CLAIMS:

1. An augmented reality system comprising:

an augmented reality headset configured to display virtual imagery; and

one or more processors configured to:

generate a first virtual image for display via the augmented reality headset, wherein the first virtual image comprises a first virtual object at a first position and a second virtual object at a second position;

determine a first lateral adjustment of the first virtual object from the first position to a third position based on an interpupillary distance of a user of the augmented reality headset;

determine a second lateral adjustment of the second virtual object from the second position to a fourth position based on the interpupillary distance, wherein the first lateral adjustment is different from the second lateral adjustment; and

generate a second virtual image for display via the augmented reality headset, wherein the second virtual image comprises the first virtual object at the third position and the second virtual object at the fourth position.

2. The augmented reality system of claim 1, wherein the one or more processors are configured to:

receive an indication that the first virtual object is to be displayed as moving from a first virtual depth to a second virtual depth;

determine the first lateral adjustment based on the first virtual depth and the second virtual depth;

receive an indication that the second virtual object is to be displayed as moving from a third virtual depth to a fourth virtual depth; and

determine the second lateral adjustment based on the third virtual depth and the fourth virtual depth.

3. The augmented reality system of claim 2, wherein the one or more processors are configured to:

determine a first gaze line associated with the first virtual object at the first virtual depth based on the interpupillary distance;

determine a second gaze line associated with the first virtual object at the second virtual depth based on the interpupillary distance; and

determine the first lateral adjustment based on the first gaze line and the second gaze line.

4. The augmented reality system of claim 2, wherein the one or more processors are configured to:

determine a third gaze line associated with the second virtual object at the third virtual depth based on the interpupillary distance;

determine a fourth gaze line associated with the second virtual object at the fourth virtual depth based on the interpupillary distance; and

determine the second lateral adjustment based on the third gaze line and the fourth gaze line.

5. The augmented reality system of claim 1, wherein the augmented reality headset comprises a plurality of displays configured display the first virtual image and the second virtual image.

6. The augmented reality system of claim 5, wherein the one or more processors are configured to determine the first lateral adjustment and the second lateral adjustment along a display line passing through the plurality of displays.

7. The augmented reality system of claim 5, wherein the plurality of displays comprise semi-transparent displays configured to overlay the first virtual image and the second virtual image on a real world environment.

8. The augmented reality system of claim 1, wherein the augmented reality headset comprises a pupil tracking sensor configured to detect and provide an indication of a pupil position of the user.

9. The augmented reality system of claim 8, wherein the one or more processors are configured to determine the interpupillary distance based on the indication of the pupil position received from the pupil tracking sensor.

10. The augmented reality system of claim 1, wherein the one or more processors are configured to change a first virtual depth of the first virtual object in the first virtual image to a second virtual depth in the second virtual image, wherein the first lateral adjustment comprises a distance, wherein the one or more processors are configured to cause the augmented reality headset to display the first virtual object by laterally shifting the first virtual object by the distance between the first virtual image and the second virtual image.

11. A tangible, non-transitory, computer-readable medium, comprising instructions for adjusting display of a plurality of virtual objects that, when executed by one or more processors, cause the one or more processors to:

generate a first virtual image for display via an augmented reality headset, wherein the first virtual image comprises a first virtual object at a first position and a second virtual object at a second position;

determine a first lateral adjustment of the first virtual object from the first position to a third position based on an interpupillary distance of a user;

determine a second lateral adjustment of the second virtual object from the second position to a fourth position based on the interpupillary distance, wherein the first lateral adjustment is different from the second lateral adjustment; and

generate a second virtual image for display via the augmented reality headset, wherein the second virtual image comprises the first virtual object at the third position and the second virtual object at the fourth position.

12. The tangible, non-transitory, computer-readable medium of claim 11, wherein the first position of the first virtual object is at a first virtual depth in the first virtual image, and wherein the second position of the first virtual object is at a second virtual depth in the second virtual image.

13. The tangible, non-transitory, computer-readable medium of claim 12, wherein the instructions, when executed by the one or more processors, cause the one or more processors to:

divide half of the interpupillary distance by a first virtual distance between a center point between pupils of the user and a reference point of the first virtual object at the first virtual depth to determine a first quotient; and

multiply the first quotient by a distance between a pupil and a display of the plurality of displays to determine a first lateral pupil distance.

14. The tangible, non-transitory, computer-readable medium of claim 13, wherein the instructions, when executed by the one or more processors, cause the one or more processors to:

divide half of the interpupillary distance by a second virtual distance between the center point between the pupils and the reference point of the first virtual object at the second virtual depth to determine a second quotient; and

multiply the second quotient by an additional distance between another pupil and another display of the plurality of displays to determine a second lateral pupil distance.

15. The tangible, non-transitory, computer-readable medium of claim 14, wherein the first lateral adjustment comprises a difference between the first lateral pupil distance and the second lateral pupil distance.

16. A method for adjusting display of virtual imagery comprising:

receiving input image data comprising a first virtual object and a second virtual object;

generating a first virtual image for display via an augmented reality headset, wherein the first virtual image comprises the first virtual object at a first position and the second virtual object at a second position;

determining a first lateral adjustment of the first virtual object from the first position to a third position based on an interpupillary distance of a user;

determining a second lateral adjustment of the second virtual object from the second position to a fourth position based on the interpupillary distance, wherein the first lateral adjustment is different from the second lateral adjustment; and

generating a second virtual image for display via the augmented reality headset, wherein the second virtual image comprises the first virtual object at the third position and the second virtual object at the fourth position.

17. The method of claim 16, comprising:

receiving an indication that the first virtual object is to be displayed as moving from a first virtual depth to a second virtual depth;

determining the first lateral adjustment based on the first virtual depth and the second virtual depth;

receiving an indication that the second virtual object is to be displayed as moving from a third virtual depth to a fourth virtual depth; and

determining the second lateral adjustment based on the third virtual depth and the fourth virtual depth.

18. The method of claim 17, comprising:

determining a respective first gaze line associated with each of the first virtual object at the first virtual depth and the second virtual object at the third virtual depth based on the interpupillary distance;

determining a respective second gaze line associated with each of the first virtual object at the second virtual depth and the second virtual object at the fourth virtual depth based on the interpupillary distance;

determining the first lateral adjustment based on the respective first gaze line and the respective second gaze line associated with the first virtual object; and

determining the second lateral adjustment based on the respective first gaze line and the respective second gaze line associated with the second virtual object.

19. The method of claim 16, wherein the first lateral adjustment comprises a first lateral shift of a first center of the first virtual object, and wherein the second lateral adjustment comprises a second lateral shift of a second center of the second virtual object.

20. The method of claim 16, comprising determining the interpupillary distance based on an indication of a pupil position of the user relative to a display of the augmented reality headset.