

CSE 190: Virtual Reality Technologies

LECTURE #20: PANORAMA CAPTURING

Upcoming Deadlines

Sunday, June 6: Project 4 due

June 7+8: Final exam Monday 11:30am – Tuesday 11:30am

App Presentations

M. Emma Morissette

- VRChat

Zheng Zeng

- The Room VR: A Darker Matter

Aneesh Kumar Jalan

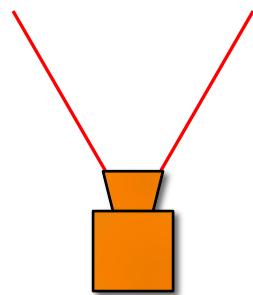
- Creed: Rise to Glory

Panorama Capturing

Panorama v Stereo Movie v Stereo Panorama

Panorama

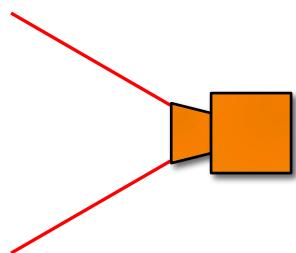
mono & head rotation



Panorama v Stereo Movie v Stereo Panorama

Panorama

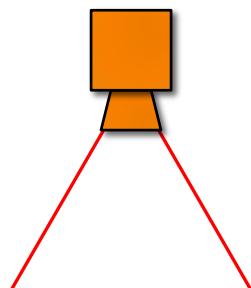
mono & head rotation



Panorama v Stereo Movie v Stereo Panorama

Panorama

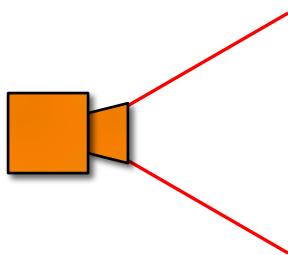
mono & head rotation



Panorama v Stereo Movie v Stereo Panorama

Panorama

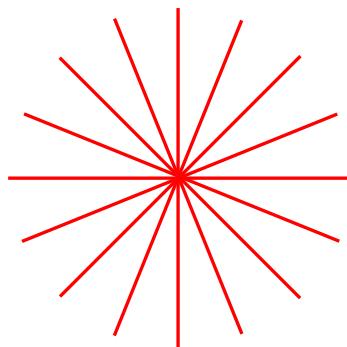
mono & head rotation



Panorama v Stereo Movie v Stereo Panorama

Panorama

mono & head rotation

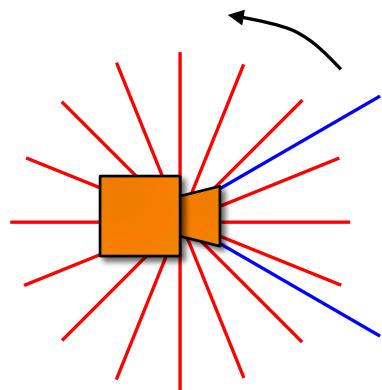


1 center of
projection!

Panorama v Stereo Movie v Stereo Panorama

Panorama

mono & head rotation

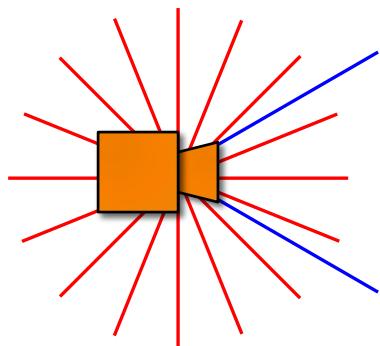


1 center of
projection!

Panorama v Stereo Movie v Stereo Panorama

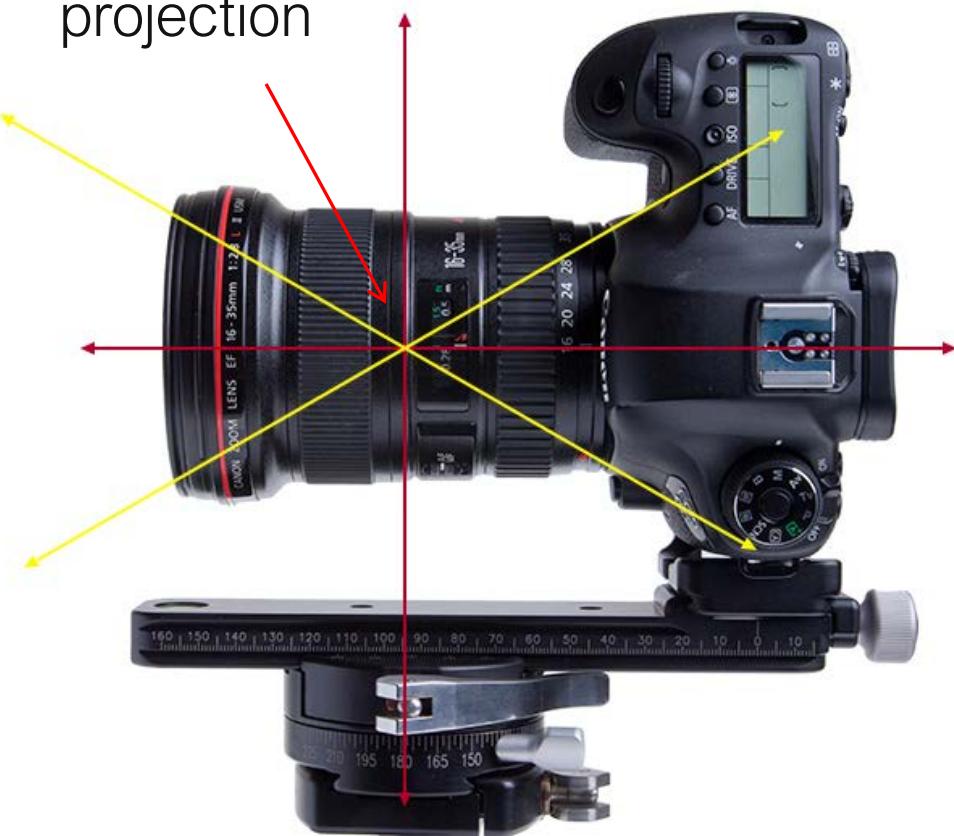
Panorama

mono & head rotation



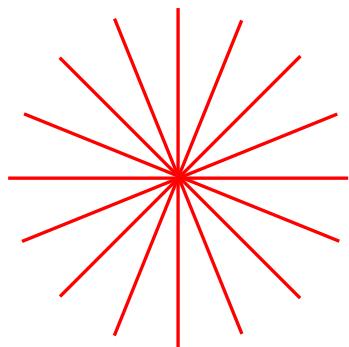
1 center of
projection!

center of
projection



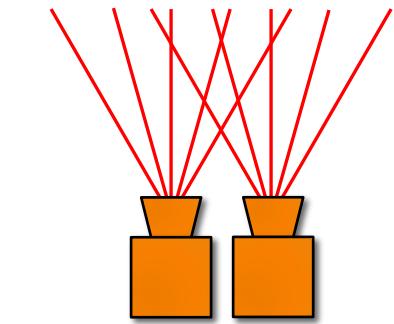
Panorama v Stereo Movie v Stereo Panorama

Panorama



1 center of
projection!

