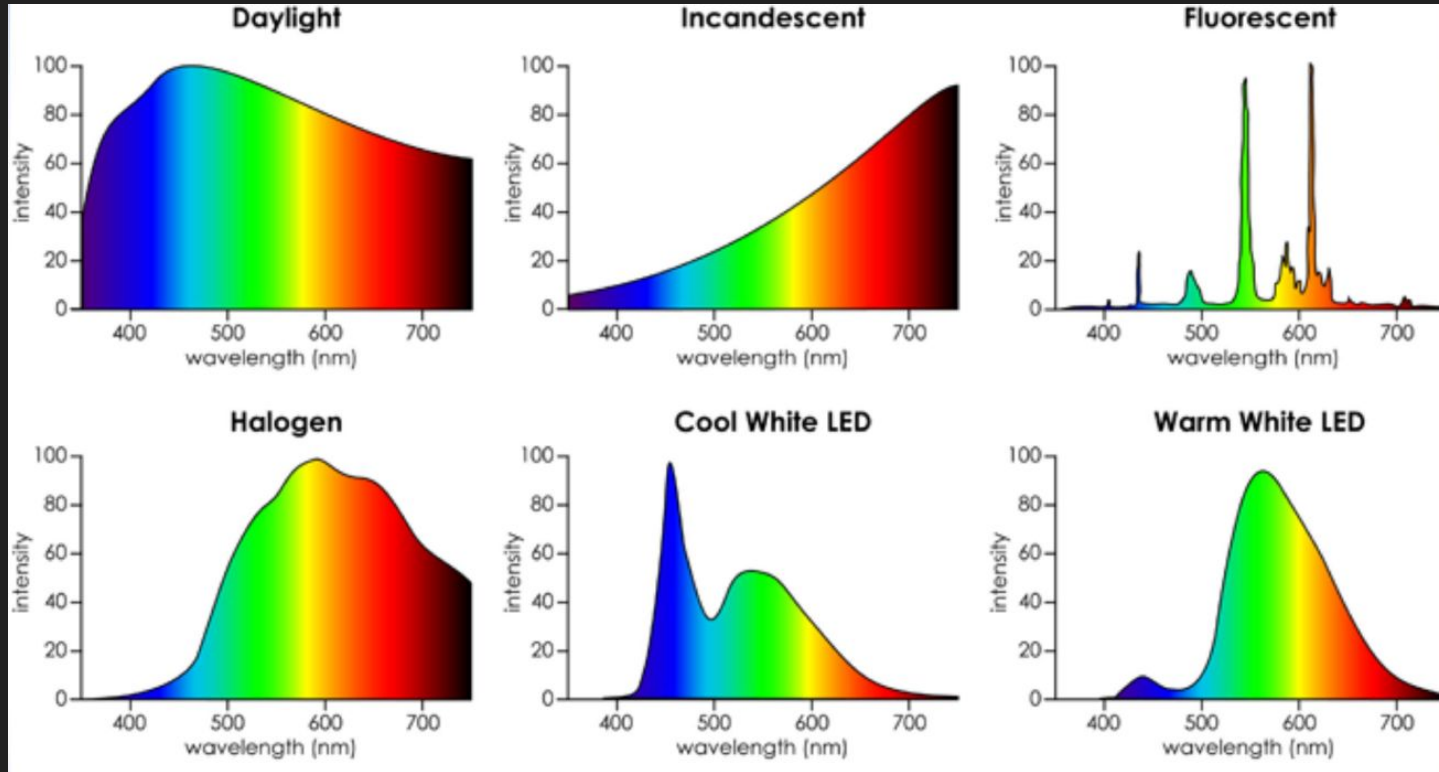
# Spectral Power of a Light Source

is like a histogram of \_\_\_\_\_

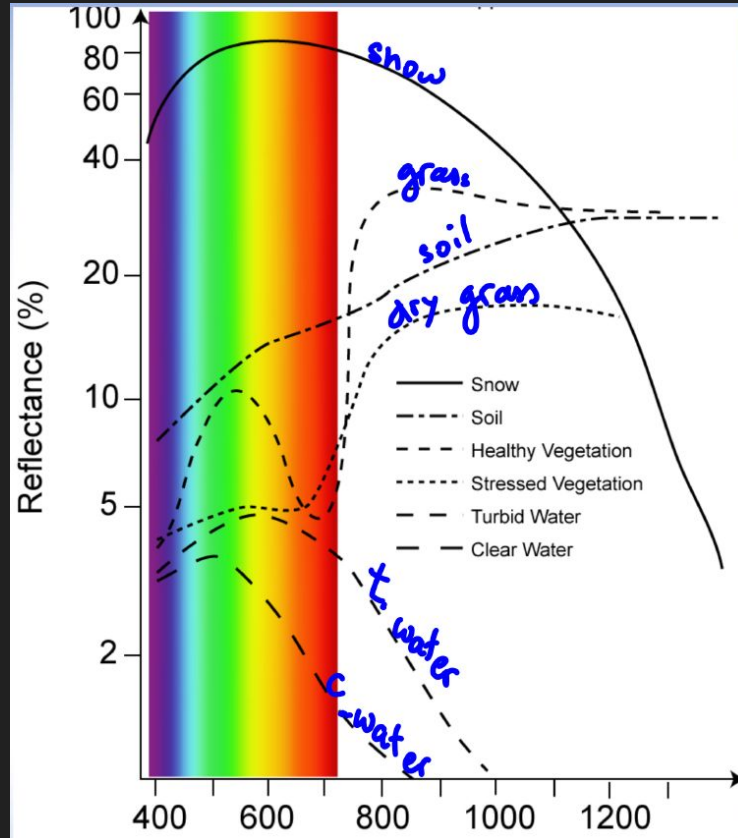


# Spectral Power of a Light Source

is like a histogram of \_\_\_\_\_

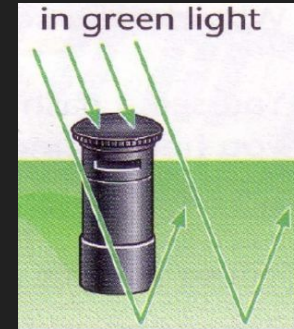
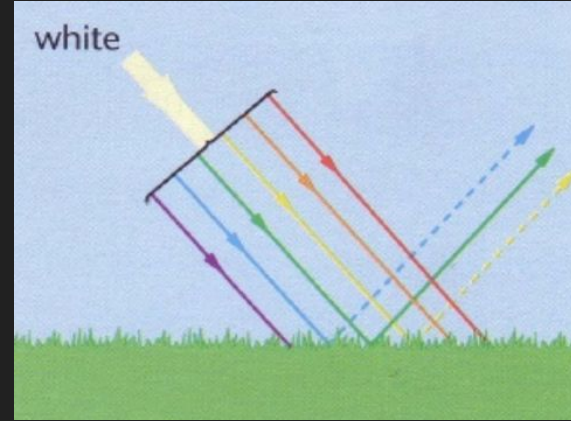
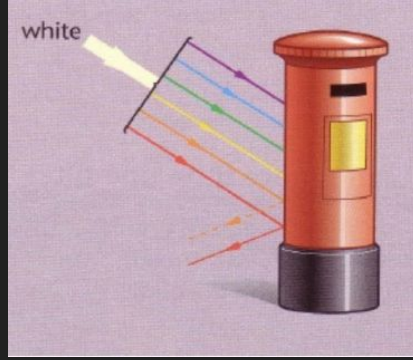


