

EYE³: Turn Anything into Naked-eye 3D

Supplementary Material

6. File List

In the supplementary material, we have provided two folders.

- **demo_video;**

We have provided some videos of LFDs display in this folder.

- **VR.SBS_demo_video;**

At the same time, we have also provided SBS format VR videos that were shot, which partially reproduce the parallax effects when directly viewing a LFD. These can be played on common VR devices or viewed with parallel eyes. In this folder.

7. More User Study Details

In the User Study, the 30 participants, who were unbiased, had extensive experience using various 3D display devices, including VR (Virtual Reality), MR (Mixed Reality), polarized 3D, and shutter-based 3D. Before participating in the test, they had viewed a large amount of content created for LFDs (Light Field Displays) and had established a sufficient understanding of the display effects of the LFDs used in the test.

During the test, all subjects were required to score independently in an isolated environment to prevent any possible communication and interference, thus ensuring the objectivity and authenticity of the scores. Each set of pictures was broadcast twice, with random order each time to minimize the impact of order on the test results. During the first playback, the subjects were not required to score. Instead, this was a preview session, enabling the subjects to become familiar with the test content. During the second playback, the subjects were formally required to score, with clear rules stipulating that the display effect of the manually created content was the standard for full marks, so as to quantify the display effect of the test content.

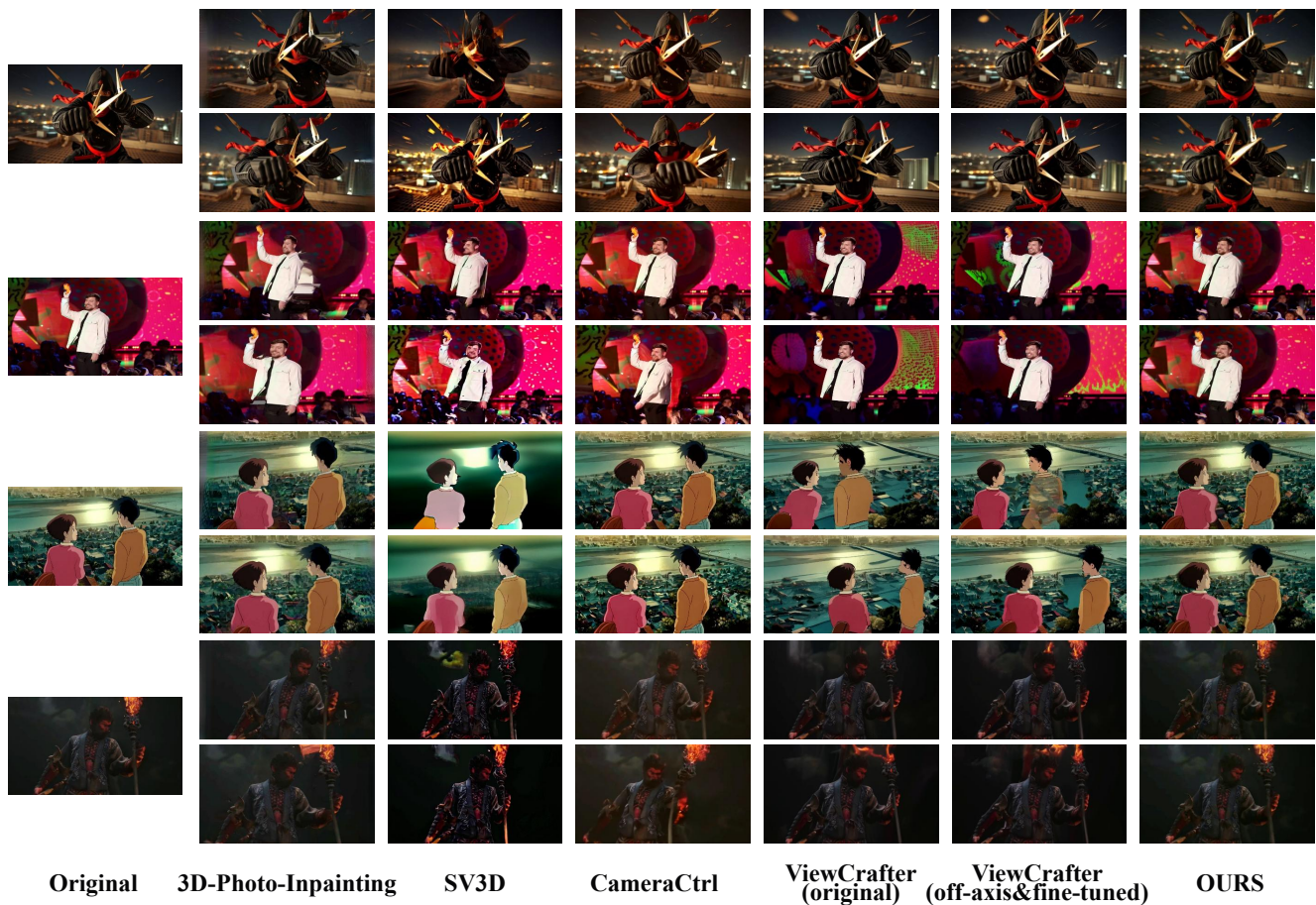


Figure 6. The original versions without markings and magnifications of Fig. 5, allowing readers to conduct more detailed comparisons.