

Augmented

**3D scanning system based on
dynamic structured light using a
MEMS mirror**

Berkan Zorlubas



THE world is your display

OQmented

Company

Products & Technology

OQmented is a deep tech company developing and selling ultra-compact LBS display and 3D sensing solutions. The systems are customized for application in Augmented Reality, 3D cameras, large advertising panels with several projectors or automotive head-up displays.



100+ patents & patent applications

Founders & Team

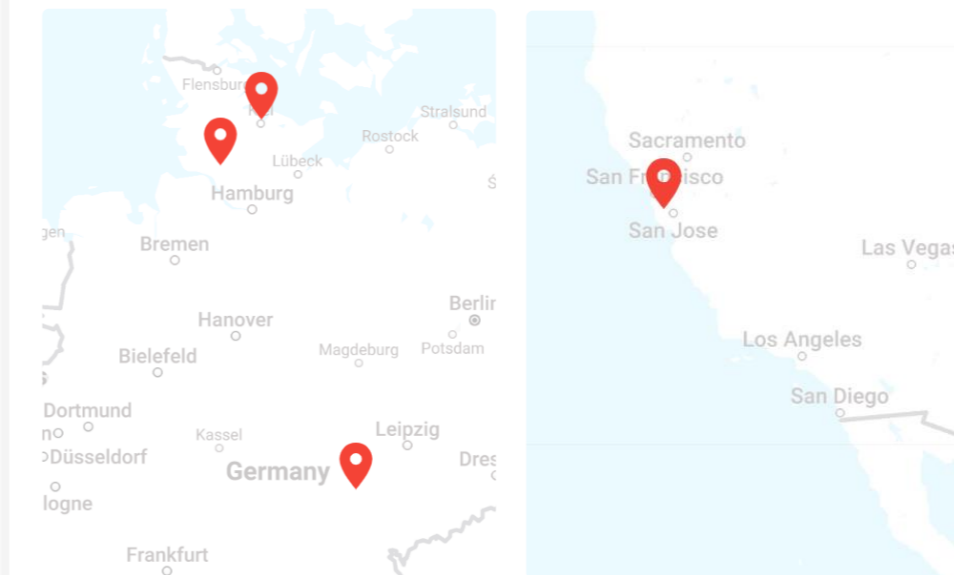


Thomas von Wantoch (left) & Dr. Ulrich Hofmann (right) are major drivers in the development of MEMS mirror technology for more than 20 years.

Team

- 71 Technology & Engineering
- 8 Business Development & Marketing
- 14 Operations

Offices



Germany:
Headquarters: Itzehoe
Offices: Kiel, Jena

USA:
Office: Palo Alto

Investors



History

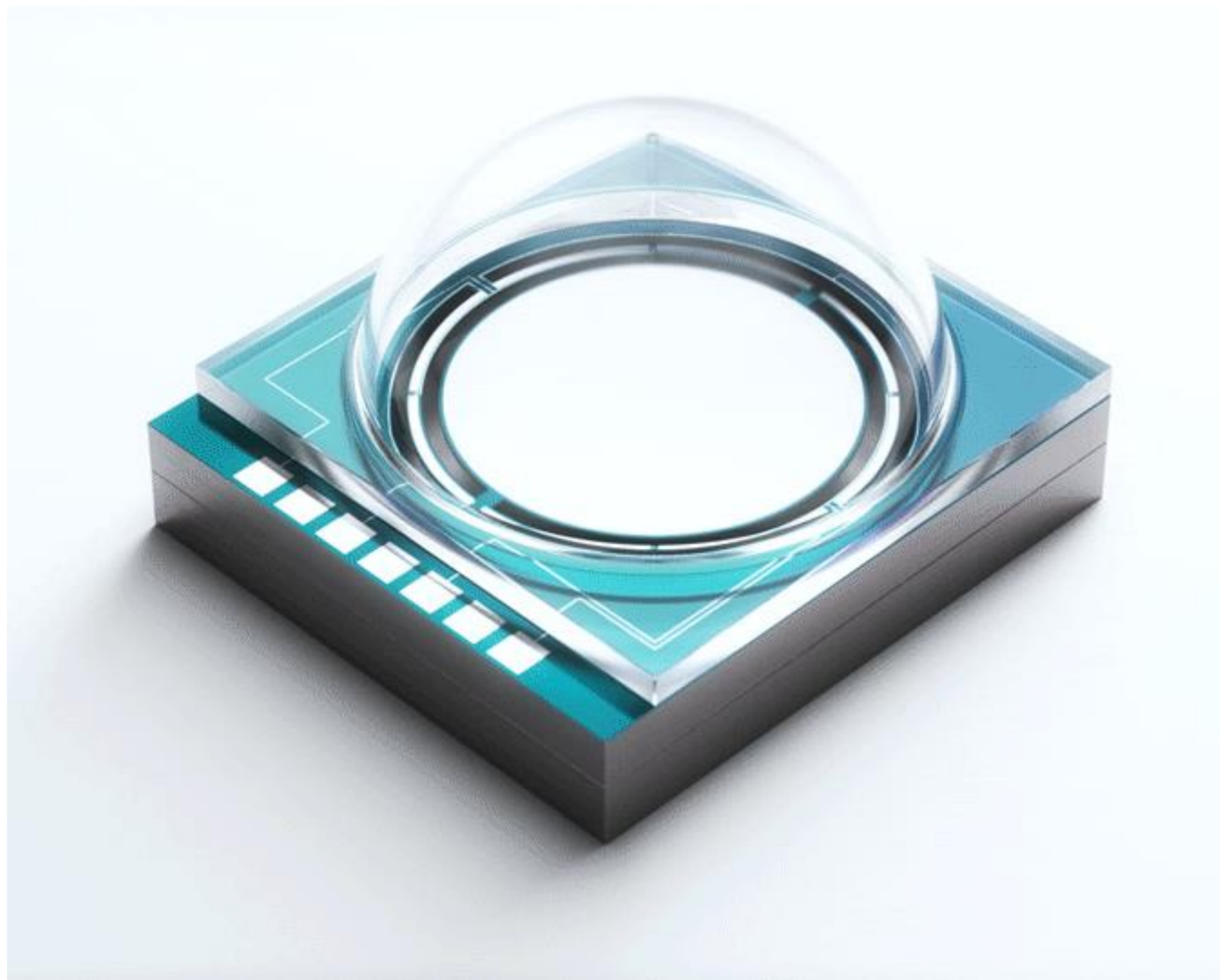
- 2023** Series A1 \$20m
- 2022** Accumulated seed investment \$ 14.5m
Office in Silicon Valley/ USA
Optics R&D site in Jena
- 2021** Strategic partnerships with Dispelix and ST Microelectronics
- 2020** Winner of 3 month Silicon Valley Program
GERMAN ACCELERATOR
Management buyout Fraunhofer
- 2019** Exclusive IP license agreement
Winner of 3 month Silicon Valley Program
PLUGANDPLAY
- 2018** Founded OQmented as Fraunhofer Spin-Off
- 1995** Start of MEMS Mirror Developments at Fraunhofer ISIT

