

Poster Presentation

[DESp4]Driving Technique for VR

Special Topics of Interest on AR/VR and Hyper Reality

Thu. Nov 28, 2019 2:30 PM - 5:00 PM Main Hall (1F)

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[DESp4-1L]Reduced Resolution Driving Scheme for High-Resolution Immersive Displays

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To extend line times for high-resolution and wide viewing angle displays in virtual reality applications, we present a novel foveation-based reduced resolution driving scheme. For 4,800x4,800 and 9,600x9,600 resolutions, effective vertical resolutions are reduced to 30.3% and 21.0%. Thus, line times can be extended to 330.0% and 476.2%