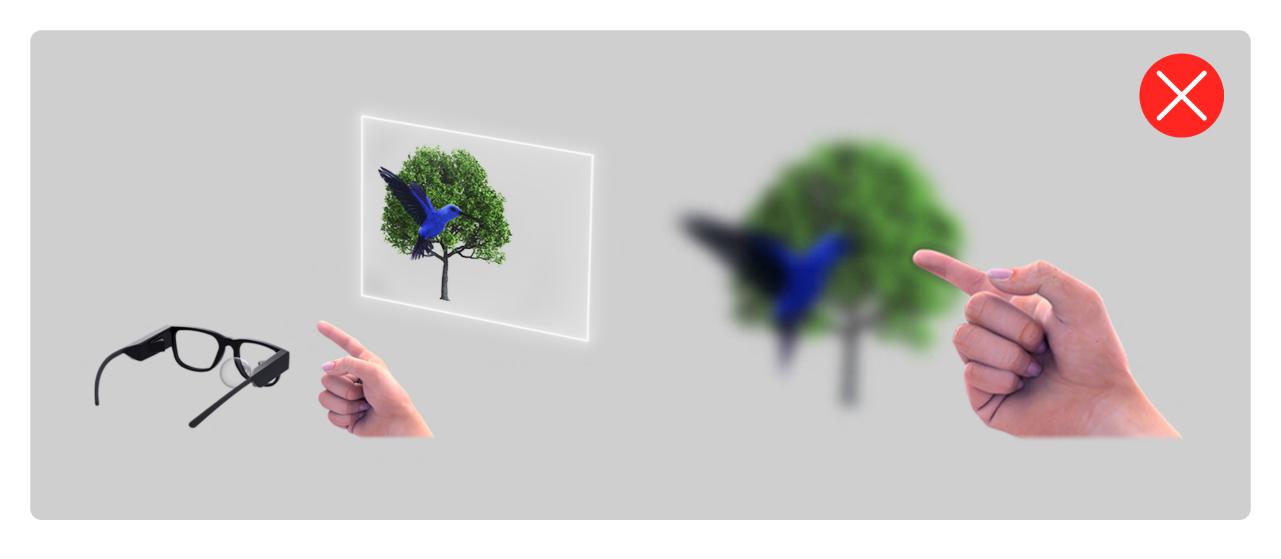




The industry's first light field display allowing continuous focal depth, opening a world of natural vision into Augmented Reality. Light field is the key ingredient to enable widespread use of AR glasses in everything from cooking to neurosurgery.



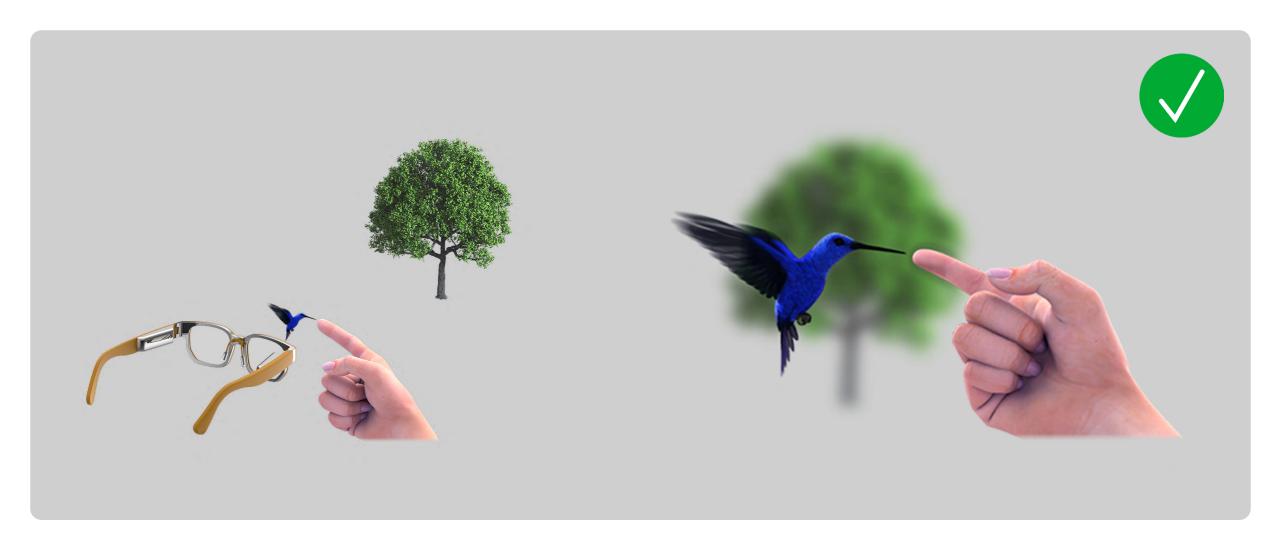
Until today, AR displays ignore the natural focus mechanism of our eyes.



