

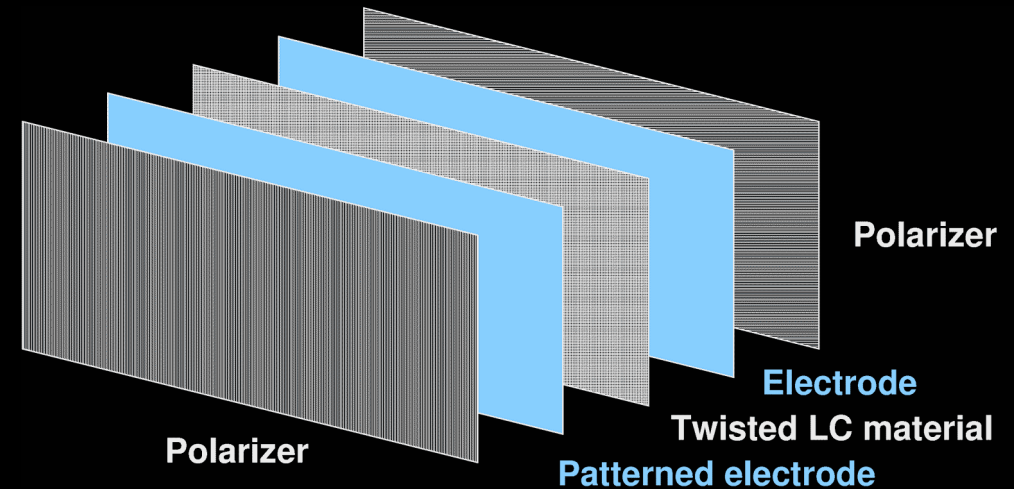
Programmable Liquid Crystal Apertures and Filters for Photographic Lenses

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Liquid Crystal



- **Liquid Crystal (LC)**
 - LC physically changes polarization when a charge is applied
 - LC molecules “untwisted” \propto voltage
 - **Active** refresh or **passive** hold
 - **Can wear out**; AC drive outlasts DC
- Combine with sheet polarizers to make a continuously-variable transmissivity filter

So Many Questions...

- LC is a well-established technology, but usually isn't used for photographic filters
- Commodity LC components as filters?
 - Contrast ratio
 - Timing & refresh issues
 - Translucent vs. transparent
 - Polarization effects on the camera
 - LCD pixelization effects
 - Color LCD RGB subpixels

Liquid Crystal Light Valves (LCLV)

