

Building Large Area Multi-Projector Displays

Aditi Majumder and Michael S. Brown

Eurographics 2003
Tutorial

Slide 1

Building Large Area Multi Projector Displays

Speakers

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Slide 2

Building Large Area Multi Projector Displays

Why Large Area Displays?

EG'03



17" Monitor
World through a window
Limited screen real-estate

Large-area display
Large-scale imagery
More pixels
Group interaction
Vivid imagery



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Building Large Area Multi Projector Displays

Course Topics

EG'03

- Introduction to projector-based large area displays
- Overview of challenges in building these displays
- Details to recent techniques which are making large area display deployment easier and more affordable
 - In particular, we will cover
 - » Geometric registration
 - » Photometric registration
 - » PC-Cluster rendering
- Conclusion and Q/A

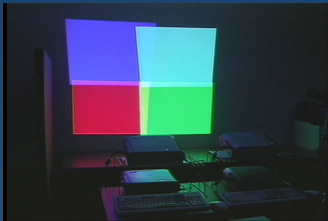
Slide 4

Building Large Area Multi Projector Displays

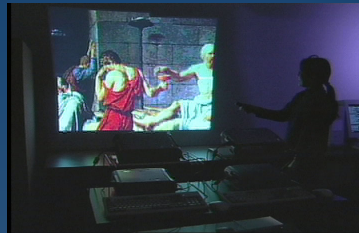
Goals



- To impart a working knowledge of recent techniques that are making the construction of large area displays easier and more affordable



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Challenges for Building Large Area Displays

Michael S. Brown

Hong Kong University of Science and Technology

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Large Area Displays



- Projector-based large area displays
 - Multiple projectors are “tiled” together to create a large viewing area
 - Provides the abstraction of a single logical display
 - Imagery must appear seamless across the projectors

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Commercial Solutions Exist



- Commercial solutions
 - CAVE, Power Wall, Domes, etc . . .
- Such displays are currently available in only a few institutions
 - Research labs, engineering/design labs
- Why are these systems not more accessible?
 - Available at libraries, schools, small businesses

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Commercial Displays Drawbacks

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- Drawbacks
 - Price
 - » Large scale display systems are still very expensive
 - Usability
 - » Current designs require expert users
 - » For deployment
 - » For maintenance
 - » For application development
- Why?

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Physical Construction

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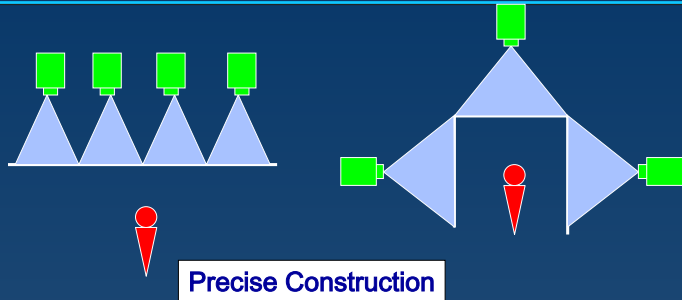
- Rigid and precise construction of display system
 - Projectors must be in perfect alignment to produce imagery with correct geometry
 - Requires
 - » Expensive special purpose display infra-structure
 - » Expert installation
 - » Continuous maintenance
 - Adds significant cost to the display system
- High-end projectors must be used
 - To ensure color balance between and within projectors
 - Color balance among the projectors must be performed
 - » Tedious manipulation of projector parameters

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Physical Construction

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Projector orientation and alignment often “hard coded” in the rendering software

Display becomes a permanent fixture in a dedicated room

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Rendering Hardware

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- Rendering
 - Reliance on expensive rendering engines (Big Iron)
 - At one time these were needed:
 - » Rendering performance
 - » Multiple, simultaneous display output
- These machines are
 - Expensive
 - Not easy to use
 - Require expert administrators
 - Often require specialized compilers, software, development environments

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Changing the way we design large scale displays



- Casual alignment
 - Reduce restrictions on projectors arrangement
 - Allow quick and flexible deployment
- Automated color balance
 - Correct intra- and inter-projector color variations
 - Correct seams in projector overlap
- PC-Cluster Rendering
 - Remove the reliance on “Big Iron”
 - Exploit the power of commodity graphics cards

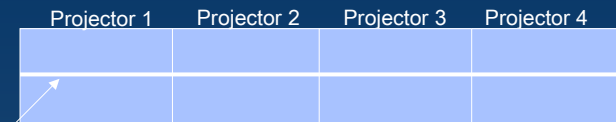
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Building Large Area Multi Projector Displays

Challenges: Geometric Alignment/Registration



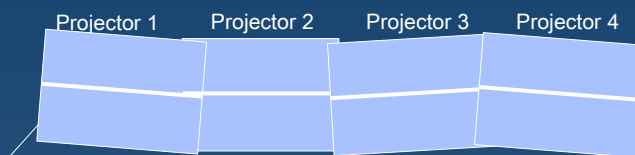
Traditional Approach



Rendered image appears geometrically correct

Rigid Projector Arrangement

More realistic setup



Rendered image does not appear correct

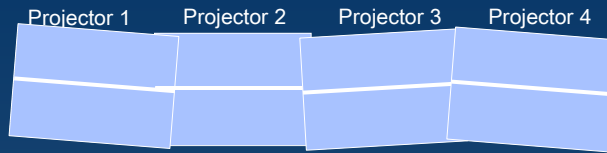
Casual Projector Arrangement

Slide 14

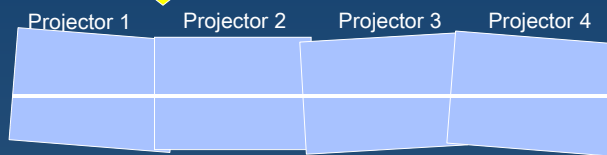
Building Large Area Multi Projector Displays

Challenges: Geometric Alignment/Registration

EG'03



Must correct for projector alignment



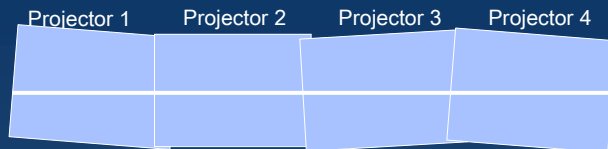
Geometry should appear seamless

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Alignment via image warping

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- Projected framebuffers must be warped to compensate for alignment
 - “Software” alignment vs. Manual Alignment
- Not a new idea
 - Keystone correction is built into almost all projectors
 - » Warps image to compensate for a restrictive form of off-axis projection distortion
- Now we need more flexible corrective warping

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Alignment Challenges

EG'03

- How to compute the necessary warps
 - Manually? By hand?
 - Automated? By camera?
- Applying geometric correction in real-time
 - Is there a performance hit?
 - Resolution?
- Scalable solutions
 - What is the size of the display?
 - 2, 4, 32, 64 projectors!

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Challenges: Photometric Seamlessness

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- Color balance between projectors
- Color variation within a single projector
- Overlapping projectors produce visible seams
- Need to remove these artifacts



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Photometric Challenges



- How to model projector color?
- How to compute projector parameters within this model?
 - Manually?
 - Automated? By Camera?
- How to correct color variations?
- How to apply this correction in real-time?

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Challenges for PC Rendering



- Synchronization
 - Multiple networked PCs
 - Must act like a single logical display
 - Application transparency
- Efficiency/Performance
 - Provides sufficient rendering performance
 - Scalable
- Provide software API support
 - Not just synchronized model viewer app
 - Full API development

Slide 20

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Solutions



- Camera-based Geometric and Photometric Registration
 - Cameras used to observed projected imagery
 - » Register display geometric
 - » Compute corrective warps
 - » Compute color and intensity matching
- PC-Cluster Rendering
 - Effective PC cluster systems for rendering
 - » Humphreys' Chromium/WireGL
 - » VR Juggler

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Putting these together



- Geometric and Photometric Registration
 - Flexible display deployment
 - Easier setup and maintenance
- PC cluster rendering solutions
 - *Significantly* cheaper rendering
 - Scalability
- Combination of these techniques/systems
 - Accessible Large Area Displays
 - Affordable, Flexible
 - » Accommodates a variety of users with various budgets, applications, needs, expertise, . . .

Slide 22

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What do we get by solving these challenges?



- Much easier deployment
 - Even a novice user can setup the display
 - Universities, schools, libraries, businesses, tradeshow
- Less restrictive display infrastructure
 - Can just project on existing wall
 - Suitable for temporary venues
- Ability to use cheaper commodity projectors
- Flexibility
 - Different quality configurations for different budgets
 - Bottleneck becomes price of projectors
 - » Not display infrastructure, installation cost, set up

Slide 23

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Geometric Registration

Michael S. Brown

Hong Kong University of Science and Technology

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Problem: Manually tiled projectors



- Projector tiling must be performed very accurately
 - Small discontinuities are noticeable
 - Break in geometry is distracting for viewer
- Manual projector alignment is very difficult
 - Typically requires special mounting hardware
 - Can take hours to perform
 - Limits the type of display surface

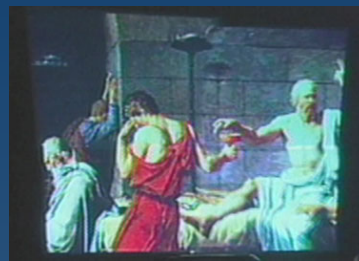
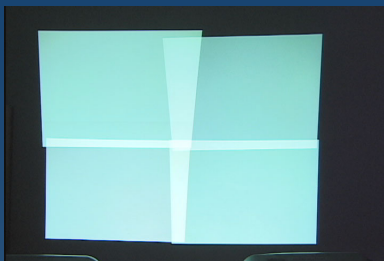
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Solution: “Software Alignment” or Geometric Registration



- Instead of accurate alignment
- Allow casual alignment
 - Perform corrective warping
 - Sometimes called “software alignment”
 - We refer to this as “geometric registration”



Slide 26

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Geometric Registration

EG'03

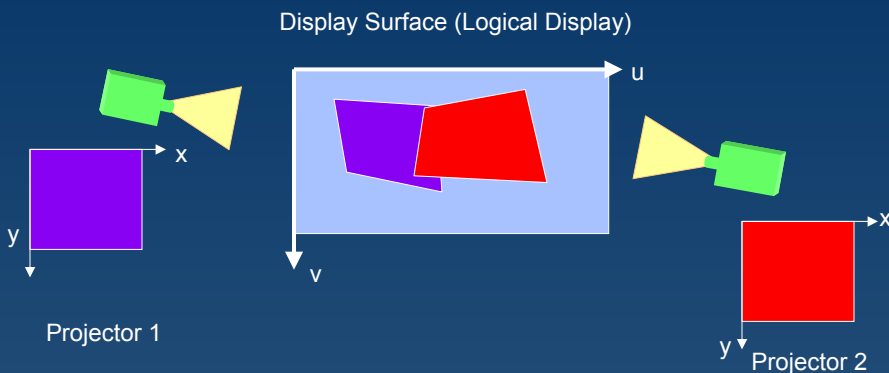
- Two parts
 - Registration
 - » Register individual projectors' geometry into a "common coordinate frame"
 - » Compute the necessary warps to compensate for the alignment
 - Warping
 - » Apply the appropriate warp before projecting the image (post-render warp)
 - » Typically a 2-pass procedure

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Registering Projectors in a Common Coordinate Frame

EG'03



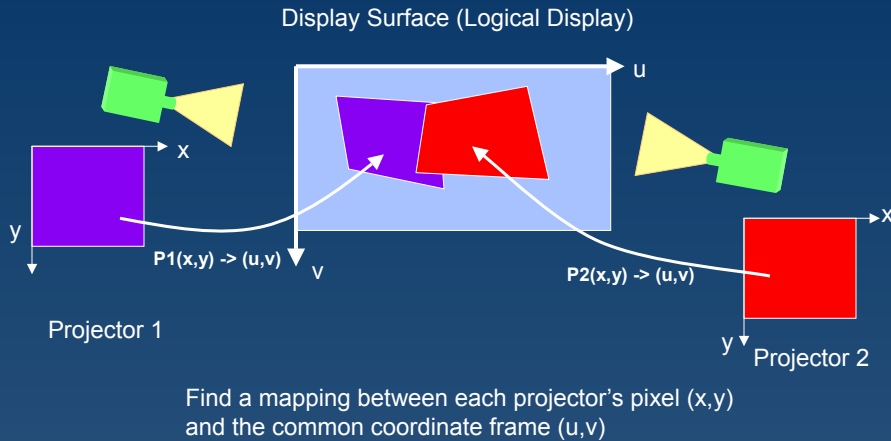
We need to determine the contribution of each individual projector in some common coordinate frame.

Slide 28

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Find Projected Pixels Mapping

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After Registration

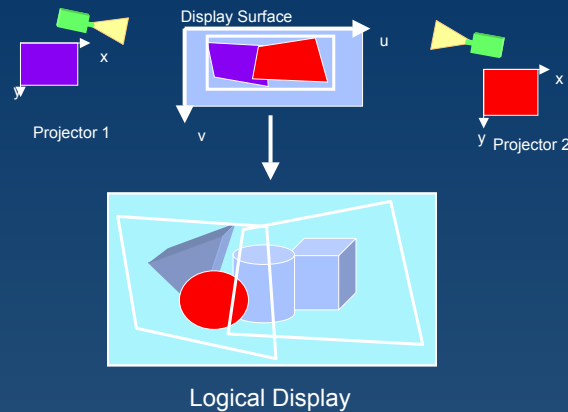
EG'03

Map common coordinate system to a "logical" display buffer.

