



IMGD 3xxx - HCI for Real,
Virtual, and Teleoperated
Environments:

The Human Visual System and
Visual Display Techniques

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Introduction

- Vision is the most dominant sense
 - Though other senses are better at certain things, like smell for memory recall
- What types of visual elements are common to interactive experiences?
- How can we leverage the visual sense to promote efficiency and effectiveness?

Motivation

- We need to display the state of the world to the user
 - *Display*: a method of presenting information to any of the senses
- We need to display the user to the user (maybe)
- We need to feed each sense appropriately
- We need to feed multiple senses in concert
 - Display for one sense shouldn't get in the way of display for another sense
- May need to quickly don/doff displays
- For gaming, low-cost is important

Some Things to Remember

- ❑ Humans are animals, and hence, have evolved over time.
- ❑ Evolutionary forces have guided the development of our senses.
- ❑ Displays and cues that leverage this fact have a better shot of being effective.

General Types of Displays

- The senses
 - Visual
 - Auditory
 - Haptic
 - Olfactory
 - Gustatory

- Display anchoring
 - World-fixed displays
 - Body-worn displays
 - Hand-held displays

Visual Display Anchoring Points

- World-fixed displays
 - Fishtank VR
 - Projection VR

- Body-worn displays
 - Opaque HMDs
 - Transparent HMDs

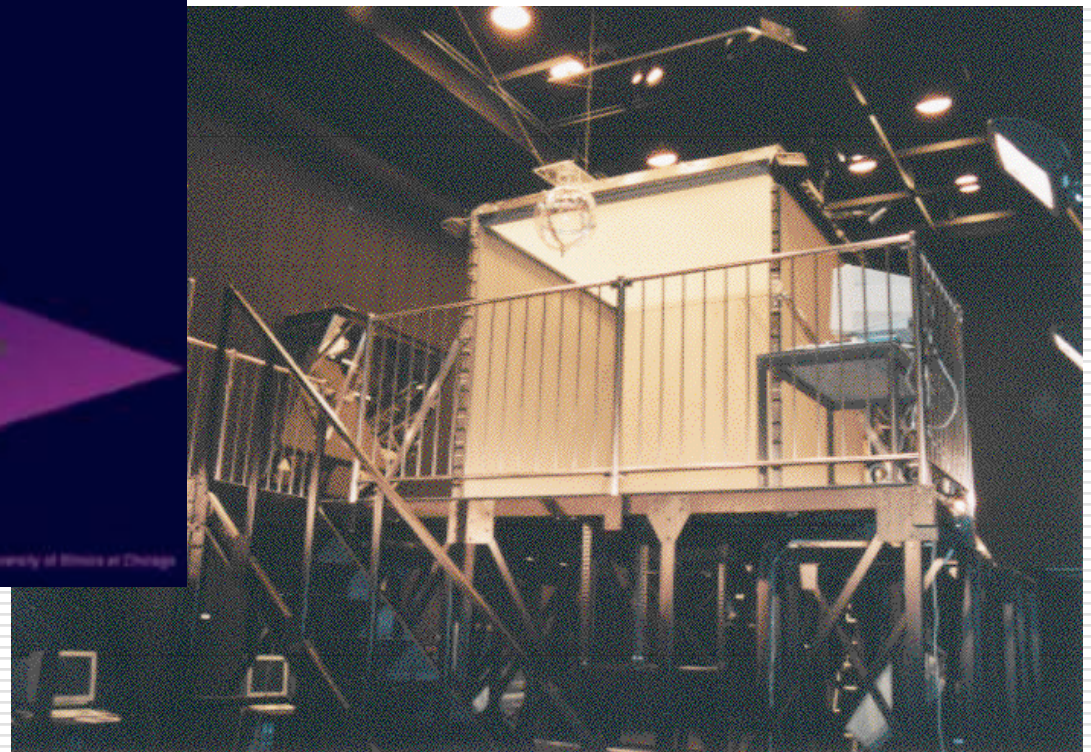
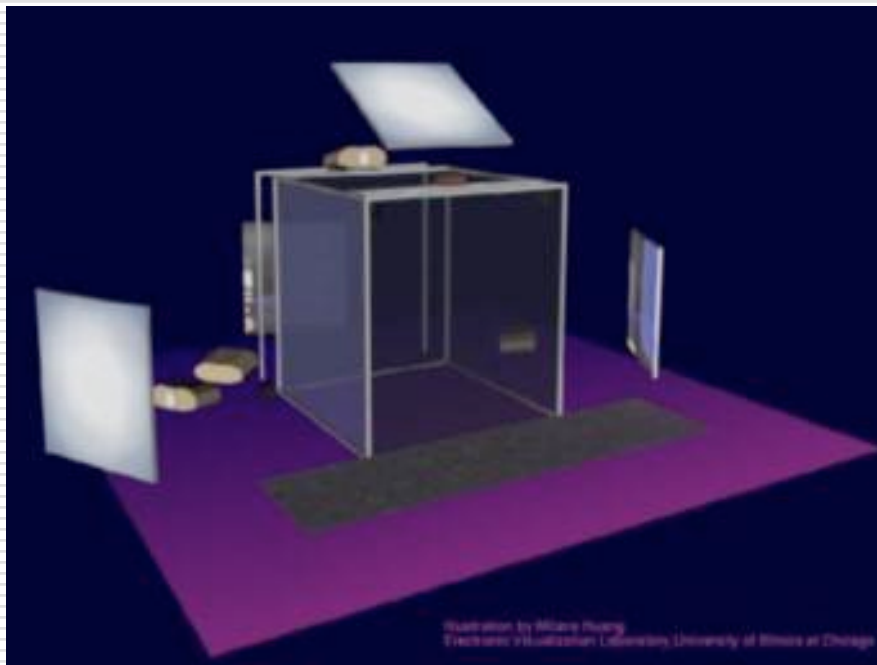
- Hand-held displays
 - Palm VR
 - Boom-mounted screens