Content

- **Insights into the MEMS scanner**
- Introduction to 3D sensing
- Lissajous scanning based structured light
- Results & Discussion
- Conclusion

MEMS Technology

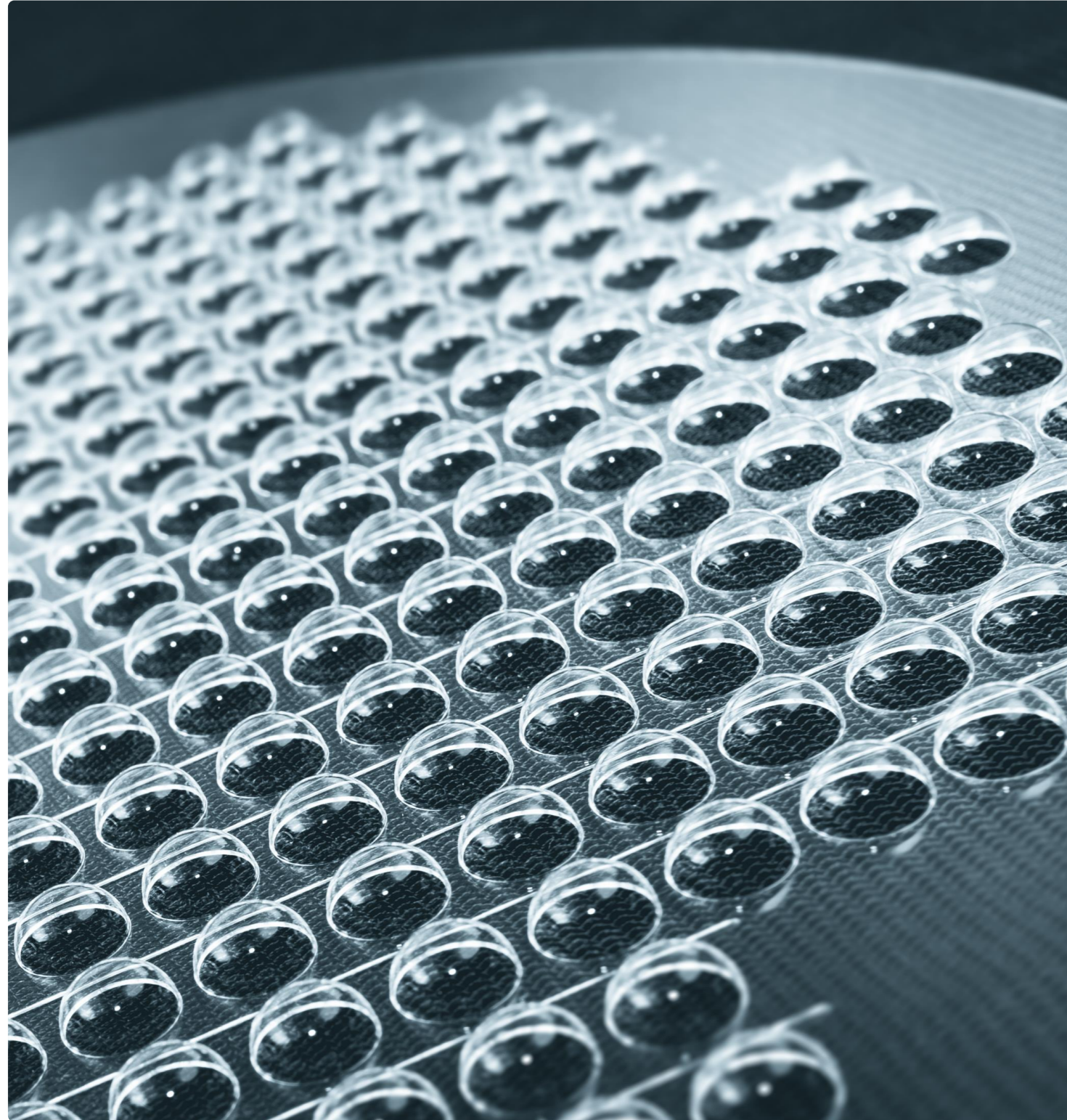
Bi-Resonant MEMS



- Hermetic sealing for maximized lifetime
- Resonant operation for energy efficiency on two axis
- Glass dome for high diagonal FOV angles up to 100°
