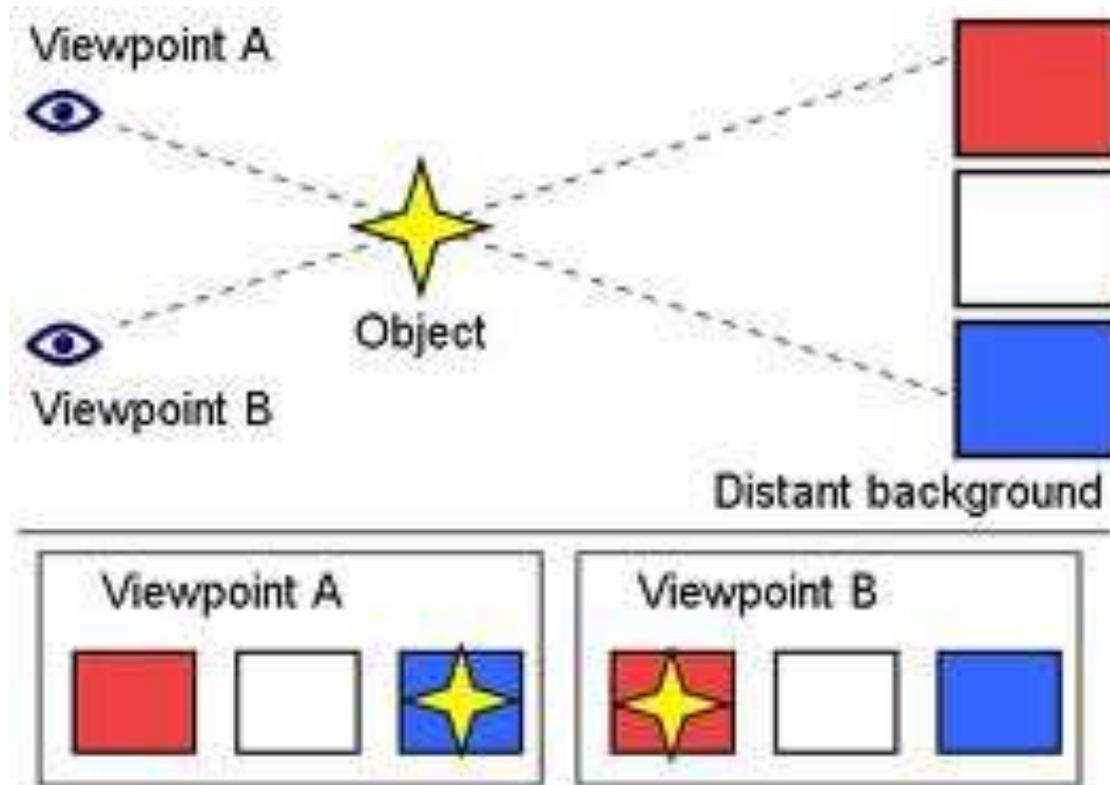


Creating 3D Effects for TV and Film using Polarized Light

Parallax: Necessary for 3D



