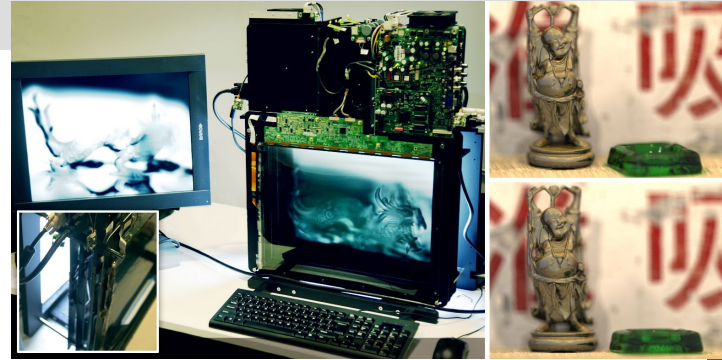


SPECIAL SEMINAR

Computational Light Field Displays



Dr. Gordon Wetzstein

With the invention of integral imaging and parallax barriers in the beginning of the 20th century, glasses-free 3D display has become feasible. Today -more than 100 years later- glasses-free 3D displays mostly remain a niche product. Hope is not lost! Nintendo recently introduced the 3DS - the first attempt to push glasses-free 3D displays into the mass market. While successful in generating interactive 3D content, the underlying display technology in the 3DS has not fundamentally changed in the last century. In this talk, we explore modern approaches to glasses-free 3D display using dual and multi-layer light field displays. In contrast to conventional display technology, these systems aim for a joint design of the display optics and computational processing - a concept that has been exploited for image capture in computational photography for about a decade.

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