# Spectral Reflectance of Material

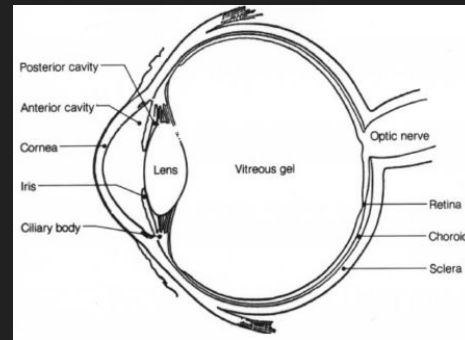




# Perceiving Color of an Object

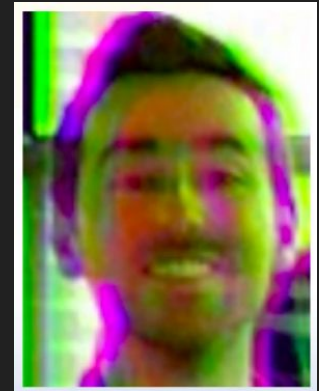
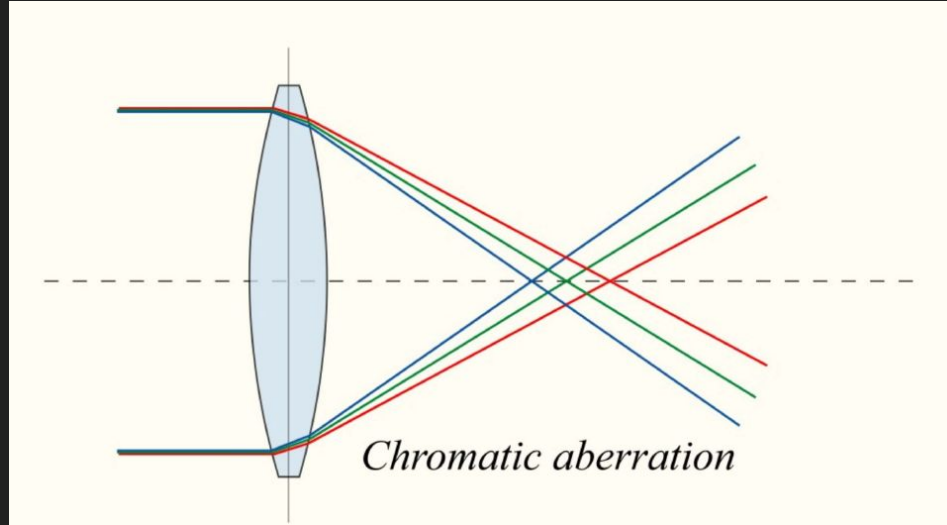