Stereo

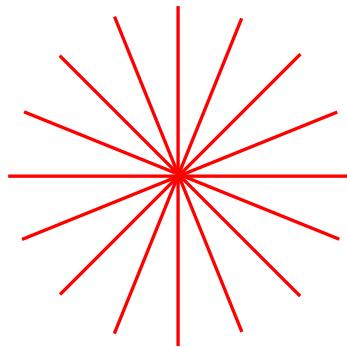


Stereo Panorama

stereo & head rotation

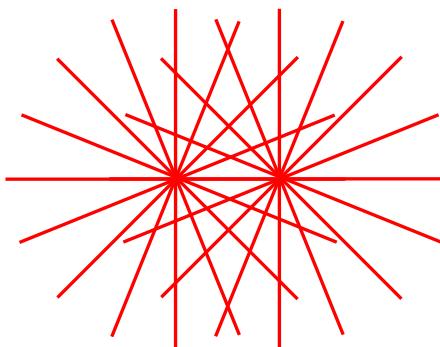
Panorama v Stereo Movie v Stereo Panorama

Panorama



1 center of
projection!

Stereo



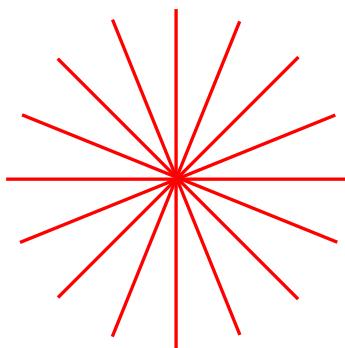
2 centers of
projection!

Stereo Panorama

stereo & head rotation

Panorama v Stereo Movie v Stereo Panorama

Panorama



1 center of
projection!

Stereo

stereo & no head rotation



2 centers of
projection!

Stereo Panorama

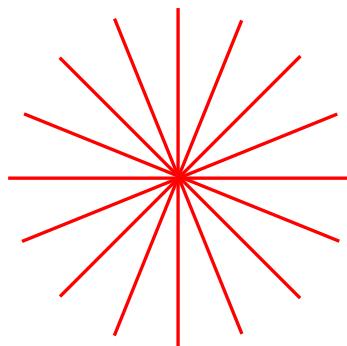
stereo & head rotation



Panorama v Stereo Movie v Stereo Panorama

Panorama

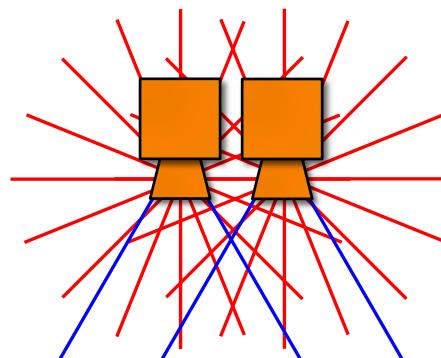
mono & head rotation



1 center of
projection!

Stereo

stereo & no head rotation



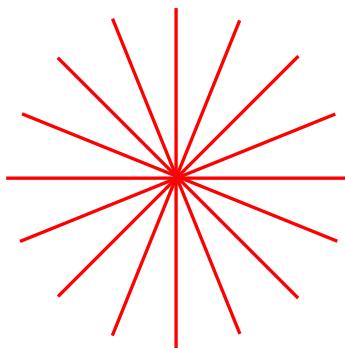
2 centers of
projection!

Stereo Panorama

stereo & head rotation

Panorama v Stereo Movie v Stereo Panorama

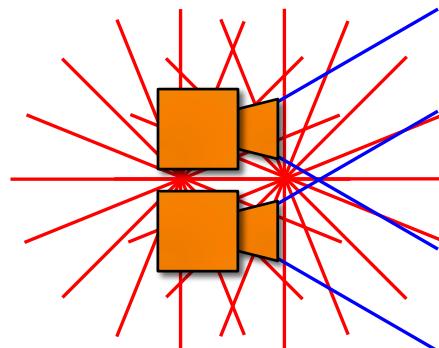
Panorama



1 center of
projection!

Stereo

stereo & no head rotation



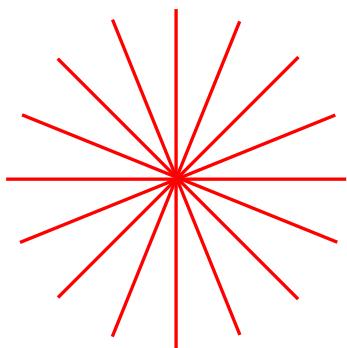
2 centers of
projection!

Stereo Panorama

stereo & head rotation

Panorama v Stereo Movie v Stereo Panorama

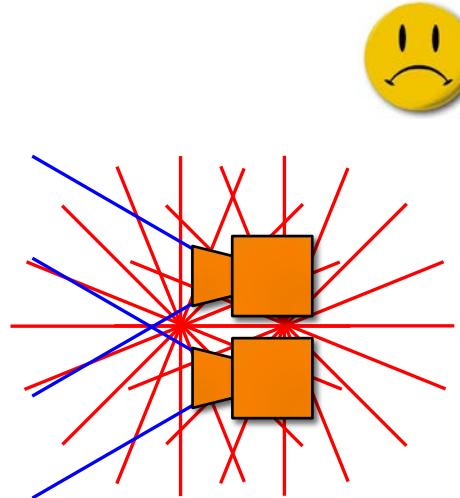
Panorama



1 center of
projection!

Stereo

stereo & no head rotation



2 centers of
projection!

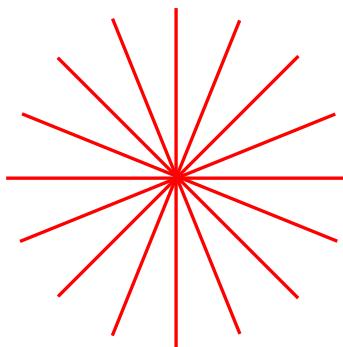
Stereo Panorama

stereo & head rotation



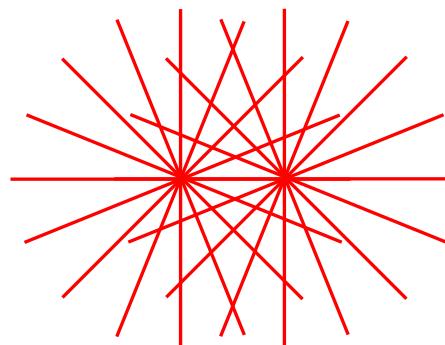
Panorama v Stereo Movie v Stereo Panorama

Panorama



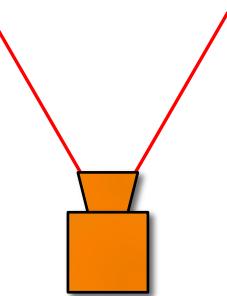
1 center of
projection!

Stereo



2 centers of
projection!

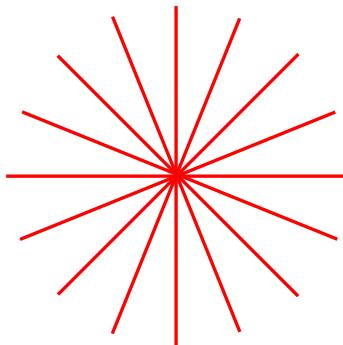
Stereo Panorama



stereo & head rotation

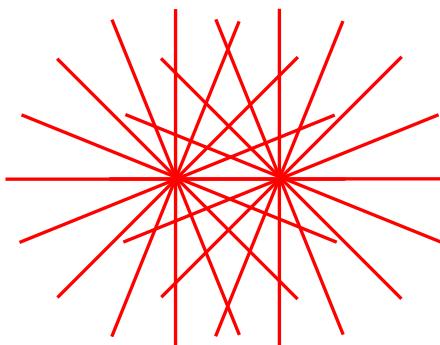
Panorama v Stereo Movie v Stereo Panorama

Panorama



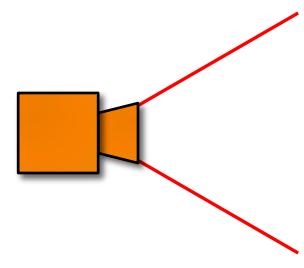
1 center of
projection!

