Oral Presentation

[VHF3/DES3]Virtual Reality

Special Topics of Interest on AR/VR and Hyper Reality Chair: Takashi Shibata (Tokyo Univ. of Social Welfare)

Co-Chair: Johan Bergquist (Consultant)

Wed. Nov 27, 2019 5:00 PM - 6:30 PM Mid-sized Hall A (1F)

5:25 PM - 5:50 PM

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Keywords:AR/VR near-eye display Eye-Box, pupil rotation versus eye rotation, Resolution, Luminance, Color

We present metrology challenges and solutions to measure Near Eye Displays performance parameters that can produce visual discomfort and headaches. Accurate measurement data correlates to what the eye perceives when the entrance pupil of the Light Measurement Device (LMD) matches the location and pointing direction of the display user's eye.