Fall 2015

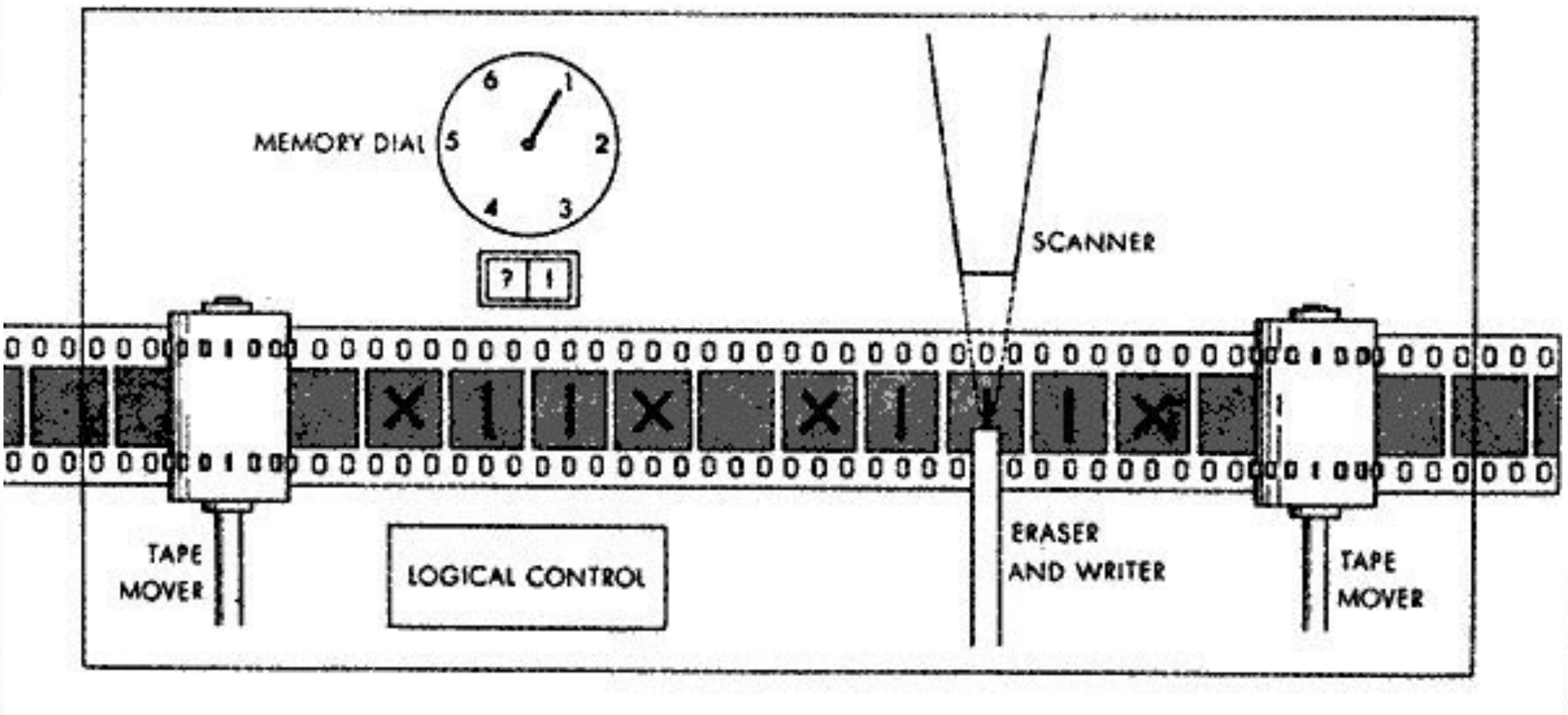
CSCI 420: **Computer Graphics**

15.1 I/O Technologies & VR

Hao Li

http://cs420.hao-li.com

In CS **I/O is an abstraction**



http://stackoverflow.com/questions/236000/whats-a-turing-machine

In CG **I/O is an object of study**

- **Computer Graphics** and **Interactive Techniques**

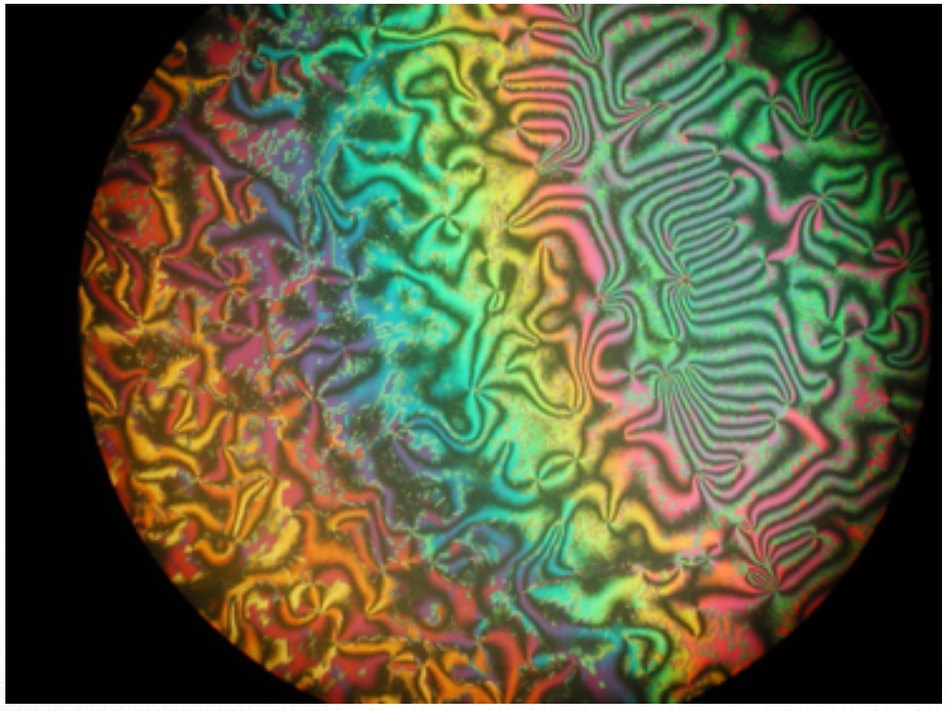
Display Technologies

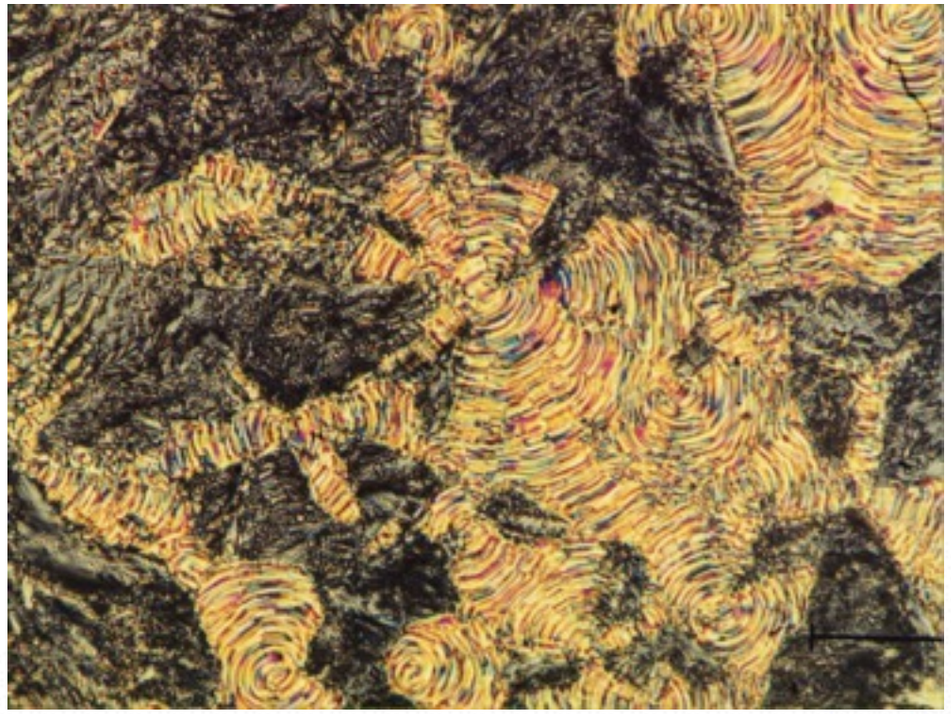
- **Liquid Crystal Display**

Liquid Crystals

- Matter in a state that has properties between liquid and solid crystals
- **Twisted nematics**

http://mrsec.wisc.edu/Edetc/courses/colorsymp/park/index.html

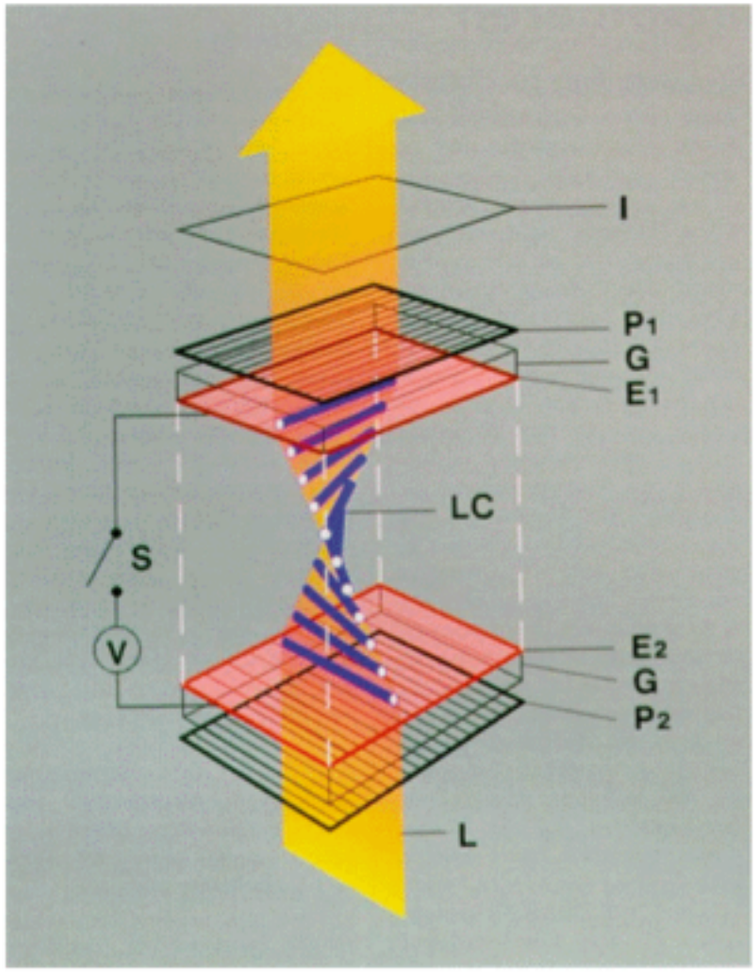


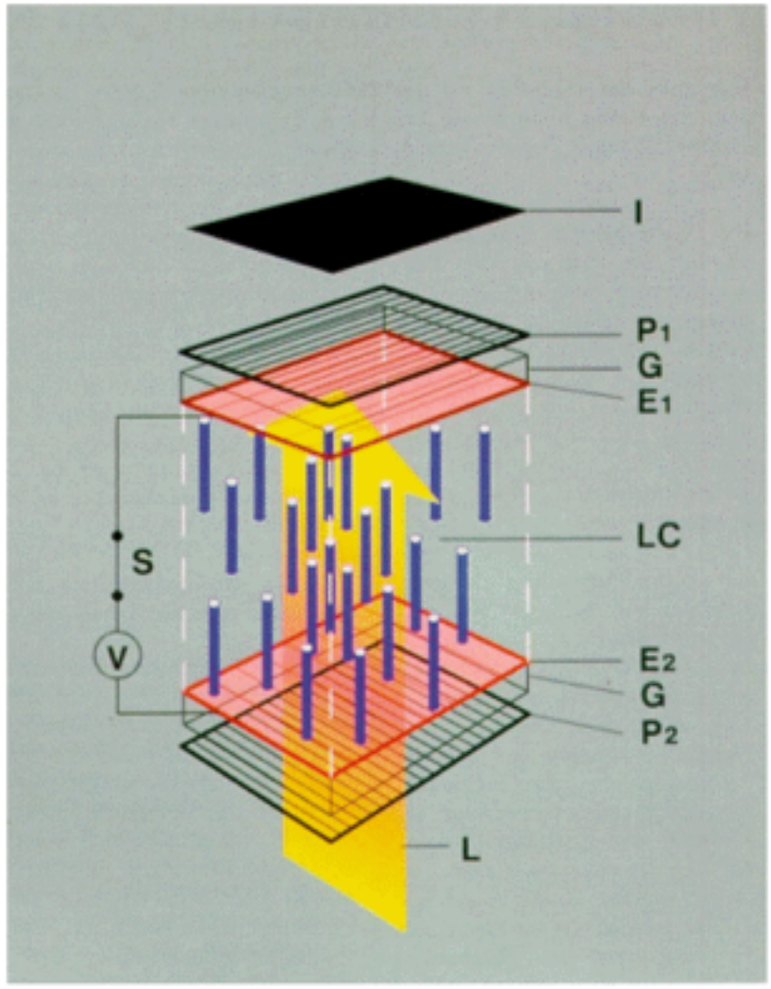


Anisotropic pattern depending on electricity, heat, etc.

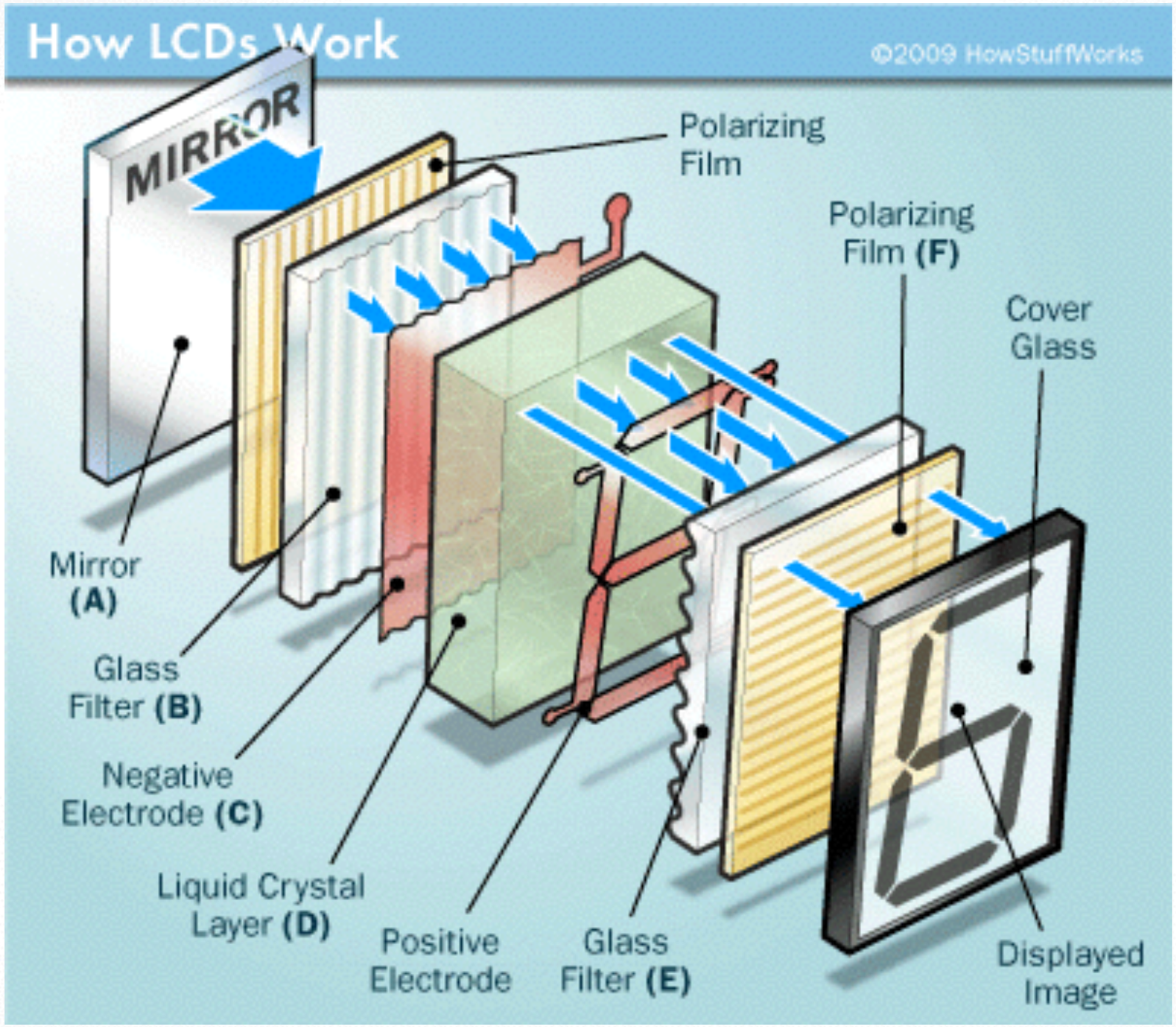
Liquid Crystals

- Off-state (left), On-state (right)