We now know how each projector's pixels maps to the logical display buffer.

If we render the logical display buffer, we can map (warp) it back to the projector's framebuffer. (Discussed in detail in "Corrective Warping" slides)

Projecting this "warped" image will create the desired logical framebuffer on the display surface.

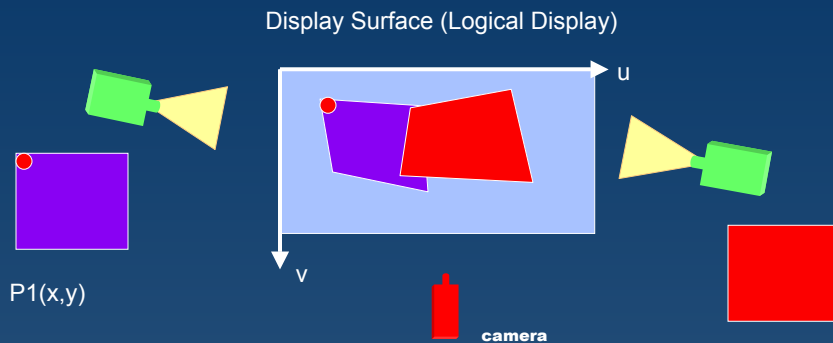


Slide 30

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Automating the Registration: Use a camera to observe features

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Illuminate a pixel(x,y) in projector 1.

Observe its location in the coordinate frame using a camera.
Repeat this process for all projector pixels.

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Registration in practice

EG'03

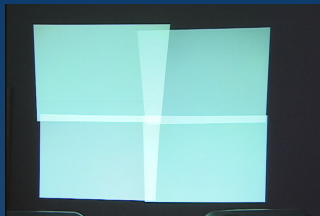
- Too hard/slow to observe every projector pixel
- Instead detect projected features
 - Gaussian circles
 - Corners of checker board patterns
 - Line intersections
- Interpolate pixels using the sampled features
- Tools available
 - Camera
 - Image processing routines

Slide 32

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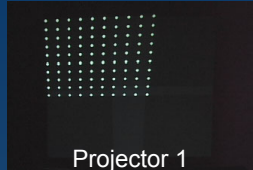
Example

EG'03

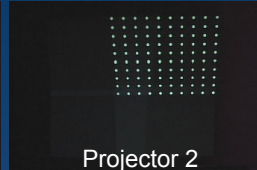


Projectors Contribution

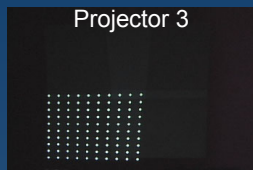
Gaussian blob features from four projectors



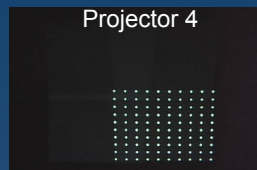
Projector 1



Projector 2



Projector 3



Projector 4

Slide 33

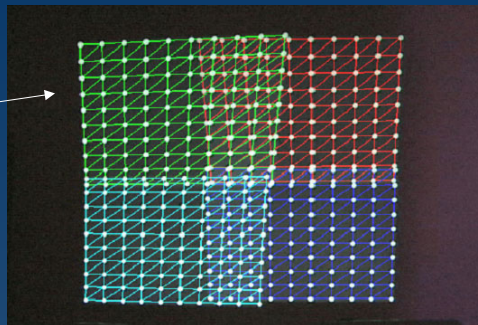
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Sample Features

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Construct a tessellated mesh from the sampled features.

Use this to guide the corrective warping.



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Registration Application



- App synchronizes projected imagery and camera
 - Projector projects a feature
 - Observe this feature with the camera
 - » Can use techniques to speed up the process
 - » Binary-structured lighting techniques
 - » Colored features
 - » etc
- Output is mapping between projector and logical display

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Coordinate Frames



- Use a coordinate defined on the display surface
 - Especially useful for planar surfaces
 - Approach taken by Princeton's Scalable Display Wall
 - » Requires the camera to be "pre-registered" to the defined coordinate frame
- Use the camera's image plane as a coordinate frame
 - Does not require a planar display surface
 - Camera must be placed at the desired viewing location
 - Camera should be distortion free

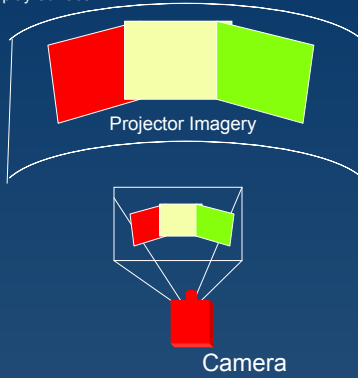
Slide 36

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Registration using the camera image plane.

EG'03

Display Surface



Camera image plane serves as a Plenoptic sample of the light rays coming from the display to the viewer's eye.

Does not require the display surface to be known.

Assumes the camera is positioned at the desired viewing location.

Assumes distortion free camera.

Slide 37

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Example

EG'03



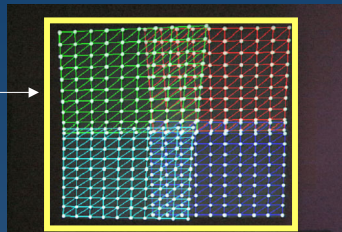
Four Projectors



Features Observed by the Camera

Logical Display Buffer

(Use the bounding box of the observed features in the camera image plane)



Slide 38

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Corrective Warping

EG'03

- Two-Pass Rendering Algorithm

- 1st Pass

- » Render the “desired” image
 - » i.e. projector's portion of the logical framebuffer

- 2nd Pass

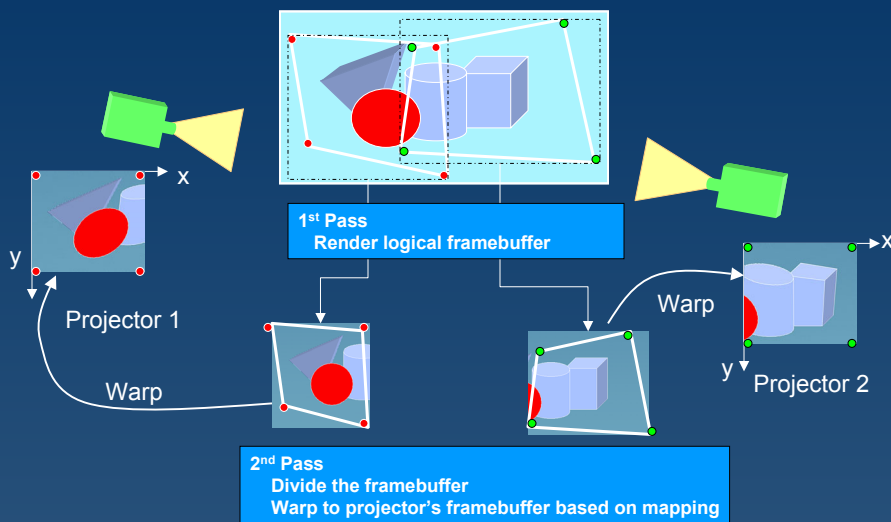
- » Warp the desired image based on the to the projectors framebuffer mapping to the logical framebuffer

Slide 39

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Corrective Warping

EG'03

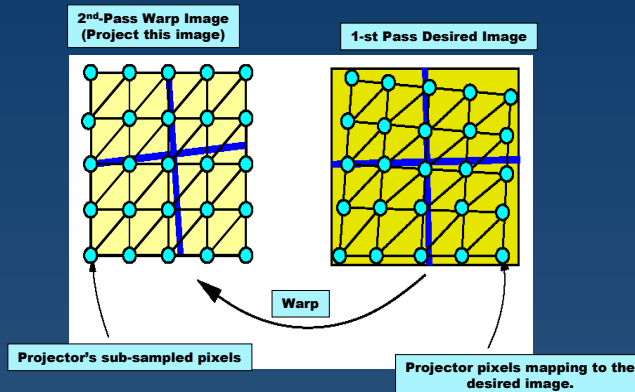


Slide 40

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Warping in Practice

- A triangulated mesh of the sampled features is used.
- Warping is just piece-wise texture mapping of these triangles.



Slide 41

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Piecewise Warping

- Piecewise Warping is performed by texture mapping
 - Texture map triangles between desired image and projected image
- This can be considered a non-linear warp
 - Compensates for non-planar display surfaces
 - Compensates for projector distortion (lens distortion)

Slide 42

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Correction in a single pass

EG'03

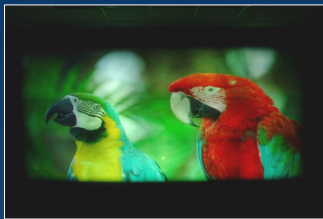
- Modify view frustum to reflect mapping into display surface
- Often difficult to do
 - Assumes no non-linearities in the rendering system
 - » I.E. no lens distortion, completely planar display surface

Slide 43

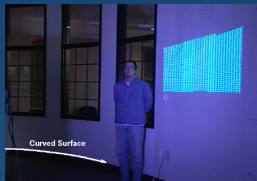
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Examples

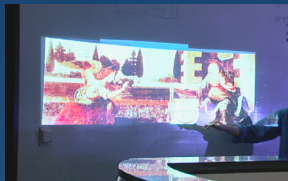
EG'03



15 projectors on planar surface



Curved Surface



3 projectors on curved surface

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Scalability

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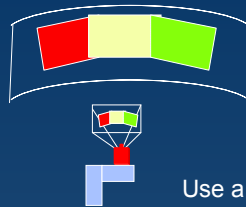
- Single camera needs to observe entire display
 - This limits the number of projectors that can compose the display
- Use Multiple Cameras
 - Works on Planar Display Surface
 - » H. Chen's homography tree
 - » Y. Chen's pan-tilt unit camera
- Still a challenging/open problem

Slide 45

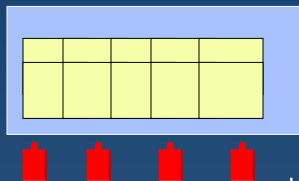
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Scalability Strategies

EG'03



Use a Pan-Tilt Unit to Move Camera Around
Build a "Mosaiced" Image



Use multiple cameras with overlapping views
Relate camera's together with homography
Build a "Mosaiced" Image

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Registration Accuracy



- Sub-pixel registration of the projector pixels is possible in the virtual display
- Dependent on
 - Camera resolution
 - Accuracy of feature detection algorithms
- Can adjust projected feature size when lower-resolution camera is used
 - Larger size easier to detect
 - May lose some resolution around the borders

Slide 47

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Summary



- Geometric Registration
 - Allow for casual alignment of projectors
 - Correct misalignment in “software”
- Use a camera to automate procedure
 - Registers projected pixels to a common coordinate frame
 - Apply post-render warp to imagery to construct the corrected image

Slide 48

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References

- [1] M. S. Brown, et al "A practical and flexible tiled display system", *IEEE Pacific Graphics*, 2002
- [2] H. Chen et al. "Scalable Alignment of Large-Format Multi-Projector Displays Using Camera Homography Trees" *IEEE Visualization 2002*
- [3] Y. Chen et al. "Automatic Alignment Of High-Resolution Multi-Projector Displays Using An Un-Calibrated Camera." *IEEE Visualization 2000*
- [4] R. Raskar et. al "A low-cost projector mosaic with fast registration", *ACCV 2002*
- [5] R. Raskar et. al "Efficient image generation for multiprojector and multisurface displays", *Eurographics Workshop, 1998*
- [6] R. Surati, "Scalable Self-Calibration Display Technology for Seamless Large Scale Displays", PhD thesis, Department of Computer Science, *Massachusetts Institute of Technology*, 1999
- [7] R. Yang et al, "Pixeflex: A dynamically configurable display system", *IEEE Visualization 2001*

Photometric Seamlessness in Multi Projector Displays

Aditi Majumder
University of California at Irvine

The Problem

EG'03

Even with perfect geometric alignment,
color variation breaks the illusion of a
single seamless display



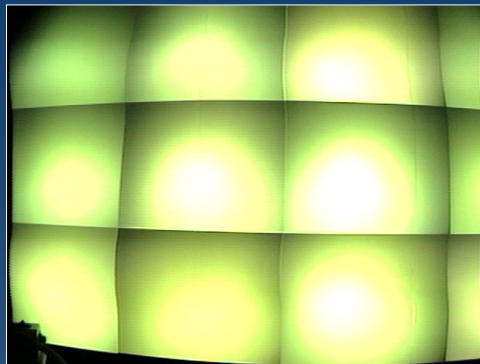
At ANL
Slide 51

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The Problem

EG'03

Even with perfect geometric alignment,
color variation breaks the illusion of a
single seamless display



At ANL
Slide 52

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The Goal

EG'03

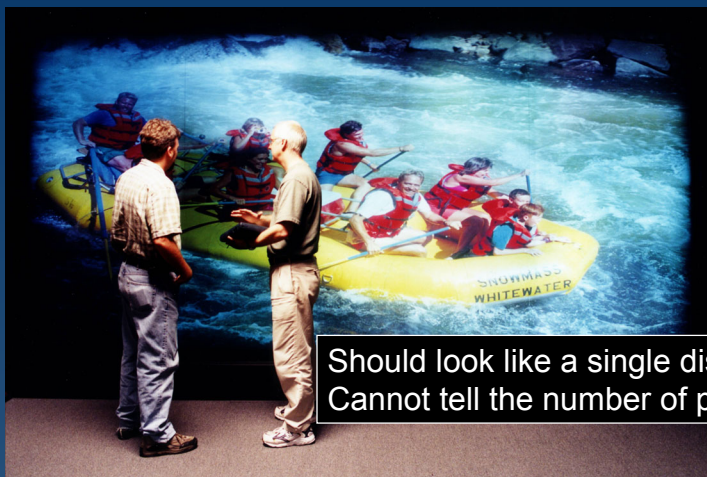


Slide 53

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The Goal

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Should look like a single display
Cannot tell the number of projectors

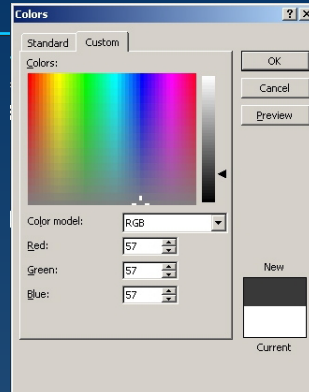
Slide 54

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Background: Color

EG'03

- Perceptual Representation
 - Luminance or Radiance (L)
 - » Brightness 
 - Chrominance (x, y)
 - » Hue and Saturation 




- Digital Representation
 - Three channels (Red, Green, Blue)



Slide 55

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Why Is It Difficult?

