

Stereoscopic Displays and Applications XIX

28-30* January 2008 • San Jose Convention Center • San Jose, California, USA

Call for abstracts in support of a new session:

Digital 3D Stereoscopic Entertainment

Abstract Due Date: 16 July 2007

Session Organizers:

Chris Ward, Lightspeed Design, Inc.

Andrew J. Woods, Centre for Marine Science & Technology, Curtin University of Technology.

This session will focus on [Digital 3D Stereoscopic Entertainment](#) technology and applications.

Entertainment applications are the most captivating and stubbornly enduring use of stereoscopic technology and concepts.

3D has effectively delighted and intrigued audiences and individuals for nearly 170 years, from Wheatstone's stereoscope 1838, to D'Almeida's 3D magic lantern 1858, to Keystone-Mast photography 1865-1921, to the View-Master system 1939, to 3D film "Bwana Devil" 1952, to IMAX 3D Vancouver EXPO 1986, to Universal Studio's attraction T2:3-D 1996, to ABC television's "3D WEEK" 1997, to the present.

However, truly broad and consistent success of 3D entertainment has been unattainable - held back by limitations and inconsistencies of analog processes both in image creation and display.

Within the broad 2D entertainment markets, the analog paradigm is rapidly being replaced by digital creation and delivery technologies.

Over the next 5 years, this maturing revolution will deeply impact the 170 year old concepts upon which 3D stereoscopic entertainment are based, as inventors and companies increasingly leverage the power of the 2D digital revolution to deliver stereoscopic 3D precisely, comfortably, efficiently, reliably, and most importantly effectively.

Digital 3D entertainment is a powerful and exciting cross-platform activity that will succeed as a valued component of cinema, games, filmmaking, animation, television, and cell phones.

3D Digital Cinema Projection	2D-3D Conversion - Real-time
3D Television Displays	2D-3D Conversion - Offline
3D Gaming Monitors	3D Live Action Film Technique and Workflow
3D Game Development and Software	Stereoscopic 3D Animation Technique and Workflow
3D Auto-stereoscopic Mobile phones	3D Live Action Camera systems
3D Live Television Broadcast	3D Related Statistical Data

Submit your abstract today! www.stereoscopic.org/2008

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* Dates subject to confirmation. See Advance Program in November 2007 for confirmed dates.