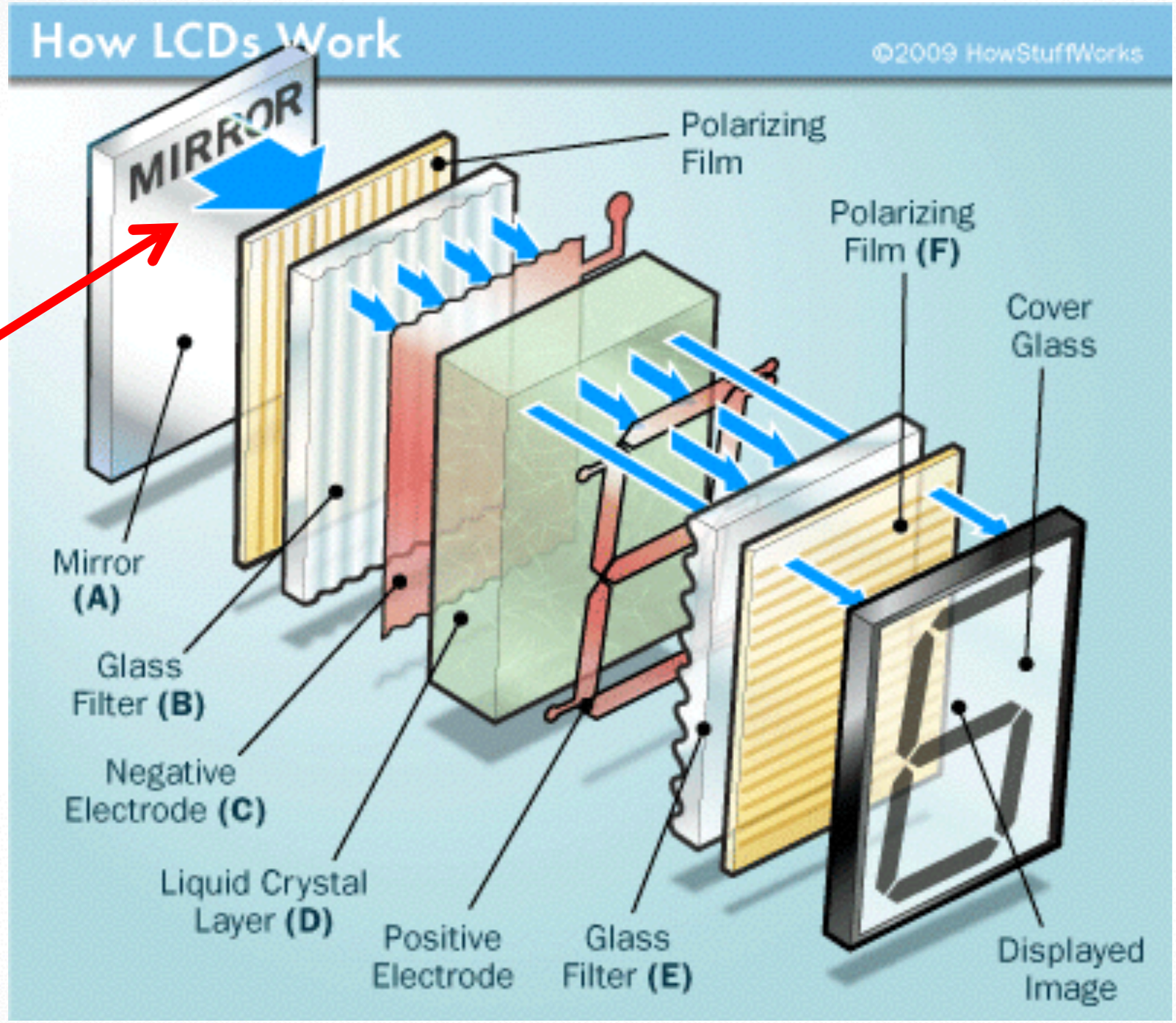
LCD Light Path



http://electronics.howstuffworks.com/lcd2.htm

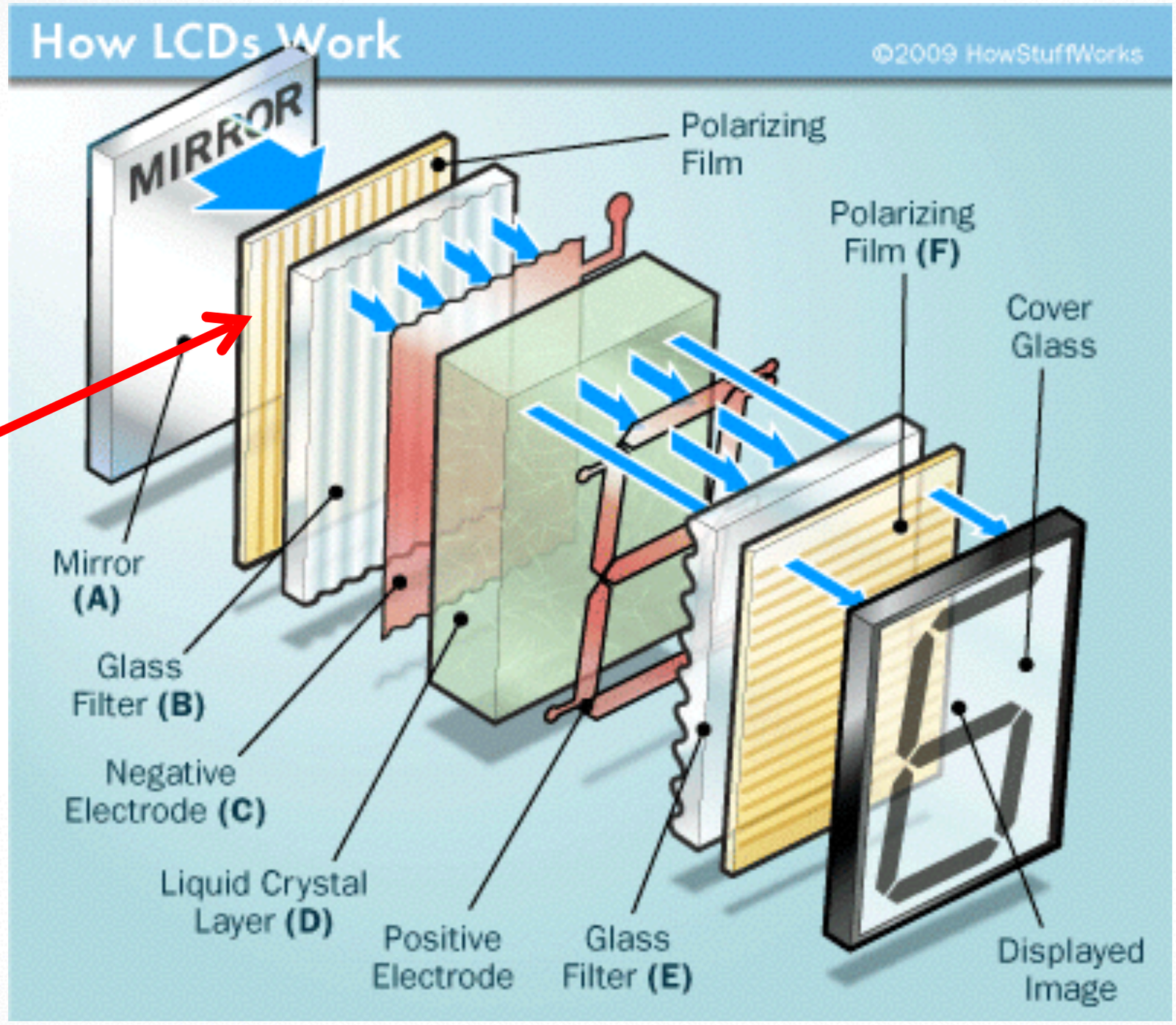
LCD Light Path

Light Source



http://electronics.howstuffworks.com/lcd2.htm

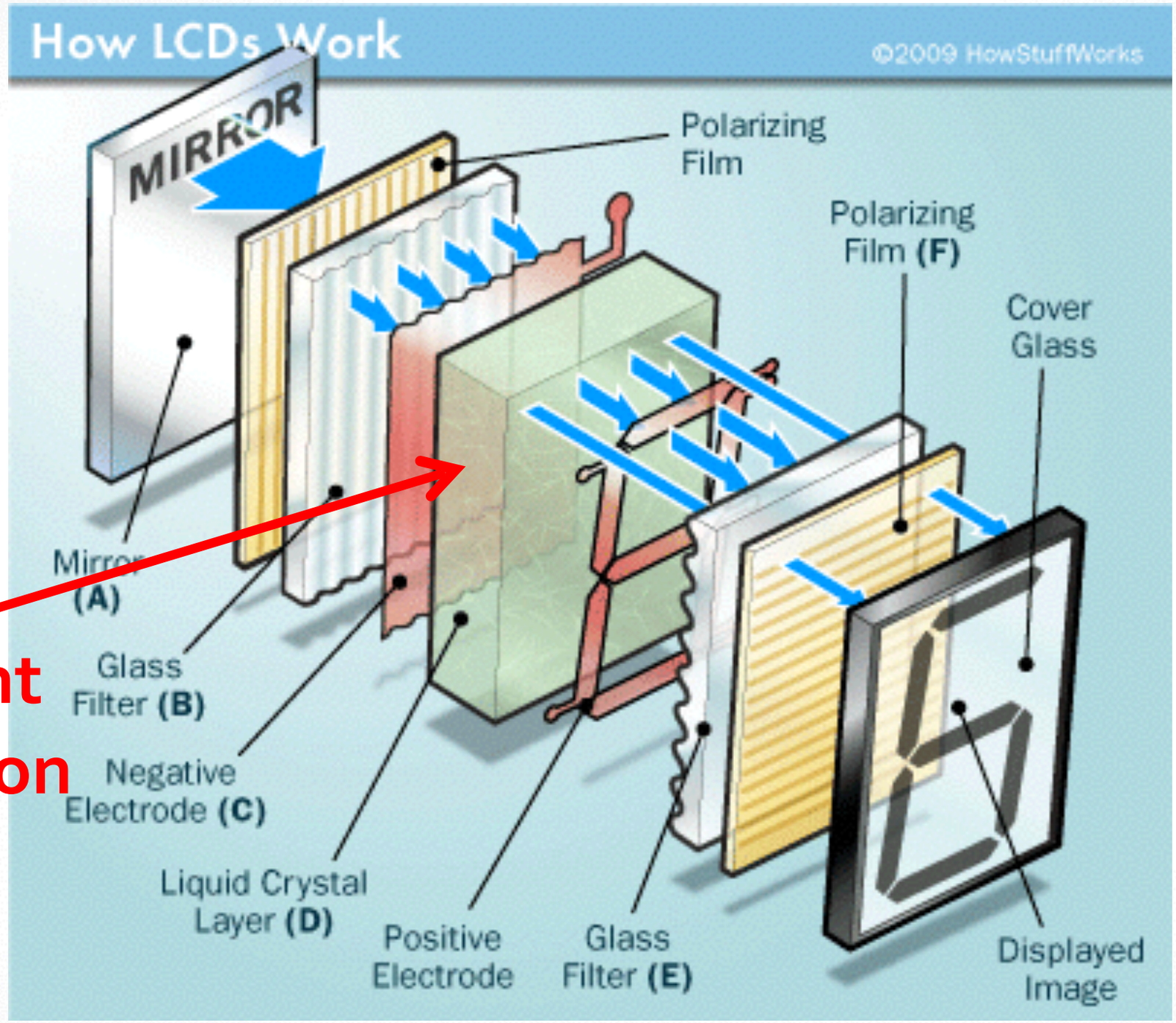
LCD Light Path



Polarize

http://electronics.howstuffworks.com/lcd2.htm

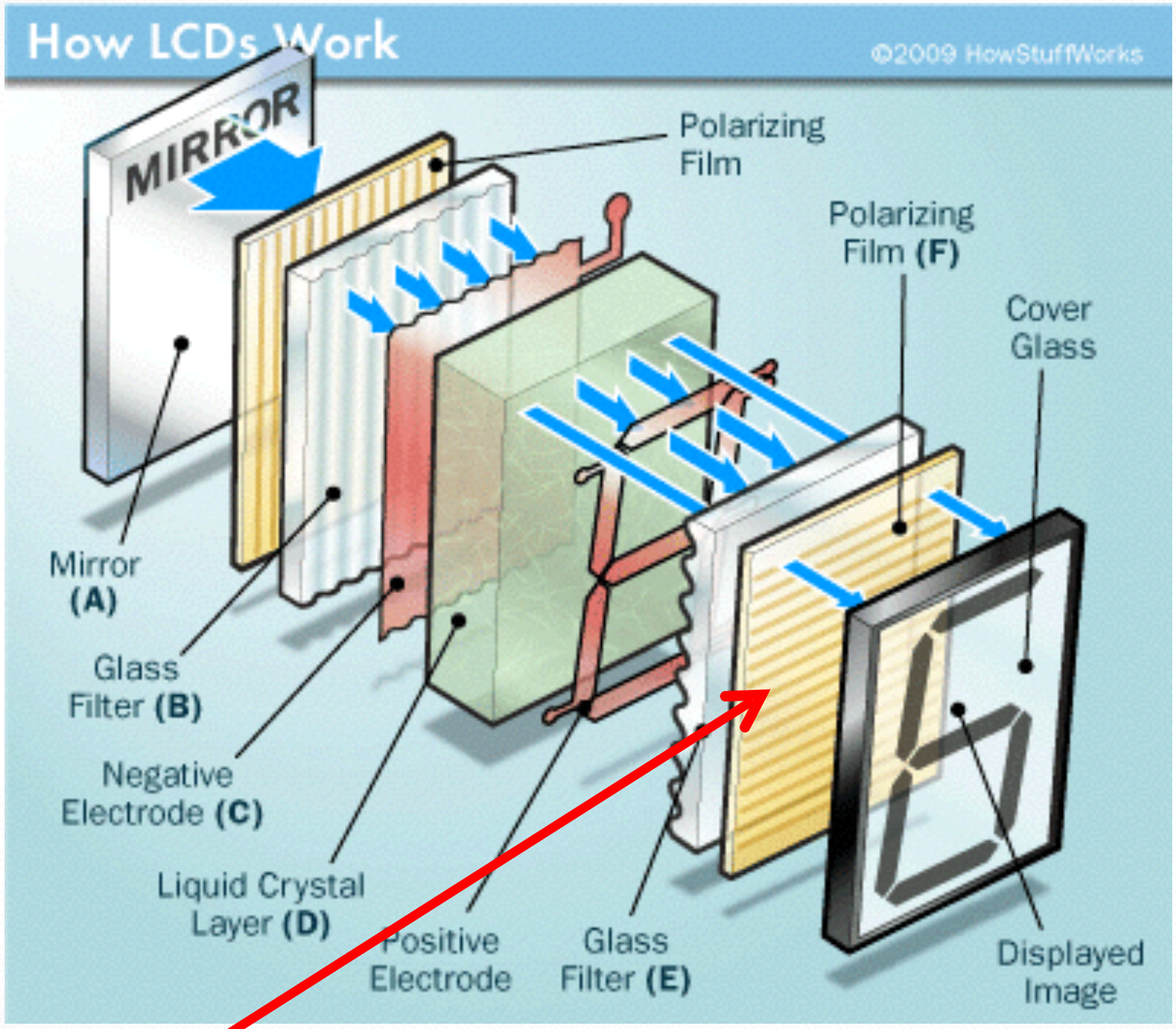
LCD Light Path



Twist Light Polarization

http://electronics.howstuffworks.com/lcd2.htm

