

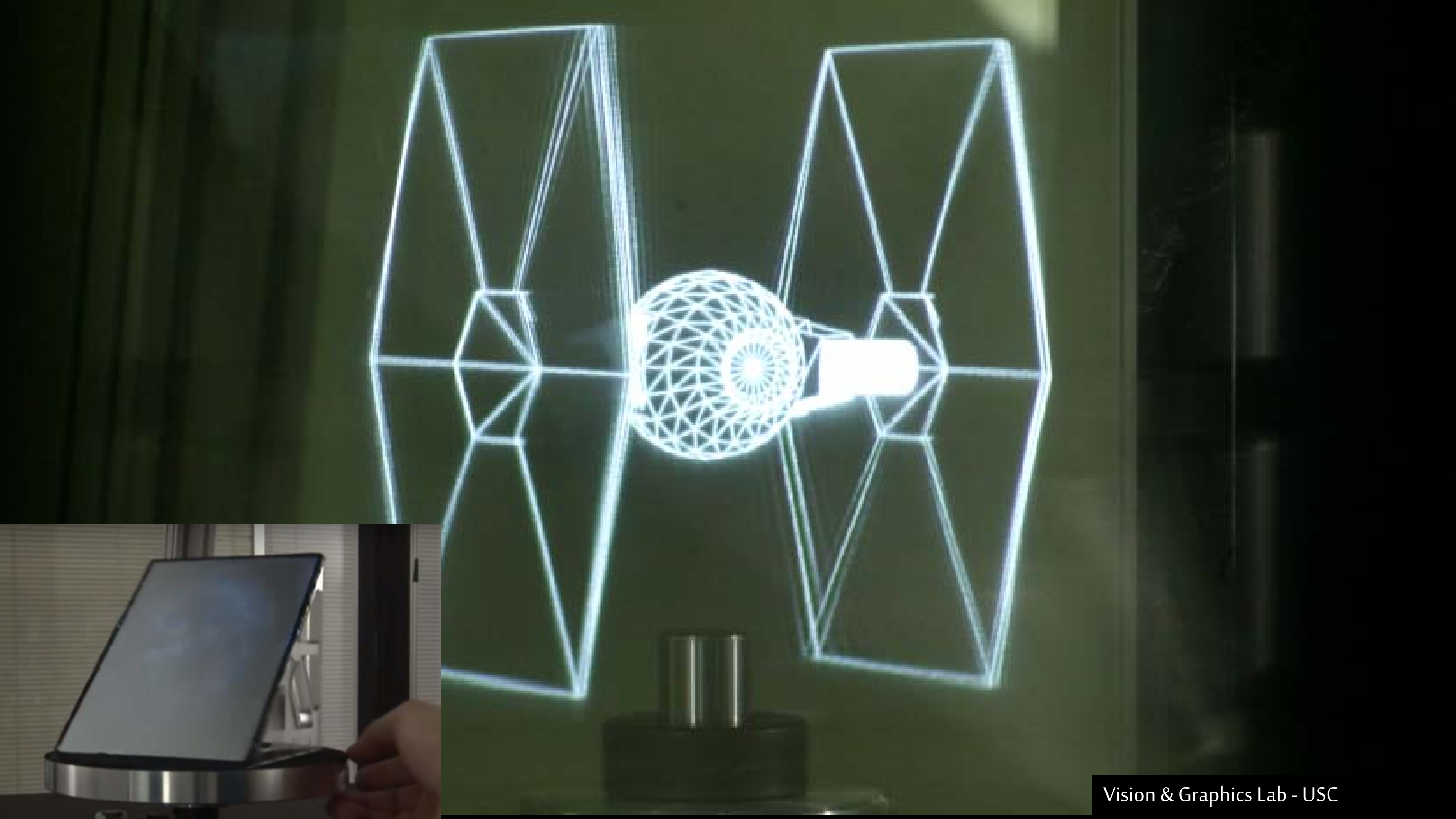
Trade-offs in Light Field Streaming,
Processing and Display Requirements
for High and Low Fidelity Applications

