New Release Book . . .

3D Stereo Magic

Put WOW!! in your stereos,

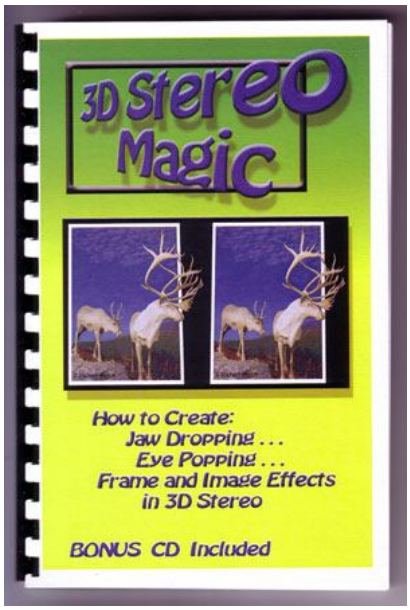
With Jaw-dropping, Eye-Popping, Frame Effects.

Image enhancing frames are easy to create and add to your stereos.

"Like jewels in the proper setting, 3D stereos can be enhanced by the right presentation. Frame manipulations help display your art at its best."

3D Stereo Magic

How to Put "WOW!" into your images.

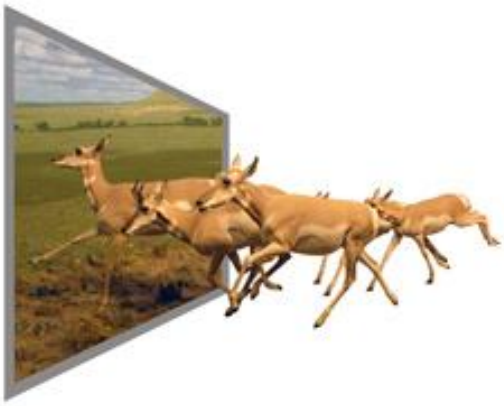


Now, from the only manual of its kind, you will learn how to make eye-popping, jaw-dropping window and stereo effects that will make people say,

"How'd they do that?"

This tutorial starts from the very beginning with the most basic window manipulation information and then builds on it in a step-by-step manner. You are provided an array of easy to understand and apply techniques that you can use to modify and enhance your own images.

This easy to follow text will quickly give you mastery of image extraction, frame warping, ghost reduction in anaglyphs, window violation elimination, curved frames, virtual frames, receding frames, tilted frames, and much, much more. A FREE bonus CD contains over 128 combined figures, examples, and stereo images in 3 formats; parallel, cross-view, and anaglyph views.



After reading this book you will be able to change disappointing images into startling successes. You will overcome hard to manage and damaging window violations at the same time as you graphically enhance your stereograms. Finally, you will learn how to reduce ghosting in anaglyphs without introducing window violations.

3D Stereo Magic, 100 pages
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The Table of Contents of the 3D Stereo Magic book begins on the next page.

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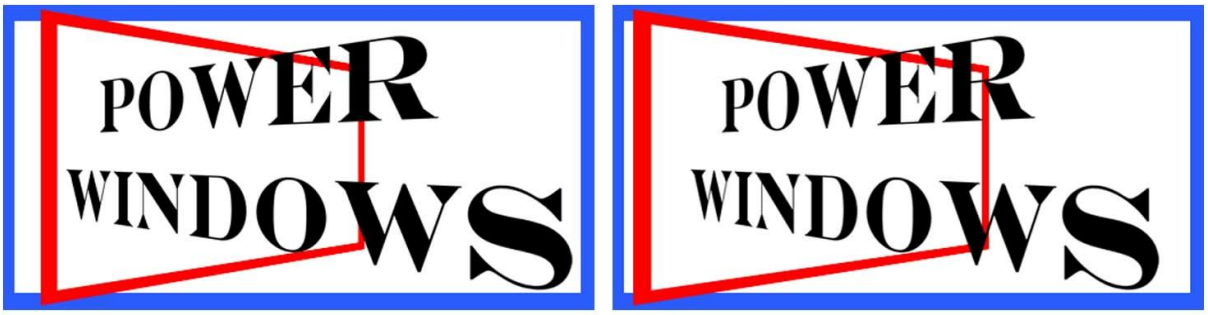
3D Stereo Magic

How to Make Magic Frames
And



Stereo Power Windows

By
Michael Beech

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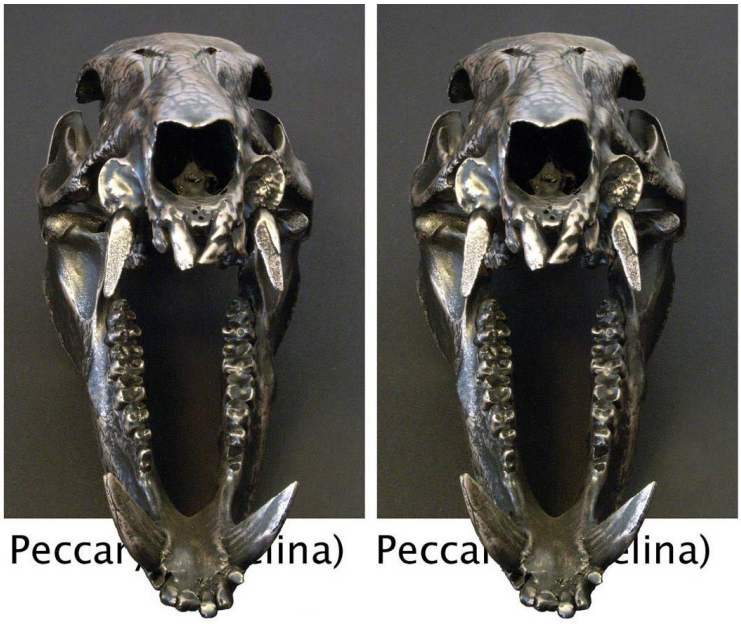

