The Large Display Dilemma

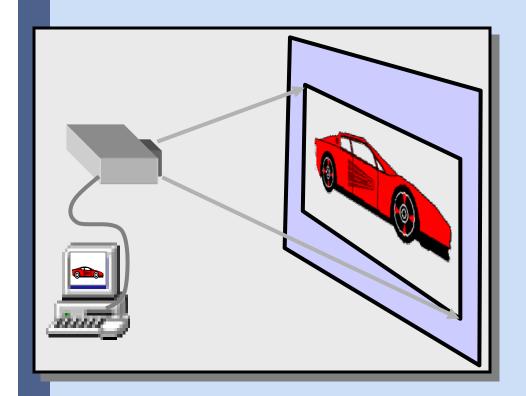


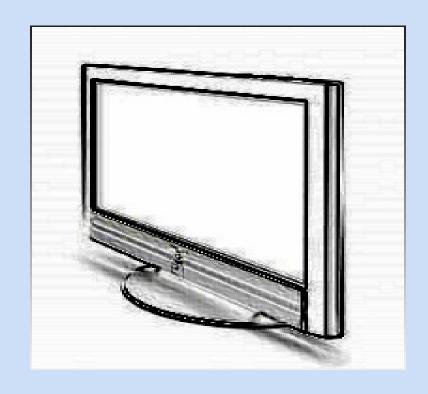
Ramesh Raskar

Mitsubishi Electric Research Labs, Cambridge, MA USA



The Large Display Dilemma





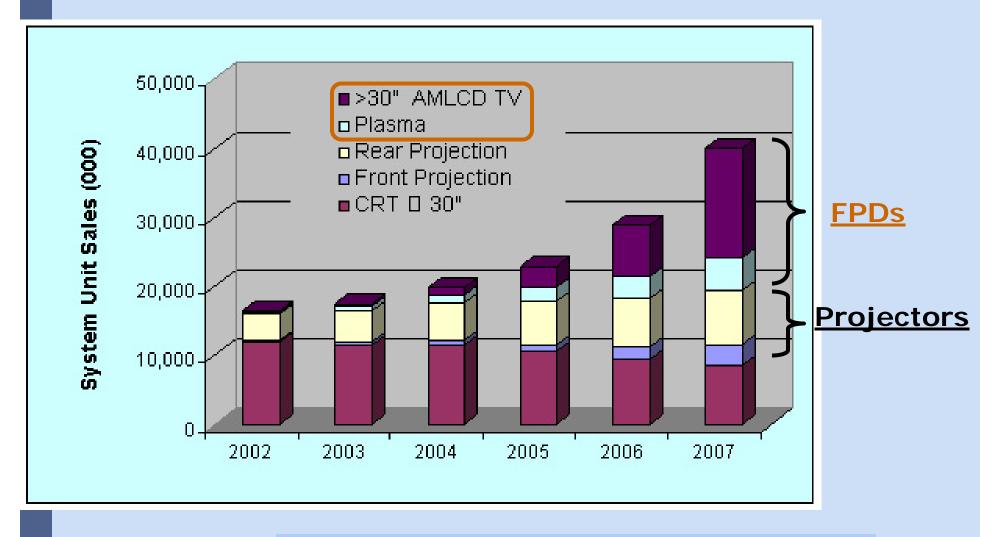
Projector

or

Flat panel display?



Flat panel displays are outselling Projectors



Insight Media and McLaughin Consulting Group, Microdisplay Forecast Report, 2003



The Numbers Should we believe them?

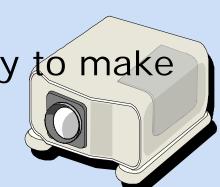
| | | 2003 | 2007 |
|---------|------|------|-------|
| Units | Proj | 3M | 6M |
| | FPD | 1M | 20M |
| | | | |
| Revenue | Proj | \$5B | \$6B |
| | FPD | \$3B | \$50B |
| | | | |

Insight Media and McLaughin Consulting Group, Microdisplay Forecast Report, 2003



Growth Expectations

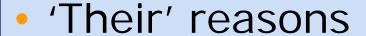
- Our reasons
 - Projectors are <u>cheaper</u> and easy to make
 - Portable, aim anywhere
 - Tile-able to expand





Display Choices

- Our reasons
 - Projectors are <u>cheaper</u> and easy to <u>make</u>
 - Portable, aim anywhere
 - Tile-able to expand