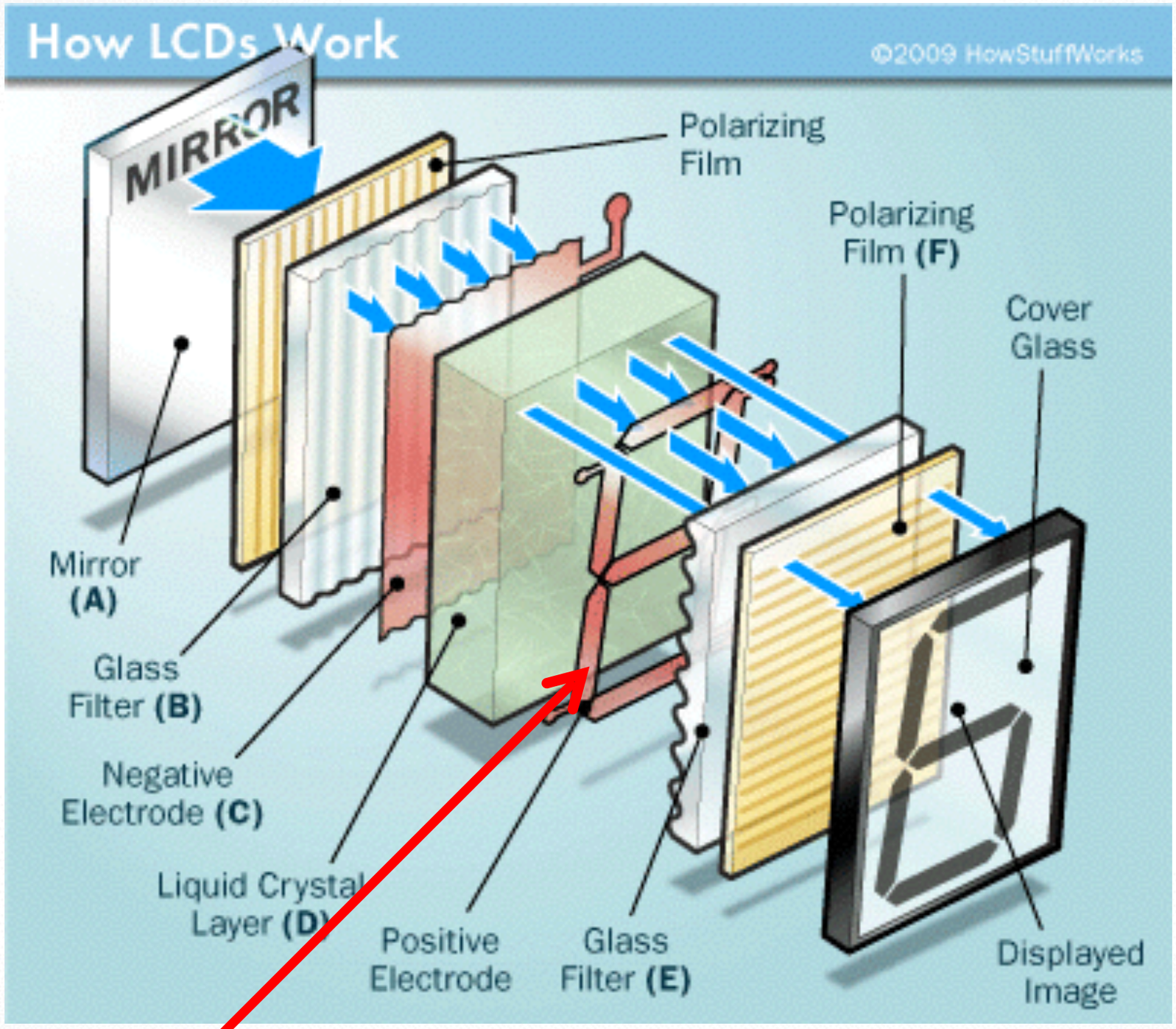
LCD Light Path



Only twisted light makes it through

http://electronics.howstuffworks.com/lcd2.htm

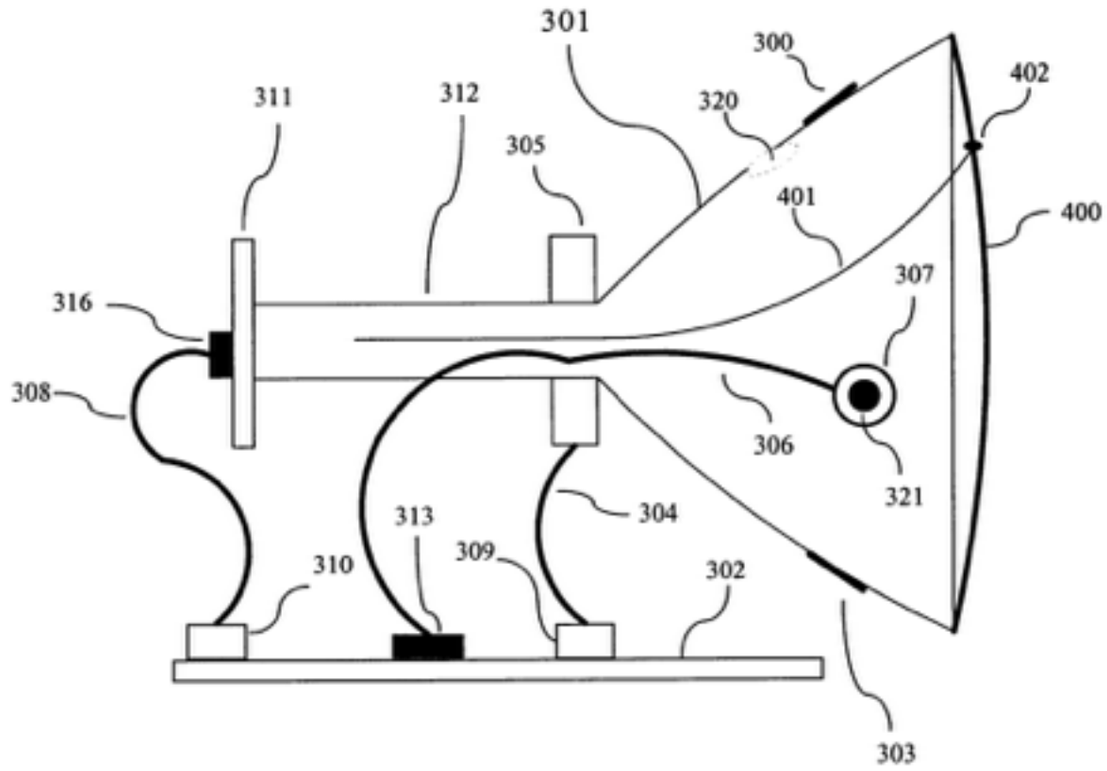
LCD Light Path



Electrode controls crystals

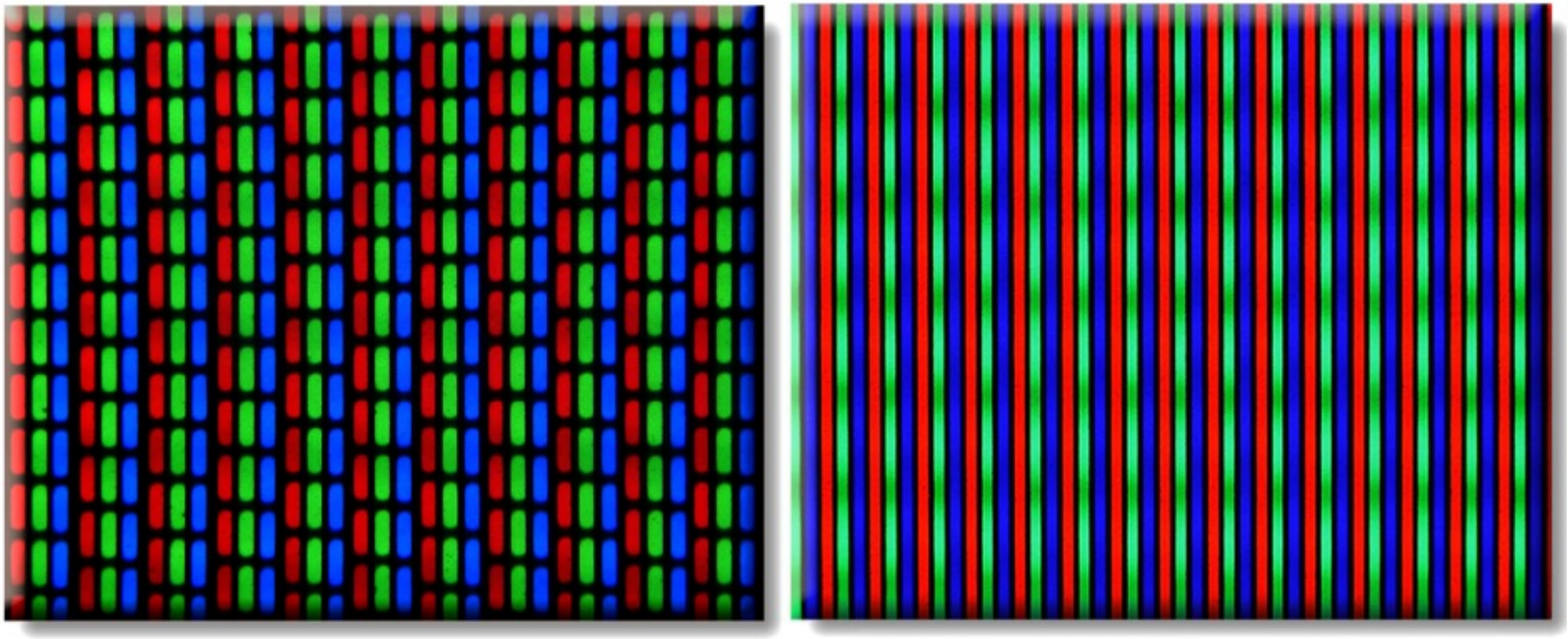
http://electronics.howstuffworks.com/lcd2.htm

Cathode Ray Tube (CRT)



http://img.diytrade.com/cdimg/597243/7515356/0/1276139831/Sell_CRT_Monitor.jpg
http://www.freepatentsonline.com/6741296-0-large.jpg