Stereo



2 centers of
projection!

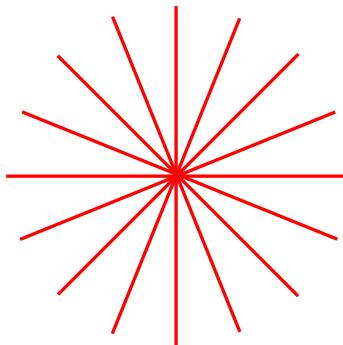
Stereo Panorama



stereo & head rotation

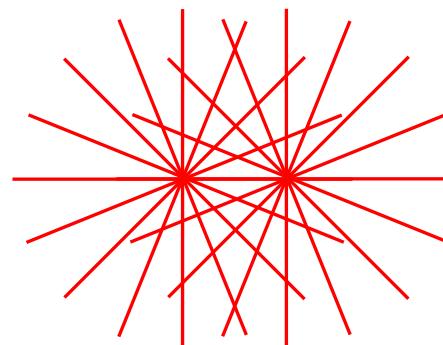
Panorama v Stereo Movie v Stereo Panorama

Panorama



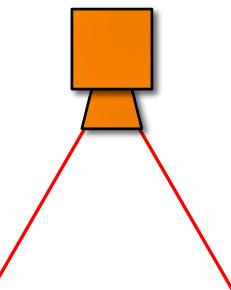
1 center of
projection!

Stereo



2 centers of
projection!

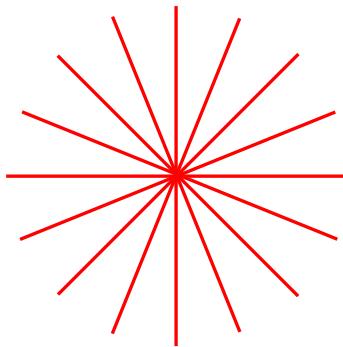
Stereo Panorama



stereo & head rotation

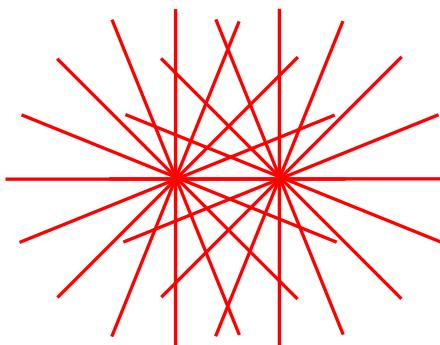
Panorama v Stereo Movie v Stereo Panorama

Panorama



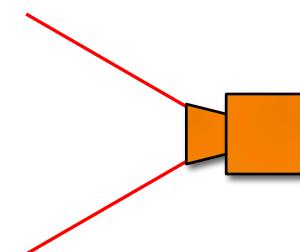
1 center of
projection!

Stereo



2 centers of
projection!

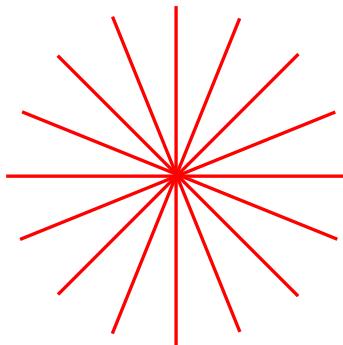
Stereo Panorama



stereo & head rotation

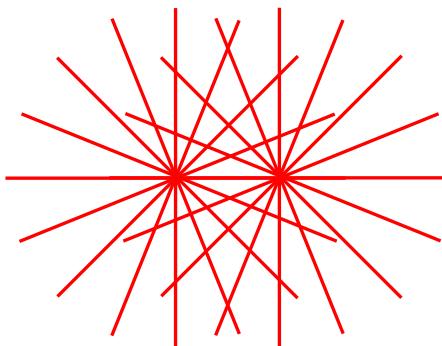
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Panorama



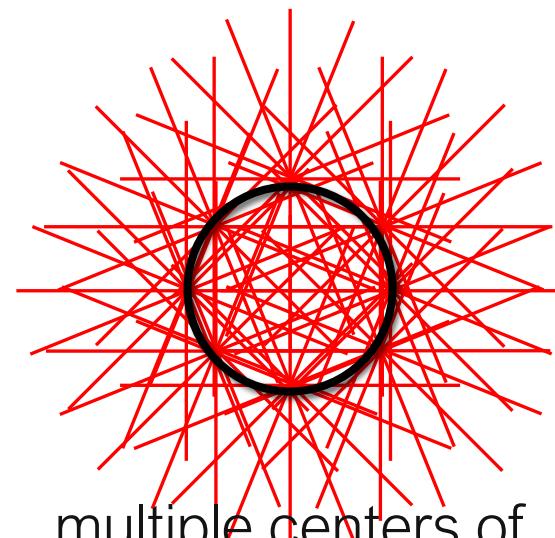
1 center of
projection!

Stereo



2 centers of
projection!

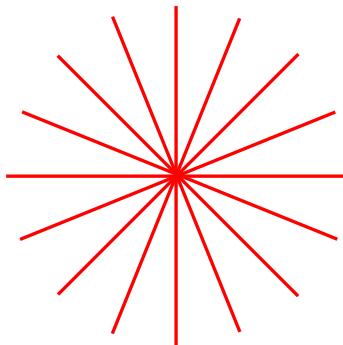
Stereo Panorama



multiple centers of
projection

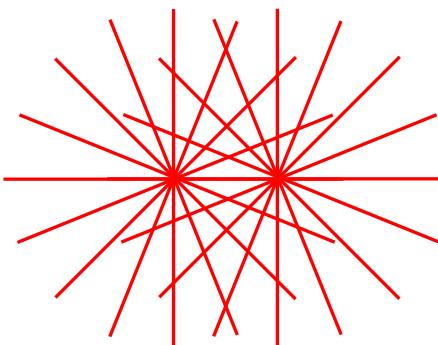
Panorama v Stereo Movie v Stereo Panorama

Panorama



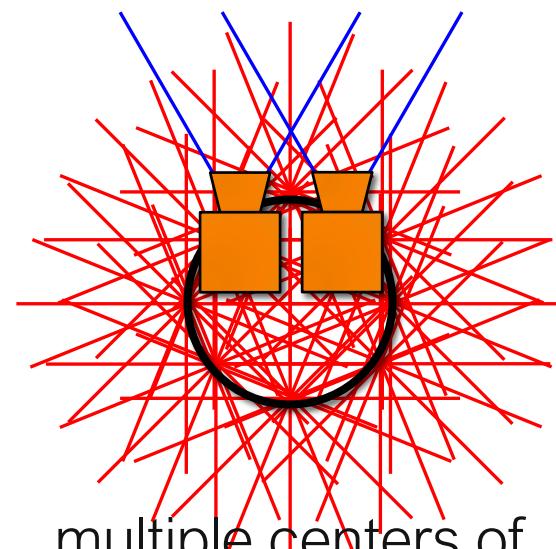
1 center of
projection!

Stereo



2 centers of
projection!

