



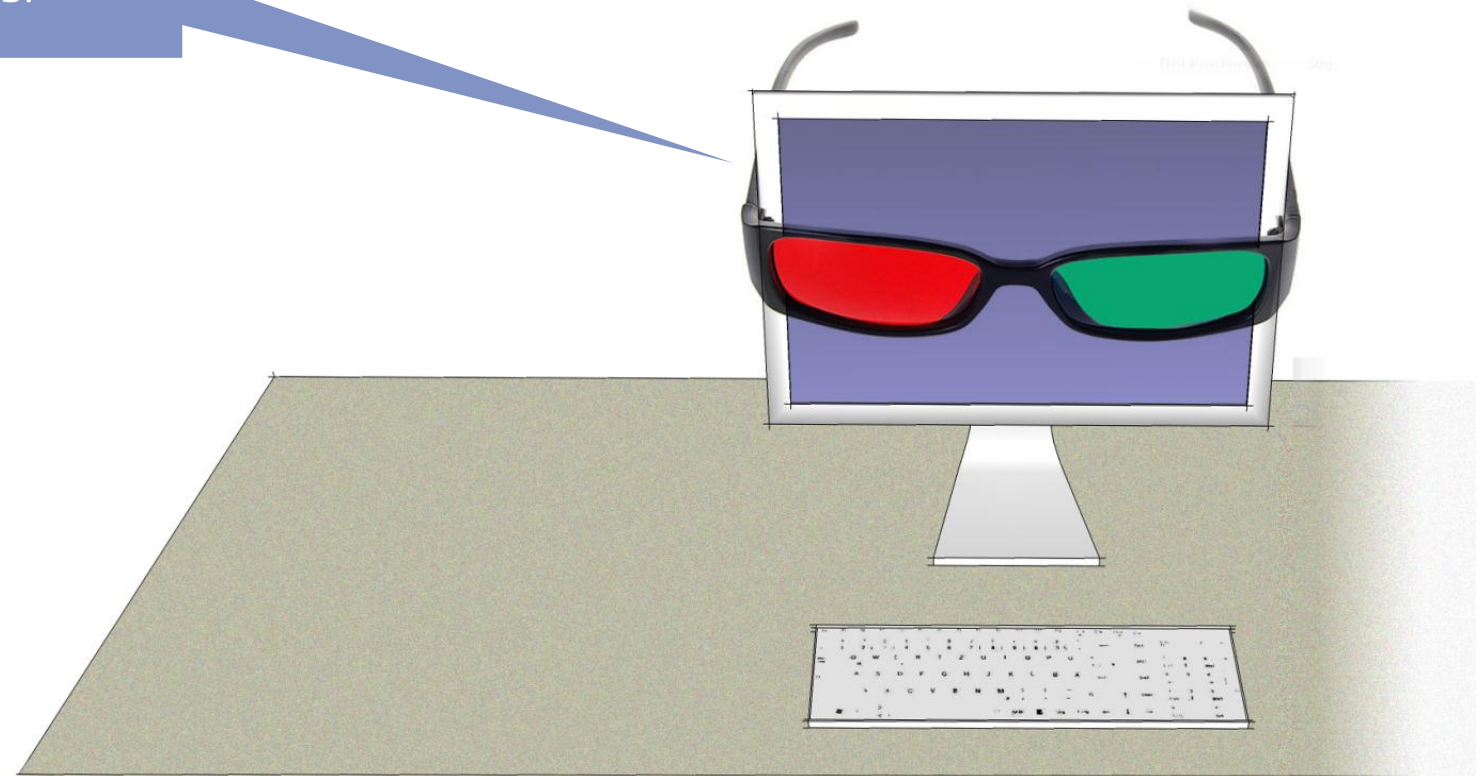
No glasses please!

A short introduction to
SeeFront's glasses-free
3D technology.

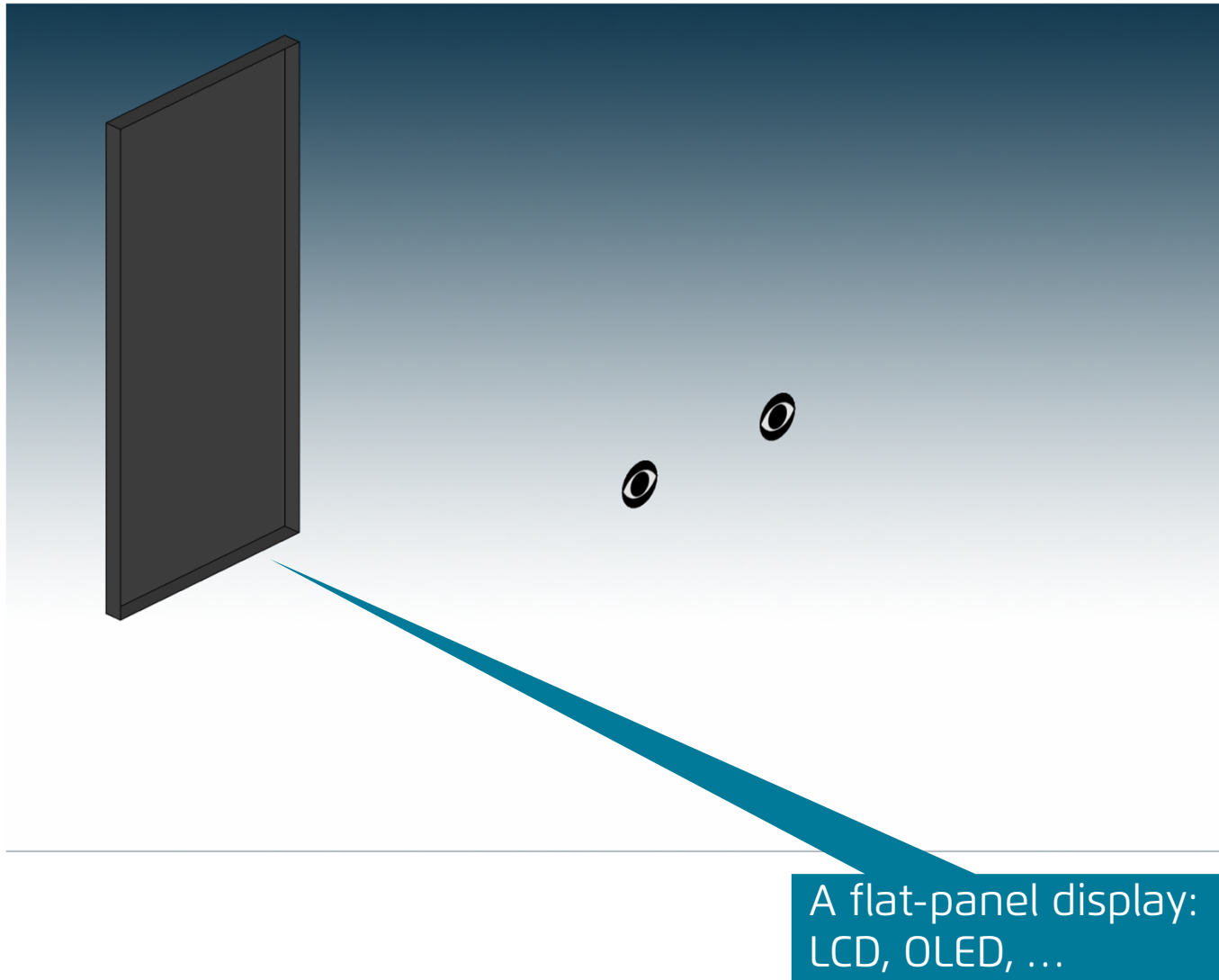


SeeFront's approach to glasses-free 3D

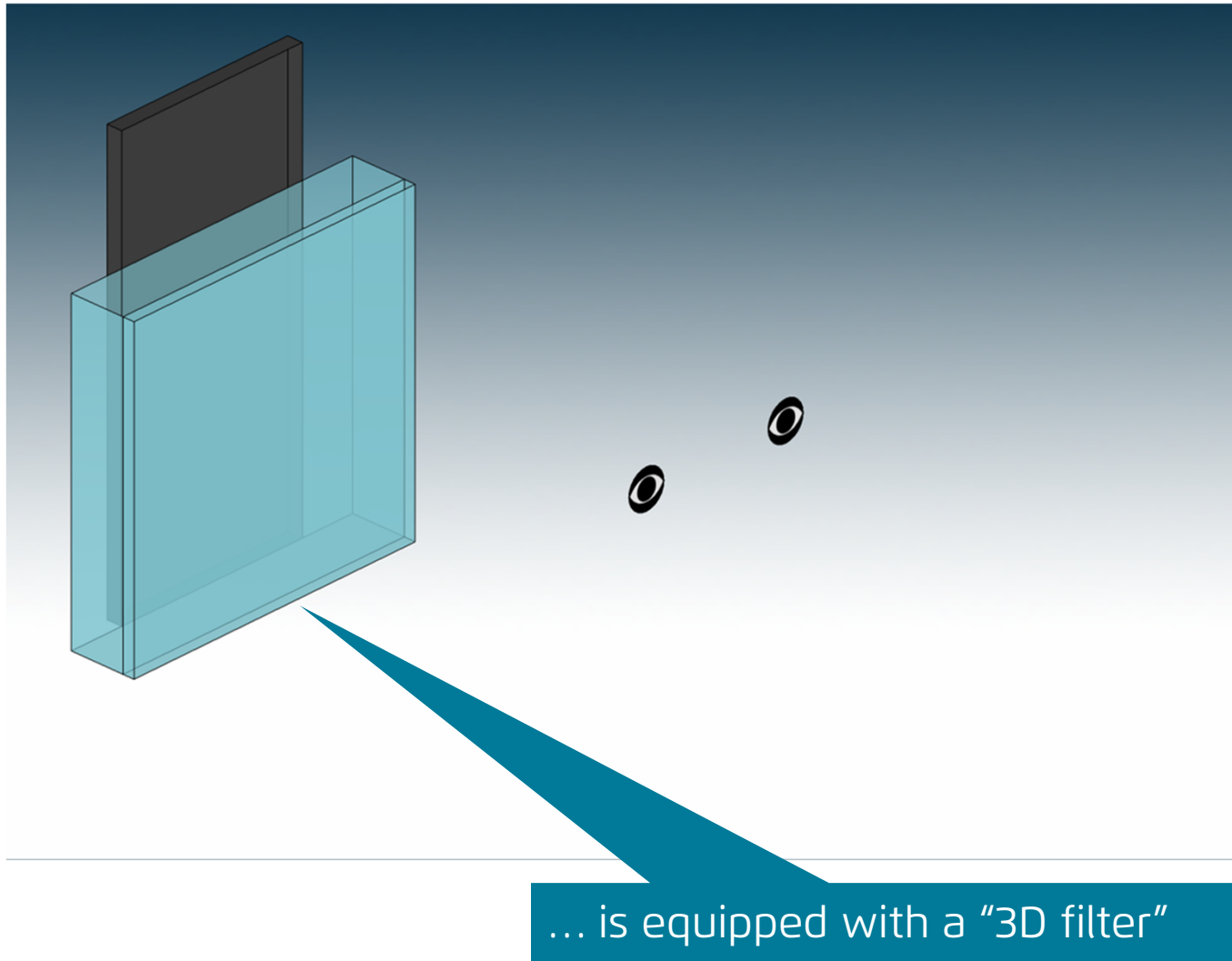
Let the display wear the 3D glasses!



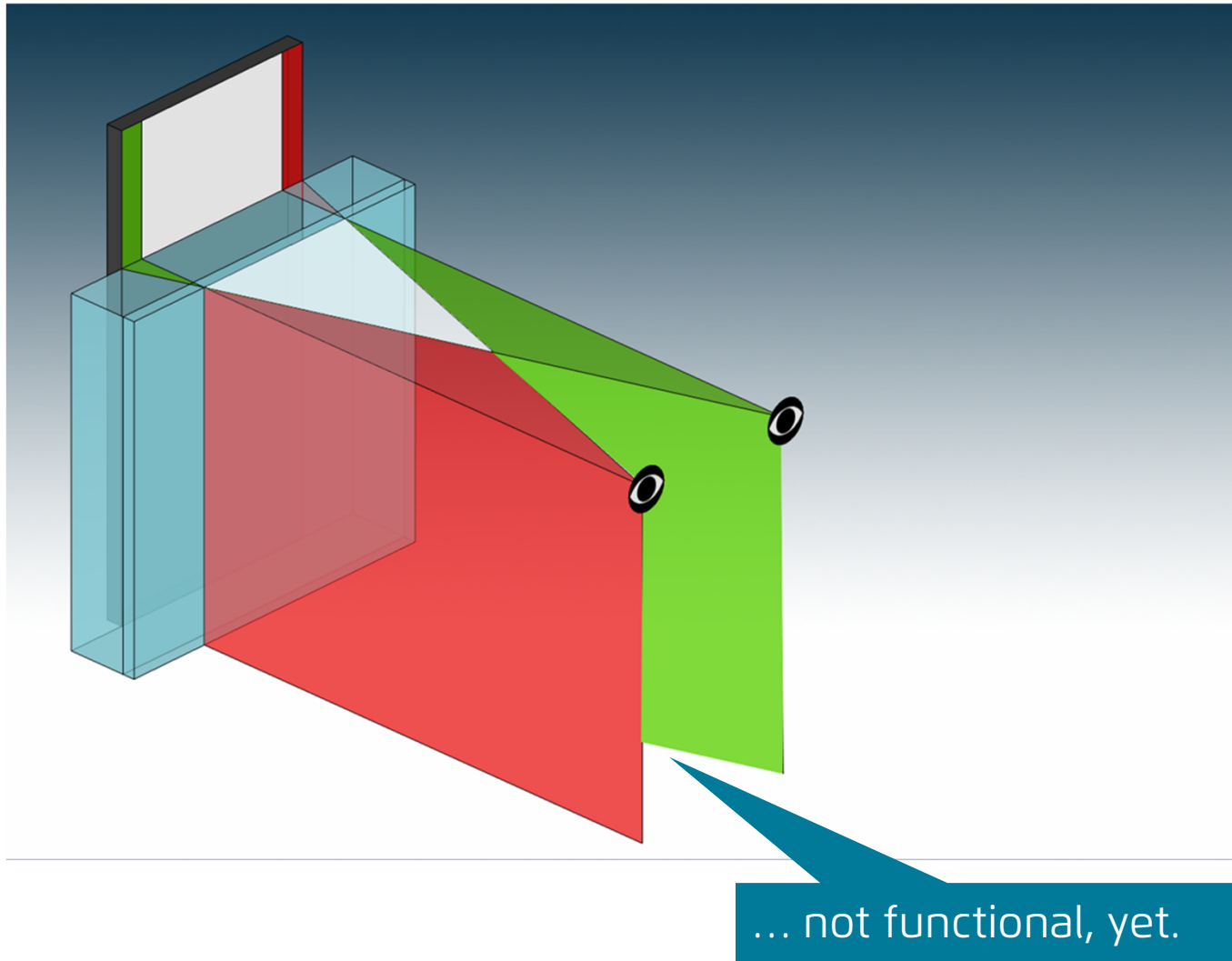
Different approaches to Autostereoscopy: Nintendo 3DS



