

Oral Presentation

[3D4/VHF4/3DSA4]Illusion

Chair: Sumio Yano (Shimane University)

Co-Chair: Yuzo Hisatake (Shizuoka Univ.)

Thu. Nov 28, 2019 9:00 AM - 10:20 AM Small Hall (2F)

10:00 AM - 10:20 AM

[3D4/VHF4/3DSA4-4]Gloss Enhancement beyond Projector Performance using the Glare Illusion

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Keywords:Glare illusion, Spatial augmented reality, Gloss, Projector

The glare illusion is a well-known illusory perception in which a region appears brighter than its actual luminance when surrounded by a gradation of luminance. We propose a method of enhancing gloss beyond projector performance using this glare illusion. The effectiveness of the proposed method is confirmed by comparing it with the proposed and conventional method.