Holographic Displays



NPS JIFX 21-2

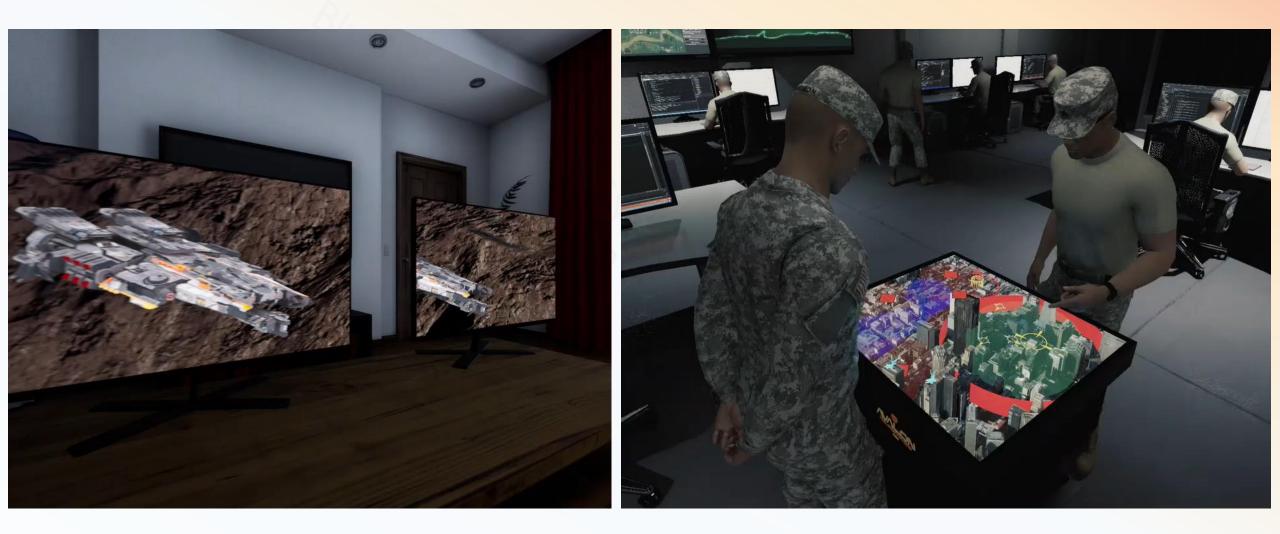
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Holographic Displays: What's Next





2

What is **NOT** a Holographic Display?

- S3D, AS3D, VR, AR
- Half Parallax

- "Magic Light Sources"
 - CGI trumps physics









What <u>IS</u> a Holographic Display?

- Greek: holos for "whole" and grafe for "drawing"
 - Reconstruct light rays diverging from a point (to represent an object)
- Can't break frame!
 - No floating light
- A Natural 3D display:
 - Forms real optical images
 - Like an open window
 - Natural spatial, depth cues





So What???

(Beyond the "Cool! Wow!" factor)

- Light fields are what humans evolved to see!
- If you only remember two things about holographic displays...

Reduce Cognitive Load by 20%-50%+







Ask Yourself...

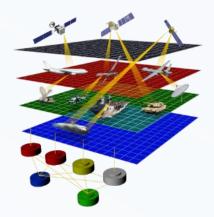
- How often do I use 3D visualization?
 - Why not more?
- What problems do my current 3D displays cause?
 - How could they be better?
- How would better, more comfortable 3D displays help me?
 - What's my ideal solution?



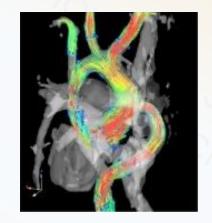
6

Common Holographic 3D Interests, By Market

Defense



Medical



Industrial



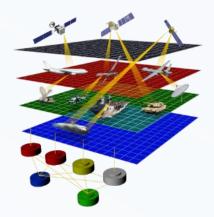
Common Interests

- Data is Inherently 3D
- Don't Want Headgear
- Long Use with No Side-Effects
- Group Communication
 - Including with Non-Experts

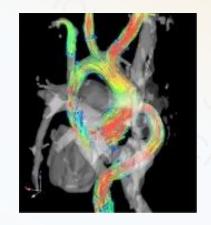


Common Holographic 3D Use Cases, By Market

Defense



Medical



Industrial



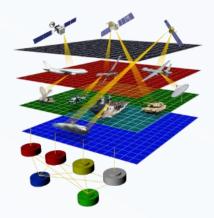
Common Use Cases

- Real-Time Decision "Battlespace"
- Big Data Analysis & Fusion
- Both Operations & Training
- Remote Control, Robotics
- CAD, Modelling & Simulation

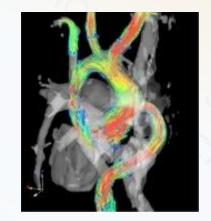
8

Common Holographic 3D Benefits, By Market

Defense



Medical



Common Benefits

- Cognitive Performance (20%-50%+)
 - Faster, Better Decisions
 - Faster Learning, Better Retention
 - Alertness, Stamina
- 3D Perception (Spatial)
- 3D/Multi-D Analysis (Non-Spatial)



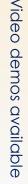


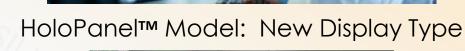
Avalon: Holographic Displays – Natural 3D

- Solve the "3D Problem"
 - Light Field Display
- Natural 3D display
 - No accessories (wearables)
 - No eye-tracking (unlimited viewers)
 - No side-effects (nausea, fatigue, etc.)
- **Displayed Reality:**
 - "Window to the World"
 - Spatial data as you evolved to see it

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How Can Holograms Help You?

- Decision Making: Faster, More Accurate, Higher Quality
- Win Battles!
 - Adversaries Include: Nation States, Human Biology, Time/\$\$\$...
- Save Time, Money and Possibly Lives
 - Collaborate naturally
 - Stop fighting with inferior 3D technologies



Thanks!

Questions? Want to learn more?

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