



HOLOGRAPHIC SEE-THROUGH HEAD-MOUNTED DISPLAY (HMD)


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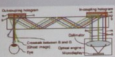


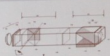




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Wearable HMD

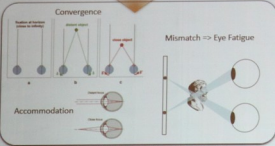
	Sony WGH Stereo Glasses	LumusOptical Engine Module OE-32	Fraunhofer IOF	Google glass
Optical System	 <p>WGH based planar system</p>	 <p>Planar waveguides with see-through elements</p>	 <p>Free-form prism</p>	 <p>polarizing optics</p>
Image Type	Stereo, 2D	Stereo, 2D	2D	2D
Display Type	 <p>See-through</p>	 <p>See-through</p>	 <p>See-through</p>	 <p>See-through</p>

Advantages of Real 3D (Holographic) image

Stereo Image



Features



✓ EYE FATIGUE DEPENDED OF VIEWING DISTANCE

Real 3D Holographic Image

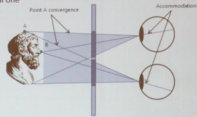
Real objects provides wavefront with complex shape

Hologram restore complex wavefront from real object



Features

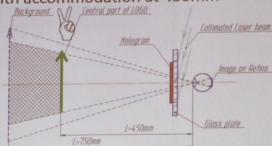
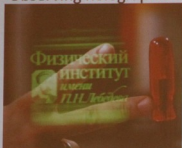
Restored complex wavefront allows to observe virtual object like real one



✓ FULL ELIMINATION OF EYE FATIGUE PROBLEM

Eye accommodation inside Holographic image

Observing holographic image with accommodation at 450mm



Observing holographic image with accommodation at 750mm

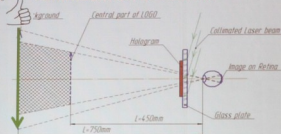
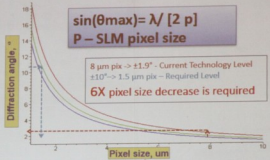
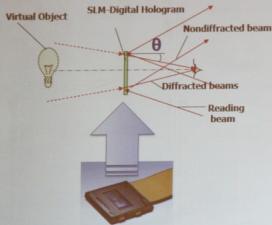


Image formation by SLM



Holoeye HEO-1080P phase-only LCoS SLM:
 typical pixel pitch 8 μm and therefore, for green light ($\lambda = 532\text{nm}$), maximum diffraction angle, θ_{max} is approximately $\pm 1.9^\circ$.



HOLOGRAPHIC DISPLAY is future technology due to SLM pixel size

Calculation of Viewing Angle

Phase SLM from HoloEye: LCoS PLUTO

Pixel pitch $p = 8 \mu\text{m}$
 Wave-length $\lambda = 0,532 \mu\text{m}$
 Illumination angle $i_x = 60^\circ$, $i_y = 0^\circ$
 Diffracted angle δ_x , δ_y

$$d = 2p$$

$$d(\sin i + \sin \delta) = \lambda \quad (1)$$

$$2\theta = \delta + i \quad (2)$$

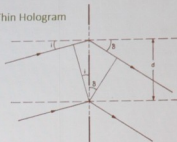
$$(1) \rightarrow \delta = \arcsin\left(\frac{\lambda}{d} - \sin i\right) \quad (3)$$

$$(2,3) \rightarrow \theta = 0,5\{\delta - i\} = 0,5\left\{\arcsin\left(\frac{\lambda}{d} - \sin i\right) + i\right\}$$

$$2\theta_x = 0,5\left\{\arcsin\left(\frac{0,532\mu\text{m}}{2 \cdot 8\mu\text{m}} - \sin 60^\circ\right) + 60^\circ\right\} = 3,6^\circ$$

$$2\theta_y = 0,5\left\{\arcsin\left(\frac{0,532\mu\text{m}}{2 \cdot 8\mu\text{m}} - \sin 0^\circ\right) + 0^\circ\right\} = 1,9^\circ$$

