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Subject: Re: 3D TVs

Posted by [Adveser](#) on Fri, 07 Jan 2011 08:22:37 GMT

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After playing around with stereographs, 3D is far far better at texture. Texture looks real in 3-D, not like a pattern.

If they could just get that one thing right and forget the jumping out the screen non-sense, people would be eager to buy after seeing how subtle, yet hugely significant the difference is.

Since our eyes are never fully 100% in focus and one of them must be out a tiny bit, why not just project two images at a very slight angle difference and your eye will naturally "lock on" to each dimension in the picture without having to strain your eyes as much as traditional stereographic images.

It isn't what "Jaws 3D" had in mind in the 80's but it is the realistic portrayal of the images people are after, not the flash in the pan effects.

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