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- No comprehensive model of color variation
- No formal definition of *color seamlessness*
- The problem is inherently five dimensional
 - Color (3D – 1D luminance and 2D chrominance)
 - Display surface (2D)
- Humans are more sensitive spatial variations than to temporal variations in color

Slide 56

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Organization



- Properties of Color Variation
- Previous Work
- Achieving Photometric Seamlessness
- PRISM: Implementation
- Results

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Organization



- Properties of Color Variation
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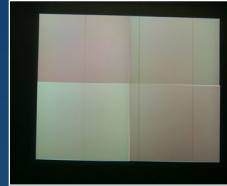
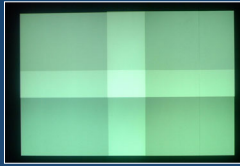
Slide 58

Building Large Area Multi Projector Displays

Properties of Color Variation

EG'03

- Intra-projector
 - Within a single projector
- Inter-projector
 - Across different projectors
- Overlaps



References:

•A. Majumder, [Properties of Color Variation in Multi Projector Displays](#), Proceedings of SID Eurodisplay, 2002.

•A. Majumder and Rick Stevens, [Color Nonuniformity in Multi Projector Displays: Analysis and Solutions](#), IEEE Transactions on Visualization and Computer Graphics, 2003 (To appear).

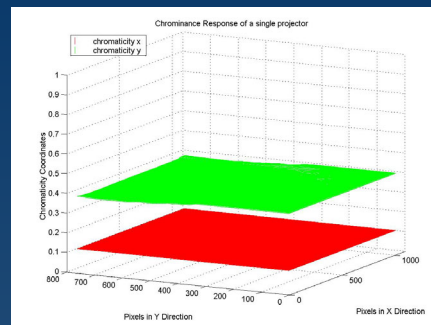
Slide 59

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Intra-Projector Variations

EG'03

- Chrominance is constant



Slide 60

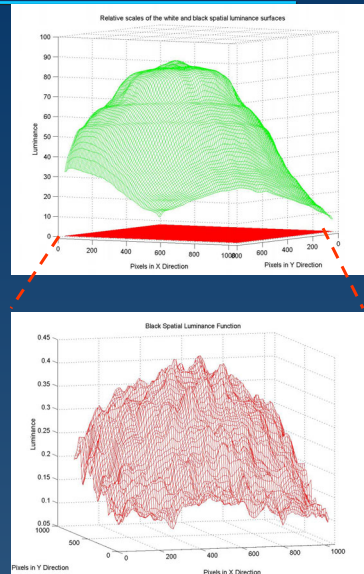
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Intra-Projector Variations

- Luminance is not
- Black Offset
 - Always present

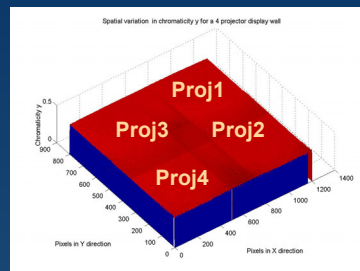
Luminance variation is more significant than chrominance variation

Slide 61



Inter-Projector Variations

- Projectors of same model
 - Chrominance variation is negligible
 - Luminance variation is significant
- Projectors of different models
 - Chrominance variation is relatively very small
 - Luminance variation is significant



Chrominance (χ) of a four projector display

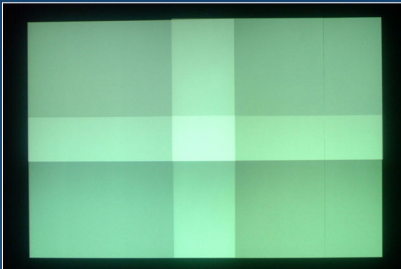
Luminance variation is more significant than chrominance variation

Slide 62

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Overlaps

- For displays made of same model projectors, at overlap regions
 - Chrominance remains almost constant
 - Luminance almost gets multiplied by the number of overlapping projectors



Slide 63

Luminance variation is more significant than chrominance variation

Building Large Area Multi Projector Displays

Organization

- Properties of Color Variation
- Previous Work
- Achieving Photometric Seamlessness
- PRISM: Implementation
- Results

Slide 64

Building Large Area Multi Projector Displays

Previous Work



- Controls Manipulation
- Common Bulb
- Blending
- Gamut Matching

Slide 65

Building Large Area Multi Projector Displays

Previous Work



- Controls Manipulation
- Common Bulb
- Blending
- Gamut Matching

Slide 66

Building Large Area Multi Projector Displays

Control Manipulation



- Manipulating Projector Controls
 - Manually or computer controlled
- Sensor
 - Eye or camera
- Shortcomings
 - Only inter projector variations
 - Time consuming and labor intensive
 - Not scalable to 40-50 projectors

Slide 67

Building Large Area Multi Projector Displays

Previous Work



- Controls Manipulation
- Common Bulb
- Blending
- Gamut Matching

Slide 68

Building Large Area Multi Projector Displays

Common Bulb



- Using common bulb for all projectors
- Shortcomings
 - Bulb is not the only cause of color variation
 - Not scalable
 - Labor intensive (\$100,000 for 3x3 display)
 - Addresses only inter projector variation

References:

- B. Pailthorpe, N. Bordes, W. Bleha, S. Reinsch, and J. Moreland, *High-resolution display with uniform illumination*, Proceedings Asia Display IDW, 1295-1298, 2001.

Slide 69

Building Large Area Multi Projector Displays

Previous Work



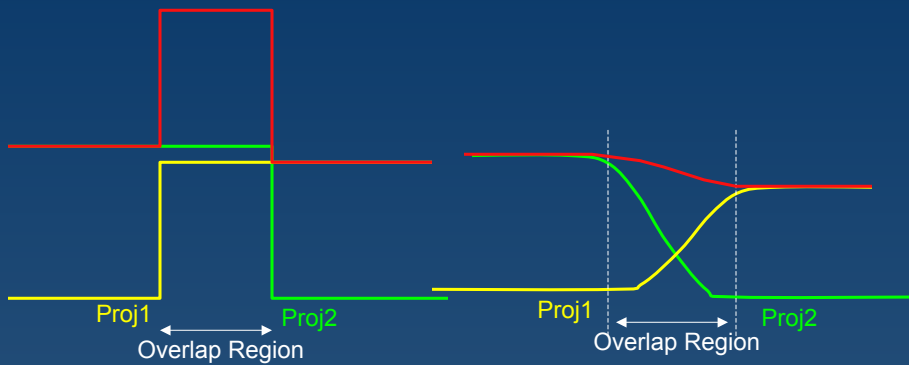
- Controls Manipulation
- Common Bulb
- Blending
- Gamut Matching

Slide 70

Building Large Area Multi Projector Displays

Edge Blending

EG'03



Slide 71

Building Large Area Multi Projector Displays

Edge Blending

EG'03

- Software
- Aperture Masking
- Hardware

References:

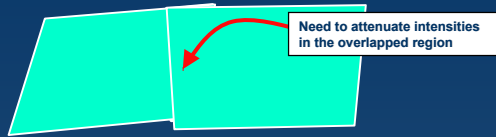
- R. Raskar et al, [The Office of the Future: A unified approach to image based modeling and spatially immersive display](#), Proceedings of ACM Siggraph, 168-176, 1998.
- K. Li et.al, [Early experiences and challenges in building and using a scalable display wall system](#), IEEE Computer Graphics and Applications 20(4), 671-680, 2000.
- C.J. Chen, and M. Johnson , [Fundamentals of scalable high resolution seamlessly tiled projection system](#), Proceedings of SPIE Projection Displays VII 4294, 67-74, 2001.

Slide 72

Building Large Area Multi Projector Displays

Software Edge Blending

EG'03



Can assign projector pixel's "alpha" values based on camera observation

Algorithm based on "feathering" algorithm for panoramic images

Each pixel intensity is multiplied by corresponding alpha value [0-1]

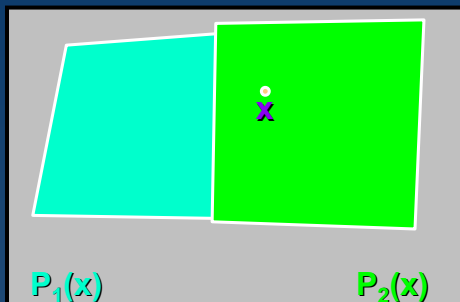
Slide 73

Building Large Area Multi Projector Displays

Assigning Weights

EG'03

Camera image



In the logical display, pixel x has contributions from $P_1(x)$ and $P_2(x)$

Find alphas such that:

$$\alpha_1(x) + \alpha_2(x) = 1$$

Apply as:

$$\alpha_1(x)P_1(x)$$

$$\alpha_2(x)P_2(x)$$

Algorithm

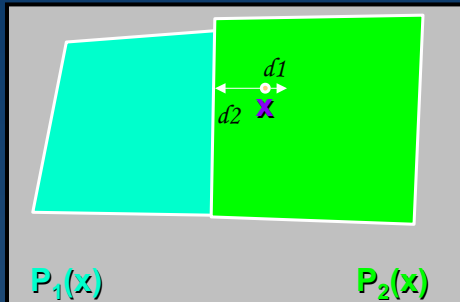
Assign intensity weights based on x 's distance between projector boundaries

Slide 74

Building Large Area Multi Projector Displays

Assigning Weights

Camera image



$d_1 = x$'s distance to P_1 's boundary
 $d_2 = x$'s distance to P_2 's boundary

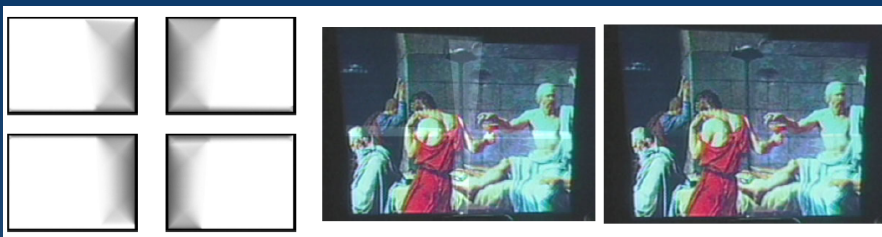
$$\alpha_1(x) = \frac{d_1}{d_1 + d_2}$$

$$\alpha_2(x) = \frac{d_2}{d_1 + d_2}$$

Slide 75

Building Large Area Multi Projector Displays

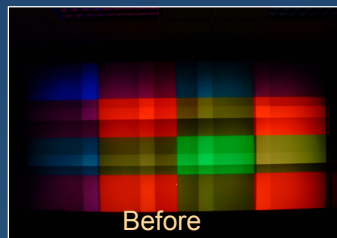
Software Edge Blending Results



Computed Alpha Masks

Without Blending

With Blending



Before



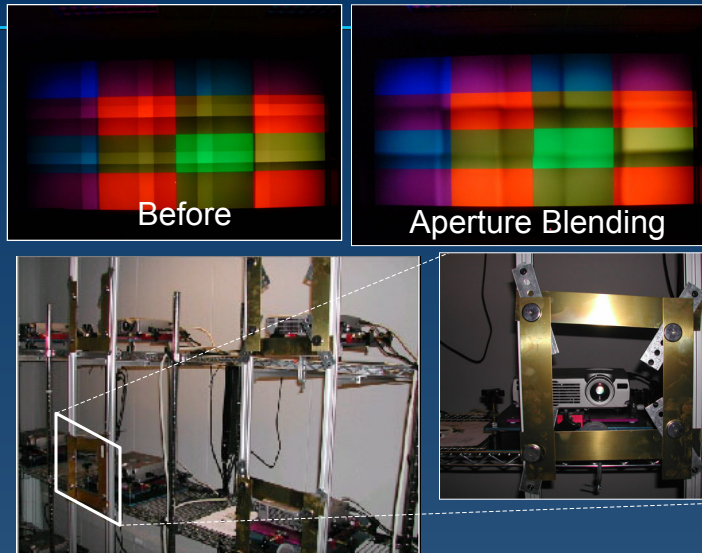
Software Blending

Slide 76

Building Large Area Multi Projector Displays

Aperture Edge Blending

EG'03



Slide 77

Building Large Area Multi Projector Displays

Blending

EG'03

- Only overlap regions
- Aperture Masking
 - Not enough control
 - Rigid
- Assumes linearity of projector response
- Cannot get rid of seams entirely

Slide 78

Building Large Area Multi Projector Displays

Previous Work

- Controls Manipulation
- Common Bulb
- Blending
- Gamut Matching

Slide 79

Building Large Area Multi Projector Displays

Gamut Mapping

- Addresses only inter projector variation
- Not scalable to 40-50 projectors
 - Due to algorithmic complexity

References:

- M.C. Stone, [Color balancing experimental projection displays](#), 9th IS&T/SID Color Imaging Conference, 2001.
- M. C. Stone, [Color and brightness appearance issues in tiled displays](#), IEEE Computer Graphics and Applications, 2001.
- G. Wallace, H. Chen, and K. Li, [Color gamut matching for tiled display walls](#), Immersive Projection Technology Workshop, 2003.
- M. Bern and D. Eppstein, [Optimized color gamuts for tiled displays](#), ACM Computing Research Repository, [cs.CG/0212007](#), 19th ACM Symposium on Computational Geometry, San Diego, 2003, to appear.