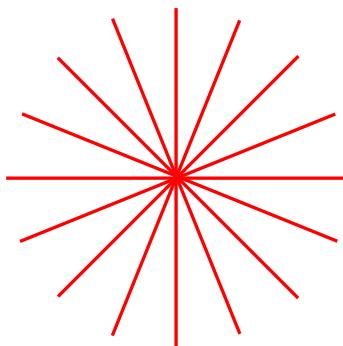
Stereo Panorama



multiple centers of
projection

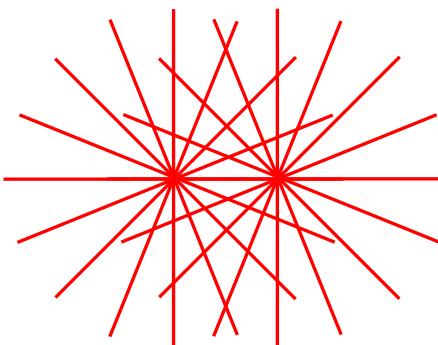
Panorama v Stereo Movie v Stereo Panorama

Panorama



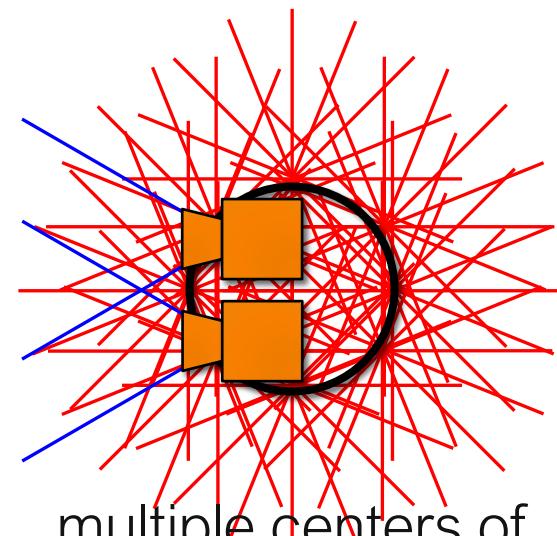
1 center of
projection!

Stereo



2 centers of
projection!

Stereo Panorama



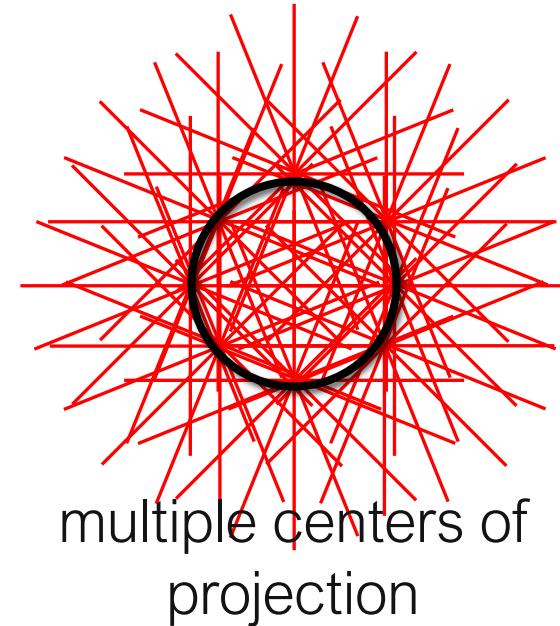
multiple centers of
projection

Panorama v Stereo Movie v Stereo Panorama



Light Field!

Stereo Panorama
stereo & head rotation



multiple centers of
projection

Panorama v Stereo Movie v Stereo Panorama

Panorama

mono & head rotation



Stereo

stereo & no head rotation



Stereo Panorama

stereo & head rotation



horizontal-only
parallax

Stitching

Panoramas

Slides from Marc Levoy's excellent CS 178 course

Stitching images together to make a mosaic



Panoramas

Slides from Marc Levoy's excellent CS 178 course

What kind of transformation do we need?



translation?



rotation?



perspective!

Panoramas

Slides from Marc Levoy's excellent CS 178 course

Stitching images together to make a mosaic



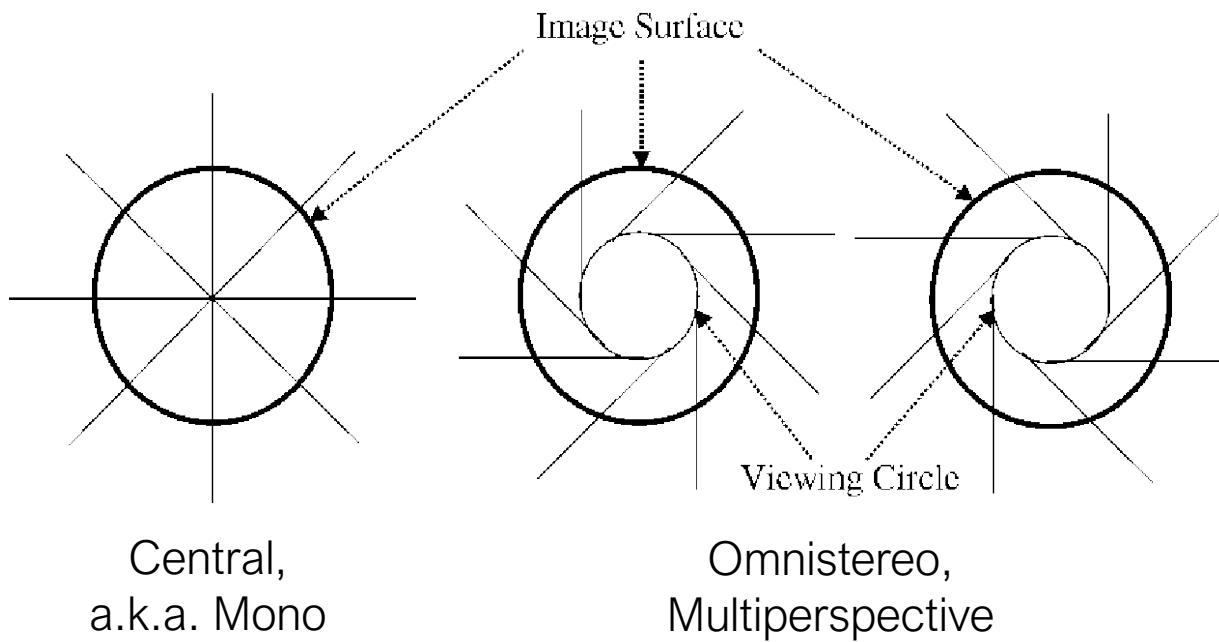
- ◆ step 1: find corresponding features in a pair of images
- ◆ step 2: compute perspective from 2nd to 1st image
- ◆ step 3: warp 2nd image so it overlays 1st image
- ◆ step 4: blend images where they overlap one another
- ◆ repeat for 3rd image and mosaic of first two, etc.

