We present a 8-dimensional (8D) display that allows glasses-free viewing of 3D imagery, whist capturing and reacting to incident environmental and user controlled light sources. We demonstrate two interactive possibilities enabled by our lens-array-based hardware prototype, and real-time GPU-accelerated software pipeline. Additionally, we describe a path to deploying such displays in the future, using current Sensor-in-Pixel (SIP) LCD panels, which physically collocate sensing and display elements.

Author Keywords
3D display; Light Fields; Light-based interaction, relightable

ACM Classification Keywords
H.5.2 Information Interfaces And Presentation: User Interfaces: Input Devices and Strategies

General Terms
Algorithms, Experimentation, Design

INTRODUCTION
Imagine a display that behaves like a window. Glancing through it, viewers perceive a virtual 3D scene with correct parallax, without the need to wear glasses or track the user. Light that passes through the display correctly illuminates both virtual objects on the display and physical objects in the environment. While researchers have considered such displays, or prototyped subsets of these capabilities, we contribute an interactive 8-dimensional (8D) display which simultaneously captures and displays a 4D light field.

We describe the design of our lens-array based, projector-camera 8D display prototype, and GPU-based pipeline for real-time rendering and capture of 4D light fields. Our prototype provides horizontal and vertical parallax as a user moves within the viewing region, without the need for user instrumentation or tracking. Additionally, our display simultaneously captures the incident 4D light field from environmental or user controlled light sources. We demonstrate the use of such a display in interactive scenarios: allowing for realistic relighting of virtual 3D objects, as well as the unique ability to use any light source as a user input controller, for example to visualize medical imaging data. With the advent of sensor-in-pixel (SIP) LCD displays, we propose a clear path to implementing thin, portable, 8D displays in the future.

CONTRIBUTIONS
• A real-time, relightable, glasses-free 3D display with horizontal and vertical parallax (8D display)
• Demonstrate two user interaction scenarios made possible by 8D display
  – Relightable objects
  – Non-physical lighting (X-Ray lights)
• Propose architecture for future cheap, portable, light field interaction devices

BACKGROUND
Light fields have long been a valuable tool in rendering [15], and more recently in developing next-generation cameras [18, 21] and displays [22]. They have also been used in a limited way for HCI, where depth information and gesture can be extracted from a light field captured through a prototype SIP screen and combined mask [8].
Glasses-free 3D parallax barrier [11] and lens-array [16] displays have existed for over 100 years. Nayar et al. [17] create a lighting sensitive display, though it cannot accurately map shadows and specularities. BRDF displays can simulate flat surfaces with a particular Bi-Directional Reflectance Distribution Function [9]. 6D displays that demonstrate 4D relighting of 2D images have been shown in both active [8] and passive [7] modes. A recently shown 7D display [20] tracks a single light point as input. In a closely related work, Cossairt et al. [4] implement a 7fps 8D display, but focus on rendering illumination effects for a 2D camera, rather than 3D perception for a live viewer. Our work contributes a hardware approach to real-time 8D display that is compatible with emerging display technologies and a new GPU rendering and capture pipeline to make simultaneous, interactive 4D lighting and 4D capture feasible.

Our display offers interesting possibilities for interacting through light. Light pens and widgets have been previously used for interaction [2]. In recent years, lighting widgets have been integrated into tabletop computing systems [14], and novel optics and computer vision have been used for interaction with screens, tables, and physical surfaces over a screen [12, 19, 6]. We are proposing the first interaction system capable of fully capturing and displaying arbitrary light transport within a volume above the display.

IMPLEMENTATION

Hardware

We propose to implement an 8D display by placing an array of microlenses on a SIP LCD screen. Due to the pixel pitch limits of existing SIP hardware, we implement an equivalent projector-camera system (Figure 1). We place a 150mm × 150mm hexagonal lens array (Fresnel Tech. #360, 0.5mm pitch) atop a Grafix acetate diffuser onto which we project the scene from through a 40/60 beamsplitter. We prevent cross-talk by multiplexing both through crossed linear polarizers.

