

CSE 190: Virtual Reality Technologies

LECTURE #16: AUGMENTED REALITY DISPLAYS

Upcoming Deadlines

Sunday, May 23: Project 3 due

Monday, May 24: Discussion Project 4

Sunday, May 30: Project 4 original due date

Monday, May 31: Memorial Day (no discussion)

Sunday, June 6: Project 4 due

App Presentations

Ramin Atrian

- Bogo

AR Headsets: Examples

HoloLens 2

Mira Labs

Metavision Meta

Apple Glass?

Magic Leap One



Google Glass: Almost AR

Small see-through display in front of one eye

- Overlay image, size similar to rear-view mirror in car

Android 4.4 on ARMv7 CPU

Single display: 640x360 pixels, right eye only

5 MP camera, 720p video recording

Wi-Fi, Bluetooth

2 GB RAM, 16 GB flash memory

Gyroscope, accelerometer, compass, light sensor

“Bone conduction” speaker

579 mAh battery (2-3 hours of use)

Sold April 2013 until January 2015 for \$1,500

Since July 2017: Enterprise Edition

- 32GB, 780 mAh battery, GPS, barometer, Intel Atom



Glass Enterprise Edition 2

Announced May 20, 2019

Price: \$999

Qualcomm Snapdragon XR1

Supports computer vision and advanced machine learning capabilities

Safety frames from Smith Optics

Bigger battery and “other upgraded components”

Runs on Android, with support for Android Enterprise Mobile Device Management



Epson Moverio BT-300

Released 2016

Price: \$699

1280 x 720 pixel OLED display

5 MP camera

Drone edition provides FPV to operate drones

Dedicated controller

32GB microSD card

FOV: 23 degrees



Moverio BT-300 Video



https://www.youtube.com/watch?time_continue=49&v=hhYPqF3aHUs

Meta 2 by Meta

Released Dec 2016 for \$1,500

Requires Windows PC with Nvidia GTX 960+

90 degrees field of view

2560 x 1440 pixels at 60Hz

Inside-out tracking with IMU and cameras

- In practice tracking is not as good as HoloLens

720p RGB camera

9 ft cable for video, data & power

4 surround sound speakers

3 microphones

Weight: 1.1 lbs

Meta became insolvent in January 2019, sold to unknown buyer



Osterhaut Design Group

ODG R-9

Pre-orders went for \$2,000, but never shipped

Qualcomm Snapdragon 835

Dual 1920x1080 pixels at 60Hz

50° FOV

GNSS (GPS/GLONASS)

IMU

Sensors for: humidity, altitude, ambient light

13MP autofocus camera (1080p @ 120fps, 4k @ 60fps)

Dual 5MP cameras for depth tracking

Fisheye camera for tracking

2 microphones (Environment & User)

Built-In stereo speakers

Company went out of business in 2019



Magic Leap One: Creator Edition

Released August 2018

Stereo goggles “Lightwear” using multi-focal
lightfield technology

Wired to compute+battery box “Lightpack”

Includes 6 DoF controller called “Control”

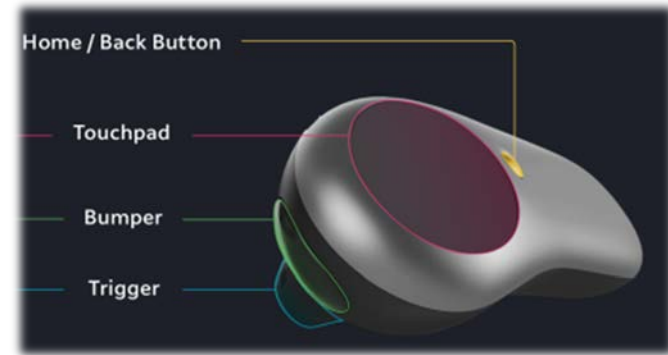


Magic Leap: Video



<https://www.youtube.com/watch?v=HD9jeo9M8vo>

Magic Leap One Specs based on API



Operating System: Lumin OS

Eye Tracking: Fixation point position and eye centers, blinks

Graphics: OpenGL ES and Vulkan

Hand Gestures & Key Point Tracking: Hand poses (gestures) and position of identifiable points on hands such as tip of index fingers

Head Tracking: Headpose is tracked in full six degrees of freedom (DOF).