Slide 80

Building Large Area Multi Projector Displays

Previous Work



- Time consuming/ Rigid
- No automation
- Not scalable
- Addresses parts of the problem only
 - Blending : Overlaps
 - Others: Inter Projector Variations

Uniformity in Response

Slide 81

Building Large Area Multi Projector Displays

Achieving Seamlessness



- To correct, first capture
- Complexity of capture
 - Input color space : 24 bit color
 - Need 2^{24} images
- Reduce complexity by modeling projector color variations

Emineoptic Function

Slide 82

Building Large Area Multi Projector Displays

Emineoptic Function



- Models color variation
- Provides a framework for correction
- Provides formal definition of color seamlessness
 - Optimization Problem
- All algorithms can be derived from it

References:

- A. Majumder and Rick Stevens, [Identifying and Optimizing the Emineoptic Function for Color Seamlessness in Multi Projector Displays](#), Argonne National Laboratory Technical Report #260, 2003.

Slide 83

Building Large Area Multi Projector Displays

Photometric Seamlessness



- Most display walls made of same model projectors
 - Spatial variation in chrominance is negligible
- Humans are more sensitive to luminance variation than to chrominance variation
- Addresses only luminance

Slide 84

Building Large Area Multi Projector Displays

Our Contribution



- Photometric uniformity is not required for photometric seamlessness
- Automation
- Unified way of solving for all kinds of luminance non-uniformities
 - » Intra-projector spatial variation
 - » Inter-projector spatial variation
 - » Overlaps
- Real-time Correction

Slide 85

Building Large Area Multi Projector Displays

Organization



- Properties of Color Variation
- Previous Work
- Achieving Photometric Seamlessness
- PRISM: Implementation
- Results

Slide 86

Building Large Area Multi Projector Displays

Let us assume...

- No black offset
- Projectors have identical gamma
- Projectors are linear devices

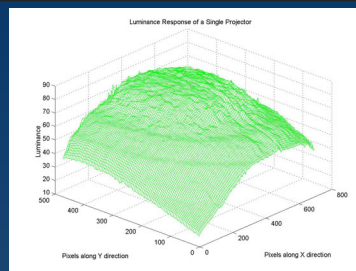
Gamma function is a straight line between zero and one for all projectors

Slide 87

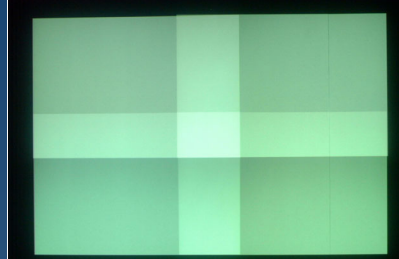
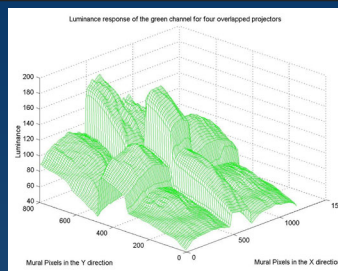
Building Large Area Multi Projector Displays

Why do we see seams?

Single Projector Display



Slide 88



Four Projector Display

Why do we see seams?

EG'03

- Sharp discontinuities are the cause of photometric seams
- Remove the sharp discontinuities

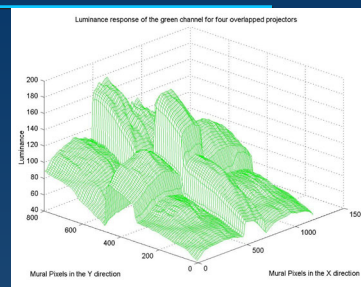
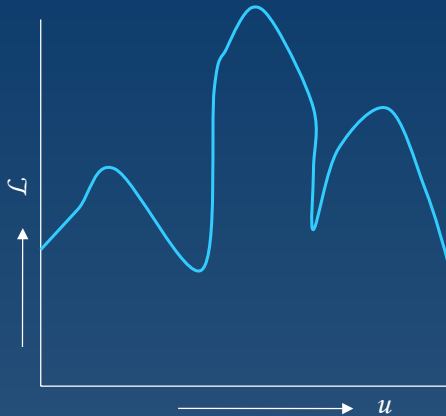
Slide 89

Building Large Area Multi Projector Displays

The Problem

EG'03

Maximum Channel Luminance



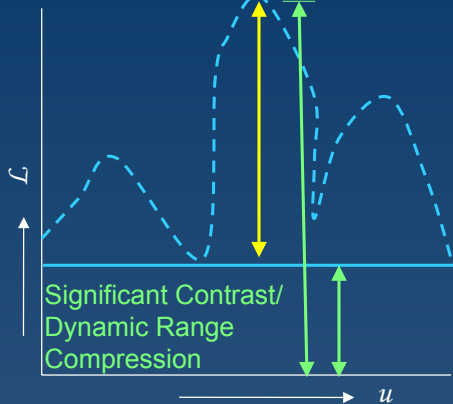
Slide 90

Building Large Area Multi Projector Displays

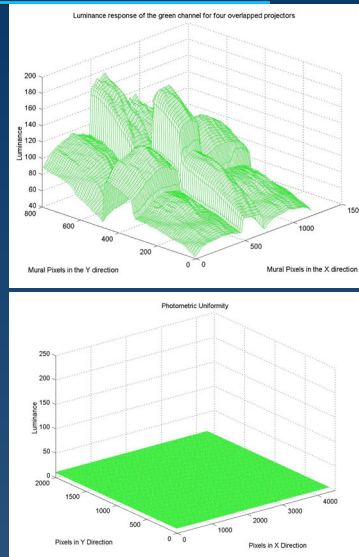
Photometric Uniformity

EG'03

Suboptimal use of system resources



Slide 91

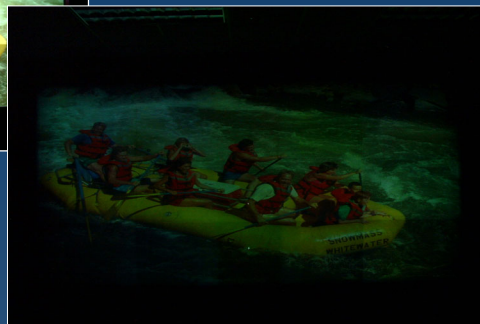


Photometric Uniformity : Display Quality

EG'03



Which one is better?



Reference:

- A. Majumder and Rick Stevens, **LAM: Luminance Attenuation for Photometric Seamlessness in Projection Based Displays**, Proceedings of Virtual Reality Software and Technology, 2002.

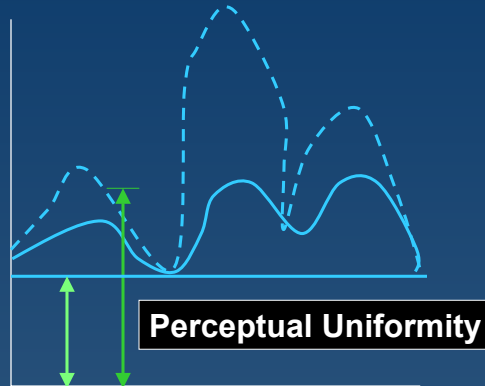
Slide 92

Building Large Area Multi Projector Displays

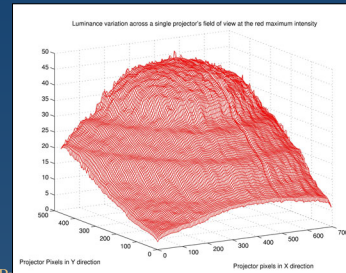
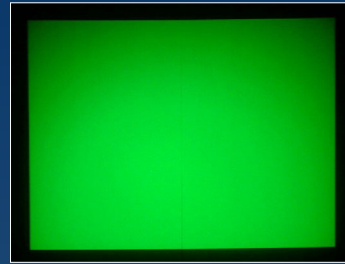
Is Photometric Uniformity Required?

EG'03

Humans cannot detect smooth luminance variations



Slide 93



Building Large Area Multi Projector Displays

Achieving Photometric Seamlessness

EG'03

- Optimization Problem
 - Perceptual Uniformity
 - » Creates the *perception* of uniformity
 - Display Quality
 - » Maintains *high* display quality

References:

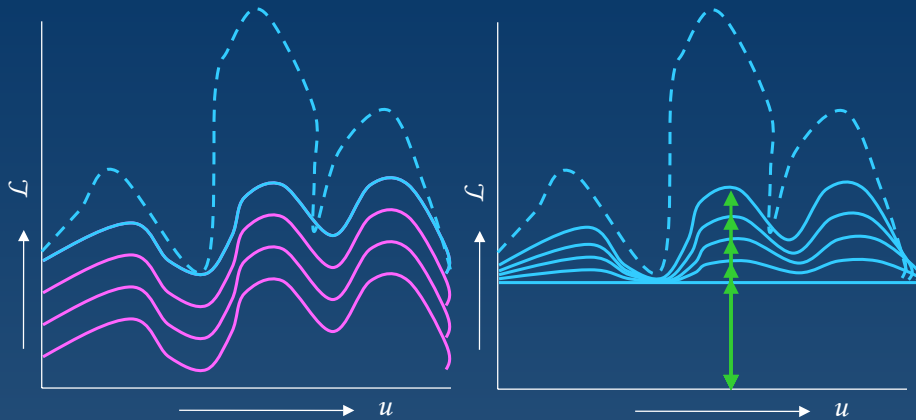
- A. Majumder and Rick Stevens, [Identifying and Optimizing the Emineoptic Function for Color Seamlessness in Multi Projector Displays](#), Argonne National Laboratory Technical Report #260, 2003.

Slide 94

Building Large Area Multi Projector Displays

Optimization Problem

EG'03



Photometric uniformity is a special case of perceptual uniformity

Slide 95

Building Large Area Multi Projector Displays

Constrained Gradient Based Smoothing Algorithm

EG'03

- Perceptual Uniformity Constraint
 - Gradient Based Linear Constraint
- Display Quality
 - Maximize a Linear Objective Function
- Linear Programming
- Alternate Iterative Algorithm

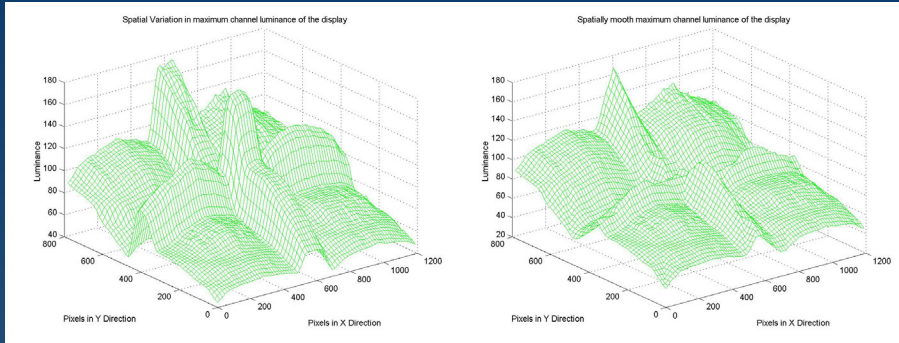
Slide 96

Building Large Area Multi Projector Displays

Constrained Gradient Based Smoothing

EG'03

2 x 2 array of four projectors



Before smoothing

After smoothing

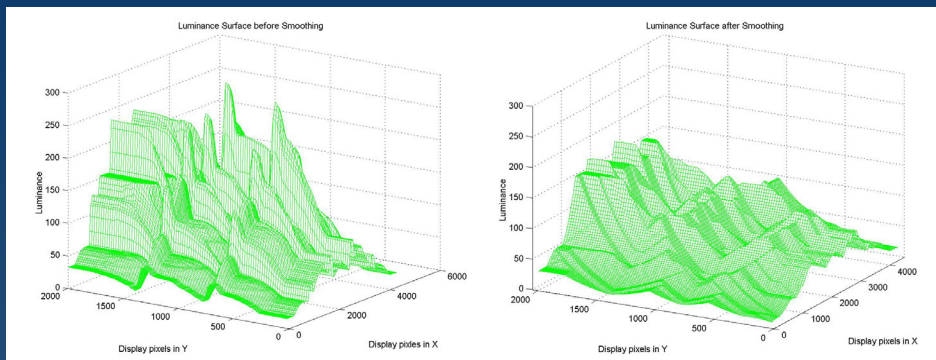
Slide 97

Building Large Area Multi Projector Displays

Constrained Gradient Based Smoothing

EG'03

5 x 3 array of fifteen projectors



Before smoothing

After smoothing

Slide 98

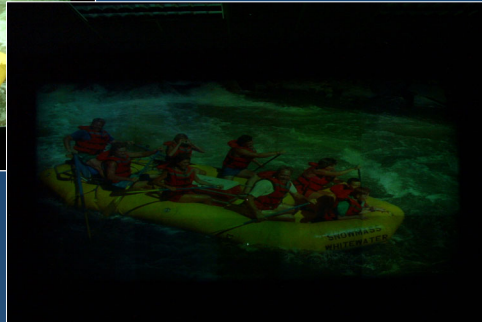
Building Large Area Multi Projector Displays