Practical Display Issues

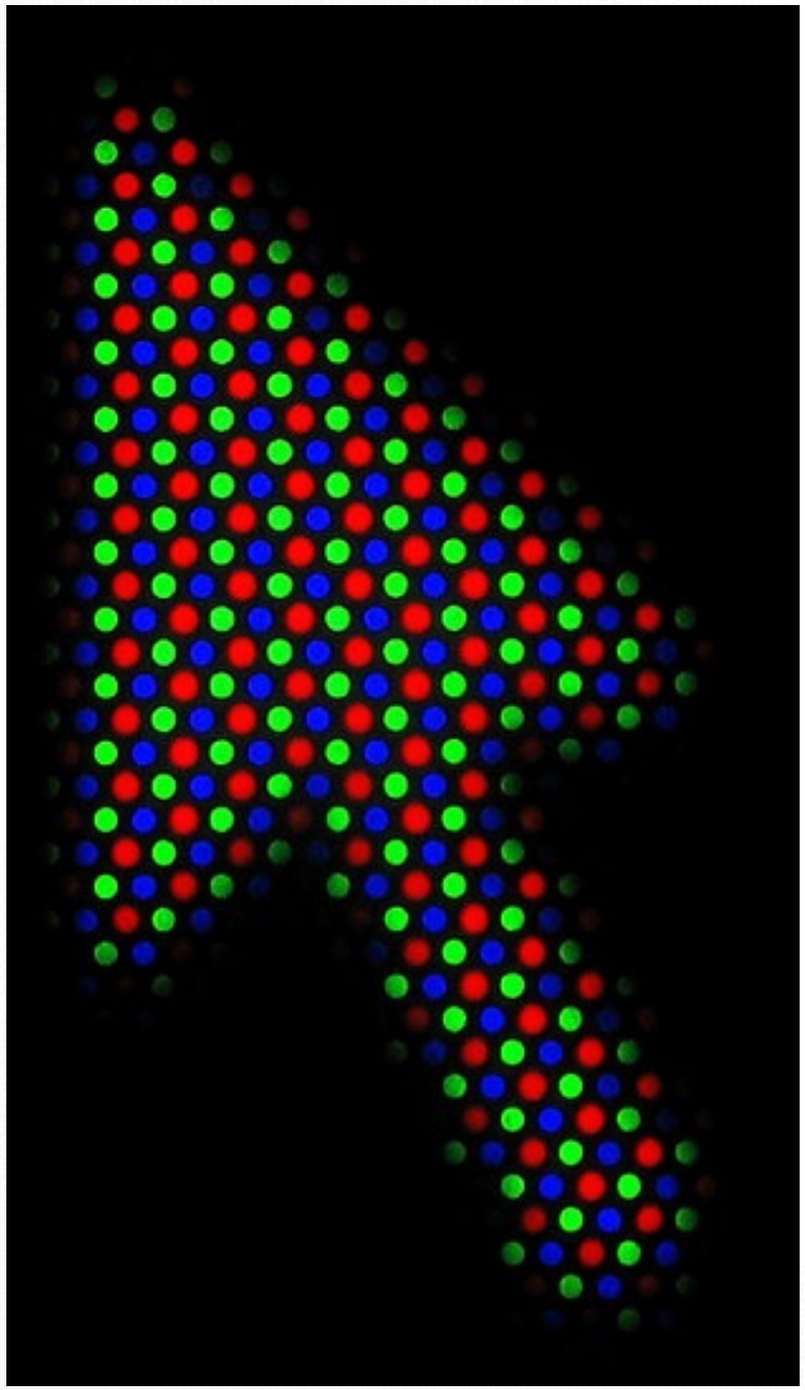


Shadow Mask

Aperture Grille

http://en.wikipedia.org/wiki/File:Shadow_mask_vs_aperture_grille.jpg

Practical Display Issues

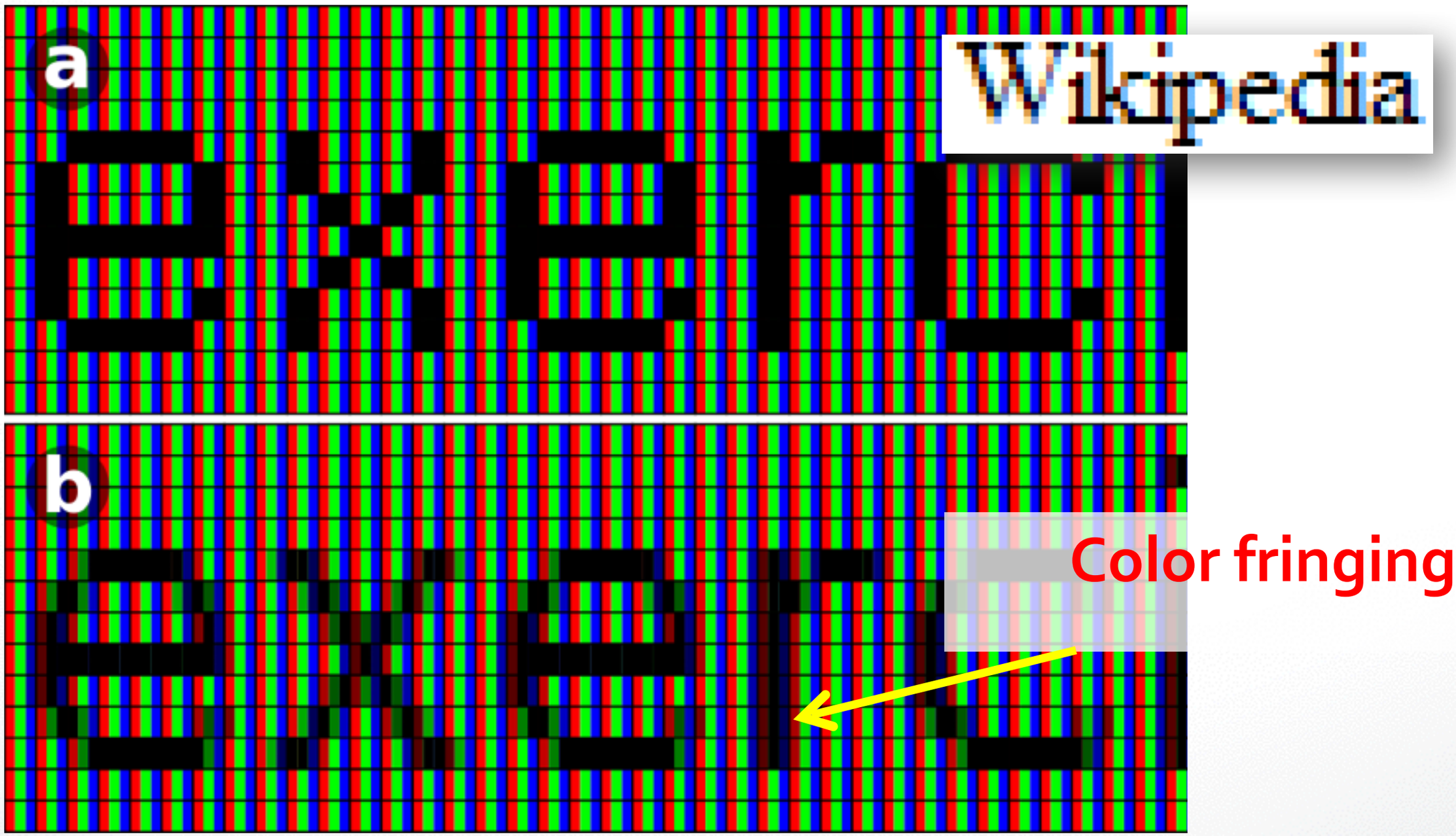


http://en.wikipedia.org/wiki/File:Shadow_mask_closeup_cursor.jpg

Have to convert from RGB to display pattern

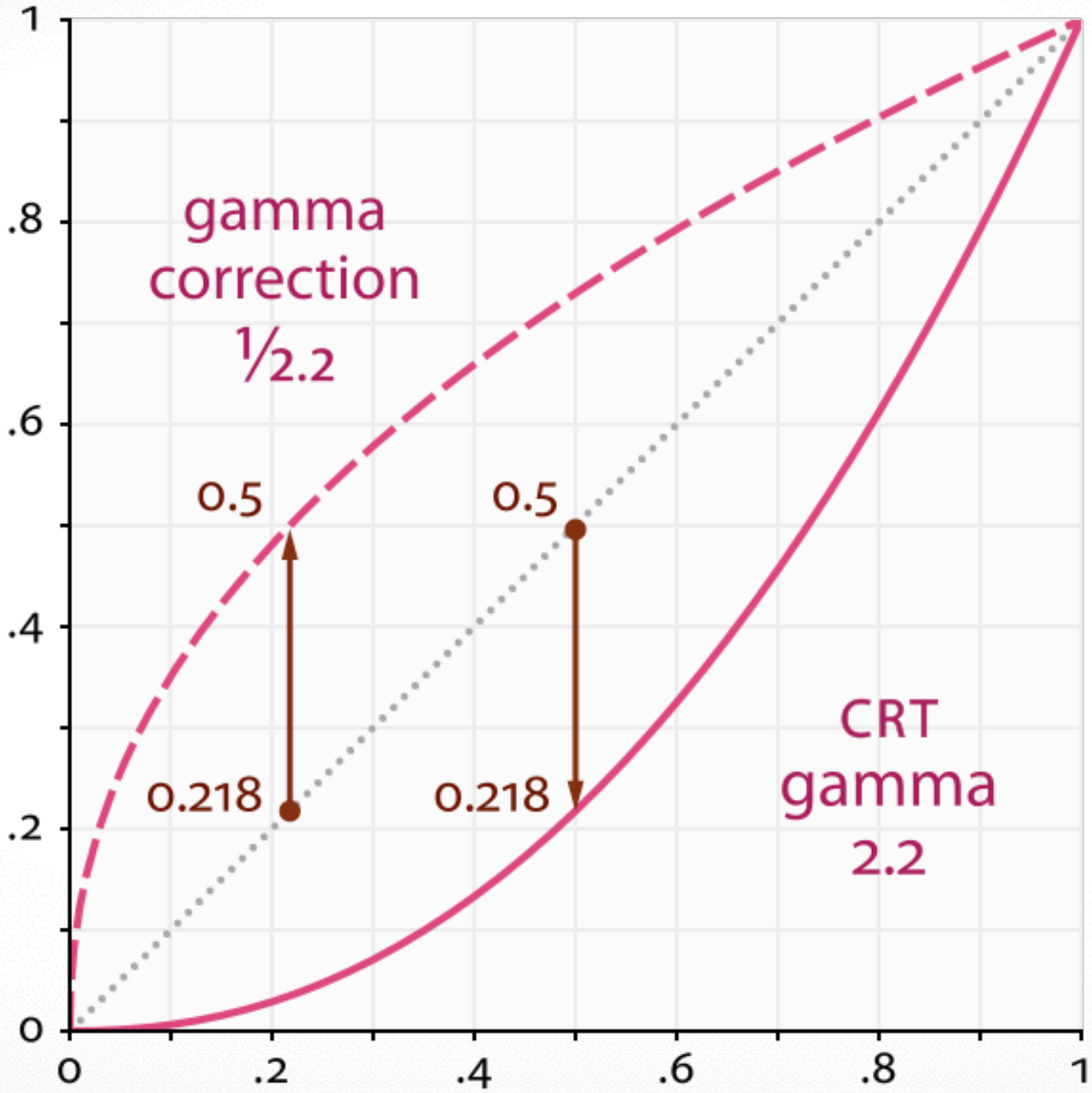
Subpixel Antialiasing

- Clear Type (Microsoft, 1998), subpixel rendering



http://en.wikipedia.org/wiki/ClearType

Practical Display Issues



Practical Display Issues

Nonlinear relationship between brightness and intensity

Perceptual

Display-related

Practical Display Issues

Nonlinear relationship between brightness and intensity

Nonlinear relationship between intensity and hardware response

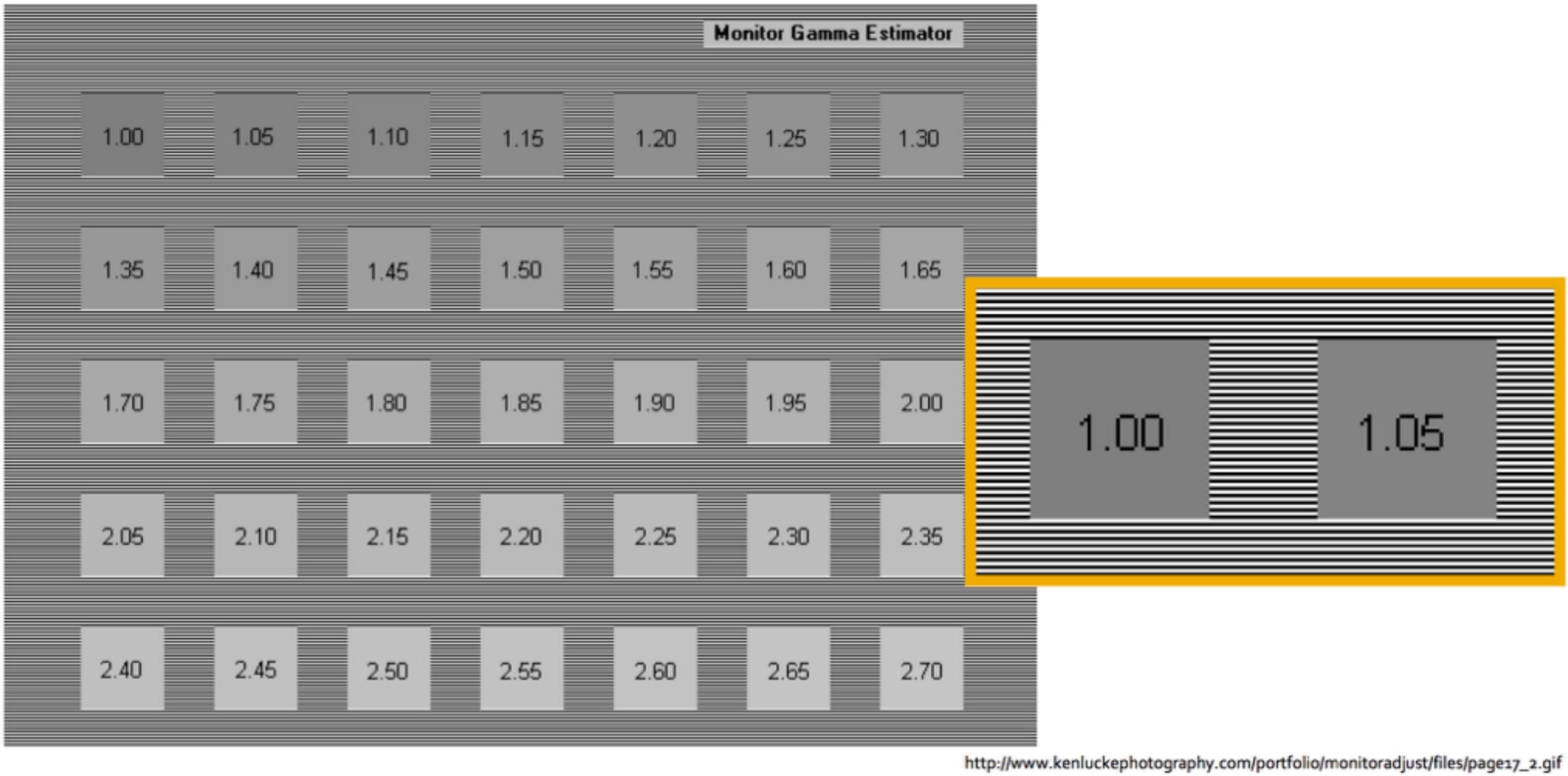
Gamma Model: For Displays

$$\text{displayed intensity} = (\text{maximum intensity})a^{\gamma}$$

Pixel color

Gamma Model: For Displays

$$\text{displayed intensity} = (\text{maximum intensity})a^{\gamma}$$



http://www.kenluckephotography.com/portfolio/monitoradjust/files/page17_2.gif

Gamma Model: For Displays

$$\text{displayed intensity} = (\text{maximum intensity})a^{\gamma}$$

$$0.5 = a^{\gamma} \mapsto \gamma = \frac{\ln 0.5}{\ln a}$$

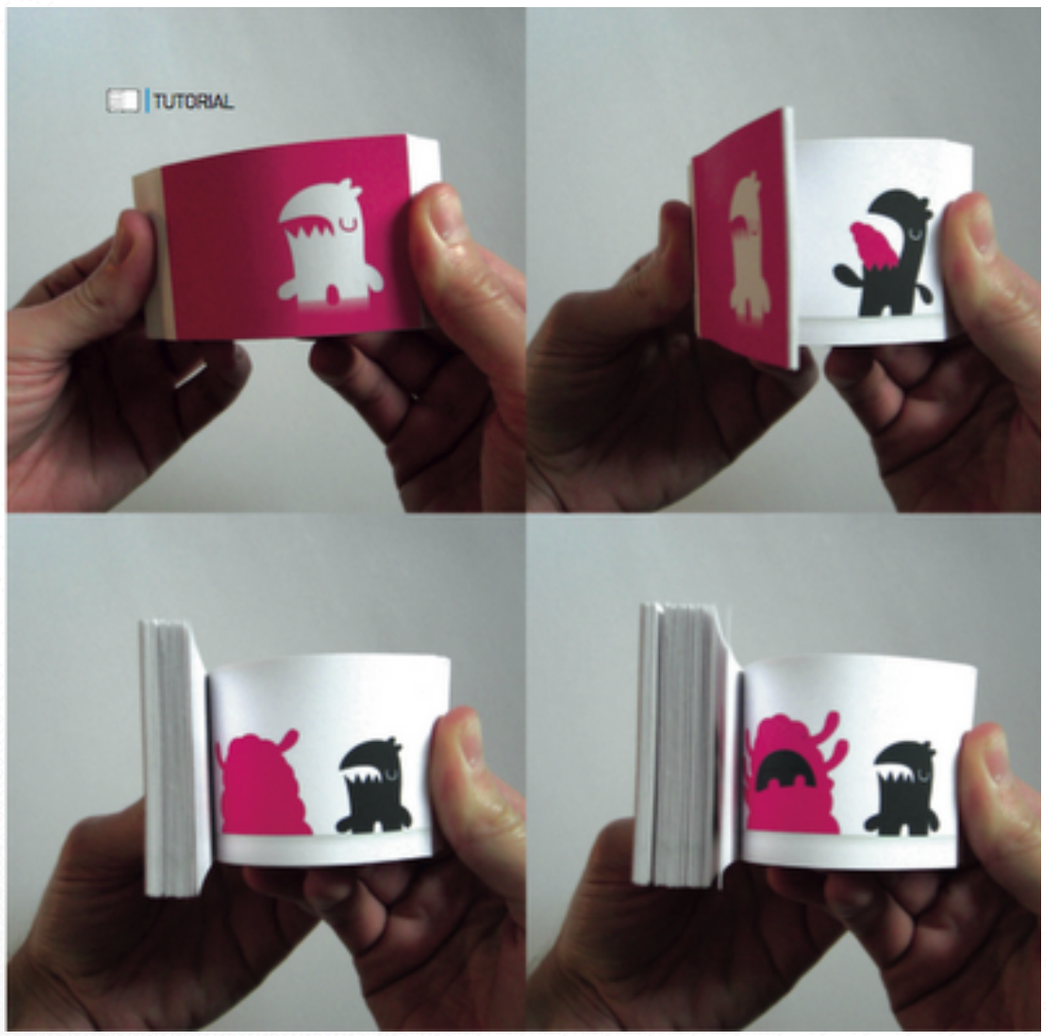
Why don’t we do this always?

Gamma and perceptual differences in brightness cancel!

…approximately

Detecting/Processing Motion

Visual sensors must communicate!



Discontinuous motion with same average velocity as implied **continuous motion**.

http://darlingdarleen.blogspot.com/2008_01_01_archive.html

Other Displays

LCD Shutter

Alternate between eyes

Digital Light Processing (DLP)

Spinning color wheel

http://graphics.stanford.edu/courses/cs148-11-fall/lectures/displays.pdf

Other Displays

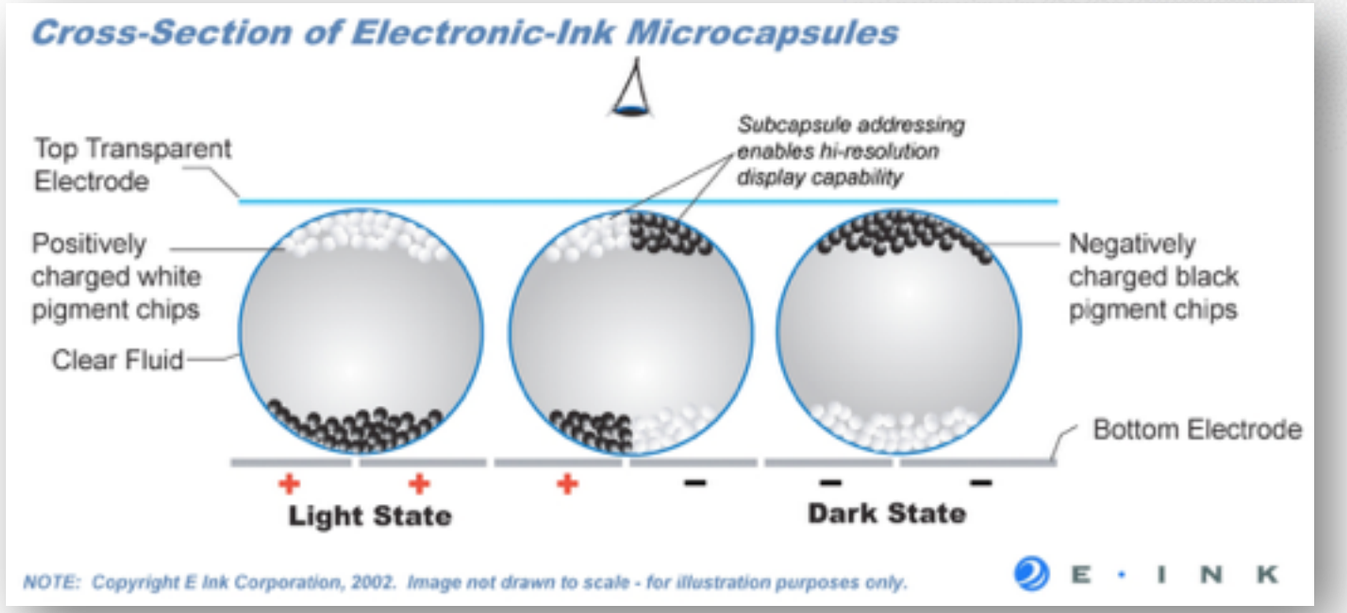
Four primaries!

No black

Max black

http://en.wikipedia.org/wiki/CMYK_color_ model

Other Displays



Electronic ink

Different appearance, slow update rate

http://graphics.stanford.edu/courses/cs148-11-fall/lectures/displays.pdf

Dealing with Input

- **Events**
  - Notify when state changes
- **Polling**
  - Check for changed state