Visual Display Types

- Monitors
 - CRT, Plasma, LCD
- Surround-screens (e.g., CAVEs)
- Tabletops
- Hemispheric displays
- Head-mounted displays (HMDs)
- Arm-mounted displays
- Virtual retinal displays
- Autostereoscopic displays
- 3D displays

Surround Screens

□ CAVEs

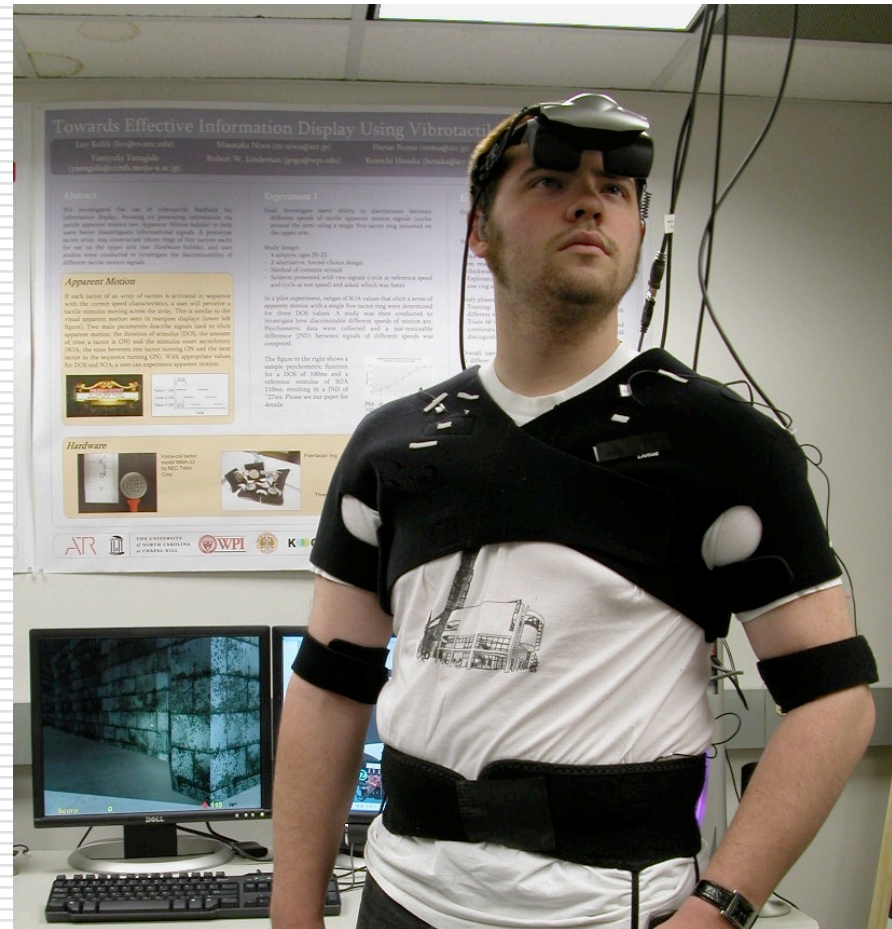


Surround Screens (cont.)