Photometric Uniformity

EG'03



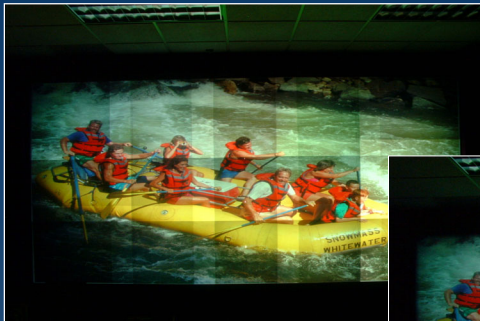
Slide 99



Building Large Area Multi Projector Displays

Photometric Seamlessness

EG'03



Slide 100

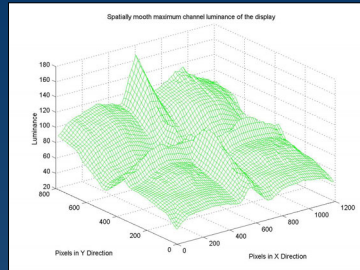
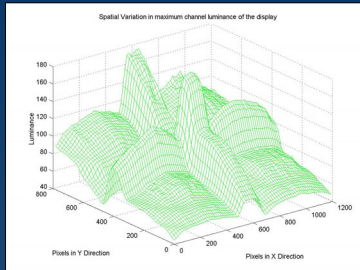


Building Large Area Multi Projector Displays

Different Smoothing Parameter (2x2 array of four projectors)

EG'03

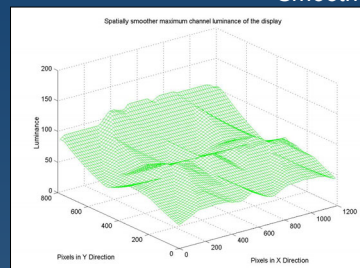
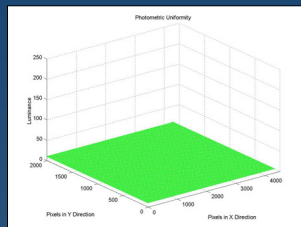
Smooth



Original

Smoother

Flat

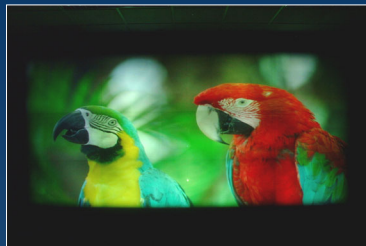


Slide 101

Different Smoothing Parameter (3x5 array of 15 projectors)

EG'03

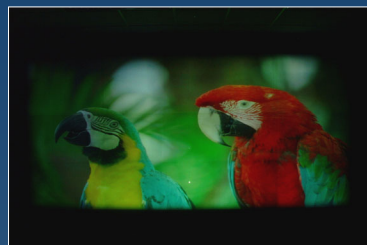
Smooth



Original

Smoother

Flat



Slide 102

Organization



- Properties of Color Variation
- Previous Work
- Achieving Photometric Seamlessness
- PRISM: Implementation
 - Perceptual Radiance Seamlessness in Multi-projector Displays
- Results

Slide 103

Building Large Area Multi Projector Displays

PRISM: Overview



- Off-line Calibration
 - Repeated periodically
- Online Image Correction
 - Applied in real-time to all images displayed on the wall

References:

- A. Majumder and Rick Stevens, [Identifying and Optimizing the Emineoptic Function for Color Seamlessness in Multi Projector Displays](#), Argonne National Laboratory Technical Report #260, 2003.

Slide 104

Building Large Area Multi Projector Displays

PRISM: Overview



- Off-line Calibration
- Online Image Correction

Slide 105

Building Large Area Multi Projector Displays

PRISM: Calibration



- Reconstructing the display luminance surface *automatically*
 - Using a inexpensive digital camera
- Generating the smooth luminance surface
- Encoding the correction as a luminance attenuation map

Slide 106

Building Large Area Multi Projector Displays

PRISM: Calibration



- Reconstructing the display luminance surface *automatically*
- Generating the smooth luminance surface
- Encoding the correction as a luminance attenuation map

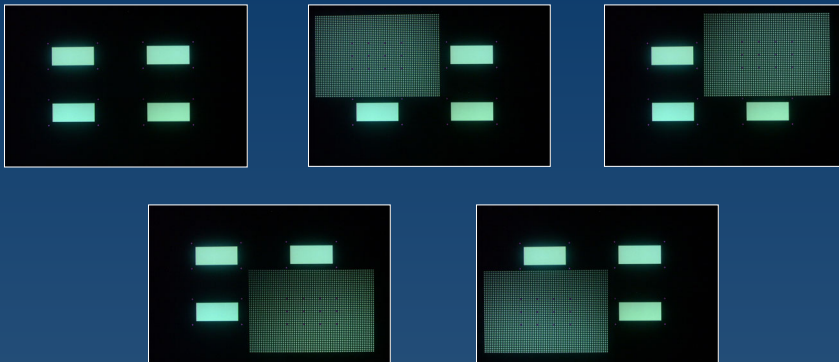
Slide 107

Building Large Area Multi Projector Displays

Reconstruction of Display Luminance Surface



- Find geometric correspondences



Four projector wall

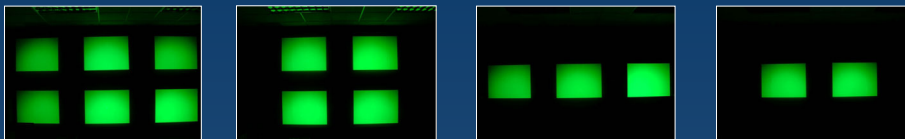
Slide 108

Building Large Area Multi Projector Displays

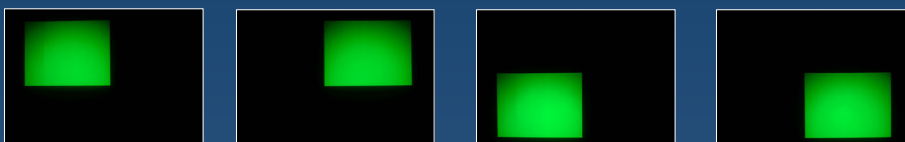
Reconstruction of Display Luminance Surface

EG'03

- Need to click four pictures per channel



15 projector wall



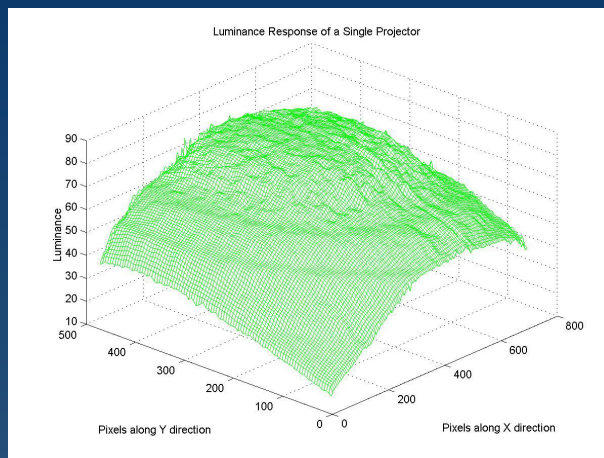
Four projector wall

Slide 109

Building Large Area Multi Projector Displays

Projector Luminance Surface

EG'03

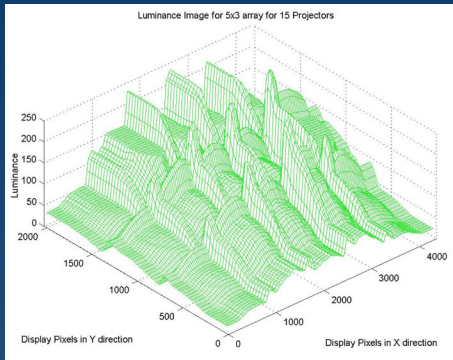


Slide 110

Building Large Area Multi Projector Displays

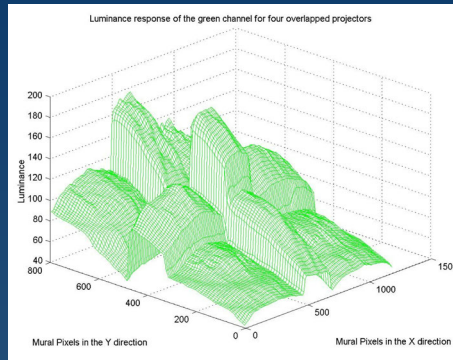
Display Luminance Surface

EG'03



15 projector wall

Slide 111



Four projector wall

Building Large Area Multi Projector Displays

Calibration

EG'03

- Reconstructing the display luminance surface *automatically*
- Generating the smooth luminance surface
- Encoding the correction as a luminance attenuation map

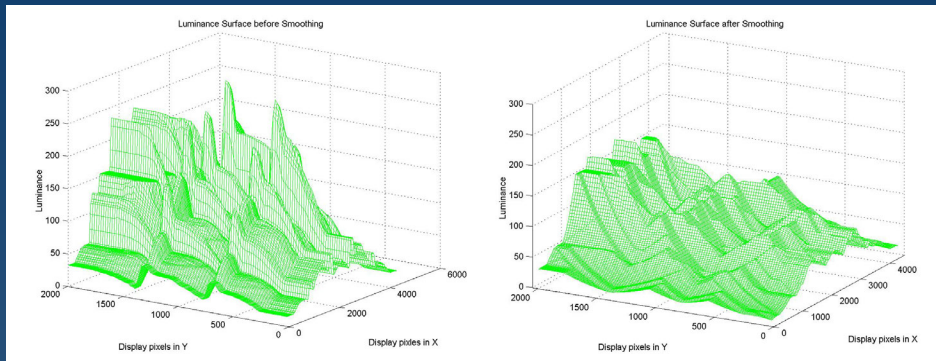
Slide 112

Building Large Area Multi Projector Displays

Generate Smooth Luminance Surface

EG'03

- Using linear programming
- Or, alternate iterative algorithm



Slide 113

Building Large Area Multi Projector Displays

Calibration

EG'03

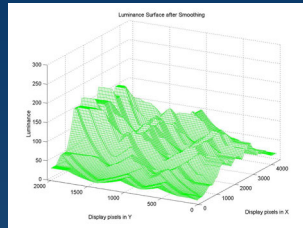
- Reconstructing the display luminance surface *automatically*
- Generating the smooth luminance surface
- Encoding the correction as a luminance attenuation map

Slide 114

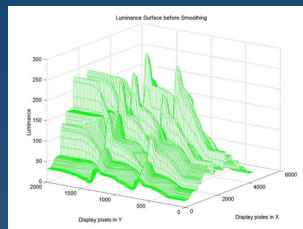
Building Large Area Multi Projector Displays

Generation of Attenuation Map

EG'03



Smooth Luminance Surface



Reconstructed Luminance Surface



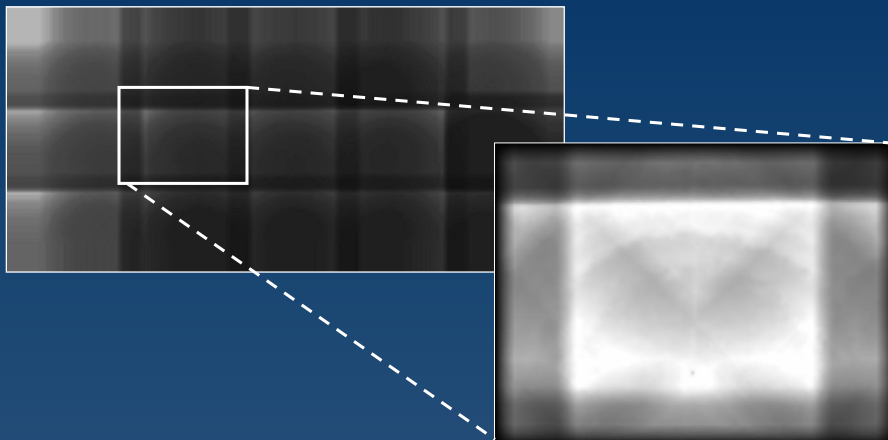
Display Attenuation Map

Slide 115

Building Large Area Multi Projector Displays

Projector Attenuation Map

EG'03



Slide 116

Building Large Area Multi Projector Displays

PRISM: Overview

EG'03

- Off-line Calibration
- Online Image Correction

Slide 117

Building Large Area Multi Projector Displays

PRISM: Image correction

EG'03



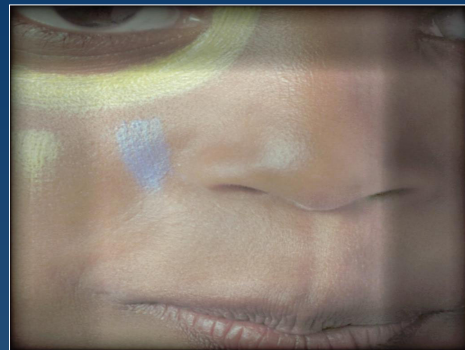
Uncorrected Image

X

=



Attenuation Map



Corrected Image

Slide 118

Building Large Area Multi Projector Displays

Let us assume...



