



Can 3D Shape be Estimated from Focus Cues Alone?

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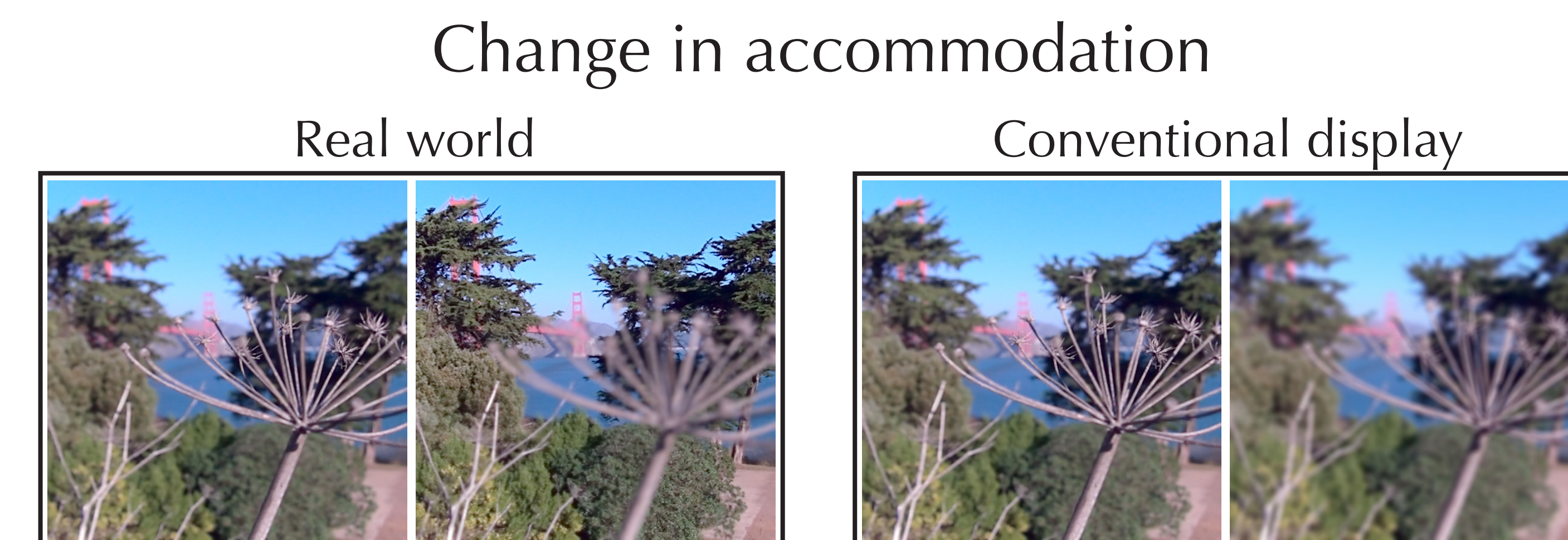
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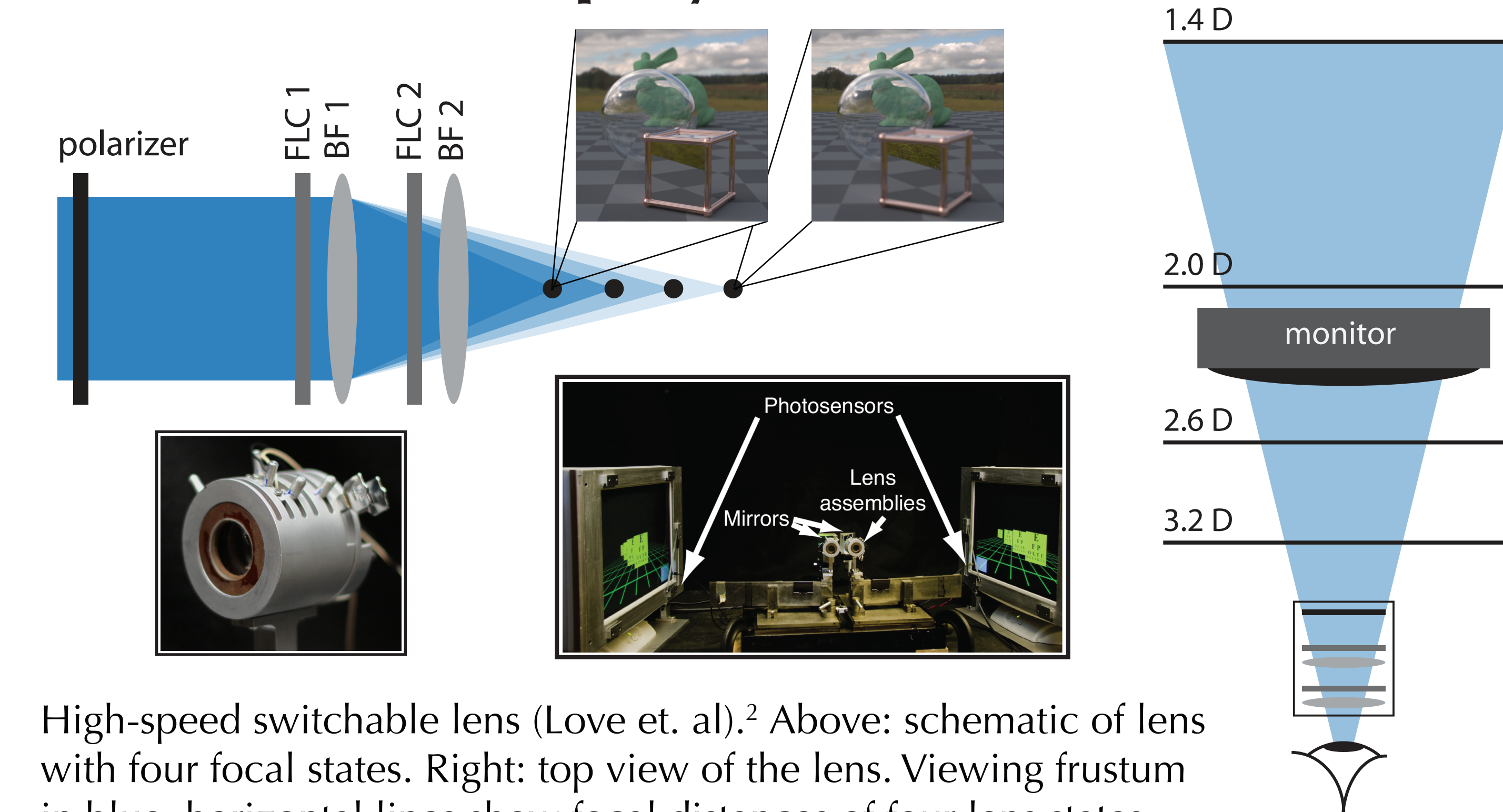
Motivation