Omnistereo

Omnistereo

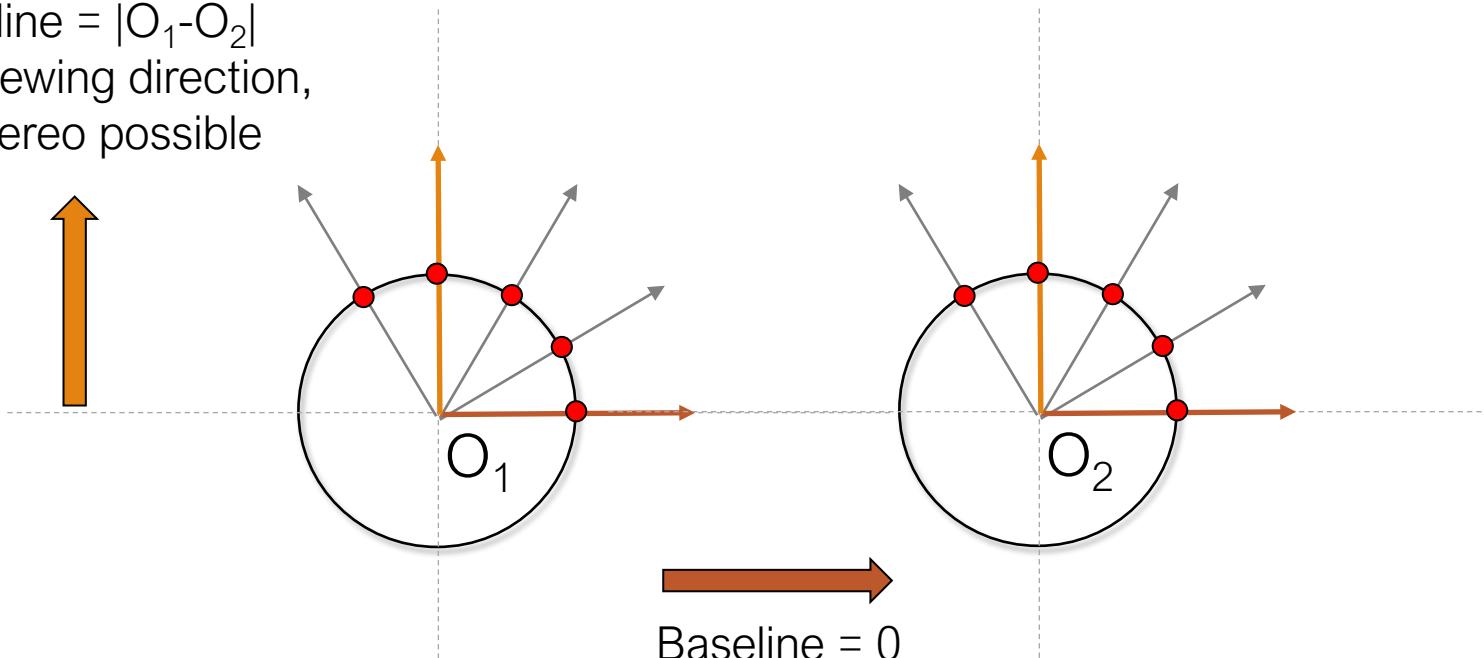
Can we display a 360 degree stereo panorama image in a surround screen virtual environment such as a CAVE so that multiple users can see a correct 3D image in all directions, without head tracking?

Comparison: Mono and Stereo Panoramas



A Pair of Mono Panoramas

Baseline = $|O_1 - O_2|$
in this viewing direction,
i.e., stereo possible



Baseline = 0
in this viewing direction,
i.e., no stereo

Head Rotation

slide by Hari Lakshman (EE 368)

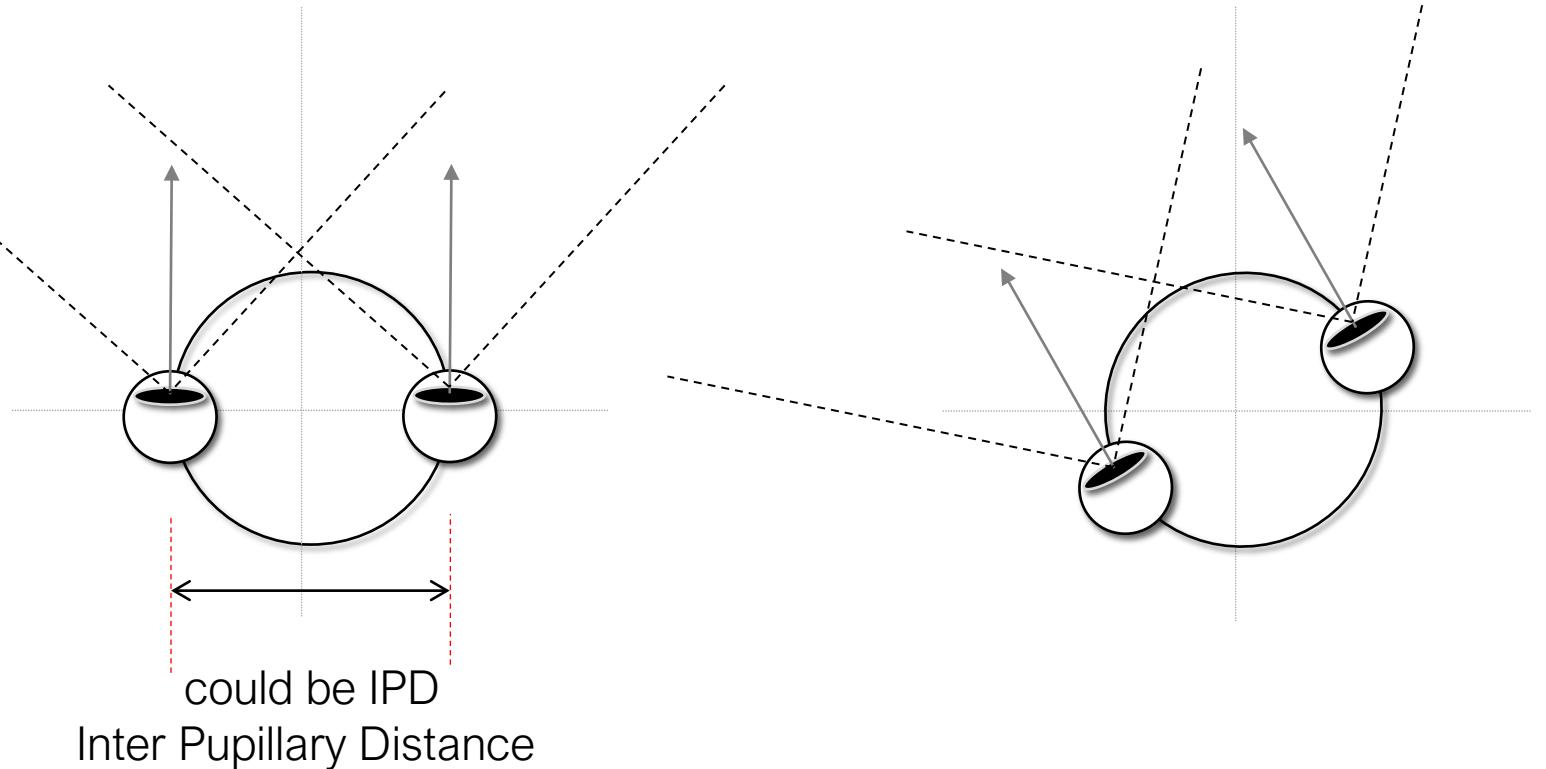
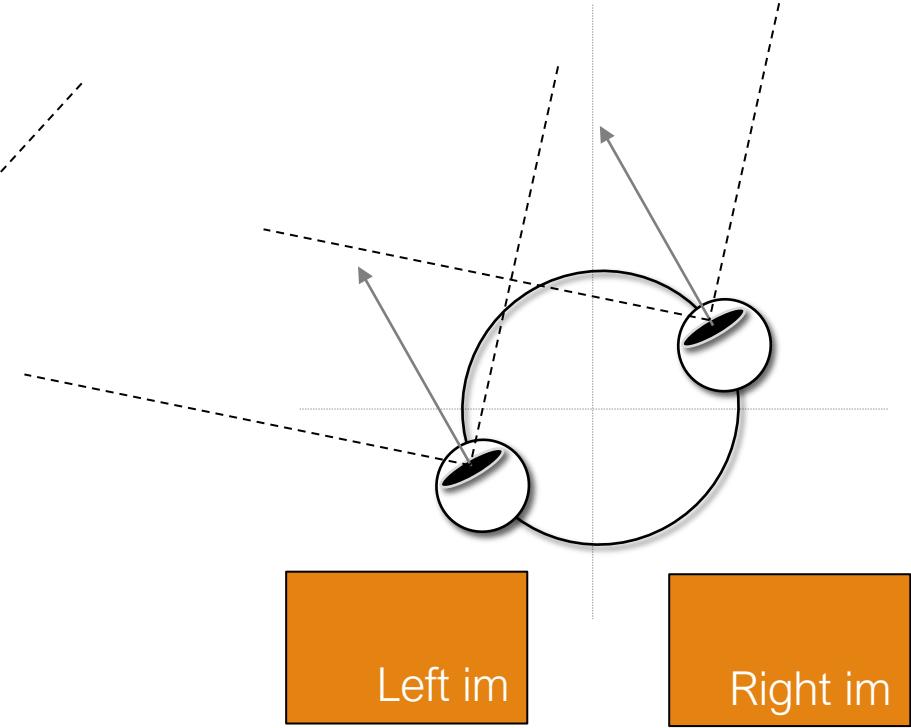
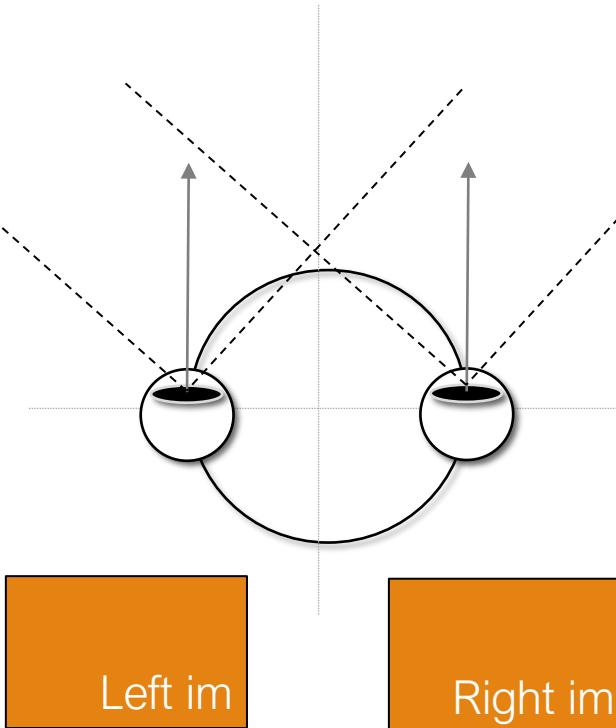