Problems with 3D



▶ Crosstalk

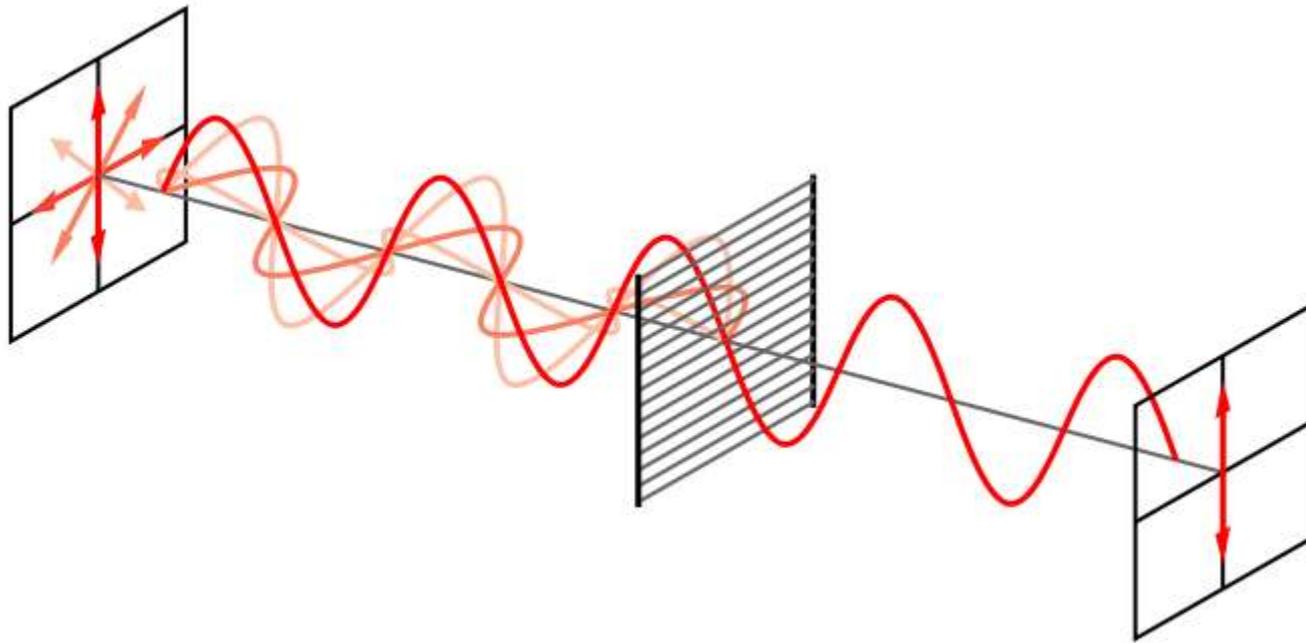


▶ Ghosting

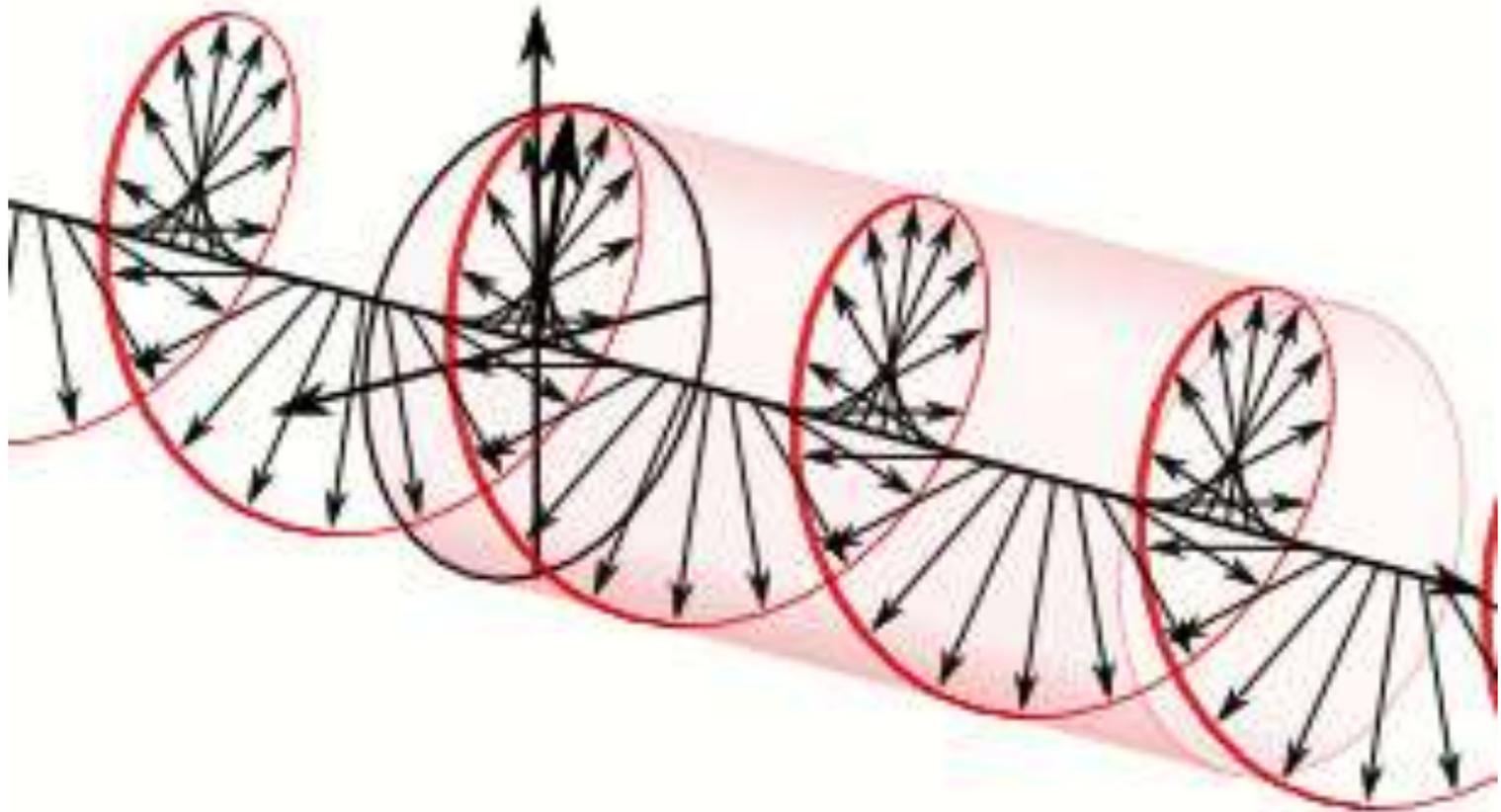


