DAVID LUEBKE, NVIDIA RESEARCH
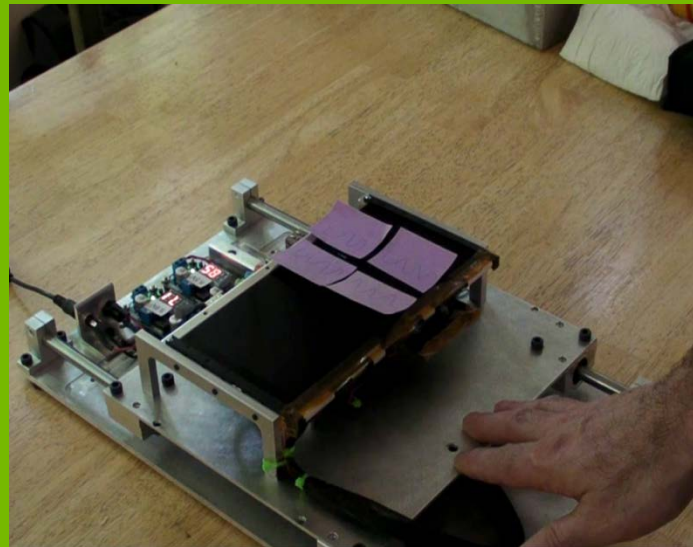
Research Topics in VR

Computational Display

Novel optics "decode" a coded image for the human eye

Embedded Electronics

Novel addressing & driving schemes improve power, latency, quality

Upstream Rendering

Novel rendering pipelines exploit optics, electronics, and perception