



## Image Projection Systems



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  - · Theatre projection system
    - Using DLP/DMD based projectors







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  - · Projection onto the car wind-shield
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  - · Theatre projection system
    - Using DLP/DMD based projectors
  - · Projection onto the car wind-shield
    - Using scanning laser projectors
  - · Large screen projection Using GLV laser projector











# Holographic Image Projection









- · No aberration · ability to correct aberrations
- · Lensless Imaging
  - Reduced cost
  - · Low weight
- · Light efficiency · Large field of view

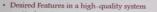




### Holographic Image Projection







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- · Lensless Imaging · Reduced cost
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· No aberration

- · Light efficiency
- · Large field of view

Solution Holographic Image Projection System

Utilizes Spatial Light Modulator (SLM)



pixelated structure and its pixel size







#### Holographic Image Projection



- · Desired Features in a high-quality system Solution
  - · No aberration
  - · ability to correct aberrations
  - · Lensless Imaging · Reduced cost
    - · Low weight
  - · Light efficiency · Large field of view



Holographic Image

Projection System

X Limits the effective field of view

pixelated structure and its pixel size





# Limits of Spatial Light Modulator







- · Quantization error
- · Presence of zero order
- · Pixelated nature and its pixel size
  - · limits the effective field of view





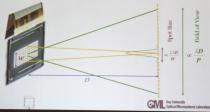
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### Methods to Increase Field of View





- · Using SLMs with smaller pixel pitches
  - · Not always possible to manufacture SLMs with very small pixel pitch sizes.
    - . Due to some fabrication limits







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- · Using magnification optics
  - · Enlarges FOV in the cost of image resolution loss
  - · Introduces additional aberrations
  - · Increases system complexity and negatively affects compactness





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- · Using magnification optics
  - · Enlarges FOV in the cost of image resolution loss
  - · Introduces additional aberrations
  - Increases system complexity and negatively affects compactness
- · Increasing the distance
  - · Enlarges spot size
  - · May not be possible in HUDs
    - Due to space limitations

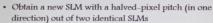




### Our Proposed Method

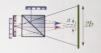






- · What do we achieve?
  - · Same pixel size (spot size) on the image plane
  - · Doubled field of view
  - · This sounds as if we use only one SLM.









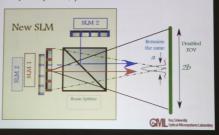
#### Setup Details







. The two SLMs (with M×Npixels of pitch P×P) are aligned except for a shift in horizontal direction by a half pixel to obtain a new SLM (with Mx 2N pixels of pitch Px H2).





## Hologram Computation



- \* An  $M \times 2N$  phase-only hologram is computed according to the new SLM.
- The even and odd columns of the hologram are fed in a de interlaced manner into the SLM 1 and 2, respectively.





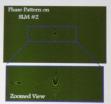


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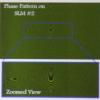


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### Simulation Results



Before Proper Alignment

After Proper Alignment







"The results are obtained using MATLAB simulations.



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# Experimental Setup & Alignment



· Some efforts have been done in the lab.





- · However the alignment is not easy to achieve!
- · There exist only one proper location.
  - · We need computer controlled nano-precision stages.
  - · Experiment are ongoing.





### Alignment Procedure



- Converging Beam
  - · Match zero order
  - With out-of-plane rotation adjustment
     Match other orders
  - With in-plane rotation adjustment
- Collimated Beam
  - · Eliminate circular fringing patterns
    - Play with z axis
- Final Step
  - · Try to match pixel-by-pixel
    - · Use checker boards
    - · Play only with x and y axis

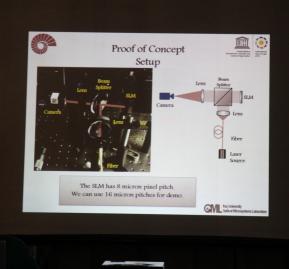






screen

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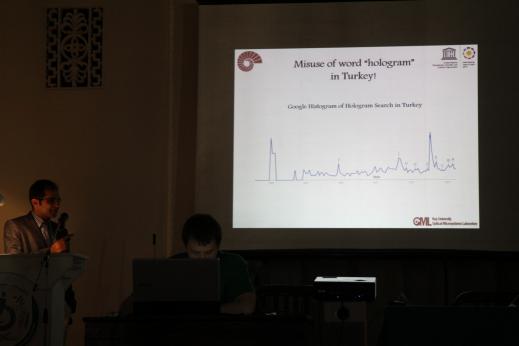
#### Conclusion

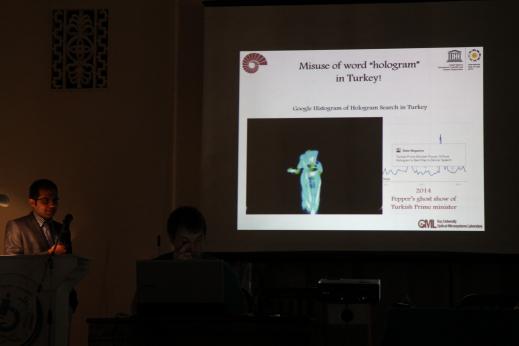




- The individual images of two SLMs coherently interfere and merge into a single image with doubled area.
- · A new SLM with a halved pixel pitch in one direction can be created out of two identical SLMs.
- · The proposed method is especially useful when it is not possible to manufacture SLMs with small pixel pitches.









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Thanks for your attention...

Q & A ?

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