

Document:	GLviewStereoViewing.doc
Author:	Sigurd Pettersen
Rev. (date):	5 (2002-09-27)
Printed:	2002-11-01

## Stereo viewing in GLview 6.x

Two variants of stereo viewing are supported by GLview Pro:

- Stereoscopic buffering: On several newer PC cards and high-end UNIX equipment true OpenGL stereoscopic buffering is supported. This means that applications are free to display 3D graphics elements stereoscopically without having to fill the entire screen, and in combination with other non-stereo windows and interface elements.
- Above-Below stereo: On low-end SGI systems and on PCs in combination with a special emitter Above-Below stereo formatting is also available. Please note that the Above-Below stereo option is only available on Windows versions of GLview.

### Enabling stereo mode

To enable GLview in windowed stereo mode, GLview needs to be started with the `stereo` command line option:

#### UNIX:

```
% glview -stereo
```

#### Windows:

Add a shortcut to the program executable `glview.exe`.

In the shortcut properties, add the option `'-stereo'`.

The file path should look something like this:

```
"C:\Program Files\Ceetron\GLview Pro 6\GLview.exe" -stereo
```

### Adjusting camera offset and parallax balance

Once the stereo image is displayed the eye offset may be adjusted to suit the model and the user's preferences. How much camera-offset one should use, to get a stereo effect that is strong enough to offer an effective sense of depth, yet not so strong that viewing is uncomfortable may be a matter of experimenting. The camera offset may be decreased with the **"D"** key and increased with the **"G"** key. Pressing **"F"** brings back the default setting.

The balance between positive and negative parallax may also be adjusted, although in most situations adjusting the camera offset will be sufficient. The balance may be adjusted with the **"Y"** and **"N"** keys and may be reset with the **"H"** key.

### Setting point of interest

A user-specified point of interest may be set by holding down the **SHIFT** key while pressing the left mouse button to select a model point. The point of interest may be set back to the models centroid by pointing outside the model itself.

### Tuning the Above-Below stereo view

If you are using Above-Below stereo formatting, the display may need to be tuned after entering stereo mode. Use the **"E"** and **"T"** keys to adjust the vertical alignment of the two pictures. The **"R"** key resets to default values.

## **Autofocus**

Autofocus may be enabled or disabled by executing the “stereoautofocus” command. When autofocus is enabled, GLview Pro will adjust the focus automatically after navigation by mouse has ended.

Syntax: stereoautofocus [on | off]

## **More information**

More information on stereo technology/implementation and stereo ready hardware can be found at StereoGraphics’ web site at <http://www.stereographics.com>

Ceetron ASA

<http://www.ceetron.com>

P.O. Box 1247, Pirsenteret

N-7462 Trondheim, NORWAY

Phone: +47 73 54 61 50

Fax: +47 73 54 61 44

E-mail: [support@ceetron.com](mailto:support@ceetron.com)