- FDP Expensive but beats <u>ambient</u> light, screen reflectance
- No <u>shadows</u>, focus, <u>FOV</u> issues
- Maybe <u>large</u> does not need <u>portable</u>



Foldable Displays



Organic LED



Light Emitting Polymer

Emissive substrates



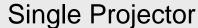


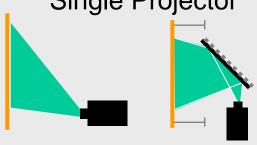
E-Ink

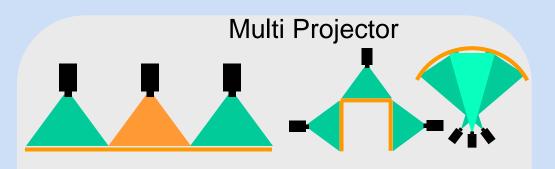
Reflective substrates



Traditional Data Projector Markets







Main Markets

Biz Presentations, home theater, ImmWorkbench

Trend

 $FPTV, RPTV \rightarrow FPD$ Bulky → Thin

Main Markets

Control rooms, Advertising, Visualization

Trend

Still cumbersome Tiling with substrates easy

Will FPD kill Projectors!



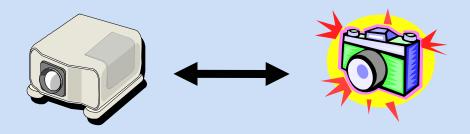
Projector Research

- But Plenty of Important Problems!
 - Hardware design
 - Geometric Alignment [Hereld, Fuchs, Wallace]
 - Photometric Correction [Majumder, Nayar, Ulichney]
 - Interaction [Pinhanez]
 - Stereo and 3D display
 - Super-resolution [Jaynes, Majumder]
 - Shadow Removal [Summet, Cham, Sukhthankar, Jaynes]

A short window of opportunity! What is the Best App?

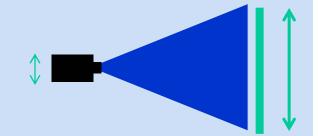


Advantages of Projector vs FPD

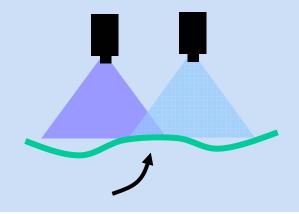


Decoupled Device
 Image can be larger than device





- Combination of images
 Images can be superimposed and added
- Shape of display surface
 Displayed images may be non-planar

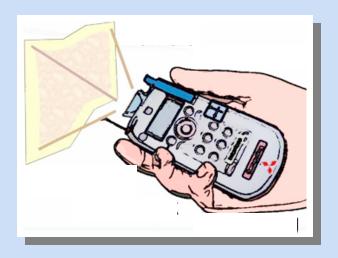




Outline New Opportunities: Exploit Proj-Cam Aspect

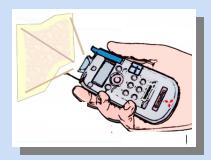


- Aware Handy Projectors
 - Decoupled display size
 - Ability to combine





- Aware Handy Projectors
 - Decoupled display size
 - Ability to combine

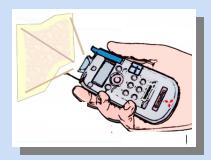


- Image Overlay on Real Objects
 - Decoupled device
 - Non-planar surfaces





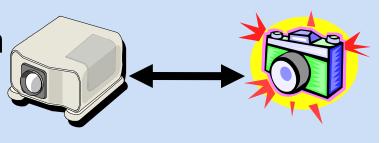
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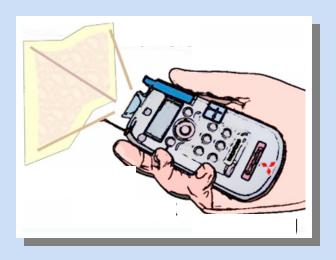


- Projectors in Machine Vision
 - Projector as dual of a camera



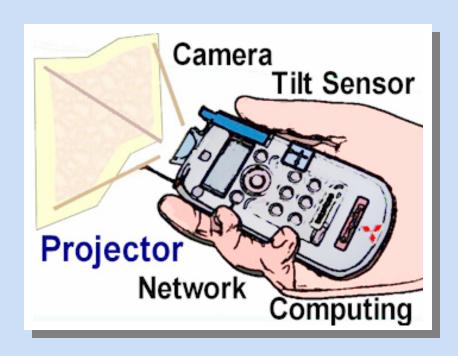


- Aware Handy Projectors
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Handy PDA+Phone+Projector





