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Geometric simplification for reducing optic flow in VR

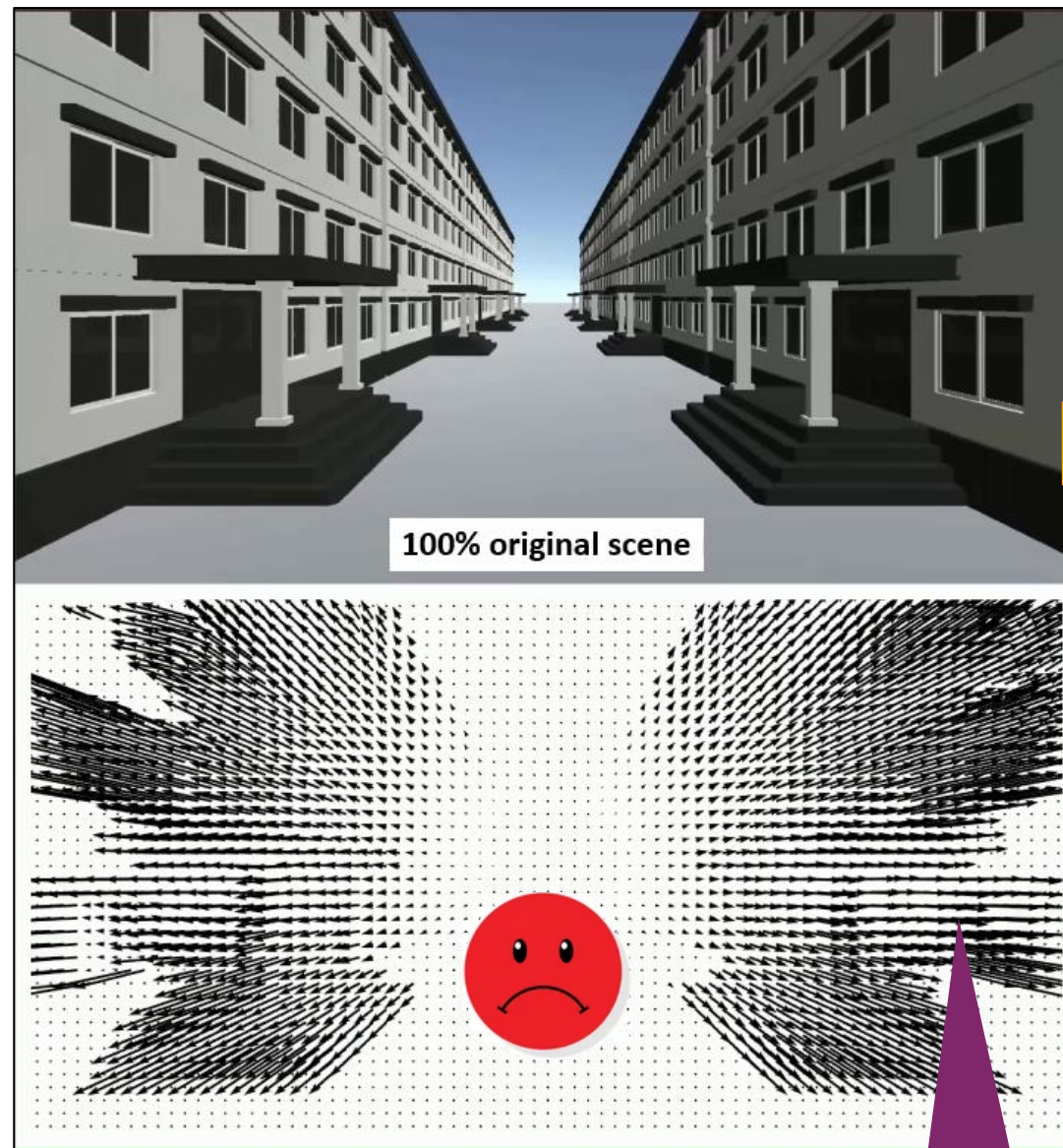
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Original scene (full FOV)



