

BACKGROUND

People enjoy VR with HMD easily

Most VR services for 360-degree image viewing are used in a seated position

however

Difficult to look rearward in a seated position while rotating the neck and hips

propose

Eye Direction Exaggeration Method

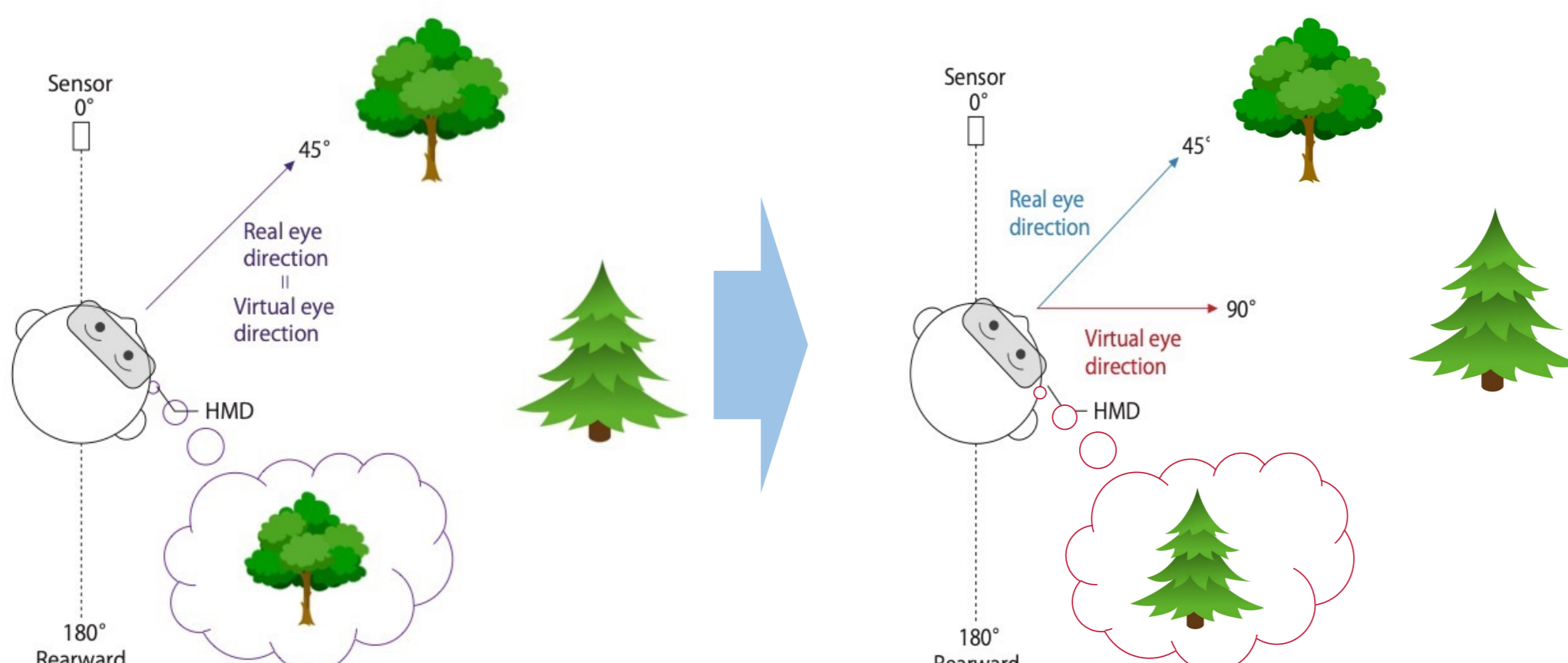
EXAGGERATION METHOD

Eye direction

- **The real eye direction**
The actual eye direction regardless of the scenery displayed on the HMD
- **The virtual eye direction**
The direction of the scenery displayed on the HMD by the program

