

Auto-Stereoscopic 60 View 3D using Slanted Lenticular Lens Arrays

Hee-Jin Im*, Byung-Joo Lee*, Hyung-ki Hong*, and Hyun-Ho Shin*

Abstract

A natural 3D image is considered by many people to be next-step in evolution of displays. This paper introduces auto-stereoscopic 3D of 60-view number, which is made using slanted lenticular lens array and LCD of 15.1 inch diagonal size and 3200 by 2400 pixel numbers and presents the results of our prototype. Due to its large view number, smooth motion parallax is observed and the visual fatigue is reduced.

Keywords : Auto-stereoscopic, 3D, Super Multiview, Slanted lenticular lens

1. Introduction

Watching a natural 3D image is considered by many people to be next-step in evolution of displays. In case of auto stereoscopic type 3D which requires no additional special eyeglasses, light distribution from each pixels are modified such that each eye of the viewer sees different images from the same display. This binocular disparity between left and right eyes makes the viewer perceive 3D images. In case of auto stereoscopic multi-view 3D using flat panel display, more than 2 different images are seen along the horizontal direction. The total number of different images is known as view number and increase of view number has been known to provide motion parallax as well as binocular disparity and to reduce visual fatigue by moving viewers' head as the viewer moves from view window to view window.

Various methods had been reported to make multi-view 3D such as zigzag shaped barrier and slanted lens array.

Though 3D of view number such as 36 and 72 have been reported, we think that design rule for a very large view number is not yet well defined. In fact, only a few prototypes have been reported. With the increase of view number and decrease between viewing zones, overlap between zones affects 3D image quality. We designed a 60 view 3D configuration, which would cause result in color separation for 3D of small view number, and we conducted experiments on our 3D prototype to check how much this would affect 3D image quality.

2. Experimental procedures

We require a new 3D display design condition for making auto-stereoscopic super multi-view 3D system to reduce visual fatigue and to provide motion parallax.

We designed auto-stereoscopic 60view 3D using lenticular lens array slanted angle of $\tan^{-1}(1/5) = 11.3^{\circ}$. Multi-view 3D using this slanted angle has not been reported.