Holochip Corporation





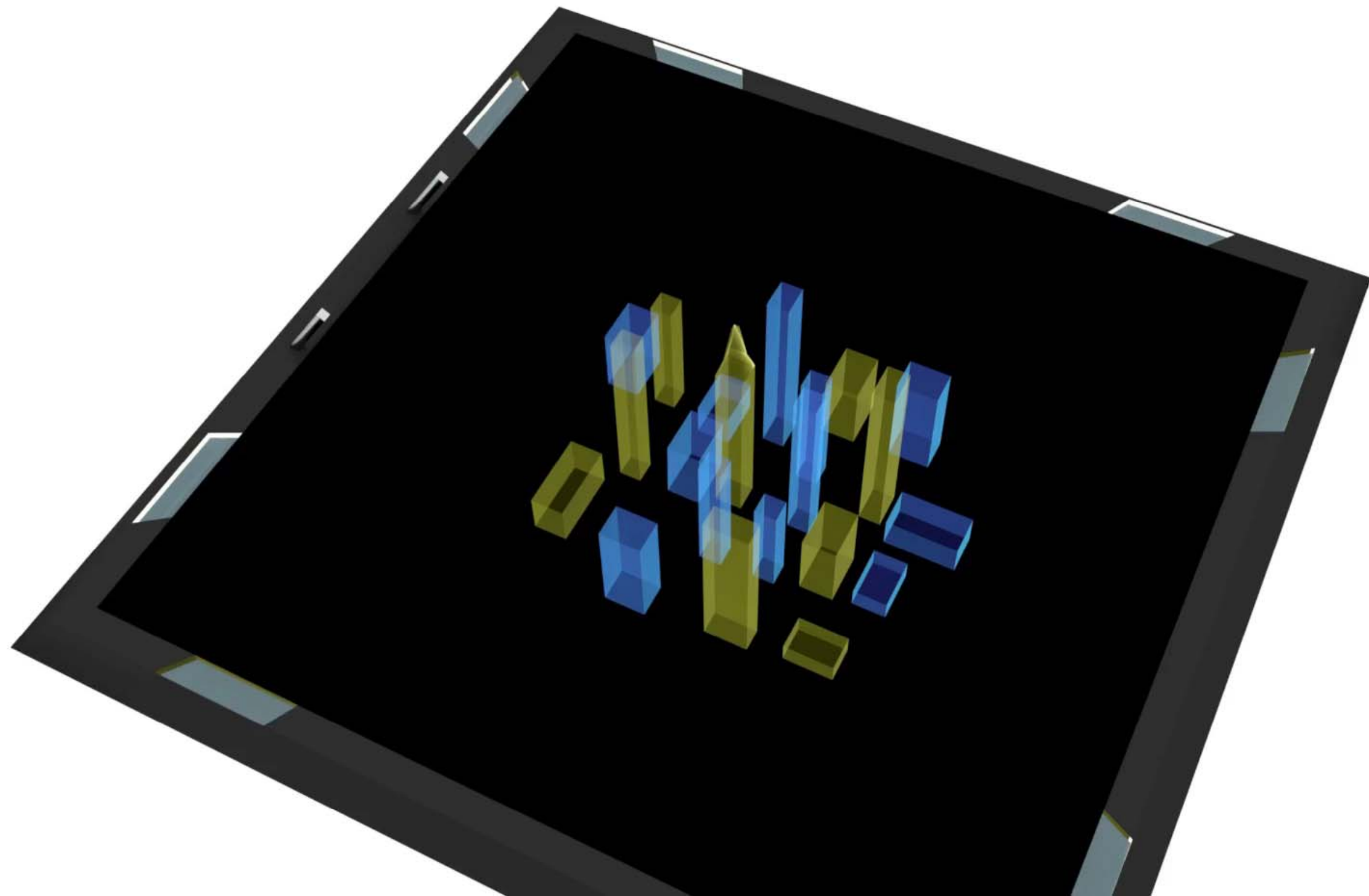
Iron Man 2 - Paramount Pictures Corporation

