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Subject: Re: 3D stereo display

Posted by [Michael Galloy](#) on Sat, 21 Feb 2009 03:22:41 GMT

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mapper4u6@gmail.com wrote:

- > I like to know if anyone knows how IDL can call the 3D graphic card to
- > display stereo (left/right image, not anaglyph), or call OpenGL to do
- > it, or who is interested to do it within IDL?

You mean just as two separate images side-by-side? I think this would be fairly easy to do it object graphics. I have an anaglyph destination class for object graphics that could be modified to do this:

<http://michaelgalloy.com/2006/06/16/anaglyphs-mggr3dconvert-r-and-mggrwindow3d.html>

Mike

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