Image Pair for Each Direction

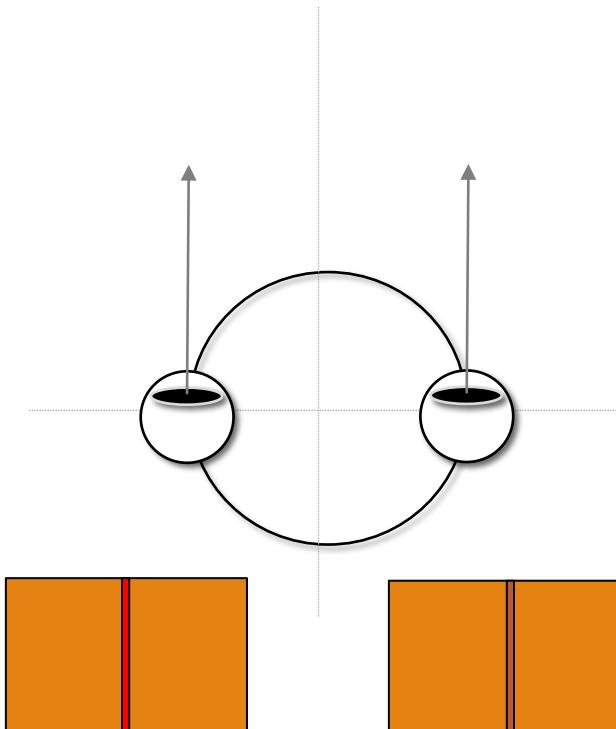
slide by Hari Lakshman (EE 368)



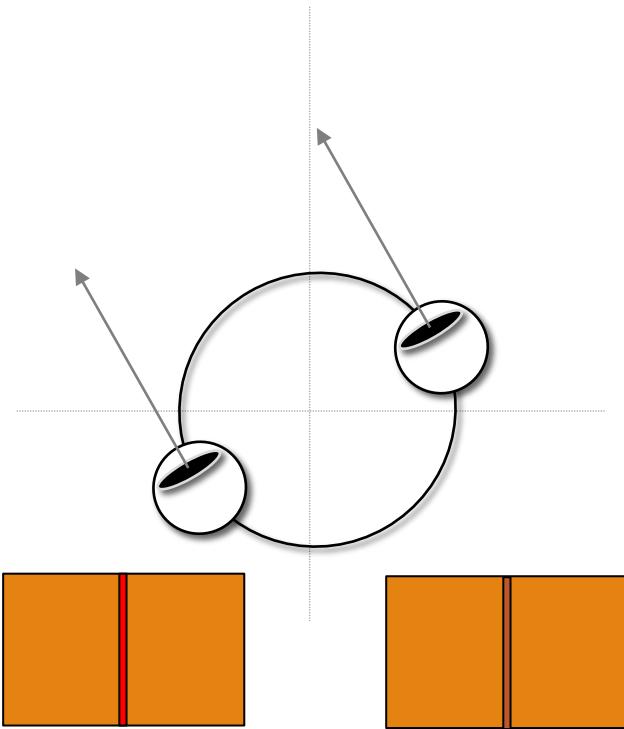
Store image pair for each direction → Problem: Too much data

Approximation: Store only Middle Ray

side by Hari Lakshman (EE 368)