Focus cues (blur & accommodation) are generally considered coarse, ordinal cues.¹

However, this may be due to improper stimulus presentation techniques.

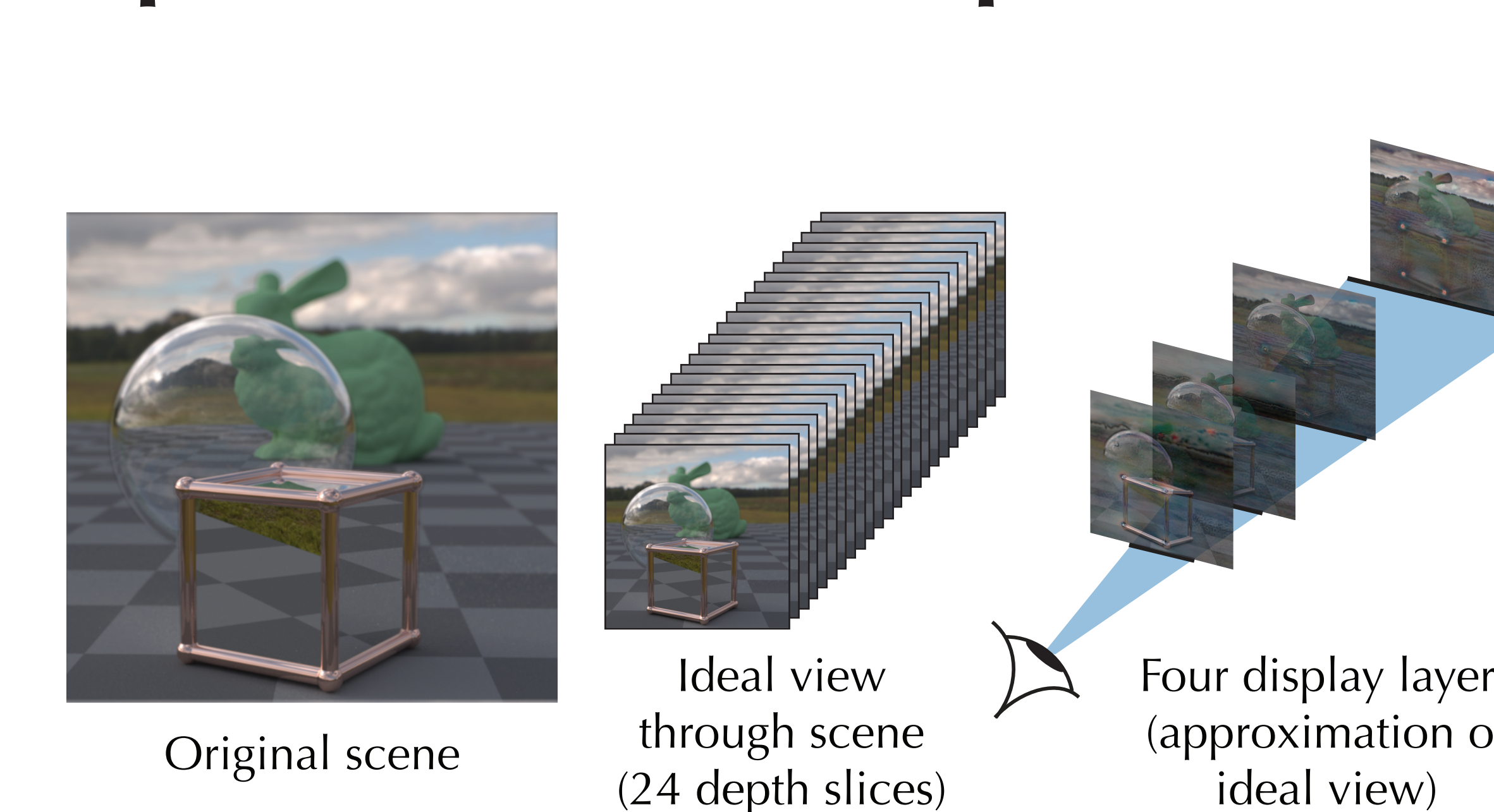


Volumetric display

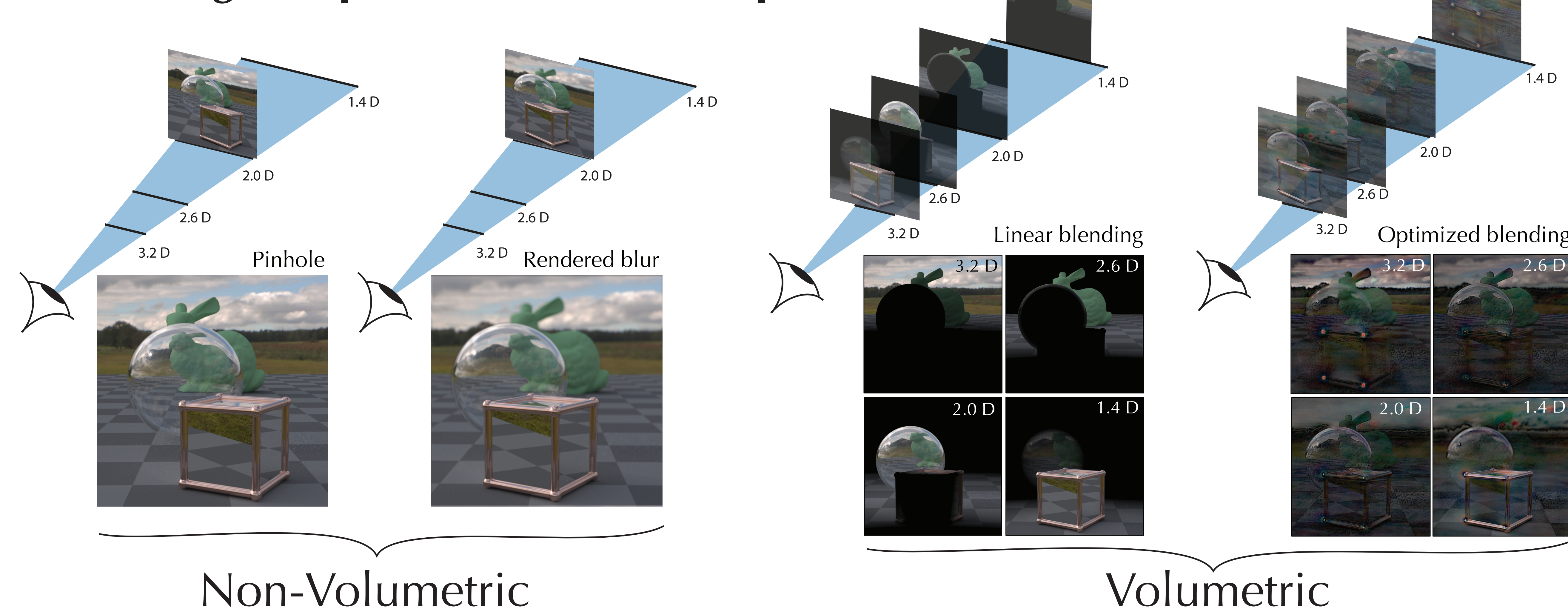


High-speed switchable lens (Love et. al).² Above: schematic of lens with four focal states. Right: top view of the lens. Viewing frustum in blue, horizontal lines show focal distances of four lens states.

Optimization technique



Rendering and presentation techniques



Experiment

Four subjects were asked to judge the shape of a hinge (convex or concave). Rendered blur and optimized stimuli were generated using a simulated aperture equal to the subject's measured pupil size under experimental conditions.

