IS&T International Symposium on Electronic Imaging Science and Technology 2016

Stereoscopic Displays and Applications XXVII

San Francisco, California, USA 14 - 18 February 2016

Editors:

Andrew J. Woods Nicolas S. Holliman Gregg E. Favalora Takashi Kawai

ISBN: 978-1-5108-4602-9

Printed from e-media with permission by:

Curran Associates, Inc. 57 Morehouse Lane Red Hook, NY 12571



Some format issues inherent in the e-media version may also appear in this print version.

Copyright© (2016) by Society for Imaging Science & Technology All rights reserved.

Printed by Curran Associates, Inc. (2017)

For permission requests, please contact Society for Imaging Science & Technology at the address below.

Society for Imaging Science & Technology 7003 Kilworth Lane Springfield, Virginia 22151 USA

Phone: 703-642-9090 Fax: 703-642-9094

info@imaging.org

Additional copies of this publication are available from:

Curran Associates, Inc. 57 Morehouse Lane Red Hook, NY 12571 USA Phone: 845-758-0400 Fax: 845-758-2633 Email: curran@proceedings.com Web: www.proceedings.com

Stereoscopic Displays and Applications XXVII

Conference Program

15-17 February 2016 – Hilton San Francisco Union Square

Monday, February 15, 2016

Light-Field and Super-Multiview Displays

Session Chair: Neil Dodgson, University of Cambridge (United Kingdom)

8:40 - 10:10 am

Continental Ballroom 5

8.40

SDA-426

SDA-425

New visual coding exploration in MPEG: Super-MultiView and Free Navigation in Free viewpoint TV, Gauthier Lafruit, Université Libre de Bruxelles (Belgium); Marek Domański, Krzysztof Wegner and Tomasz Grajek, Poznań University of Technology (Poland); Takanori Senoh, National Institute of Information and Communications Technology (Japan); Joël Jung, Orange Labs (France); Péter Tamás Kovács, Holografika (Hungary); Patrik Goorts and Lode Jorissen, Hasselt University; Adrian Munteanu and Beerend Ceulemans, Vrije Universiteit Brussel (Belgium); Pablo Carballeira and Sergio García, Universidad Politécnica de Madrid (Spain); and Masayuki Tanimoto, Nagoya Industrial Science Research Institute (Japan)

9:00 SDA-424

Application of light field displays to vision correction and accommodation support, Fu-Chung Huang¹, Robert Konrad², and Gordon Wetzstein², ¹NVIDIA Research and ²Stanford University (USA) [Presentation Only]

Light field modulation using a double-lenticular liquid crystal panel,

Hironobu Gotoda, National Institute of Informatics (Japan)

9:40

9:40 SDA-600 3DTV: past, present and future, Neil Dodgson, Victoria University of Wellington (New Zealand) [Standby Paper] [Presentation Only]

10:00

SD&A Conference Opening Remarks

10:10 - 10:50 am Coffee Break

360° 3D

Session Chair: Gregg Favalora, VisionScope Technologies, LLC (USA)

10:50 am - 12:30 pm

Continental Ballroom 5

10.50

SDA-427 360-degree multi-viewer autostereoscopic tabletop display with omnidirectional dynamic parallax barrier and novel time-multiplexed directional backlight, Hagen Seifert and Quinn Smithwick, Disney Research (USA)

11:10 360-degree three-dimensional display with the virtual display surface, Hodaka Yamada¹, Kayo Yoshimoto¹, Hideya Takahashi¹, and Kenji

Yamada²; ¹Osaka City University and ²Osaka University (Japan) 11.30

SDA-429

SDA-428

Stereoscopic space map - A semi-immersive configuration of 3D-stereoscopic tours in multi-display environments, Björn Sommer¹, Andreas Hamacher¹, Owen Kalutza¹, Tobias Czauderna¹, Matthias Klapperstück¹, Niklas Biere², Marco Civico³, David G. Barnes¹, and Falk Schreiber¹; ¹Monash University (Australia), ²Bielefeld University, and ³Gymnasium Schloss Holte-Stukenbrock (Germany)

SDA-430 11:50 Optical realization for the computer-generated cylindrical hologram, Munkh-Uchral Erdenebat, Erkhembaatar Dashdavaa, Ki-Chul Kwon, Chan

Hoon Haan, and Nam Kim, Chungbuk National University (South Korea)