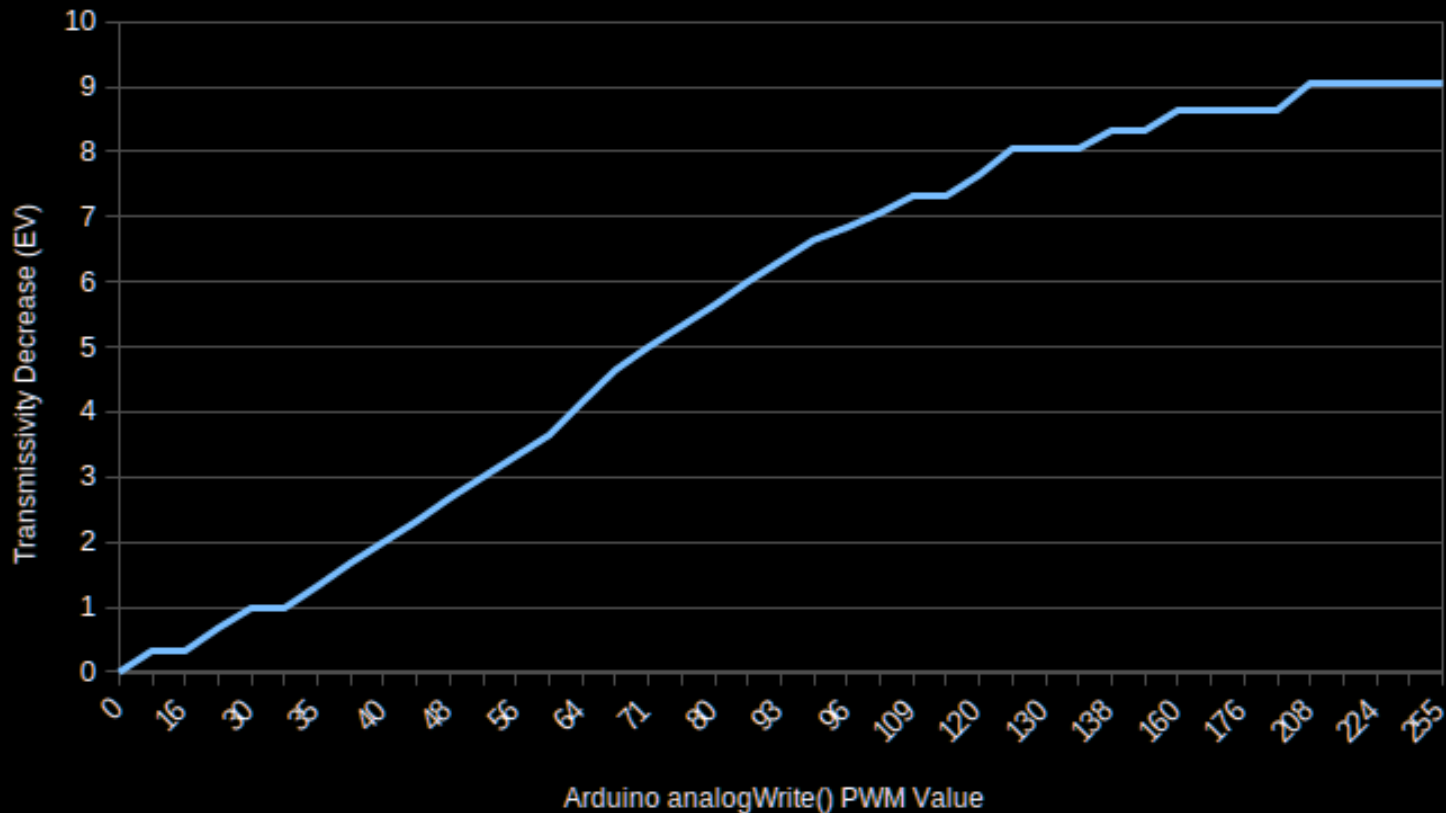
- Transmissive, usually clear \rightleftharpoons black
- Usually single element (pixel), **can be large**
- **Very low power**; unpowered holds state
- Adafruit sells two:
 - Both transmissive TN, black @ 4-5V
 - 31 x 33 x 2mm, #3627, @ \$2.95
 - 96.5 x 38 x 2mm, #3330, @ \$7.50

Front-Mounted LCLV Filter



- An electronic/molecular shutter
- A variable **Neutral Density (ND)** filter
- Controller (digital or analog)
 - Applies voltage to twist/untwist
 - Ideally driven as $+/- \rightleftharpoons -/+$

Arduino PWM Transmissivity



```
swap=( !swap );  
a=pwm>>1; b=pwm-a; a=127-a; b=127+b;  
analogWrite(shuta, (swap ? b : a));  
analogWrite(shutb, (swap ? a : b));
```

LCLV Filter



No filter to clear	- 2	EV	1:4
Clear to 5V black	- 9	EV	1:512

- Issues:
 - Viewing bias: often 25° from \perp , $\pm 30^\circ$
 - Light passed is still polarized

LCLV Apertures & Apodizers

- Modify the **out-of-focus (OOF) point spread function (PSF)** of a lens by shaping aperture
 - Impose a **coded aperture** pattern
 - Shape **bokeh**
- Definitely feasible given **measured good contrast ratio and modest diffusion...**
- **Would want a custom patterned electrode**
 - Custom costs \$K, significant lead time
 - Tried laser patterning... **nope.**