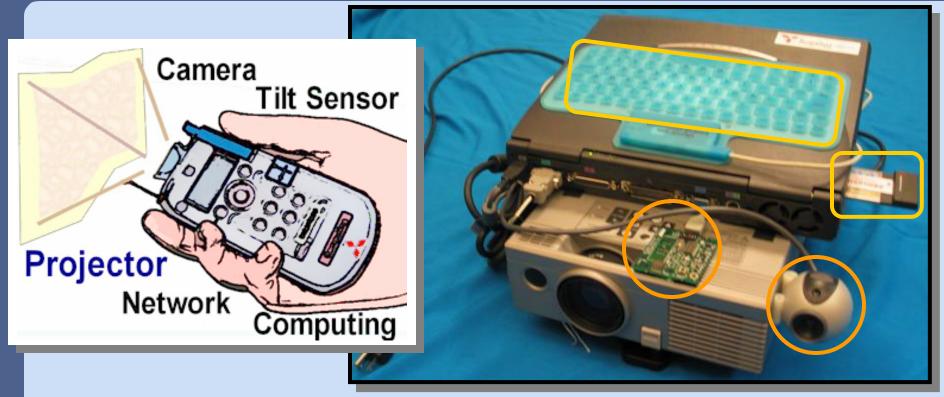
Self-contained Device



Future Projectors

- What are possible applications?
- What are geometric problems?
 - Sense: Aware of surroundings
 - Respond: Display accordingly
 - Communicate: Support ad-hoc clusters
- What components are necessary?





Geometrically Aware Projector





Application of Handy Projector

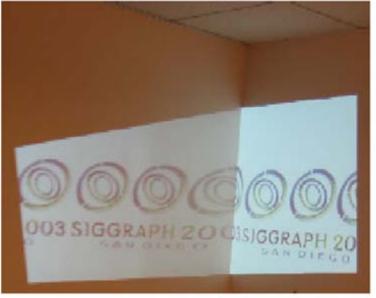


Raskar, vanBaar, Beardsley et al, Siggraph 2003



Shape Adaptive Projection





Conformal mapping of image

Illuminate developable surface

Least sqr conformal mapping for non-developable surfaces

Raskar et al, Siggraph 2003





Handy Projectors



ool



- LED based lamps
 - Less heat, simpler optics
 - Coherent colors
 - Long lamp life
- Laser projectors
 - Vector display
 - Large DOF
- Projected keyboards



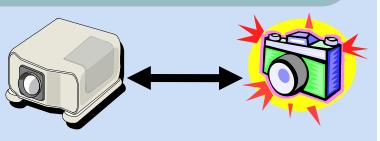
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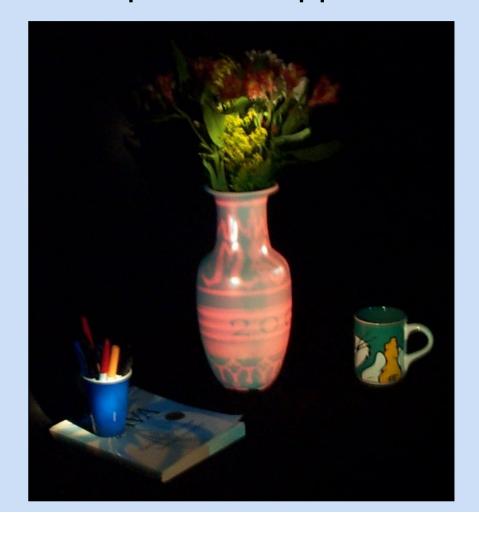