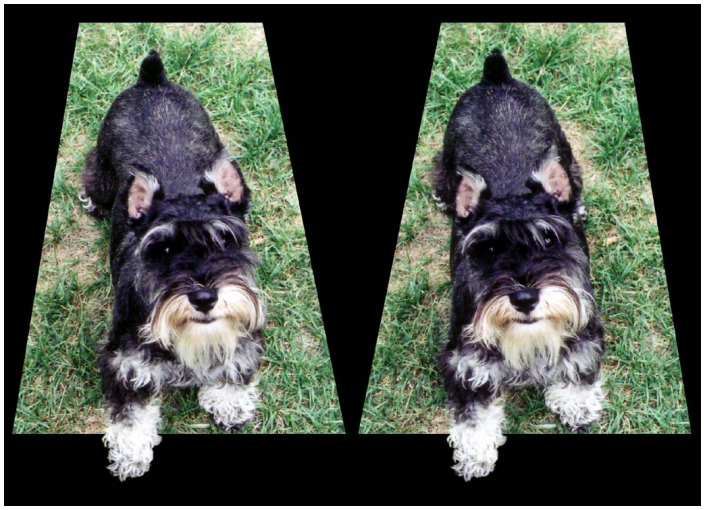

Introduction

The purpose of the *3D Stereo Magic*, *How to Make Stereo Power Windows* tutorial is to provide techniques every digital stereographer can use to create image enhancing, eye-popping, jaw-dropping window and stereo effects that make you say,

"How'd they do that?"

On a more practical note, special frames can often be used to eliminate window violations in images which otherwise cannot be saved. A very important application applies in the creation of anaglyph images where certain frames can be used to drastically reduce ghosting in many images while, simultaneously, preventing window violations.

Any reasonably full featured image editing software, such as Photoshop, Corel's Paint shop Pro, Gimp (a freeware), and others can be used to create the effects described.

All procedures are described for Adobe Photoshop CS3, but are known to work in all previous versions down to version 6. Even Photoshop Elements will work. If the process is different in a previous version, that is noted. This is **not** an instruction manual for the operation of any software, although ***step-by-step procedures are provided*** for specific applications when appropriate, particularly for Adobe Photoshop. A level of competency in stereo photography and digital stereo alignment is assumed, so firm understanding of basic concepts is assumed.

My sincere thanks to those who first explored frame manipulation, prominent among them is Hubert Becker. Then, I offer thanks to those who personally guided me over rough spots in learning to use Photoshop and gave me inspiration with their own skills with Photoshop and in the art of image and stereo frame manipulation, John Davis and Mike Ihde. Finally, thank you to Peter Blyth, who pushed me to compile my one-on-one training sessions into books and make them available to the entire stereo community.

Wishing to share that knowledge and pass the torch, so-to-speak, to others, it is my sincere hope that the information presented here will give you the renewed interest in stereo photography that it gave to me. If any single concept found here excites you and finds its way into your art, then I am well compensated.

Good luck,

Mike Beede

Conventions Followed in This Tutorial

A. Figures in the tutorial appear in parallel view. For those who prefer cross-view or anaglyph formats, the figures will be found in those views and in parallel view, all ***in full color***, on the CD. All explanations will work for the creation of stereos for any viewing format preference. While the final steps given are for the production of traditional parallel view stereograms, it is assumed that those who prefer anaglyph can take two perfectly aligned stereo chips and convert them to anaglyph presentation, either in Photoshop or with a dedicated anaglyph program. Those who prefer cross-views can convert the stereogram to that view by simply swapping the chips.

The images on the CD are JPEG, organized into 6 folders; Parallel, Cross-view, Anaglyph, Chapter 10 Figures, Chapter 11 Figures, and Misc. Figures. You can view them with any viewer you choose or with a slide show program.

B. The images (chips) are named “left” or “right” for the eye which views them. This is important to remember in cross-views where the left eye chip is on the right side.

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Other Stereo Publications by Michael Beech

Mastering 2D to 3D Conversion

The best reference and instruction on the art of digital 2D to 3D stereo conversions. The manual is dedicated to the layer (pixel) shift method, but depth mapping techniques are also discussed. When you have a priceless 2D family photo (such as The Brennon Circus) which just begs to be converted to 3D, there is powerful incentive to accomplish the task.

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Perfect alignment using Photoshop, including all underlying principles is explored in detail. Action files are explained and developed for automation of the stereogram creation sequence. Ready-to-use actions files are provided. The creation of anaglyphs in Photoshop is covered in step-by-step detail, including a Photoshop action to make them automatically.

Causes of misalignment and distortion problems are thoroughly explained. The proper procedures to correct distortions in SPM and Photoshop are covered for every type of misalignment problem.

Stereo base calculation is developed, from the most basic calculation to more comprehensive and situation encompassing formulae. Then, the keep-it-simple rule is invoked, and handy rules-of-thumb are provided and explained.

Several chapters are devoted to 2D to 3D conversion and cover most of the information presented separately in the book, Mastering 2D to 3D Conversion.

Starting with proper procedures for taking stereo pairs, cha-cha techniques are explained, including all the pitfalls and how to avoid them. Auto cha-cha is described in detail.

The entire book is written in plain, easy to understand terms. There are no complex equations or diagrams. By the time you complete this easy to read tutorial, you will intuitively understand every aspect of digital stereography covered . . . and it will carry you as far as you want to go.

CD, 128 pages of text plus 119 additional illustrations & stereo pairs.
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