brief history of photography

foveon X3 imager technology description



imaging technology 30,000 BC chauvet-pont-d'arc



pinhole camera principle first described by Aristotle fourth century B.C.



oldest known photograph Nicéphore Niépce 1827 8 hour exposure using photosensitive asphalt



three shot color James Clerk Maxwell 1861



autochrome using potato starch grains Lumiere brothers 1907







expensive bulky optical blurring limited market

three CCD prism color camera Séquin & Tompsett 1974

G1	R2	G3	R4	G5
	G7	B'S	G9	
G11	R12	G13	R14	G15
	G1 7		G19	
G21	R22	G23	R24	G25

color filter array for solid state sensors B. E. Bayer U.S. patent 3,971,065 1976





Kodachrome 1936

chemical vertical color filter **Foveon X3 2002**

electrical vertical color filter X3 imager technology has 3X more efficient use of photons



Mosaic filters absorb 2/3 of photons X3 has detectors at depths in the silicon appropriate to wavelength => quantum efficiency close to 100%



vertical color filter response: R, G, B and total

X3 imager technology has no color artifacts





electrical color confusion with CCD mosaic sensor



color filter mosaic artifacts



Foveon X3 image no artifacts

X3 imager technology has sharper images



CCD sensor blurs color to suppress false color artifacts

X3 sensor does not need to blur color so images are sharper



CCD color mosaic



Foveon X3



illustration of actual data measured for CCD and X3

pixel by pixel comparison of CCD mosaic image vs X3 image







applications for full measured color electronic imaging

better pictures for consumer cameras

forensics

medical

defense

scanners

digital cinema

optical communications

whenever the color of every pixel is important !



SLR camera is a good proving ground for sensor technology difficult photographic corner cases, high visibility product X3 technology has better color accuracy than CCD mosaic sensor





X3 color filters

response from green *and* red channel enables more accurate determination of color

stable broad color filter response

X3 technology makes sharper images with cheaper lenses

enables software correction of most difficult lens design problem (and most noticeable lens artifact): chromatic aberration

3X more information capture in a given lens spot size, OR cheaper lens with same information

point source image center field

vertical color filter sampling 4 um pitch





point source image center field

CCD mosaic sampling 4 um pitch





point source image center field







lower limit on pixel size

photon capture
lens resolution

X3 is fundamentally better at both

bottom line: X3 delivers more information per unit silicon area => better image quality per unit cost

X3 technology makes variable pixel size arrays easy





summing pixels together is easy when all the pixels are the same!



ISSCC 98 paper FA 11.6 "A 1/2 inch 1.3M-pixel Progressive Scan IT CCD for Still and Motion Picture Applications"

X3 technology simplifies digital signal processing for images

GREEN Channel Weights									
			-4	-1	2				
	4	-4	14	-2	9	-14	3		
	-2	-6	-52	-35	-5	9	1		
-6	16	-55	127	161	-35	-1	-1	-4	
0	-6	-18	145	127	-51	13	-6	4	
	8	-9	-18	-55	-6	4	1		
	-10	7	-5	16	-3	4	-4		
			1	-7	1				

CCD color reconstruction takes a lot of math !

of course !

you mean they DON'T measure all the colors in every pixel ? do they really clock 6000 wires 2000 times each to get the data out ? hey actually do 109 multiplications to get a single color result for a pixel ?

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manufacturing

- 1) enabled by National Semiconductor mixed signal expertise
- 2) added wafer cost for color filters lower for X3
- 3) added defects easier to correct in software
- 4) highly predictable color filter characteristics can reduce test & calibration cost
- 5) leverages worldwide investment in CMOS technology

reliability

silicon color filter will not fade over time and cannot be damaged by exposure to high temperatures or UV light (such as solar imaging) the electronic heirloom camera !

CMOS imagers are not as sensitive to bulk silicon defects generated by ionizing radiation - radiation hardness

X3 is CMOS based

low power compared to CCD array random access applications non destructive readout applications signal plane image processing SoC integration (specially enhanced by the nature of X3 technology) bulk silicon defects cause bad columns with CCD, bad pixels for CMOS

CMOS technology trends relevant to optoelectronic ICs

- 1) SOI wafers becoming mainstream
- 2) integration of non-silicon semiconductors with CMOS
- 3) nano technology- feature size smaller than optical wavelength
- 4) CMOS feature size- Moore's law
- 5) MEMS becoming mainstream
- **6) vertical integration instead of lateral**



Figure 2.5 The Conventional Technology S-Curve

Time or Engineering Effort

Source: Clayton M. Christensen, "Exploring the Limits of the Technology S-Curve. Part I: Component Technologies," *Production and Operations Management* 1, no. 4 (Fall 1992): 340. Reprinted by permission.

marketing advantages

- 1) film like photographs appeals to the biggest customer base
- **2)** novelty \Rightarrow differentiation: 'Foveon Inside'
- 3) better pixels instead of more pixels
- 4) entirely new applications not possible with CCD / CFA

X3 technology challenges

disruptive: required software and hardware support is different

CCD hegemony threatened

noise is higher

noise

the most fundamental imager noise is photon shot noise 3X more photons \Rightarrow 1.7 times better SNR

all other noise is implementation dependent

... but X3 is better at more fundamental issues

- 1) efficient use of photons
- 2) lens limitations
- 3) artifacts & single pixel color accuracy
- 4) image sharpness
- 5) color accuracy
- 6) imager cost
- 7) system cost
- 8) consumer appeal & novel applications
- 9) learning curve
- 10) leverages technology trends
- 11) CMOS imager flexibility
- 12) reliability
- 13) small pixels
- **14) variable pixel size**
- 15) ...



X3 technology has direct appeal to the end customer (but is disruptive to the OEMs)