Motivation

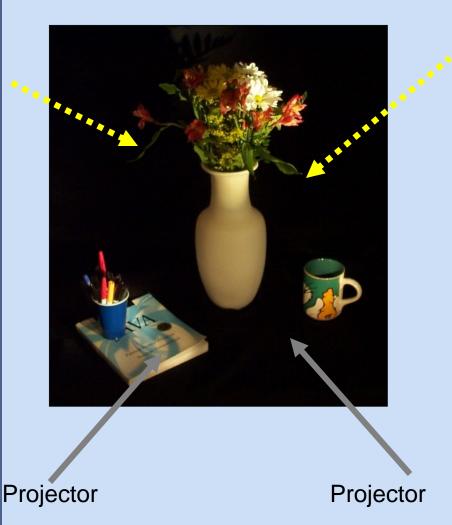


View-dependent Appearance

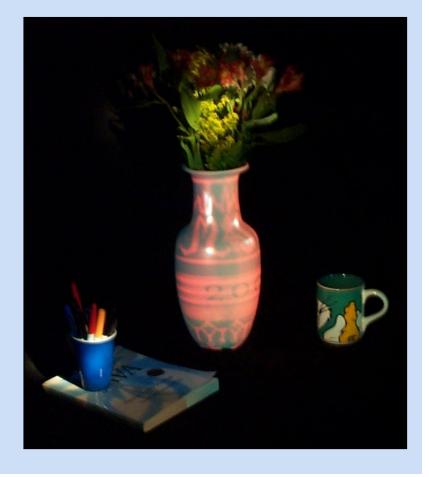




Changing Appearance



Virtual light source



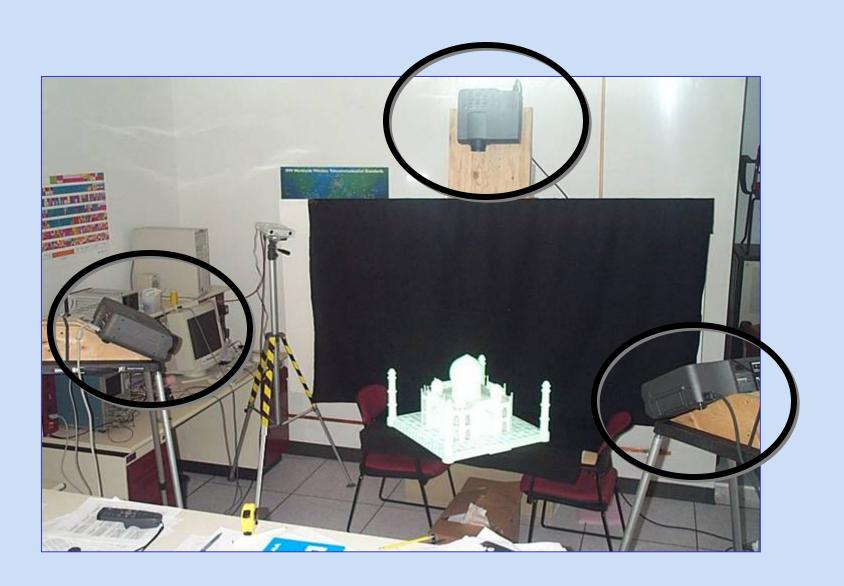


Changing Virtual Illumination

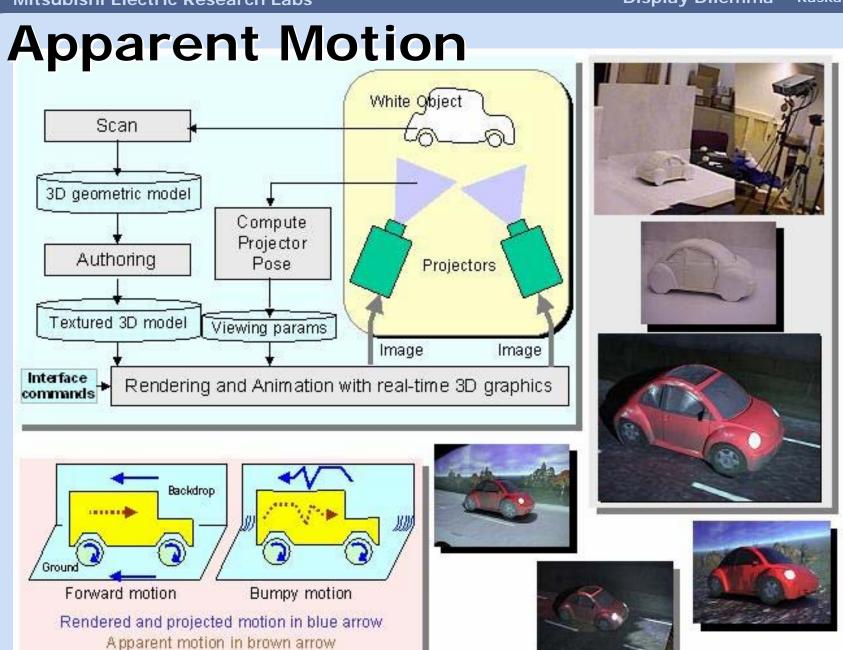


Raskar, Welch, Low, Bandyopadhyay, "Shader Lamps" (2000)









Raskar, Ziegler, Willwacher, "Cartoon Dioramas in Motion," (NPAR 2002)