- No black offset
- Projectors have identical gamma
- Projectors are linear devices

Gamma function is a straight line
between zero and one for all projectors

Slide 119

Building Large Area Multi Projector Displays

Let us assume...



- No black offset
- Projectors have identical gamma
- Projectors are linear devices
 - Convert the image to be put up to linear space
 - » Common gamma function
 - Convert the image back to non linear space of each projector
 - » Projector dependent inverse gamma function

Slide 120

Building Large Area Multi Projector Displays

Let us assume...

EG'03

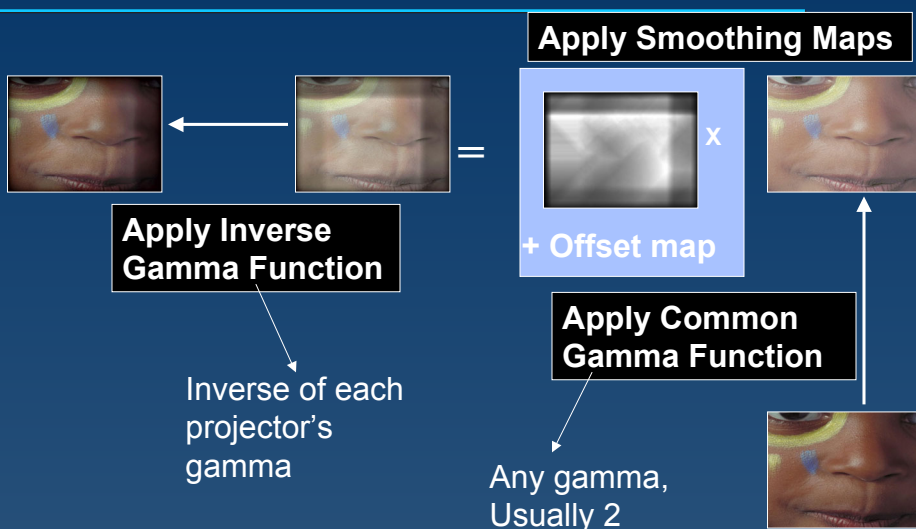
- No black offset
 - Generate and apply offset maps
- Projectors have identical gamma
- Projectors are linear devices

Slide 121

Building Large Area Multi Projector Displays

PRISM: Image Correction

EG'03



Slide 122

Building Large Area Multi Projector Displays

Real-time Image Correction

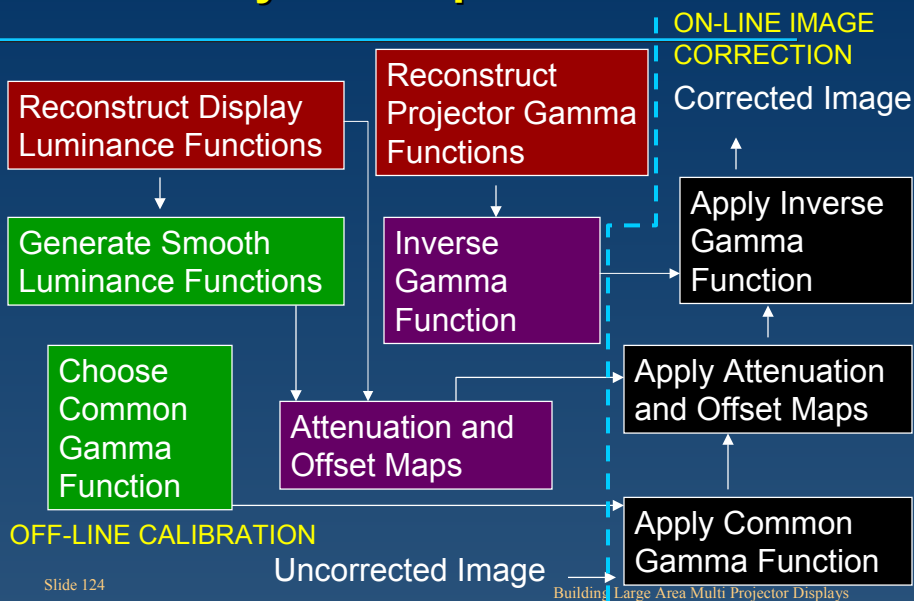


- Pixel Shaders
 - Multiply image by itself
 - Multiply with Attenuation Map
 - Add Offset Map
 - Apply Inverse Gamma Function
 - » Dependent texture look up

Slide 123

Building Large Area Multi Projector Displays

PRISM: System Pipeline



Slide 124

Building Large Area Multi Projector Displays

Results (After PRISM)

EG'03



Slide 125

Building Large Area Multi Projector Displays

Results (Before)

EG'03



Slide 126

6 Projector Display

Building Large Area Multi Projector Displays

Results (After PRISM)

EG'03



Slide 127

Building Large Area Multi Projector Displays

Results (Before)

EG'03



Slide 128

15 Projector Display

Building Large Area Multi Projector Displays

Calibrating the Camera



- Non-linearity
 - Reconstructed using HDR images
 - Each camera image is linearized
- Generate Luminance
 - Standard RGB to YUV conversion
- Operate below F8 aperture
- Exposure adjustments

Slide 129

Building Large Area Multi Projector Displays

Summary



- Manual Manipulation
 - Inter projector luminance and chrominance
 - Not scalable
 - May work reasonable for small systems
 - High maintainence
- Common Bulb
 - Inter projector luminance and chrominance
 - Labor intensive
 - Not scalable

Slide 130

Building Large Area Multi Projector Displays

Summary



- Gamut Mapping
 - Inter projector luminance and chrominance
 - Not scalable due to algorithmic issues
- Blending
 - Overlap region luminance
 - Automated or non automated
 - Scalable

Slide 131

Building Large Area Multi Projector Displays

Summary



- LAM
 - Intra, inter and overlap region luminance
 - Automatic
 - Scalable
 - Low display quality
- PRISM
 - Intra, inter and overlap region luminance
 - Perceptually uniform high quality display
 - Automatic
 - Scalable

Slide 132

Building Large Area Multi Projector Displays

Registration with PC-Cluster Rendering

Michael S. Brown

Hong Kong University of Science and Technology

Slide 133

Building Large Area Multi Projector Displays

Techniques Making Large- Scale Displays Accessible

- PC-Cluster Rendering
 - Makes rendering affordable
 - Exploits “cheap” graphics cards/network
- Camera-Based Display Registration
 - Enables “easy” set up and maintenance displays
 - Reduces need for expensive mounting and display infrastructure
 - Allows flexible projector configurations

Slide 134

Building Large Area Multi Projector Displays

Techniques Making Large-Scale Displays Accessible



PC-Cluster Rendering

Affordable

Camera-Based Registration

Flexible

Obvious progression . . . combine the two

Affordable and Flexible Large-Scale Display Systems

Slide 135

Building Large Area Multi Projector Displays

WireGL/Chromium



- Modify WireGL/Chromium to perform real-time geometric correction
- Why WireGL/Chromium?
 - Distributed PC-cluster rendering architecture that supports the *OpenGL API*
 - Can support existing OpenGL apps with *no* modifications
 - Open Source
 - » Source code is available, easy to understand, and can be modified

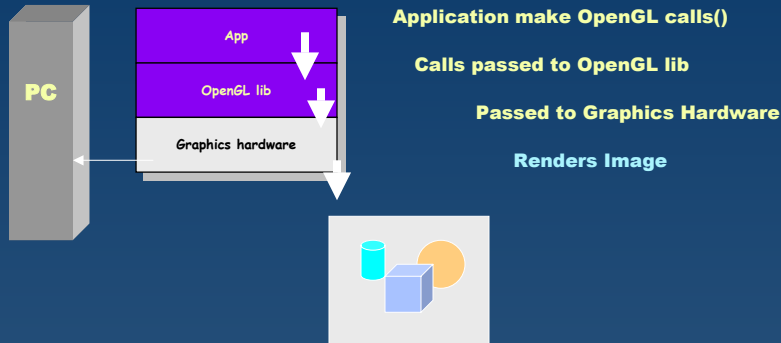
Slide 136

Building Large Area Multi Projector Displays

WireGL Basic Idea

EG'03

Single PC - Running an OpenGL app

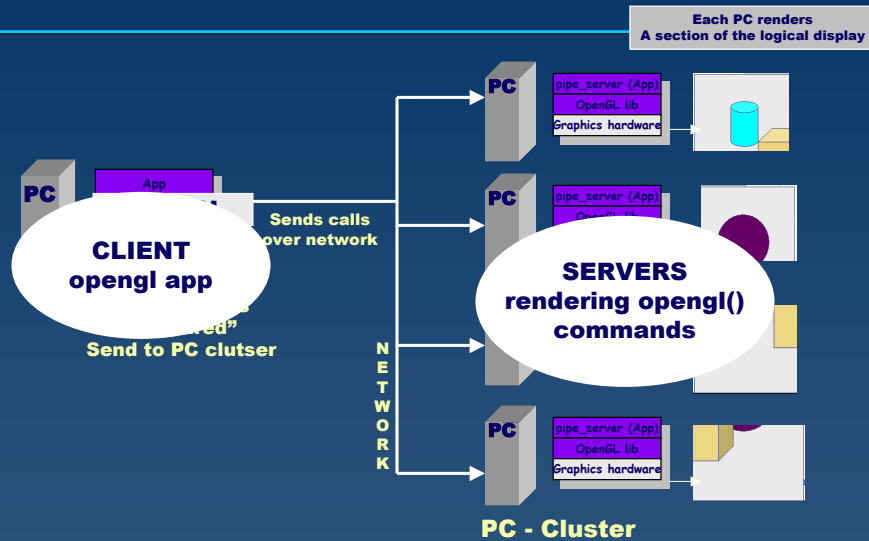


Slide 137

Building Large Area Multi Projector Displays

WireGL Basic Idea

EG'03

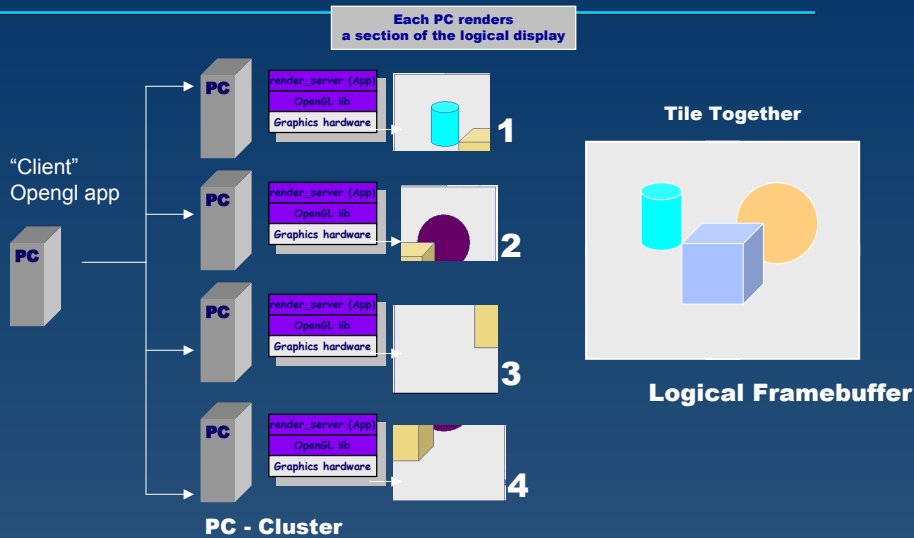


Slide 138

Building Large Area Multi Projector Displays

WireGL “Tiled” Logical Framebuffer

EG'03

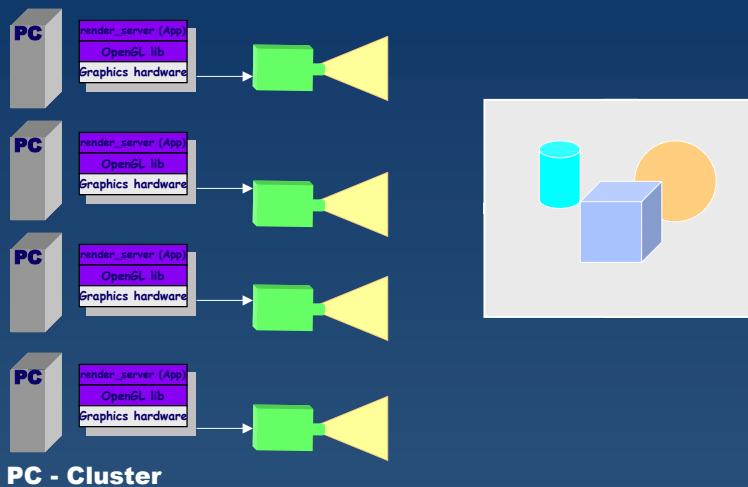


Slide 139

Building Large Area Multi Projector Displays

WireGL: Perfect for Tiled Displays

EG'03

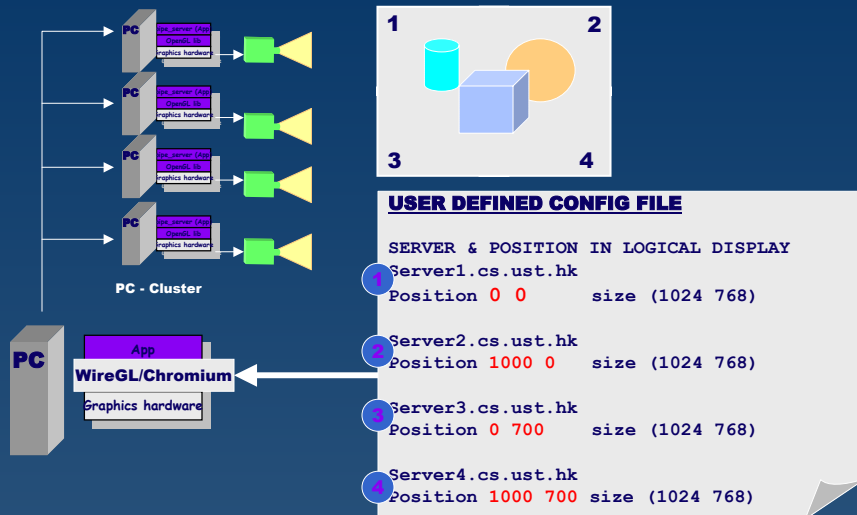


Slide 140

Building Large Area Multi Projector Displays

Configuration File: Describes each rendering server's contribution to the display

EG'03

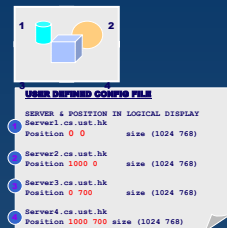


Slide 141

Building Large Area Multi Projector Displays

Configuration: Requires rectilinear alignment

EG'03



AS WE KNOW REALIZING THIS CONFIGURATION IS DIFFICULT!!!

