



For Immediate Release

Radiant Webinar Presents Technology that Replicates Human Vision for Accurate Evaluation of AR/VR Display Quality

REDMOND, Wash. – February 15, 2018 — Radiant Vision Systems, a leading provider of test and measurement solutions for lighting and displays, announces that it will host a webinar to introduce display measurement technology that evaluates augmented and virtual reality displays under the same conditions as they are viewed by human users. The webinar, titled “[Replicating Human Vision for Accurate Testing of AR/VR Displays](#),” will be broadcast live on Thursday, February 22, 2018, from 9-9:30 AM PST (12-12:30 PM EST). The broadcast includes a technical presentation by Radiant Applications Engineering Manager, Eric Eisenberg, followed by a live audience question and answer session.



Near-eye displays—like those used in augmented (AR), virtual (VR), and mixed (MR) reality devices—project visual objects and information in close proximity to the human eye, often encompassing the user’s entire angular field of view. This proximity not only magnifies display projections, but also enhances defects like non-uniformity, line and pixel defects, poor image clarity, and inaccurate image positioning. To accurately test the quality of displays that are viewed near to the eye, the measurement solution must take into account the position, limitations, and characteristics of the human eye, especially within the viewing environment of an AR/VR headset.

Radiant Vision Systems develops photometric imaging solutions that incorporate specially-designed optics and software to test high-resolution microdisplays viewed near to eye, such as those integrated into AR/VR devices. Radiant’s AR/VR solutions capture data to accurately characterize display quality as perceived by the user, such as replicating the size, position, and field of view (FOV) of the human eye. Radiant’s new [AR/VR lens](#) enables visualization of the complete display FOV within headsets, while Radiant [TrueTest™ Software](#) offers tests for modulation transfer function (MTF), image distortion, characterizing device FOV, and reporting spatial positions in degrees, among other capabilities.

At the upcoming webinar, Radiant Applications Engineering Manager, Eric Eisenberg, will present technologies for near-eye AR/VR display testing that replicate human vision for accurate evaluation of the user experience. With extensive hands-on experience incorporating imaging technology in factories worldwide, Eric has a deep understanding of the technical considerations required for successful implementation of display test systems.

For information about this webinar and to register for the live broadcast on February 22, visit www.RadiantVisionSystems.com.

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About Radiant Vision Systems

Radiant Vision Systems works with world-class brands and manufacturers to deliver creative visual inspection solutions that improve quality, reduce costs, and increase customer satisfaction. Radiant's legacy of technology innovation in photometric imaging and worldwide install base date back more than 25 years and address applications from consumer electronics to automotive manufacturing. Radiant Vision Systems product lines include TrueTest™ automated visual inspection software for quality control, and ProMetric® imaging colorimeters, photometers, and light source measurement systems. Radiant is headquartered in Redmond, Washington, USA, with strategic offices in China and South Korea. Radiant has been a part of Konica Minolta's Sensing Business Unit since August 2015. For more information, visit www.RadiantVisionSystems.com.

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