http://graphics.stanford.edu/courses/cs148-11-fall/lectures/interaction.pdf

Events

+

Efficient

-

Need to track state
Need to decide on events of interest

http://graphics.stanford.edu/courses/cs148-11-fall/lectures/interaction.pdf

Polling

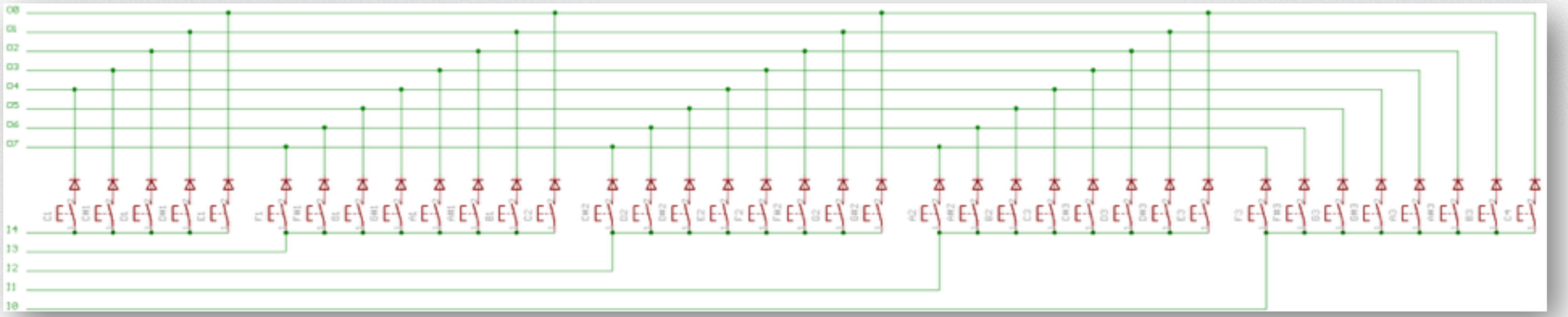
+

Cleanly deals with continuous state change

Could miss a state change
Considerable overhead

http://graphics.stanford.edu/courses/cs148-11-fall/lectures/interaction.pdf

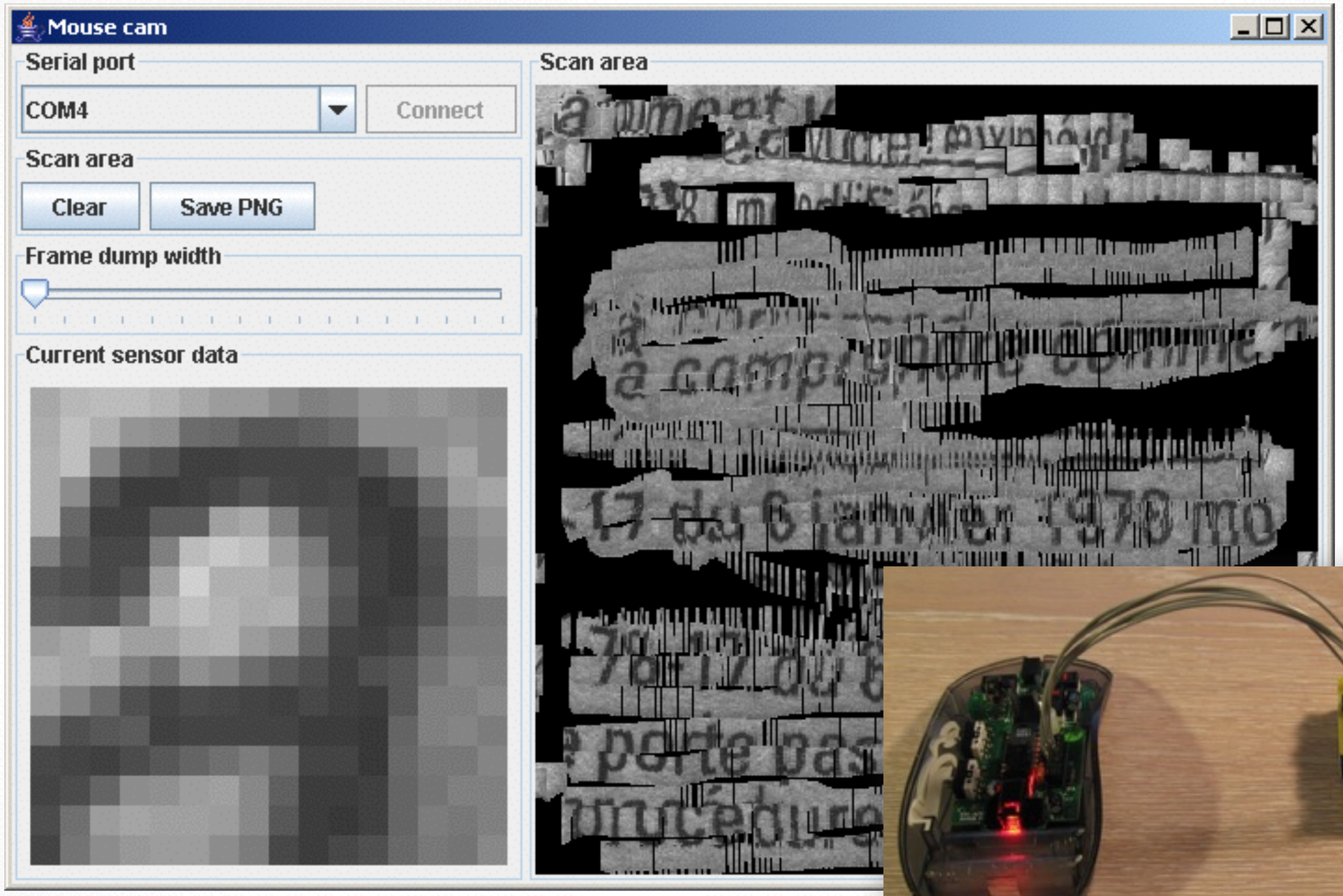
Keyboards

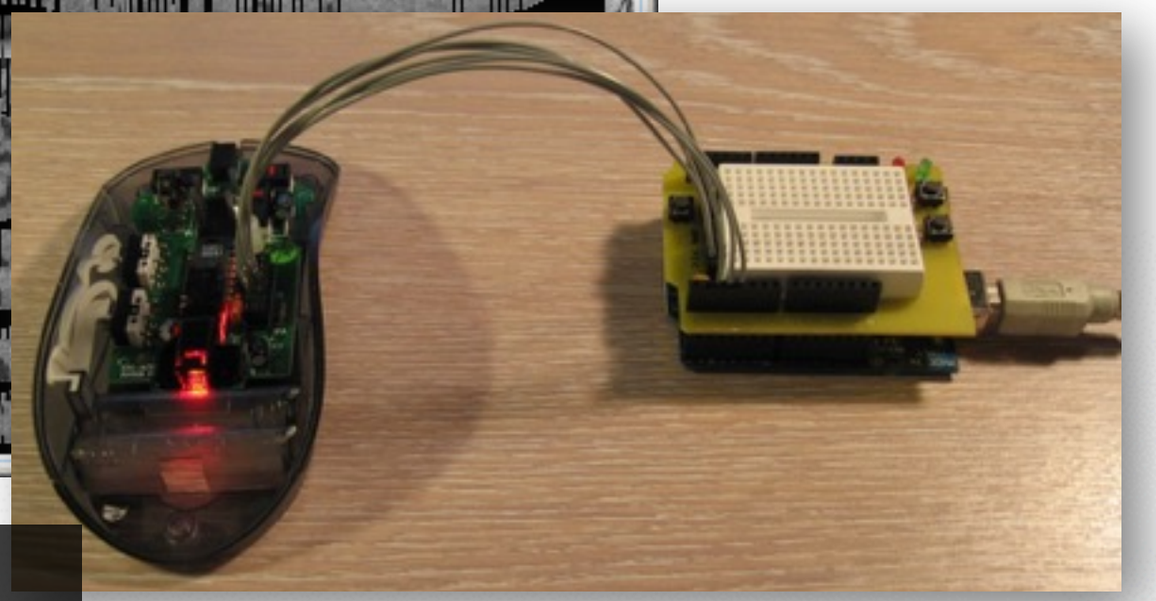


Key press closes circuit; character map used to determine which key (filter bounces)

http://www.headfuzz.co.uk/files/keyboard-matrix2-sch.png
http://graphics.stanford.edu/courses/cs148-11-fall/lectures/input.pdf

Optical Mice

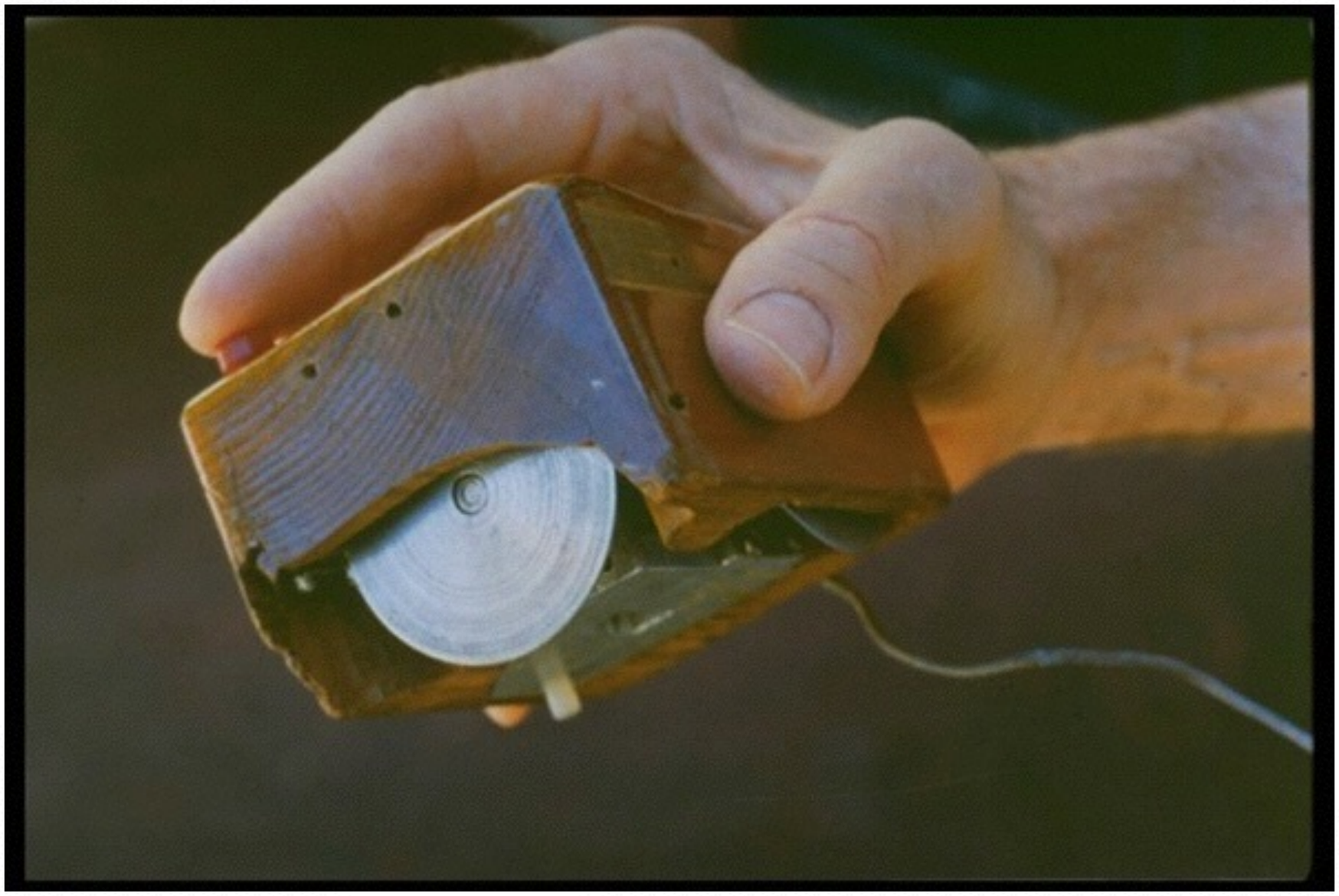




Digital Image Correlation

http://www.bidouille.org/hack/mousecam

Optical Mouse



http://www.blogcdn.com/www.engadget.com/media/2008/12/original-mouse-08dec03.jpg

Multitouch

DIY tables

Frustrated total internal reflection, direct illumination

iPod/iPad/Perceptive Pixel

Capacitive surface

Cheaper alternatives

Pressure

http://www.xda-developers.com/wp-content/uploads/2011/09/multitouch-gesture-on-iphone-ipad-and-ipod.jpg?139d23
http://www.talkandroid.com/wp-content/uploads/2011/09/ipad-multi-touch.jpg?3995d3

Other Input Sources

Game controller, joystick

Communicate with station

Wii remote

Accelerometers, IR sensor

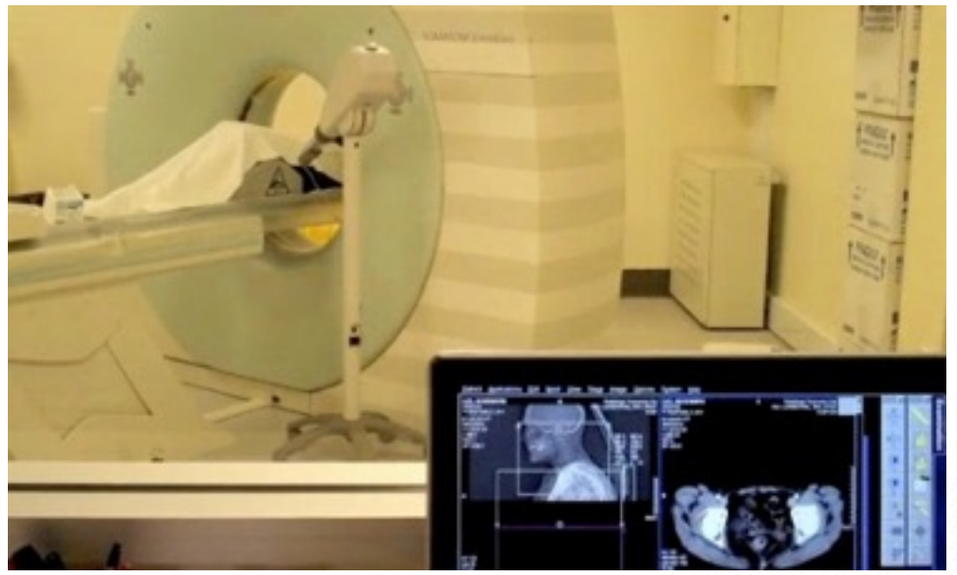
http://0.tqn.com/d/compactiongames/1/0/J/A/1/gp2.jpg
https://images-na.ssl-images-amazon.com/images/G/01/videogames/detail-page/B0045FGET2.01.lg.jpg

Other Input Sources

Camera

Kinect

Other Input Sources



http://www.cyberware.com/products/scanners/lss.html
http://home.12move.nl/~sh290334/dbase_force/cybergrasp.jpg
http://upload.wikimedia.org/wikipedia/commons/1/13/Rosies_ct_scan.jpg
http://www.nemusiccenter.com/product_images/u/377/SM58__69613_zoom.jpg
http://onemillionlyrics.com/lyrics/scanner/rmu
http://bssdigitalsound.files.wordpress.com/2008/02/midi-mk249c.jpg

Virtual Reality

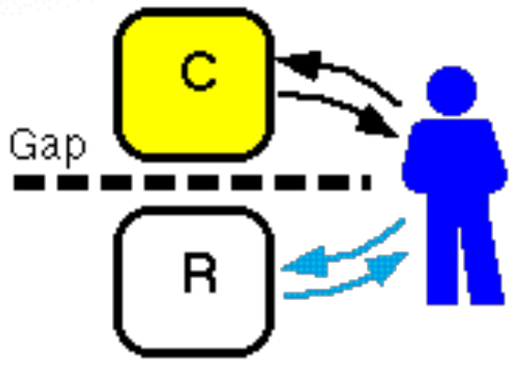
Technological Trends

- Smaller, cheaper, more functions, more intimate, **more immersive**

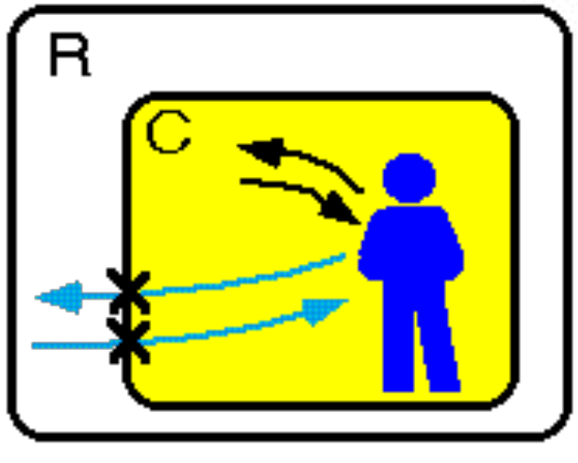
Technology becomes invisible

- Intuitive to use
- Interface over internals
- Form over function
- Human centered design