# Spectral Power Models





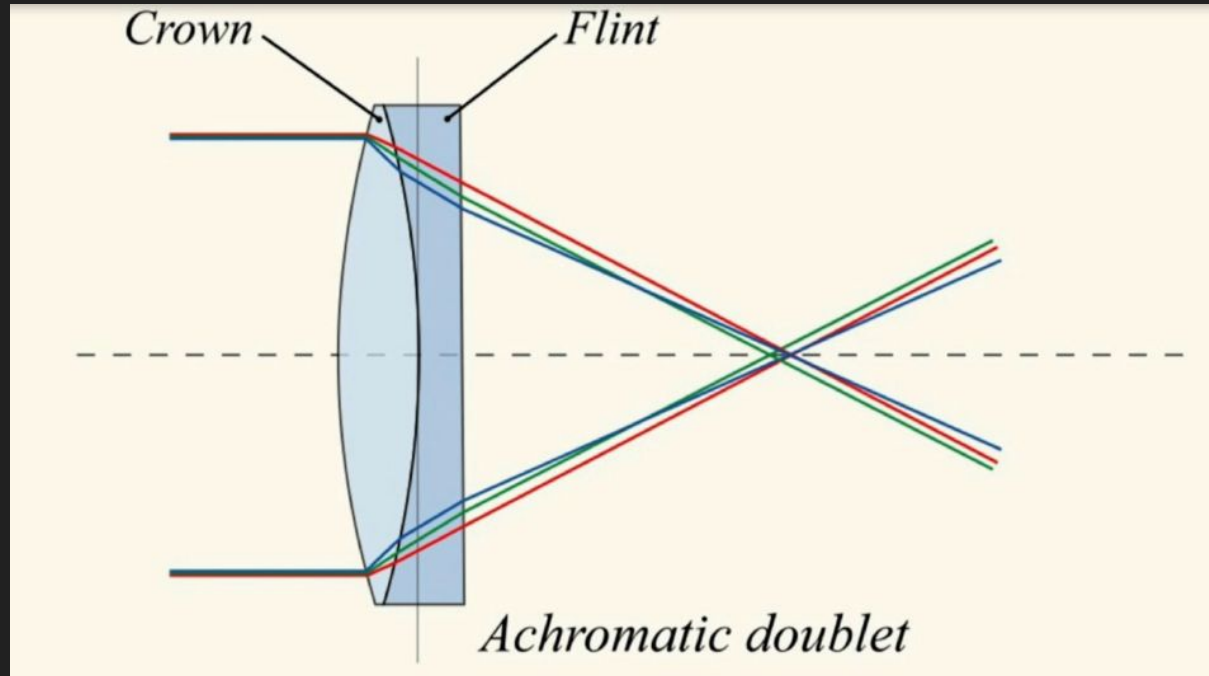
# Chromatic Aberration



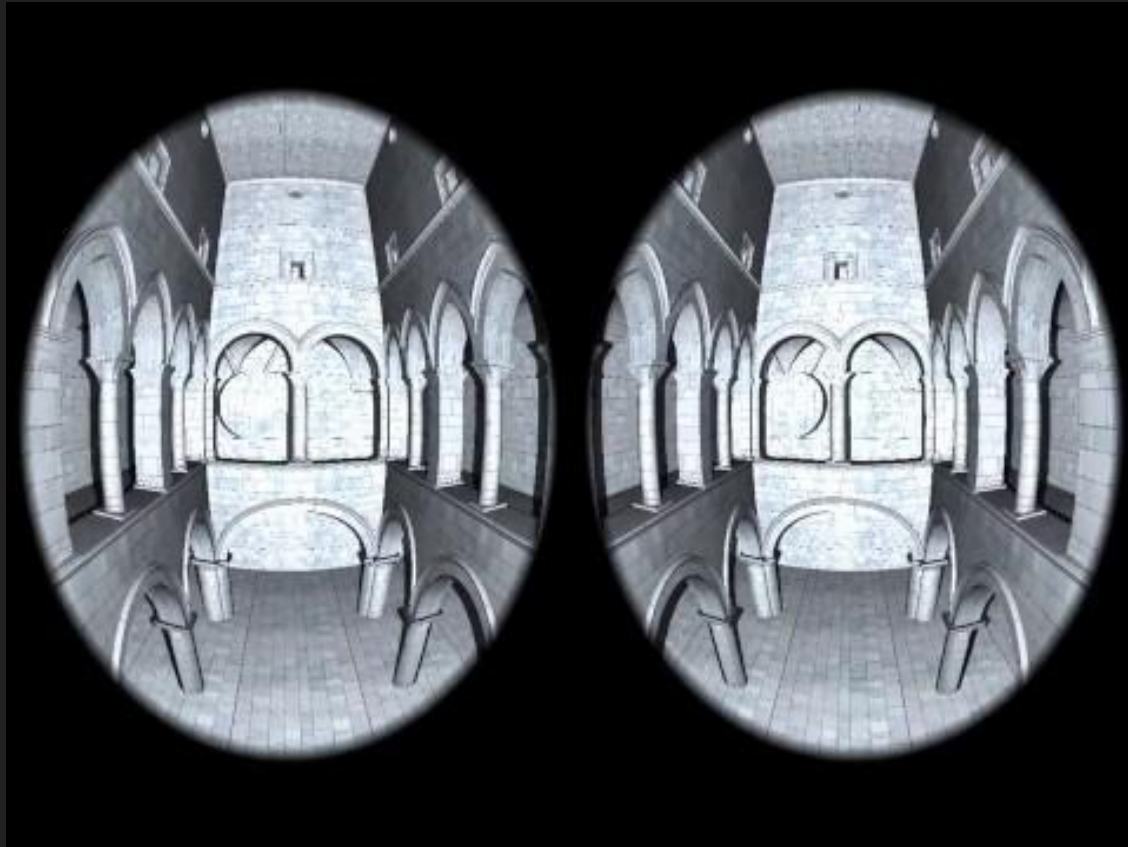