- Gimble-less design for space efficiency

MEMS Technology

For Volume Production



- Scalable Wafer Technology
- Simultaneous encapsulation at wafer level in high precision
- Full manufacturing process based on 8" wafer
- R&D pilot production up to 1 Mio. units at ISIT
- Ramp up and high volume with foundries

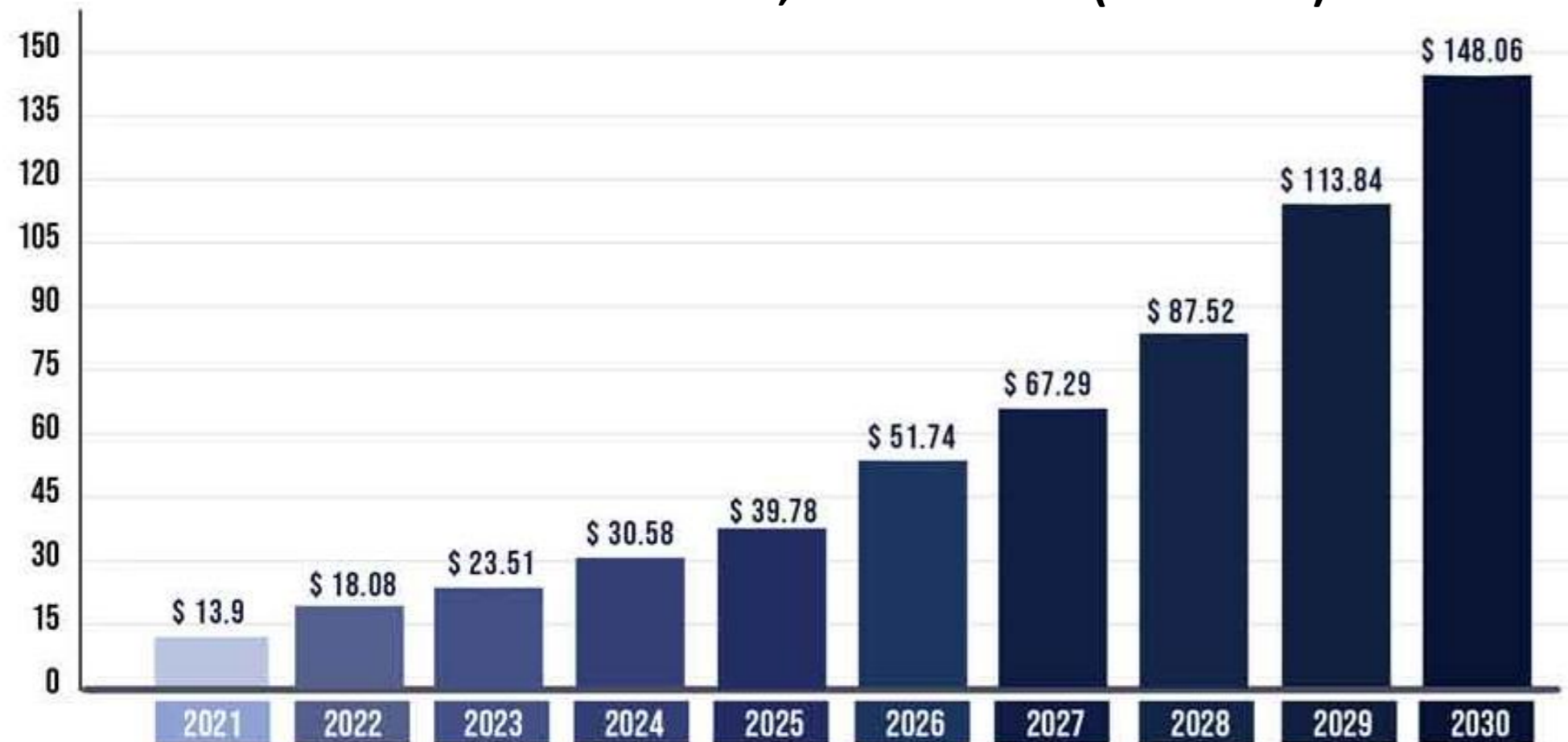
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Introduction