Image Tracking: Track position and orientation of specified image targets (markers)

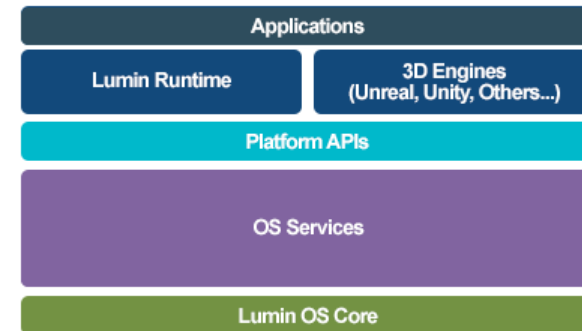
Input: Full 6 DOF from controller: trigger (analog), 2 buttons, touchpad, haptic vibration, LED ring feedback

Light Tracking: Detects luminance and global color temperature of user's environment

Meshing: Converts depth data into triangle mesh

Occlusion: Interface for using depth data for hardware occlusion

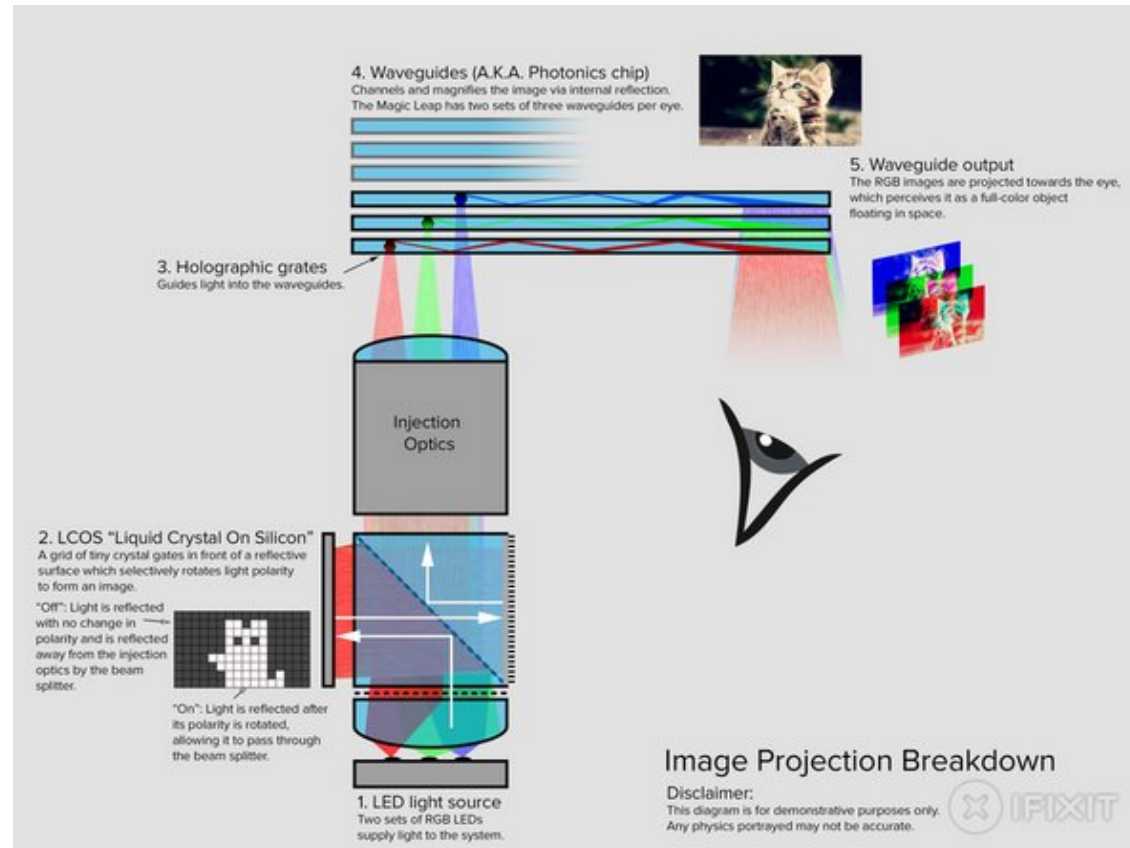
Planes: Recognizes planar surfaces for placing content. Includes semantic tagging for ceilings, floors, walls