12:10 12:10

SDA-525 Capturing and Rendering Light-Field Video: Approaches and Challenges, Tim Milliron, Alex Song, Lytro, Inc. (USA) [Presentation Only]

> 12:30 - 2:00 pm Lunch Break

El 2016 Opening Plenary and Symposium Awards ession Chair: Choon-Woo Kim (Inha University) 2:00 - 3:00 PM ontinental Ballroom 5

Illuminating a bright future for medicine, Audrey K. Bowden, Stanford University (USA)

> 3:00 - 3:30 pm Coffee Break

3D Content I

Session Chair: Nicolas Holliman, University of Newcastle (United Kingdom)

3:30 - 3:50 pm Continental Ballroom 5

SDA-431

Linear optimization approach for depth range adaption of stereoscopic

videos, Werner Zellinger¹, Bernhard Moser¹, Ayadi Chouikhi¹, Florian Seitner², Matej Nezveda³, and Margrit Gelautz³; ¹Software Competence Center Hagenberg GmbH, ²Emotion3D GmbH, and ³Technical Univ. Vienna (Austria)

SD&A Keynote I

Session Chair: Nicolas Holliman, University of Newcastle (United Kinadom) 3:50 – 4:50 pm Continental Ballroom 5

SDA-432

Two shipwrecks, 2500 metres underwater, six 3D cameras – let the survey begin, Andrew Woods¹, Andrew Hutchison¹, Joshua Hollick¹, and Tim Eastwood²; ¹Curtin University and ²Western Australian Museum (Australia) [Presentation Only]

> 5:00 - 6:00 pm El 2016 Symposium Reception

SD&A Conference 3D Theater

Hosts: John Stern, Intuitive Surgical, Inc. (USA); Chris Ward, Lightspeed Design, Inc. (USA); and Andrew Woods, Curtin University (Australia)

6:00 - 7:30 pm Continental Ballroom 5

This ever-popular event allows attendees to see large-screen examples of 3D content from around the world. Program to be announced at the conference. 3D glasses provided.

SD&A Conference Annual Dinner 7:50 – 10:00 pm

M.Y. China restaurant SD&A attendees are invited to join the annual informal SD&A dinner. This is an opportunity to meet with colleagues and discuss the latest advances. There is no host for this event. Information on venue and cost will be provided on the day at the conference.

Tuesday, February 16, 2016

Human Factors and 2D to 3D Conversion

Session Chair: Takashi Kawai, Waseda University (Japan)

8:40 – 10:20 am

Continental Ballroom 5

8:40

SDA-433

Towards perceptually coherent depth maps in 2D-to-3D conversion, Nicole Brosch, Tanja Schausberger, and Margrit Gelautz, Vienna University of Technology (Austria)

9:00 SDA-434 **Depth extraction from a single image based on block-matching and robust regression,** Hyeongju Jeong, Changjae Oh, and Kwanghoon Sohn, Yonsei University (South Korea)

 9:20
 SDA-435

 Emotional arousal with 3D images and effects on time perception, Takashi

 Kawai, Risako Hama, and Masashi Horiuchi, Waseda University [Japan]

 9:40
 SDA-436

A novel approach of generating stereoscopic images using defocus, Tianteng Bi, Yue Liu, Dongdong Wong, and Yongtian Wang, Beijing Institute of Technology (China)

Stereoscopic remote vision system aerial refueling visual performance,

Marc Winterbottom¹, Charles Lloyd², James Gaska¹, Steven Wright¹, and Steven Hadley¹; ¹U.S. Air Force School of Aerospace Medicine and ²Visual Performance LLC (USA)

10:20 – 10:50 am Coffee Break

3D Image Quality and Visual Comfort

Session Chair: John Merritt, The Merritt Group (USA)

10:50 am – 12:30 pm Continental Ballroom 5

10.50

SDA-438

An adaptive blur in peripheral vision to reduce visual fatigue in stereoscopic vision, David Aurat¹, Laure Leroy², Olivier Hugues¹, and Philippe Fuchs¹; ¹Mines Paristech — PSL Research University and ²Paris 8 University (France)

11:10 SDA-439 **Trends in S3D movies quality as evaluated on 105 movies and 10 quality metrics,** Dmitriy Vatolin, Alexander Bokov, Mikhail Erifeev, and Vyacheslav Napadovsky, Lomonosov Moscow State University (Russian Federation) 11:30 SDA-440

Evaluation of the perception of dynamic horizontal image translation and a gaze adaptive approach, *Stefan Eickelberg, TU Dortmund University (Germany)*

11:50 SDA-441 Study on the influence of 3D motion characteristics on the blinking rate, Yung Grap Yue Liu, Yiwang Qian, and Yoostian Wang, Brilling Institute of

Yuan Gao, Yue Liu, Yiwang Qian, and Yongtian Wang, Beijing Institute of Technology (China)

.

