Subject: Re: 3-D (stereo) visualization
Posted by Dick Jackson on Tue, 02 Mar 2010 05:57:02 GMT
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Hi Ken,

On Feb 28, 12:03 pm, "Kenneth P. Bowman" <k-bow...@null.edu> wrote:
> My students and I have an iTools-based visualization tool that is
> primarily used to display surfaces in 3-D atmospheric volumes.
> An example can be seen on my profile page
>
>   http://atmo.tamu.edu/profile/KBowman
>
> The iTools are useful in this case due to their ability to easily rotate
> and zoom interactively.
>
> I have been asked whether it is possible to make this into a 3-D stereo
> application (i.e., with funny glasses and all).
>
> Can anyone tell me whether this is possible in IDL?

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
> never heard of this ability. Since IDL bills itself as a premier
> visualization environment, I hope this is possible. I realize that
> 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

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