Thin Hologram

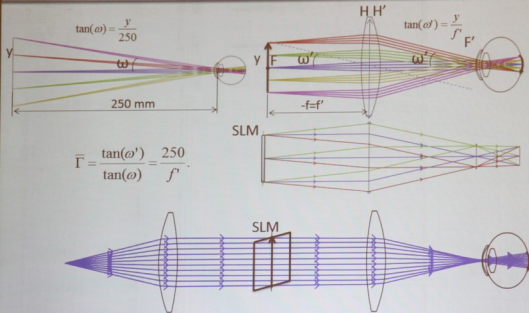


$$2\theta_x = 3,6^\circ$$

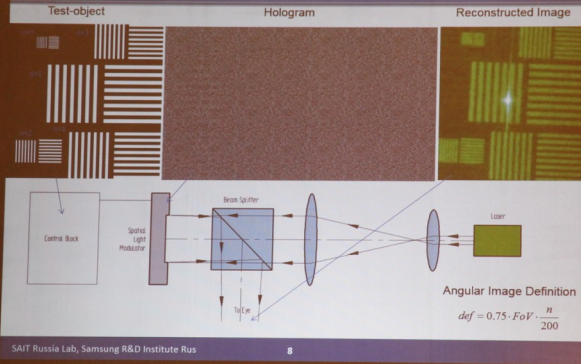
$$2\theta_y = 1,9^\circ$$

$$2\theta_{diag} = 4,0^\circ$$

Principal optical system

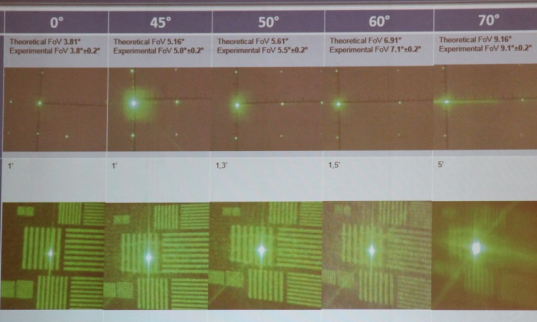


Setup for image quality estimation



Setup for image quality estimation

	0°	45°	50°	60°	70°
FoV	Theoretical FoV 3.81° Experimental FoV 3.8°±0.2°	Theoretical FoV 5.16° Experimental FoV 5.0°±0.2°	Theoretical FoV 5.61° Experimental FoV 5.5°±0.2°	Theoretical FoV 6.91° Experimental FoV 7.1°±0.2°	Theoretical FoV 9.16° Experimental FoV 9.1°±0.2°
Image Quality, Angular Definition	1'	1'	1,3'	1,5'	5'



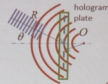
Operation Principles of Holographic optical Elements (HOE)

Object wave: $O = a_0 \exp\left(-ik \frac{r^2}{2f}\right)$ Reference wave: $R = a_R \exp(-ik \sin(\theta)r)$

The interference of two waves is declare as: $I = (O+R) \cdot (O+R)^* = O \cdot O^* + R \cdot R^* + O \cdot R^* + O^* \cdot R$

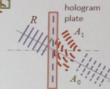
Recorded Hologram:

$$I_{\text{recorded}} = a_0^2 + a_R^2 + a_0 \exp\left(-ik \frac{r^2}{2f}\right) a_R \exp(ik \sin(\theta)r) + a_0 \exp\left(ik \frac{r^2}{2f}\right) a_R \exp(-ik \sin(\theta)r)$$



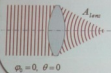
Reconstructed Hologram:

$$I_{\text{reconstructed}} = I_{\text{recorded}} \cdot R = \underbrace{(a_0^2 + a_R^2)}_{I_0} \exp(-ik \sin(\theta)r) + \underbrace{a_0 \exp\left(-ik \frac{r^2}{2f}\right) a_R \exp(ik \sin(\theta)r)}_{A_1} \exp(-ik \sin(\theta)r) + \dots$$



Conventional Lens:

$$A_1 = a_0 \exp\left(-ik \frac{r^2}{2f}\right) a_R \cdot a_R$$



$$A_{\text{out}} = a_0 \exp\left(i\phi_0 - ik \frac{r^2}{2f}\right)$$



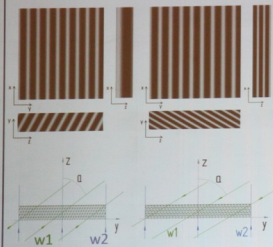
$$A = A_{\text{out}}$$

Mathematical Modeling of Volume Holograms

2 Plane Waves Tilt on Angle α

Transmissive Type

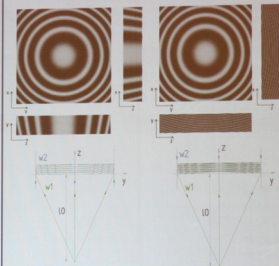
Reflective Type



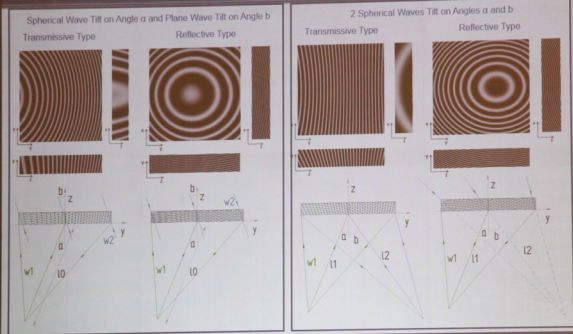
Plane and Spherical Waves

Transmissive Type

Reflective Type



Mathematical Modeling of Volume Holograms



Setup for digital holograms generation

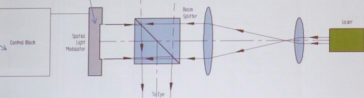
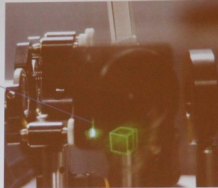
Hologram of 3D Object