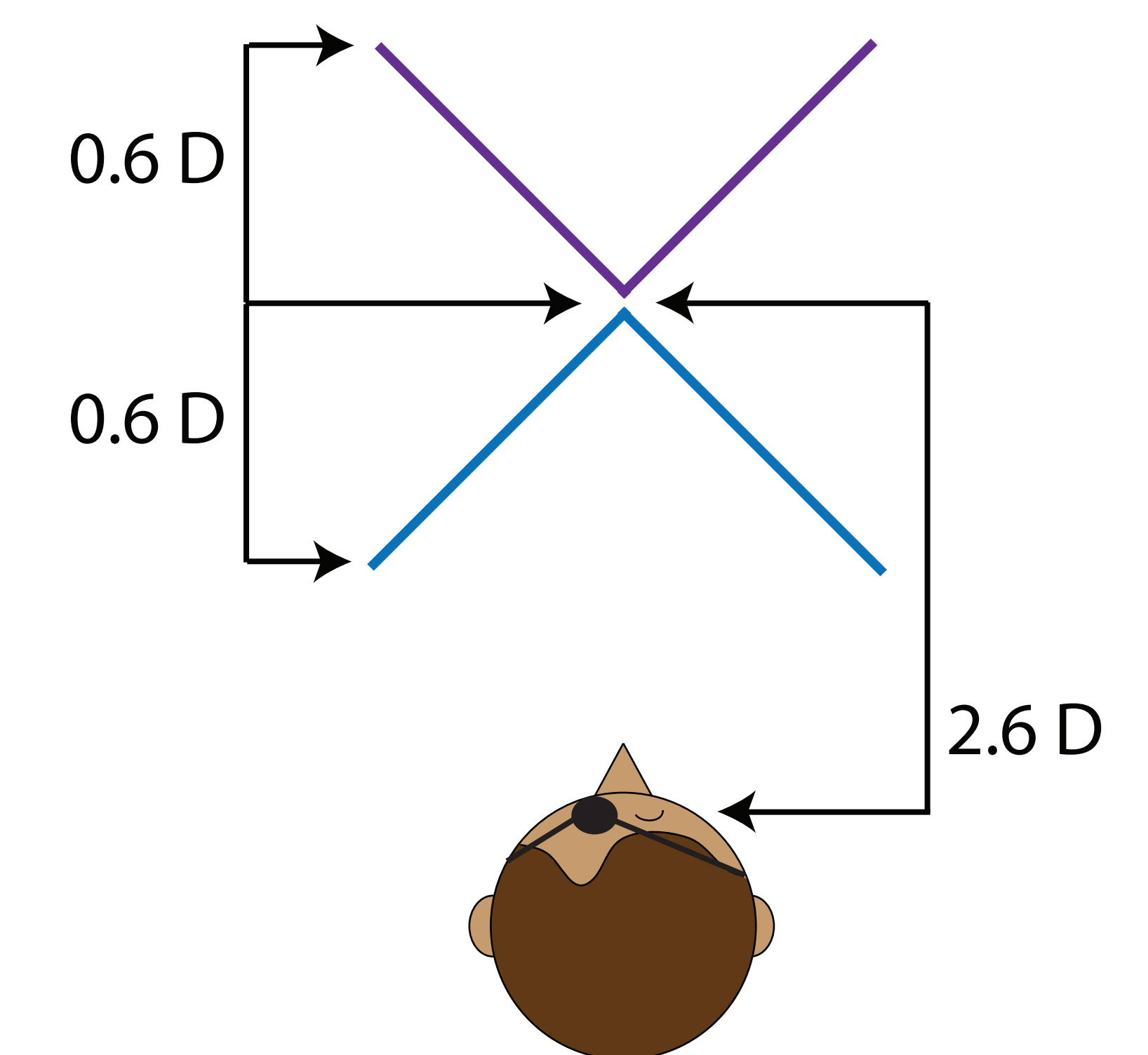
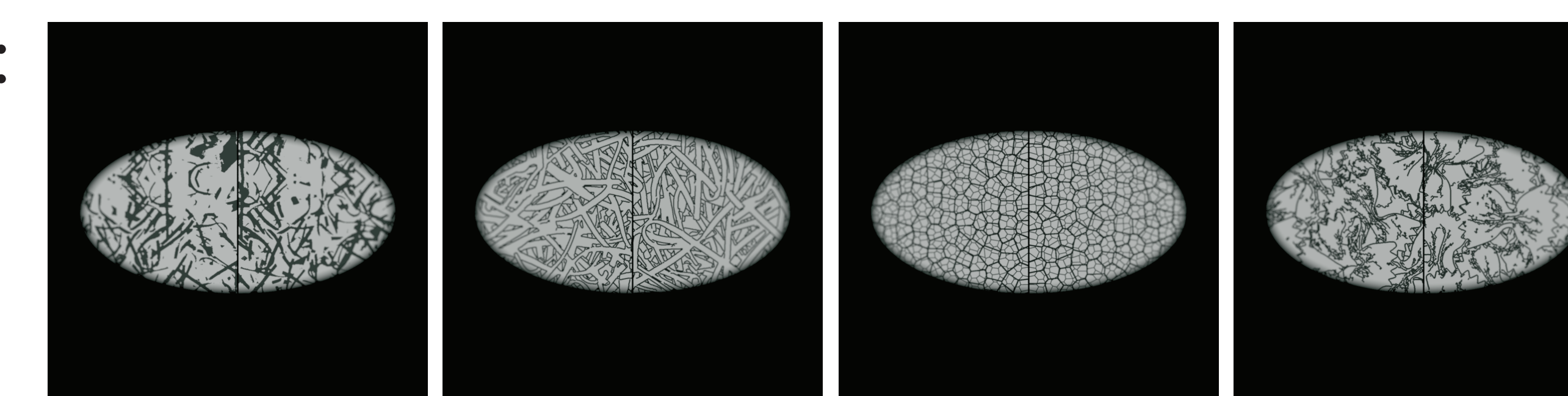
Hinges were presented monocularly (removing disparity cue) and textured in screen space (removing texture cue).