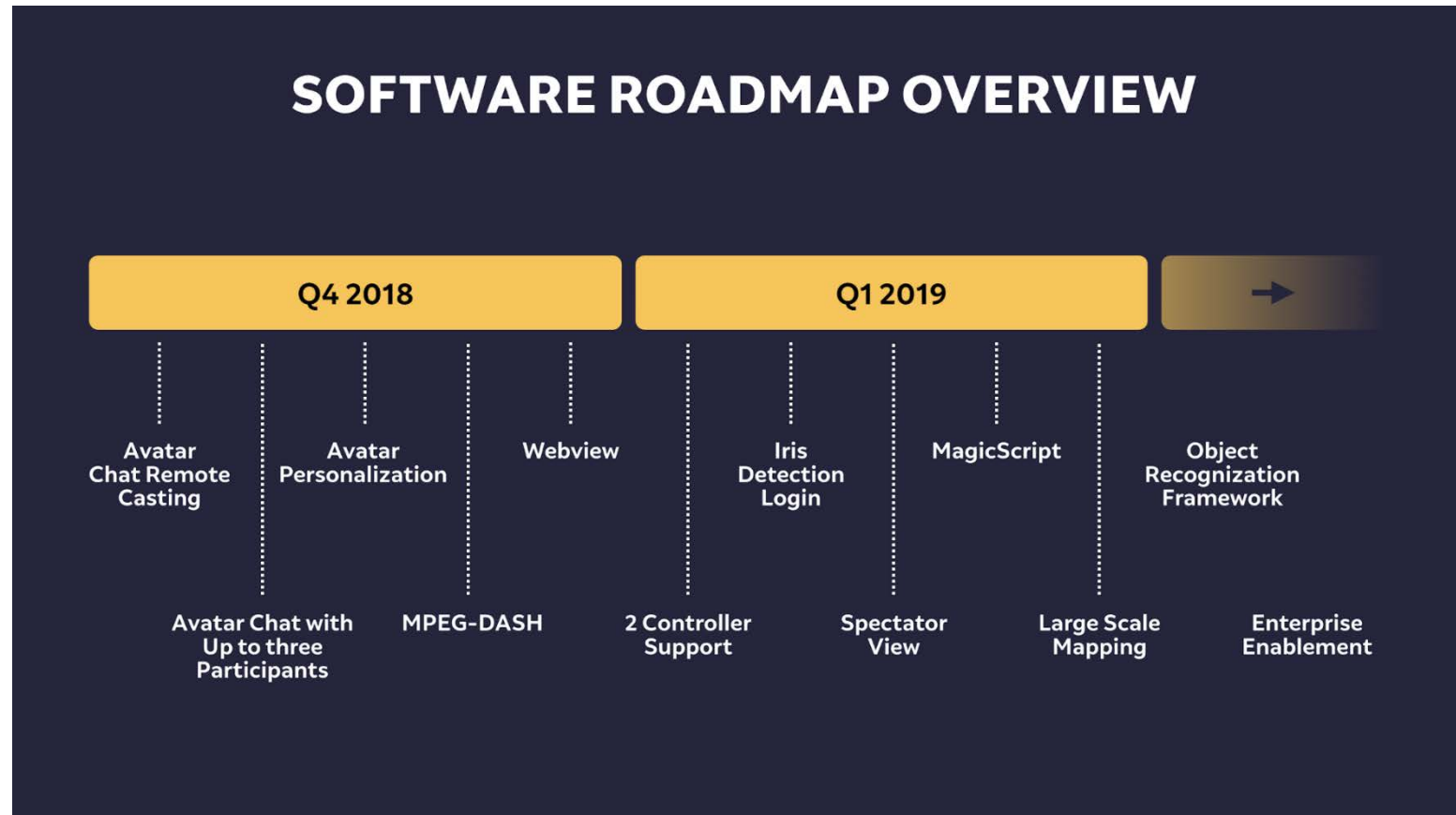
Waveguides

Six layers: separate waveguides for each color channel (red, green, and blue) on two focal planes

Without color-specific waveguides, each color would focus to a slightly different point and deform the image.



Software Roadmap



Software roadmap presented at L.E.A.P. Conference in October 2018

Microsoft HoloLens 1

Released March 2016 for \$3,000

True AR: superimposes images onto real world

Wireless, self-contained

Stereo displays, 30x17 degrees FOV (34 degrees diagonal)