3D Camera Market Review

3D camera market size, 2021 to 2030 (US Billion)



Source: <https://www.precedenceresearch.com/3d-camera-market>

- Widespread adoption across various markets (smartphones, healthcare, automotive, robotics...)
- New emerging markets: AR&MR&VR devices (spatial web computing, seamless object interaction, touchless control)
- Requirements the existing solutions need to fulfill get wider

Introduction

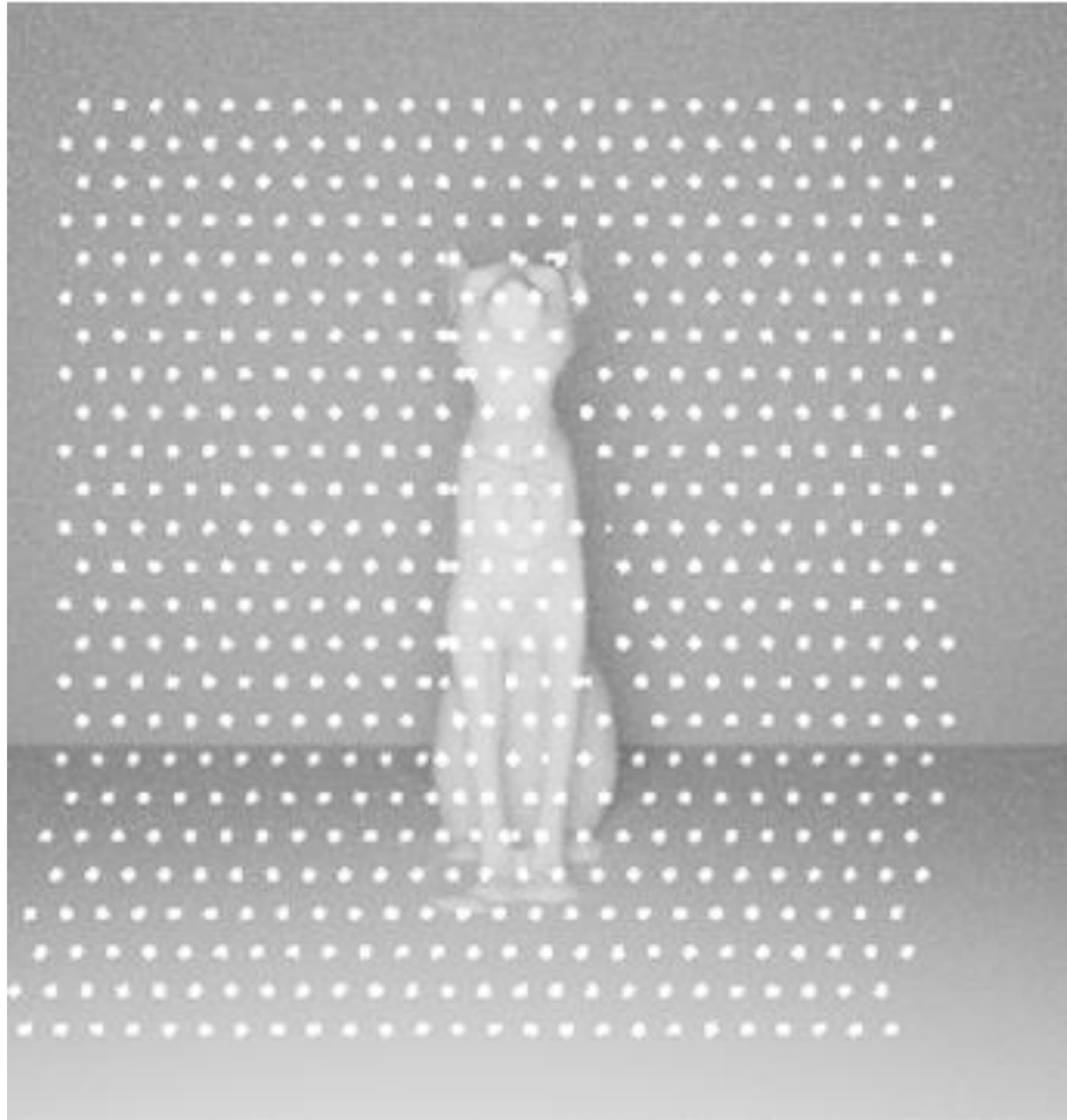
Challenge & Solution

- **Challenge in the market** is that existing solutions cannot fulfill entire requirements all at once:
 - Structured light → high resolution but low range
 - ToF and iToF → higher range but lower spatial resolution
 - Stereovision → low performance on low light conditions and homogeneous scenes & user privacy
- **Proposed solution** is a 3D scanning system based on dynamic structured light using a MEMS mirror.

