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Subject: Re: stereo in window

Posted by [Rick Towler](#) on Thu, 11 Aug 2005 16:37:22 GMT

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chamakuri wrote:

- > Hello,
- >
- > I have been using IDL for sometime, and have grown to appreciate the
- > possibilities it offers to a programmer.
- >
- > I have a peculiar problem at hand which is described below
- >
- > I have two images which have been taken from two different angles ( I
- > came to understand that they are referred as \*stereo\* pairs), I am
- > interested in creating a 3D effect by simultaneously viewing them in a
- > single window (aka stereo in a window) using IDL.
- >
- > Now I am not an expert in this kind of things, but I understand that
- > there are two methods of achiveing stereo in window
- >
- > A) Anaglyph, if I am not wrong, uses two colors to display the image
- > viz. red and green (god knows why only red and green)
- >
- > B) Quadbuffer ,something related to hardware rendering and is way
- > beyond me(and is definitely ruled out leaving me with option A only.)
- >
- > Any ideas how one can create anaglyph in IDL using object graphics?
- >
- > Oh I forgot to mention that the images are color images and I dont want
- > to loose the color information.
- >
- > Any kind of help in form of code and/or pointers to literature on
- > stereo in window would be highly appreciated.

Another option is polarizing filters and glasses which I would think would be the preferred method. In the most basic form you would do as Ben suggested by displaying the image in two windows close together but you would position each behind a sheet of polarizing film. Along with the glasses this blocks the left and right images from the opposite eye much like those old stereo viewers.

There have been a number of creative display methods tossed around from using saran wrap taped to your monitor to dual monitor displays to dual projector displays with polarizing filers. There are also commercial 3d display systems too but they might not be in your budget. I'm a fan of the dual projector approach if only I had the time to play around with it...

Dick Jackson has done a lot of work on this recently (with OG

primitives, not stereo image pairs). He was kind enough to send me this link to a company that sells polarizing films (<http://www.3dlens.com/enter.html>) There are a number of shops that will sell the glasses too.

You should be able to google a ton of information about this. From the concepts to methods to materials.

Good luck!

-Rick

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