▶ Interlacing

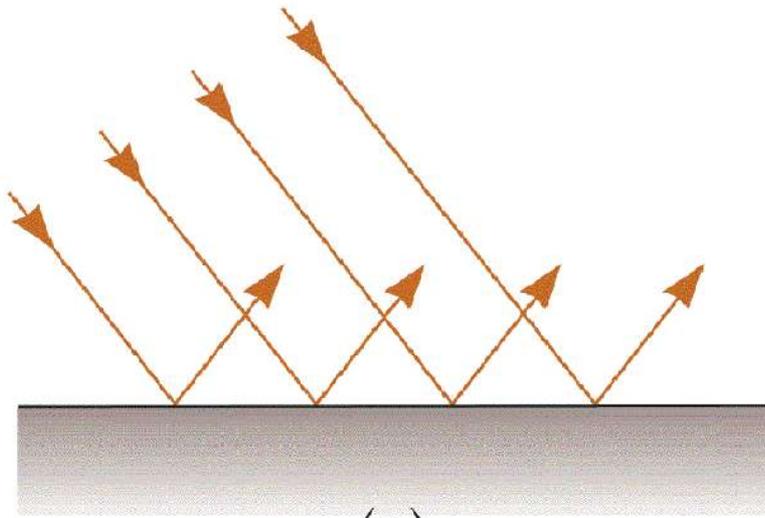
Linear Polarizer



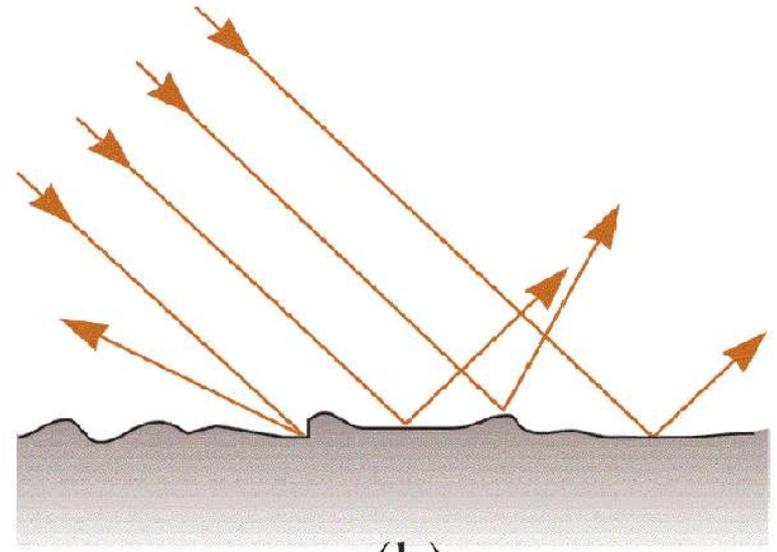
