

Erratum: The Impact of Radial Distortions in VR Headsets on Perceived Surface Slant

“The Impact of Radial Distortions in VR Headsets on Perceived Surface Slant,” by Jonathan Tong, Robert S. Allison, and Laurie M. Wilcox, DOI: 10.2352/J.ImagingSci.Technol.2019.63.6.060409 (2019)

There is a minor error on Page 4, Section 3.3 Procedure

3.3 Procedure

The stereo-image pairs (960×960 pixels) were presented on the left and right sides of the display; the original surface images were presented on half of the trials (lens distortion, “uncorrected” condition) and on the remainder of the trials, images pre-warped with barrel distortion were presented; we will refer to these trials as the “corrected” condition (see General Methods Section 2.1 for a brief description of how we applied the barrel distortion).

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[DOI: 10.2352/J.ImagingSci.Technol.2022.66.4.040601]