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Subject: 3D Object IDL ?

Posted by [George Millward](#) on Tue, 07 Aug 2001 13:26:34 GMT

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Hi there,

I am wanting to generate full 3D output from IDL object scenes. I can do this offline (i.e., create two different views in which the "eye" is offset for left and right view). But I want to be able to do all this fully interactively.

So my setup would be:

Computer running IDL - output to (maybe) 2 graphics cards - > 2 projectors (with polarised filters) and then viewed using 3D (polarised glasses).

In practice therefore I need a system for outputting 2 slightly different images (left and right) of the same scene.

Does anyone know how to do this ? Are 2 graphics cards required or can it be done with one ?

Thanks in advance for any help.

George Millward.

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