The Problem With Polarization

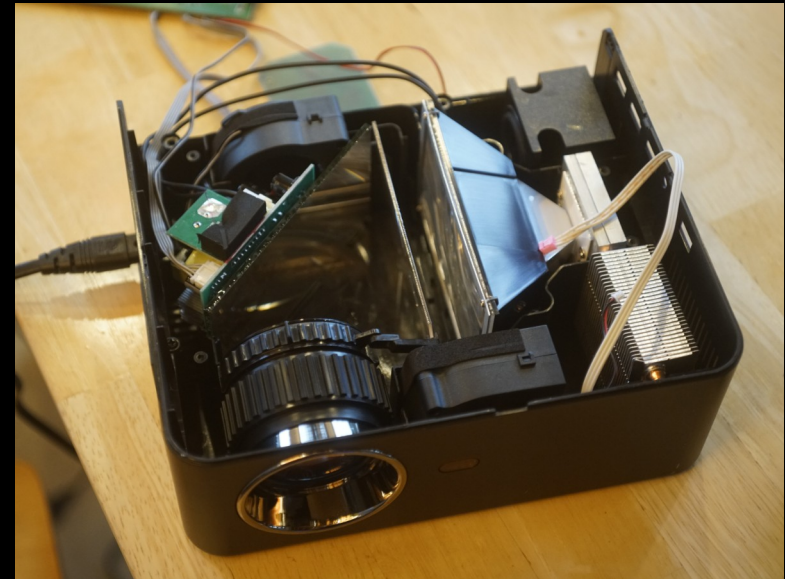
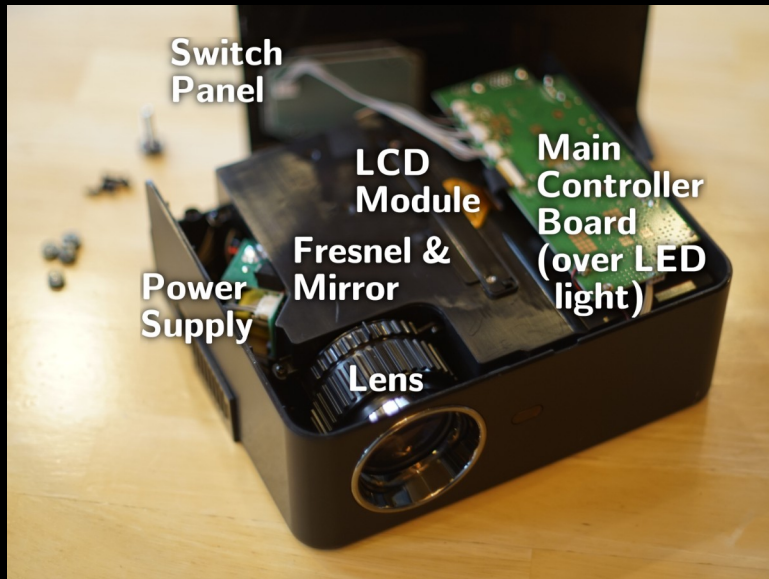
- Semi-transparent mirrors don't correctly split linearly polarized light, a problem for
 - Phase-detect autofocus (PDAF) modules
 - Some metering modules

... not a problem for most mirrorless cameras
- Adding Quarter Wave Plate can convert the linear polarization to circular