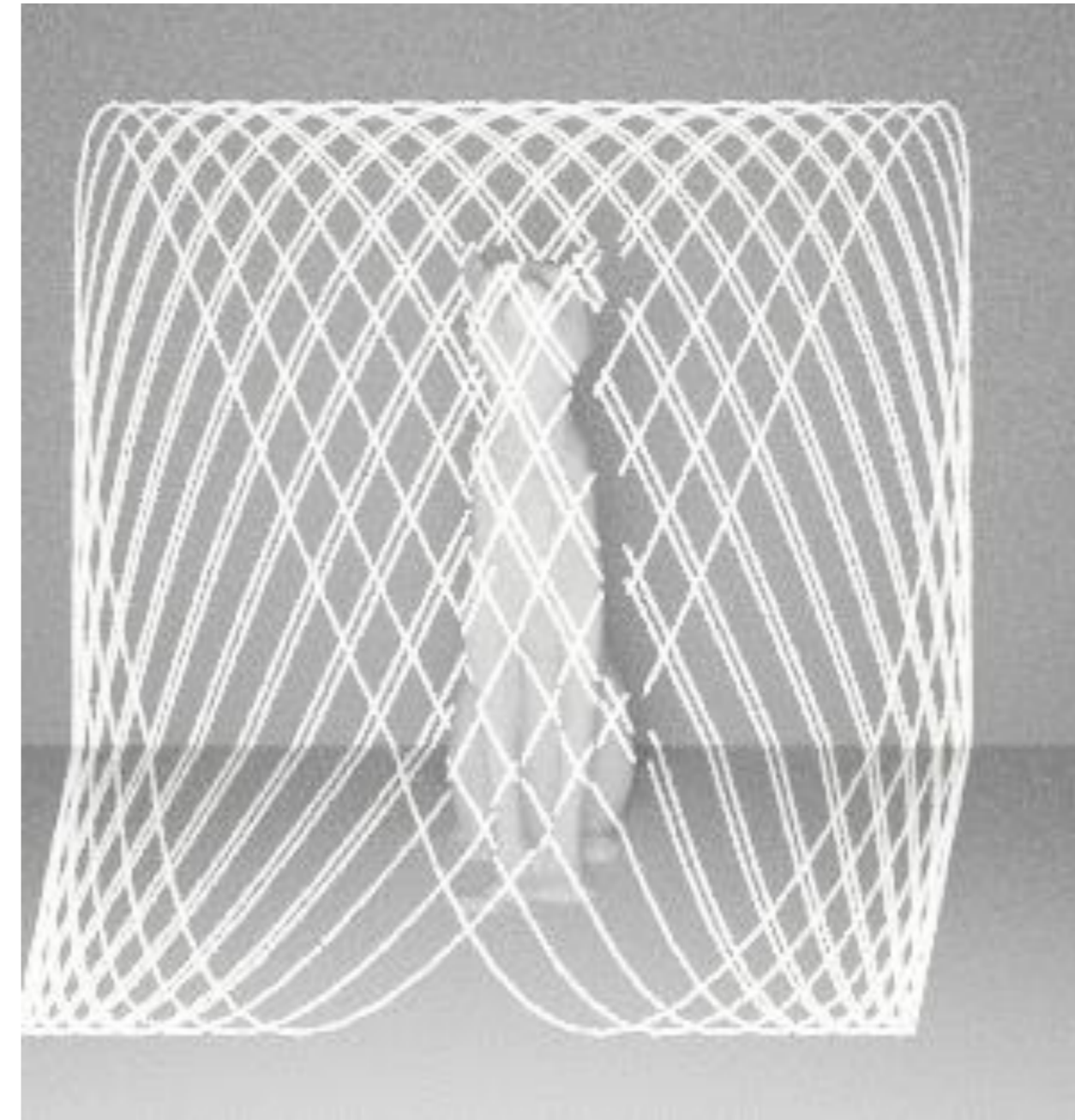
Introduction

Challenge & Solution

static structured light pattern

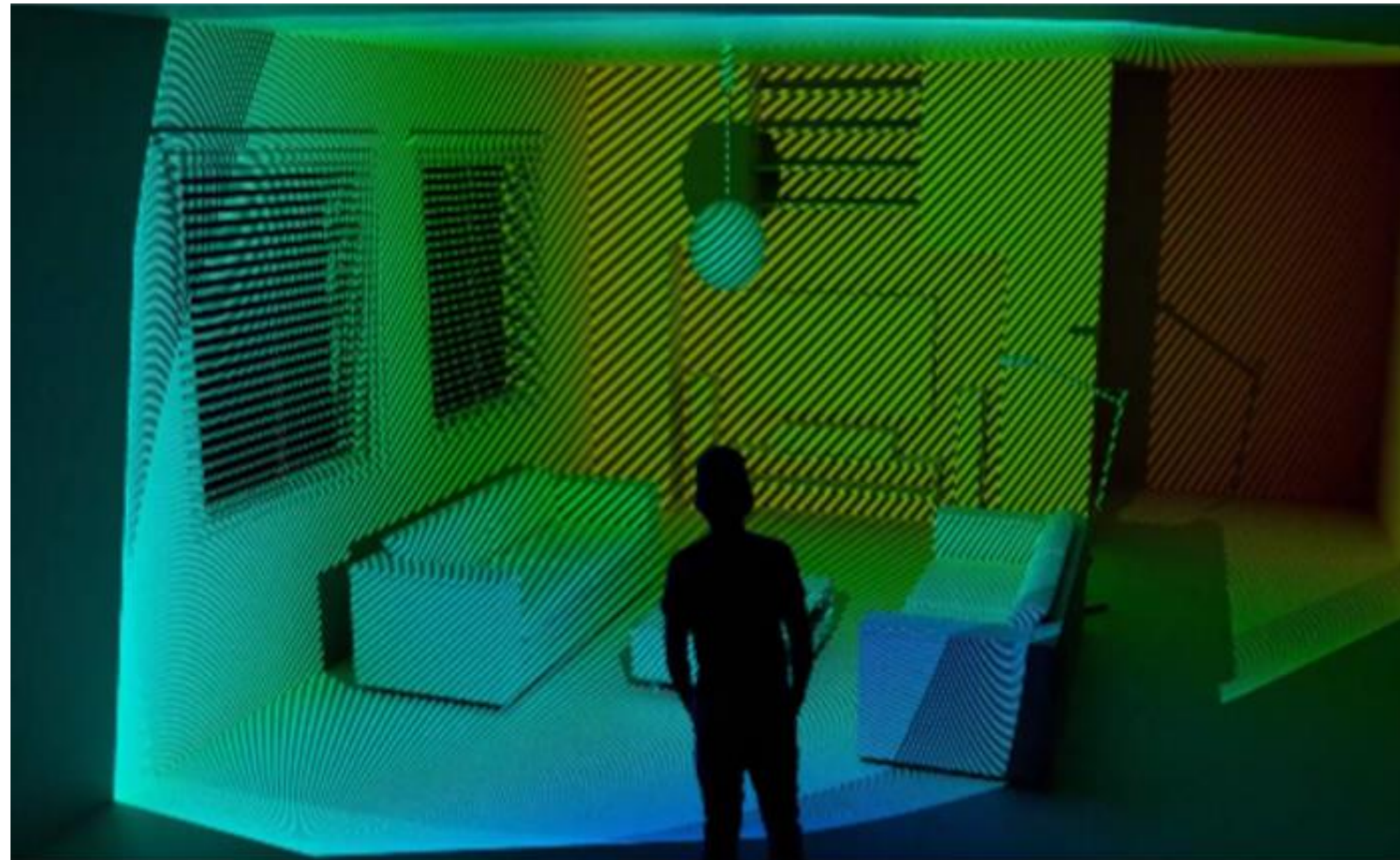


dynamic structured light pattern



LBS – Laser Beam Scanning

3D perception



Principle

- Structured light-based 3D sensing through Lissajous pattern

Advantages

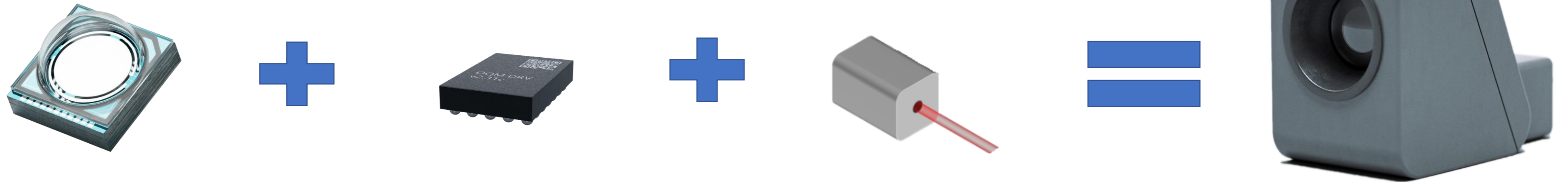
- Fast full area depth reconstruction
- Interlaced frame rates at a high kHz rate
- Allows much smoother motion rendering
- Greatly reduces artifacts in 3D perception of fast-moving objects
- Increases line density
- Minimization of motion blur

