

More Immersive Video via Blurry Projection

Written by Marco Attard
26. 06. 2012

The MIT Media Lab proposes a novel means of boosting the "immersive" experience in any home theatre setup-- projecting blurred images on peripheral screens via ceiling-mounted projectors.



The idea is similar to Philips' Ambilight ambient room lighting technology, only far more ambitious. Dubbed Infinity-By-Nine, the system generates blurred images based on what is on-screen in real-time, stretching video to completely fill the viewers' field of view.

Why are the projections blurry? Simple-- human peripheral vision is never in focus, making what looks like crude blobs more than effective in creating "a spatially 3-dimensional experience in a computationally efficient way." Some Infinity-by-Nine testers even report the system makes them feel sensations such as heat from the images.

The Infinity-By-Nine team says the system runs on off-the-shelf hardware (including current PC GPUs), and installers can apply it in home theatres, gaming rooms and movie theatres.

Watch [MIT LabCast: Infinity-By-Nine](#)