□ CAVE



Head-Mounted Displays (HMDs)

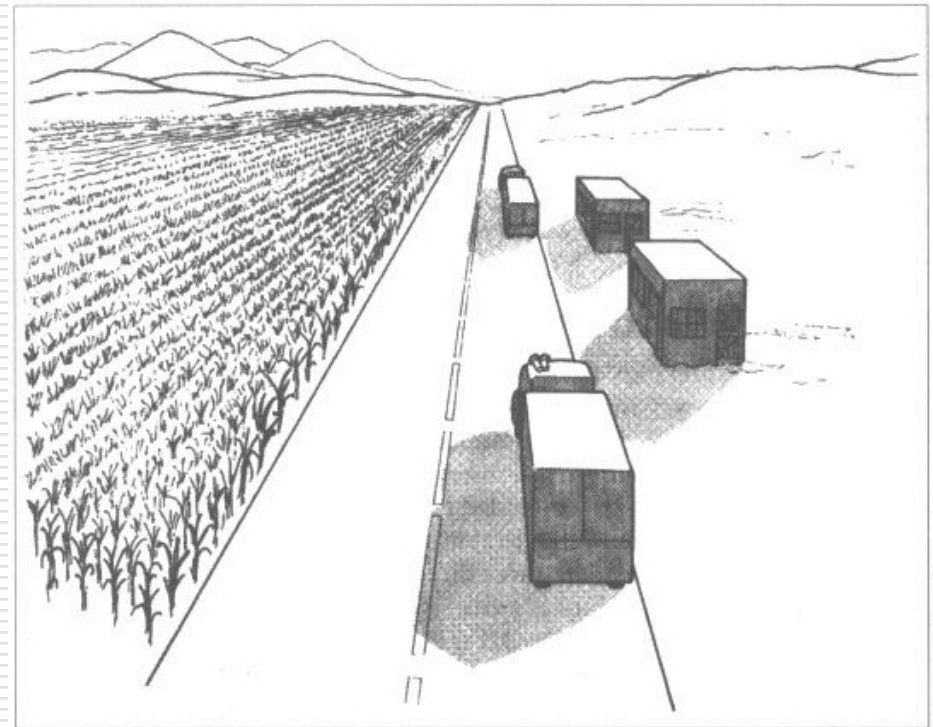


Visual Cues

- Depth is the main thing added by VR to more-traditional displays
 - How do we perceive depth?
- Monoscopic cues
- Stereoscopic cues
- Motion-depth cues
- Physiological cues

Monoscopic Cues

- ❑ Overlap (Interposition)
- ❑ Shading & shadows
- ❑ Size
- ❑ Linear perspective
- ❑ Texture gradient
- ❑ Height in the image
- ❑ Atmospheric effects
- ❑ Brightness



Stereoscopic Cues

- ❑ This is based on the *parallax* of objects appearing in two images.
- ❑ Camera 1 / camera 2 effect
- ❑ Only good within about 5 meters of viewer