# Chromatic Aberration Correction

- Find and use material with a high Abbe number

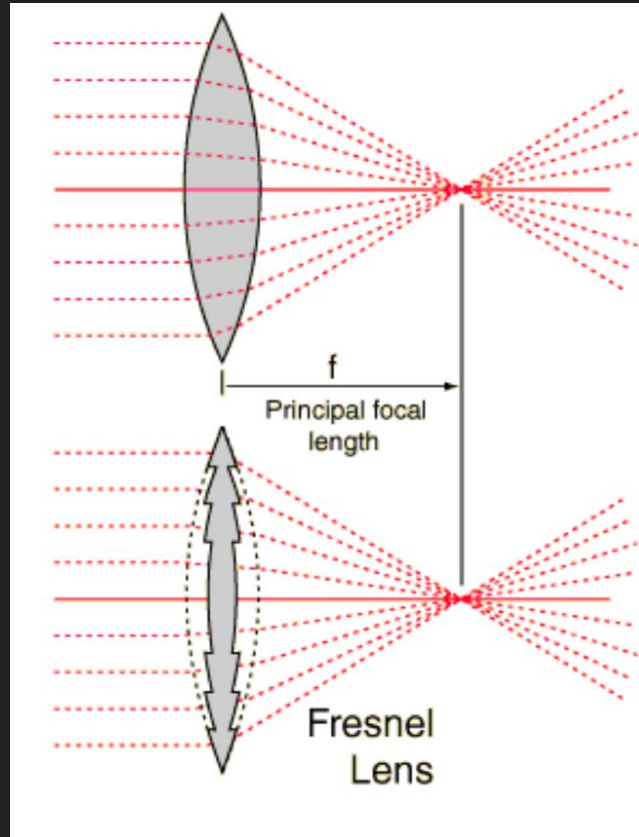
(Refractive index does not depend on wavelength)