Today's AR displays project a flat image at a fixed focal distance, preventing digital content to blend with the real world.



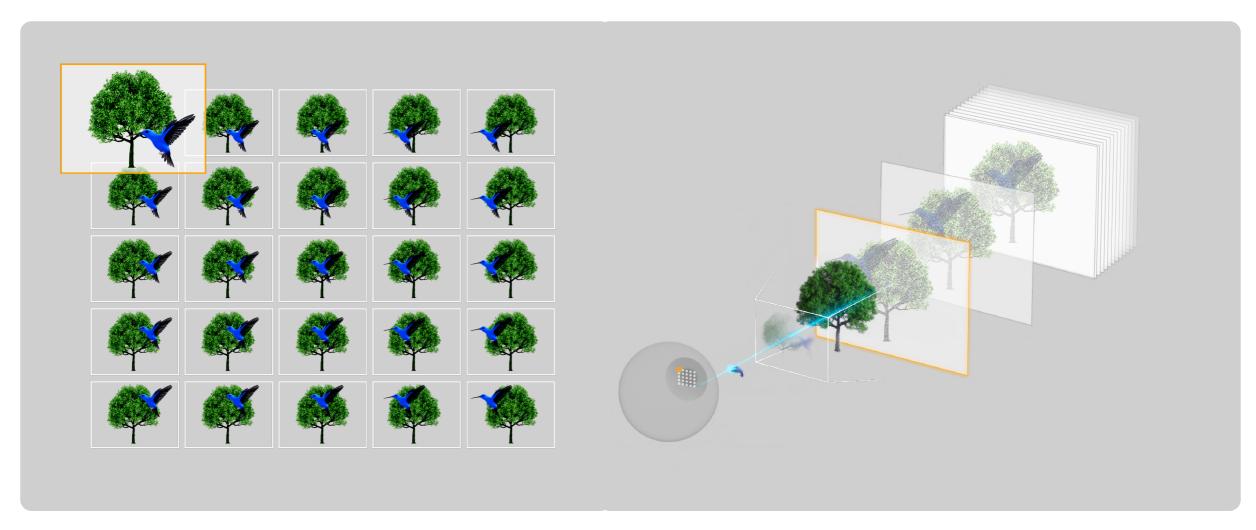
- Visual conflict within the personal space
- Eye-strain and nausea in <20 min
- Potential source of vision damage



CREAL's light field display projects digital content with real-world depth cues, enbaling seamless blending with the real world.



- Lifelike vision at any distance
- Prolonged use without conflicts
- Natural for human vision



CREAL's light field display explainer

CREAL's light field display recreates the light rays for each viewpoint of a digital scene. By projecting these perspectives in sequence, it generates a digital scene that remains always-in-focus, just like the real world is.



Eye focusEye focusEye focus0.30 m0.5 m1.2 m









Real depth

offers prolonged use without visual conflict, eye-strain and nausea.



High brightness at low power

enables comfortable experience in any environment.



Prescription compatibility

offers users a tailor-made experience matching their visual needs.



Efficient light field generation

allows low computing requirements.



Transparent lenses

allows natural eye contact, without glow and reduced rainbow effect.



Mature technology

enables scalable and low-cost manufacturing processes.

CREAL's unique light field display ensure that AR glasses' primary function —vision enhancement—remains uncompromised, before they start augmenting the world with digital content.

Technical specifications

Per	ey	/€
-----	----	----

Angular resolution (at infinity)	40 ppd	
Modulator resolution	1 Mpix (1:1 ratio)	
Depth resolution	Continuous ¹	
FoV (diagonal)	36°	
Effective eyebox (exit pupil)	13 mm (6 mm)	
Eye relief	20 ± 3 mm	
Modulator frame rate	160 Hz	
Sub-frame rate	6.5 kHz	
Colors	2 millions	

Brightness	2000 nits	
Contrast	1000/1	
Combiner type	Holographic, prescription compatible	
Transparency	91%	
Virtual image correction	Sphere, cylinder axis	
Power consumption		
- Light source	8 mW @500 nits (+driver)	
- Modulator	90 mW (+driver)	

 $^{^{\}rm 1}{\rm Resolution}$ is finite, however much higher than an eye can resolve.

Looking ahead









2026+



Our offer

Our complete light field optical engine solution is available for testing and evaluation today.

By allowing comfortable extended interaction with virtual objects at any distance, CREAL's light field technology can unlock the full potential of next-generation AR glasses.

For further information on CREAL's AR technology display, engineering and support integration and more, please contact sales@creal.com.