Visual fatigue during continuous viewing the 3D Movie, Danli Wang, Xinpan Yang, Haichen Hu, and Helei Wang, Institut of Software, Chinese Academy of Sciences (China)

12:30 – 2:00 pm Lunch Break

El 2016 Tuesday Plenary and Symposium Awards

Session Chair: Nitin Sampat (Rochester Institute of Technology)
2:00 – 3:00 PM

Continental Ballroom 5

Pushing computational photography deeper into imaging system design, *Ren* Ng, University of California, Berkeley (USA)

3:00 – 3:30 pm Coffee Break

SD&A Keynote II

Session Chair: Andrew Woods, Curtin University (Australia) **3:30 – 4:30 pm** Continental Ballroom 5

SDA-443

SDA-117

3-D movie rarities, Robert Furmanek and Greg Kintz, 3-D Film Archive (USA) [Presentation Only]

Autostereoscopic Displays

Session Chair: Hideki Kakeya, University of Tsukuba (Japan)

4:30 – 5:30 pm

Continental Ballroom 5

4:30 SDA-444 A high resolution aerial 3D display using a directional backlight (JISTfirst), Hideki Kakeya and Shuta Ishizuka, University of Tsukuba (Japan) 4:50 SDA-445 Electronical correction of misalignments between optical grid and pixel panel on autostereoscopic displays, Silvio Jurk, Mathias Kuhlmey, Bernd Duckstein, and René de la Barré, Frauhofer Heinrich-Hertz-Institute (Germany)

El 2016 Symposium Demonstration Session and Exhibit Hall Happy Hour 5:30 – 7:00 PM Continental Ballroom Foyer

Wednesday, February 17, 2016

3D Content II

Session Chair: John Stern, Intuitive Surgical, Inc. (USA)

8:40 – 9:20 am

Continental Ballroom 5

8.40

An efficient approach to playback of stereoscopic videos using a wide field-of-view, Chris Larkee and John LaDisa, Marquette University (USA) 9:00 SDA-448

9:00	SDA-44
Hybrid reality: Using 2D and 3D together in a mixed mode disp	lay,
Kurt Hoffmeister, Mechdyne Corp. (USA) [Presentation Only]	

3D in VR and AR: Application Challenges 9:20 – 10:20 am

Continental Ballroom

As key commercial devices are being released this year the successful application of 3D in VR and AR has become a critical issue for developers and researchers. This panel of leaders in the field will discuss in depth the stereography required for VR and AR and the additional factors that developers must consider to deliver a comfortable and compelling experience. Knowledge of stereography is essential for the market uptake of VR and AR applications and anyone working in the field will find this panel's advice indispensable. Moderator: Carolina Cruz-Neira, Emerging Analytics Center, University of Arkansas at Little Rock. Panellists: Devon Copley, Nokia; and Marty Banks, University of California Berkeley

10:20 – 10:50 am Coffee Break

3DIPM/SD&A: Stereoscopic Image Processing and Depth Mapping Joint Session	4:10 Investigating in
Session Chairs: William Puech, University of Montpellier (France) and	visual fatigue,
Michael Weissman, TrueVision Systems (USA)	4:30
10:50 am – 12:30 pm Continental Ballroom 5	Stereoscopy-be Manlio Scalab Gadia, Univers
This session is jointly sponsored by: Stereoscopic Displays and Applications XX- VII and 3D Image Processing, Measurement (3DIPM), and Applications 2016.	4:50 Beyond fun an
10:50 SDA-034	and Dirk Reiner
Geometrically constrained sub-pixel disparity estimation from stereo images of the retinal fundus, Mohamad Kharboutly ¹ , Carlos Vazquez ¹ , Stéphane Coulombe ¹ , and Jacques De Guise ^{1,2} ; ¹ École de technologie supérieure and ² University of Montreal Hospital Research Centre (Canada)	5:10 5:10 3D will be bac GoPro Inc (USA
11:10 3DIPM-035	
3D autostereoscopic display image generation using direct light field rendering, Young Ju Jeong and Hyunsung Chang, Samsung Advanced Institute of Technology (South Korea)	El 2016 Sym 5:30 – 7:00 Continental B
11:30 SDA-036	
A new hole filling method based on 3D geometric transformation for synthesized image, Hak Gu Kim and Yong Man Ro, Korea Advanced	Stereoscopic D
Institute of Science and Technology (South Korea)	5:30 – 7:00
11:50 3DIPM-037	Continental Bal
Blue noise sampling of surfaces from stereoscopic images, Frederic Payan, Jean-Luc Peyrot, and Marc Antonini, Laboratory 13S, University Nice - Sophia Antipolis and CNRS (France) - UMR 7271 (France)	The following v Interactive Pape
12:10 SDA-601	Occlusion and
Curtin HIVE – Hub for Immersive Visualisation and eResearch, Andrew Woods, Curtin University (Australia) [Standby Presentation] [Presentation Only]	using dynamic Institute of Scien
12:30 – 2:00 pm 🛛 Lunch Break	Comparison of
El 2016 Wednesday Plenary and Symposium Awards	contrast chang display and ar