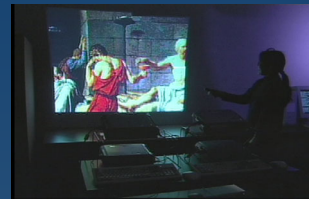
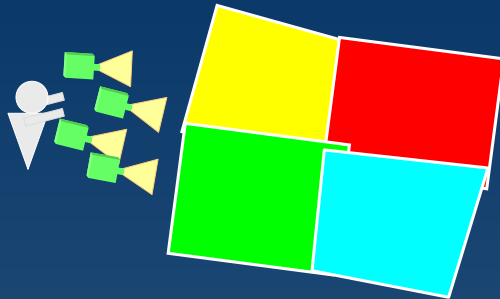
- Manually align projectors to pixel accuracy
 - Difficult and time consuming
- Display surface must be planar
- Requires special mounting hardware for projectors
- Not FLEXIBLE

Slide 142

Building Large Area Multi Projector Displays

Desired Functionality

EG'03



We would prefer “casual” alignment
Remove the need for precise alignment

Slide 143

Building Large Area Multi Projector Displays

How to provide this flexibility?

EG'03

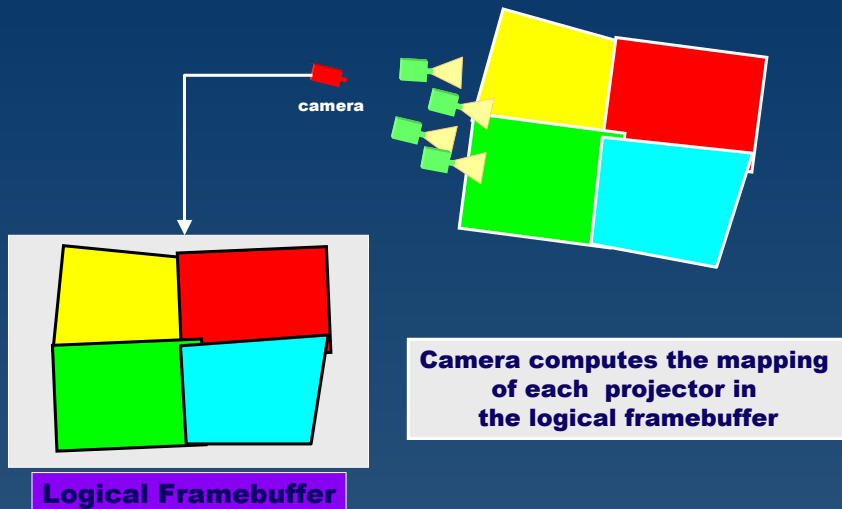
- First
 - Need a “geometric registration” application to . . .
 - » Determine display’s geometry
 - » Generate the configuration file needed by WireGL/Chromium
 - » Compute per-projector corrective warping info
- Second
 - Modify PC-rendering architecture
 - » Read in the corrective warping information
 - » Perform real-time corrective warping

Slide 144

Building Large Area Multi Projector Displays

Camera-Based Registration

EG'03



Slide 145

Building Large Area Multi Projector Displays

Registration Application

EG'03

- Applications Details
 - Standard OpenGL application + camera capture
 - App displays a set of equally spaced Gaussian features for each projector
 - Camera observes these projected features
 - » Synchronized – i.e., we know which projector the camera is observing
 - » Can compute mapping between projector pixels and camera image
- Application runs on top of WireGL/Chromium
 - Uses a dummy configuration file which specifies each projector in a disjoint configuration (no overlap)

Slide 146

Building Large Area Multi Projector Displays

Registration Application

EG'03

- Dummy Configuration file



Dummy configuration file specifying non-overlapping tiled arrangement

USER DEFINED CONFIG FILE

```
SERVER & POSITION IN LOGICAL DISPLAY
Server1.cs.ust.hk
Position 0 0 size (1024 768)

Server2.cs.ust.hk
Position 1024 0 size (1024 768)

Server3.cs.ust.hk
Position 2048 700 size (1024 768)

Server4.cs.ust.hk
Position 3036 700 size (1024 768)
```

- Registration app also reads in dummy configuration

- Determines number of projectors, host names, etc . .

Slide 147

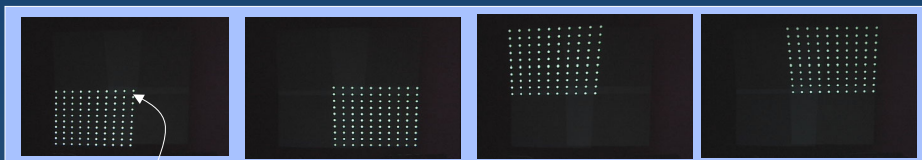
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Registration Application

EG'03

For each projector

- Display a pattern of features
 - (use configuration file to determine projector's position in logical display)
 - Observe features with the camera
 - » Compute mapping for each feature
 - » Feature's centroid in projector and camera: $P(x,y) \rightarrow C(u,v)$



Each observed feature encodes:

$P(x,y) \rightarrow C(u,v)$

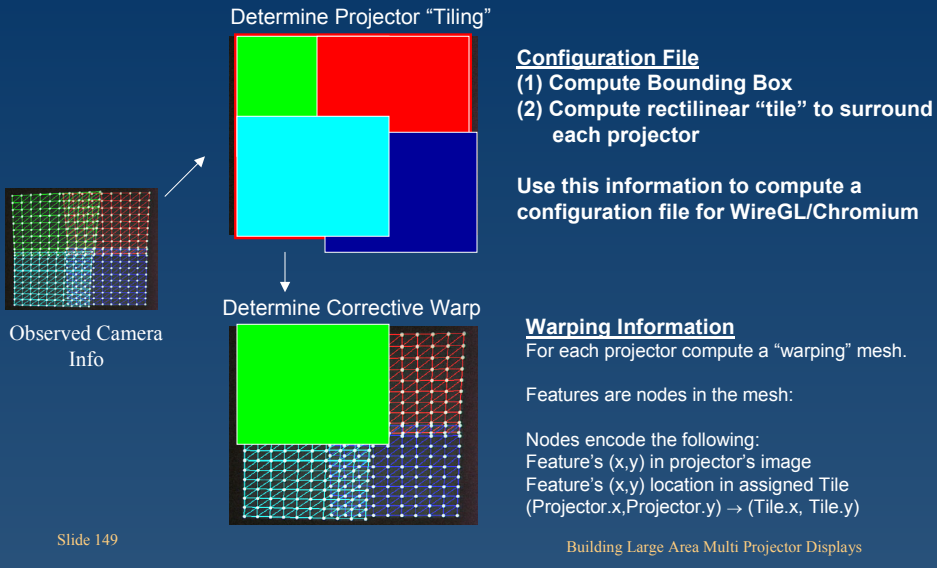
Feature's location in projector image, $P(x,y)$
Feature's location in the camera image $C(u,v)$

Slide 148

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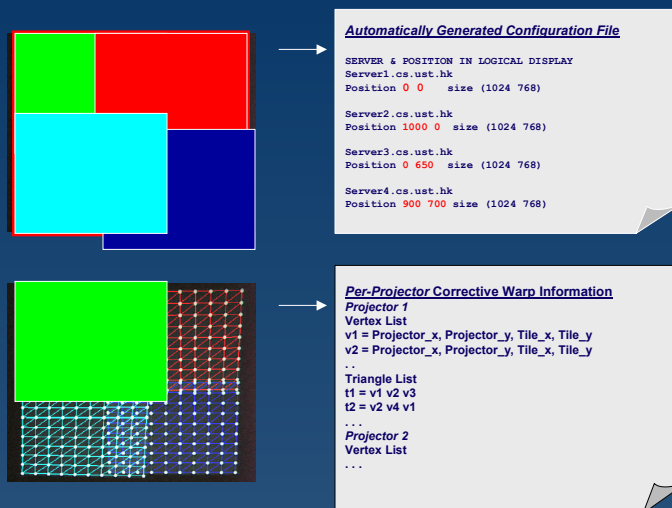
Computing Display Geometry

EG'03



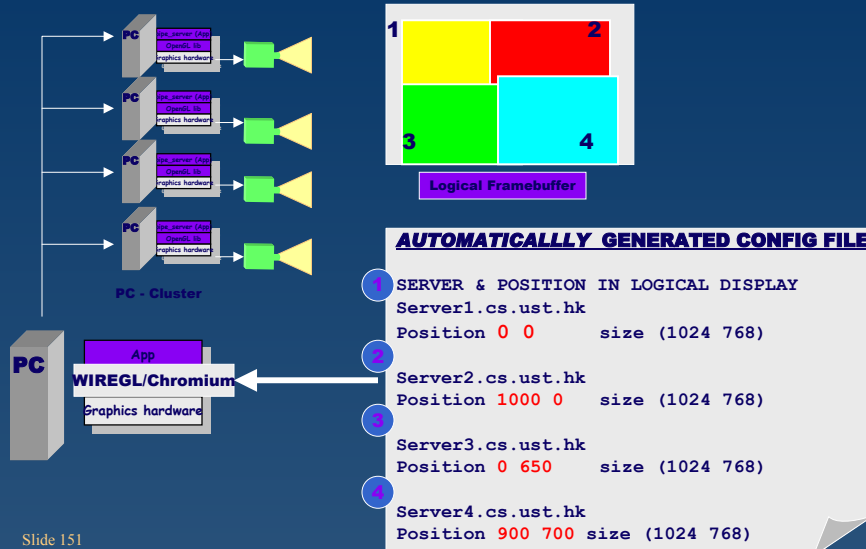
Registration Application's Output

EG'03



Integration with WireGL/Chromium “Client” reads in generated config file

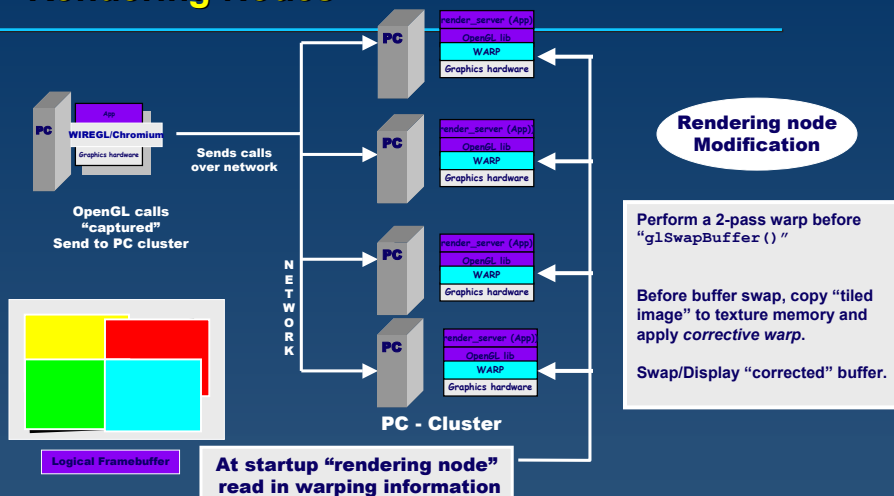
EG'03



Slide 151

Modification to WireGL/Chromium Rendering Nodes

EG'03

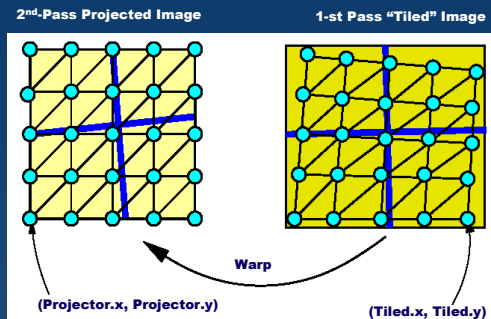


Slide 152

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“Software Alignment” Use 2-pass Rendering Algorithm