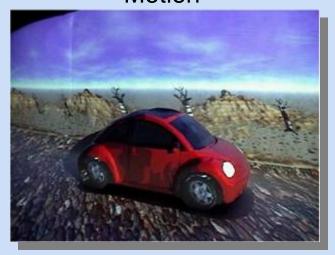


Projector-based Augmentation

Reflectance



Motion



Illumination



Interaction



www.ShaderLamps.com

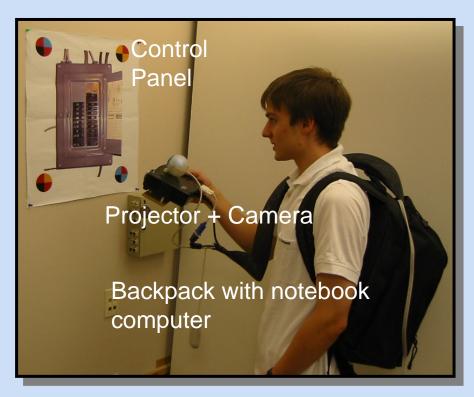


Training and Maintenance

(Projector-based Augmented Reality)

Raskar, Beardsley, Forlines, 2002

- Training images and videos
- Instruction manuals



Dr. Shiotani, Mitsubishi Electric, Japan

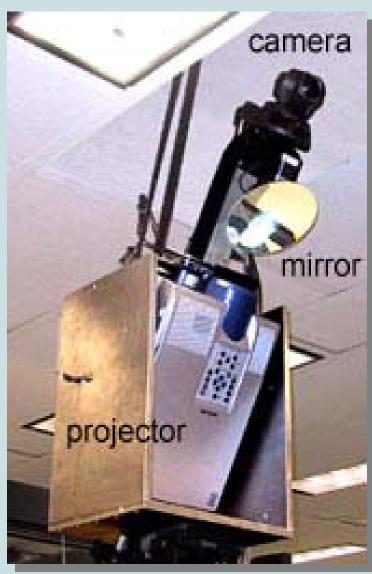
Benefits vs

-HMD: tracking issues

–PDA: 'Last foot' problem



Spatial Projection Displays





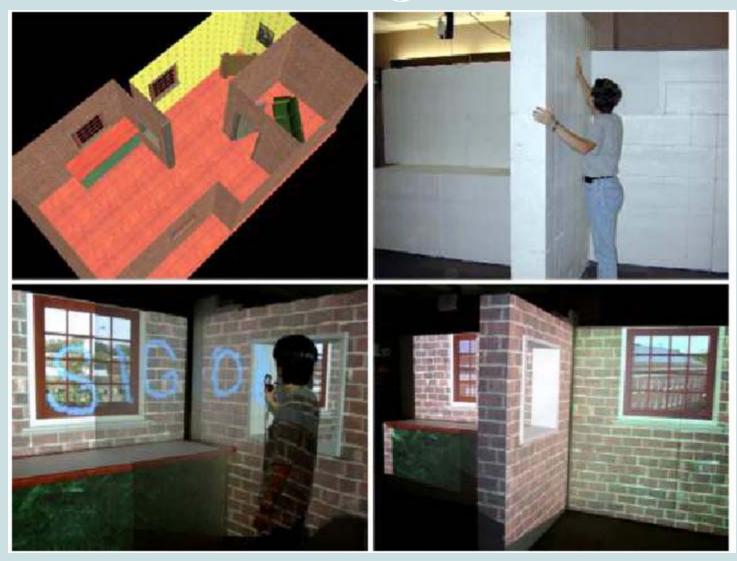
Pinhanez, C. The Everywhere Displays Projector, 2001



Steerable Mirrors



Spatial Projection Displays 'Being There



Low, K., Welch, G., Lastra, A., and Fuchs, H. UNC Chapel Hill 2001.

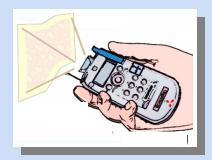


Image Overlay Applications

- Training and maintenance
 - Instructional text, images and procedures
- Entertainment
 - Live shows, exhibits, demonstrations
- Design and Prototype
 - Virtual material and lighting changes
- Scaled model visualization
 - Augment walk-around scaled model of buildings
 - Project and 'paint' surface colors, textures
 - Lighting, sunlight, seasons
 - Internal structure, pipes, wiring
- Advertising



