

# Geometric simplification for reducing optic flow in VR

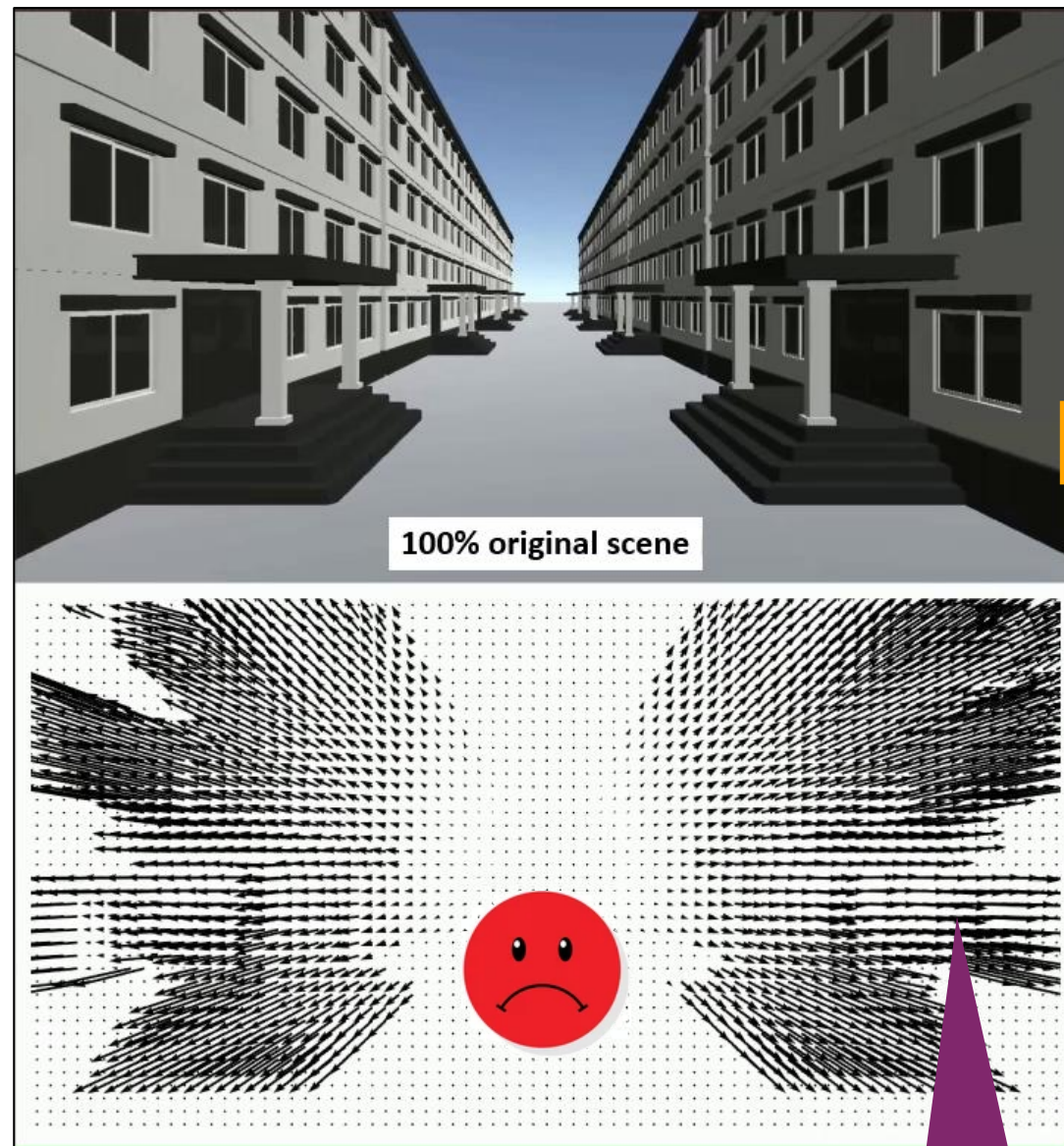
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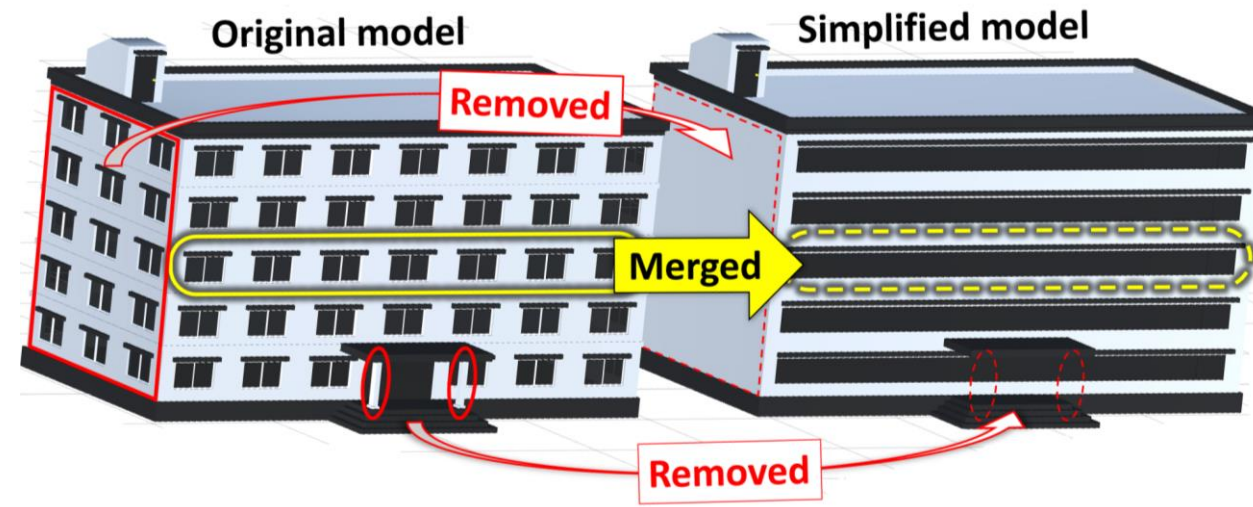
<sup>3</sup> ICube, CNRS, Université de Strasbourg, France