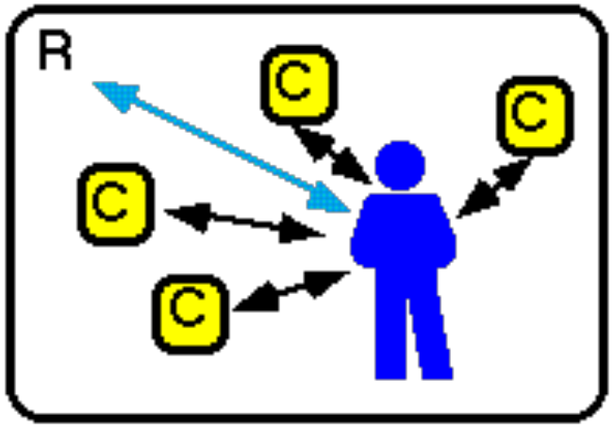
Invisible Interfaces



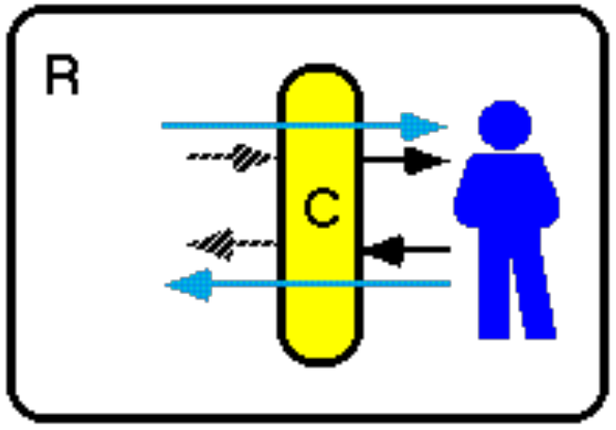
(a) GUI



(b) Virtual Reality



(c) Ubiquitous Computers

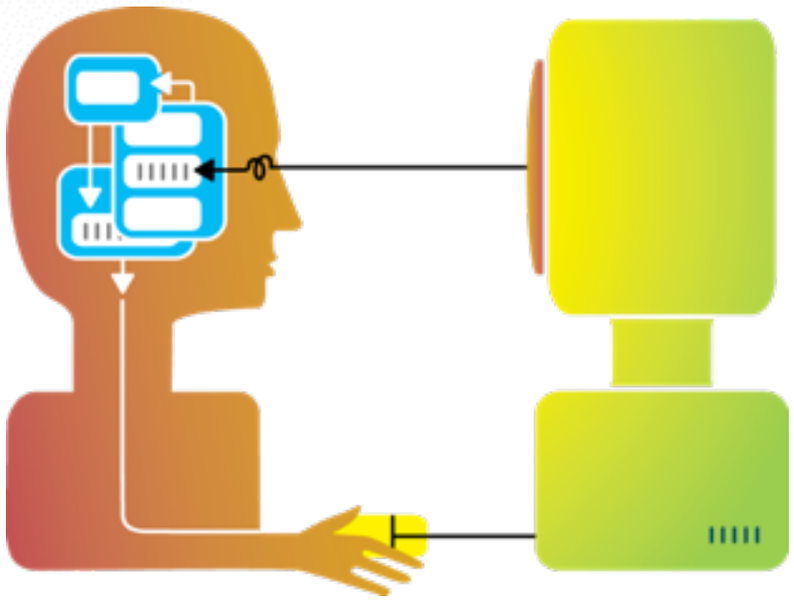


(d) Augmented Interaction

C Computer World
R Real World

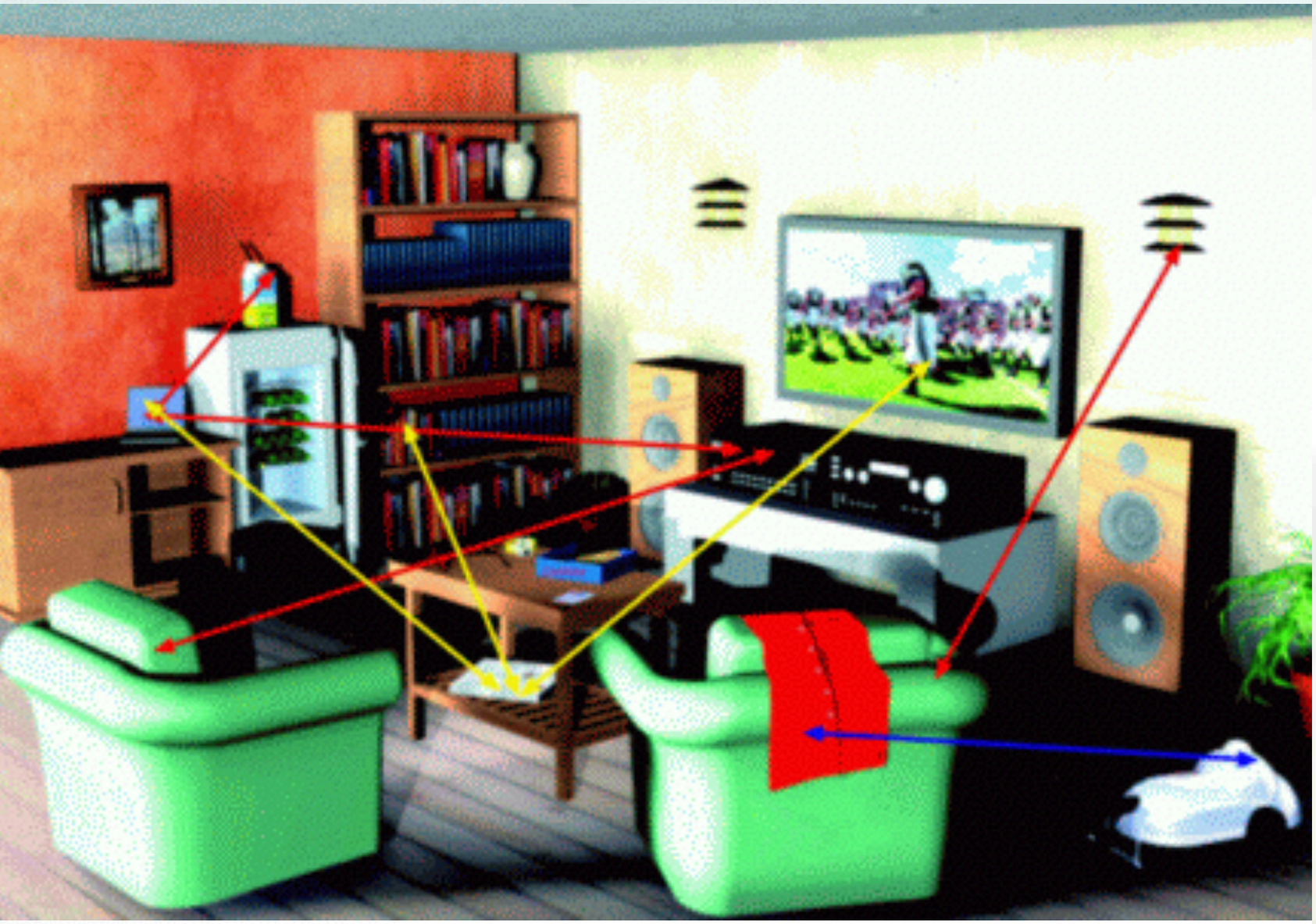
Human - Computer Interaction
Human - Real World Interaction
Real World - Computer Interaction

Graphical User Interfaces



- Separation between real and digital worlds
- WIMP (Windows Icons, Menus, Pointer) metaphor

Ubiquitous Computing



- Computing and sensing embedded in real world
- Particle devices, RFID, motes, arduino, etc.

Virtual Reality

- Morton Heilig
  - Not in computers!
  - Surround sound idea for the eyes…
- Why use 18% of the viewer's FOV in 2D, when we can use 100% in 3D…

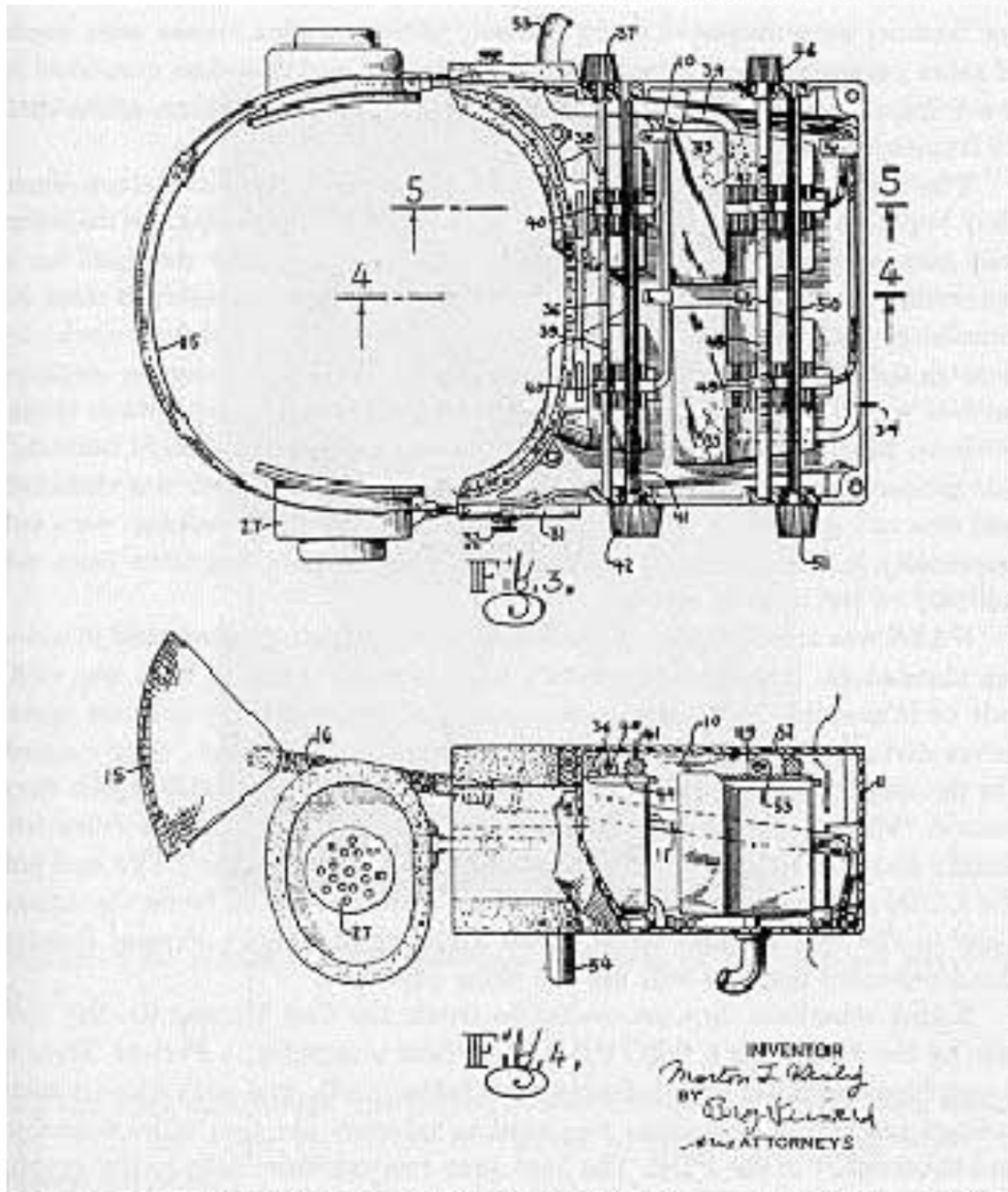
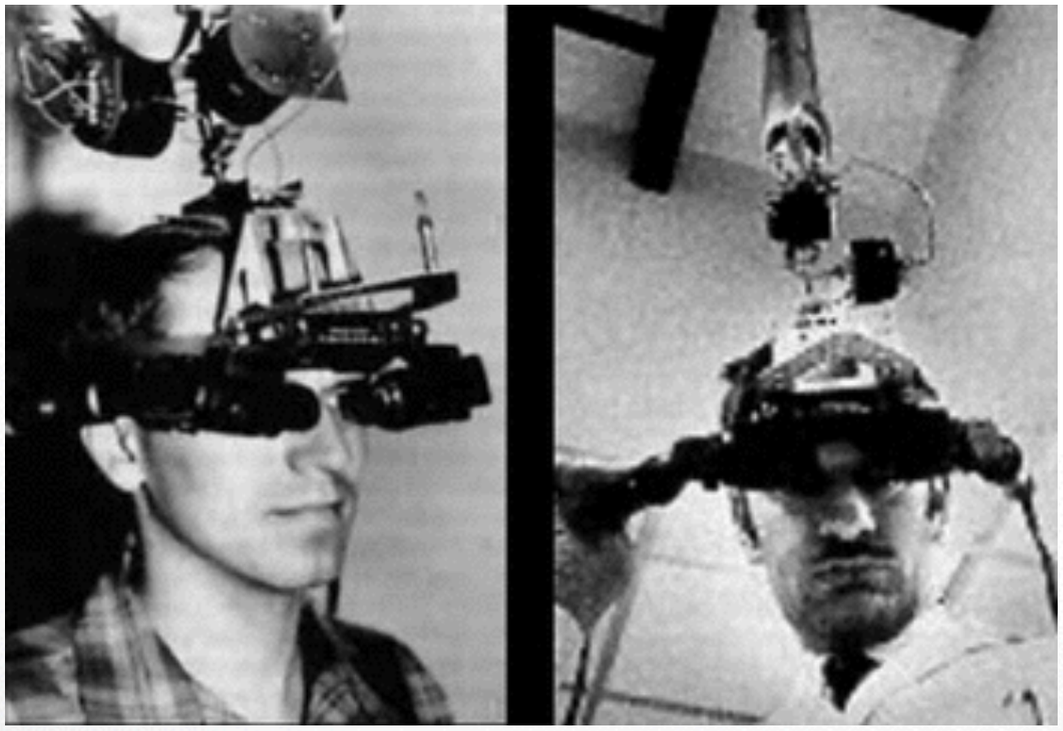


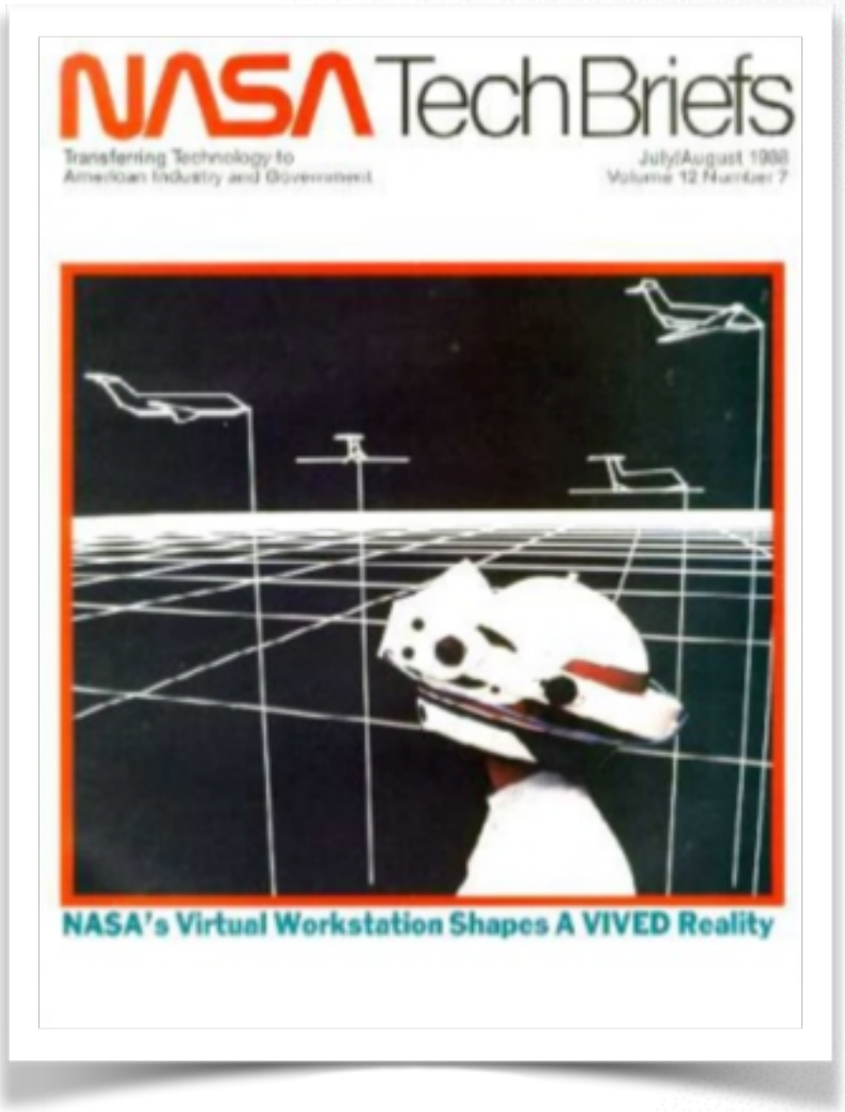
Figure 1.4: *Heilig's early Head-Mounted Display patent [Heilig 1960].*

Virtual Reality

- Too expensive, Heilig's plans fell through
- Sensorama! (early 60s)
- Ivan Sutherland continued (CRT's, CGI), flight sims

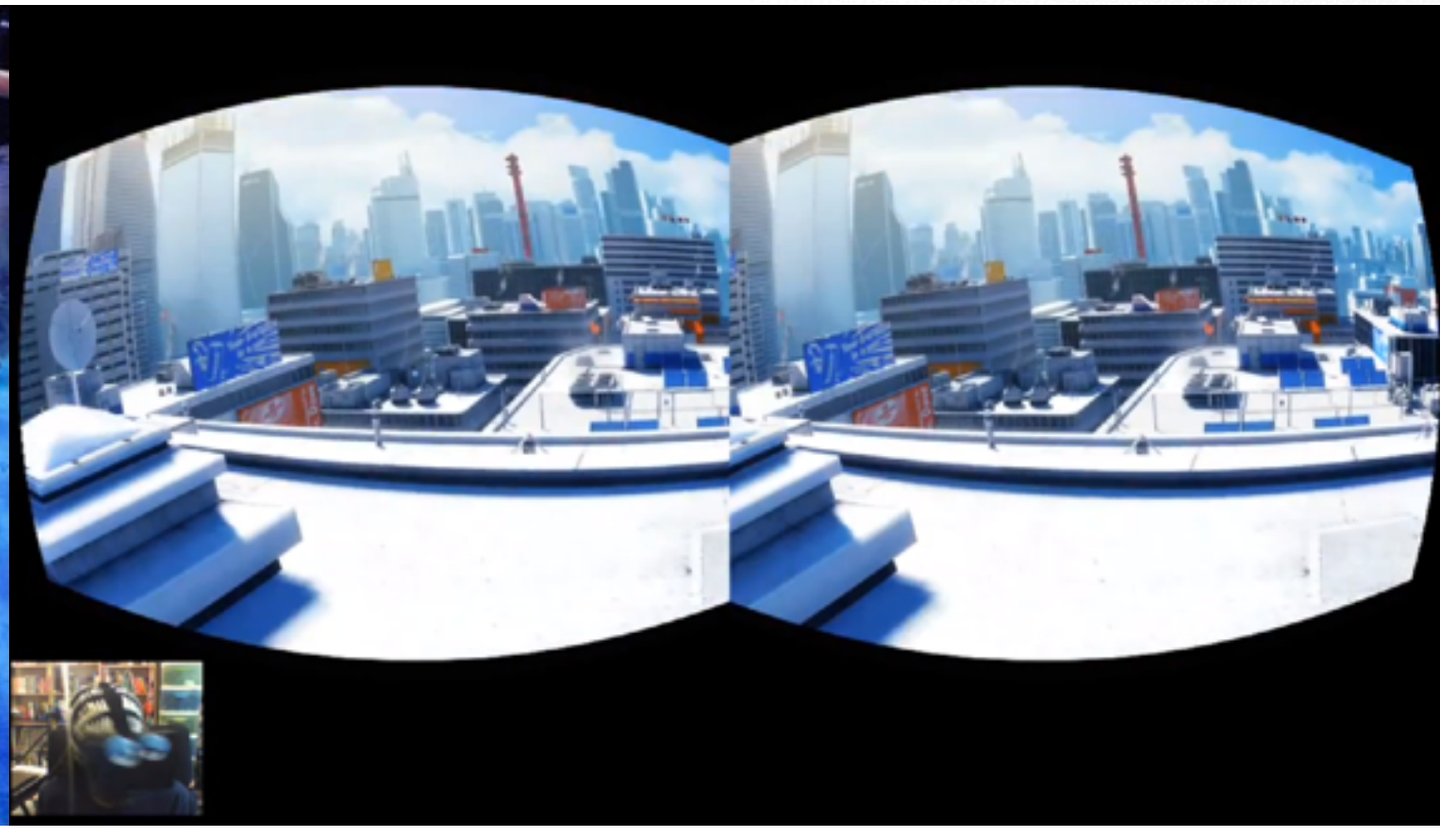


Virtual Reality



- 1985…

Virtual Reality



Immersive VR

- Head mounted display, gloves
- Separation from the real world

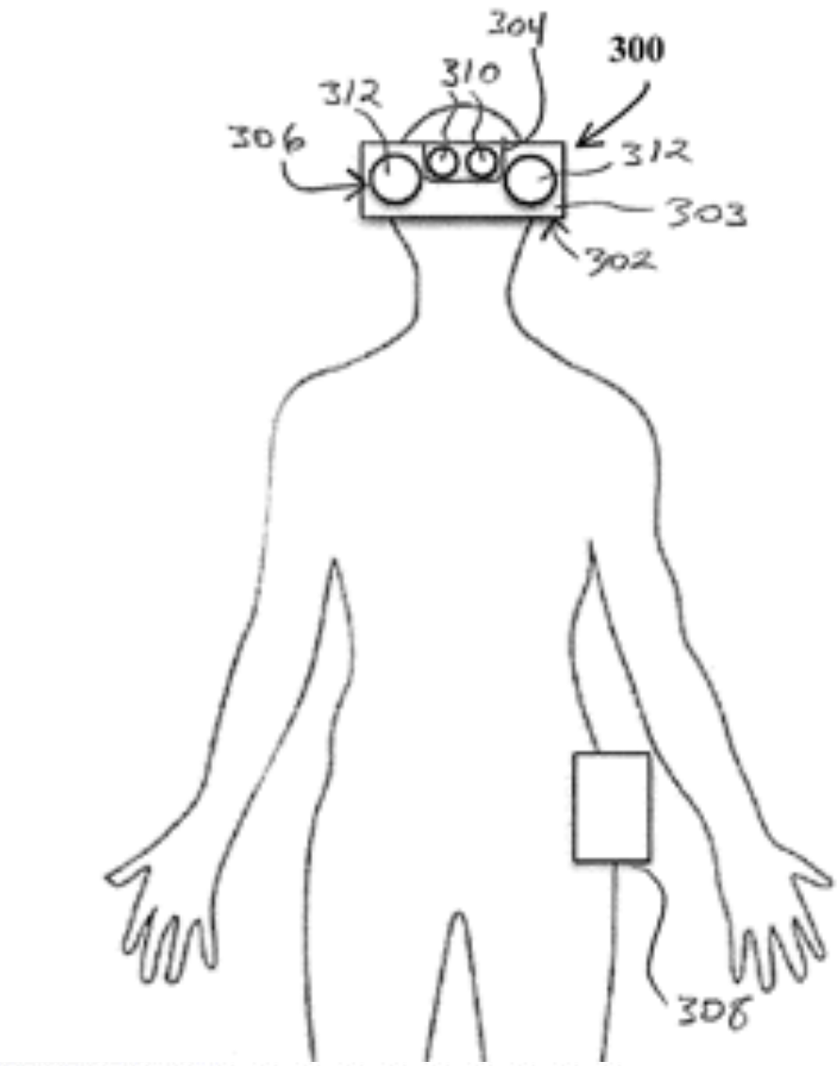
Augmented Reality

Defining Charactestics [Azuma 97]