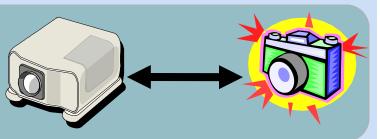
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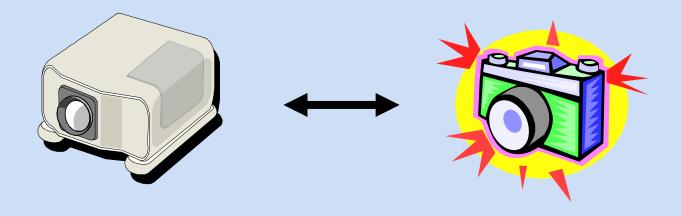
- Projectors in Machine Vision
 - Projector as dual of a camera





Machine 'Projection'

- Image Projection vs Machine Projection
- Machine Vision with projectors
 - Project images to assist machine computation

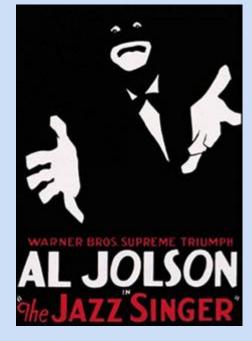


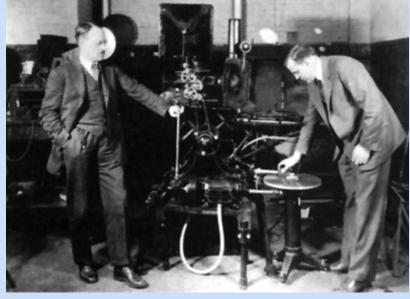


VitaPhone ('Don Juan' 1926)

