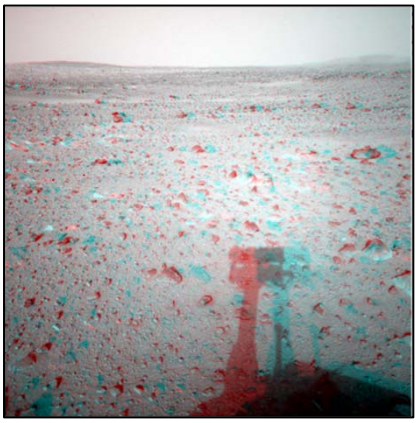
Red-Cyan Stereographics

Oregon State University

Mike Bailey

mjb@cs.oregonstate.edu



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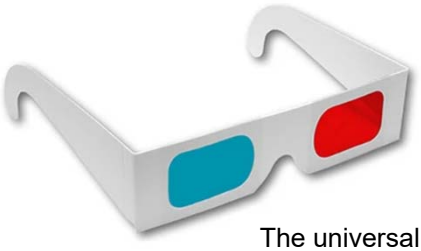
Red-Cyan Glasses



No, they are not *red-blue* glasses!
No, they are not *red-green* glasses!

The universal convention is:

- Red goes over the left eye
- Cyan goes over the right eye

If you want your own red-cyan glasses, one of the many places you can go is:
https://www.3dglassesonline.com/products/anaglyphic/

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anaglyph.glib


```
##OpenGL GLIB
Ortho -5. 5.  -5. 5.
LookAt 0 0 1  0 0 0  0 1 0

Texture2D 5 mars_left.bmp
Texture2D 6 mars_right.bmp

Vertex      anaglyph.vert
Fragment anaglyph.frag
Program  Anaglyph                                   \
                    uOffsetS <-.25  0.0000 .25>     \
                    uOffsetT <-.25  0.0000 .25>     \
                    uRed <0. 1. 5.>                 \
                    uGreen <0. 1. 5.>               \
                    uBlue <0. 1. 5.>                \
                    uLeftUnit 5  uRightUnit 6


QuadXY .2 5.
```

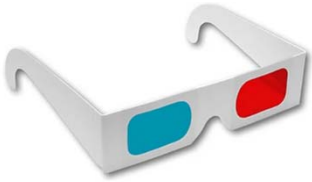
anaglyph.vert


```
#version 330 compatibility

out vec2 vST;

void
main( )
{
        vST  = gl_MultiTexCoord0.st;
        gl_Position = gl_ModelViewProjectionMatrix * gl_Vertex;
}
```

anaglyph.frag



```
#version 330 compatibility

uniform sampler2D uLeftUnit, uRightUnit;
uniform float uOffsetS, uOffsetT;
uniform float uRed, uGreen, uBlue;

in vec2 vST;

void
main()
{
        vec4 left  = texture( uLeftUnit,  vST );
        vec4 right = texture( uRightUnit, vST+vec2(uOffsetS,uOffsetT) );

        vec3 color = vec3( left.r, right.gb );
        color *= vec3( uRed, uGreen, uBlue );
        color = clamp( color, 0., 1. );

        gl_FragColor = vec4( color, 1. );
}
```

Note: .gb is cyan

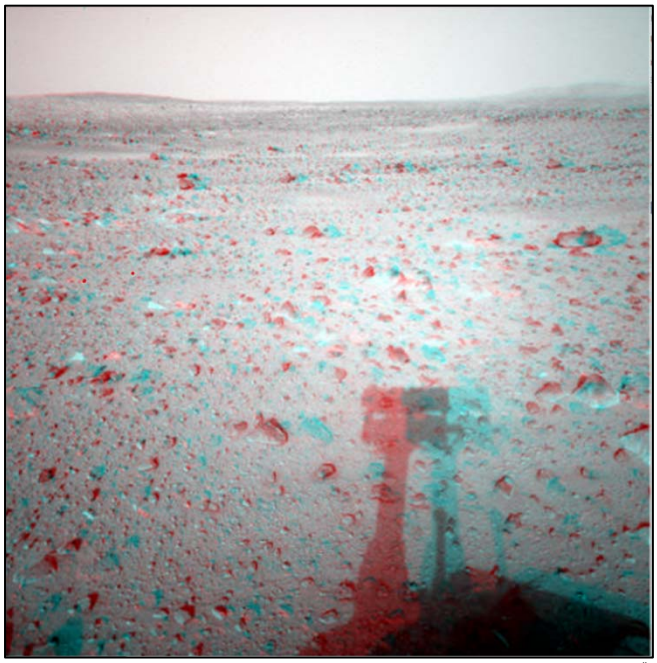
Mars

Left

Right

Mars

7



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Garden

8

Left

Right

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Garden