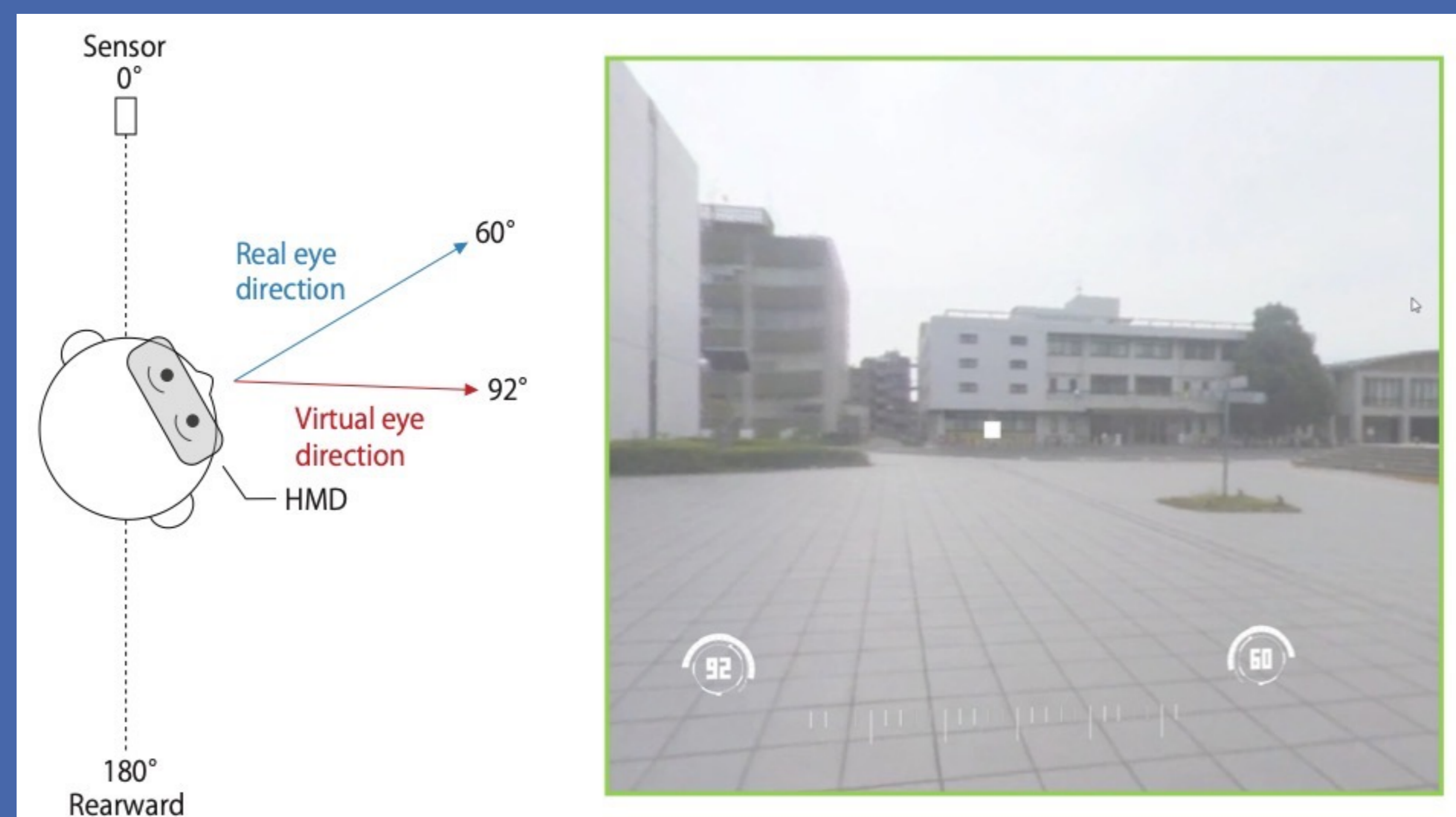
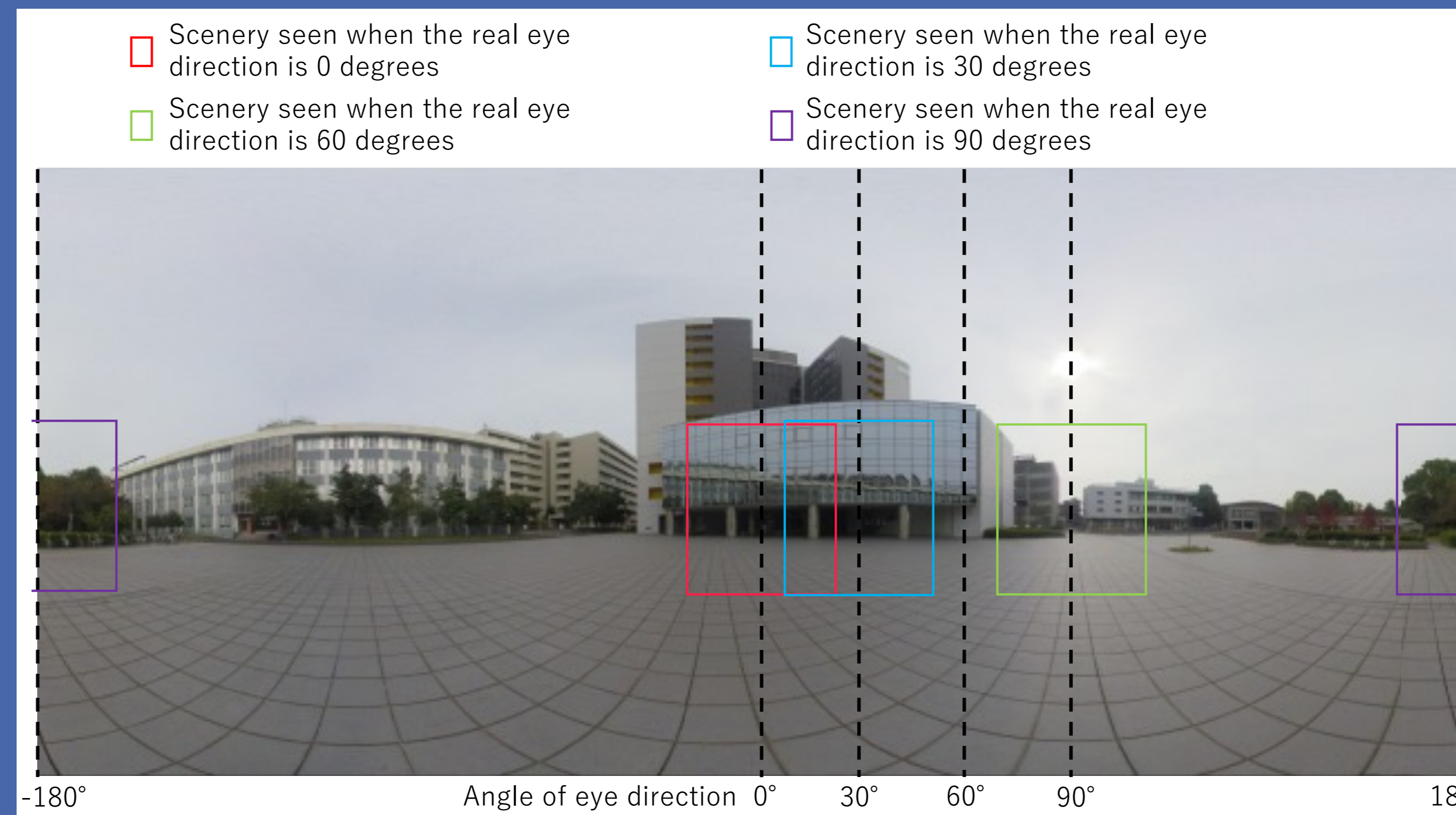
How to exaggerate