100% original scene

Intense optic flow

Scene simplification

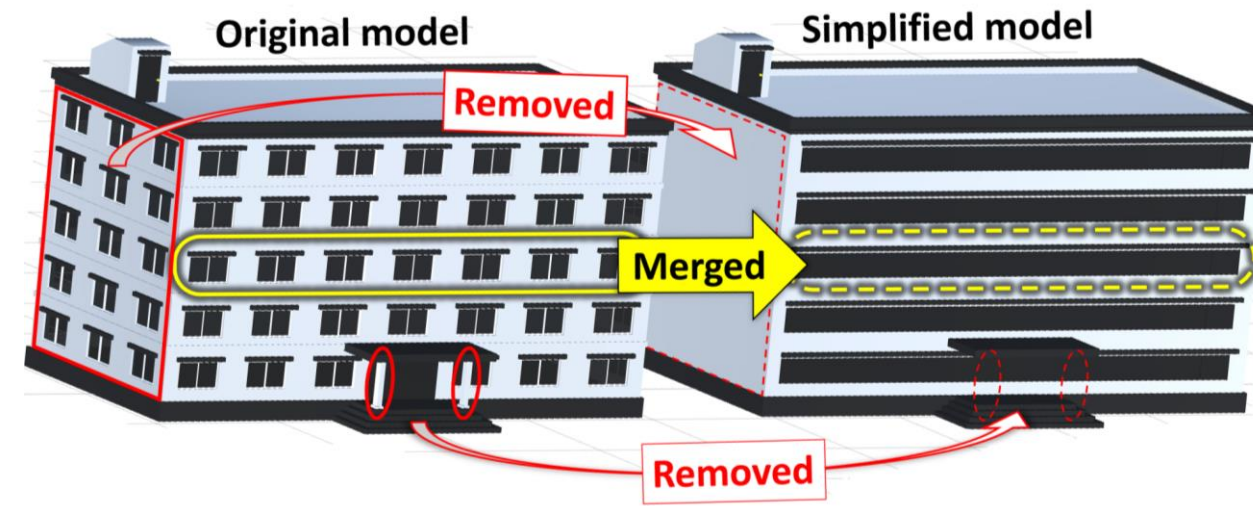
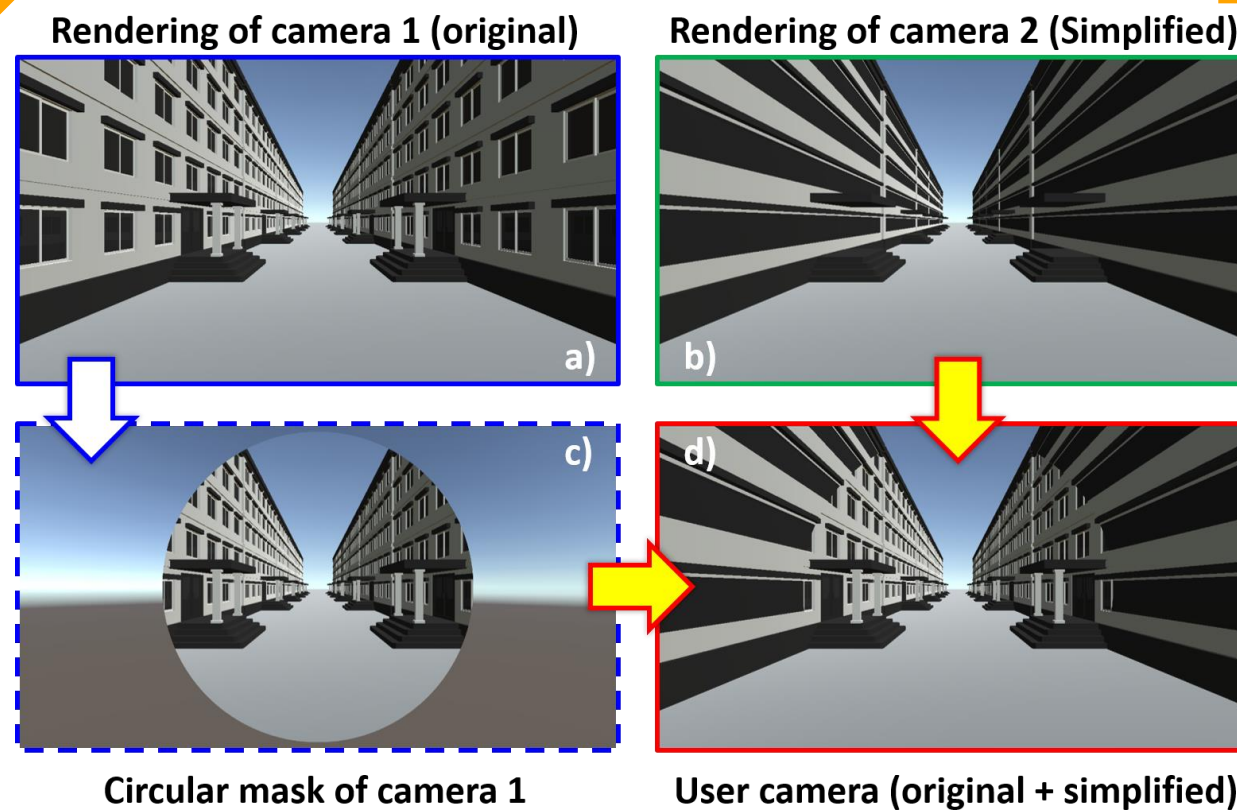