Circularly Polarized Light



The Silver Screen



(a)

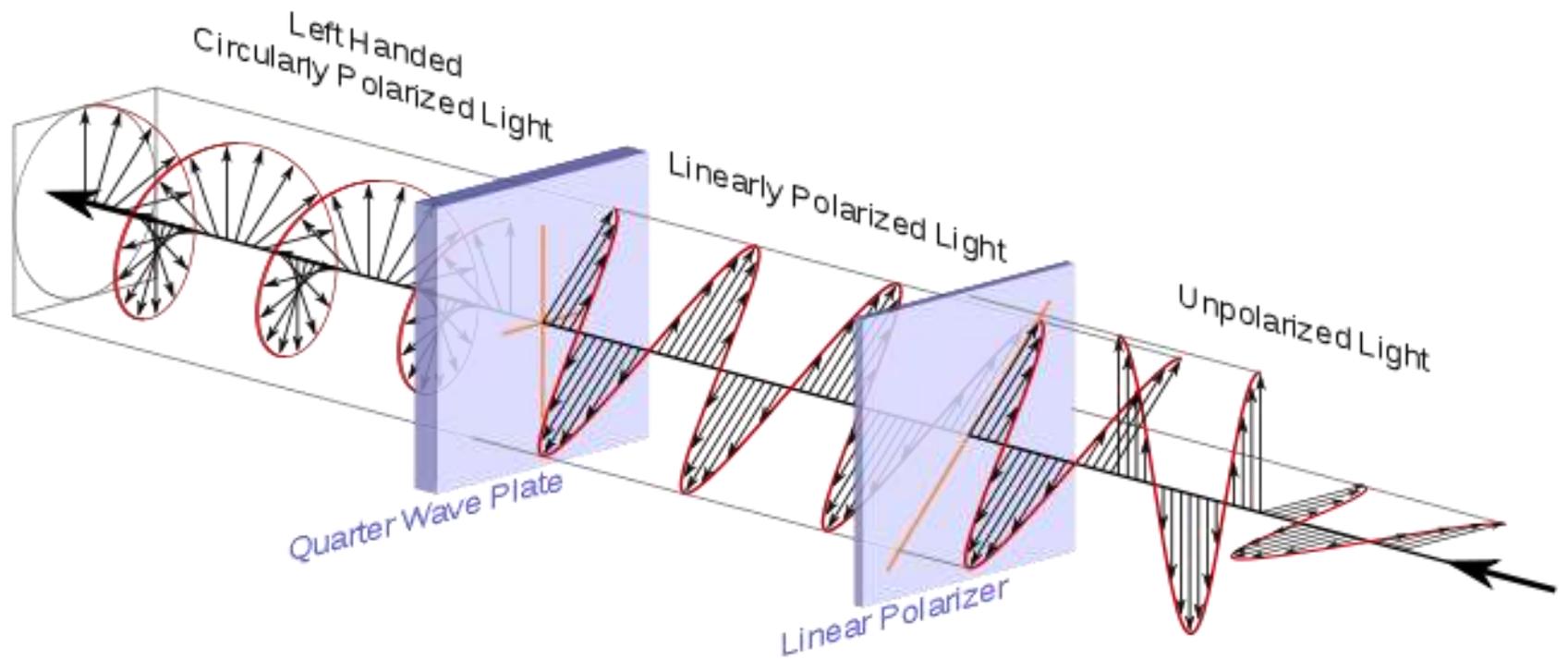


(b)

