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# Geometric simplification for reducing optic flow in VR

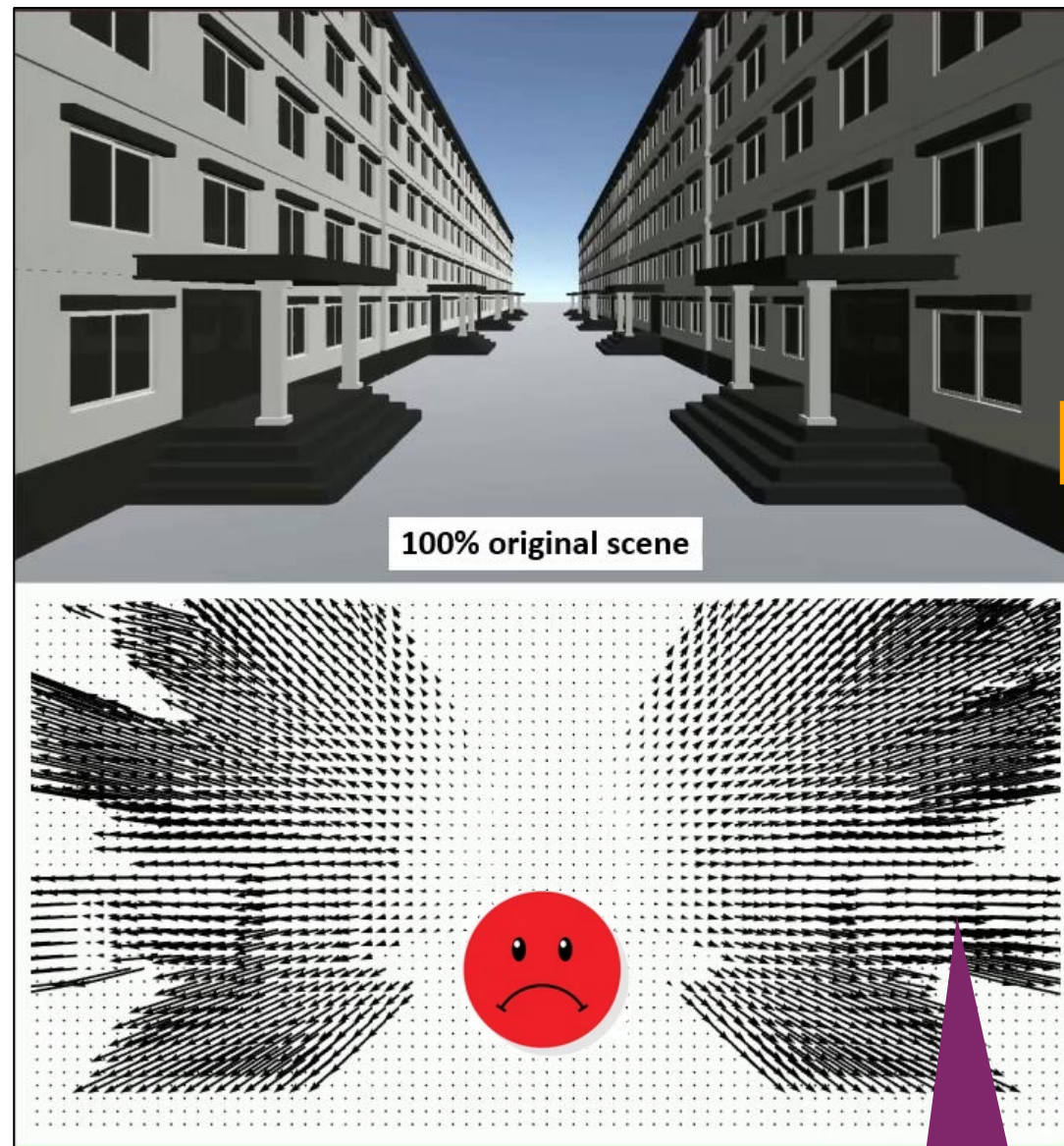
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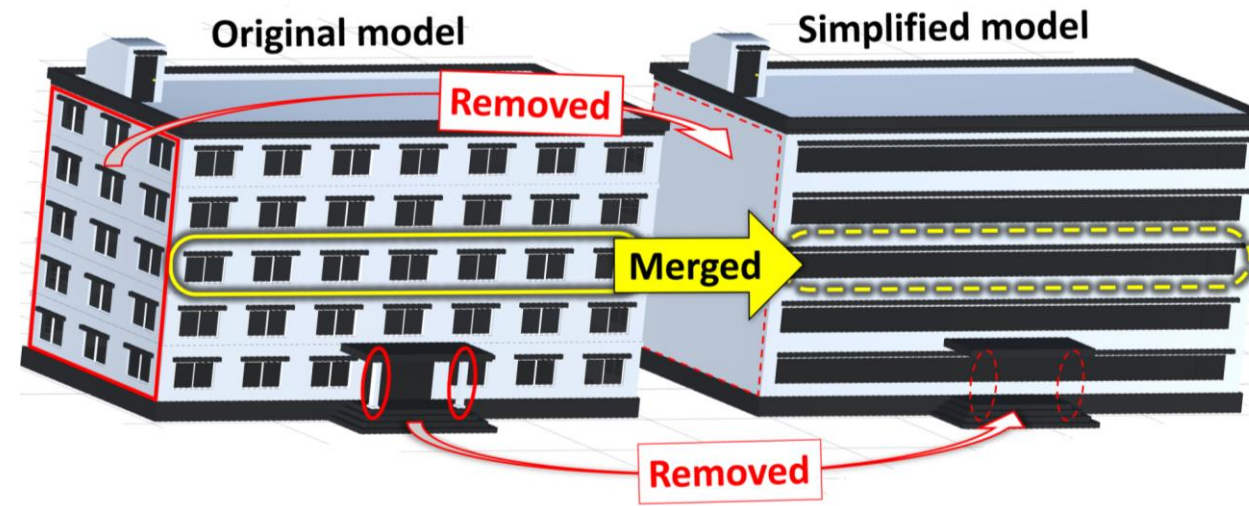