# Chromatic Aberration

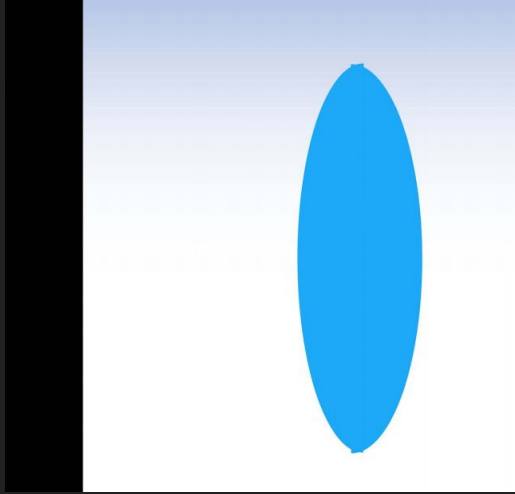


# Reducing Weight and Cost: Fresnel Lens

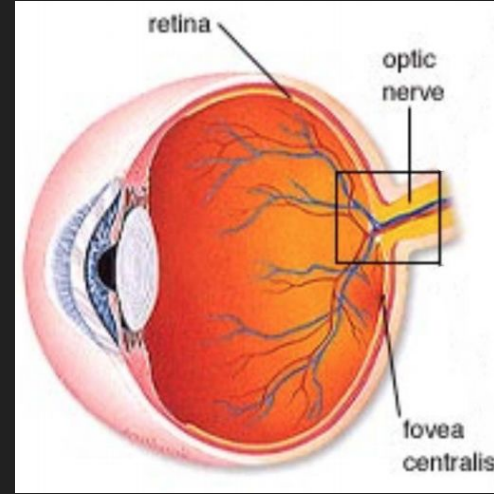


# Imaging System Inside of a Human Eye

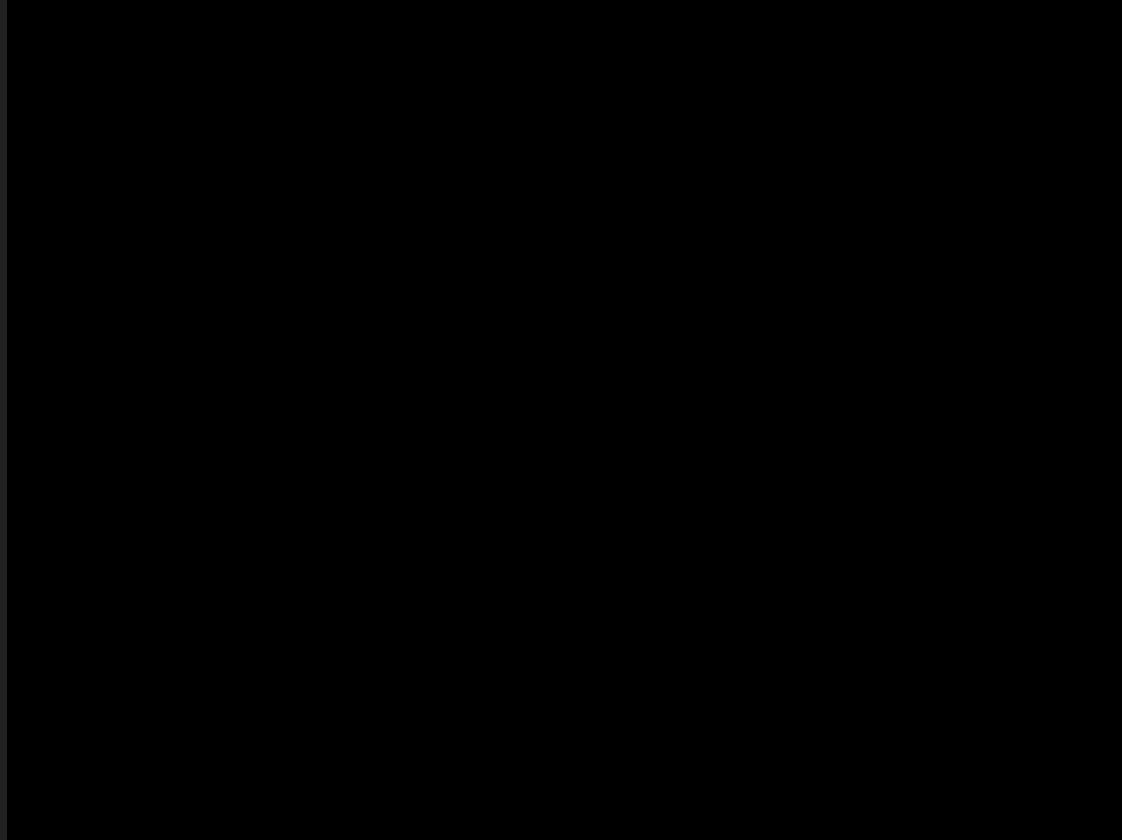
Output pixels: RGB



Input pixels: Photoreceptors



# How Does Our Brain Piece Images Together?



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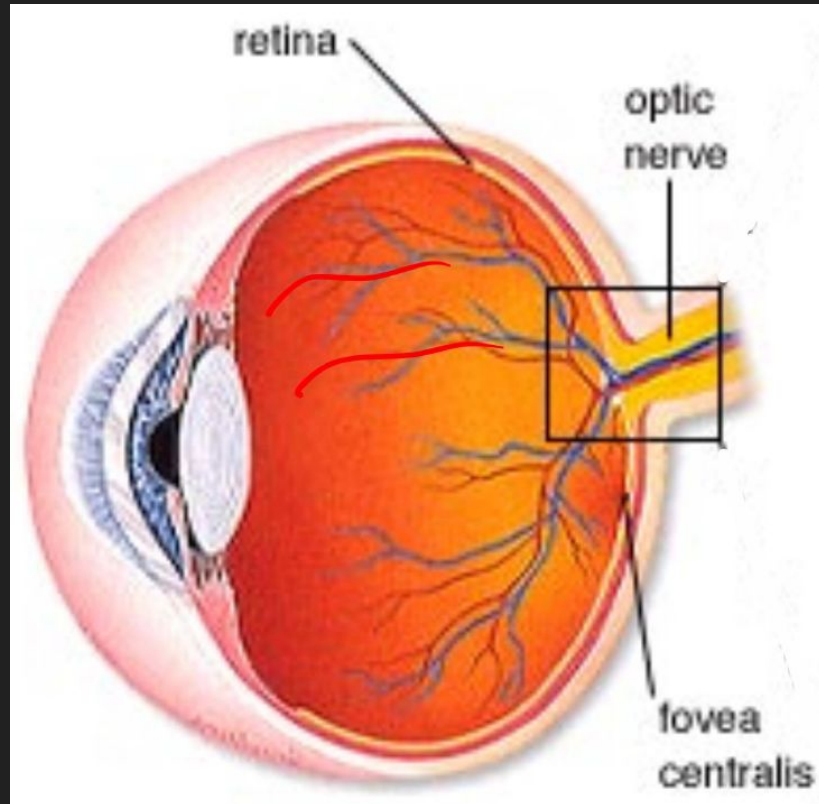




# How Does Our Brain Piece Images Together?



# Peripheral Vision



# Review

- What are the two main types of optical distortion?
- How can these two types of optical distortions be corrected: through hardware or software?
- Think about light rays in 3 dimensions. If the rays are off-axis in one dimension, but aligned in another, then what type of optical aberration will result?
- What is the main cause of Chromatic Aberration? (Why does it happen?)

# Announcements

- MP 4 due March 26th - but start early!
  - Takes a long time to do & lab will be full closer to due date so start now!
- From now on, you will have **mandatory weekly final project meetings** - TA for your project will contact you
- Your attendance will be logged and work you completed will be kept track of. You could get a lower grade than the rest of your team if you don't contribute equally to the final project

Read LaValle, Chapter 4, 5