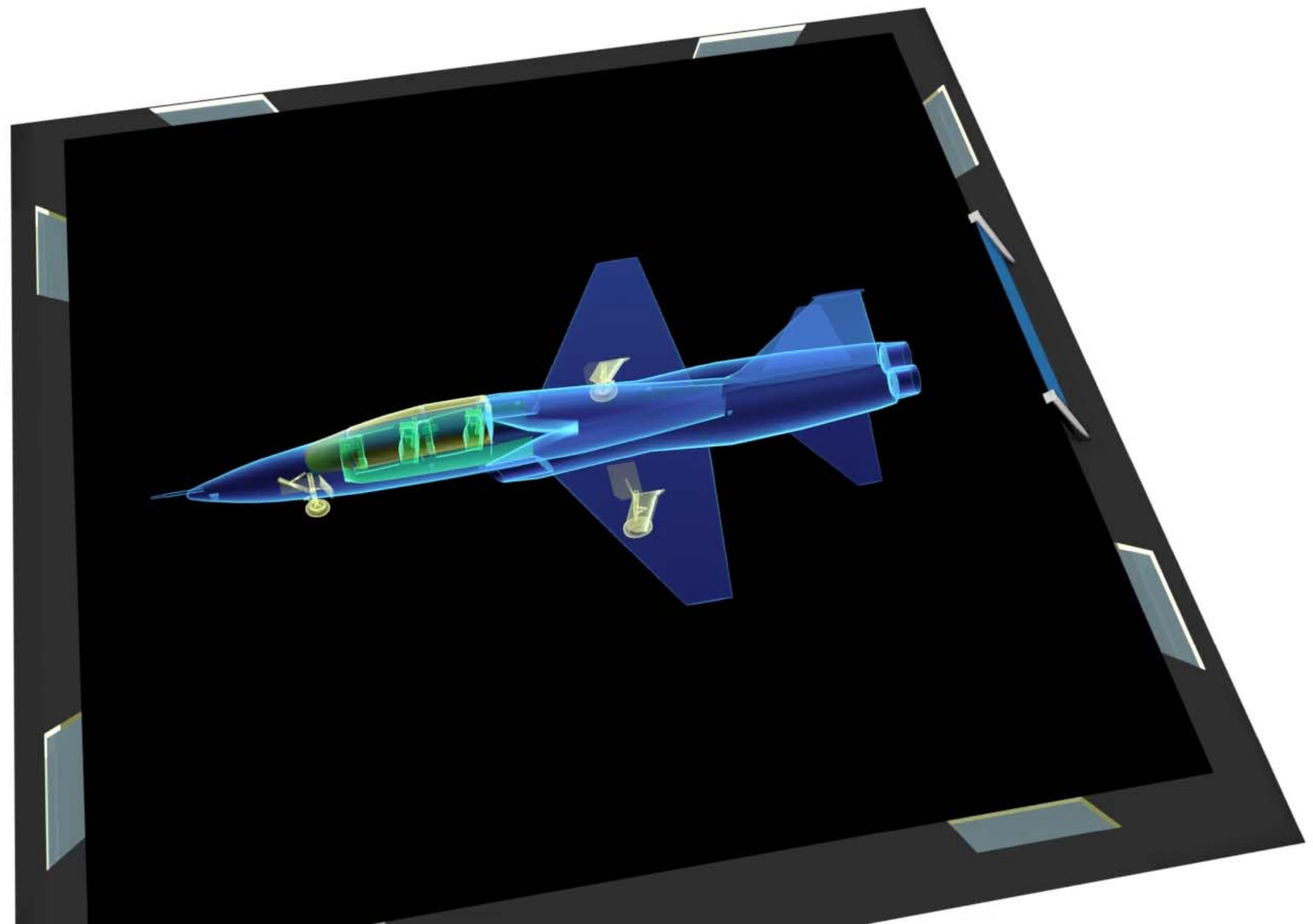