EG'03



**Corrective warping
is performed by
piecewise texture mapping
(use a 2D control mesh)**

Note: Piecewise warping is suitable for non-planar display surfaces

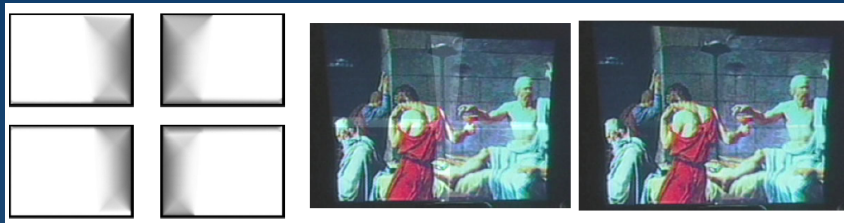
Slide 153

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Can also include intensity blending/photometric correction

EG'03

- Automatically compute intensity blending masks (alphamasks)



- Piecewise texture mapping can be considered a “non-linear” warp
 - Corrects for non-planar display surfaces
 - Corrects for projector distortion

Slide 154

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Corrective Warping Pseudo Code 2-pass Rendering

EG'03

```
// GEOMETRIC WARP PROCEDURE
// Copy framebuffer Tile to texture memory

glBindTexture(_WarpTexture_); // use warping texture
glCopyTexSubImage2D(...);    // copy current framebuffer to texture memory

// PERFORM NONLINEAR WARP
// T are the triangles in the tessellated mesh
glBegin(GL_TRIANGLES);
  for each triangle T
    for each vertex V in triangle T
      glTexCoord2D(V.tileX, V.tileY); // texture coords tile(x,y)
      glVertex2D(V.projectorX, V.projectorY); // warp to projector(x,y)
    end
  end
glEnd();

// Intensity Blending
glBindTextureAlphaMask(_AlphaMask_); // bind alpha mask
render_textured_quad(...);           // draw a screen sized quad
// to perform alpha-blending

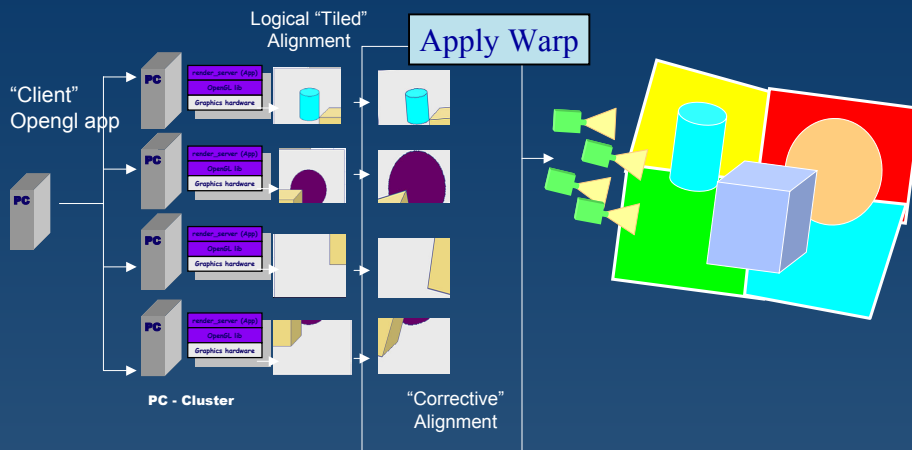
// display corrected image
glSwapbuffer();
```

Slide 155

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Putting it together . . .

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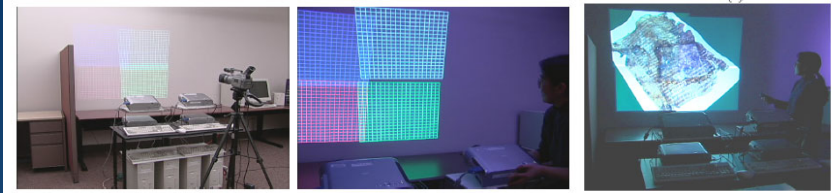


Slide 156

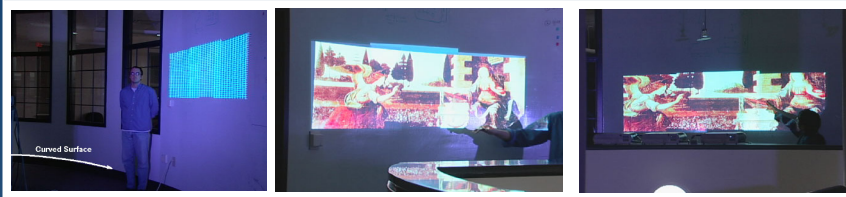
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Examples

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Example Deployment



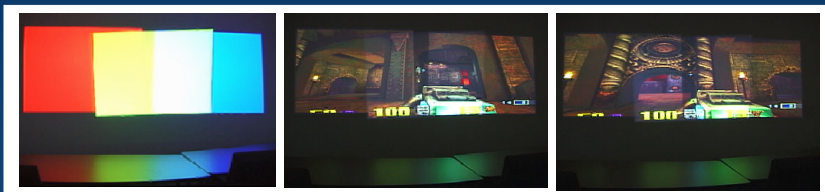
Display on Curved Surface

Slide 157

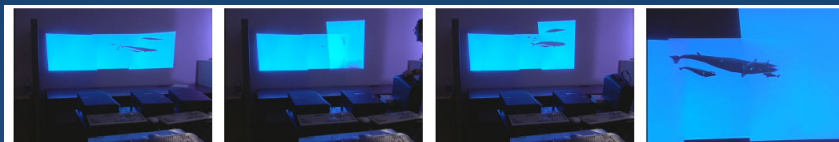
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Examples

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Display Running Quake III



Reconfigured in less than one minute

Slide 158

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Remarks

EG'03

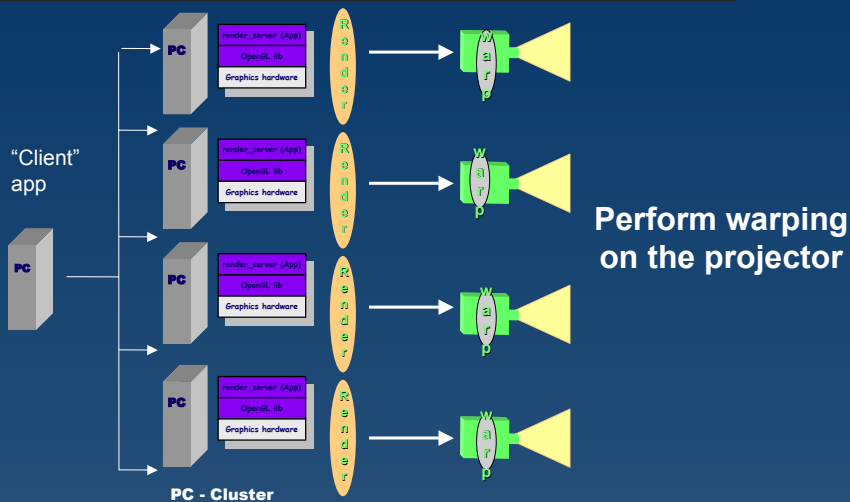
- Perform warp on the graphics hardware
 - Use a display-list
- Resource Overhead
 - Texture memory on the graphics card
 - Warping time
 - Constant overhead
- Performance Hit
 - Depending on graphics card
 - 2nd pass can reduce speed (60 -> 30fps)
 - Bottleneck is `_framebuffer_copy`
 - » Rendering directly to texture memory will eliminate this problem

Slide 159

Building Large Area Multi Projector Displays

Near Future Systems

EG'03



Slide 160

Building Large Area Multi Projector Displays

Summary

EG'03



- Affordable and Flexible Tiled Display System
 - Camera-based Registration + PC-cluster rendering
 - Supports **OpenGL** applications
 - Very Flexible, Fully Automated
- Low-cost, easy to deploy
- Flexible, mobile, and suitable for temporary venues

Slide 161

Building Large Area Multi Projector Displays

Course Wrap-up

EG'03

Aditi Majumder
University of California at Irvine

Slide 162

Building Large Area Multi Projector Displays

Course Summary



- Challenges
 - Casual Alignment
 - Color Seamlessness
 - PC Rendering

Slide 163

Building Large Area Multi Projector Displays

Course Summary



- Challenges
 - Casual Alignment
 - » Automated camera based geometric registration
 - Color Seamlessness
 - » Gamut matching, blending, LAM, PRISM
 - PC Rendering
 - » WireGL, Chromium

Slide 164

Building Large Area Multi Projector Displays

Future Work



- Calibration from any content
 - Feedback loop
- Different Sensors
- Advanced Projectors
 - Smart Projectors

Slide 165

Building Large Area Multi Projector Displays

Projector Wish List



- **Geometric Control**
- **Photometric Control**
- **Stereo Operation**
- **Imperceptible Structured Light**
- **Re-configurable / Front-projection Issues**
- **Miscellaneous**

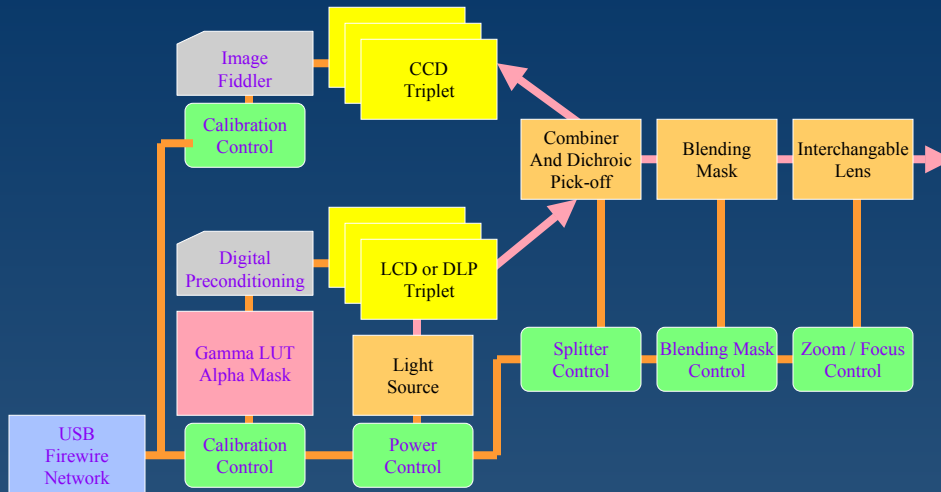
Slide 166

Credit: Rick Stevens, Argonne National Laboratory

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The Modular Professional Projector

EG'03



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Credit: Rick Stevens, Argonne National Laboratory

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Open Projector Specification Might Address

EG'03

- Physical Image Resolution and Compression/Expansion
- High Contrast and High Absolute Dynamic Range
- High Luminance Output
- Projection Geometry and Configuration Options
- Color Convergence Properties
- Colorimetry and Color Balance Properties
- Illumination Field Properties
- Optical Path Models and Properties
- Support for High Quality Illumination Sources
- Packaging and Mounting, Fine Physical Adjustments
- Serviceability/Modularity (MTTR)
- Stability (Thermal, Temporal, Colorimetry)
- Known Reliability (MTBF)
- Standard Digital Computer Interfaces and Network Interfaces
- Implementation of Standard Control and Calibration Parameters
- External and Internal Control Software APIs

Slide 168

Credit: Rick Stevens, Argonne National Laboratory

Building Large Area Multi Projector Displays

Possible Features for Advanced Projectors



- Internal Graphics Interfaces (non-Pixel protocols)
- Stereo Support and High-Frequency Inputs
- Internal or Externally Integrated Calibration Cameras
- Integrated Wireless/Fiber Networking Interfaces
- Integrated Codex for Compressed Streams/Stills
- Non-Uniform Resolution/Non-Raster Imaging
- Support for Multiresolution Display Systems
- Non-Uniform or Irregular Imaging Geometry
- Off Axis Projection Capability
- Projector Array/Cluster Awareness
- Distributed Frame Buffer Support
- Non-Uniform Tiling Support
- Built in Calibration Agents and APIs
- Internal Edge Blending Logic/Hardware

Slide 169

Credit: Rick Stevens, Argonne National Laboratory

Building Large Area Multi Projector Displays

More Radical Proposals (I)



- Projectors are the largest cost component in a TD system so lets improve them
- Smart projectors
 - A rendering engine in each projector
 - Virtual frame buffer elements
 - » With neighborhood/self organization logic
 - Edge blending logic/hardware mechanisms
 - Networking interface chips
 - Cameras in the optical path to provide self-calibration
- Could these get cheap enough (say via Games) to make interesting ?
- Make the projectors simpler and cheaper
 - Think of a projector as a high-tech light bulb

Slide 170

Credit: Rick Stevens, Argonne National Laboratory

Building Large Area Multi Projector Displays

More Radical Proposals (II)



- Build displays out of a very large number of low resolution and lower performance (and therefore inexpensive) devices with integrated computing + networking
- Something like active “post-it” notes
 - Develop low “power” visualization techniques
 - Leveraging ideas from imaging, illustration, and graphics design, etc
- Building tiled displays with 10,000 color palm pilots velcro'd to the wall with wireless interconnects?