

CS 457/557 – Live Lecture Chat Window February 10, 2023

15:24:00 I was just wondering, why is it the convention for red to be for the left eye, and cyan for the right?

Don't know. It has been like this since I have been aware of it.

15:25:46 Would this work for other complimentary colors, if you had matching glasses?

Good observation! Yes, I have seen people do blue-yellow. I guess green-magenta should work too, but I have never seen it tried.

15:53:20 There's another immersive virtual reality goggle experience with glasses that shutter such that only one eye is viewing at a time, but very quickly, so it seems like they're both open. Then images are projected according to the parallax - could this be done using shaders?

You don't need shaders to get the shutterglass effect. That is built-in to the right graphics hardware along with the quad-buffering needed to implement it. Shaders could be used, however, to handle any sort of lighting or other effects. In the shutterglass systems, there also needed to be an infrared transmitter to synchronize the shutters with the display. That's it on top of the monitor.