sion Chair: Choon-Woo Kim (Inha University) 2:00 - 3:00 PM Continental Ballroom 5

Intel® RealSense Technology: Adding human-like sensing and interactions to computing devices, Achin Bhowmik, Intel Corporation (USA)

> 3:00 - 3:30 pm Coffee Break

ERVR / SD&A: Virtual Reality and 3D Joint Session

Session Chairs: Margaret Dolinsky, Indiana University (USA) and Chris Ward, Lightspeed Design, Inc. (USA)

3:30 – 5:30 pm

Continental Ballroom 5

This session is jointly sponsored by: Stereoscopic Displays and Applications XXVII, and The Engineering Reality of Virtual Reality 2016.

3:30 SDA-039 LEIA 3D: Holographic reality, David Fattal, LEIA Inc. (USA) [Presentation Only]

3.50 SDA-040 Effect of inter-lens distance on fusional limit in stereoscopic vision using

a simple smartphone head-mounted display, Hiroyuki Morikawa^{1,2} Yoshihiro Banchi², Shota Tsukada², Yusuke Hasegawa², Suguru Takahashi², Kaiji Ohta³, and Takashi Kawai²; ¹Aoyama Gakuin University, ²Waseda Univiersity, and ³International Christian University (Japan)

intermittent stereoscopy: Its effects on perception and , Ari Bouaniche and Laure Leroy, Université Paris 8 (France) SDA-042

pased procedural generation of virtual environments, brin, Laura Anna Ripamonti, Dario Maggiorini, and Davide rsity of Milan (Italy)

ERVR-043 nd games: VR as a tool of the trade, Carolina Cruz-Neira ers, University of Arkansas (USA)

SDA-525 ck but not as we know it, Tim Macmillan, David Newman, A) [Presentation Only]

nposium Interactive Papers Session Ó PM Ballroom 6

Displays and Applications XXVII Interactive Papers Session

pm

allroom 6

works will be presented at the El 2016 Symposium pers Session.

> SDA-449 d error detection for stereo matching and hole-filling

ic programming, Eu-Tteum Baek and Yo-Sung Ho, Gwangju ence and Technology (GIST) (South Korea)

SDA-450

SDA-041

of visual discomfort in viewing 3D video with various ges on a stereoscopic 3D display, an autostereoscopic an HMD, Yoon-Suk Kang¹ and Sungho Cho²; ¹The Webb Schools (USA) and ²MasterImage 3D (South Korea)

SDA-451

An analysis of blue-light effect in reducing visual discomfort from watching stereoscopic 3D video, Yong-Woo Kim and Hang-Bong Kang, Catholic University of Korea (South Korea)

SDA-452 Retinal projection type 3D head-mounted display using an HOE lens

array, Yasuhiro Takatsuka, Kayo Yoshimoto, and Hideya Takahashi, Osaka City University (Japan)

SDA-453

Disparity remapping considering the perception of depth structure, Ikuko Tsubaki¹, Kenichi Iwauchi¹, and Hiroaki Shigemasu²; ¹Sharp Corp. and ²Kochi University of Technology (Japan)

The effects of functional binocular disparity on route memory in stereoscopic images, Sanghyun Kim, Michika Takahashi, Katsumi Watanabe, and Takashi Kawai, Waseda University (Japan)

El 2016 Symposium Interactive Papers Session 5:30 - 7:00 PM Continental Ballroom 6

SDA-454