

## Touchable 3D Display

# 3D

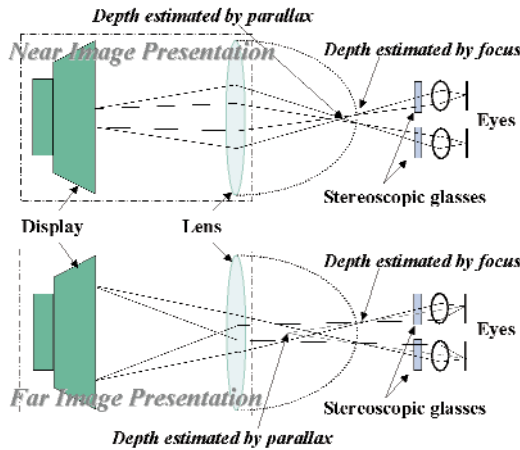
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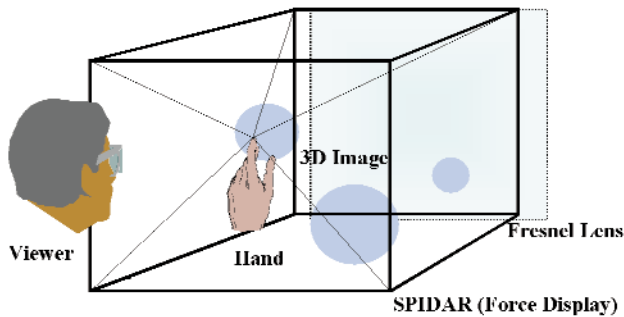
In this reality-enhanced 3D display, Fresnel lenses are set so that parallax adds a sense of depth to a "real" image. Three-dimensional images appear very close to viewers (an effect that is difficult to achieve with conventional 3D displays), so viewers feel that their bodies are included in the 3D space. When a force-display SPIDAR is combined with the display system, users experience a reality-enhanced virtual environment with 3D images and force feedback. They interact with the images as if they were a part of the virtual environment.

Combination of Real Image and Parallax Presentation



**Principle**  
A near object is presented with almost-normal parallax and focus, both of which are used to sense the depth of near objects. A far object is presented with proper parallax, which is mainly used to sense the depth of far objects.

Combination of 3D Display and SPIDAR



**Appearance**  
Viewers can see, touch, and interact with 3D images in front of them.