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*Optical Architectures for Displays
and Sensing in Augmented, Virtual,
and Mixed Reality (AR, VR, MR)*

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Contents

vii	<i>Authors</i>
ix	<i>Conference Committee</i>
xi	<i>Introduction</i>

OPTICAL DESIGN CHALLENGE PRESENTATIONS

11310 02	A retinal-scanning-based near-eye display with diffractive optical element [11310-1]
11310 03	Planar optics enables chromatic aberration correction in immersive near-eye displays (Student Optical Design Challenge 2020 1st Place) [11310-2]
11310 04	A foveated contact lens display for augmented reality [11310-3]
11310 06	Computing high quality phase-only holograms for holographic displays (Student Optical Design Challenge 2020 3rd Place) [11310-5]
11310 07	A portable projection mapping device for medical augmented reality in single-stage cranioplasty (Student Optical Design Challenge 2020 2nd Place) [11310-6]
11310 08	Qualitative and quantitative visual information detected by portable eye-tracking technology [11310-28]

HUMAN FACTORS IN AR/VR

11310 09	Eyebox centering using chromatic aberrations of virtual reality head-mounted displays [11310-7]
11310 0A	Method for evaluating 3D display systems based on perceived retinal image [11310-8]
11310 0B	Clearing key barriers to mass adoption of augmented reality with computer-generated holography [11310-9]
11310 0D	Augmented reality and human factors regarding the neurosurgical operating room workflow [11310-11]
11310 0E	Evaluation of the effects of field-of-view in augmented reality for marine navigation [11310-12]

IMPROVEMENT OF WAVEGUIDE COMBINERS FOR AR

11310 0F	Eye-box expansion using waveguide and holographic optical element for augmented reality head-mounted display [11310-13]
11310 0I	Wide field of view multiplexed photopolymer consumer AR displays [11310-17]

TECHNOLOGY TRENDS IN AR/VR

- 11310 OJ **Electronic see-through head mounted display with minimal peripheral obscuration** [11310-45]
- 11310 OK **Birds do it, bees do it: a bio-inspired look at wayfinding and navigation tools for augmented reality** [11310-42]

NOVEL AR OPTICAL ARCHITECTURES

- 11310 OM **Design and fabrication of a lightweight AR headset demonstrator using a buried Fresnel mirror combiner** [11310-19]

VISUAL COMFORT IN AR

- 11310 ON **Effects of image focal depth in geometrical lightguide head mounted displays** [11310-20]
- 11310 OP **Screen door effect reduction using mechanical shifting for virtual reality displays** [11310-22]

AR/VR DISPLAY OPTICS MEASUREMENTS AND ANALYSIS

- 11310 OS **Measuring and qualifying optical performance of AR/VR/MR device displays and addressing the unique visual requirements of transparent AR/MR displays** [11310-25]

SENSORS FOR AR/VR HEADSETS

- 11310 OT **Eye-tracking for human-centered mixed reality: promises and challenges** [11310-27]

AR DISPLAY BUILDING BLOCKS

- 11310 OU **Utilisation of micron scale LED arrays as display projection light sources** [11310-29]
- 11310 OV **Holographic near-eye 3D display based on amplitude-only wavefront modulation** [11310-30]
- 11310 OW **Angular and spatial light modulation by single digital micromirror device for display applications** [11310-31]
- 11310 OX **High dynamic range near-eye displays** [11310-32]
- 11310 OZ **Monolithic and heterogeneous integration of RGB micro-LED arrays with pixel-level optics array and CMOS image processor to enable small form-factor display applications** [11310-78]

FABRICATION PROCESSES, MATERIALS, AND DESIGN TOOLS FOR AR

- 11310 10 **Nanoimprint lithography for augmented reality waveguide manufacturing** [11310-34]
- 11310 13 **Negative thermal expansion ALLVAR Alloys for smaller optics** [11310-37]

APPLIED AR/VR

- 11310 16 **VR archaeological museum with applying at student education processes** [11310-39]
11310 17 **The impact of color coding in Virtual Reality navigation tasks** [11310-40]

NEW TECHNOLOGIES IN VR

- 11310 1C **Portal to knowledge: a virtual library using marker-less augmented reality system for mobile devices** [11310-48]

POSTER SESSION

- 11310 1E **Holographic AR display based on the cylindrical holographic optical element for wide viewing zone** [11310-49]
11310 1F **Ultracompact eye and pupil tracking device using VCSEL arrays and position sensitive detector** [11310-50]
11310 1G **Virtual scalpel simulation in the VR and AR environments** [11310-51]
11310 1H **Eyeball camera based calibration and performance verification for spatial computing systems** [11310-52]