

Stereoscopic Displays and Applications

SD&A Stereoscopic Games Competition

Technical Instructions

The competition is open to anyone and to any stereoscopic format. Please note that only certain stereoscopic formats will be supported by hardware provided at the conference. If you have stereoscopic requirements not met by the conference provided equipment, please ensure you make special arrangements for the equipment you need to be available for judging and demonstrations.

The current list of stereoscopic formats that will be supported by hardware at the conference is provided below (updates will be provided on the conference web page):

PC graphics: equipment sponsor: NVIDIA

High-end gaming system with NVIDIA graphics card(s) and 3D Vision capability.
This will also support:

- 1) Automatic 3D Conversion for DirectX
- 2) Quad-buffered stereo from OpenGL or DirectX (including frame-packed mode).
- 3) Microsoft DirectX11.1 stereo

3DTV: equipment sponsor: DDD

This, for example, should support:

- 1) HDMI 1.4a
- 2) Manual switching to side-by-side, above-below and row-interleaved image display formats.

Please ensure that suitable display and/or computer hardware for your game will be available, or arrange to bring it with you.

Software requirements:

It is your responsibility to ensure you supply all libraries (DLL etc) that your software requires to run.

For further information please contact: [sgc2014 at stereoscopic2.org](mailto:sgc2014@stereoscopic2.org)