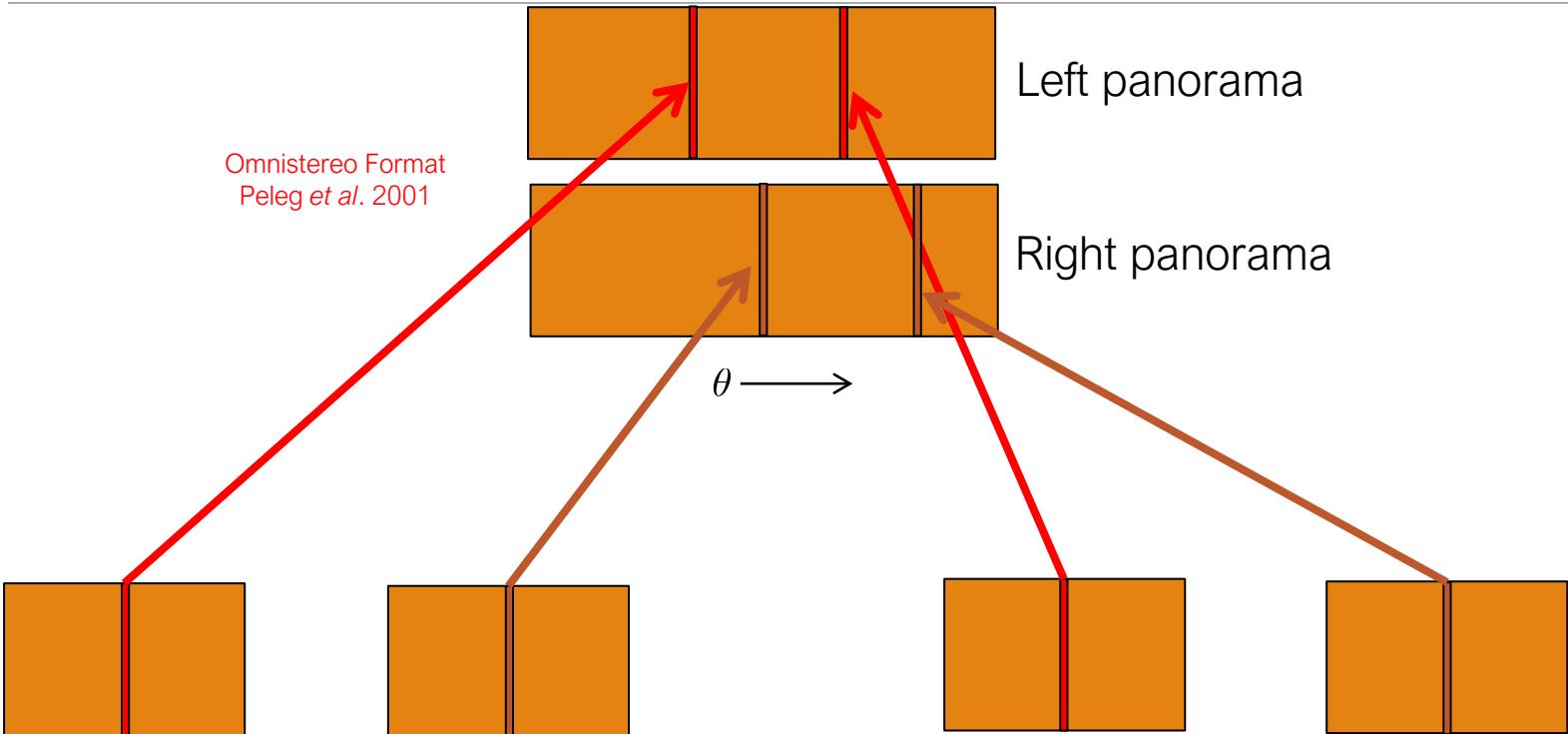


Omnistereo Format
Peleg *et al.* 2001

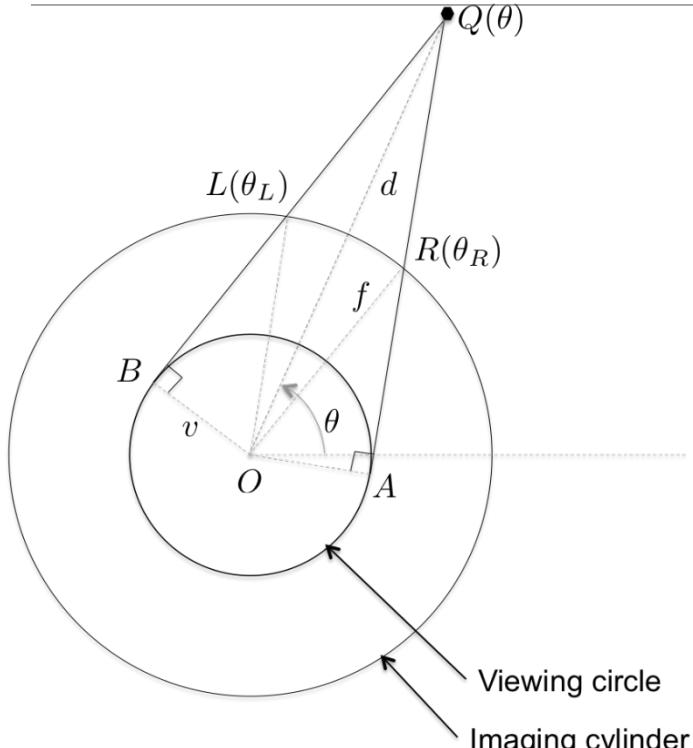


Approximation: store only middle ray for L and R eyes for each direction

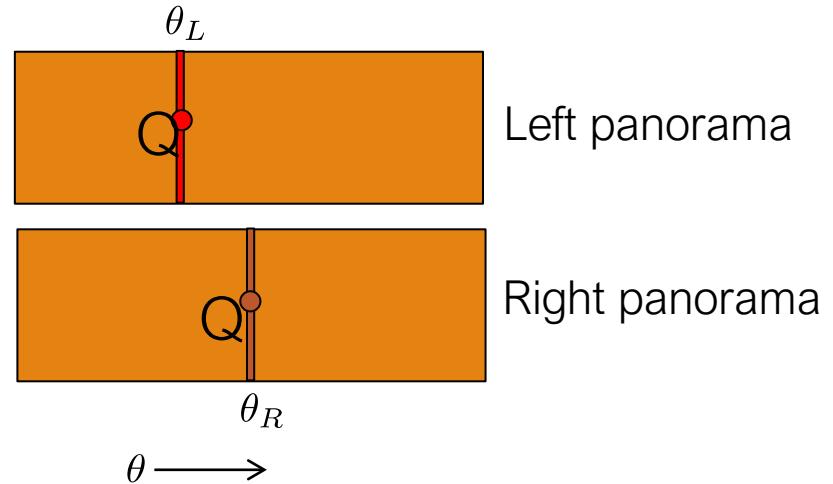
Omnistereo Panoramas



Omnistereo: Geometry Details



Q: scene point
d: distance to Q from origin
v: viewing circle radius
f: imaging cylinder radius
L, R: coordinates of Q in panoramas

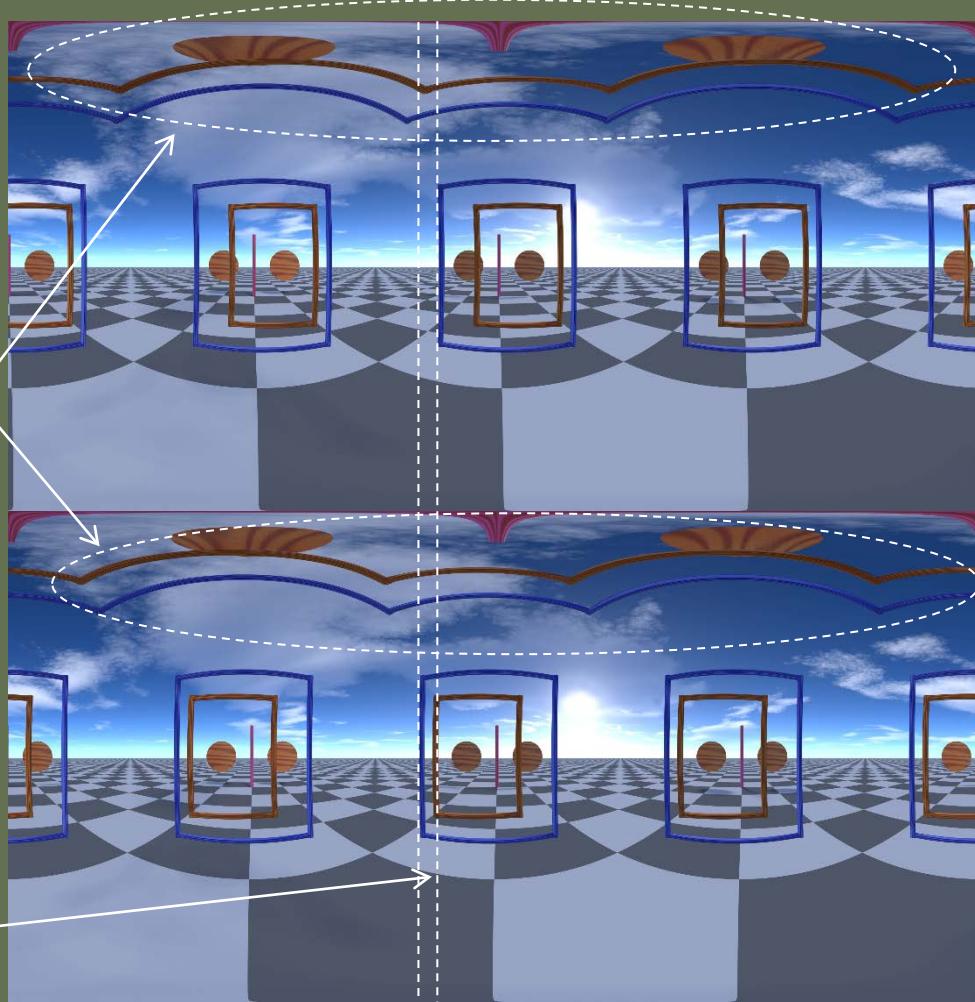


Omnistereo example

side by Hari Lakshman (EE 368)