Stimulus duration: 0.3 s, 3 s, or 5 s

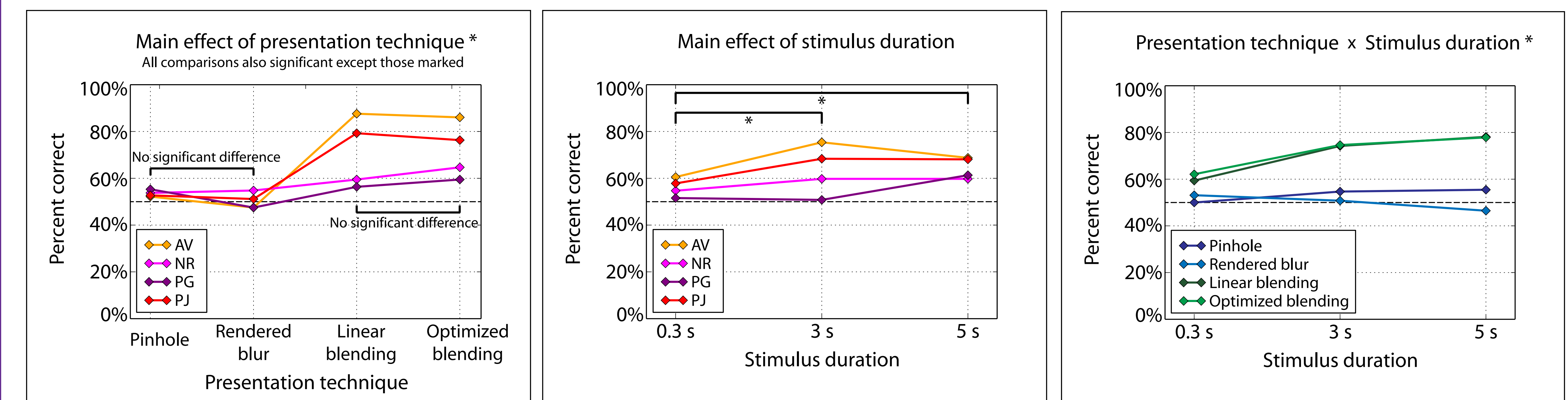
Vertex distance: 2.6 Diopters

Hinge angle: 70° or 90°

Sample stimuli:



Results



A single multi-factor ANOVA was performed. Subjects showed significantly better performance under volumetric conditions compared to non-volumetric conditions. Increased stimulus duration resulted in significantly better performance for volumetric conditions only.

References

- ¹ Mather, G., & Smith, D. R. (2002). Blur discrimination and its relation to blur-mediated depth perception. *Perception*, 31(10), 1211-1220.
² Love, G. D., Hoffman, D. M., Hands, P. J., Gao, J., Kirby, A. K., & Banks, M. S. (2009). High-speed switchable lens enables the development of a volumetric stereoscopic display. *Optics Express*, 17(18), 15716-15725.