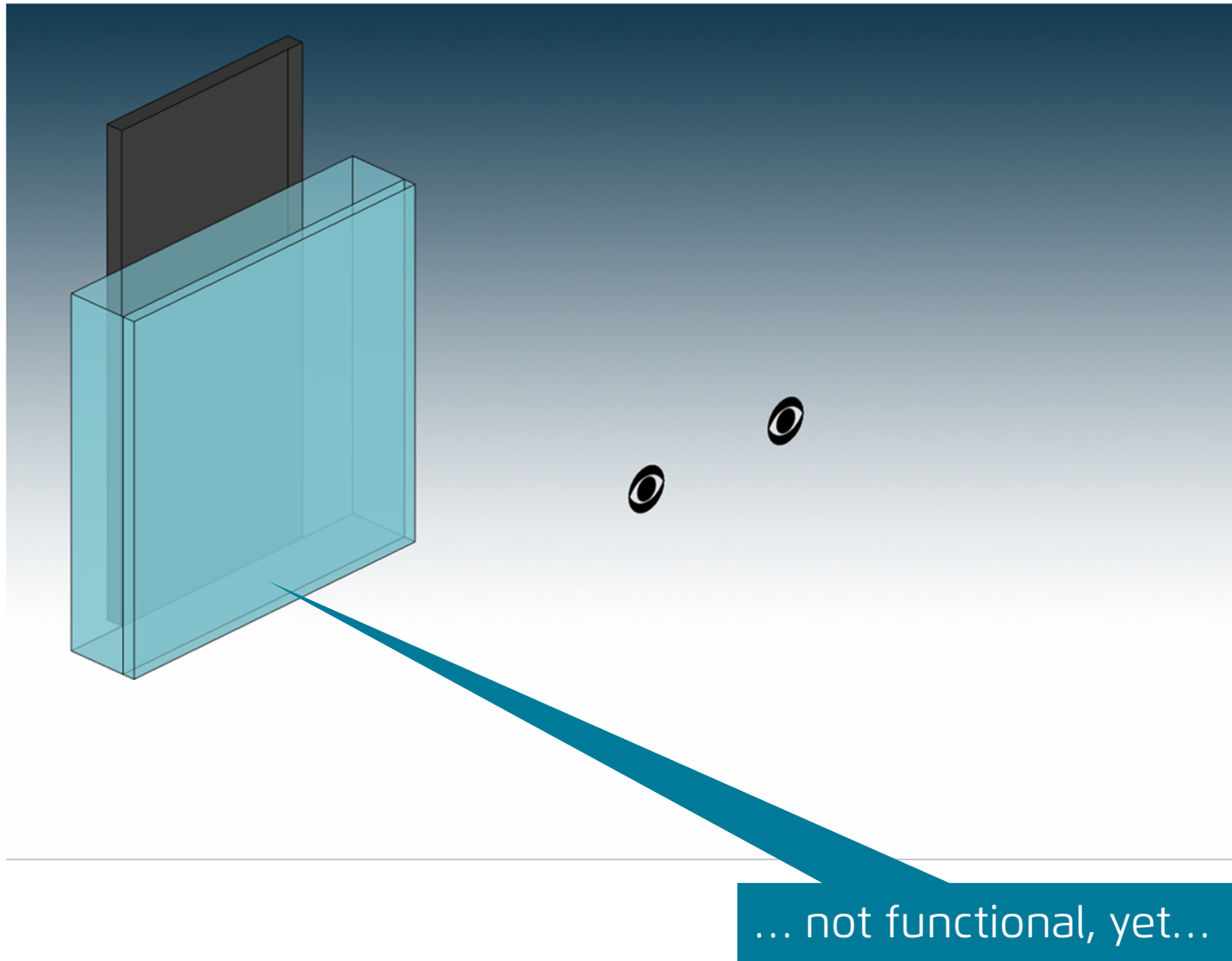
Different approaches to Autostereoscopy: Nintendo 3DS



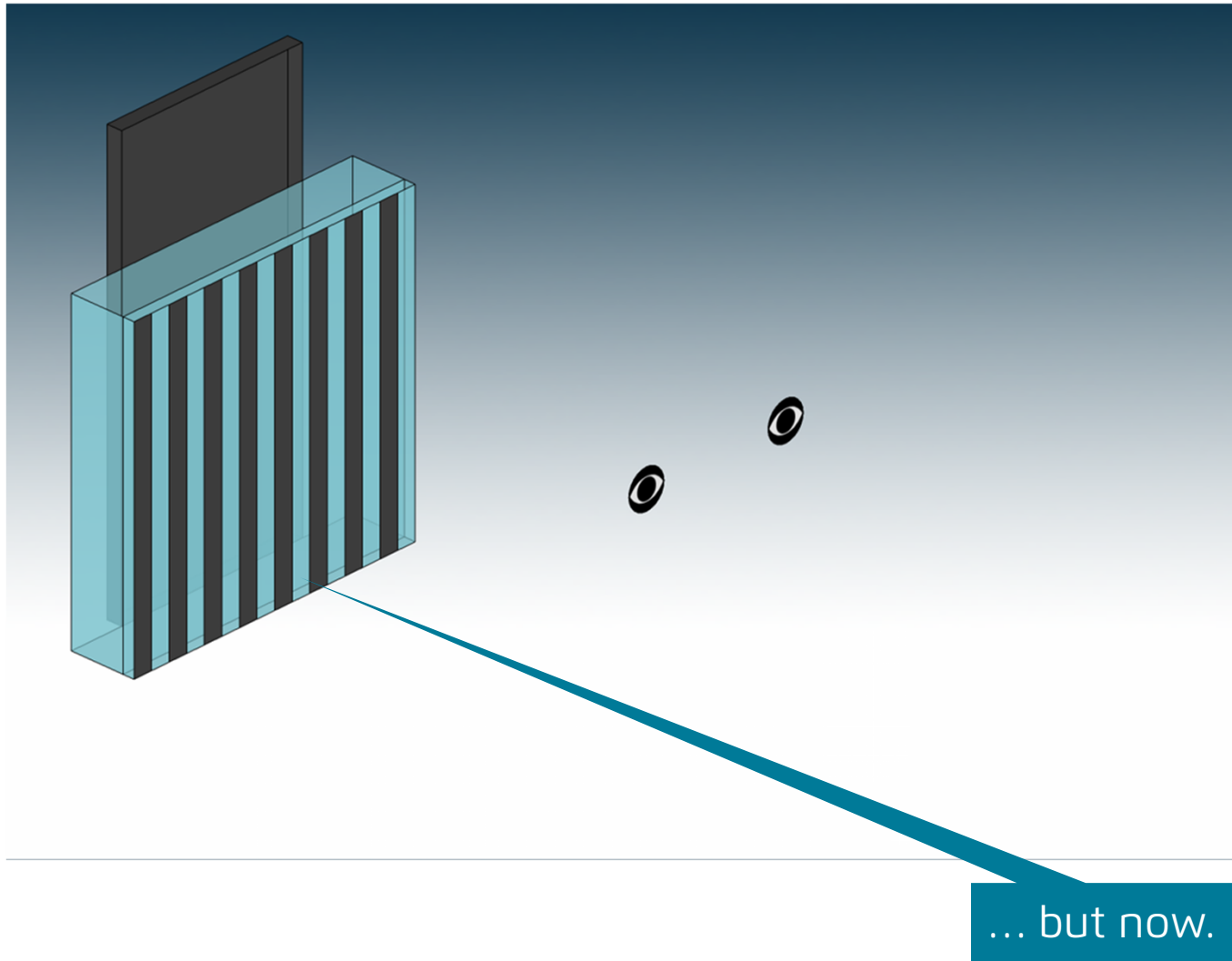
Different approaches to Autostereoscopy: Nintendo 3DS



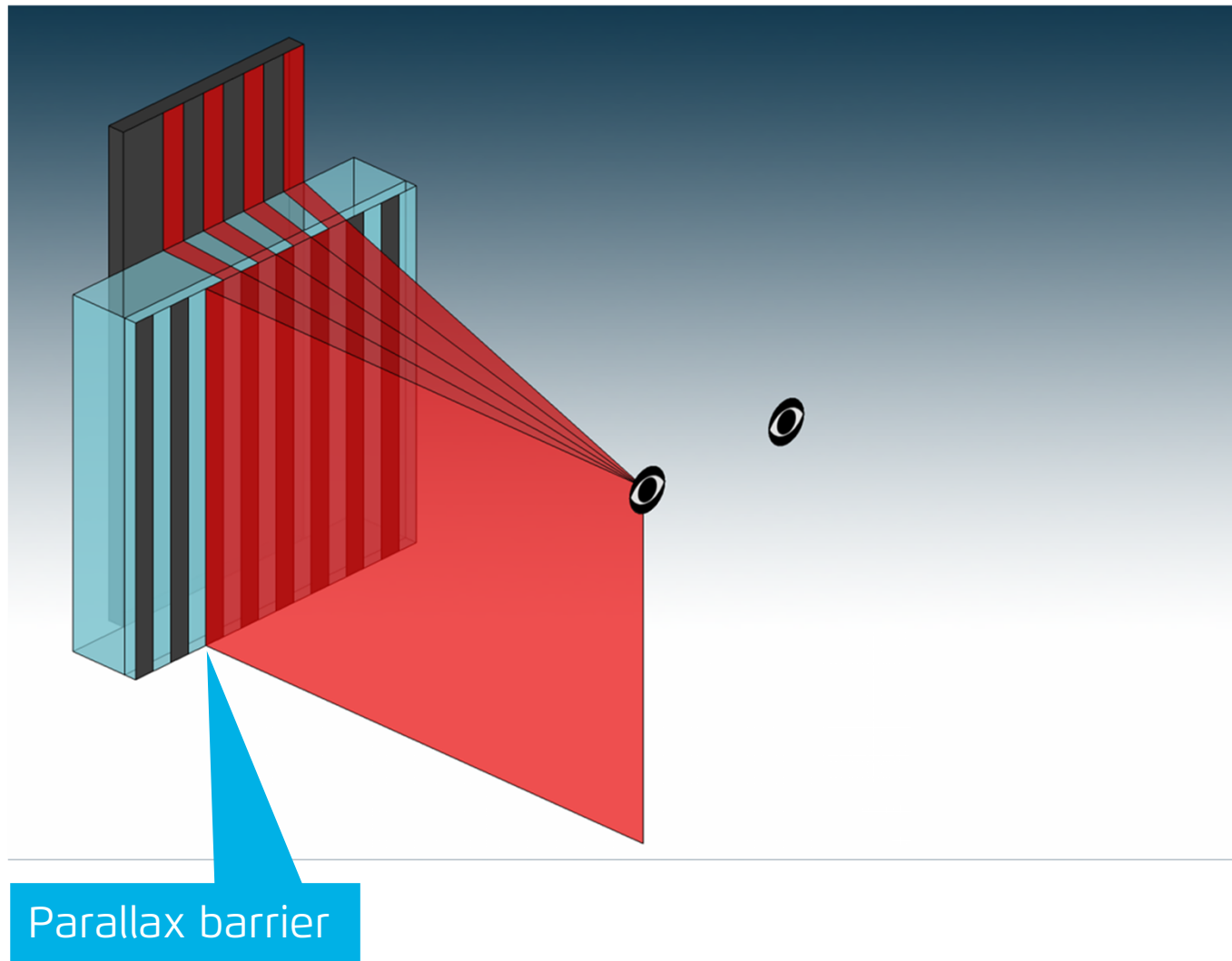
Different approaches to Autostereoscopy: Nintendo 3DS



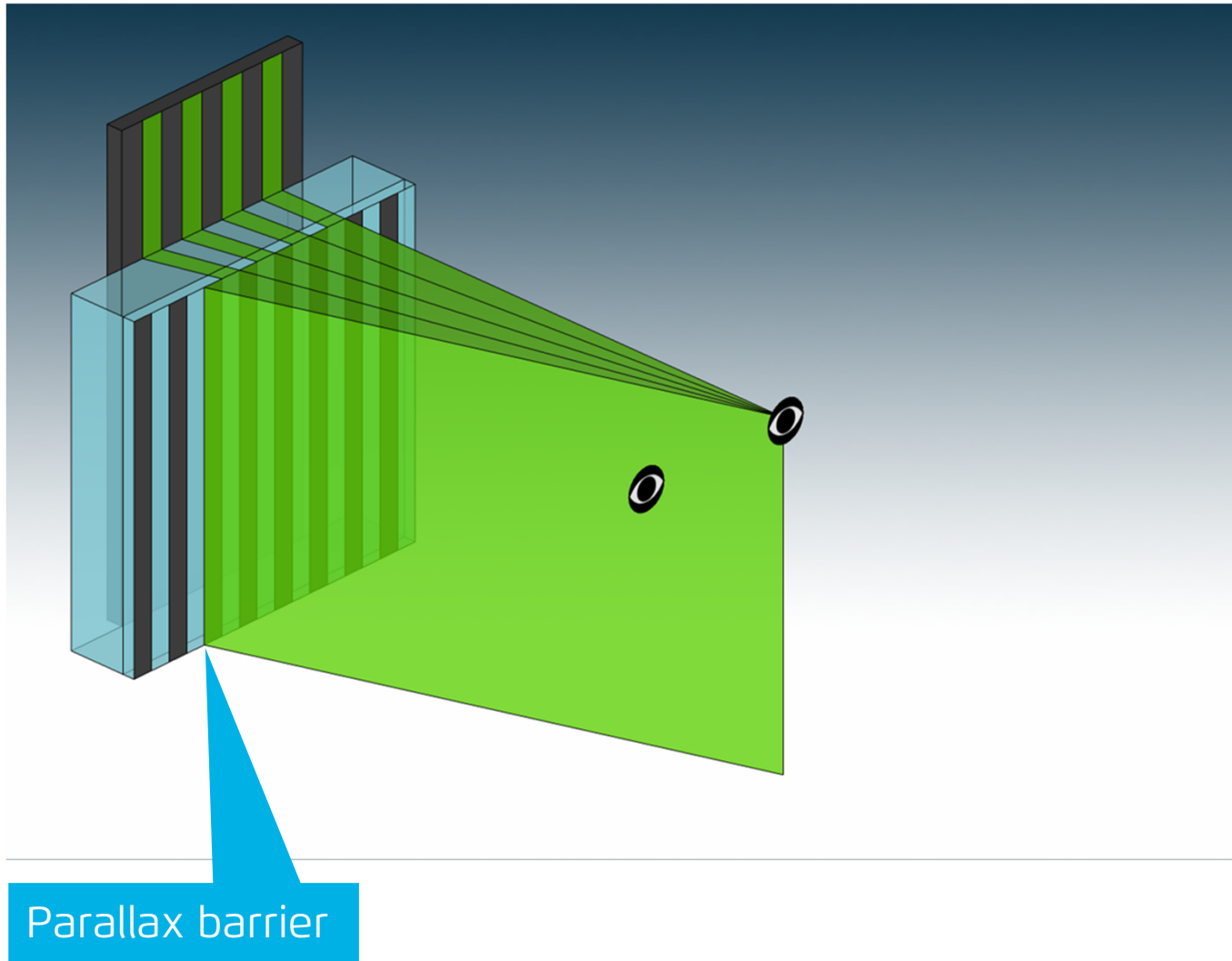
Different approaches to Autostereoscopy: Nintendo 3DS



