Realistic Computer Generated Holograms Using Orthographic Ray-Sampling Plane Shunsuke Igarashi¹, Tomoya Nakamura^{1,2}, Kyoji Matsushima³, and Masahiro Yamaguchi¹ 1. Tokyo Institute of Technology, 2. PRESTO Japan Science and Technology Agency, 3. Kansai University

1. Introduction

Objective

Computer generated holograms (CGHs) that shows super realistic 3D images (depth cues, photorealistic appearance, etc.)

3. Experimental Results

A hologram of "a stuff of bear and a glass of wine" was calculated using the proposed method.



Problems

- Computational cost
- Resolution in deep scene
- Material reproduction



2. Calculation of holograms using orthographic ray-sampling plane

We propose an efficient CGH calculation method called "orthographic ray-sampling plane method." Algorithm

- 1. An intermediate plane is defined near objects.
- 2. Orthographic images (parallel rays) are captured in various different angles.
- 3. Orthographic images are Fourier transformed

Firstly, orthographic images were rendered from 64×64 different angles.



Hologram Pixel pitch

 $128K \times 128K$ $0.8 \mu m$

 $\pm 23.3^{\circ}$

- to obtain angular spectra at the ORS plane.
- 4. Angular spectra are multiplied with transfer function of propagation.
- 5. Inverse Fourier transform of the result corresponds to the wavefront at the hologram.



Viewing angle

Rendering time : 5h CGH calculation : 13h

Generated fringe pattern was fabricated by a laserlithography system of "Kan-Dai Digital Holo Studio."





Photorealistic material appearance (reflection, refraction, and texture of wool) was successfully reproduced as 3D images.



Advantages

- Photorealistic appearance of ray-information
- High resolution in deep scene due to wave propagation
- Efficient calculation of large holograms by omitting redundant propagation







We proposed an efficient algorithm to calculate photorealistic and deep scene hologram with large size of display. Photorealistic CGH was calculated and fabricated.