- Combines Real and Virtual Images
  - Both can be seen at the same time
- Interactive in real-time
  - The virtual content can be interacted with
- Registered in 3D
  - Virtual objects appear fixed in space

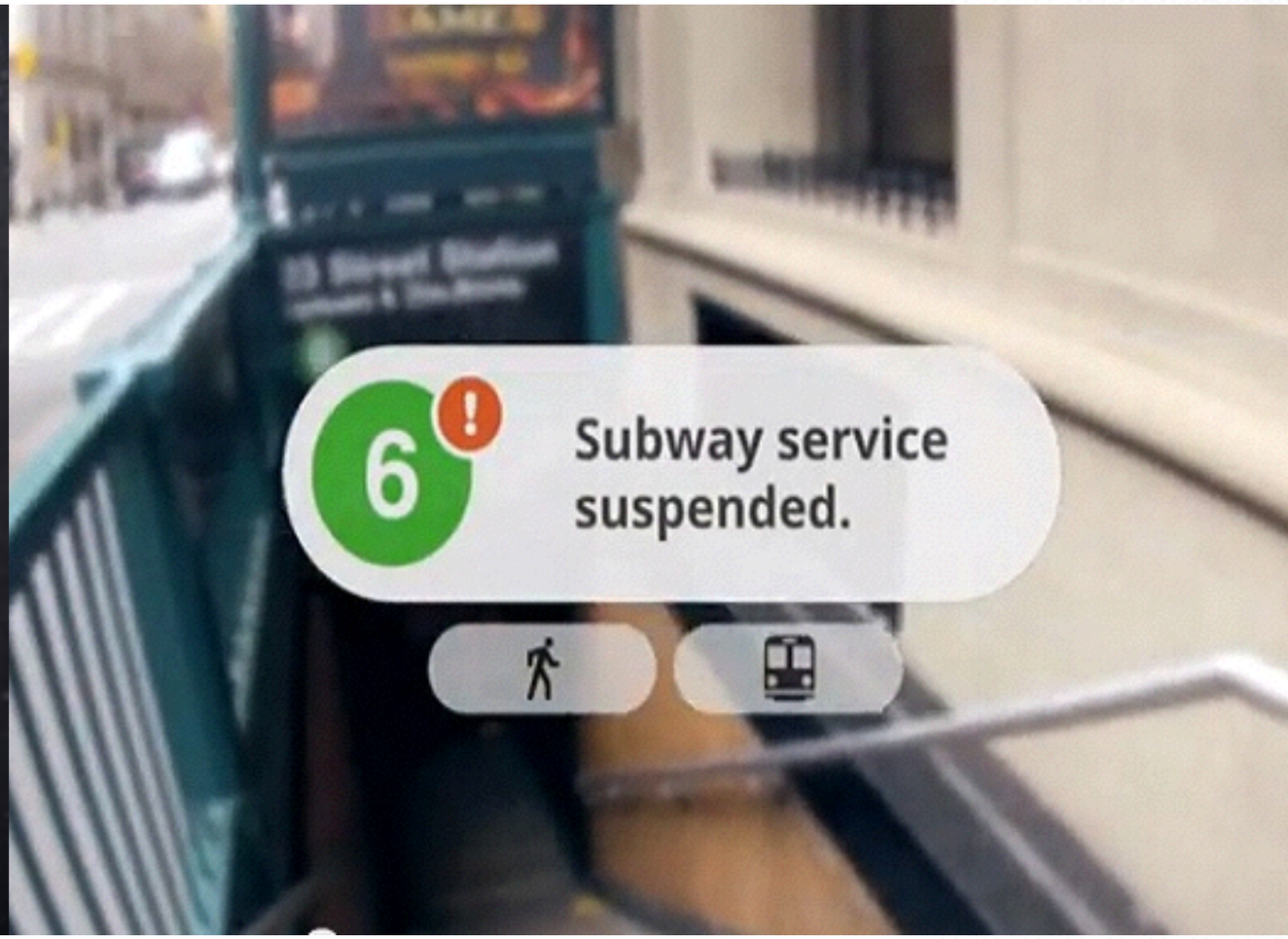
Azuma, R. T. (1997). A survey of augmented reality. Presence, 6(4), 355-385

Augmented Reality Examples



Magic Leap

Augmented Reality Examples



Google Glass

VR vs AR

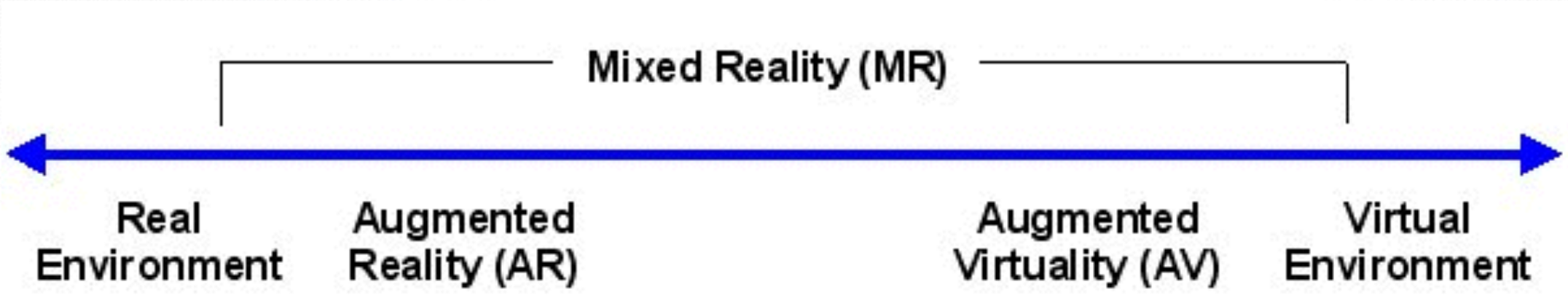
Virtual Reality: Replaces Reality

- Scene Generation: requires realistic images
- Display Device: fully immersive, wide FOV
- Tracking and Sensing: low accuracy used to be okay

Augmented Reality: Enhances Reality

- Scene Generation: minimal rendering okay
- Display Device: non-immersive, small FOV
- Tracking and Sensing: high accuracy needed

Milgram's Reality-Virtuality Continuum

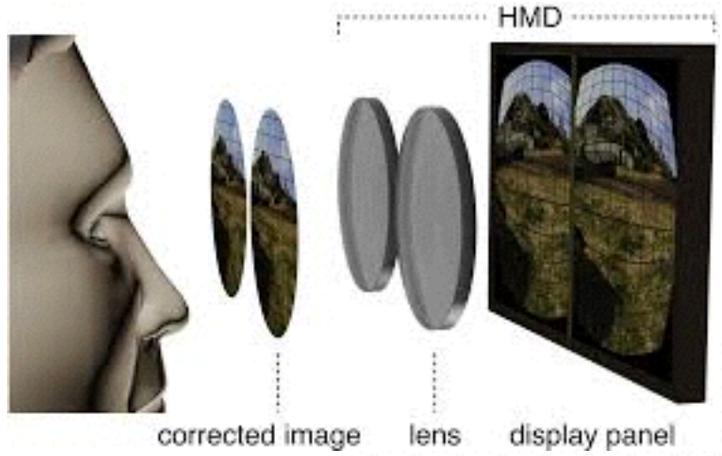





Recent Advances

- Low cost production
  - Wide-FOV (>110) Single Display
  - Cheap lenses

- OLED-driven Low Persistency Displays
  - Less smearing and ghosting artefacts
  - Sliced time frame rendering
  - Darker games are an improvement

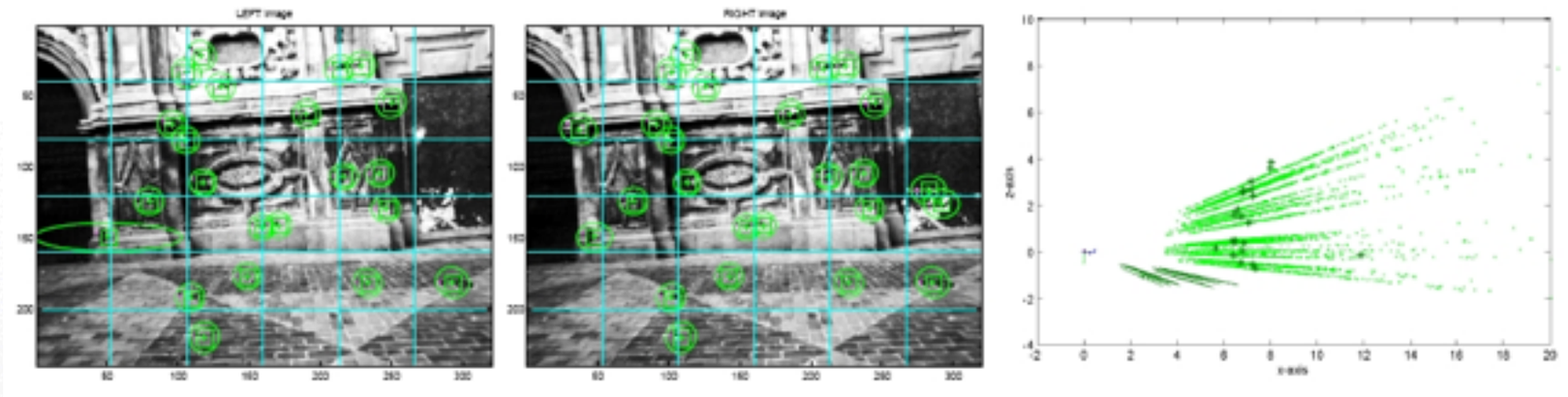


- High-quality realtime 3D content

Challenges: VR HMDs

Oculus Connect 2014, John Carmack:

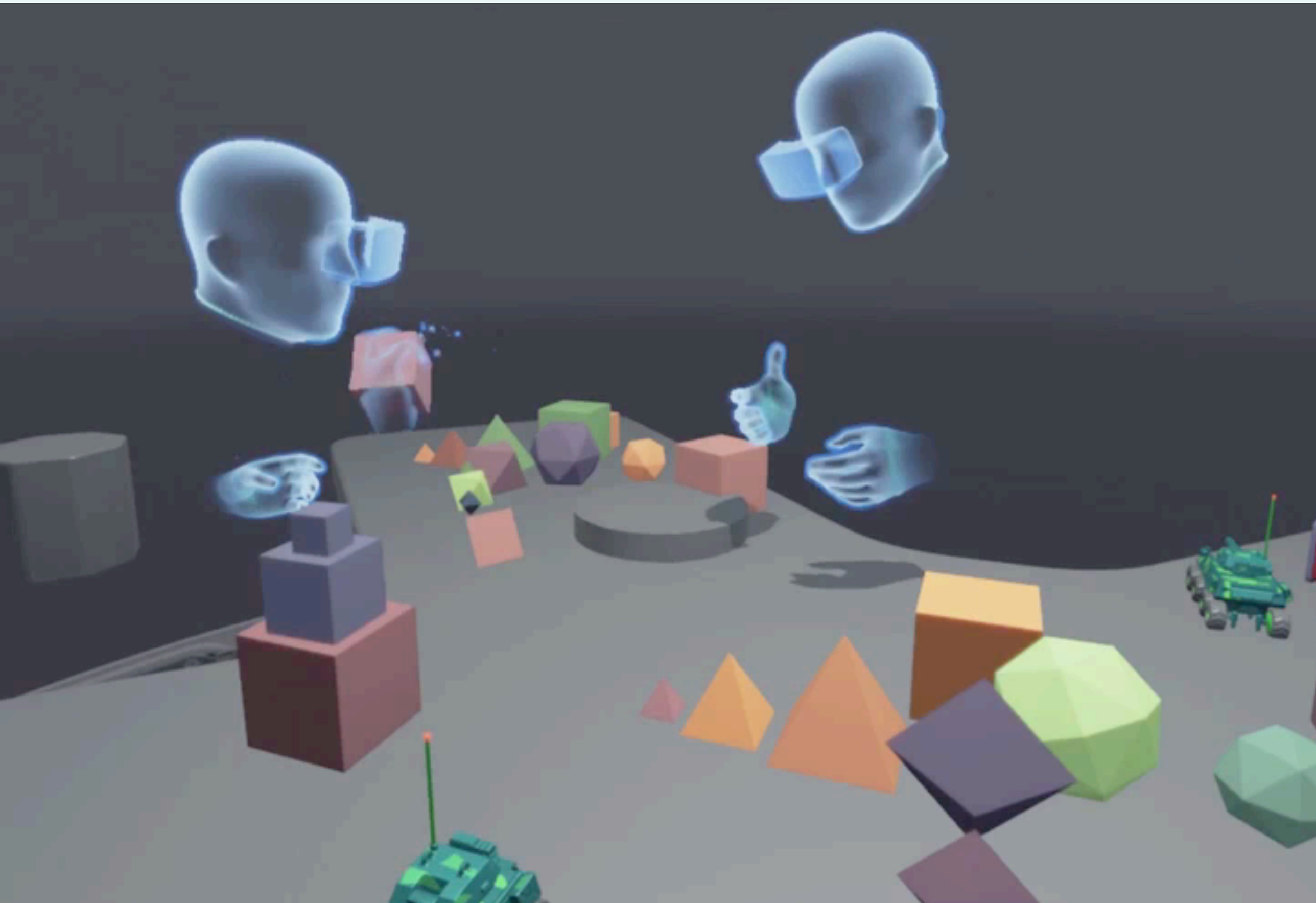
- Higher framerates without flicker problems
  - DK2 achieves 75Hz, optimal is 90-120 Hz
  - Resolution vs framerate vs bandwidth
- Inaccurate positional tracking
  - Submillimeter tracking - SLAM +IMU(Accelerometers/Magnetometers)
  - Relative velocity vs relative position?
  - No Jittering