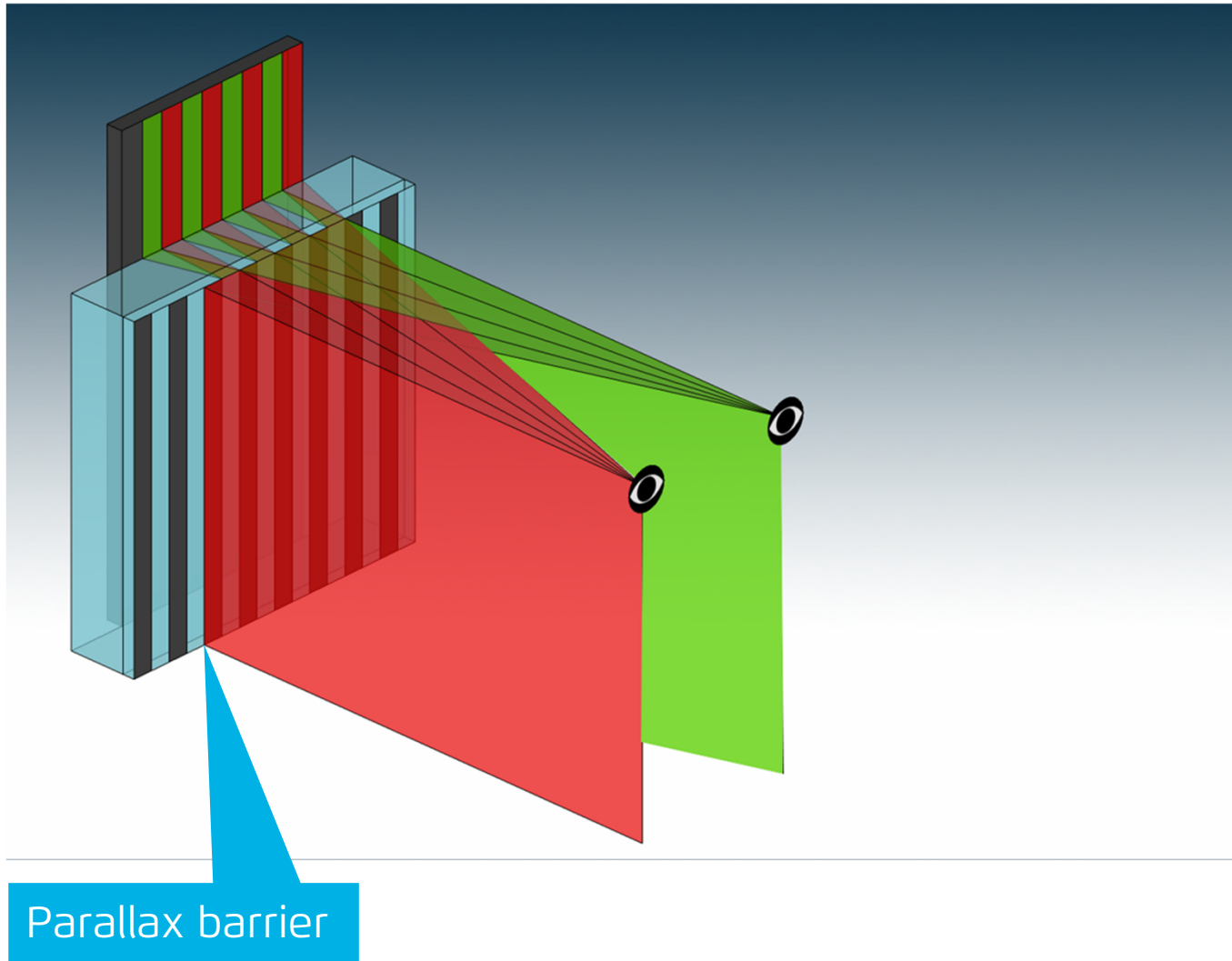
Different approaches to Autostereoscopy: Nintendo 3DS



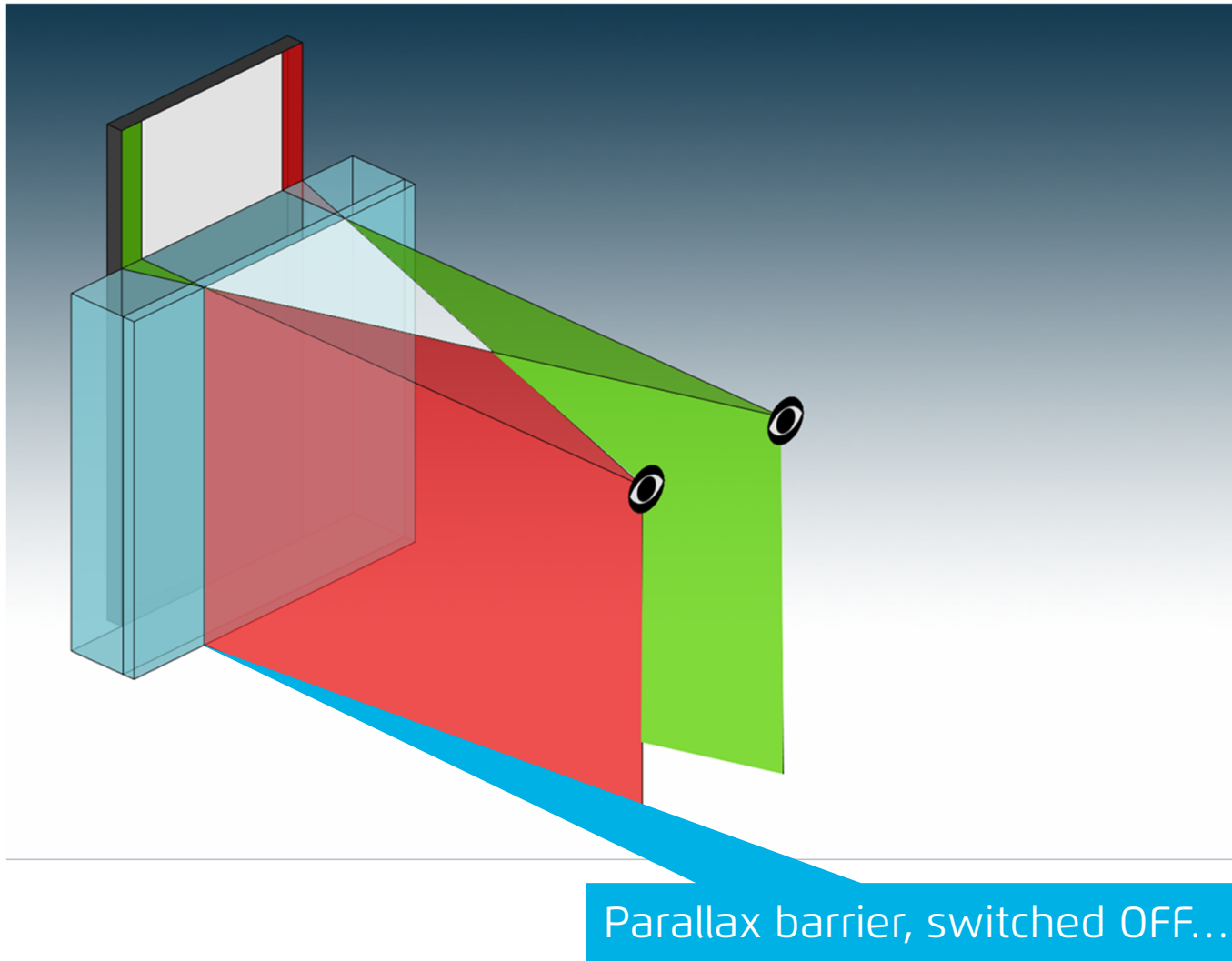
Different approaches to Autostereoscopy: Nintendo 3DS



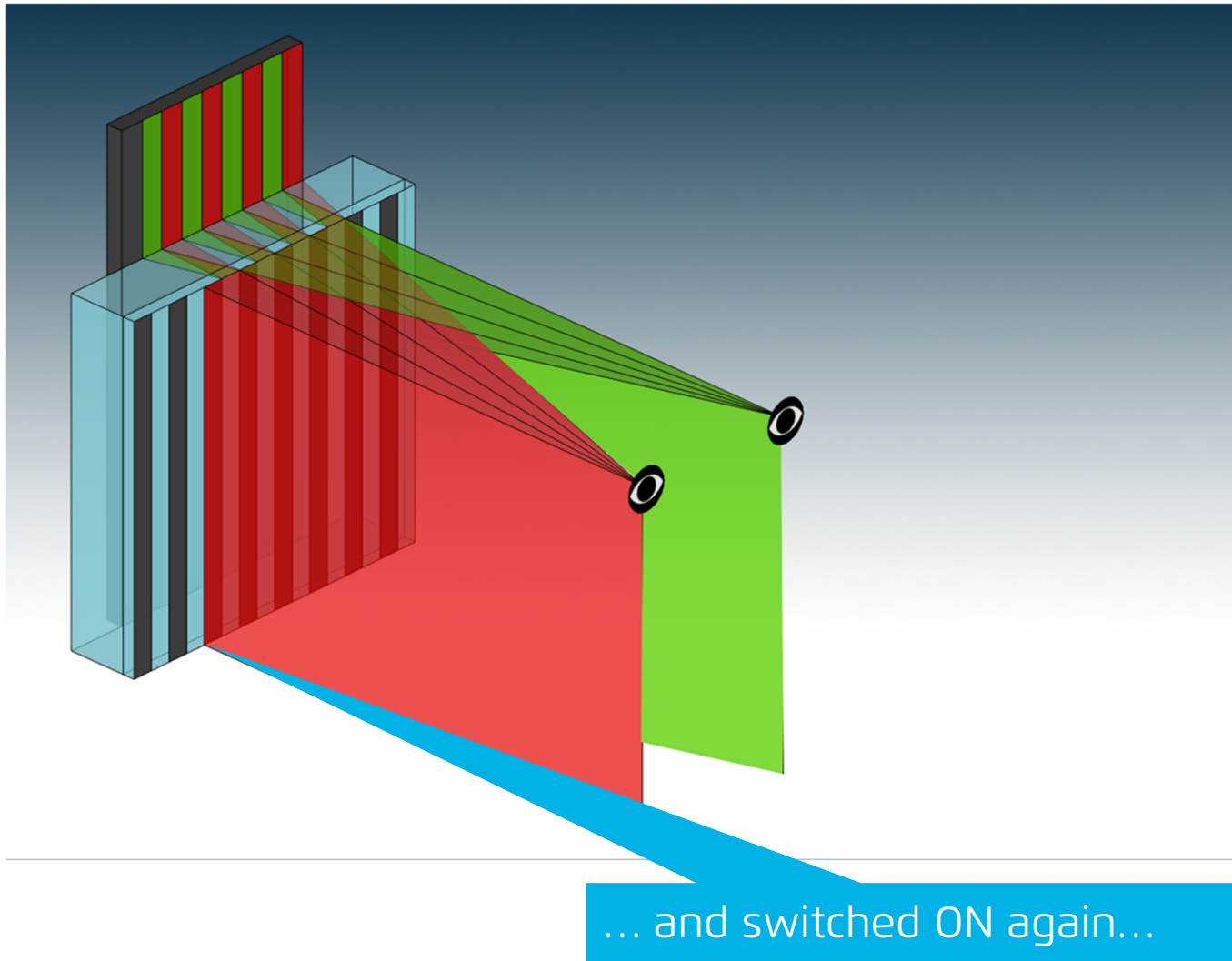
Different approaches to Autostereoscopy: Nintendo 3DS



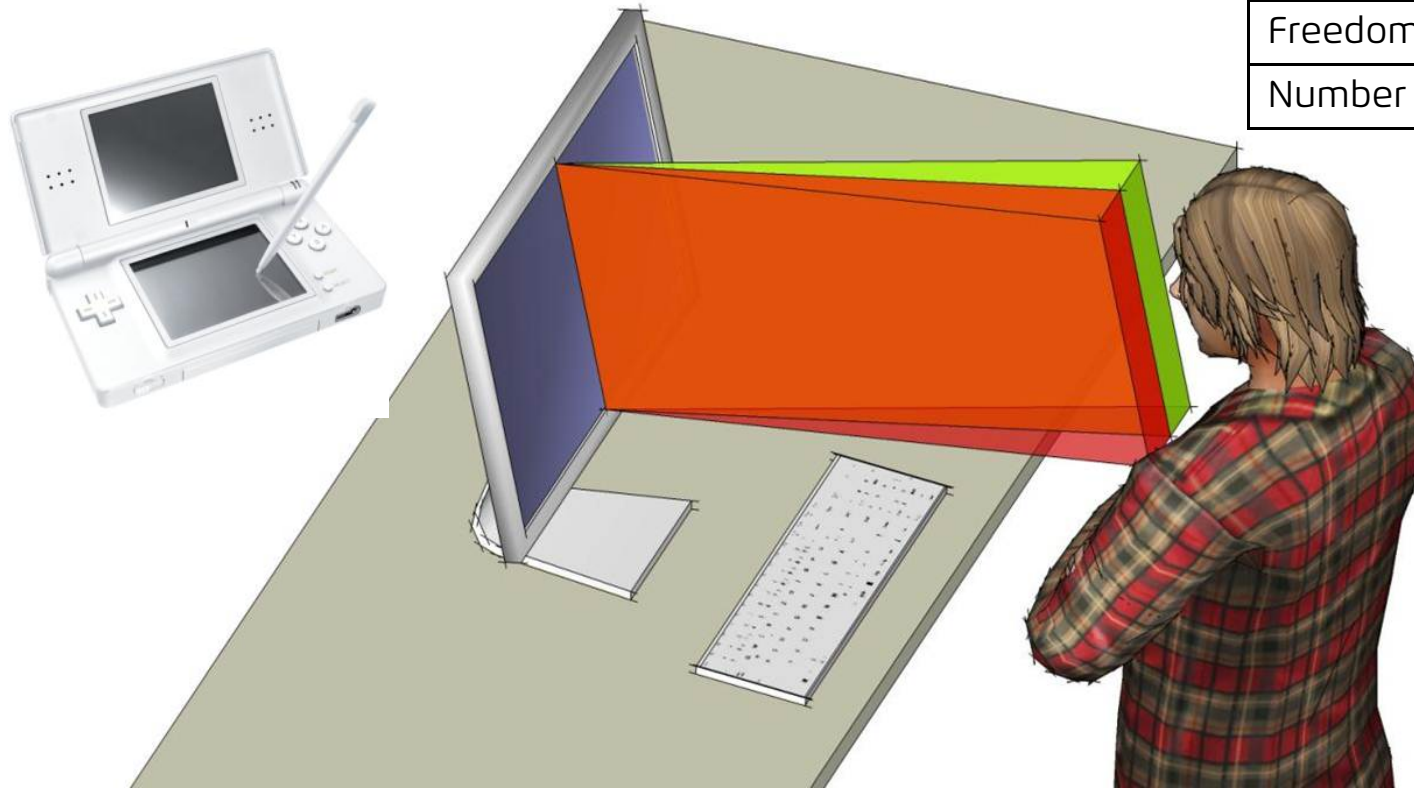
Different approaches to Autostereoscopy: Nintendo 3DS