Sourcing A Color LCD Panel

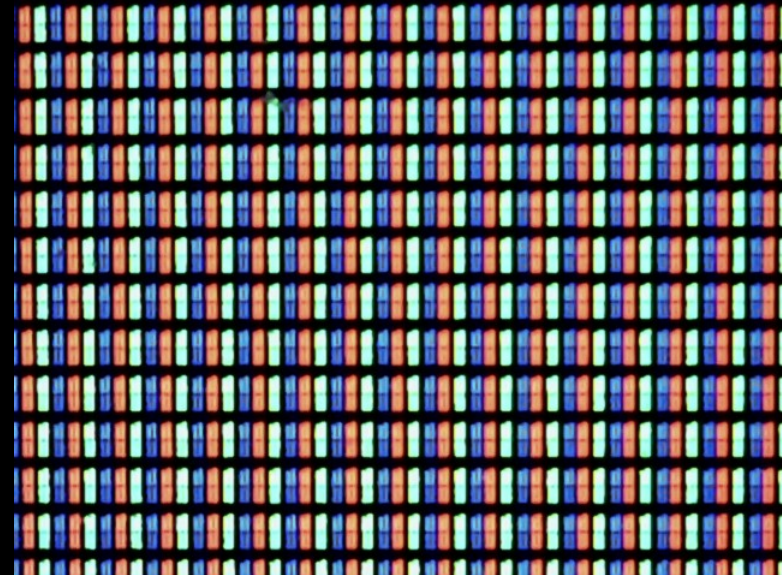
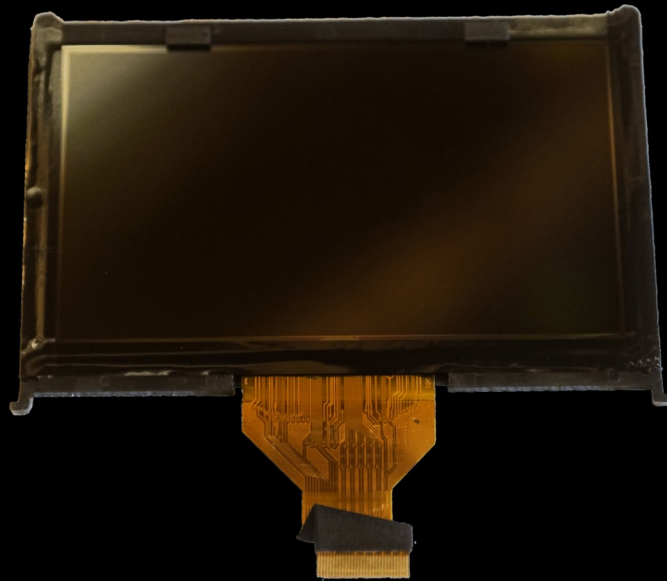
- LCDs are widely available from < \$10
 - Color, grayscale, monochrome (on/off)
 - Pixel matrix, segmented, or custom
 - TFT, PMVA, etc.; view angle choices
 - Interfaces: LVDS, MIPI, SPI, I2C...
 - Usually **Backlit Transmissive**, **Reflective**, or **Backlit Transflective**... + touchscreen?
- We need **Transmissive** without backlight
 - **Remove backlight**: we tried & failed
 - **Peel off reflector**: tends to leave residue

Sourcing An Unbacked Panel



- **WiMiUS S2 Mini Projector** – \$55 with screen!
- Panel, power, and controller are usable

LCD Panel Specifications



- 1280x800 panel, 5000:1 contrast ratio?
- 68.7 micron “pixels”, really RGB stripe sets

Image Quality Through LCD



- Sony A6500 + 50mm $f/1.4$ Takumar @ $f/1.4$
- Color shift: < 1% difference in RGB
- Exposure: $-4 \frac{2}{3}$ EV (strong polarizer!)

