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Ruding LOU, Richard SO HAU YUE, Tsz-Tai CHAN, Dominique BECHMANN, Frédéric MERIENNE - Geometric simplification for reducing optic flow in VR - In: IEEE International Symposium on Mixed and Augmented Reality, Singapour, 2022-10 - ISMAR - 2022

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Geometric simplification for reducing optic flow in VR

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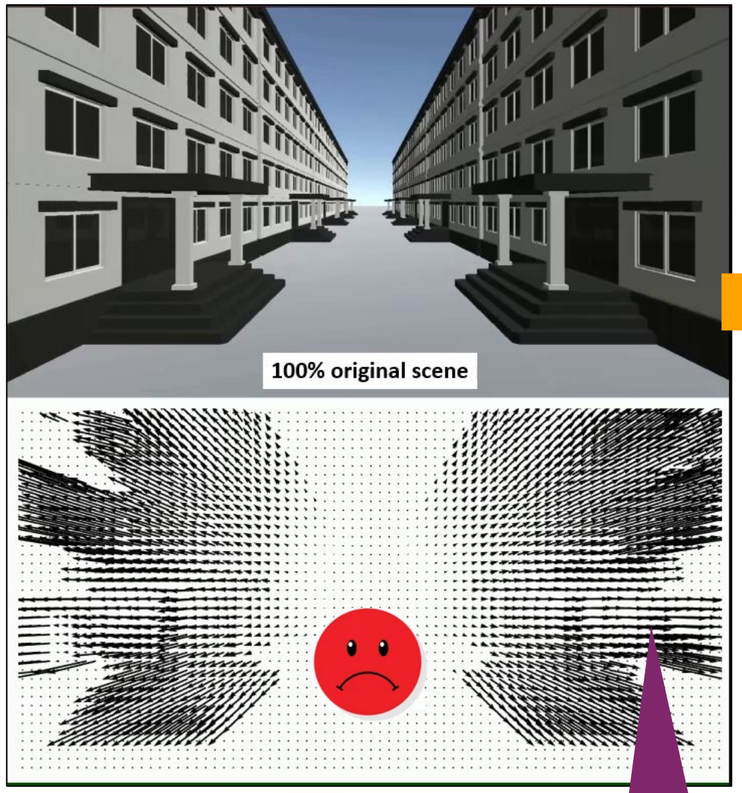
Original scene (full FOV)



Intense optic flow

Scene simplification

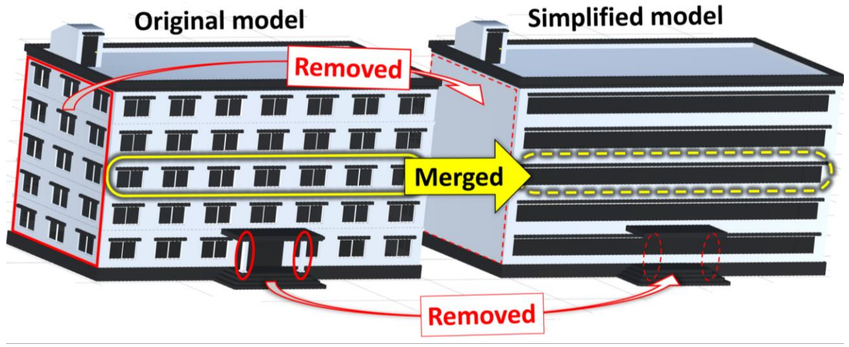
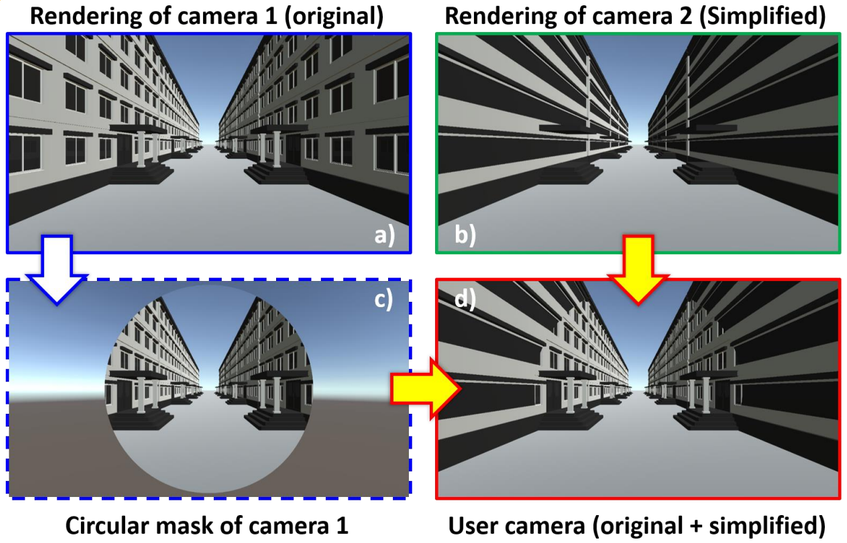
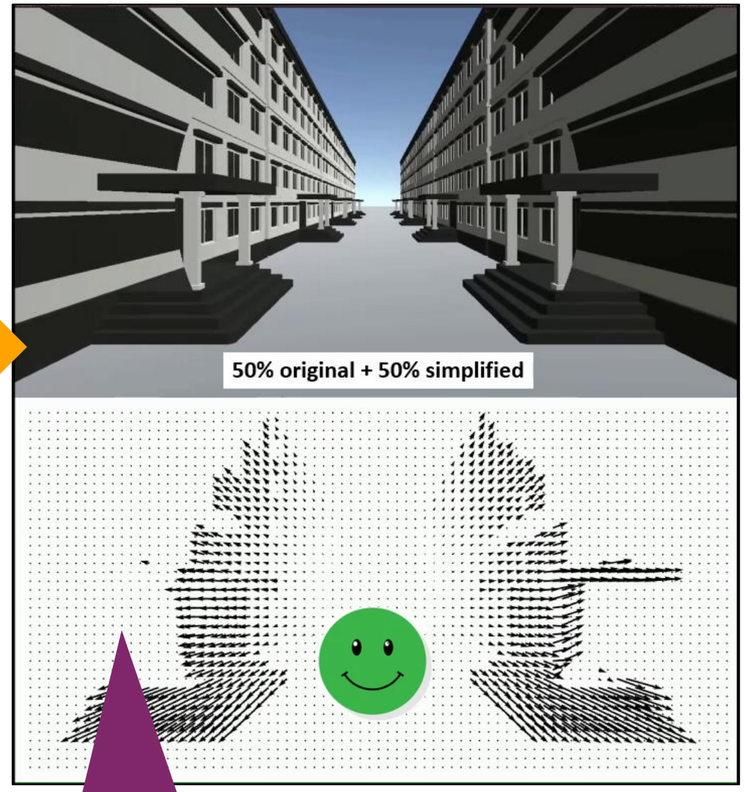


Image synthesis



Simplified scene (peripheral FOV)



Reduced optic flow in peripheral FOV

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