

# TECHNICAL REPORT

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**3D displays -**

**Part 1-3: Generic - Human depth perception and the determination of the position of 3D object on the non-physical screen**

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**3D displays -****Part 1-3: Generic - Human depth perception and the determination of the position of 3D object on the non-physical screen**

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IEC TR 62629-1-3 has been prepared by IEC technical committee 110: Electronic displays. It is a Technical Report.

The text of this Technical Report is based on the following documents:

Draft	Report on voting
110/1811/DTR	110/1818/RVDTR

Full information on the voting for its approval can be found in the report on voting indicated in the above table.

The language used for the development of this Technical Report is English.

This document was drafted in accordance with ISO/IEC Directives, Part 2, and developed in accordance with ISO/IEC Directives, Part 1 and ISO/IEC Directives, IEC Supplement, available at [www.iec.ch/members\\_experts/refdocs](http://www.iec.ch/members_experts/refdocs). The main document types developed by IEC are described in greater detail at [www.iec.ch/publications](http://www.iec.ch/publications).

A list of all parts in the IEC 62629 series, published under the general title *3D displays*, can be found on the IEC website.

The committee has decided that the contents of this document will remain unchanged until the stability date indicated on the IEC website under [webstore.iec.ch](http://webstore.iec.ch) in the data related to the specific document. At this date, the document will be

- reconfirmed,
- withdrawn, or
- revised.

## **1 Scope**

This part of IEC 62629, which is Technical Report, is intended to gather technical information on human depth perception and the determination of 3D object positions on a non-physical screen.

Clause 4 and Clause 5 describe the human depth perception and its threshold. This information will be helpful in designing 3D displays of the non-physical screen type such as the possible depth difference of 3D objects. In the measurement of the display, understanding the response and limitation of the user is useful. Clause 4 and 5 provide such perception information in determining the distance of 3D object on the non-physical screen.

It is not the intention of this document to set the requirement of the measurement system in determining the position of 3D object on the non-physical screen.

## **2 Normative references**

The following documents are referred to in the text in such a way that some or all of their content constitutes requirements of this document. For dated references, only the edition cited applies. For undated references, the latest edition of the referenced document (including any amendments) applies.

IEC 62629-1-2, *3D display devices - Part 1-2: Generic - Terminology and letter symbols*

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