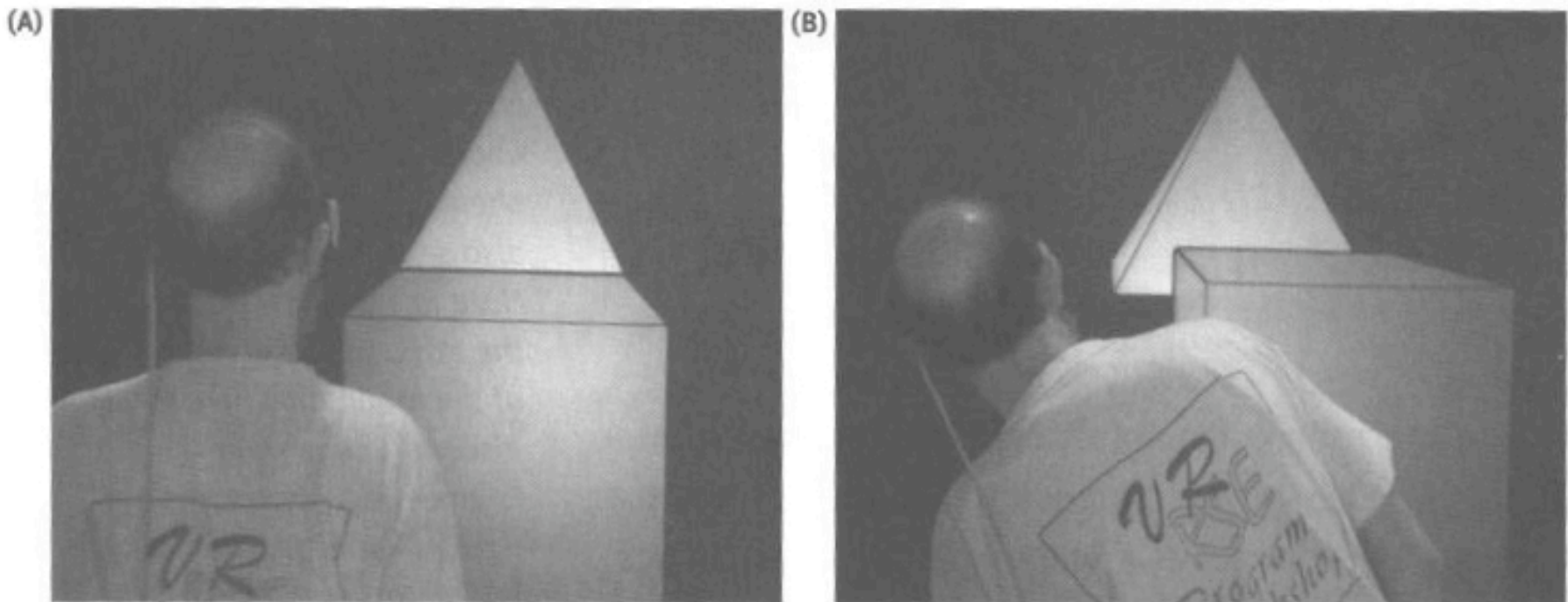
Motion Depth Cues

- Changing relative position of head and objects
- Can be user and/or object moving
 - Train leaving a station
 - Use proprioception to disambiguate

<http://www.youtube.com/watch?v=1AZAbSXmeoI>

Motion Depth Cues (cont.)

□ Head movement



Physiological Cues

- The eye changes during viewing
- Accommodation
 - Muscular changes of the eye
- Convergence
 - Movements to bring images to same location on both retinas

Properties of Visual Displays

- Color
- Spatial resolution
- Contrast
- Brightness
- Number of channels
- Focal distance
- Opacity
- Masking
- Field of view
- Field of Regard
- Head position info
- Graphics latency
- Frame rate

Number of Display Channels

- Spatial multiplexing
 - Different image in front of each eye
- Temporal multiplexing (time interlacing)
 - Use shutter glasses
- Polarization multiplexing
 - Use polarized glasses
- Spectral multiplexing
 - Red/blue left-eye/right-eye images
- Binocular monoscopic
- **Stereo takes twice the resources!**

Masking

- ❑ How physical objects block virtual ones
- ❑ CAVE: Hands can break effect
- ❑ HMD: Not at all
- ❑ Fishtank: Display edges/bezel can break effect

<http://www.youtube.com/watch?v=Jd3-eiid-Uw>

Field of View vs. Field of Regard

- Field of view (FOV)
 - How much of the scene (in degrees) is visible at any given time

- Field of regard (FOR)
 - Amount of space (in percent) of the virtual world currently surrounding the user

- Examples
 - CAVE: 200° FOV facing forward, 75% FOR
 - HMD: 100° FOV, 100% FOR

Hand-Held VR

- PDAs are becoming more powerful
 - Can track a tablet PC, and use as VR display
- Cell phones have cameras
 - Can do AR

Change Blindness

- There is so much information for the brain to process, we need to filter
- Change blindness is when we miss things that change from one instant to another
 - <http://www.youtube.com/watch?v=mAnKvo-fPs0>
- A public service announcement:
 - <http://www.youtube.com/watch?v=Ahg6qcgoy4&NR=1>
- Next example from:
 - <http://www.psych.ubc.ca/~rensink/flicker/>
 - Show Movie

Change Blindness



Change Blindness (answer)



Change Blindness (answer)



Visuals in Games

- Two main kinds
 - Visuals for representing the world (player)
 - Visuals for representing the state of the game (player)
- Usually for the first type, more is better
- Usually for the second type, less is better

Heads-Up Displays (HUDs)

□ What is a HUD?

- "A collection of persistent on-screen elements whose purpose is to indicate player status."

(Greg Wilson, Gamasutra:

http://www.gamasutra.com/features/20060203/wilson_pfv.htm)

□ Are HUDs good?

Creating an Effective HUD

- How can we minimize HUD elements?
- Decide what information the player needs, and what he/she doesn't.
- Put as much of that information into the game
 - E.g., speedometer in car, ammo count on weapon
- Off-load from visuals to something else
 - Examples for what would work?
- Blink-in changes, then fade them out
- Make things configurable
 - View point, map type, transparency
- Camouflage the HUD using themes

HUD-less



(Peter Jackson's King Kong)

Integrated HUD Info



(Doom 3)

Integrated HUD Info



(Project Gotham Racing 3)

Semi-Opaic HUD



(Deus Ex: Invisible War)

Themed HUD



(Metroid Prime)

Need For Speed HUD Elements



Need For Speed HUD Elements



Good Readings

□ "Learn Faster to Play Better"

- http://www.gamasutra.com/view/feature/3392/learn_faster_to_play_better_how.php

□ "Off with their HUDs"

- http://www.gamasutra.com/features/20060203/wilson_01.shtml