



Conventional Method $s(t) = \sin(\omega t + \theta) \quad 0, \pi/2, \pi, 3\pi/2$



capture 4 measurements sequentially: $m_0 m_{\pi/2} m_{\pi} m_{\pi/2} m_{\pi/2}$





calculate amplitude and phase

 $m_{\frac{3\pi}{2}} - m_{\frac{\pi}{2}}$ $A = \frac{1}{2} \sqrt{(m_0 - m_\pi)^2 + (m_{\frac{3\pi}{2}} - m_{\frac{\pi}{2}})^2}$ $\phi = \tan^{-1}$ $m_0 - m_\pi$ requires 4 images susceptible to motion blur slow

equal contribution Off-axis Holography sensor $E_o(x,y)e^{j\phi(x,y)}$ light signal $e(t) = \sin \omega t$ \mathbf{O} camera signal obje $s(t) = \sin(\omega t + \theta)$ reference beam $s(t)r(t)dt = \frac{1}{2}\cos(\theta - \phi)$ $E_r e^{-jkx\sin(\theta)}$ shifted hologram Snapshot Method (Proposed) $s(t) = \sin(\omega t + \theta) kx$ define ToF hologram as $\mathcal{I}(x,y) = A(x,y)e^{-j\phi}$ measurement becomes: $m_{kx} = \frac{A(x, y)}{2} \cos(kx - \phi(x, y))$ $= \frac{A(x,y)}{e^{j(kx-\phi)} + e^{-j(kx-\phi)}}$ $\mathfrak{F}_{m_{kx}}(\omega_x,\omega_y) = \frac{1}{\Lambda} (\mathcal{I}(\omega_x - k,\omega_y) + \mathcal{I}^(k - \omega_x,\omega_y))$ shifted hologram \mathfrak{F} \rightarrow take FFT of measurement, filter the twin, frequency shift to center inspired by off-axis holography embeds ToF hologram in Fourier space 4x lower bandwidth

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conventional vs. snapshot technique for a moving scene -G = global shutter -R = rolling shutterphase error SNR[dB]=31.816 SNR[dB]=20.972 SNR[dB]=22.021

optimal phase variation direction phase error phase error -0.0 50 θ [degree]