Image Quality Through LCD



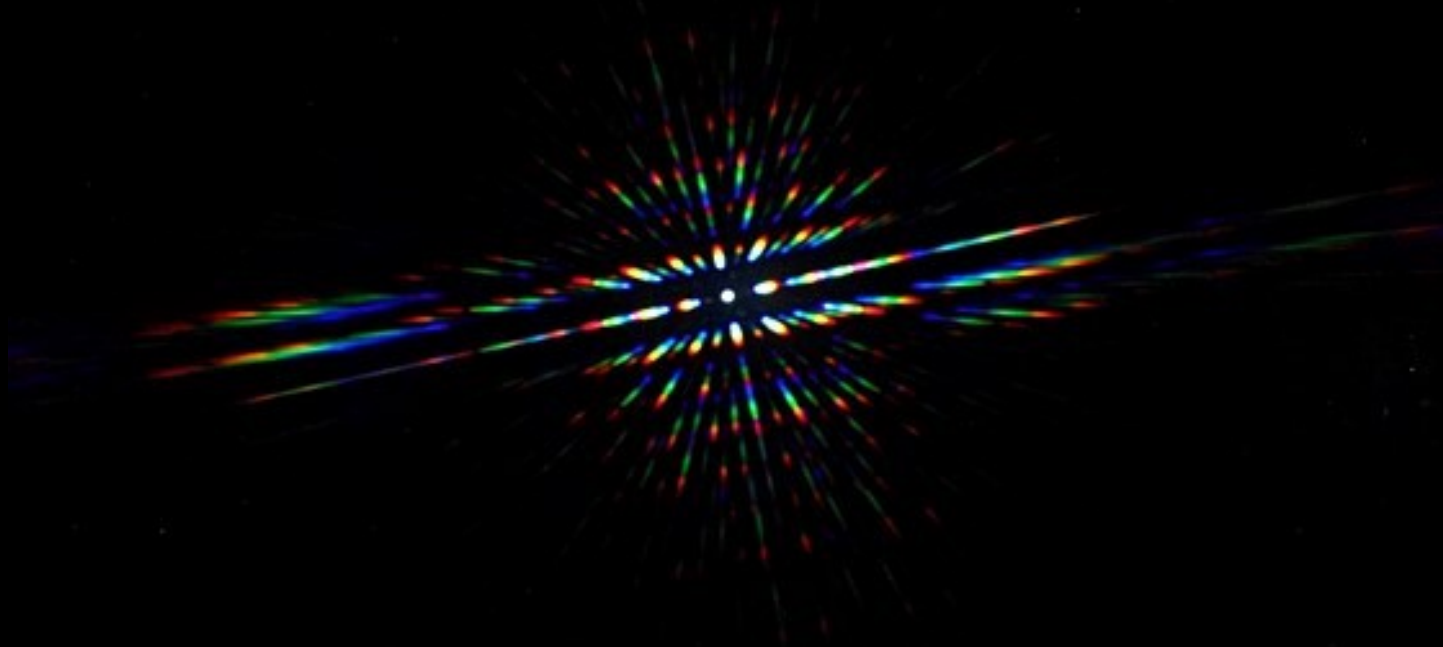
- **Diffusion:** modest loss of contrast
- **Diffraction grating effects!**

Diffraction Is A Big Problem

- Pixel fill factor is about 85%
 - Rows: thick mullions, 68.7 μm on center
 - Columns: thin mullions, 22.9 μm on center
- Diffraction $\theta = \sin^{-1}((m * \lambda) / d)$ where:
 - m : order number λ : wavelength
 - d : line spacing θ : angle
- Angular displacements for $m=1$:
 - @ 450nm: 1.13°horizontal, 0.38°vertical
 - @ 530nm: 1.33°horizontal, 0.44°vertical
 - @ 600nm: 1.50°horizontal, 0.50°vertical
- Measured ~ 60-90 pixels

Diffraction Is A Big Problem

White point light source



LCD panel tilted relative to sensor pixels

Diffraction Solutions

- Only $m=1$ horizontal shifts are severe
 - Vertical shifts give minor ghosting
 - Horizontal artifacts amplified by RGB?
- Computational repair: ISS-067 ISS-068
- Change the diffraction grating
 - Larger pixels; Monochrome? Square?
 - Custom segment (pixel) layouts
 - Translucent conductors (as in OLEDs?)
- Grating as part of lens design?

RGB Filtering Through LCD



- All three color filters work, but **R** is purer than **B**, which is purer than **G**
- Mixing colors works as expected, with good control

Is LCD Contrast Really 1:5000?



No filter to all black	– 14	EV	1:16384
No filter to all white	– 4 $\frac{2}{3}$	EV	1:25
All white to all black	– 9 $\frac{1}{3}$	EV	1:645

So Many Answers...

- Contrast ratio: more than good enough
- Timing & refresh issues: dealt with
- Translucent vs. transparent: minor diffusion
- Polarization effects on the camera:
 - OK on mirrorless
 - DSLRs need circular polarization
- LCD pixelization effects: horrific diffraction!
- Color LCD RGB subpixels: OK

Conclusions

- Programmable Liquid Crystal Apertures and Filters for Photographic Lenses?
 - Simple LCLV usable for both
 - LCD technology is viable for both
 - LCD pixels act as a diffraction grating; fixing LCD likely not economically viable
- Future work
 - Custom LCLV apertures (not laser mod)
 - Use of color LCD as single-pixel modulator

Diffusion Effect (42MP)