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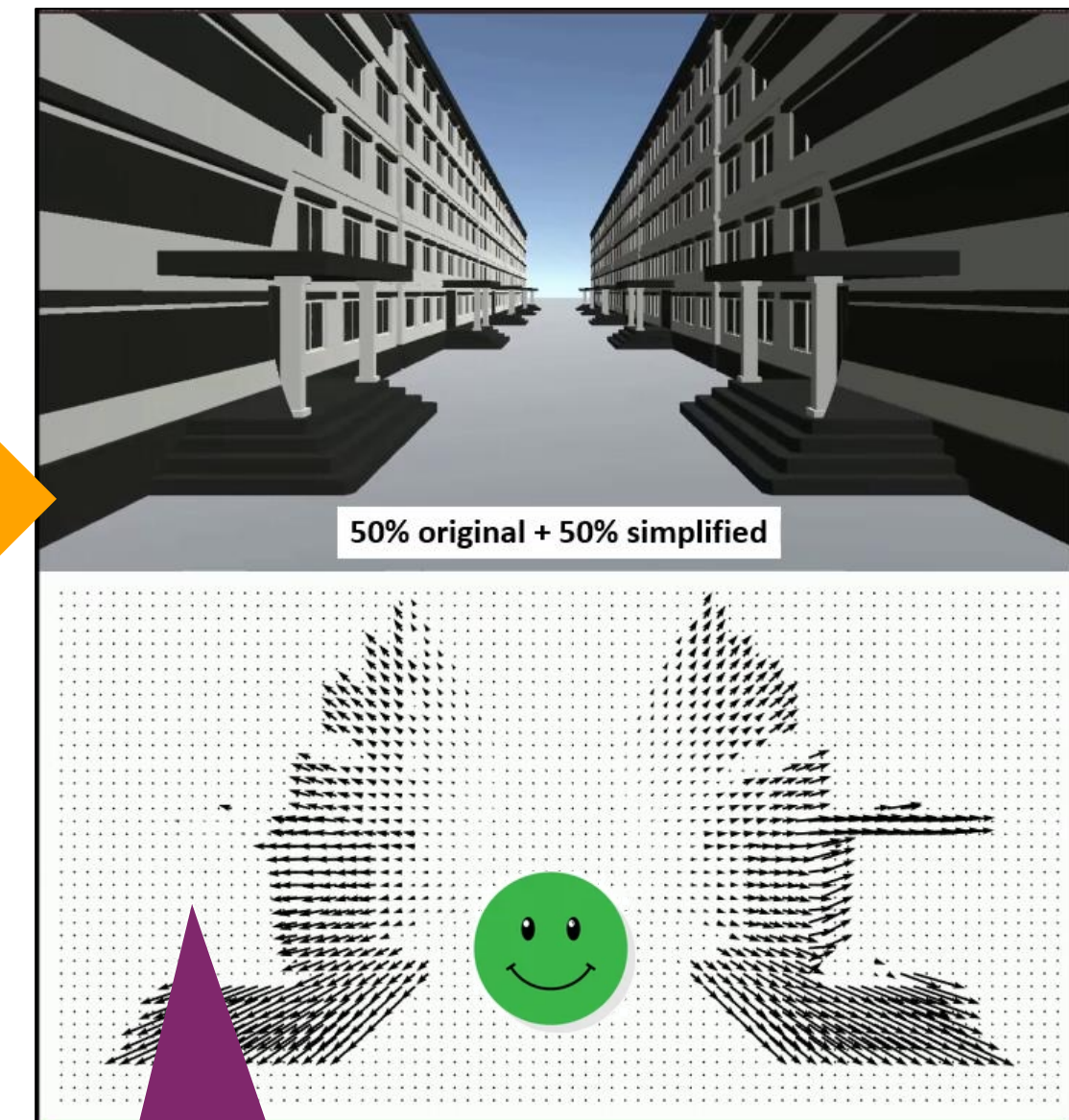
## Original scene (full FOV)



## Scene simplification



## Simplified scene (peripheral FOV)



## Image synthesis