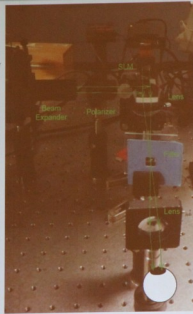
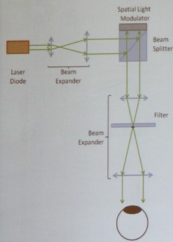
3D Object



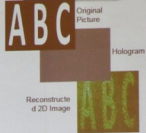
Reconstructed 3D Image



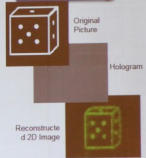
Setup for digital holograms generation



2D Virtual Image



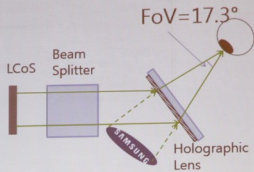
3D Virtual Image



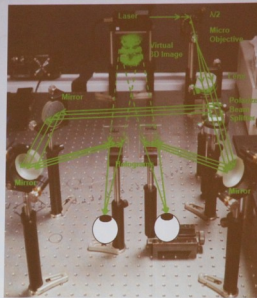
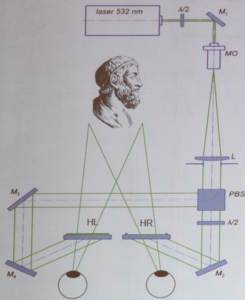
Setup with transparent HOE

FOW $2w_x \times 2w_y = 13^\circ \times 11.5^\circ$

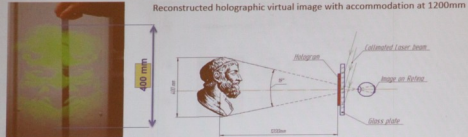
DFoV $2w' = 17.3^\circ$



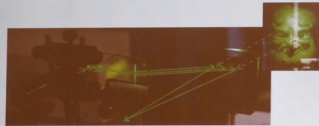
Setup with transparent HOE for observation by 2 eyes



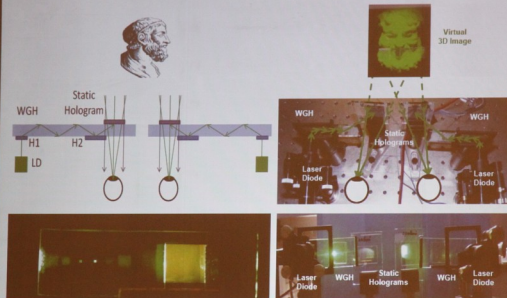
Setup with hologram illumination by lightguide



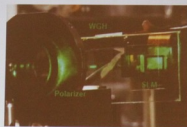
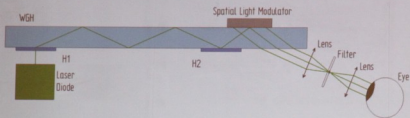
Viewing angle of reconstructed virtual image is about 18°, linear field: 15" at 1200 mm



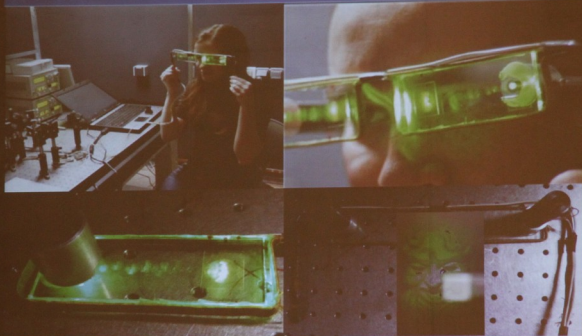
Setup with hologram illumination by lightguide



Setup with SLM and lightguide



Prototype of See-through holographic imaging optical device

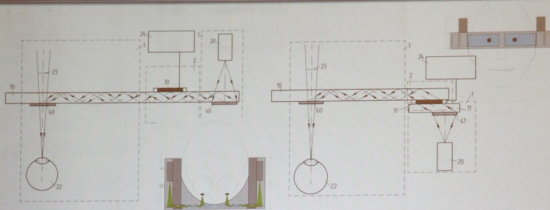


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Holographic imaging optical device, U. S. Patent 20140160543

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Reflection type spatial light modulator

Transmission type spatial light modulator

1 – system for illumination of spatial light modulator
2 – spatial light modulator mounting on wave guiding plate
3 – viewing part with near to eye holographic optical element mounted on wave guiding plate
10 – wave guiding plate
11 – glass plate
20 – laser source of coherent radiation

22 – eye
23 – viewing angle
24 – control block
31 – transmission type spatial light modulator
41 – transmission type holographic optical element
60 – transmission type holographic optical element

Thank you

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