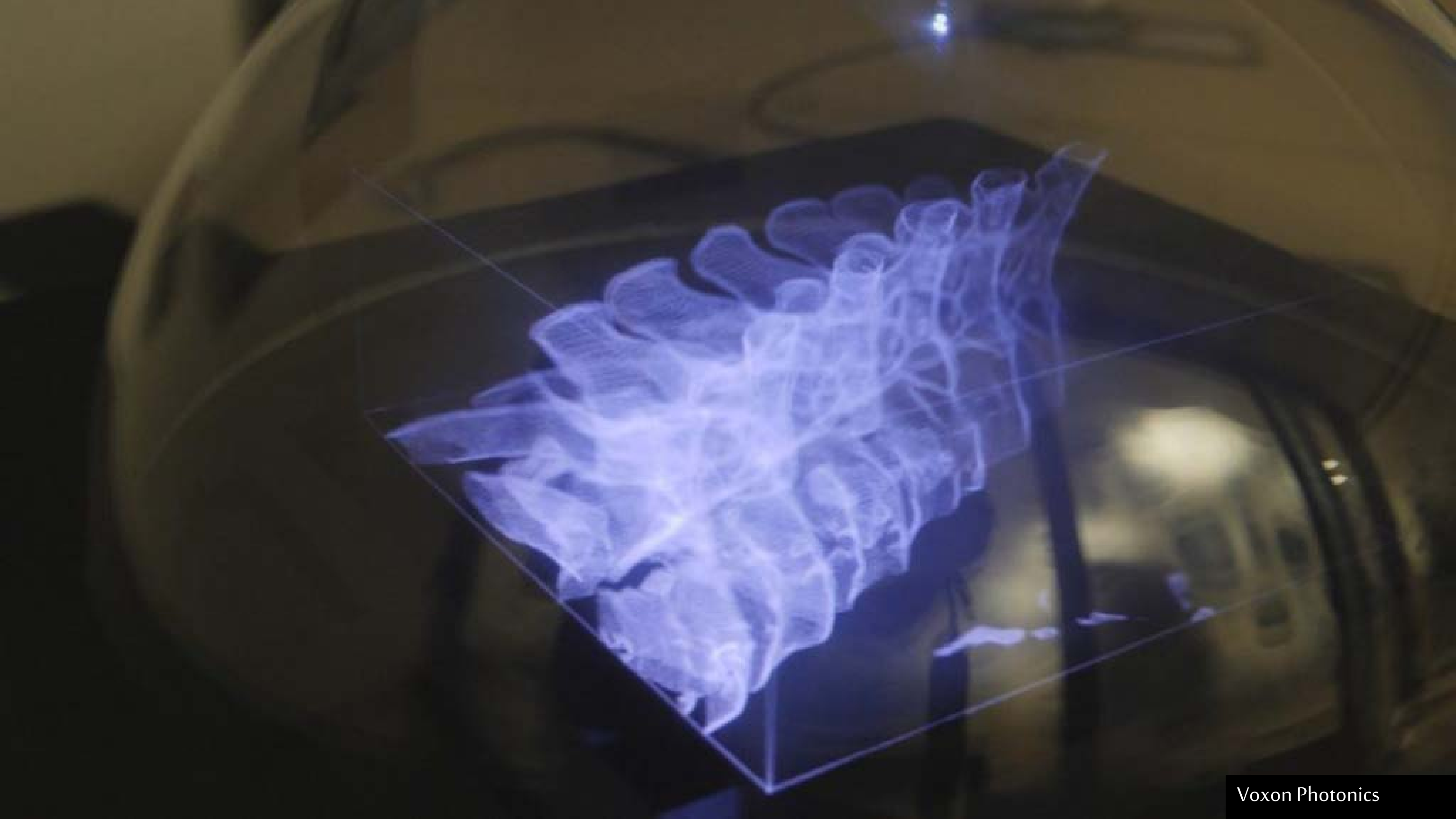




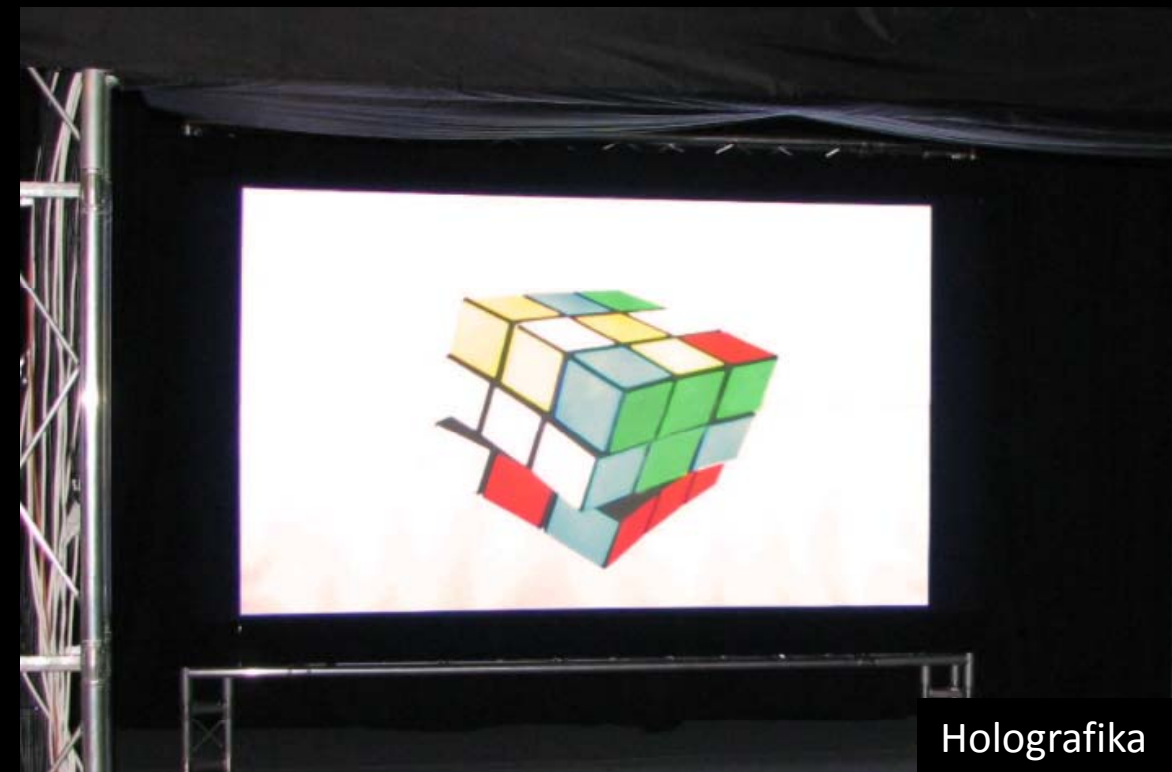