Angular resolution: 47 pixels per degree

2-3 hours battery life

6 DoF tracking with IMU and 120x120 degrees depth camera

2.4MP RGB camera

4-microphone array

Ambient light sensor

Intel CPU with integrated GPU and 1GB RAM

Custom Microsoft Holographic Processing Unit (HPU) with 1GB RAM and 28

custom DSPs for inside-out tracking and mapping

8GB RAM, 64GB flash memory



HoloLens Clicker

HoloLens: Videos



<https://www.youtube.com/watch?v=QRQv74J7oSk>

<https://www.youtube.com/watch?v=SkVpdl-WcD0>



Microsoft HoloLens 2

Released in November 2019

Price: \$3,500

Qualcomm Snapdragon 850 with Adreno 630 GPU

OS: Windows 10 Holographic

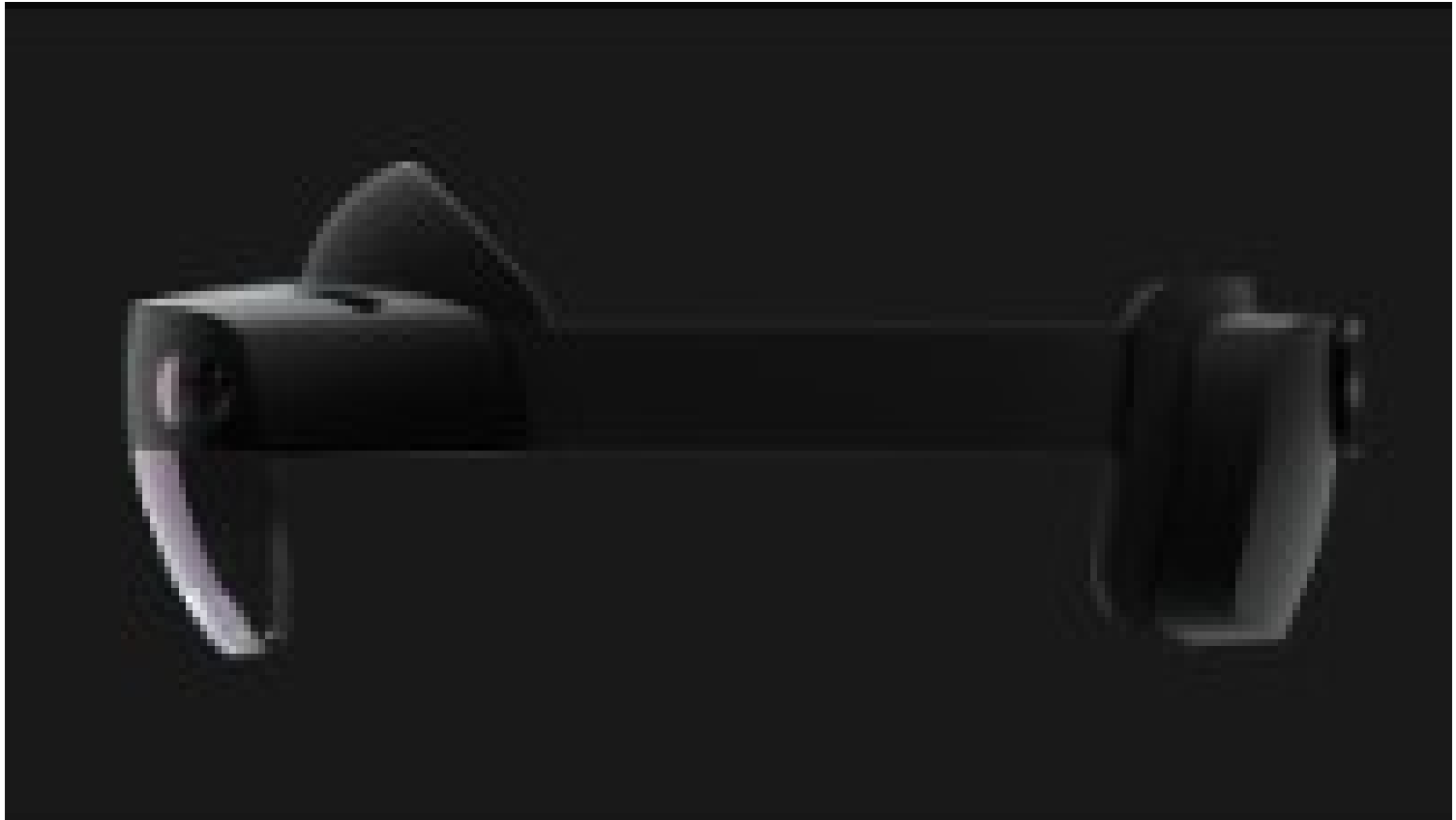
Field of view: 52 degrees (diagonal)

Angular resolution: 47 pixels per degree

USB-C connection



HoloLens 2: Video



<https://www.youtube.com/watch?v=eqFqtAJMtYE>

Snap AR Spectacles

