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(71) Applicant: **UNIVERSAL CITY STUDIOS LLC**
[US/US]; 100 Universal City Plaza, Universal City, California 91608 (US).

(72) Inventors: **LIN, Yu-Jen**; 1000 Universal Studios Plaza, Orlando, Florida 32819 (US). **GOERGEN, Patrick John**; 1000 Universal Studios Plaza, Orlando, Florida 32819 (US). **GRAHAM, Martin Evan**; 1000 Universal Studios Plaza, Orlando, Florida 32819 (US).

(74) Agent: **POWELL, W. Allen** et al.; P.O. Box 692289, Houston, Texas 77269 (US).

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(54) Title: DYNAMIC CONVERGENCE ADJUSTMENT IN VIRTUAL REALITY HEADSETS

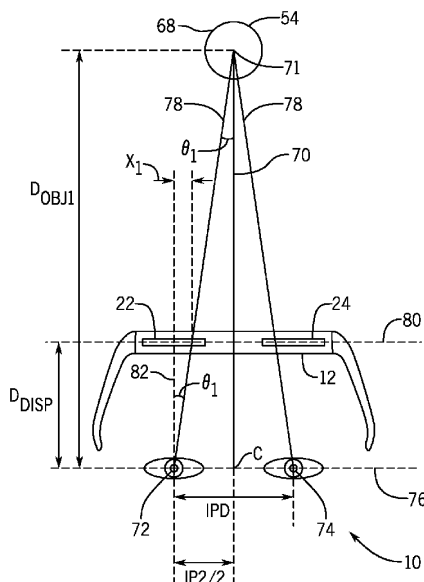


FIG. 4

(57) Abstract: Systems and methods are disclosed that dynamically and laterally shift each virtual object displayed by an augmented reality headset by a respective distance as the respective virtual object is displayed to change virtual depth from a first virtual depth to a second virtual depth. The respective distance may be determined based on a lateral distance between a first convergence vector of a user's eye with the respective virtual object at the first virtual depth and a second convergence vector of the user's eye with the respective virtual object at the second virtual depth along the display, and may be based on an interpupillary distance. In this manner, display of the virtual object may be adjusted such that the gazes of the user's eyes may converge where the virtual object appears to be.

[Continued on next page]

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