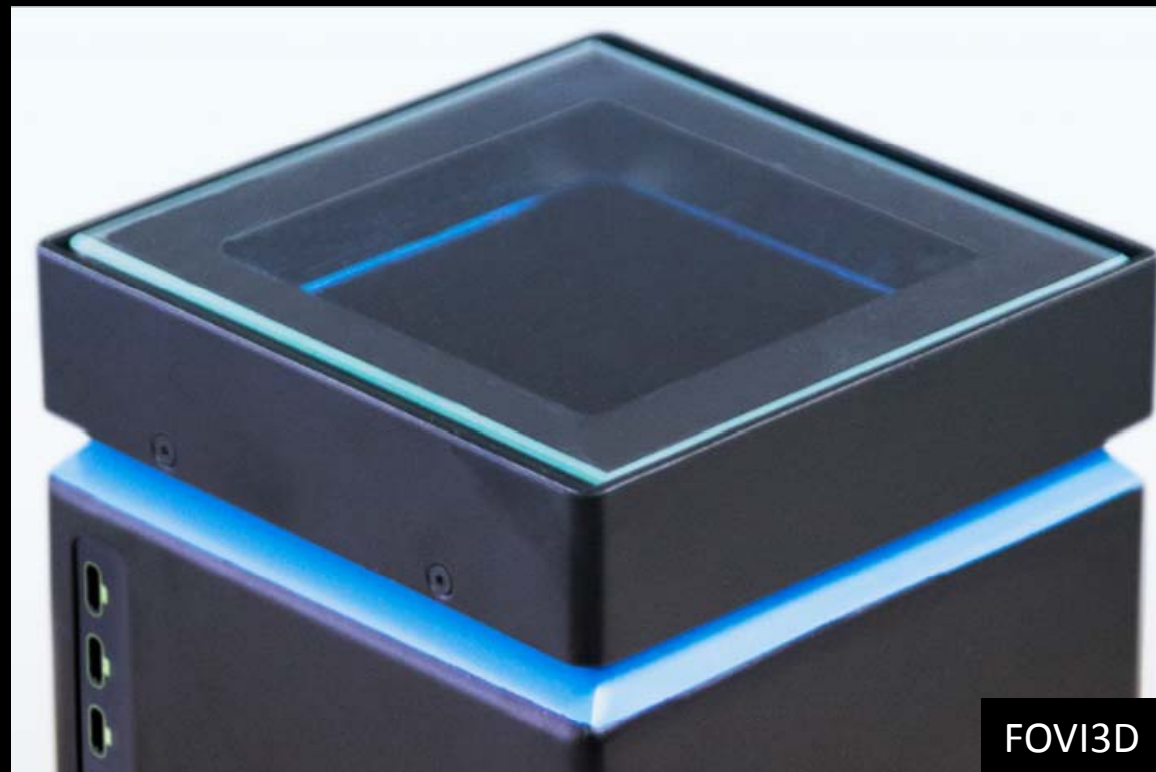