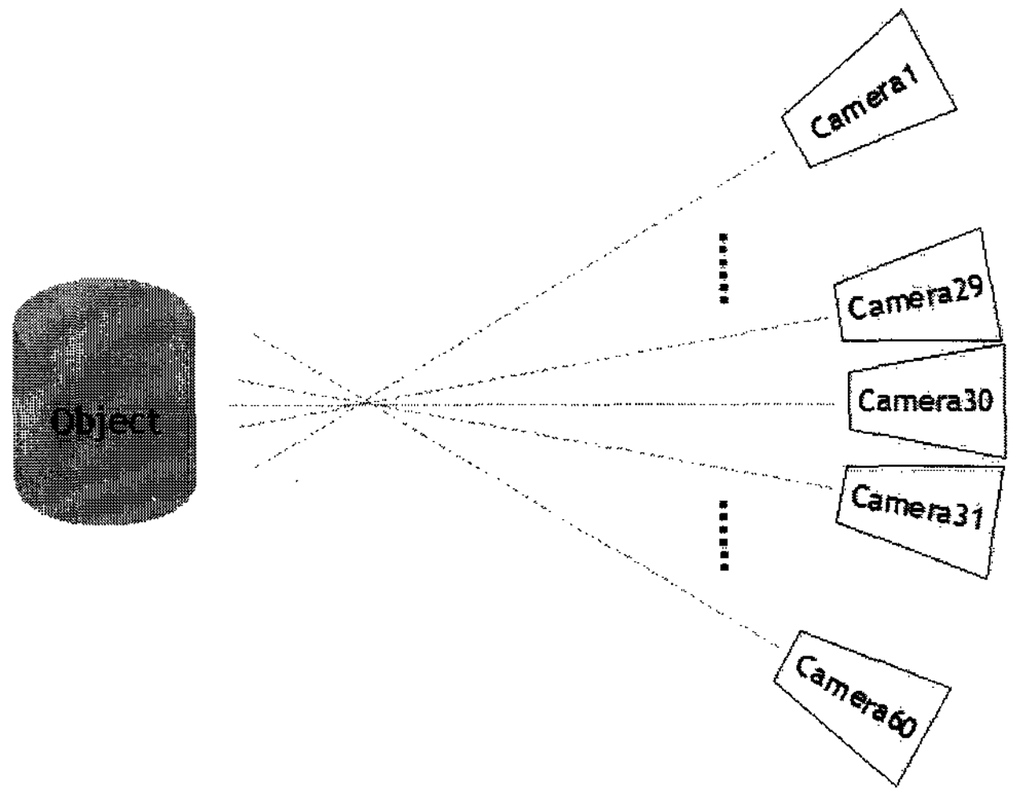

Fig. 1. Getting 60-view images

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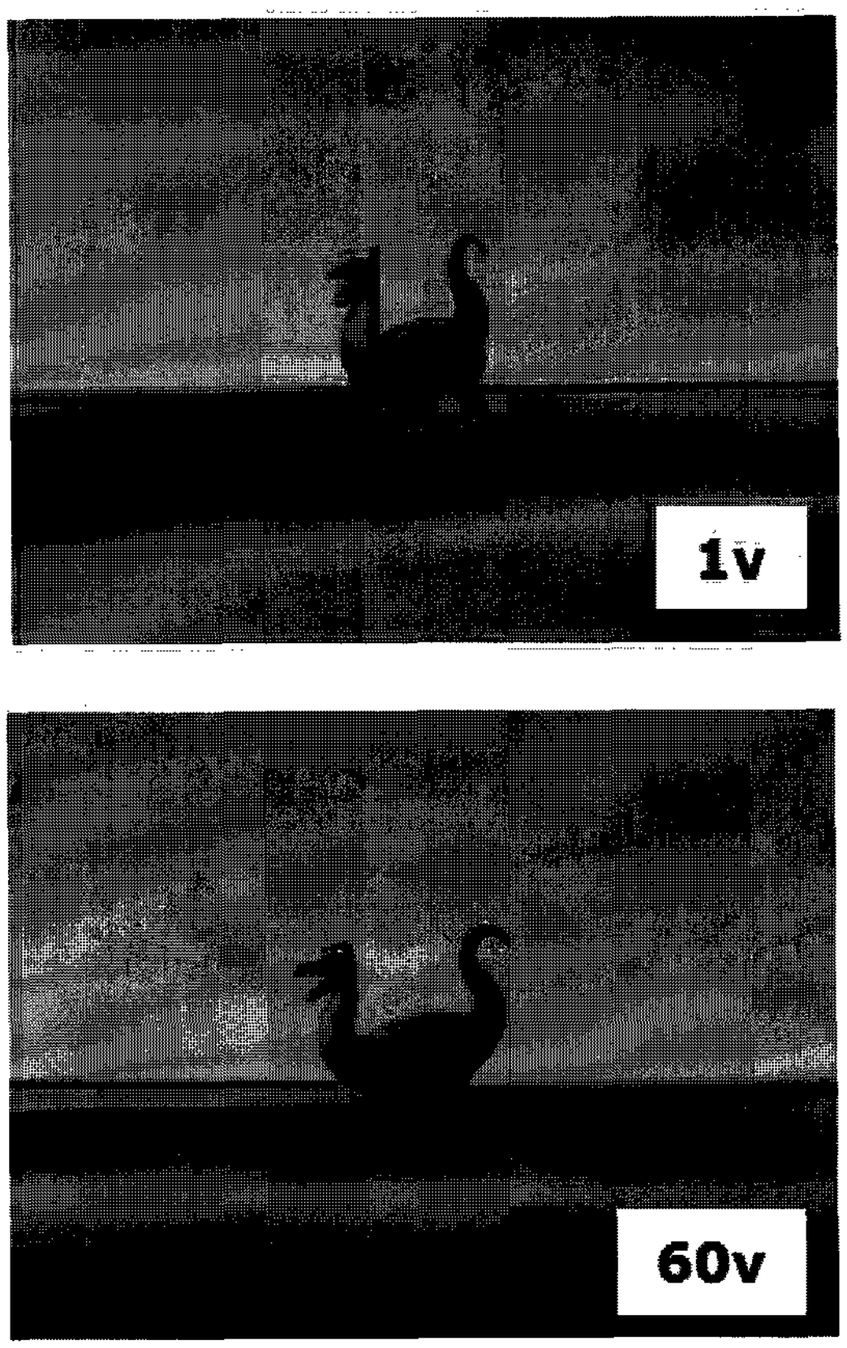

Fig. 2. Example of 1-view image and 60-view image

In case of using 11.3° slanted lenticular lens array, each view contains only one color among three colors: red, green and blue when we use stripe color filter type LCD panel.

If we conduct where the view numbers are repeated by multiple of 3 sub-pixels in a horizontal direction, severe color separation can be expected to occur in 3D display. We have to consider that color separation is observed not to occur and smooth motion parallax is provided, due to over-lapping between viewing zones.