## Original scene (full FOV)

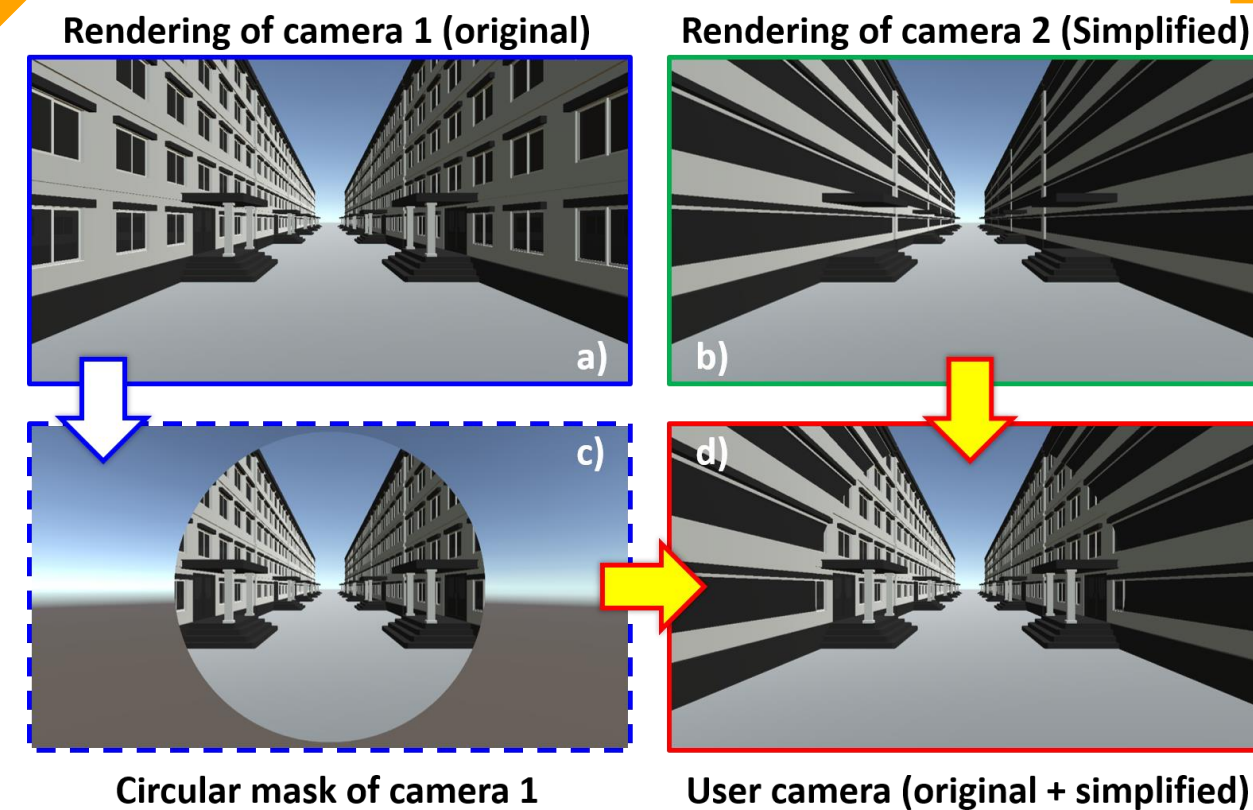


Intense optic flow

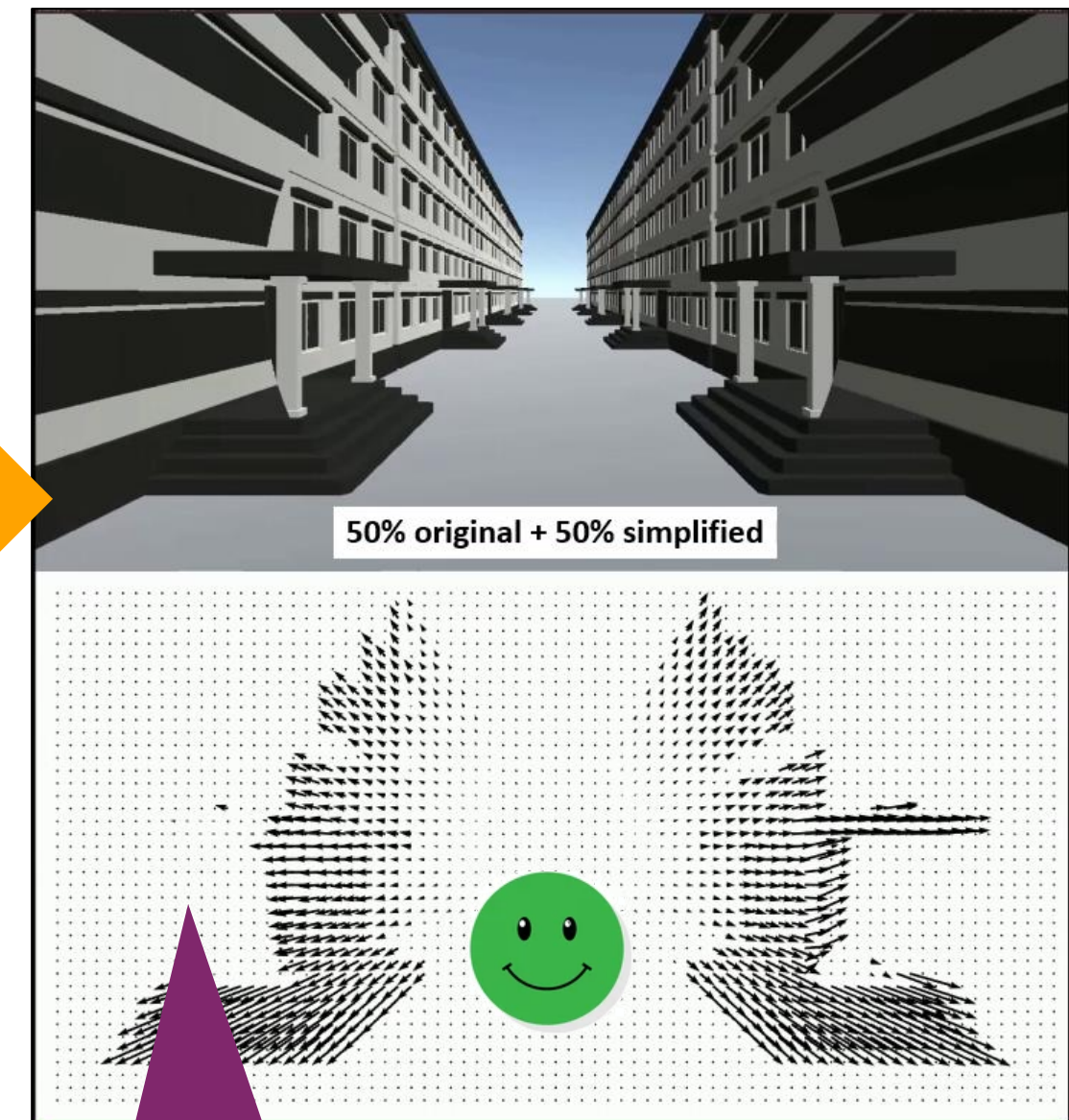
## Scene simplification



## Image synthesis



## Simplified scene (peripheral FOV)



Reduced optic flow in peripheral FOV