PROCEEDINGS OF SPIE

Optical Architectures for Displays and Sensing in Augmented, Virtual, and Mixed Reality (AR, VR, MR) III

Bernard C. Kress Christophe Peroz Editors

23–25 January 2022 San Francisco, California, United States

Sponsored and Published by SPIE

Volume 11931

Proceedings of SPIE 0277-786X, V. 11931

The papers in this volume were part of the technical conference cited on the cover and title page. Papers were selected and subject to review by the editors and conference program committee. Some conference presentations may not be available for publication. Additional papers and presentation recordings may be available online in the SPIE Digital Library at SPIEDigitalLibrary.org.

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Please use the following format to cite material from these proceedings: Author(s), "Title of Paper," in *Optical Architectures for Displays and Sensing in Augmented, Virtual, and Mixed Reality (AR, VR, MR) III*, edited by Bernard C. Kress, Christophe Peroz, Proc. of SPIE 11931, Seven-digit Article CID Number (DD/MM/YYYY); (DOI URL).

ISSN: 0277-786X

ISSN: 1996-756X (electronic)

ISBN: 9781510647329

ISBN: 9781510647336 (electronic)

Published by

SPIE

P.O. Box 10, Bellingham, Washington 98227-0010 USA Telephone +1 360 676 3290 (Pacific Time)

SPIE.org

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