


Speckle-noise elimination in holographic projection (Technion)

code: COM-1194

The demand for three-dimensional images in popular entertainment and information systems is growing quickly. Speckle noise is a major disturbance in phase-only holographic projections but current solutions for the removal of this interference have many drawbacks. They either fail to remove the interference completely or require a significantly more complex calculation method demanding more computing resources reducing the possible rate of projection and increasing the size of the holographic unit. Our method completely removes the speckle noise without excessive computation or additional optical components allowing for unadulterated high-rate holographic projections.

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