How does 3D work? It's deceptively simple. A 3D camera simultaneously takes a picture from two slightly different positions - the distance separating your eyes which are about 2.5 inches apart. When the two images are seen again by each eye through a viewer or with special glasses, the brain interprets everything to be as it originally was - and so the 'Realism' is created. The images are 'merged' in your brain.

How to get into 3D imaging:

1. Need a camera.
1950's style stereo camera for slides
The Stereo Realist® Camera designed by Seton Rochwite (1904-2000), ushered in the modern 3D era. First sold by the David White Company in 1947.

http://www.stereorealist.com/
http://home.earthlink.net/~pgwhacker/APEC/HowTo/HowTo.html

2 35mm cameras mounted side-by-side

35 mm with slidebar

http://www.stereoscopy.com/jasper/ http://www.studio3d.com/

2. If slide film, have it developed, but not cut or mounted.

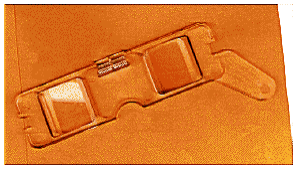
3, Cut the slides and insert the chips in special mounts.

http://www.representatives.com/3d/

4. View slides in special viewers or projected with polarized glasses; view prints with a stereoscope or a lorgnette.

http://www.representatives.com/3d/ http://home.att.net/~drt-3d/

http://www.geocities.com/stereophotography/ http://www.studio3d.com/



http://home.earthlink.net/~pgwhacker/APEC/HowTo/HowTo.html