Soundtrack recorded on film





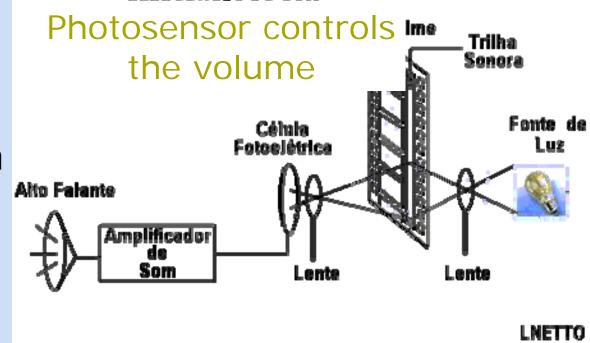


Filme

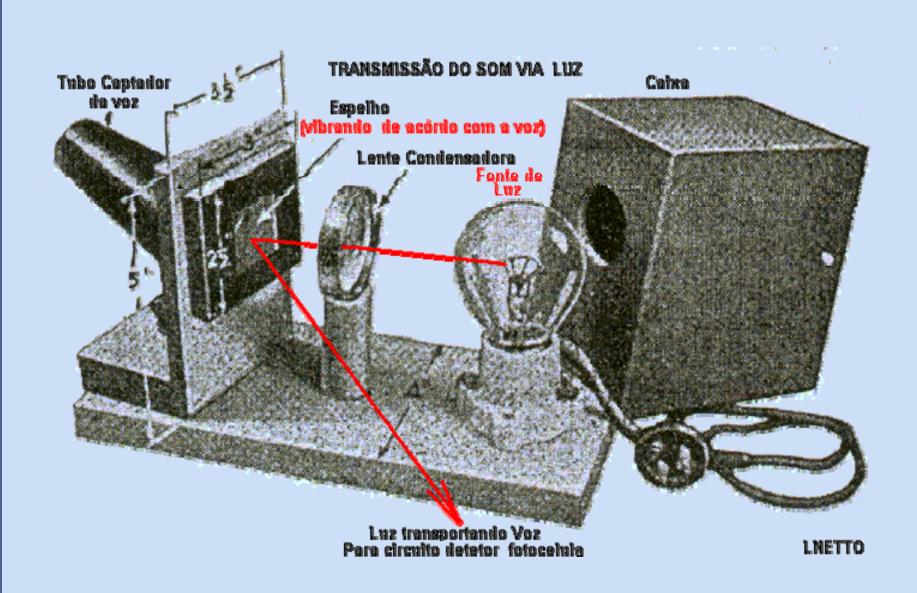
Recording

Bulb modulated By microphone Microfone Lente Amplificador de Som

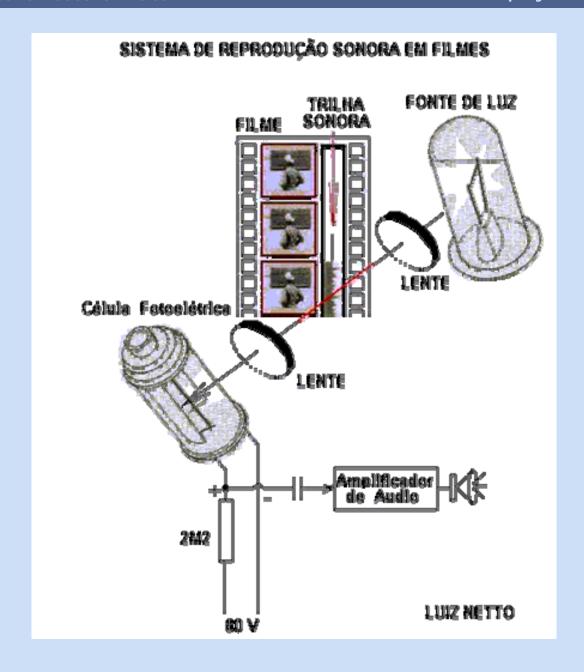
Reproduction







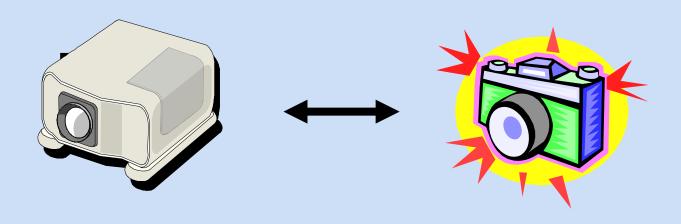






Machine 'Projection'

- Machine Vision with projectors
 - Project images to assist computation
- Projector a 3D projection device
 - Projector is a <u>dual</u> of a camera
 - Modulation and direction control

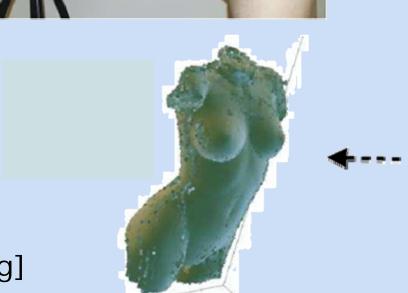




Structured Light for 3D Scanning

Need to be supported as a feature with each projector







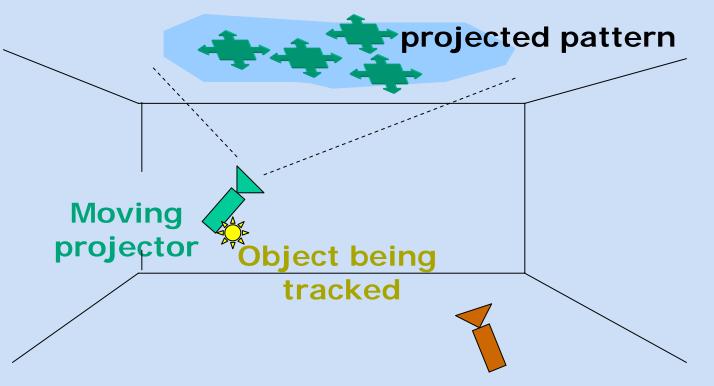
[Jaeggly, Chang]