Different approaches to Autostereoscopy: Nintendo 3DS



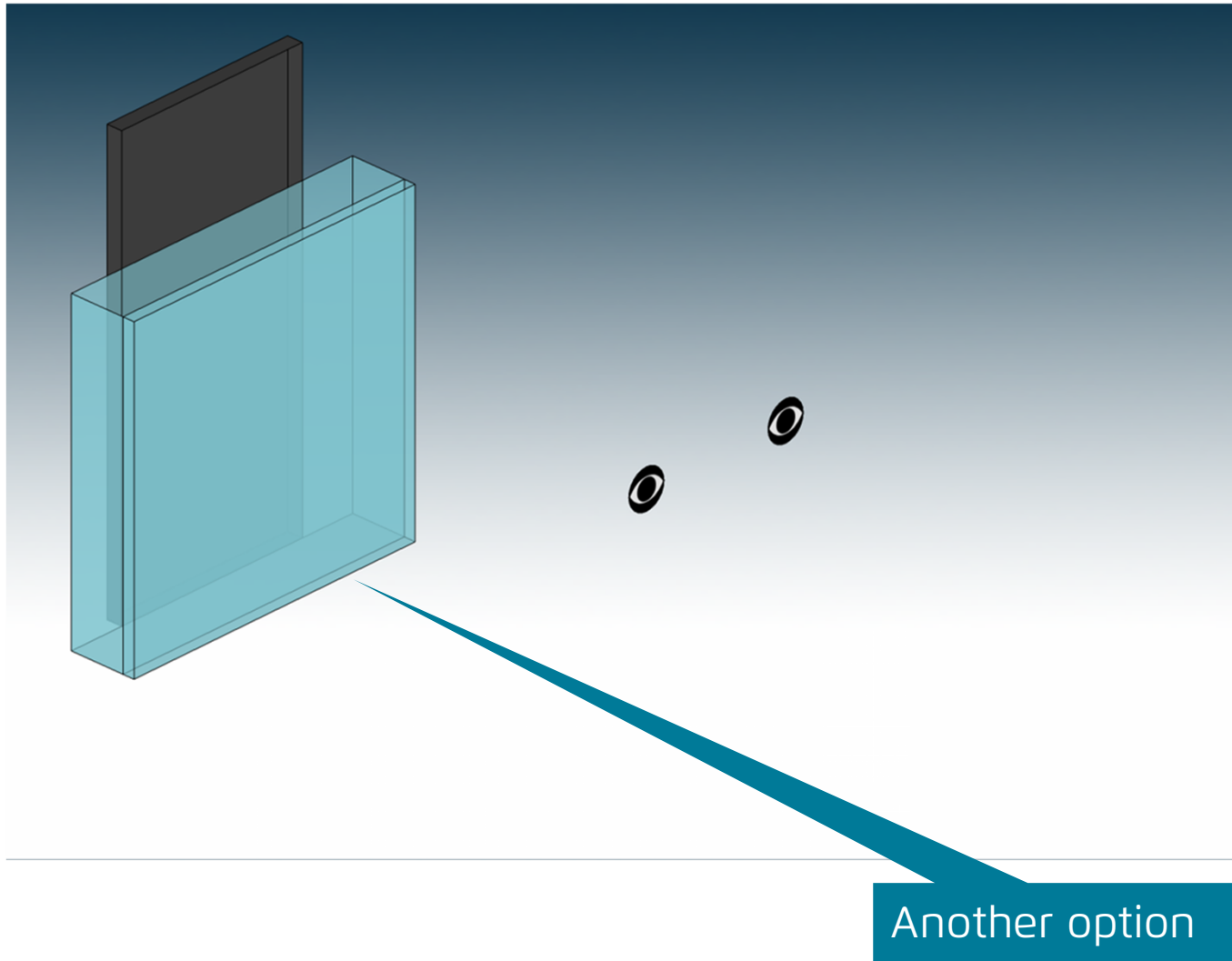
Different approaches to Autostereoscopy: Nintendo 3DS



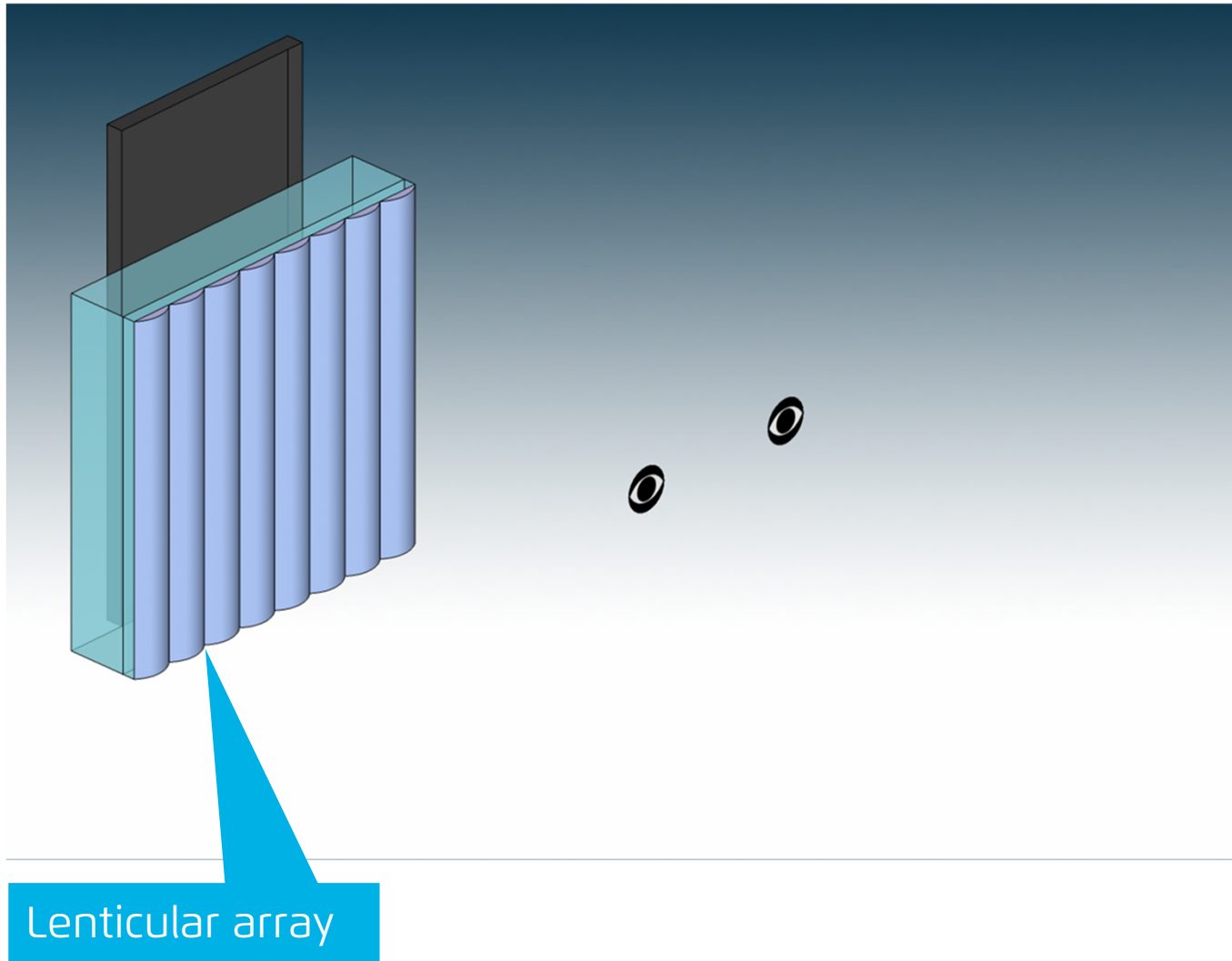
Perceived resolution	Good
Number of users	1
Freedom of movement	No
Number of 3D views	1

Single-view 3D display without freedom of movement

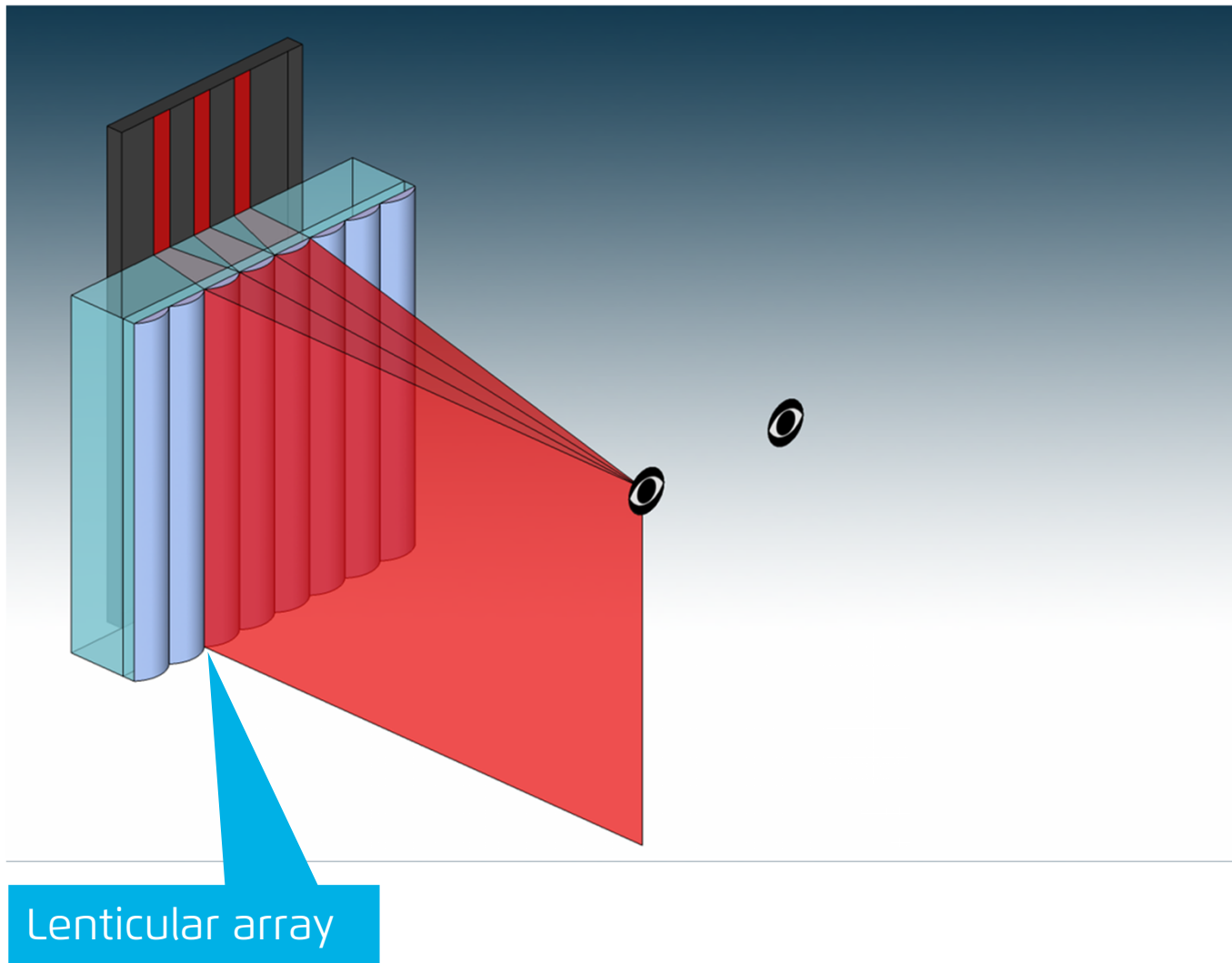
Different approaches to Autostereoscopy: Multi-view display



