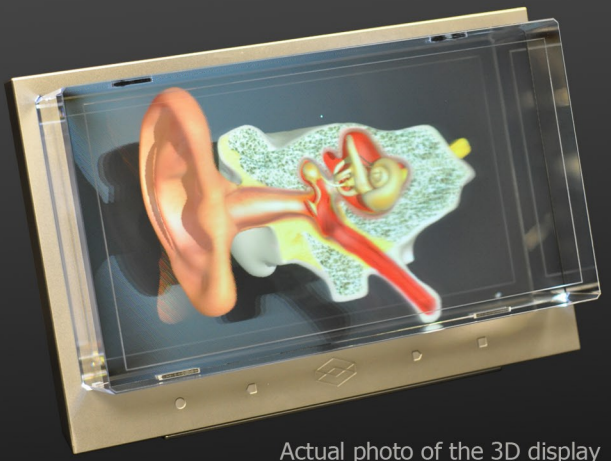
Light Field 3D Display Solution

MULTIPLE SIMULTANEOUS VIEWERS NATURALLY VIEWABLE DIRECTLY REPLACE AR/VR HEADSETS

Looking Glass Display

- Screen Diagonal: 15.6 inches
- Field of View: 50 degrees
- Angular Resolution: 45 views
- Spatial Resolution: 8.29 Million rays
- Viewing Volume: 8.3 litres
- Viewing Distance: 1.0 m typical
- Video: 60 frames/sec
- Colour: 24 bit RGB



Actual photo of the 3D display

Light Field Processor Unit

- Computation: CPU 3.5 GHZ quad-core Ryzen 3, 16GB DDR4 RAM, 500GB SSD
- Graphics: GPU 1.41 GHz 2304 Cores, 8GB DDR6 RAM, PCIe x16
- Polygons: 2 ~ 3 Million
- Vertices: 1.5 Million
- Points: 4 ~ 5 Million
- Angular Res: 45 views

Holoviewer Software

3D MODEL VISUALISATION

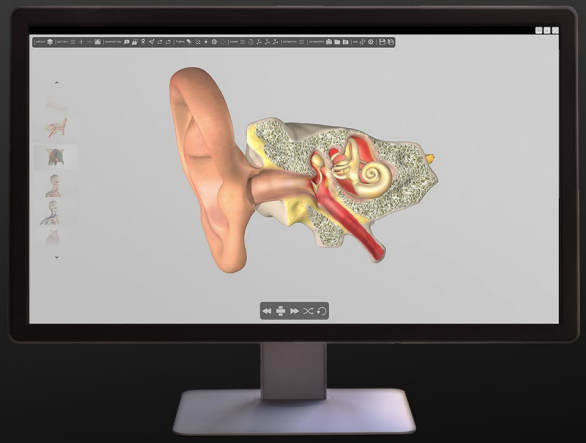
- Scene manipulation: pan, zoom, rotate
- Animations, channeling, model spin
- User annotations, labelling, text

ADVANCED VISUALISATION

- Scene lighting, camera, environment maps

RENDERING

- Holoprinter renderer, multiview rendering



Applications

- Medical education and training
- Scientific data visualisation
- Military and aerospace
- Engineering design
- Maps and surveys
- Simulation
- Architecture and construction

Data Formats

- Common graphics: OBJ, gltf, fbx
- 3D Printing: STL
- Volumetric: Dicom, nrrd
- Mathematics: Matlab, Mathematica
- Molecular: PDB, MOL
- CAD: AutoCAD, ProEngineer
- Scan: point cloud, XYZ, sonar, LiDAR
- Graphics design: 3DS Max, Maya, Blender

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