Announced May 20,
2021

Waveguide displays

4 microphones

Stereo speakers

Touchpad

Front-facing cameras



Facebook Project Aria

3D mapping with 3 cameras in glasses

- 1 RGB, 2

Eye tracking

7 microphones

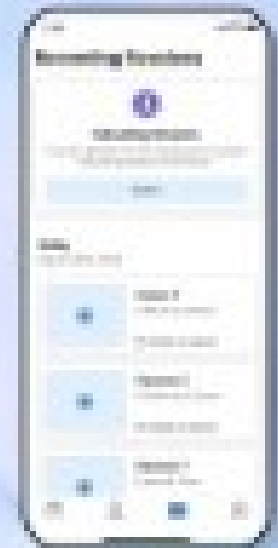
No displays

1.5 hours recording time

Snapdragon CPU

Controlled by phone app

Privacy filter for faces and license plates



Current State of AR

SOLVED PROBLEMS

Inside-out tracking

Fast enough CPUs and GPUs

Simple interaction with hands

Practical form factor

Eye tracking

Angular resolution

UNSOLVED PROBLEMS

High-precision absolute position and orientation in environment

Photo-realistic rendering (lighting, shadows, reflections, etc)

Field of view

Occluding pixels

Continuous focal distance

Battery runtime

User interaction

Precise finger tracking

Fashionable form factor

Must-have (“killer”) apps