Striped Projection



Portable Tracking System

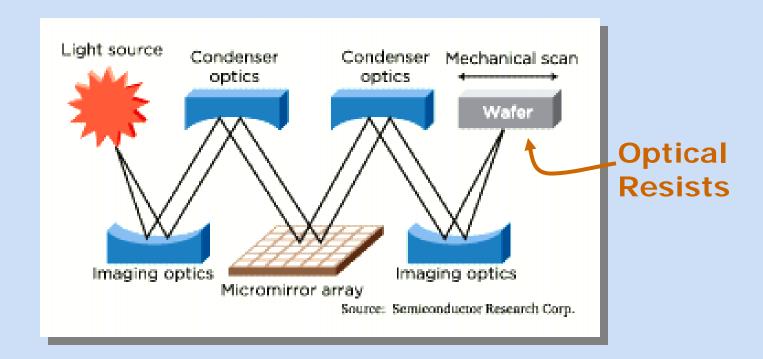
Beardsley, Raskar 2002



fixed camera observes pattern



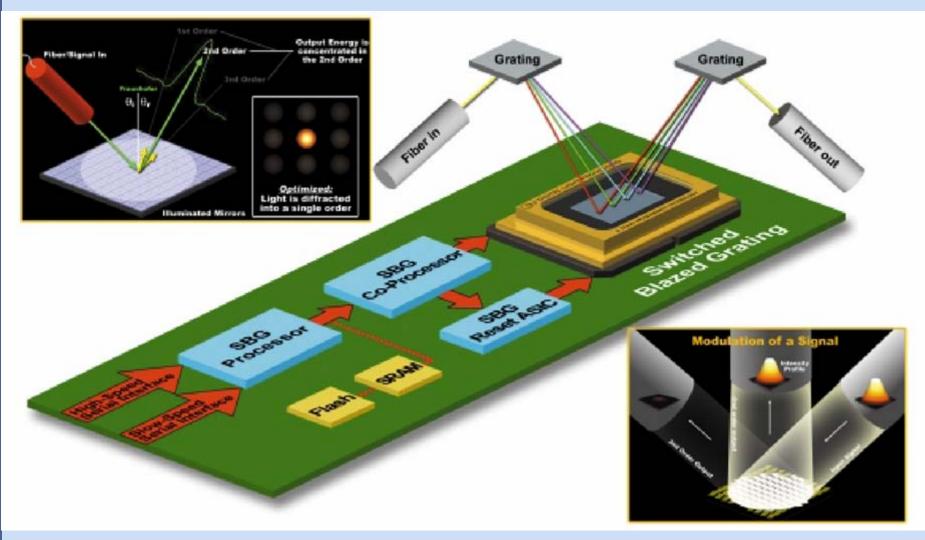
Maskless Lithography



DLP Micro-mirror array Fast parallel operation on optical resists



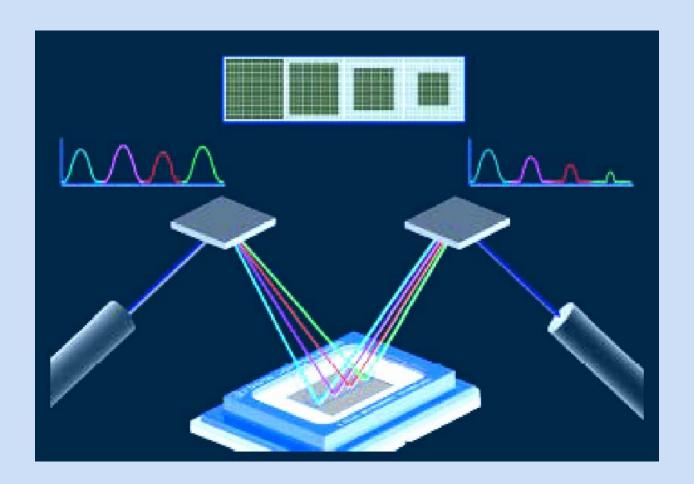
Optical Networking Gear



Parallel Switching and Routing at ~100KHz Fixed diffraction grating + Optical switches



Optical Signal Processing



Multi-wavelength Operation (bandpass) Encoding/decoding/transcoding



'Machine Projection' Applications

- Structured light for 3D scanning
- BRDF acquisition
- Tracking
- Etching, lithography
- Optical signal processing
- Optical networking gear
- How can we exploit image+machine projection?



Discussion Large Proj-Displays: Will they survive?

- Controlled environments
 - Movie Theaters, IMAX, Planetariums
 - Digital Cinema, large visualizations
- Screen Technology
 - Active materials, Holo-screens
- Ad-hoc Tiling
 - Smart projector units instead of systems
- Displays tied to interaction
 - Multiuser touch sensitive, e.g. DiamondTouch
- Super cheap proj (maybe \$200)
 - Completely new markets, casual use



Acknowledgements

- MERL
 - Jeroen van Baar, Paul Beardsley, Remo Ziegler, Thomas Willwacher, Srinivas Rao, Cliff Forlines, Paul Dietz, Darren Leigh, Bill Yerazunis
- Office of the Future group at UNC Chapel Hill
 - Kok-lim Low, Deepak B'padhyay, Aditi Majumder, Michael Brown, Ruigang Yang, Wei-chao Chen
 - Henry Fuchs, Herman Towles, Greg Welch
- Mitsubishi Electric, Japan
 - Yoshihiro Ashizaki, Masatoshi Kameyama, Masato Ogata, Keiichi Shiotani
- Images
 - Oliver Bimber, Rahul Sukthankar, Claudio Pinhanez, Chris Jaynes



Display Dilemma

- Short opportunity to get back in the race
- Many interesting problems remain
- Lets exploit the 'proj-cam' aspect, new apps
 - Decoupled imagery: Aware handy projector
 - Overlay: Augment real world
 - Camera dual: Machine 'projection'
- 'Every mm at every ms' Henry Fuchs