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Product

MEMS-based LBS Light Engine for 3D sensing



Laser Beam Scanning – 3D sensing

- Light weight and low BOM
- High FoV scanning (up to 130° diagonal)

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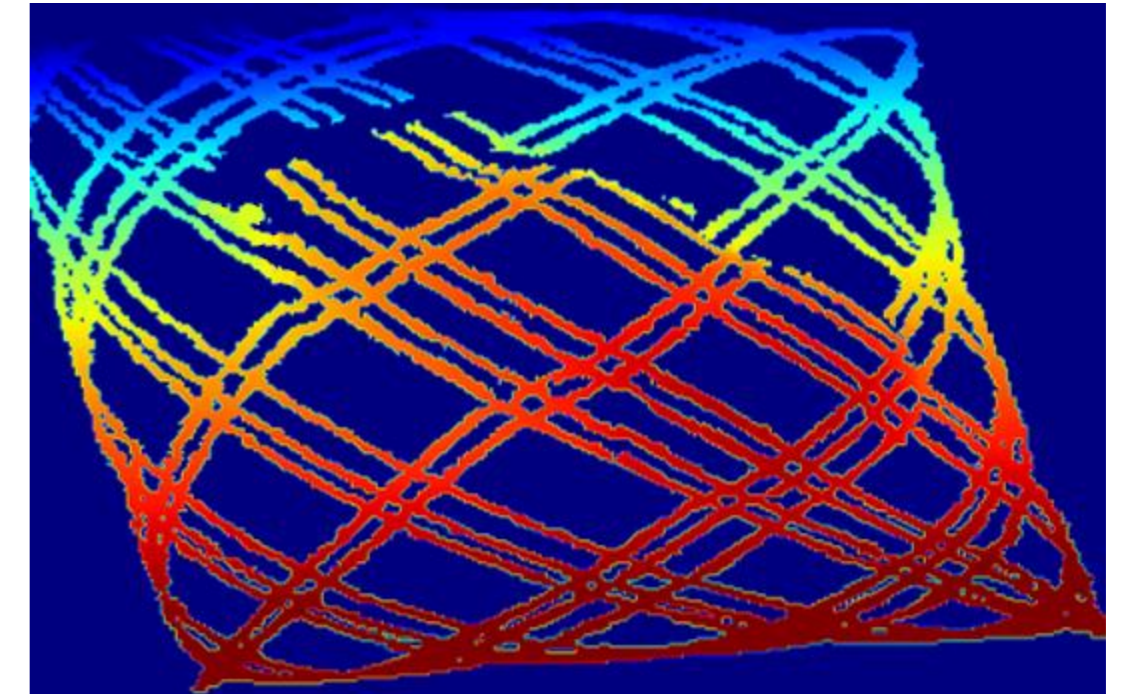
Results & Discussion

Depth density & quality

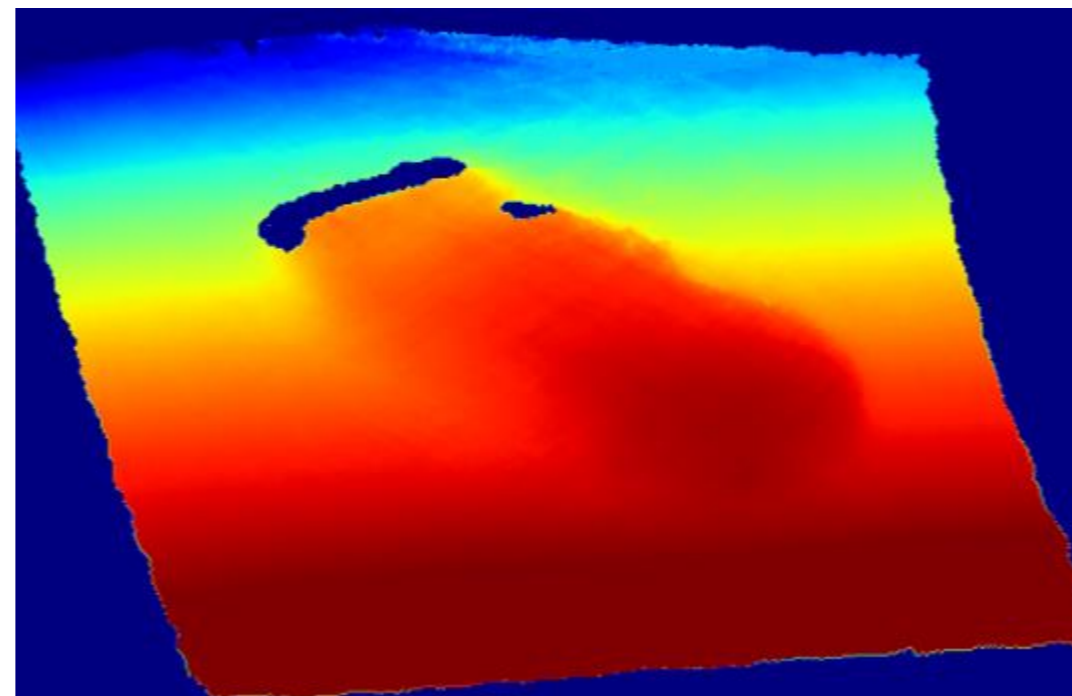
- RC car at 1.2 meters distance
- Sparse (single-shot) and dense (multi-shot) results are given
- Object scanned with >60k points in multi-shot acquisition