Sphere-to-plane
distortions

Disparity



Left panorama

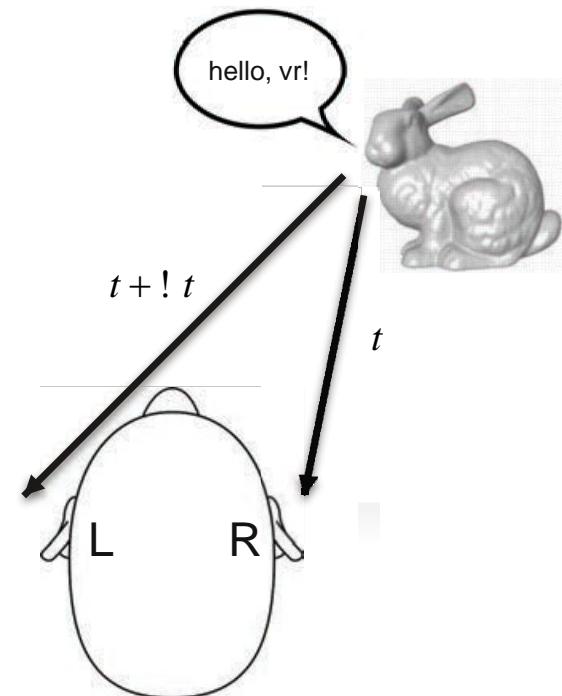
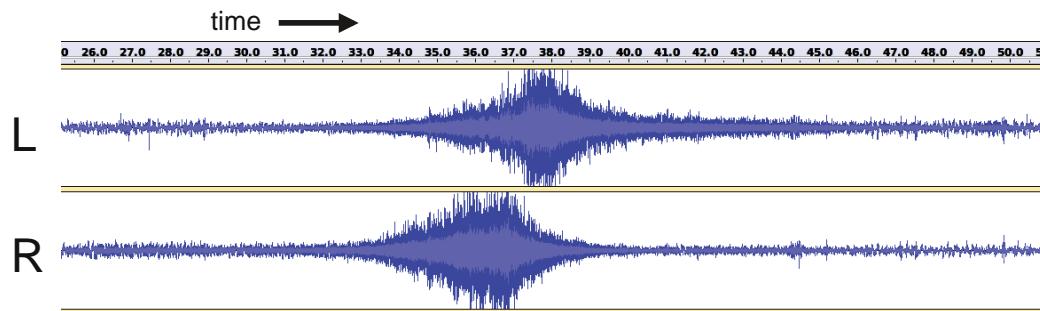
Right panorama

Spatial Audio

Stereophonic Sound

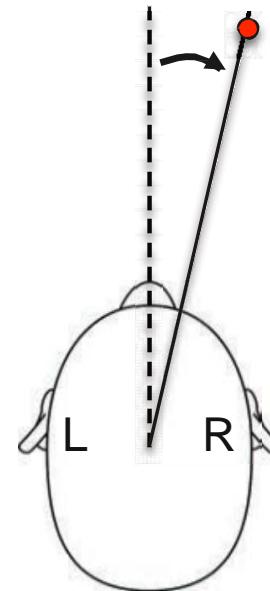
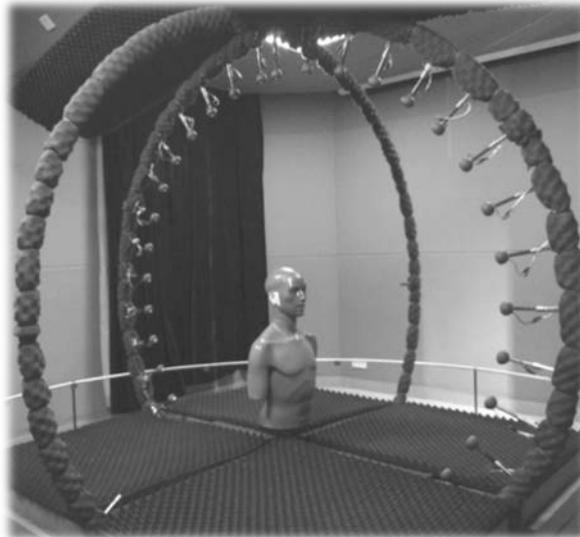
Mainly captures differences between the ears:

- interaural time difference
- amplitude differences from body shape (nose, head, neck, shoulders, ...)



Head-Related Transfer Functions (HRTF)

- Models phase and amplitude differences for all possible sound directions parameterized by azimuth and elevation
- Can be measured with two microphones in ears of mannequin and speakers all around



Zhong and Xie, "Head-Related Transfer Functions and Virtual Auditory Display"

Simulation of Smells

Olfactory Displays

Example: OVR Technology ION

- 0.1 millisecond bursts of scent
- Can change between scents in 20 milliseconds
- Attachment for HMDs
- 9 scent actuators with interchangeable cartridges
- Available library of over 250 scents
- Optional custom scent creation



The Future of AR/VR

Vision of the Future of AR



Future Challenges

Reliable and highly accurate co-location of multiple users in physical space

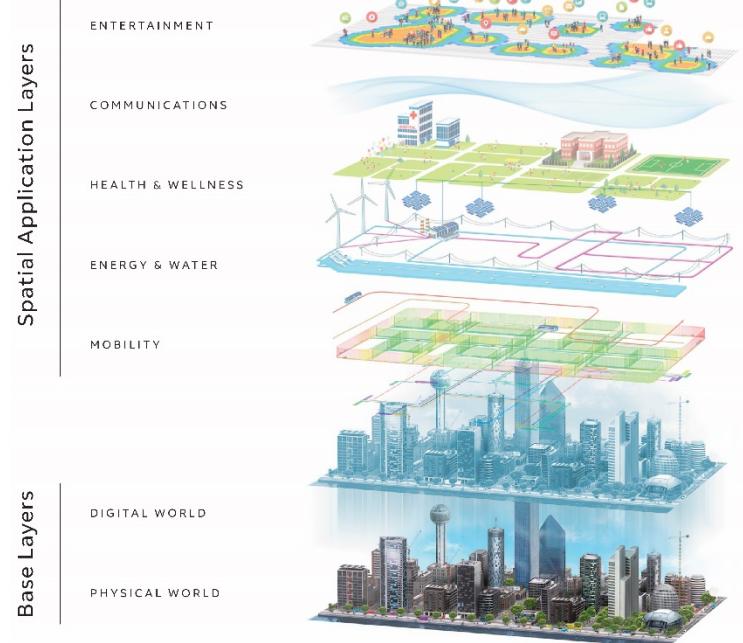
Network infrastructure for massively multi-user AR applications

Internet protocols for applications with geolocated information layers

Photo-realistic AR:

- rendering quality: pixel density, occluding pixels
- field of view
- object anchoring in real-world

MAGICVERSE SPATIAL APPLICATION LAYERS



Thank you for a great quarter and
Good luck with your final exams!