Beyond the limitations of sensors and displays

In this talk I explore various limitations of sensors and displays, and suggest new ways to overcome them. These include:

1. The limited 2D displays of today's screens - I will show how we can design new displays that enable us to see in 3D *without* any glasses.
2. The limited spatial resolution of images - I will discuss the crucial factors for successful Super-Resolution.
3. The poor image quality due to motion blur (due to camera motion or scene motion) - I will present a new approach for Blind Non-Uniform Deblurring.