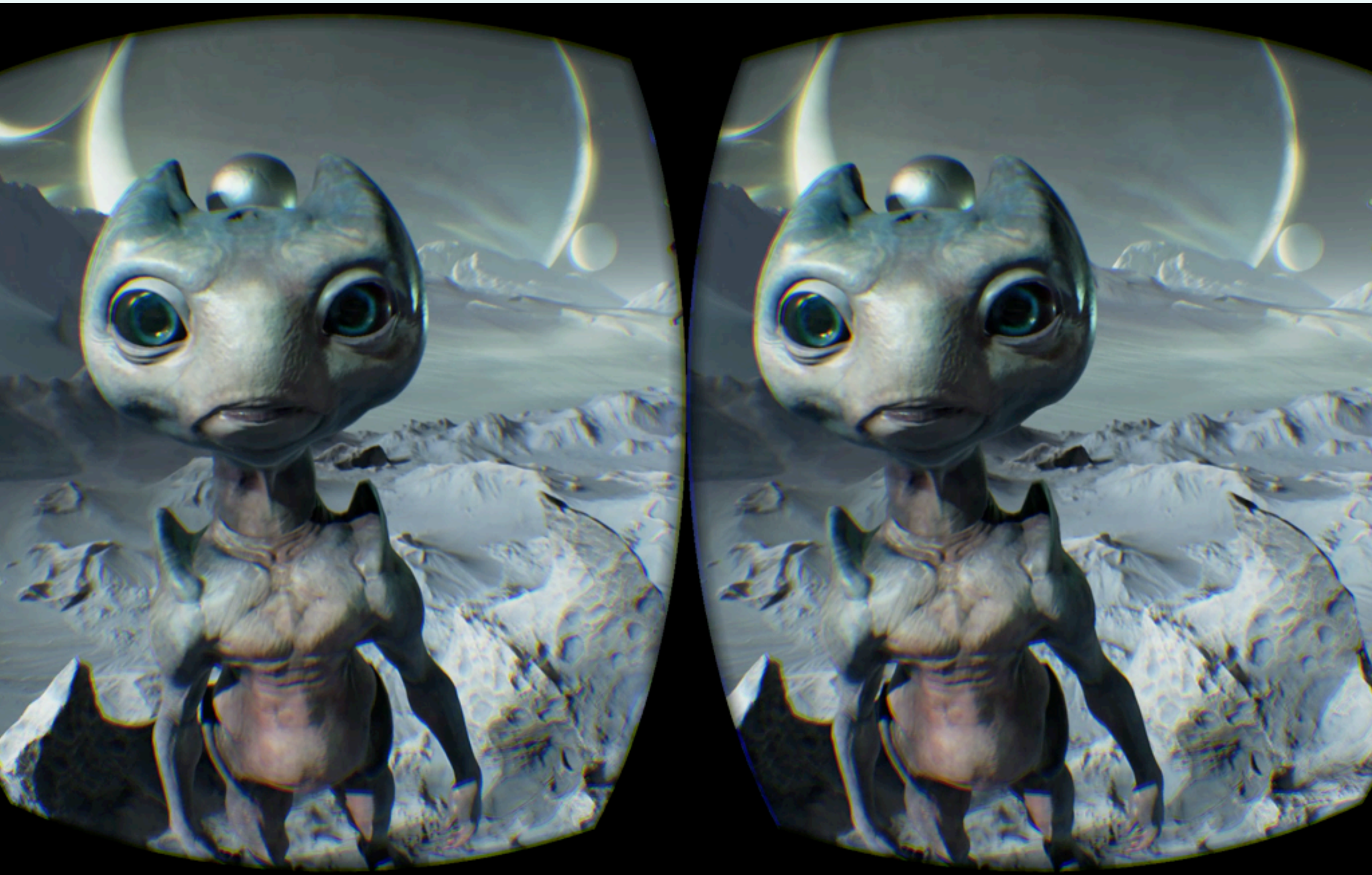
Virtual Reality **Reloaded**

Oculus VR 2012 / Crytek 2014

Social Interactions in Cyberspace



Immersive Virtual Worlds



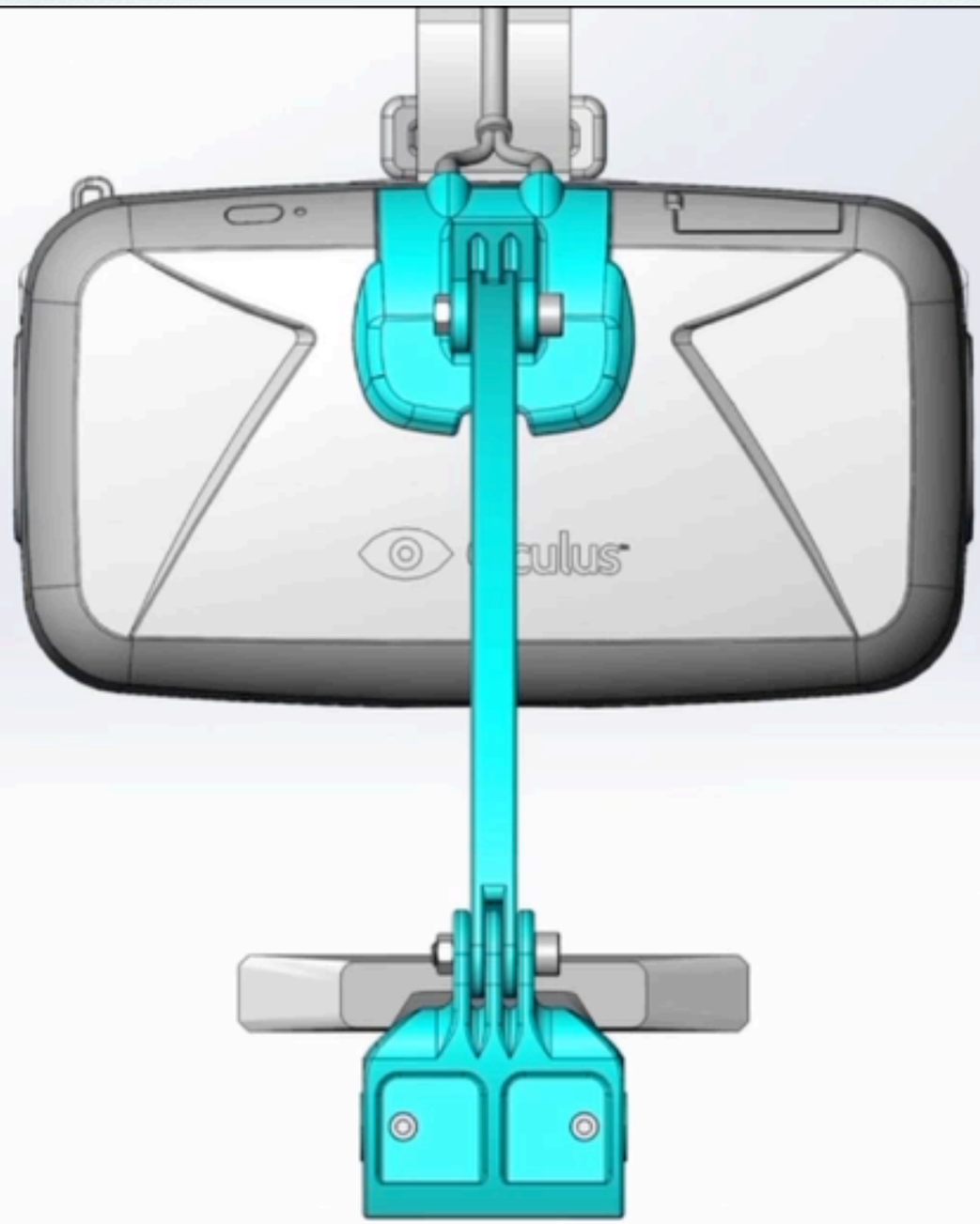
Very Low Cost

Consuming VR

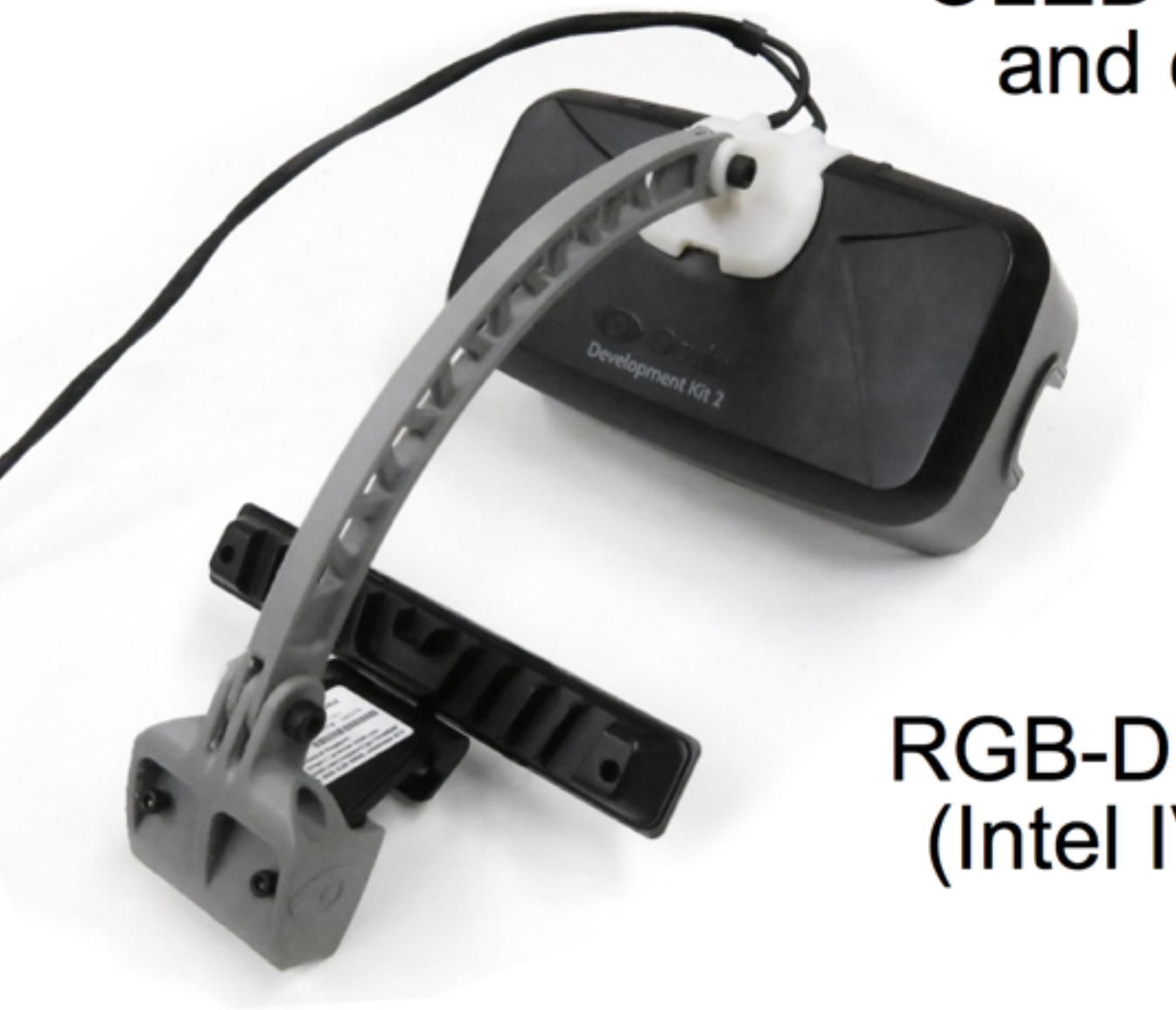
Online Virtual Worlds

Occlusions

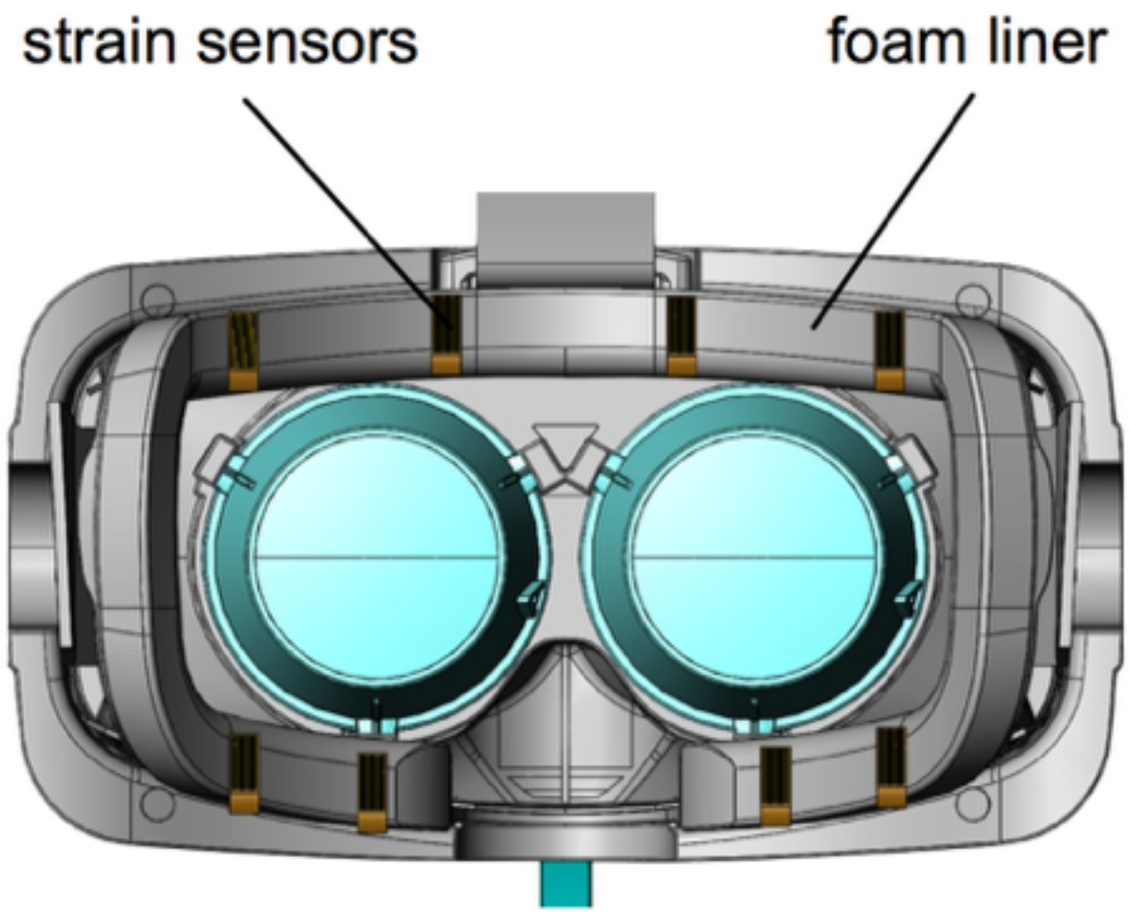
Facial Performance Sensing HMD



Facial Performance Sensing HMD



Facial Performance Sensing HMD

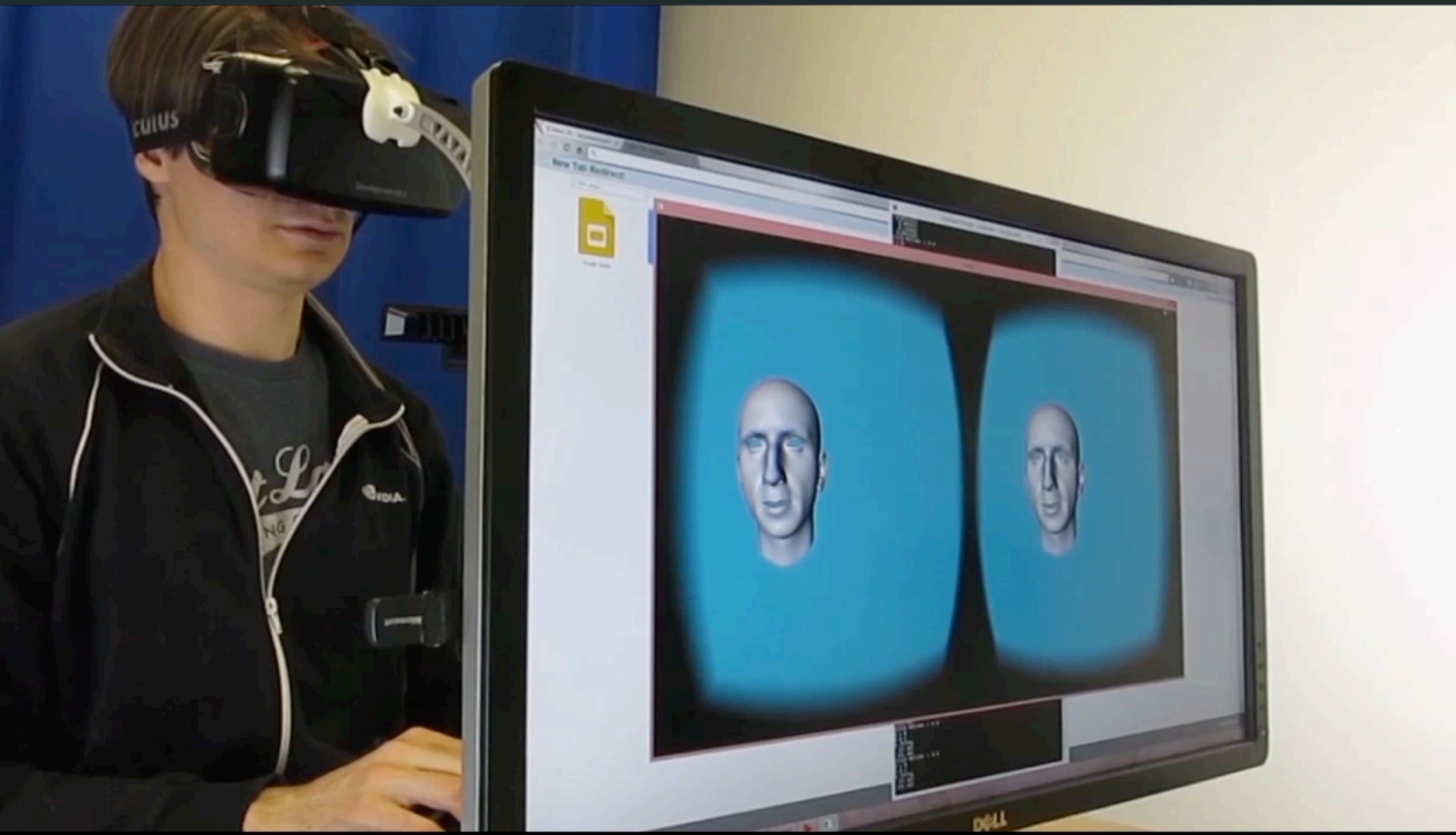


interior
(CAD model)

Facial Performance Sensing HMD

Ultra Thin Flexible Electronic Materials

Live Demo



Offline Training

input RGB

input depth

tracking (training)

predicted mapping

Online Operation

input RGB

input depth

performance

tracking (online)

tracking (fixed)

final output

Retargeting

Social Interaction in CyberSpace

http://cs420.hao-li.com

Thanks!