

Project : Virtual glasses for the solution of the presbyopia problem

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Currently virtual displays as the Google-glasses are on the way to consumer markets. Imaging quality and field of view are still rather limited, but will improve continuously. Not yet discussed is the use of this technology as augmented reality devices with extended depth of focus for the solution of the presbyopia problem. Future glasses could provide images of the natural eye with a superposition of a virtual focused image of different distances. Furthermore this technology can be used not only for displaying the environment, it can also be used for the inspection and the monitoring of the eye as a window to the body and the brain. We will develop virtual glass concepts for these applications.