2.1 Getting 60-view images

For 3D display, every view represents an image seen from slightly different direction. So we need 60 images for each view.

We can get 60-view images by using softwares or hardware such as a camera.

Cameras are located at the same distance from an object to show 3D image and there are equal to spaces between cameras. The space for preventing image flipping and providing motion parallax, a camera angle between one view and adjacent view is optimized.

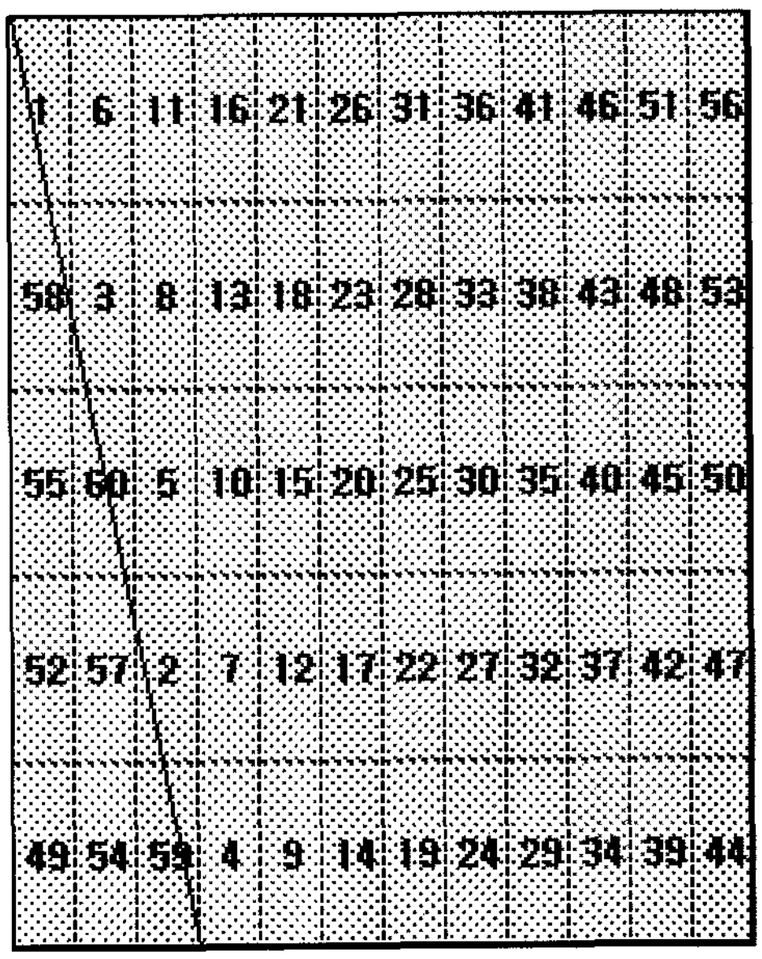

Fig. 3. Sup-pixel arrangement

After getting 60-view images, we make a 60-view 3D image in a repeated pattern consisting of 12 sub-pixels by 5 pixels. Fig. 3 shows the repeat pattern. Each view arranges to the cycle of the repeat pattern and shift 3 sub-pixels in the horizontal direction and 5 pixels in the vertical direction. As 3 sub-pixels is a pixel in strip color filter type LCD panel, slanted angle is $\tan^{-1}(1/5)$, and because of shift a pixel in the horizontal direction, a view represents a kind of colors.

Fig. 3 shows a repeated pattern. The size is in the ratio of 4 pixels to 5 pixels and therefore a view repeats in the horizontal direction about the same in the vertical direction.

So a view is an equitable distribution in the horizontal and vertical direction in a 60-view 3D image.

2.2 Prototype 3D display

Our new prototype of auto-stereoscopic super multi-view 3D system consists of a high resolution LCD panel and a slanted lenticular lens array sheet.

We made auto-stereoscopic 60-view 3D system using slanted lens array and LCD of 15-inch diagonal size and 3200 by 2400 pixel numbers. Slanted lens sheet is attached in front of LCD.

Fig. 4 shows the lens configuration and arrangement of sub-pixels where number denotes zones assigned to each sub pixel. Each zone includes one color among red, green and blue colors. A view is in an equitable distribution in the horizontal and vertical direction in a 60-view 3D image.

