
Subject: Re: 3-D (stereo) visualization

Posted by [Kenneth P. Bowman](#) on Tue, 02 Mar 2010 14:20:42 GMT

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In article

<f88f85f2-7b76-4c1b-b2b5-0d94256afe8f@o16g2000prh.googlegroups.com>,

Dick Jackson <dick@d-jackson.com> wrote:

> Hi Ken,

>

> I bet the ITT gang will think I put you up to this... at the User

> Group meeting I mentioned Stereo OpenGL support as a big potential win

> for them, with possibly not a big effort on their part. Then, your

> video driver can handle the many output devices that are out there.

> Perhaps the new 3-D standards are a better target to aim for, but I

> haven't looked into that. Write someone at ITT VIS to add your voice

> to the chorus who want to see their 3-D data in 3-D!

>

>> This is something that I have been hoping for for years, but have

>> special hardware is probably necessary.

>>

>> Thanks, Ken

>

> Ken, I'll give you a call and tell you about what I've done to make

> XObjView able to send left-eye and right-eye views to two displays.

> This can work beautifully with a system like this Planar model that

> uses polarized glasses and gives stunning results:

> <http://www.planar3d.com/3d-products/sd1710/>

> Current MSRP \$2395.

>

> In theory, the display output could also go to two projectors with

> polarizing filters on them (available mail order, or I hear that Saran

> Wrap works!), again with the polarizing glasses.

>

> Cheers,

> -Dick

>

> Dick Jackson --- dick@d-jackson.com --- Victoria, BC, Canada

Thanks, Dick. And to Michael Galloy too.

Cheers, Ken