Scanned scene



Single-shot depthmap (8ms exposure)



Multi-shot depthmap (40ms exposure)

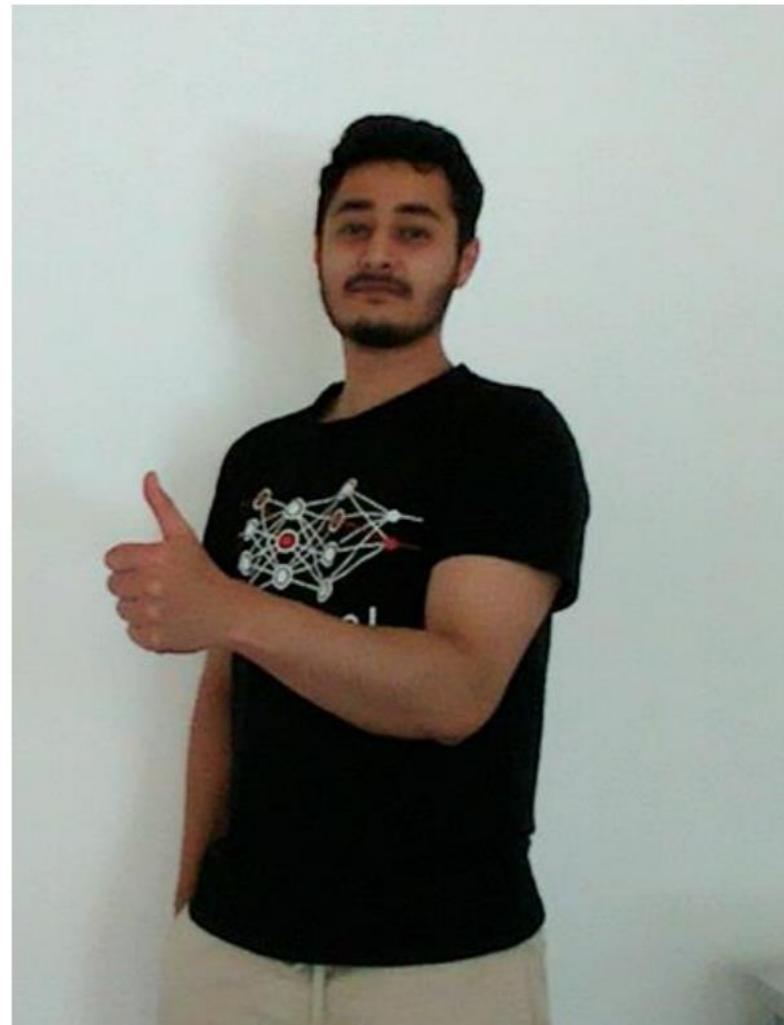


Point cloud generated by multi-shot results

Results & Discussion

Depth density & quality

- A person with thumbs-up gesture at 2.5 meters, wall in the background at 3 meters
- Object scanned with >85k points in multi-shot acquisition



Scanned scene



Multi-shot depthmap



Point cloud generated by multi-shot results

Results & Discussion

Key advantages and possible use-cases

Dynamic adaptation of spatial resolution and frame rate

- Spatial resolution of a scan defined by the receiver, not by illuminator
- **Latency:** 30 fps for 720p and >60fps for 480p is achievable on the latest mobile chipsets.
- Operation modes: (same hardware, different use cases)
 - I. low latency & low accuracy mode → gesture scanning, presence detection, sparse spatial computing
 - II. high latency & high accuracy mode → detailed mesh generation, dense spatial computing

Low & short BOM:

- No laser modulation, no diffractive optics or illuminator arrays
- Standard low-cost camera
- All components are mass-producible and easy-to-assemble

Potential target platforms:

- AR & MR wearables → hand gesture detection, environment scanning, in-door SLAM
- Standalone system → object detection, presence detection, industrial applications

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Conclusion

- ✓ We presented an LBS-based 3D structured light scanner:
 - Active illuminator: bi-resonant MEMS mirror, together with a continuous-wave infrared laser
 - Receiver: standard CMOS imaging sensor
- ✓ Key advantages of Lissajous scanning for 3D sensing has been discussed.
- ✓ Features of OQmented's MEMS technology have been introduced.

Augmented



Berkan Zorlubas

AI System Engineer

bz@oqmented.com



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