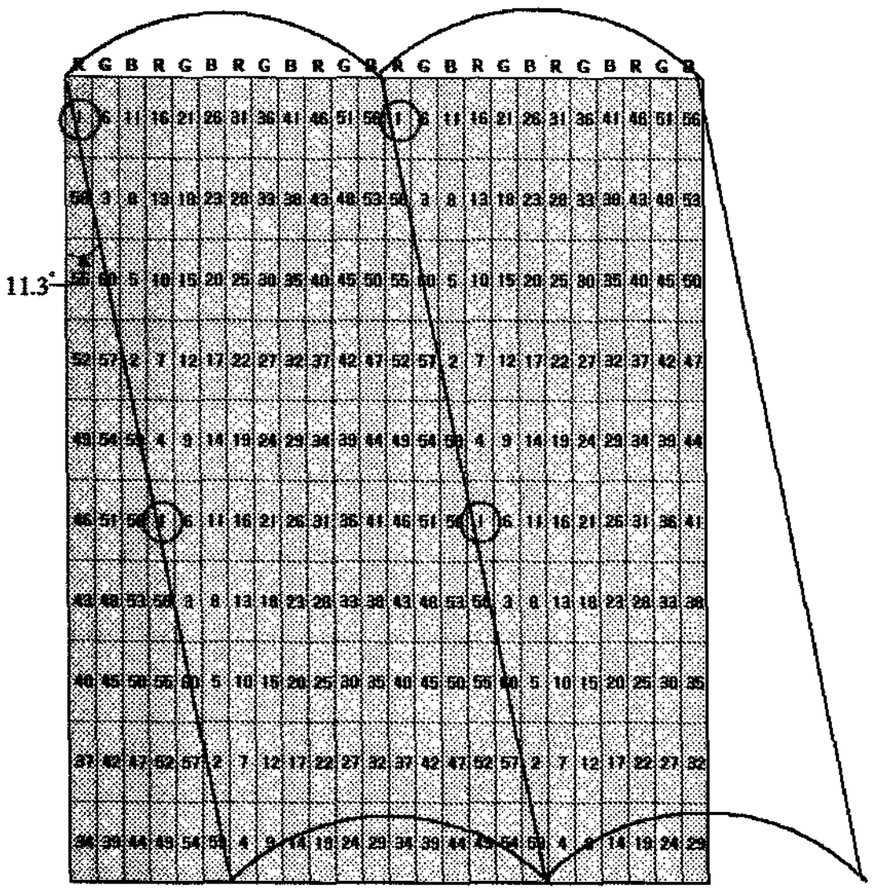

Fig. 4. Lens Configuration

Table 1. Specification of 3D display

2D LCD Size	15.1"
2D Resolution	3200 x 2400
3D Resolution	266 x 480 (cal.)
Sub-pixel Size	32 x 96㎛
Angle of Slanted Lens	$\tan^{-1}(1/5) = 11.3^{\circ}$
Number of Views	60views

Detailed specifications are listed in Table 1. 3D resolution is represented as 3200 by 2400 divided 12 by 5, though perceived 3D resolution is higher.

3. Results and discussion

Fig. 5 shows two 60view 3D images by our prototype captured at different horizontal positions and directions.

The position of the Red spot in Jupiter continuously changes when viewed from different directions in Fig. 5.

Furthermore when we saw the image of green dragon, the green dragon was shown like moving its body, legs and tail by moving our head.

The result of our prototype shows smooth motion parallax, and no color separation was observed.

Design rule for larger view number seems different from that of smaller view number such as 2 and 9. Prevention of color separation has been known to be one key design consideration for auto-stereoscopic 3D of view numbers.

However, as view number increases and zone distance becomes comparable or less than eyeball size, overlaps between viewing zones should be considered.

Though many design conditions of super multi-view 3D display have been reported, each viewing zone of 3D system including only one kind of colors had not been reported. 3D systems comprised of each viewing zone including all kinds of colors have to consider the arrangement of each color. But our 3D system doesn't need to consider that. Even though each viewing zone of the proposed 3D system includes only one color among the three colors sub-pixels, natural overlapping between viewing zones seems to reduce problem of color separation. A repeated pattern of the sub-pixel arrangement for 60-view 3D size is in the ratio of 4 pixels to 5 pixels and therefore a view repeats in the horizontal direction about the same in the vertical direction.