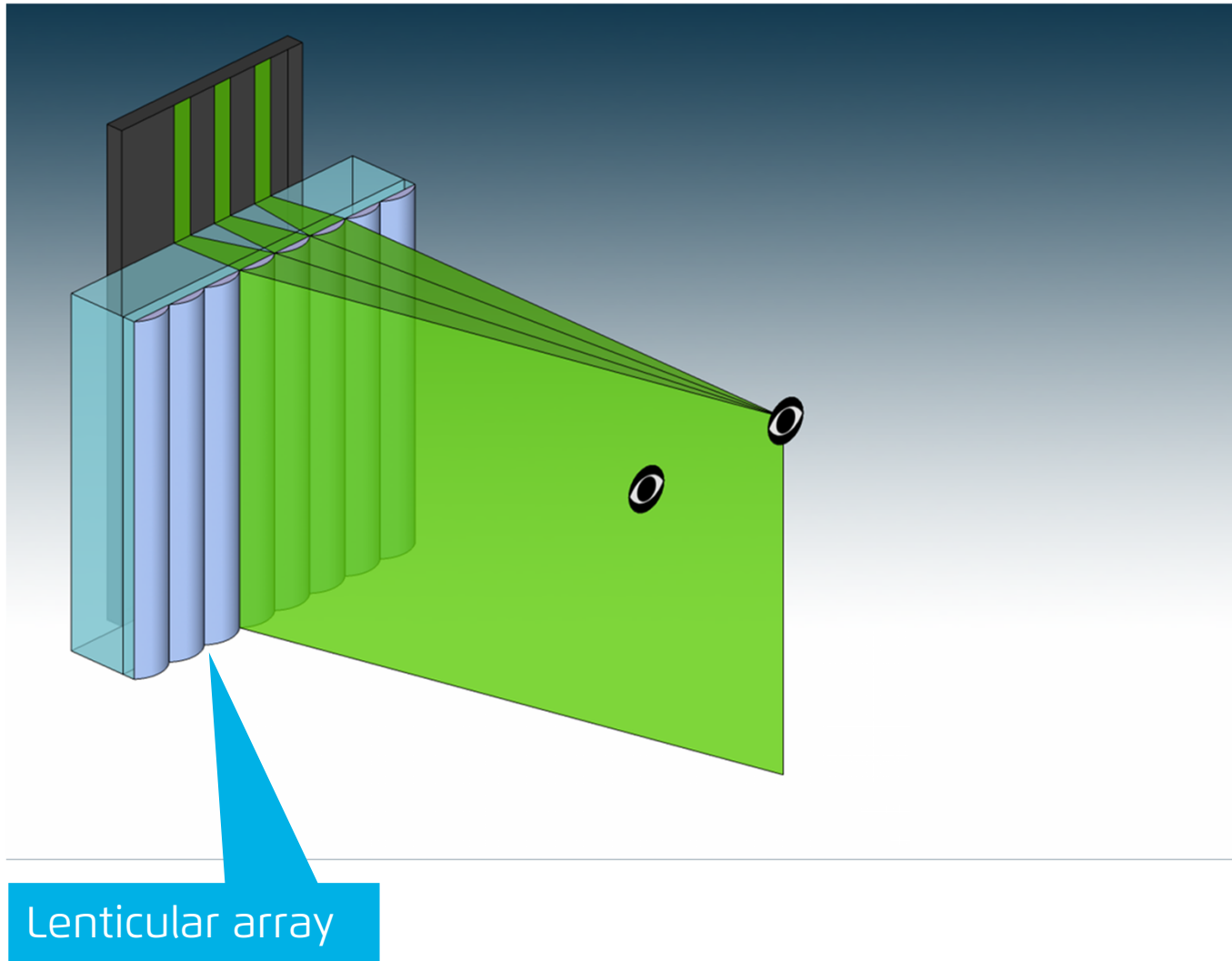
Different approaches to Autostereoscopy: Multi-view display



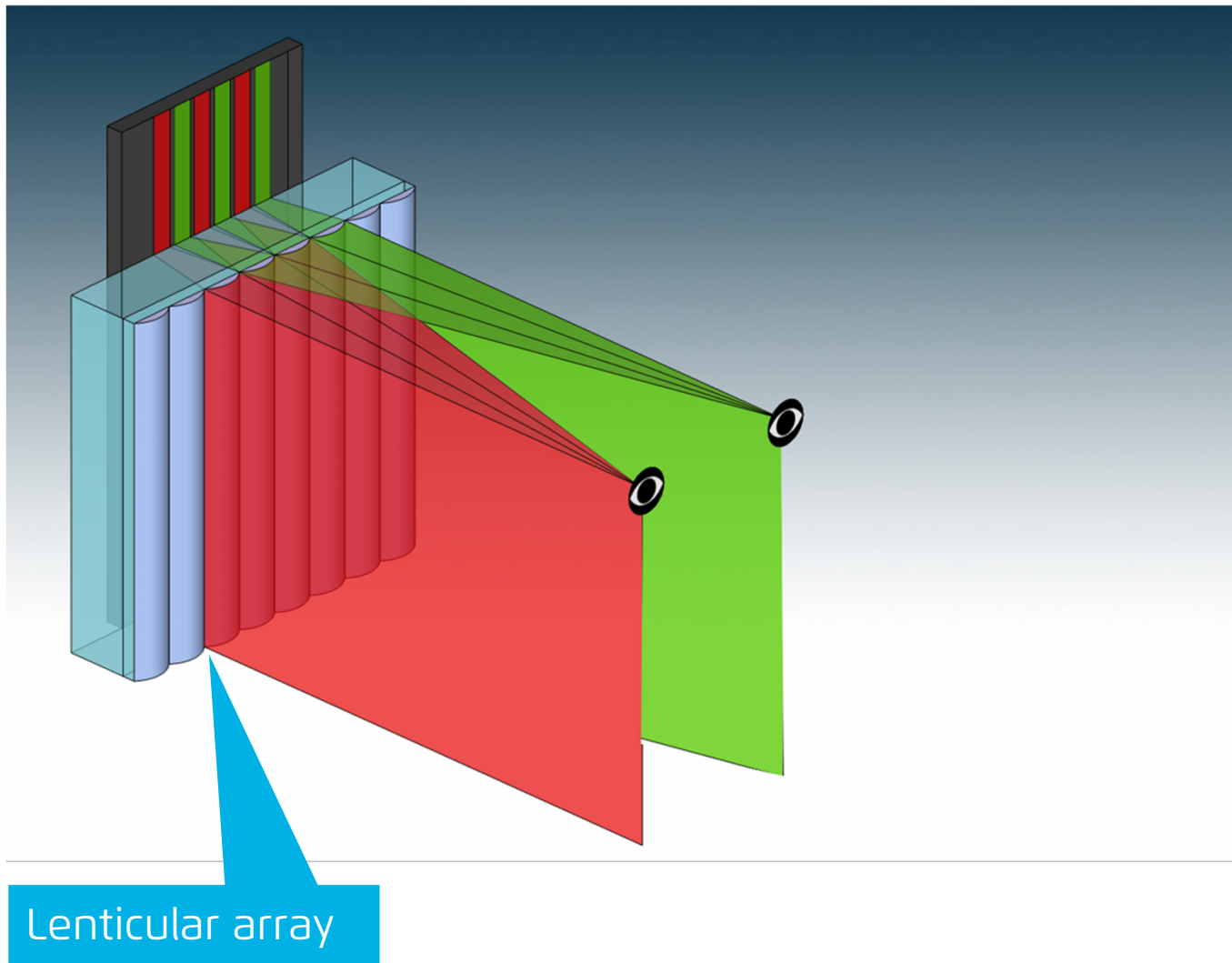
Different approaches to Autostereoscopy: Multi-view display



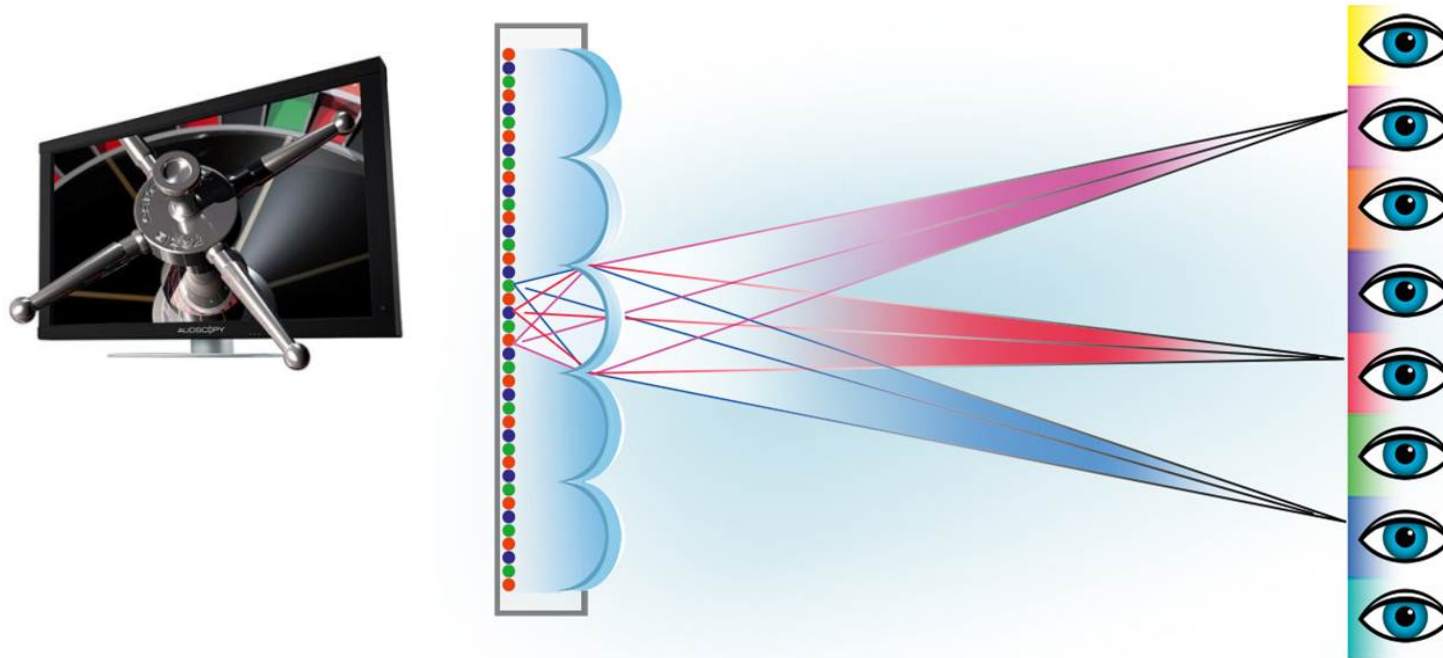
Different approaches to Autostereoscopy: Multi-view display



Different approaches to Autostereoscopy: Multi-view display

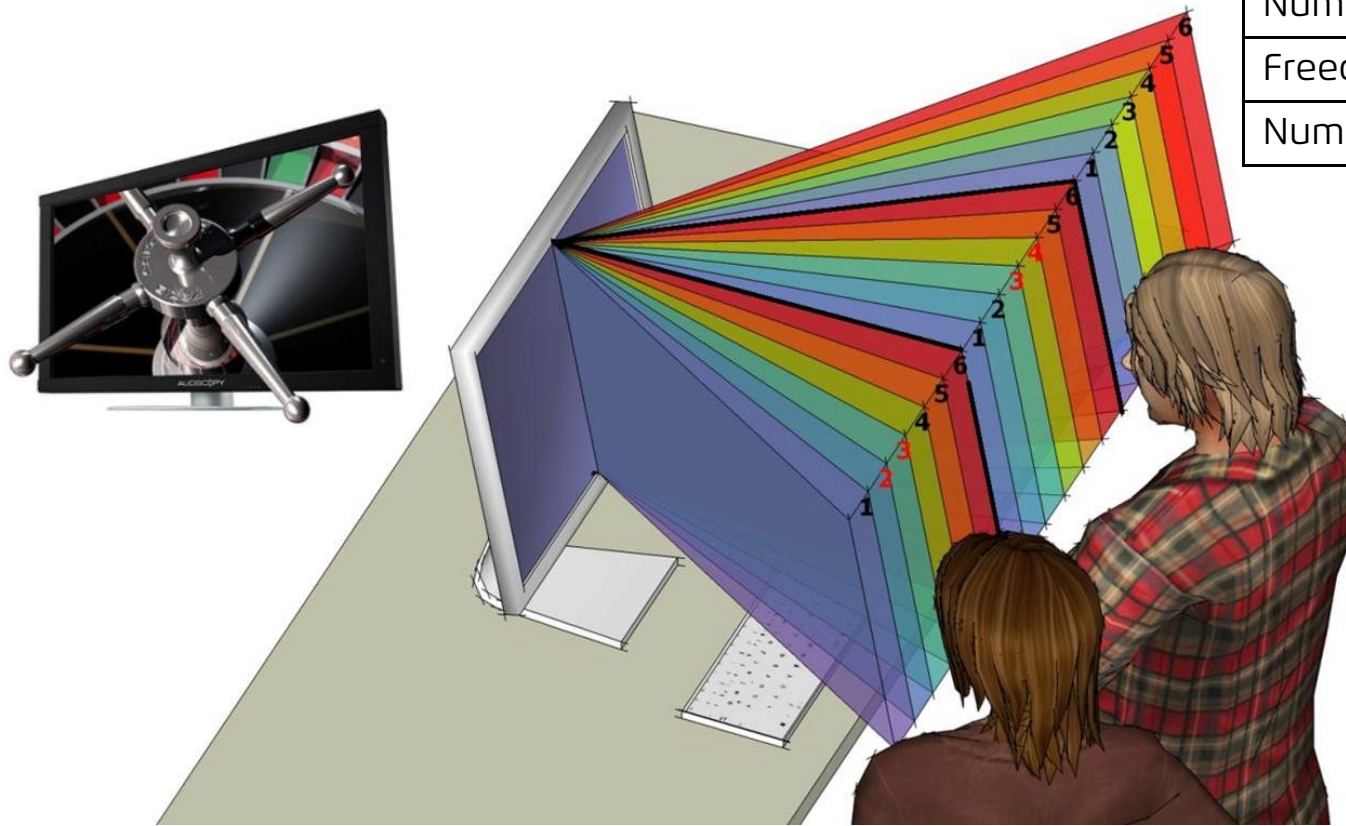


Different approaches to Autostereoscopy: Multi-view display



Multi-view 3D display with 8 views (schematic)

Different approaches to Autostereoscopy: Multi-view display

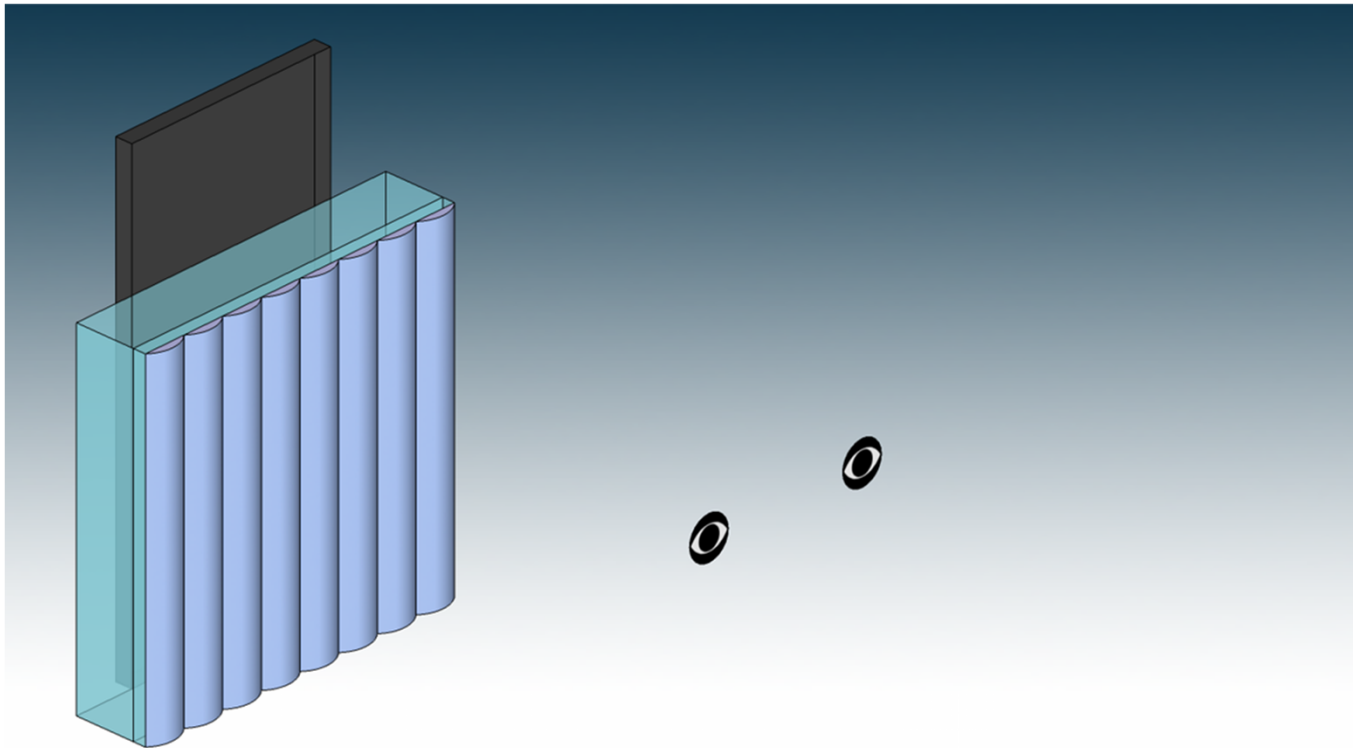


Perceived resolution	Poor
Number of users	>1
Freedom of movement	Yes
Number of 3D views	5-12

