



Non-realistic Visualization on an Autostereoscopic Display

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Motivation: Do non-realistic effects work on holographic displays?



Figure 1: Non-realistic effects work in 2D, what about 3D?

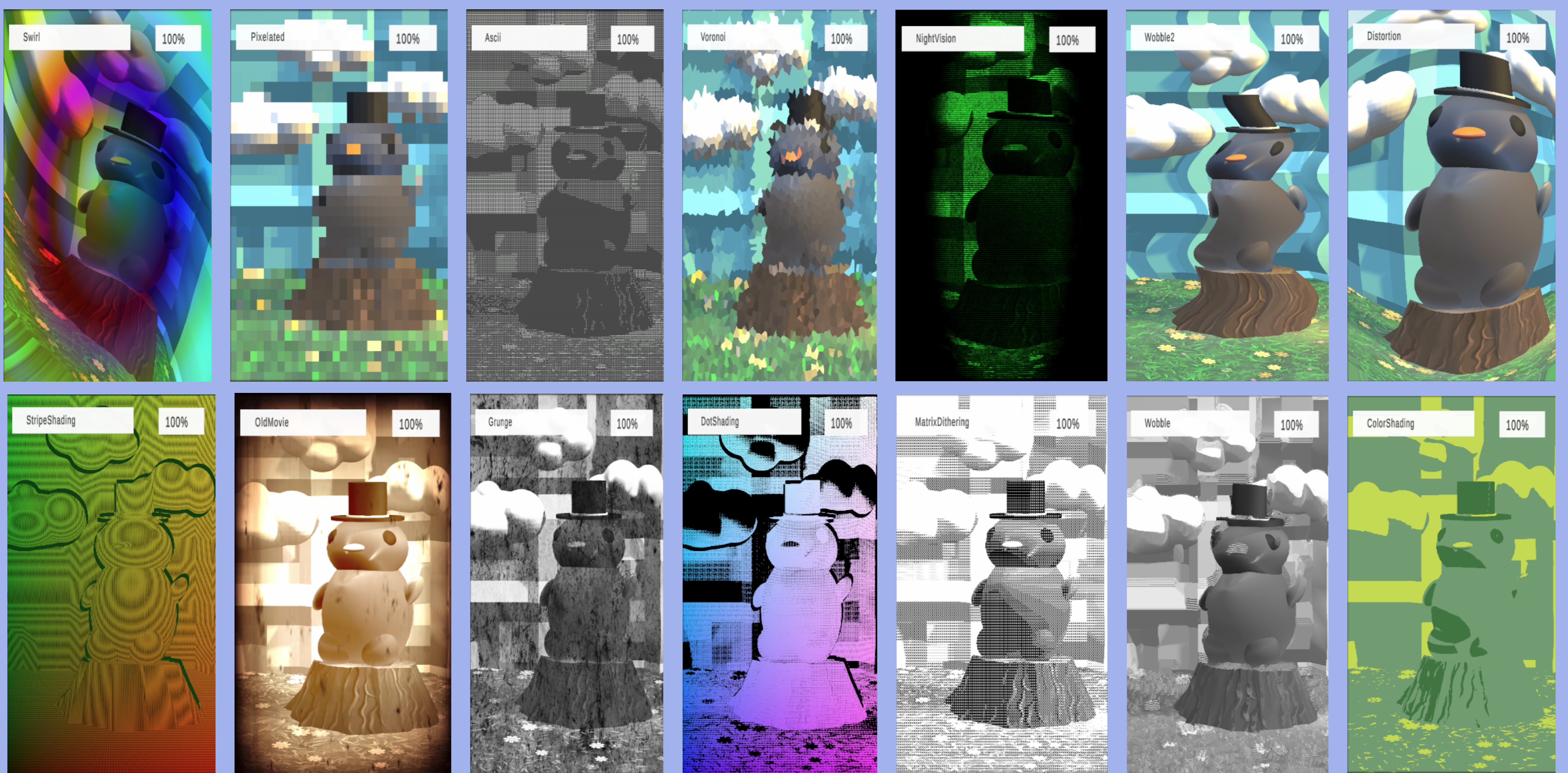


Figure 2: Fourteen (out of twenty-two) implemented effects.

User testing

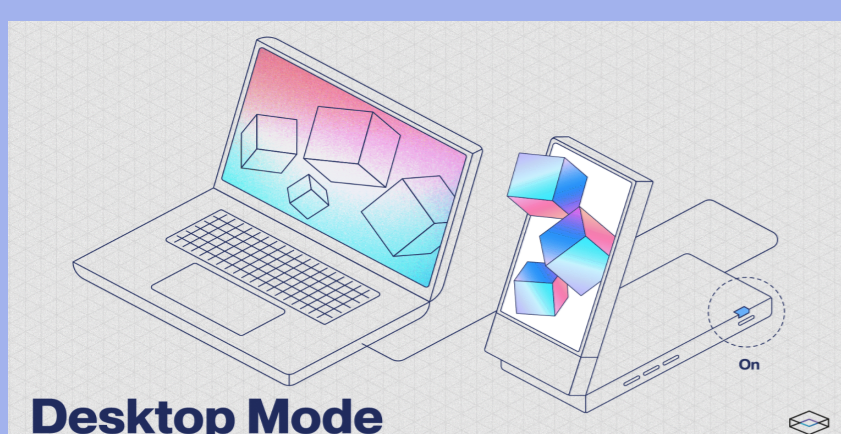


Figure 3: Desktop mode of the Looking Glass Go

- visibility of 3D depth
- 3D/2D comparison
- user comfort
- artefacts in 3D

Conclusions

- seven users -> early results:
- high similarity between 2D and 3D
 - lower user comfort
 - 3D depth and artefacts in 3D vary



Figure 1:

- Return of the Obra Dinn, Steam, https://store.steampowered.com/app/653530/Return_of_the_Obra_Dinn/
- My Voice Zoo, Steam, <https://store.steampowered.com/app/4015530/MyVoiceZoo/>
- The Wolf Among Us, Steam, https://store.steampowered.com/app/250320/The_Wolf_Among_Us/
- Looking Glass Go display, <https://www.kickstarter.com/projects/lookingglass/looking-glass-go>

Figure 3:

- Looking Glass Go - Desktop Mode, <https://lfdocs.lookingglassfactory.com/getting-started/looking-glass-go/standalone-and-desktop-modes>

Unity, <https://unity.com/>
Looking Glass, <https://lookingglassfactory.com/>

