

Assessment of active pattern generation with displays of non-ideal physical properties

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- Visual perception of non-specular and specular surfaces
- Shape measurements of specular surfaces → Deflectometry
- Active patterns
- Considered properties of LCDs
 - Shape deviations
 - Cover glass
 - Pixelation and finite color depth
 - Intensity characteristics



- Compression of texture → Slope → Shape

Perception of specular surfaces

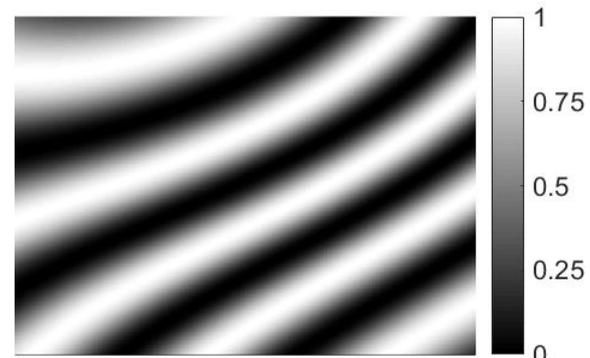
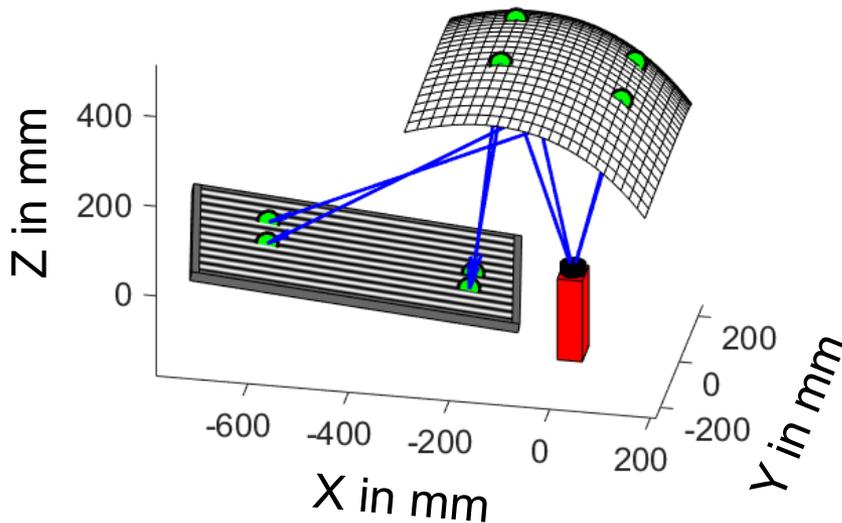


- Quasi-invisible
- Compression of image of surroundings → Curvature → Shape
- Surroundings unknown, still obviously sphere

Shape measurement of specular surfaces

- Assumption: known surroundings (pattern)
- Calculate Shape from distortion of image
 - Requires high computational cost
 - Offers high precision
- Technique: “Deflectometry”

- Approach:
 - Generate specific pattern with structured light source
 - Observe distorted reflection of pattern via measuring object
 - ➔ Shape of object defines type of distortion
- Based purely on geometric optics
- Very scalable (microchip to airplane hull)