Light Field – High Fidelity



Light Field - Low Fidelity

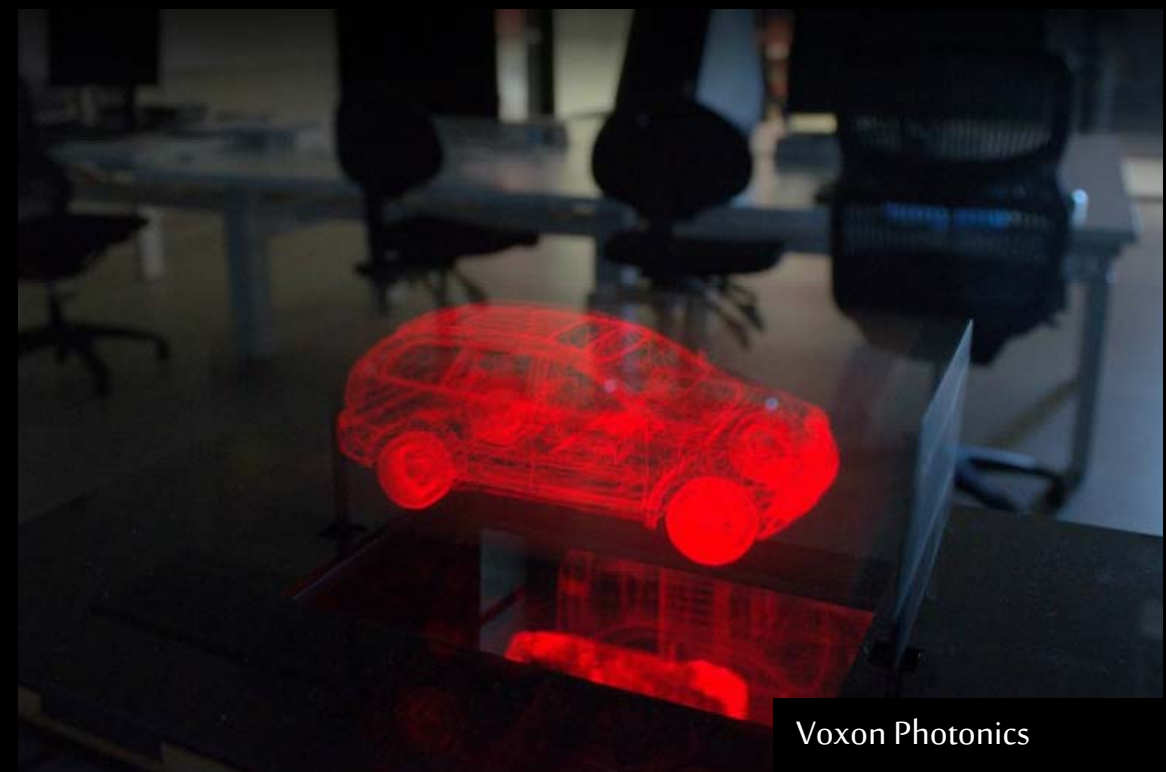
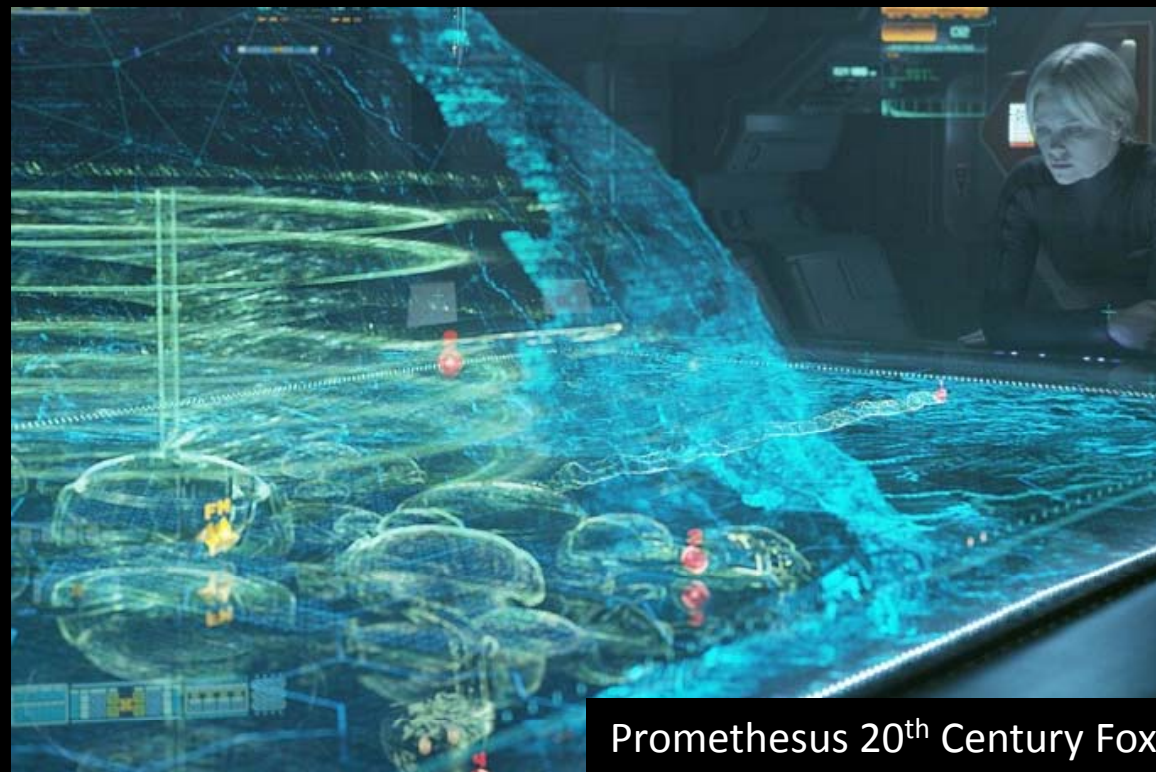


