Oral Presentation

[3DSA3/3D3]Light Field 1
Chair: Yasuhiro Takaki (Tokyo Univ. of A&T)
Co-Chair: Hirotugu Yamamoto (Utsunomiya Univ.)
Wed. Nov 27, 2019 5:00 PM - 6:20 PM Small Hall (2F)

5:40 PM - 6:00 PM

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Keywords:holographic display, holographic optical element, near-eye display, augmented reality

By using holographic printing, high field-of-view (FOV) holographic eyepiece for near-eye display can be implemented. However, due to the high FOV, it is hard to separate the reference and signal beam. We used total internal reflection prism to solve the problem and an augmented reality holographic near-eye display is implemented.