Multi-view 3D display with 6 views



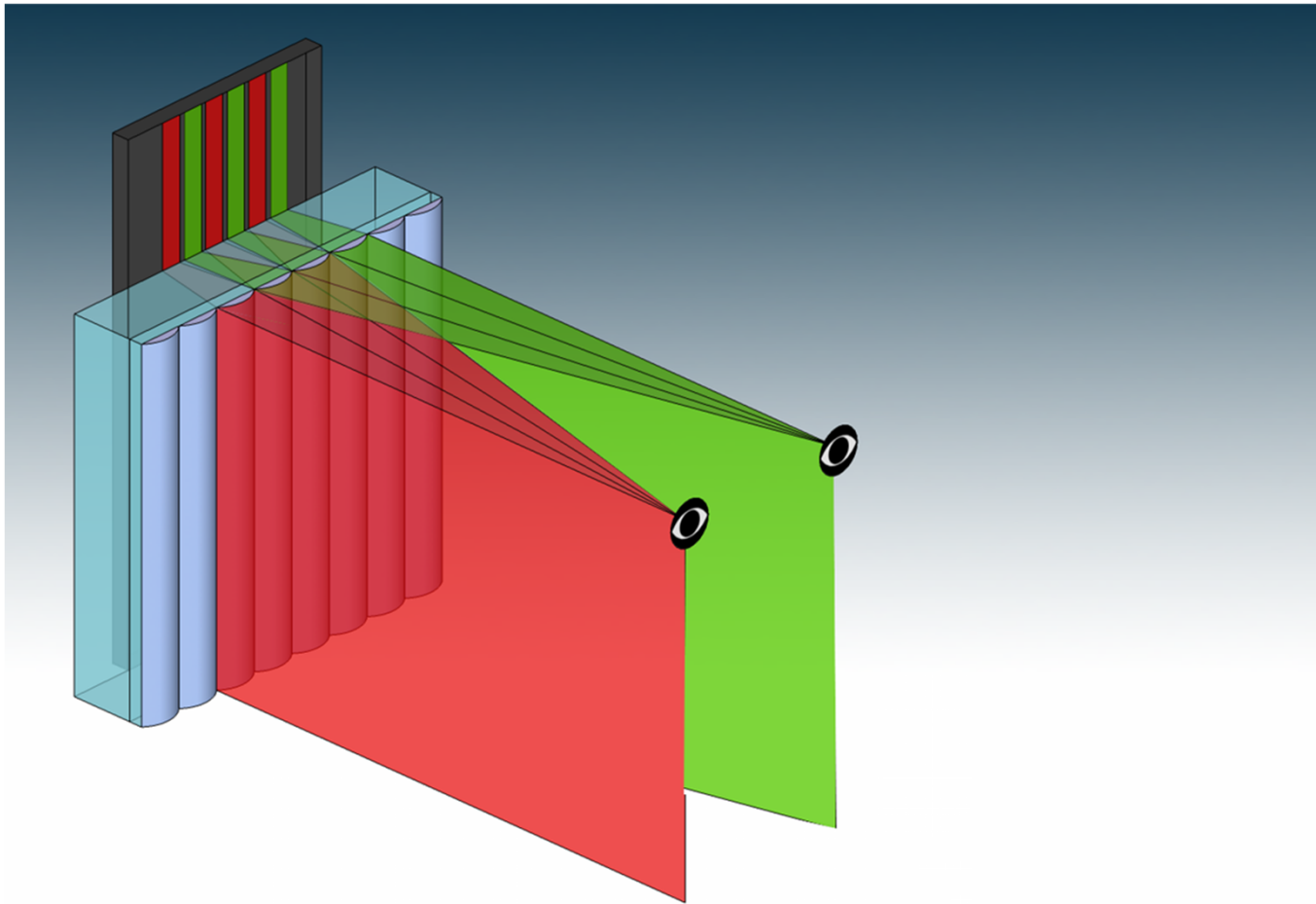
SeeFront 3D: Freedom of movement



The SeeFront 3D process...

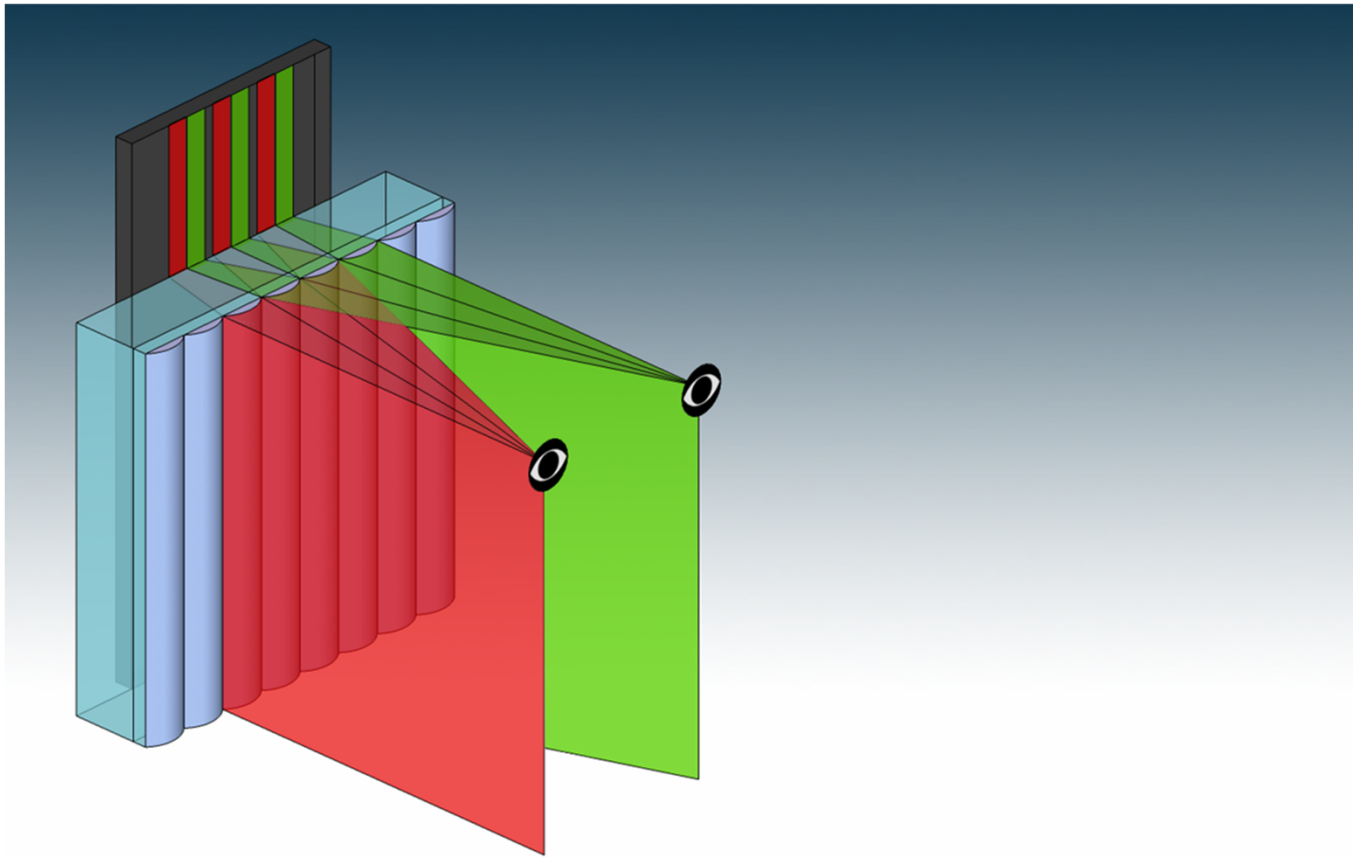


SeeFront 3D: Freedom of movement



... adapts to the user's change of distance...

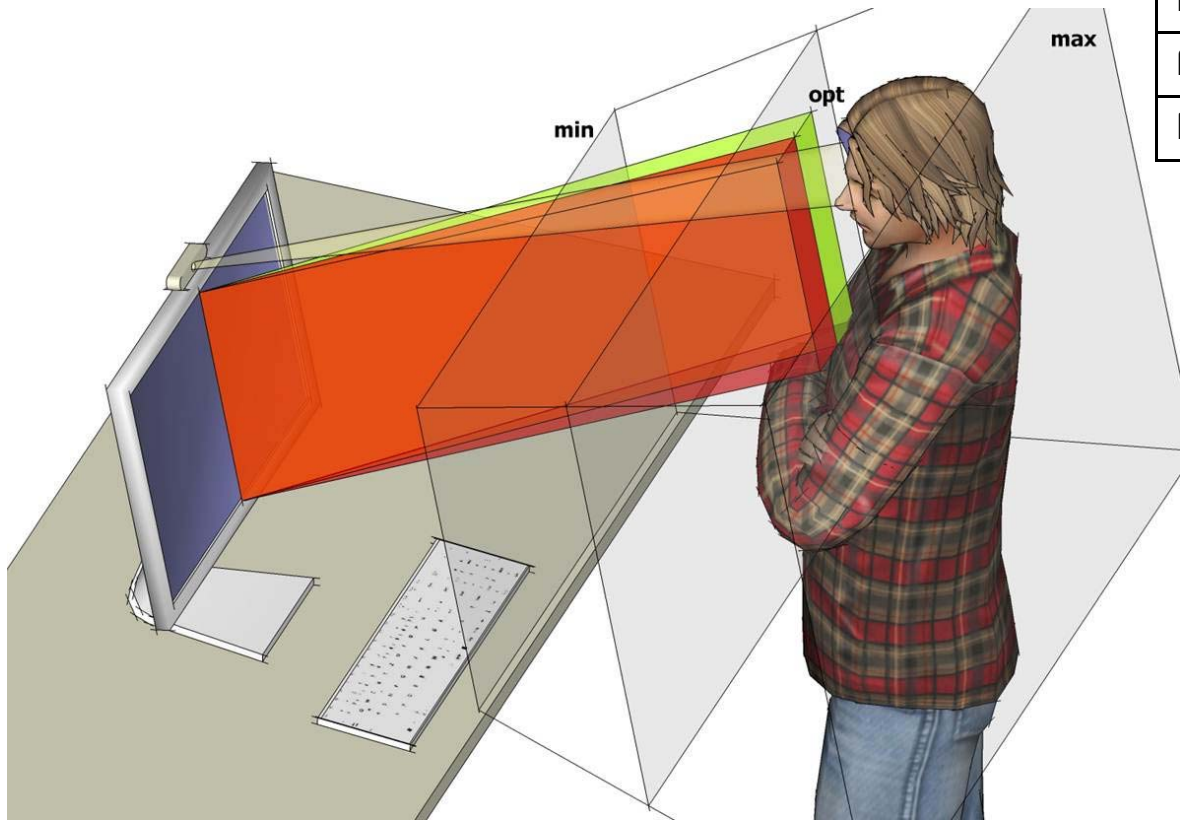
SeeFront 3D: Freedom of movement



... adapts to the user's change of distance...



SeeFront 3D: Freedom of movement

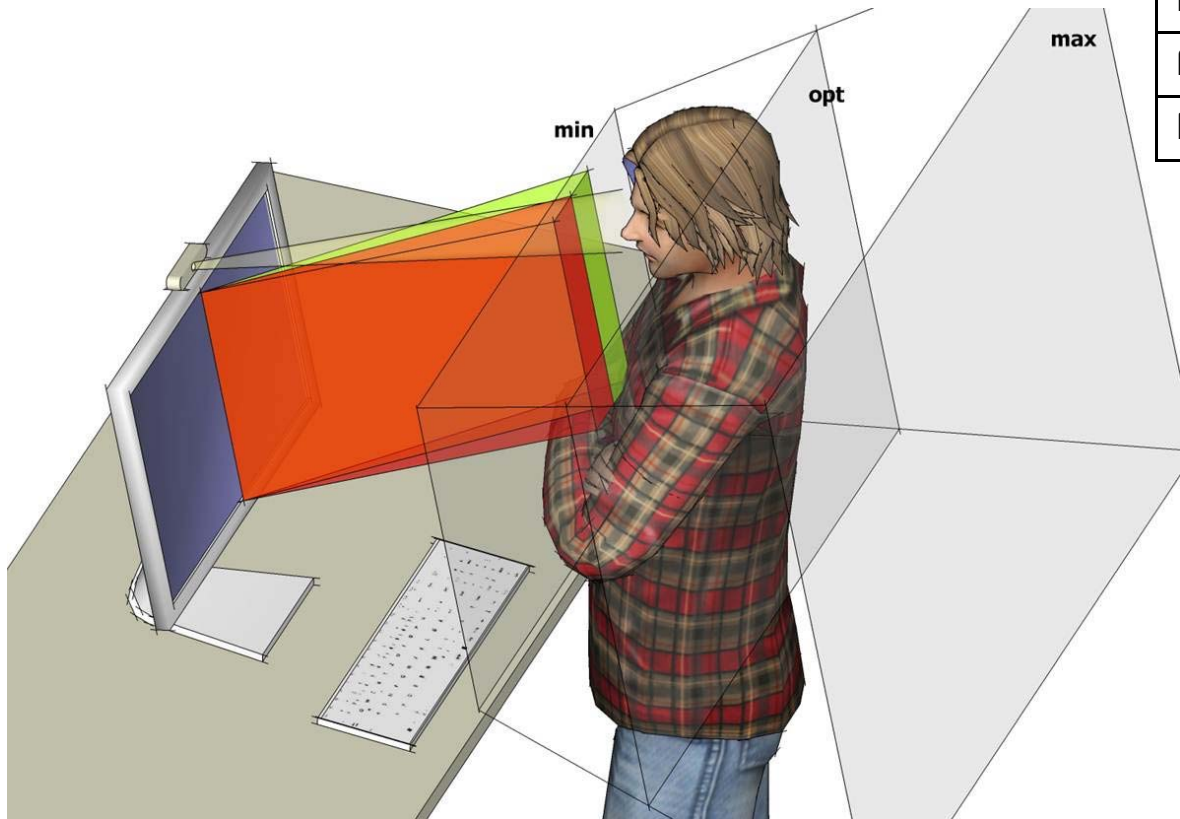


Perceived resolution	Good
Number of users	1
Freedom of movement	Yes
Number of 3D views	1