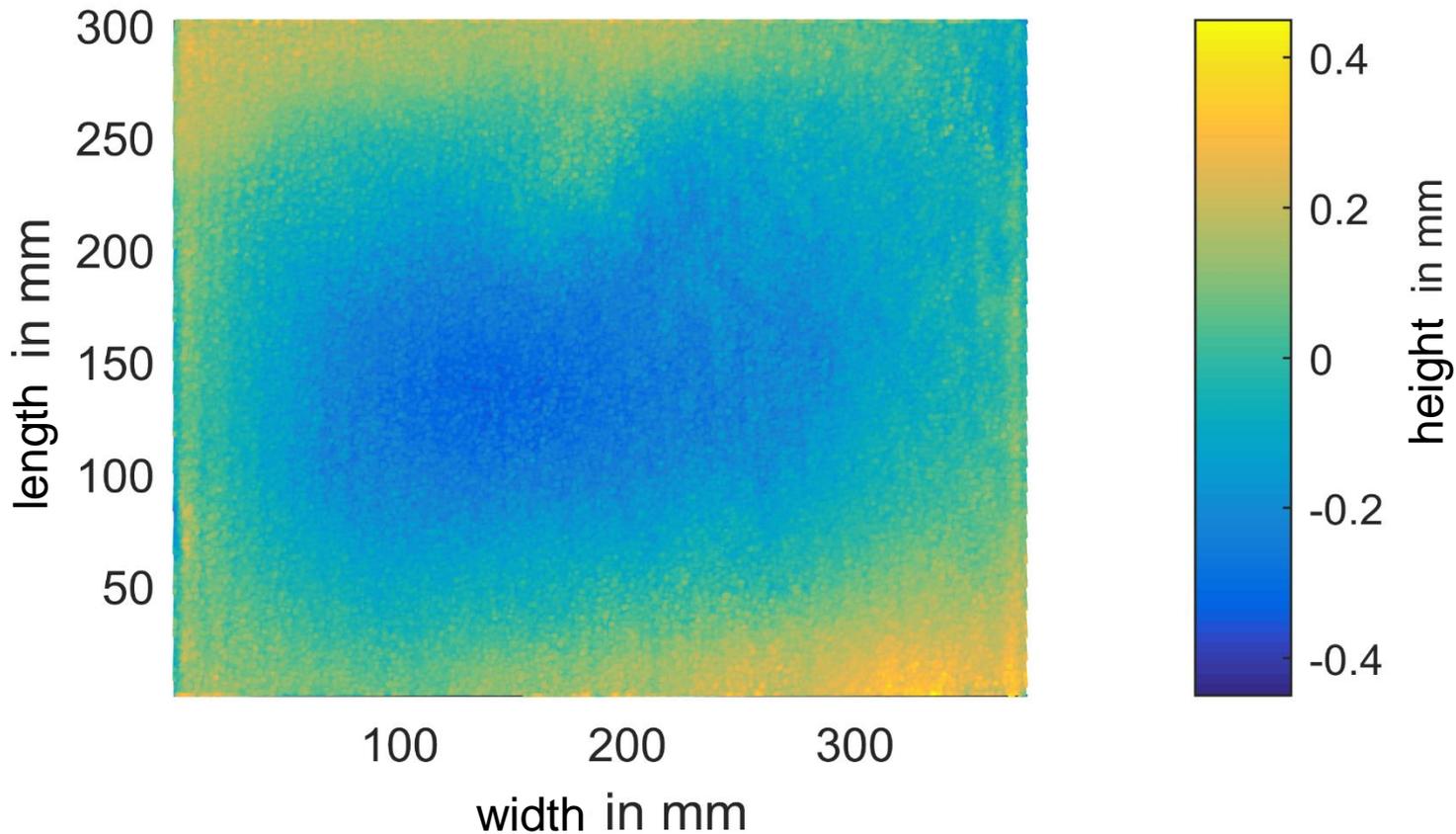
- Generated with structured light source (i.e. LCD)
 - “Active”: Displaying multiple, adapted patterns allows for elaborated sampling strategies
 - Used to map positions on the source
- Change texture of surrounding without changing the surrounding
- Advantages of LCDs as structured light sources
 - Cheap, flexible, high production accuracy

- Aim: Identify errors introduced by displays
 - Consider non-ideal properties

Scope of thesis:

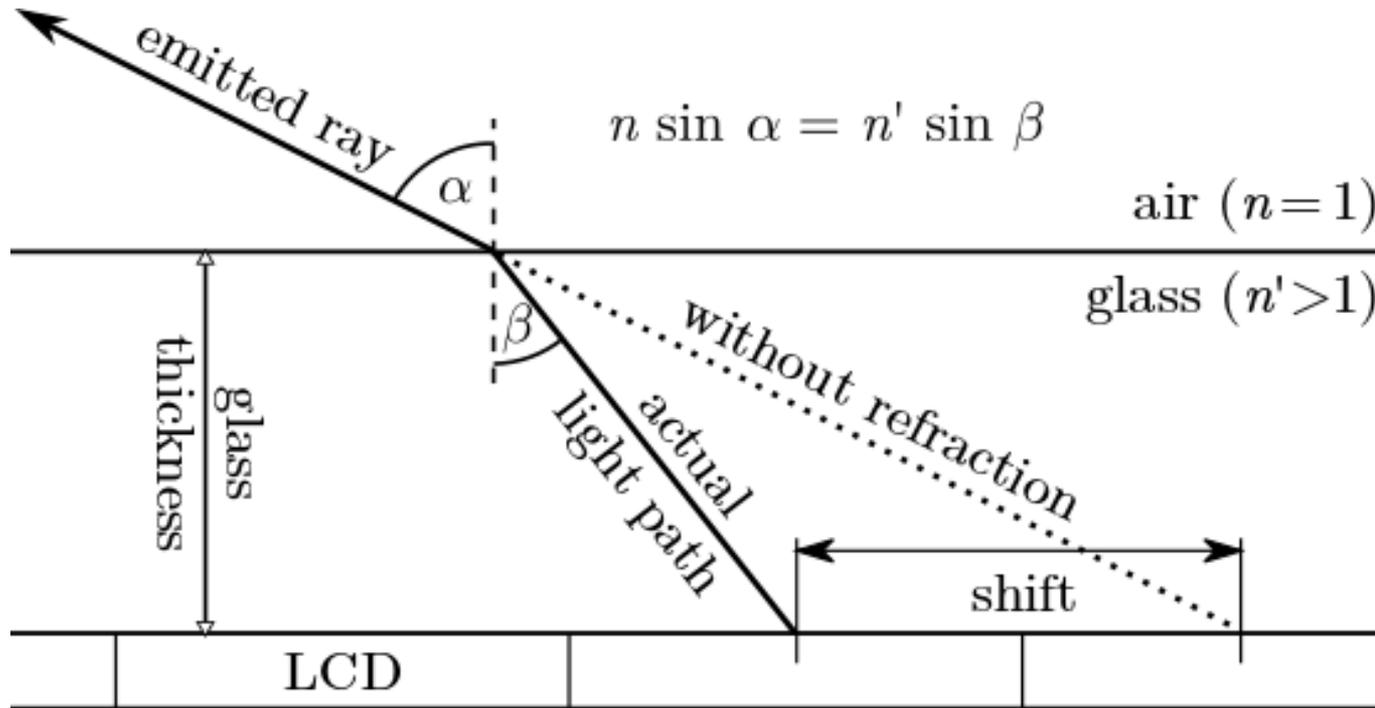
Consolidate results of previous works and create simulation tool to assess the relevance of each property

Error 1: Shape deviations



- Shape deviates in 100 μm range with low spatial frequencies
→ Measurement errors in 10-100 μm range for deflectometry

