

Bernard Kress' suggestions for top four issues (2017-02-06):

Eye box

Eye box is one of the most important and also one of the less rigorously defined spec for AR/VR. Current eyebox definitions in industry range from overall vignetting to color change to distortion, to MTF.

Pupil swim

Pupil swim is the amount of distortion as a function of the eye rotation.

Fixed foveated region

Fixed foveated region is the FOV in H and V direction over which highest resolution can be resolved by 20/20 or 20/10 human vision - including mechanical H/V eye rotation and H/V gaze sustainability. Not linked solely to mechanical eye rotation, since only part of mechanical FOV can sustain gaze and accommodation without eye strain

Eye relief and vertex distance

Eye relief and vertex distance differs for typical heads (caucasian, asian, african, etc...).