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柱透镜光栅投影3D显示的视点数与串扰容限

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摘要：柱透镜光栅投影3D显示系统由定向反射屏(包括柱透镜光栅和漫反射屏)和若干个投影仪组成,可实现多视点不同立体图像的显示。为了确定该系统可设置的投影仪个数、可实现的视点个数、串扰以及较小串扰前提下视点的宽度,文中通过分析柱透镜光栅投影式3D的显示原理,给出了单个投影仪主次视区距离的计算公式,同时给出了单个投影仪主视区宽度的计算公式,并利用TracePro光学仿真软件验证了公式的准确性。由主次视区距离进一步得到了该3D显示系统中可设置的投影仪个数及视点个数,并根据主视区宽度及视点个数分析了串扰大小、每个3D观看视点的宽度。文中给出的实际设计参数举例中,都实现了8~20个3D观看视点。当主视区宽度接近人眼瞳孔距离(取65 mm)时,可实现串扰小于10%的前提下,每个视点宽度达到40 mm左右。

关键词：自由立体显示 多视点投影式3D显示 柱透镜光栅 定向反射屏 球差

Problems about Number of Views and Crosstalk Tolerance in Projective Auto-Stereoscopic Display Based on Lenticular Grating

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Abstract: This projective autostereoscopic display system based on cylindrical lens grating is composed with orientation-reflecting screen (consists of lenticular grating and diffuse-reflecting screen) and several projectors. It can provide multi-view display and each view has different stereoscopic image. By the analysis of the display principle of this system, the formula of the distance between single projector's primary view port and secondary view port and the formula of the width of primary view port are given. It is given to make sure how many projectors and view ports can be set, how much the crosstalk is, and how much the width of view port under smaller crosstalk is. The accuracy of the formulas confirmed by TracePro. View ports 8~20 are realized in design examples. On the precondition of the crosstalk's each view port is less than 10%, the width of the primary view port is close to the papillary distance and the width of each 3D view port can reach about 40 mm.

Keywords: autostereoscopic display projective multi-view 3D display cylindrical lens grating orientation-reflecting screen spherical aberration

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