Error 2: Cover Glass

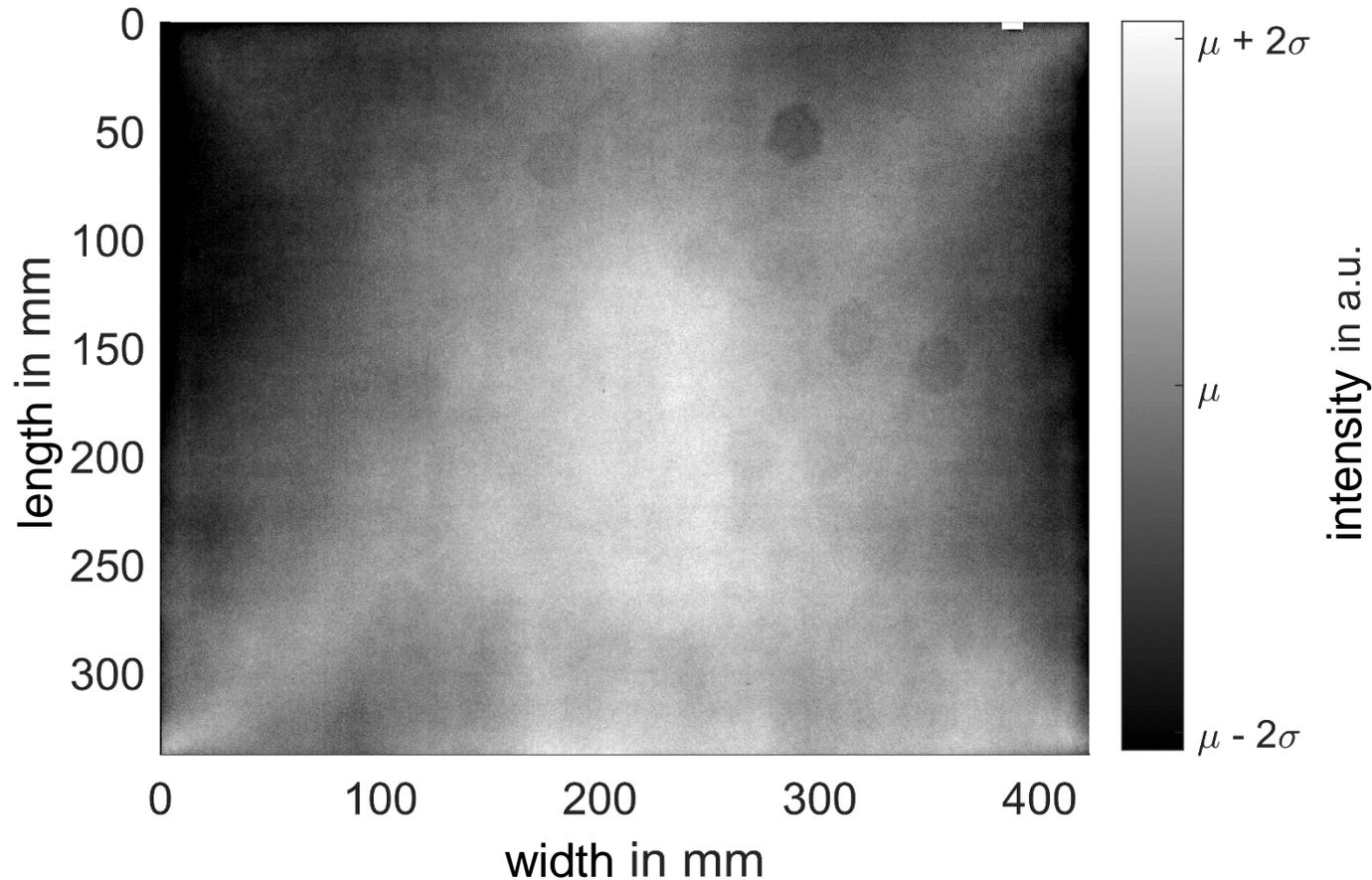


- Refraction in cover glass
- Thickness around 1 mm, refractive index around 1.5
- Measurement errors in 1-10 μm range for deflectometry

Error 3: Pixelation and finite color depth

- Limited color depth already negligible for 8-bit (256 gray values)
 - Pixelation leads to moiré patterns
- Measurement error already below 1 μm without optimization

Error 4: Intensity characteristics



- Lateral distribution and viewing-angle dependency
 - Both cause worse signal-to-noise ratio
 - Negligible if gray-value-depth of camera sufficiently high

Conclusion

- Perception of surfaces
- Shape measurements of specular surfaces with deflectometry
- Study of non-ideal properties of LCDs used as structured light sources
- Shape deviations and cover glass properties especially relevant
- Only minor influence of discrete pixels and intensity characteristics

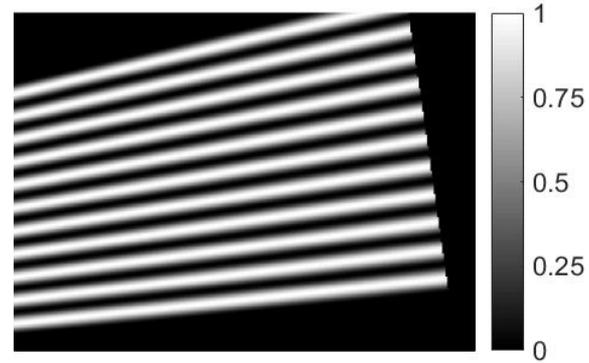
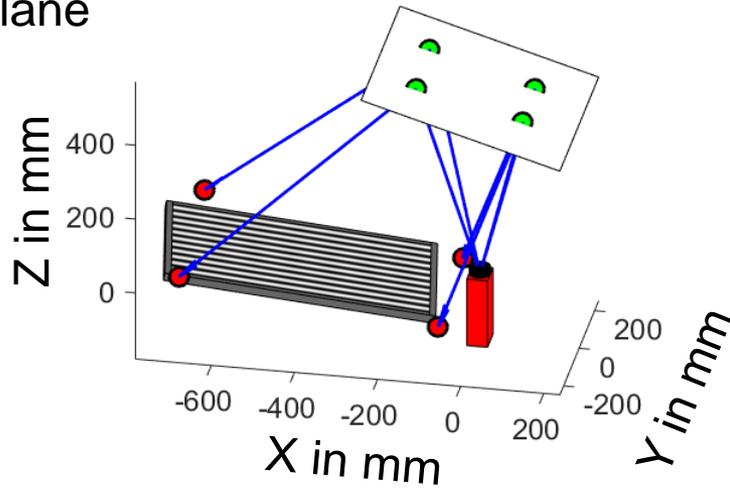
Acknowledgements

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Thank you for your attention

Examples for distortions (Simulation)

Plane



Sphere