... and other changes of position, by use of eye-tracking



SeeFront 3D: Freedom of movement

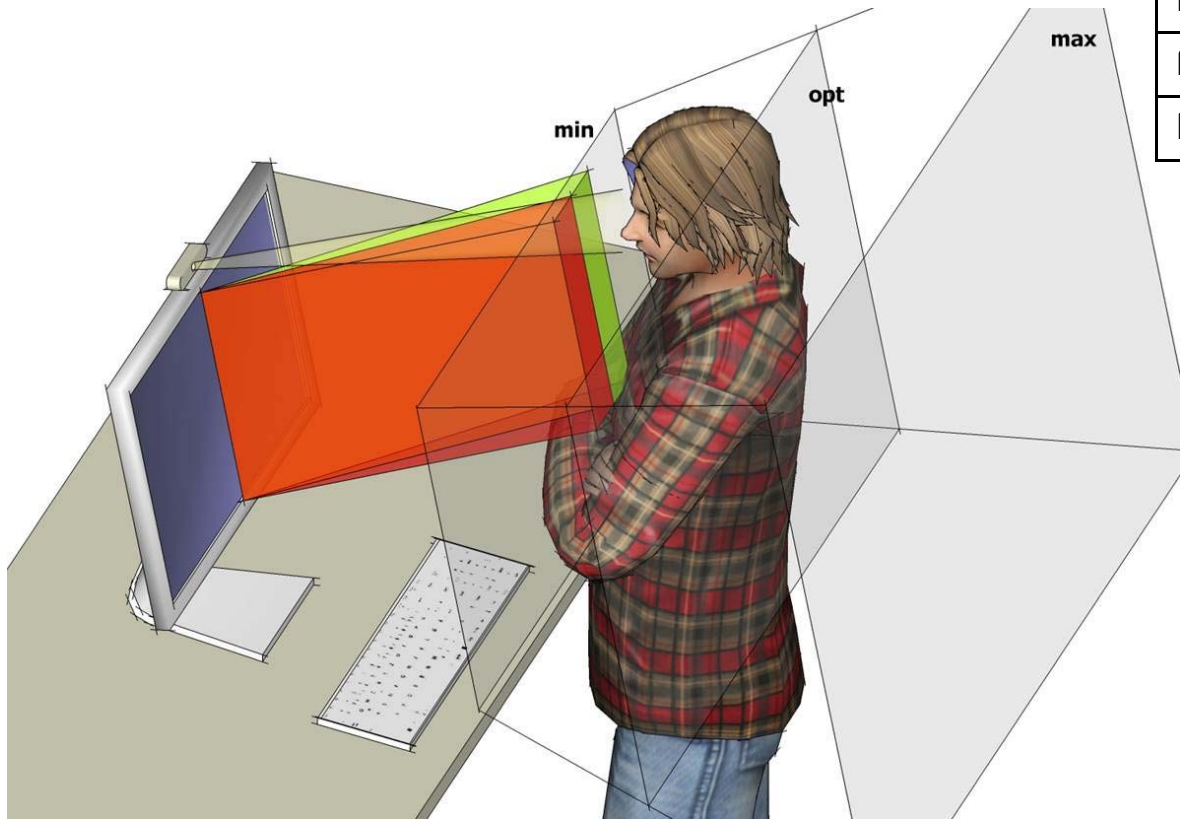


Perceived resolution	Good
Number of users	1
Freedom of movement	Yes
Number of 3D views	1

... and other changes of position, by use of eye-tracking



SeeFront 3D: Freedom of movement

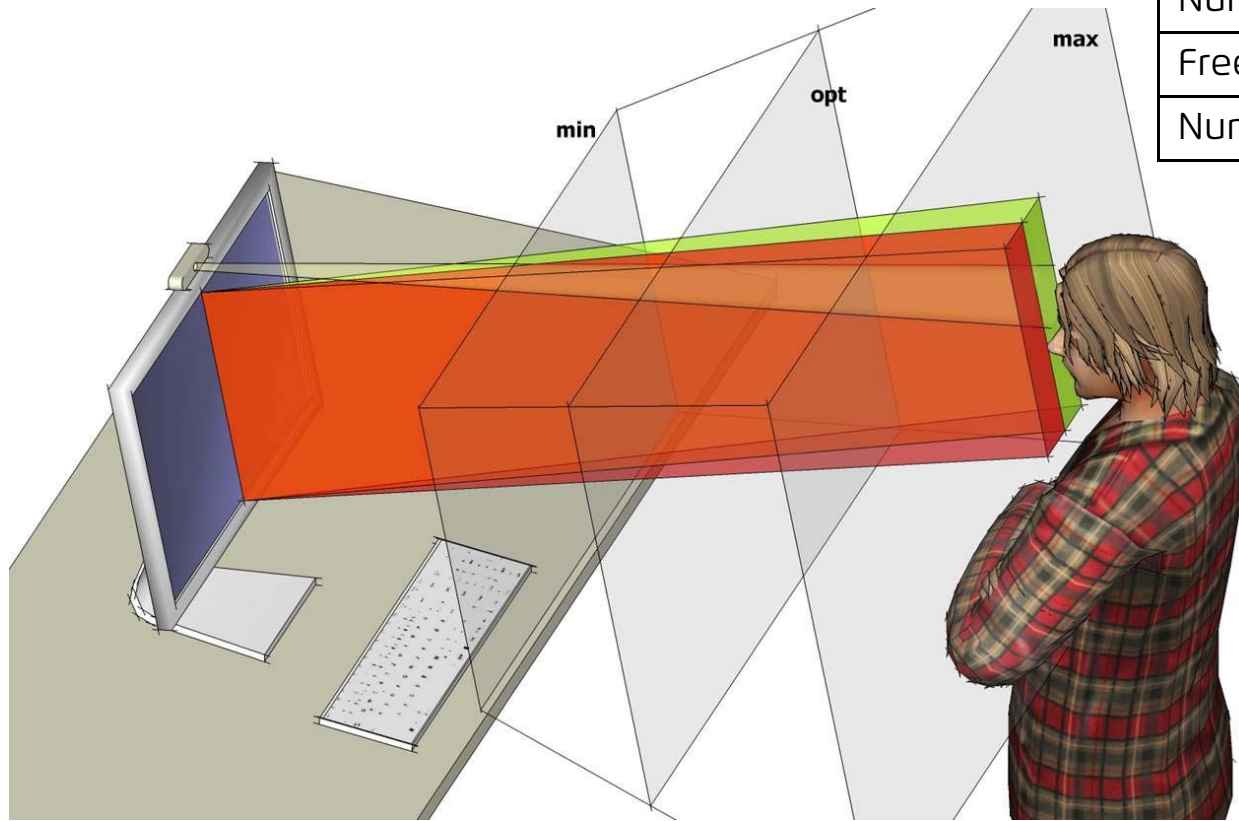


Perceived resolution	Good
Number of users	1
Freedom of movement	Yes
Number of 3D views	1

... and other changes of position, by use of eye-tracking



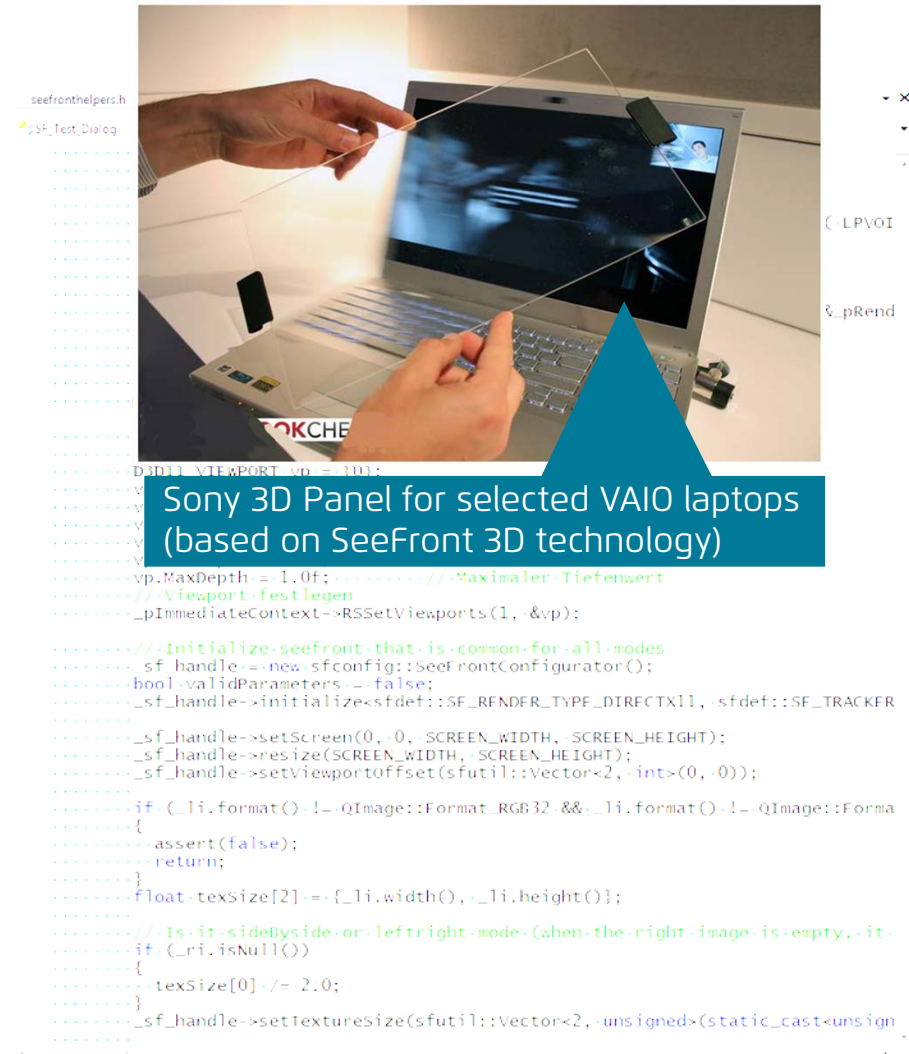
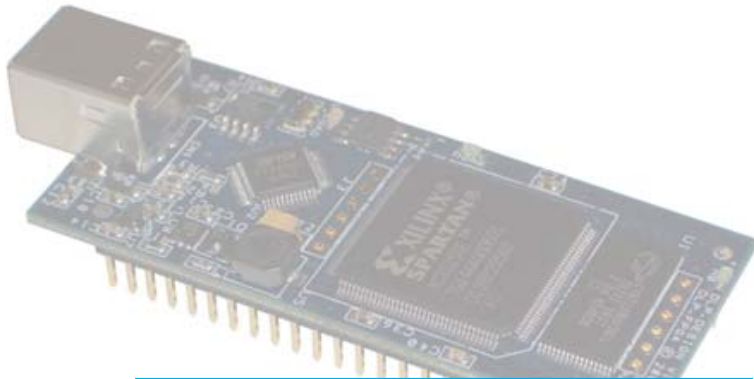
SeeFront 3D: Freedom of movement



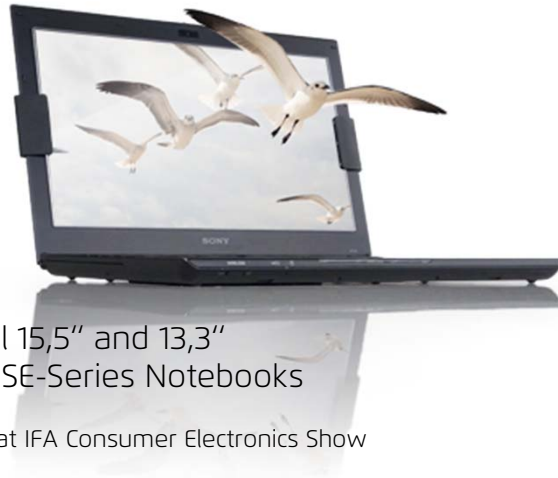
Perceived resolution	Good
Number of users	1
Freedom of movement	Yes
Number of 3D views	1