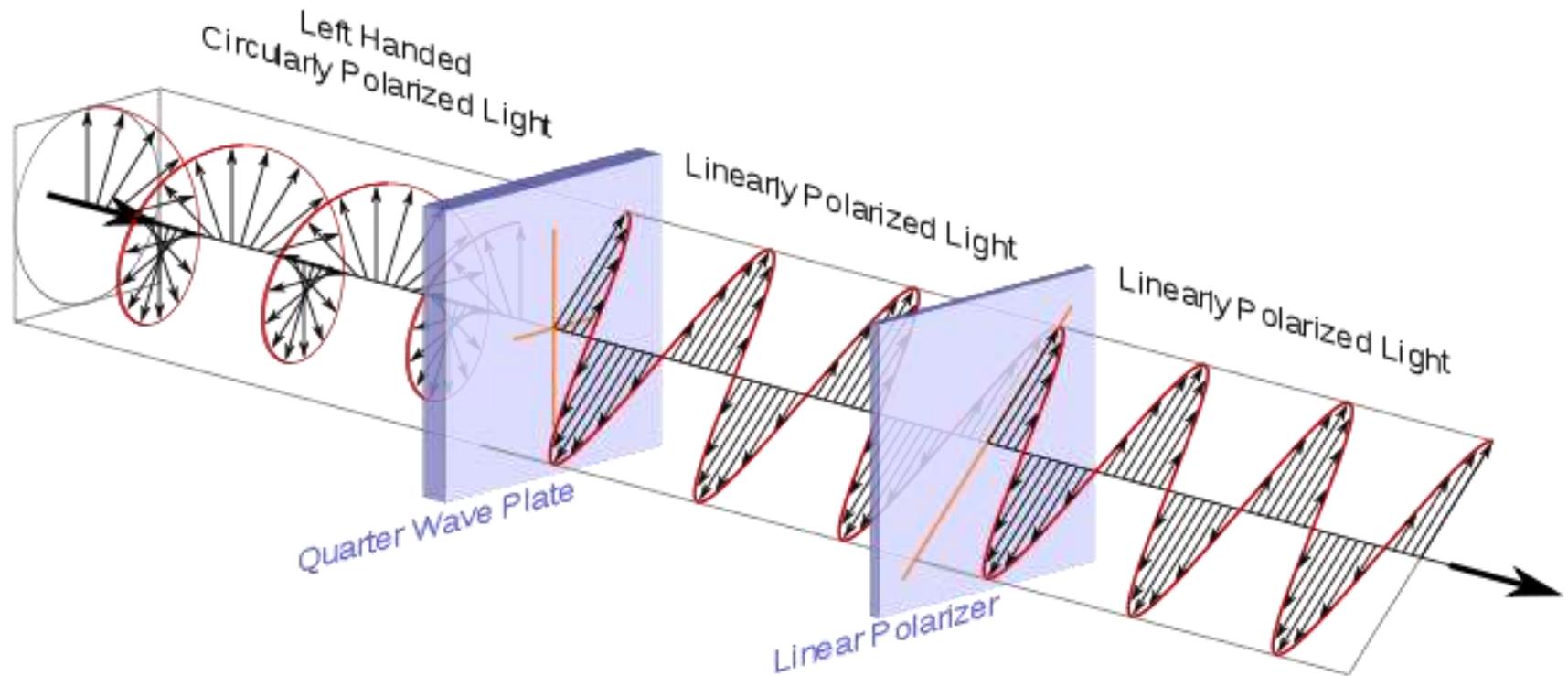
Projector with RealD ZScreen



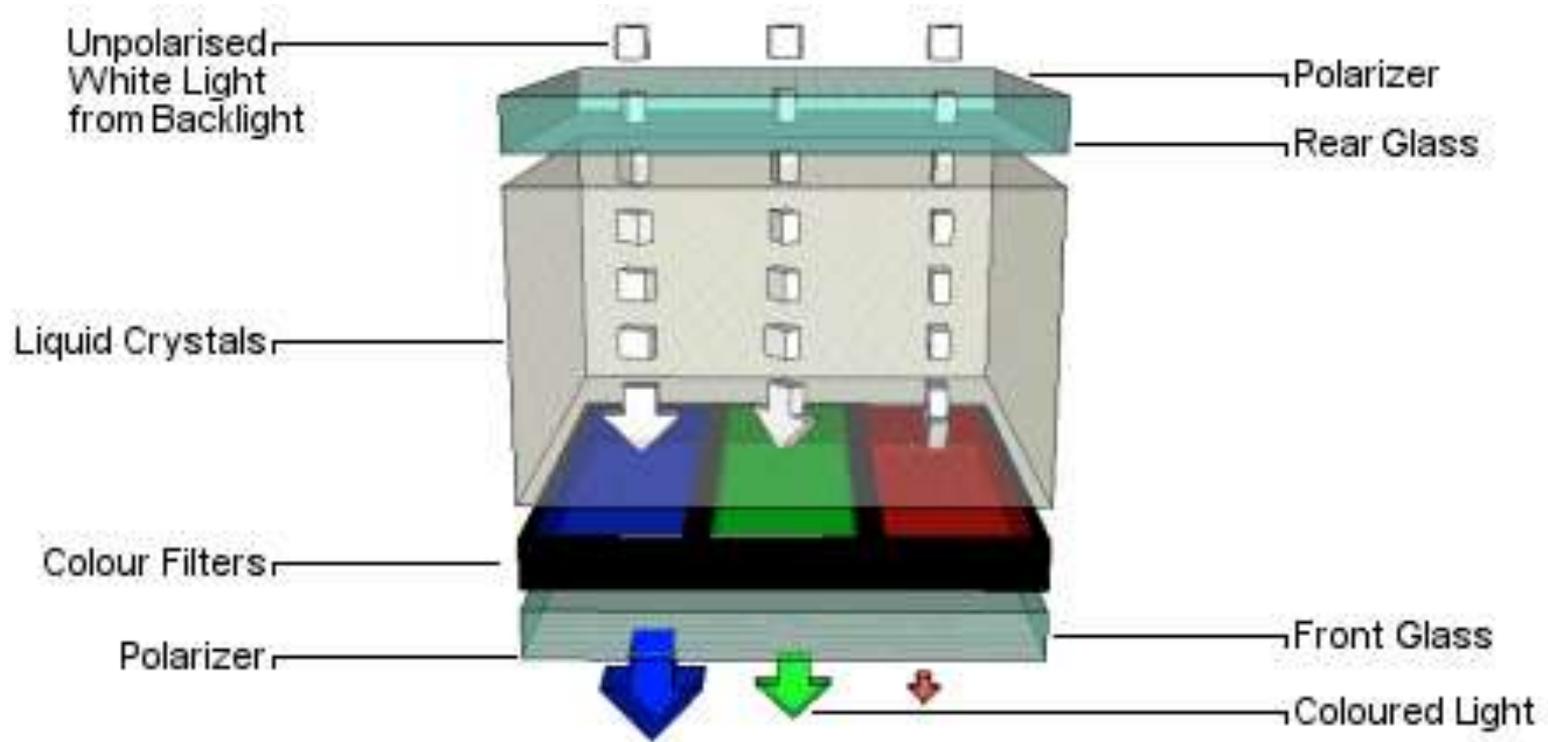
Circular Polarizer



Filter Used in Passive Lens



An LCD Pixel



Active Shutters for 3DTV



Active Glasses in Action



Passive Glasses



References

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