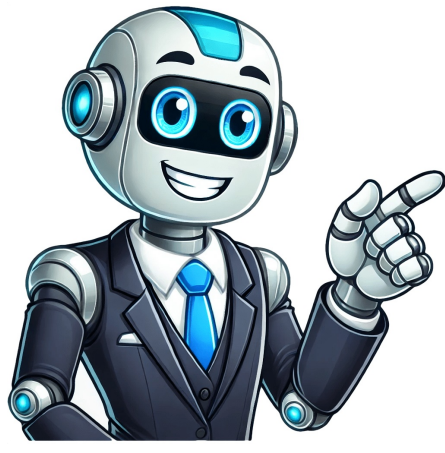


I'm not robot





Looking Glass technology produces holograms by presenting up to 100 discrete views of a 3D scene within a 58° view cone. This arrangement tricks the visual perception system into seeing 3D objects through parallax (changing aspect on the scene as you move your head) and stereo vision (presenting different perspectives to each eye). The process involves changing the user's perspective as they move their head around, presenting different views to each eye, and animating diagrams to illustrate how the technology works. Looking Glass camera's layered views create a fluid visual experience but introduce blur. When viewed through the camera, multiple views are combined to create a more natural perspective. However, this layering of views also results in blurring of certain parts. The sphere in the center remains sharp due to zero parallax, while the foreground and background appear blurry due to varying perspectives. This issue can be minimized by placing important content on the zero-parallax plane. A depth of field blur can reduce the blurring effect, especially for objects with high parallax. Parallax is a concept where an object appears shifted in space due to changes in viewing angles. In photography, it occurs when the camera lens and viewfinder have different perspectives. The Looking Glass Block uses parallax to add 3D perspective to 2D objects. To understand how it works, one needs to comprehend how parallax creates a perceived shift in space. By applying hologram technology, the Looking Glass Block displays an object as it truly exists in 3D space. The Looking Glass Block boasts a proprietary light field technology that produces between 45-100 images per file, spanning 2MB to 50MB. This enables users to manipulate the object from multiple angles by inputting various interactive methods, resulting in distinct views based on user interaction—cursor movements change the angle of view. However, its significance extends beyond mere visual appeal. Unlike previous attempts at popularizing holograms, the Block offers enhanced sharing capabilities and compatibility with emerging technologies. Built upon open web standards like WebXR, the Looking Glass Block facilitates effortless creation of embed codes and links for online sharing. Easy shareability often plays a crucial role in widespread adoption, as seen with GIFs. Furthermore, the Block's versatility extends to virtual reality (VR) and augmented reality (AR), empowering creators to craft immersive experiences for platforms like Meta, Apple, and Google. The potential applications of hologram technology are vast, particularly in fields reliant on imaging and videography. The Looking Glass Block provides more nuanced information about objects by incorporating perspective details invisible in traditional 2D images. This can be advantageous in medicine, design, and other industries. In medical contexts, X-rays and MRIs could be converted into interactive holograms offering detailed insights into patient body parts. Architects, engineers, and designers can create models providing accurate assessments of structural elements or furniture placement within spaces. The Block's introduction also coincides with the emergence of NFTs (Non-Fungible Tokens), potentially revolutionizing artistic expression by enabling creators to experiment with novel forms of holographic art. Looking forward to seein everyone at the meeting tomorow and discussin our strategies in more software support. Currently, Block online is invite-only, but you can start creatin your own on the dedicated microsite. The Looking Glass Block has potential to change how we create holograms online with embeddin links, new tech compatibilty, and use in image/video industries. As it advances, we might see all parallax-effect potentials. It seems like a long time since concert promoters used 'holographic' tech for posthumous artists, but now we have companies workin on volumetric displays like Looking Glass Factory's 3D envirmments. Their new display, the Lookin Glass Pro, is a fully integrated solution that works out of the box and has a small touchscreen sidecar. NYC-based Architect Suchi Ready called it "magic" for its natural and instinctive 3D experiencin.

What is glass technology. What is looking glass in networking. Looking glass device. Looking glass explained. What is looking glass about.