... and other changes of position, by use of eye-tracking





Freedom of design



Sony 3D Panel 15,5" and 13,3"
for Sony Vaio SE-Series Notebooks

Product launched at IFA Consumer Electronics Show
2011



SeeFront 3D
23" Open Frame Display

Shown at SID Display Week 2013



3D Cockpit Cluster Instrument in Mercedes-Benz F 125!
Research Car

Shown at IAA 2011

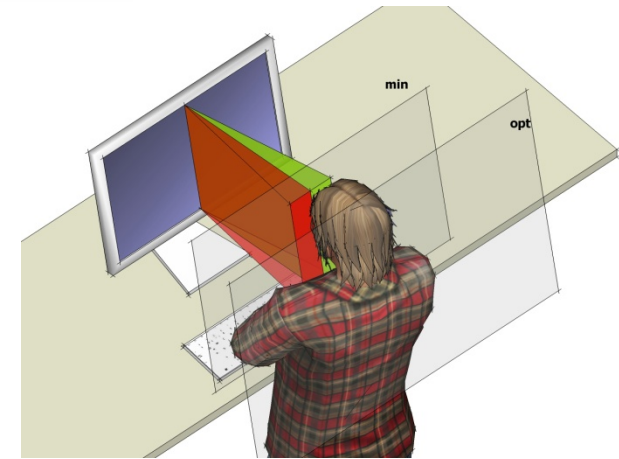
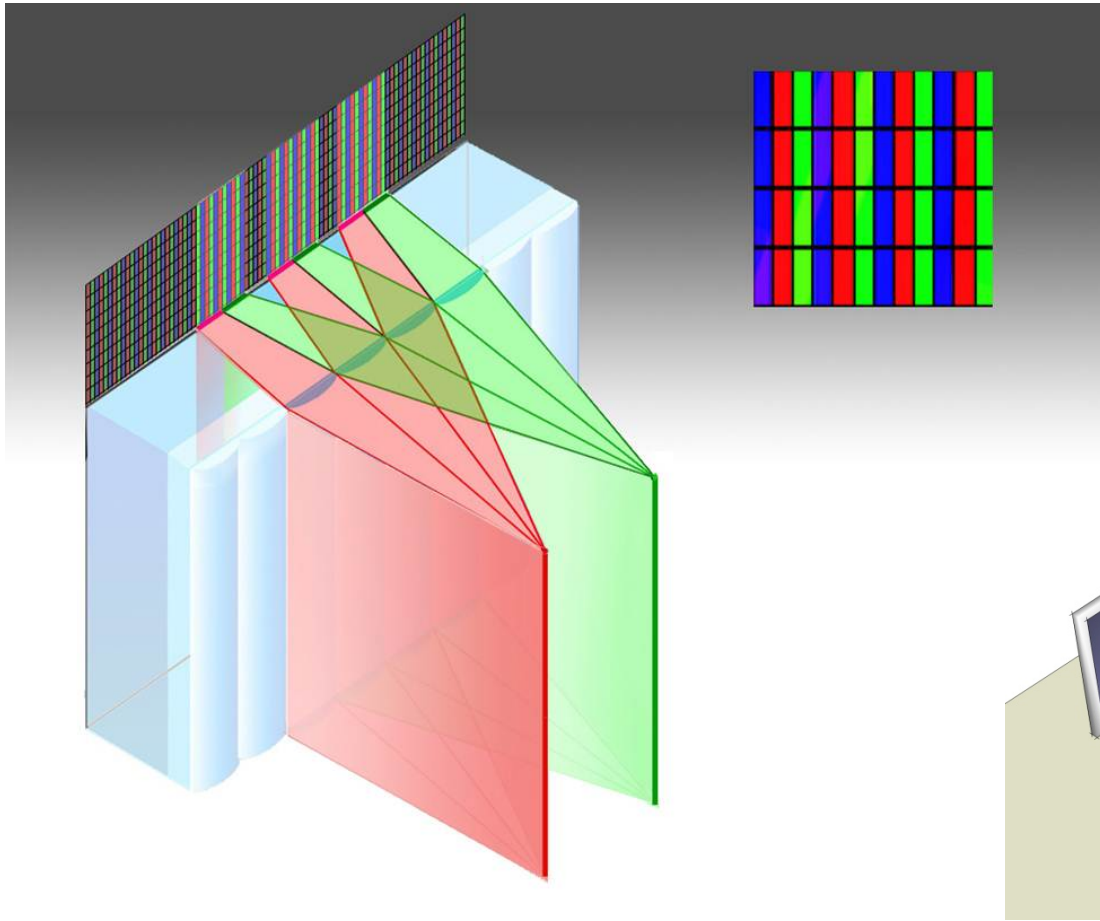


Arcade Game Tobii 3D EyeAsteroids™

Prototype exhibited at CeBIT 2012



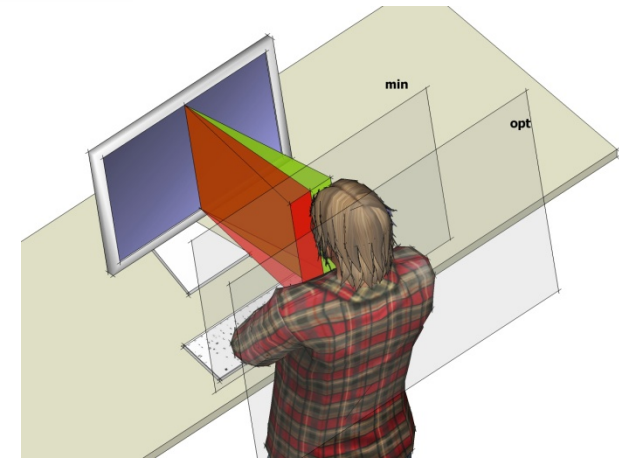
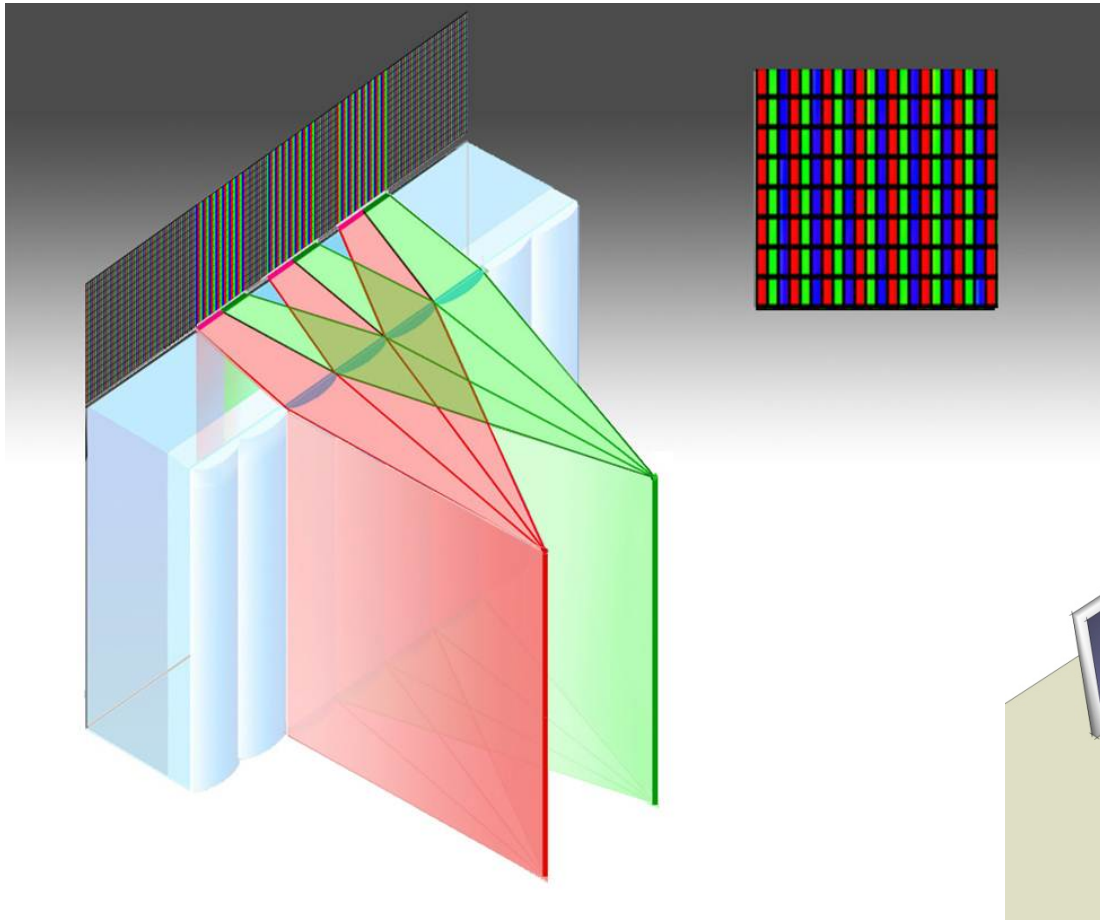
SeeFront 3D: Highest 3D image quality



One optical filter works with different pixel pitches



SeeFront 3D: Highest 3D image quality



One optical filter works with different pixel pitches

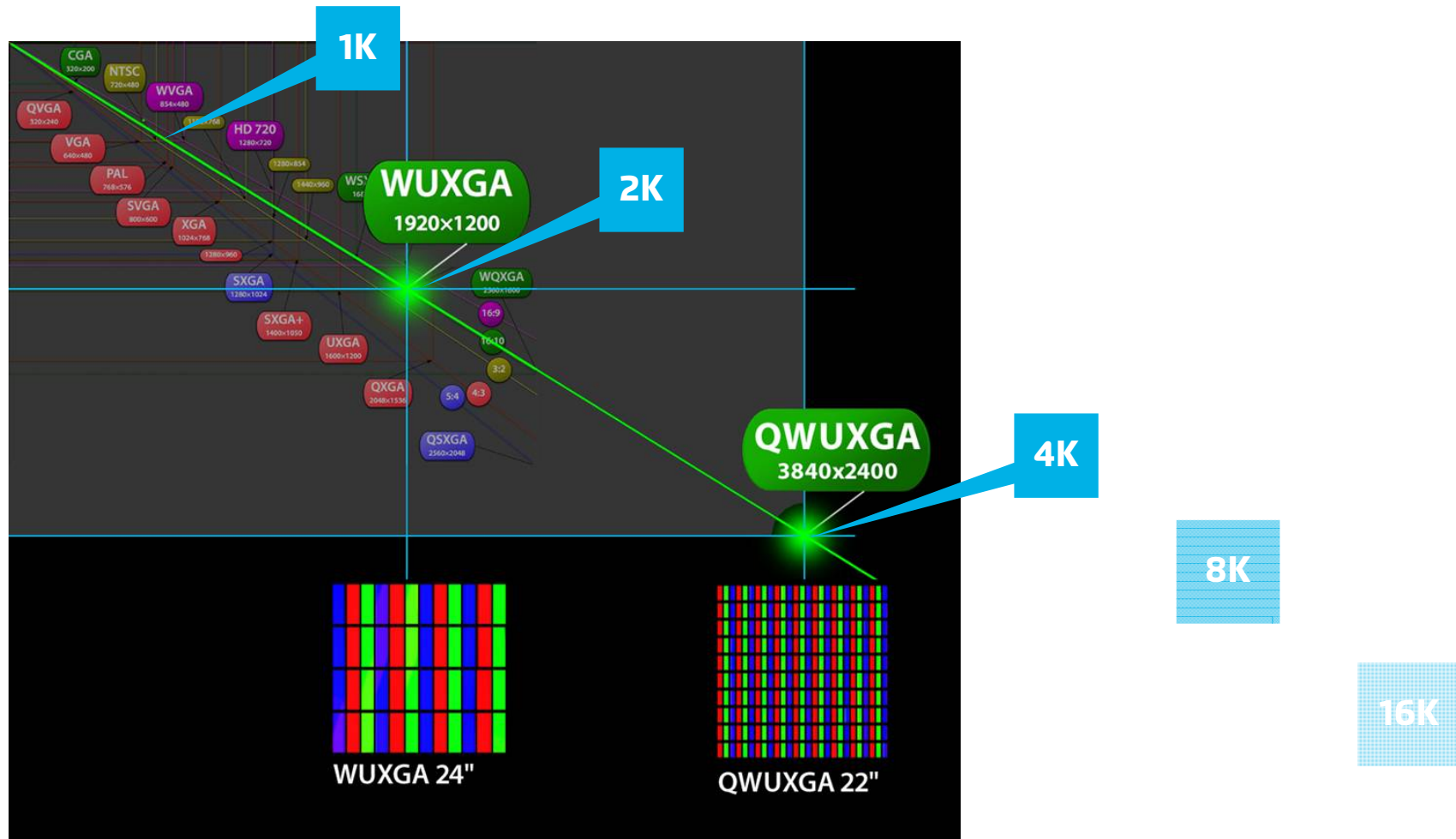


SeeFront 3D: Highest 3D image quality

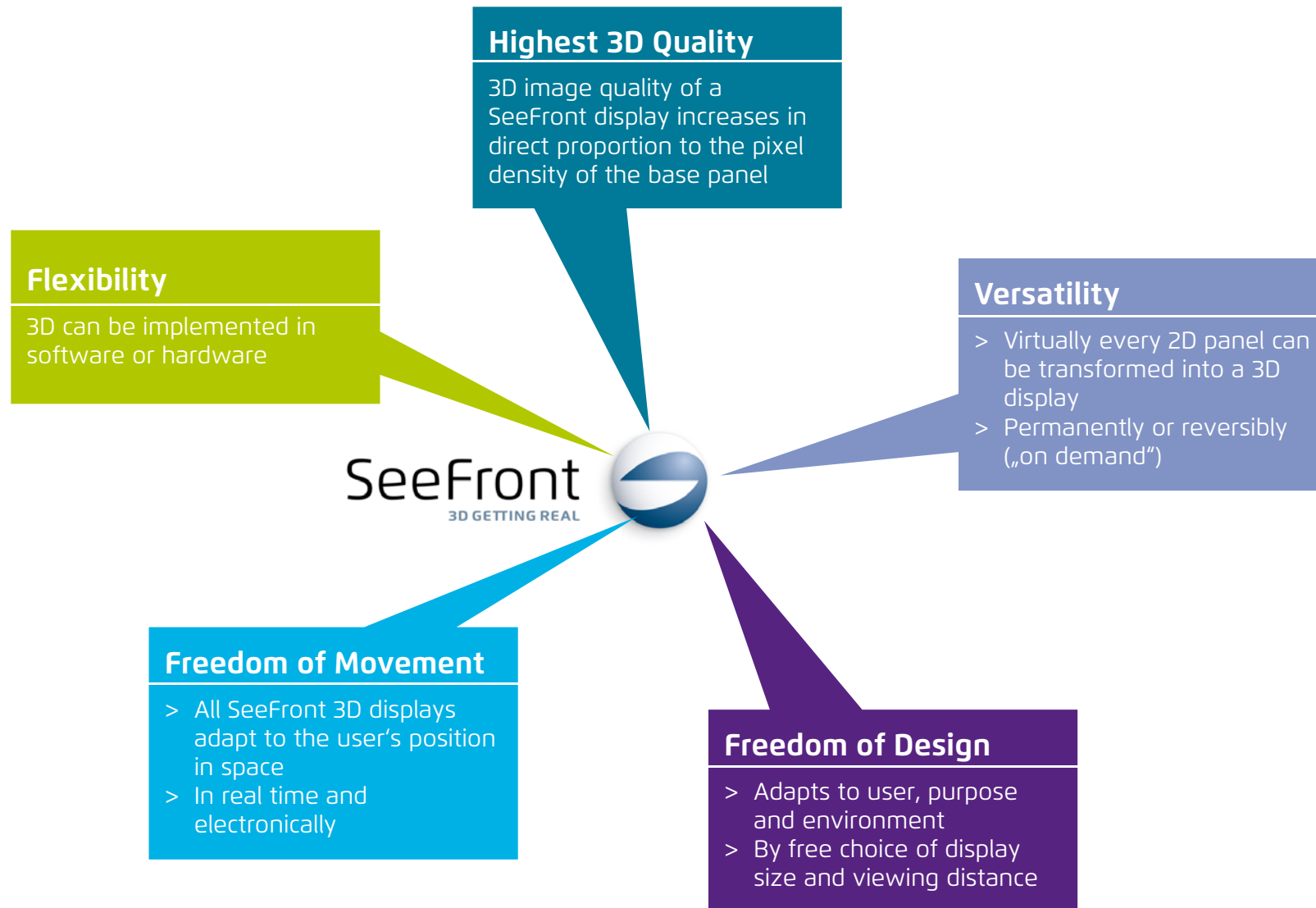


With SeeFront, in future devices unlimited 3D resolution will be possible

SeeFront 3D: Highest 3D image quality



...which only depends on the resolution of the base LCD panel





Thank you!