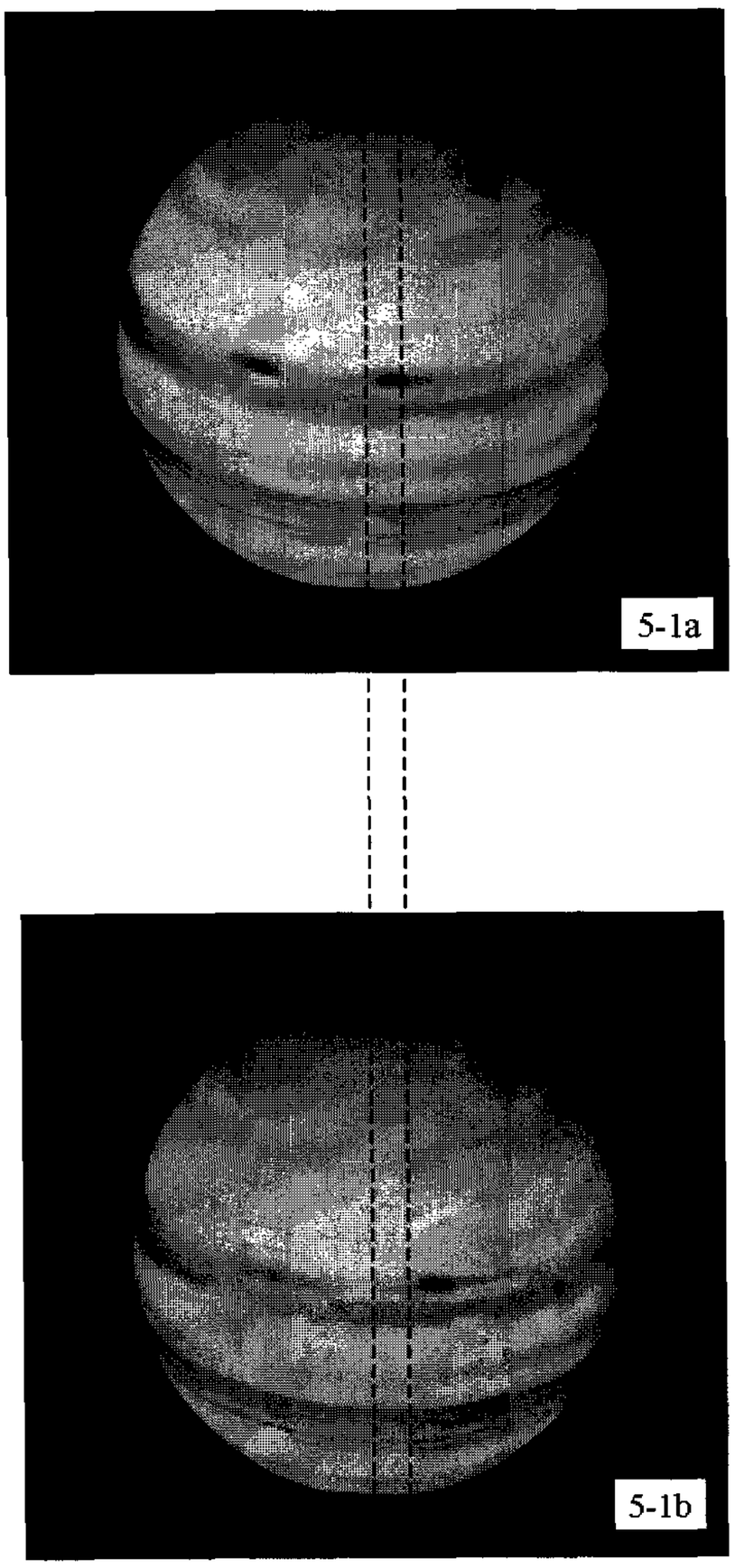

Fig. 5. An example of two 60-view 3D images captured at different horizontal positions and directions
5-1: The 3D image of Jupiter
5-2: The 3D image of green dragon

Hence, the view can be said to be an equitable distribution in the horizontal and vertical direction in a 60-view 3D image. Accordingly, 3D resolution decreases in the horizontal direction about the same in the vertical direction. That increases more perceived resolution than perceived resolution when decreased 3D resolution in the horizontal direction is different greatly from that in the vertical direction.

We think that this information can give us more flexibility in designing role such as in determining the relation between sub-pixel and the corresponding viewing zone for multi-view display.

4. Conclusions

Many research results about auto-stereoscopic super multi-view 3D display have been reported, but the design rule for super multi-view is not yet well defined. We designed a 60 view 3D configuration, and we conducted experiments on our 3D prototype to check out that super multi-view 3D image and it showed smooth motion parallax and no color separation was observed. The study of the design rule for super multi-view has been continuing to improve quality of super multi-view 3D image. Acknowledgements

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