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Subject: Re: stereo in window

Posted by [Benjamin Luethi](#) on Thu, 11 Aug 2005 15:18:43 GMT

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Hi,

You can add some color information by also using the third color channel. But the result is not always very good and depends on the dominant colors of the images. (Under Windows use Images 3D to create a colored anaglyph of your images to see how well it works: <http://home.cogeco.ca/~grichter1/>)

Another very simple method: shrink the images to 6 cm width on the screen, display them next to each other and relax your eyes. Your left eye should look at the left image, same for the right eye. (same trick as in the magic eye books). If you get to overlap the two images, you see 3d and color!

Ben

On Thu, 11 Aug 2005 16:12:10 +0200, James Kuyper <[kuyper@wizard.net](mailto:kuyper@wizard.net)> wrote:

> [chamakuri@gmail.com](mailto:chamakuri@gmail.com) 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)

>

> All that's needed are two well-seperated colors, though I would hope that red and green have become popular because studies have found that they work better than other color combinations that were tried. The key point is the use of eyeglasses with filters that let the left eye see only the red part of the image, and the right eye see only the green part of the image (or vice versa).

>

>> Any ideas how one can create anaglyph in IDL using object graphics?

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>
> I'm not sufficiently familiar with object graphics; but in direct
> graphics it's fairly simple. Let 'left' and 'right' be the two
> grayscale images that you want to combine. Then the left image can be
> displayed in red, and the right image in green, with the following
> code:
>
> TV,[[[left]],[[right]],[[left*0]]],TRUE=3
>
>> Oh I forgot to mention that the images are color images and I dont want
>> to loose the color information.
>
> Anaglyph uses color to seperate the left and right images; it's
> inherently incompatible with retaining color information in your
> images.
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