RED/Leia



Looking Glass Factory

Light Field - Volumetric

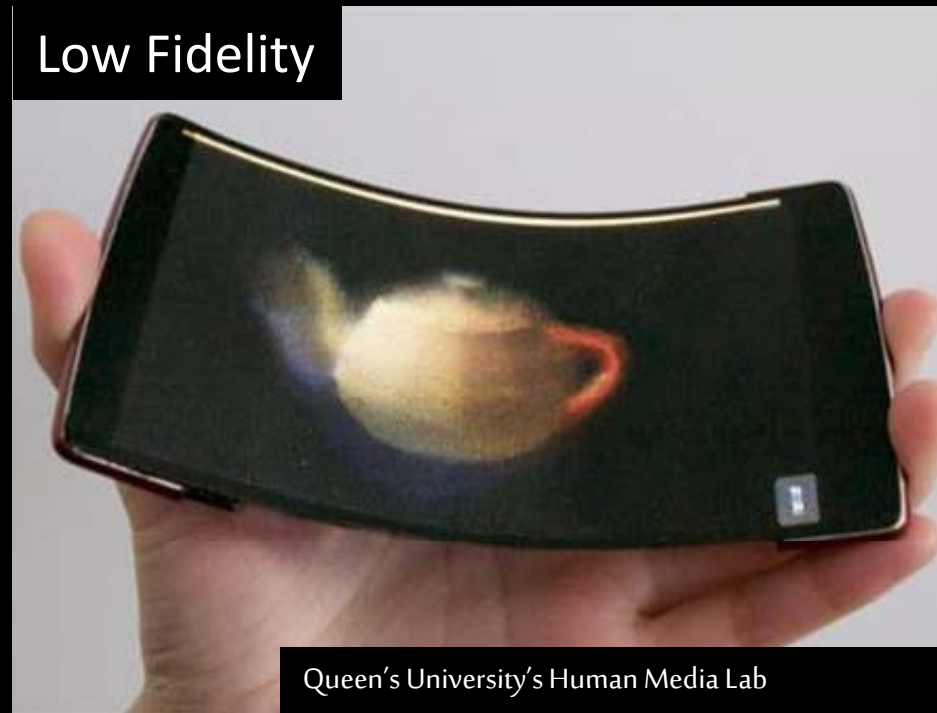


Different Displays Same Standard

High Fidelity



Low Fidelity



Limited Visual Cues