Calibration

Our prototype system necessitates a calibration step to align the sample grids of the camera and projector with the real-world coordinates of the lens sheet (Figure 3). To calibrate the camera, a collimated light source is placed above the lens sheet, creating a point below each lens center, which can be located in the camera’s view. A grid of 3rd order polynomial lines are fit to the grid of detected lens centers to reduce the contribution of local intensity variation caused by non-uniformity in the diffuser sheet.

The projector is calibrated using the morié magnifier [10] effect. A hexagonal grid of red bars on a black background is projected at the expected lens center locations. The scale and rotation of the projected image are adjusted until the central view above the lens sheet is solid red.

Real-time GPU Pipeline

The 8-Dimensional nature of our relightable 3D display is apparent within our GPU pipeline implementation. Our main 8D rendering pipeline depicted in Figure 2 and described in this section, generates both the input and output light fields using off-screen rendering to texture arrays. Implemented in HLSL and DirectX 11, the GPU pipeline runs in real-time on an Nvidia GTX 470 GPU. Our draw loop consists of $N \times M$ renderings of our 3D scene, one pass for each of the $N \times M$ light field views shown on our display (Figure 2, Center). Each view is observed using an off-axis oblique camera projection [13], corresponding to the view angle through the lens sheet of our 8D display prototype, and then rendered into a slice of a 2D texture array. We implement a simplified version of the rendering equation, neglecting BRDFs.

$$L_o(x, \omega) = \int_{\Omega} L_i(x, \omega')(-\omega' \cdot n)d\omega'$$

(1)

where $L_i$ is the measured incident light field, $L_o$ the displayed light field, and $\omega'$ the incoming lighting direction. Though in our model local regions are invariant in outgoing light direction, $\omega$, each light field view is generated with a view matrix corresponding to a virtual skewed orthographic camera viewing the scene from $\omega$. 
To capture a 4D light field we deinterlace images recorded from the back of the lens array in our GPU pipeline (Figure 2, Left). For each render pass, we project $P \times Q$ captured input views onto the scene using projective texture mapping. In practice, we use $5 \times 5$ views for both input and output, as a limited number of texture look-up coordinates can be passed between the shader stages. After the 8D rendering is completed, two additional render passes with associated shader stages implement two 4D spatio-angular filtering operations, and hexagonal interlacing/deinterlacing (Figure 2, Right).

**PERCEPTION AND INTERACTION**

The importance of lighting in perception has long been recognized in photography and computer graphics. It has been studied in detail with respect to the human visual system and plays a central role in our understanding of the world. Our goal in creating an 8D Display is to take a step towards displays that can produce the convincing illusion of physical reality [1, 5]. A key aspect of this goal will be the ability of these displays to realistically react to incident environmental lighting. Beyond the reproduction of physical reality, it is possible to render non-physical scenes that fulfill interface or interaction goals. Figure 1 shows the 8D display prototype rendering a virtual 3D model. When viewing the display, the model appears to be 3D, with full parallax. In this example, the user also moves a lamp over the display, and the 3D model responds to the incident light and is correctly re-illuminated.

In a second demonstration, depicted in Figure 4, more intense light acts like a virtual x-ray, revealing inner structure in MRI data. In this case, the skin of the patient is visible under lower light conditions, allowing a clinician to visually identify the patient. As the x-ray lamp is brought closer to the screen, the skin layer becomes transparent, revealing the segmented brain imagery.

**LIMITATIONS**

Our 8D display prototype is subject to optical and computational limitations on its performance. Our prototype supports...
7 × 7 views optically. However, due to limitations of our GPU pipeline, we are able to support only 5 × 5 views in real time. Though our output images are resampled onto a hexagonal grid in our GPU pipeline in order to accommodate the hexagonal lens array, the approximate equivalent rectilinear resolution of our display is 274 × 154 per view. With a 3 mm focal length, the lens array offers a 19° field-of-view.

