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Optical Architectures for Displays and Sensing in Augmented, Virtual, and Mixed Reality (AR, VR, MR) V

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Contents

ix *Conference Committee*

DIFFRACTIVE COMBINER TECHNOLOGIES

12913 02 **Maxwellian view system with LBS light engine and metasurface waveguide for AR waveguide display** [12913-1]

12913 03 **Novel reflective SLM in real holographic 3D HUD displays and their impact on quality** [12913-2]

12913 04 **Achromatic diffractive liquid-crystal optics for VR displays** [12913-6]

12913 05 **PixNIL high index nanocomposite materials with improved processability for large volume manufacturing** [12913-131]

MULTIPLEXED AND SWITCHABLE DISPLAYS

12913 06 **Dual-sided mixed reality near-eye display using dihedral corner reflector array** [12913-7]

12913 07 **FOV expansion by polychromatic light source for holographic near-to-eye display** [12913-8]

12913 08 **Holographic see-through display system with 3D/2D switchable modes based on liquid-crystalline lens array and one-shot learning model** [12913-9]

12913 09 **Breaking the efficiency limit of pancake optics in virtual reality** [12913-11]

12913 0A **Full-color, wide FoV single waveguide AR displays leveraging polarization multiplexing reflective polarization holograms** [12913-10]

VISUAL SYSTEM CENTRIC DISPLAYS

12913 0B **Video see-through super multi-view near eye display using waveguide-type light source and ferroelectric liquid crystal on silicon** [12913-13]

12913 0C **Foveated holographic near-eye display with geometric phase lens and camera feedback** [12913-14]

12913 0D **Wearable and see-through visual simulator based on liquid crystals** [12913-15]

12913 0E **Prescription in AR/VR: a holistic design approach** [12913-70]

COMBINER DESIGN AND SIMULATION TECHNIQUES

12913 0F **Analyzing exit pupil expansion induced interference in diffractive AR waveguide combiners** [12913-16]

12913 0G **Improved AR waveguide hologram model for accurate exit pupil expander simulation using the RCWA method** [12913-17]

12913 0H **Geometric waveguide optimization for ghost reduction in near-eye light field display** [12913-19]

VERGENCE ACCOMMODATION AND PERCEPTION IMPROVEMENTS

12913 0I **AutoColor: learned light power control for multi-color holograms** [12913-20]

12913 0J **Breaking the near-vision barrier with focus tunable lenses: addressing vergence-accommodation conflict in AR, VR, and MR systems** [12913-22]

EYE, HAND, AND WORLD TRACKING

12913 0K **A hybrid high speed eye tracking sensor by fusion of video oculography and laser feedback interferometry** [12913-25]

12913 0L **Using autofocus data for 3D hand interaction** [12913-28]

12913 0M **Global 3D mapping with enhanced camera pose estimation using auxiliary projector** [12913-29]

NEXT GEN MICRO DISPLAYS I

12913 0N **10.000 dpi 0.18in low-power OLED microdisplay utilizing a new flexible architecture in 28nm CMOS technology** [12913-30]

12913 0O **The next generation of DLP Pico technology for augmented reality (AR) displays** [12913-31]

12913 0P **Compact RGB module with blue, green LDs and red SLED and collinearly aligned collimated output beams** [12913-32]

NEXT GEN MICRO DISPLAYS II

12913 0Q **Laser power saving for AR see-through displays** [12913-34]

12913 0R **Small and scalable laser source for AR glasses by hybrid integration of silicon nitride PIC technology** [12913-36]

12913 0S **Red, green, and blue edge-emitting devices for beam scanning light engine architectures: from single emitters to arrays** [12913-37]

FABRICATION AND PROCESS FOR XR TECHNOLOGY

12913 0T **End-to-end process control for AR waveguides** [12913-38]

12913 0U **Fabricating a complete set of Bayfol HX vHOE's with applications in see through displays using free space recording techniques** [12913-41]

12913 0V **Durability evaluation of repeated imprint using working stamp: influence of productivity for diffractive optical elements** [12913-43]

12913 0W **Nanoimprint lithography compatible high refractive index optical materials for photonic applications** [12913-52]

IMAGE QUALITY AND PERCEPTION

12913 0X **Sequence ray trace for efficient and robust stray light analysis** [12913-53]

12913 0Y **Image quality and brightness tradeoffs in augmented reality waveguide displays** [12913-54]

12913 0Z **Safety assessment of virtual reality eye tracking modules** [12913-55]

12913 10 **Are you still watching? Assessing internal and external attention in AR using wearable brain sensing glasses** [12913-130]

METROLOGY AND MEASUREMENT TOOLS I

12913 11 **Improving AR metrology: cost and risk cuts via optical referencing innovation** [12913-44]

12913 12 **Light measurement and quality control at different production stages of a virtual reality headset** [12913-45]

METROLOGY AND MEASUREMENT TOOLS II

12913 13 **Helmet-mounted display binocular alignment measurement tool** [12913-47]

12913 14 **Simulation-based computation of the glare spread function in camera systems** [12913-48]

12913 15 **Rapid thickness and profile measurement of bonded multi-layer structures** [12913-127]

OPTICAL DESIGN CHALLENGE

12913 16 **Breaking the efficiency limit of pancake optics in virtual reality** [12913-702]

POSTER SESSION

12913 17 **2D imaging light spectrometry measurement for the evaluation of AR/VR display devices** [12913-56]

12913 18 **Plastic polarizing beam splitter combiner and anamorphic intermediate image optical system for AR glasses** [12913-57]

12913 19 **Exit pupil expander with non-hexagonal 2D grating** [12913-59]

12913 1A **Straightforward method for sidewall roughness measurements by AFM on ion beam etched slanted diffraction gratings and their topography development** [12913-60]

12913 1B **Illumination uniformity control of EPE using PVG on AR waveguide design** [12913-61]

12913 1C **Computational hologram optimization for large holographic displays using eye pupil position** [12913-62]

12913 1D **Exploring the boundaries of large-area nanoimprinting for mass production of AR waveguides** [12913-63]

12913 1E **High-refractive-index polymers with high transparency** [12913-64]

12913 1F **Optimizing metalens designs for wide-angle applications** [12913-65]

12913 1G **An integrated virtual system for monitoring operations on the railway** [12913-72]

12913 1H **Underground mine emergency evacuation planning: AR implementation and case study** [12913-74]

12913 1I **Two-dimensional multi-domain field-of-view expansion by MEMS SLM for near to eye display** [12913-75]

12913 1J **Human-centric image quality assessment for head-mounted display (HMD) devices** [12913-81]

12913 1K **Study on the releasing process of tilted grating structure for AR glasses using nanoimprint** [12913-129]

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