The angle of the real eye direction is exaggerated to display the scenery on the HMD in a virtual eye direction



Easy rearward visibility by the control of eye direction in viewing panoramic images with HMD

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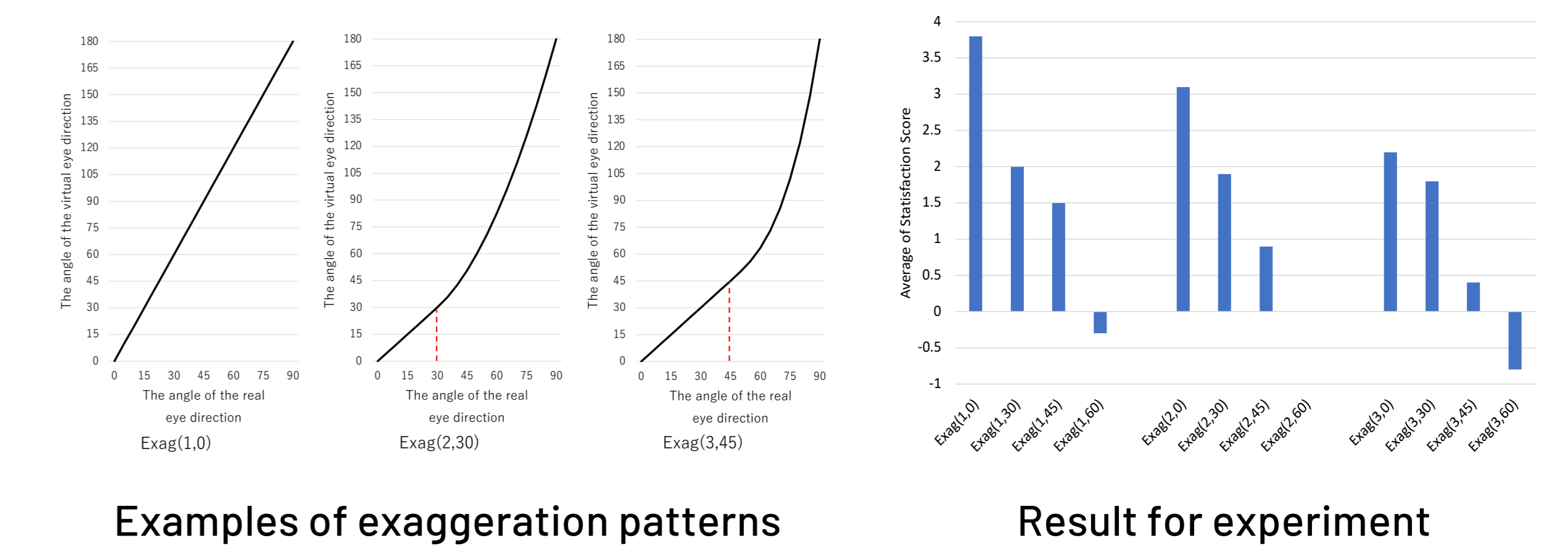
EXPERIMENTS AND RESULTS

Experiment1

Explored the most appropriate exaggeration with 12 exag-pattern

confirmed

Preferred:
Low-order, near-linear exaggeration



Experiment2

Asked:
Usefulness of the exaggeration method

Answered

Normal condition:
Difficult to see rearward

Under the exaggeration:
Easier to see rearward

CONCLUSION

Propose:
eye direction exaggeration method

Facilitate:
rearward visibility