Image synthesis



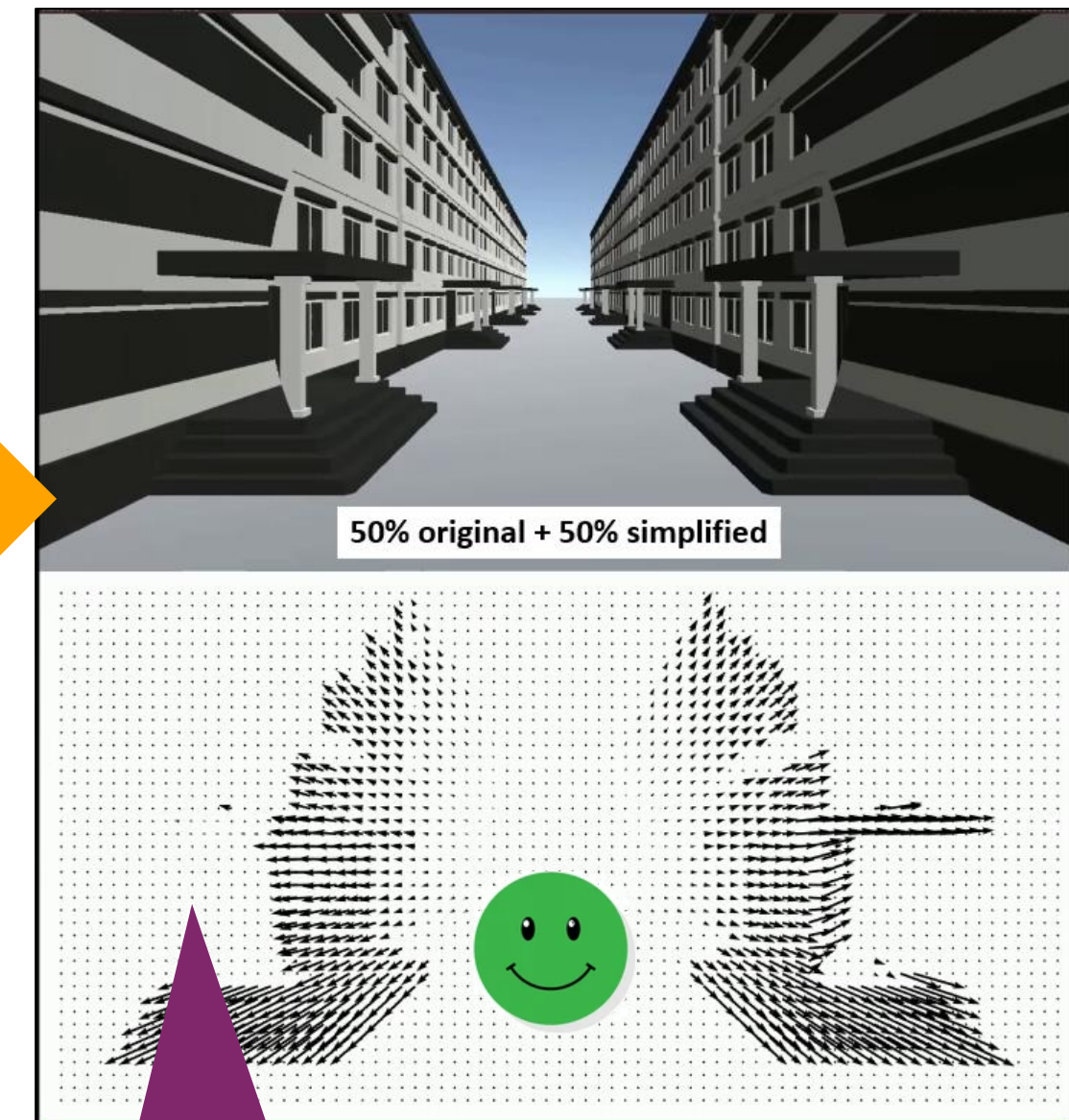
Rendering of camera 1 (original)

Rendering of camera 2 (Simplified)

Circular mask of camera 1

User camera (original + simplified)

Simplified scene (peripheral FOV)



50% original + 50% simplified

Reduced optic flow in peripheral FOV