Sampling theory for automultiscopic displays, which predicts the inherent spatio-angular resolution trade-off shared by all such designs, is characterized by Zwicker et al. [23]. Their frequency domain analysis explains the depth of field exhibited by automultiscopic displays. Following Zwicker, for a display with angular sampling rate Δν, and spatial sampling rate Δt, objects at distance |z| > Δz/Δt will be blurred. Defining the t plane at the focal point of the lens sheet, and the v plane at unit distance, Δt = 0.547 mm and Δv = 0.026 mm. Given the above equation for z, objects up to 21 mm from the display are reproduced without blur. Empirical depth of field characterization shows satisfactory reproduction for objects extending up to 3 cm. This can be improved with increased angular resolution.

Direct reflection and scattering from the lens sheet competes with the light emitted from the screen of 8D display. Anti-reflection coatings can reduce such reflections to less than 1% of incident light, and are common in commercial optics. (E.g., Anti-Reflective Coatings for Acrylic by American Polarizers, Inc.)

These factors limit the spatial resolution of our prototype display currently. For example, in Figure 4 (Center, vs Bottom), details of the face and brain are obscured in our lower spatial resolution display prototype. Even at these low resolutions, our prototype illustrates the potential of such light-based interactive displays.

FUTURE WORK

The examples demonstrated in this work only begin to touch on the possibilities enabled when light transport is modeled by a display in this way. Abundant interactive possibilities include: using an off-the-shelf light source as 6DoF input controller, direct manipulation of physical light to cause relighting of 3D scenes, augmented-reality mirrors, accurately mimicking surfaces with exotic BRDFs, and applying non-realistic physics to real lighting sources. Beyond our demonstrated x-ray example, one could imagine implementing non-euclidean optics, with multiple 8D displays. 8D Displays of sufficient intensity can be used to computationally illuminate objects in the environment, for interaction, user guidance, or advanced shape scanning and acquisition. Modulating rendering properties based on incident light color would also be a powerful interaction metaphor, but our prototype is currently capable only of grayscale input.

Much of the potential impact of this research is predicated on the existence of Sensor-In-Pixel (SIP) LCDs. In recent years LCD manufacturers have introduced semiconductor technologies that combine light sensitive elements into the LCD driver matrix [3]. In combination with collocated, thin, optical capture and display elements, such as those provided by a SIP LCD, this work suggests a straightforward route to achieving a low-cost, commercially realizable, real-time, 8D display. The 40 in diagonal Samsung SUR40 Sensor-In-Pixel display has 1920 × 1080 resolution, yielding a pixel pitch of 55 dpi. One goal of this work is to inspire manufacturers to increase these numbers.

CONCLUSION

As human capabilities are further enhanced by computation, we are becoming limited by the I/O bandwidth between our brains and external computation. In this paper we have presented a glasses-free 3D display capable of reacting to real-world environmental and user-controlled lighting in real time. This work paves the way to creating displays that can produce physically convincing illusions that participate optically in the environment in which they are rendered. Our thesis is that such displays will unlock the full power of the human visual system, which itself developed in a vibrant world, with three spatial dimensions, that affords eight-dimensional light transport. Increasing the bandwidth between the human brain and computation will be a key challenge for computer science in the coming decades, with implications far outside of computer science in nearly every human endeavor. The new display and input capabilities afforded by the 8D Display draw on many disciplines within computer science, including graphics and human-computer interfaces – various aspects of the work were presented at ACM SIGGRAPH 2012 and will be shown at ACM SIGCHI 2013 – and diverse fields outside computer science: optics and electronics. We envision a future where interaction with computational systems is perfectly impedance-matched to the capabilities of the human brain and senses. 8D Displays will be an integral part of future interactive systems that hope to fully engage the human visual system, and as such will illuminate areas of future research in computer science.

VIDEO FIGURE

A video demonstrating our prototype 8D Display can be found at http://web.media.mit.edu/mhirsch/8D.

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