

Anaglyphs

Anaglyphs are a rudimentary form of 3 dimensional image making. They rely on the fact that human eyes are a certain distance apart, and through the use of blocking certain colours from reaching each eye, a 3 dimensional image is created.

These are the images that you view with red and blue glasses. You will be creating anaglyphs using a tripod attachment and composing the images in Photoshop.

Equipment that you will need:

- Tripod
- SLR camera with fresh battery and empty formatted memory card
- The 3D2K Tripod attachment

You will need to take two photos of a very similar scene. It is imperative that you have the 3D2K level using the bubble level on the unit.

Take one photo of the scene and slide the camera in the 3D2K 6-7cm's to the **right**. Take another photo and move onto another scene. It is important that you do not have moving elements in your photos as this will take away from the finished product having an object in one photo and not the other.

Try and have as large an aperture number as possible. F8 or higher.

Open the left photo from one scene in Photoshop and name accordingly. Make folders and stay organized!

1. Name your first photo (the one that you took before moving the 3D2K to the right) "SceneXLeft.jpg"
2. With the Channels pallet open (look under "Window" in your menu bar) select only the red channel



3. Select the whole scene (Command+A) and copy (Command+C)
4. Now open the right photo, rename it "SceneXright.jpg" and select the right channel just as you did with the left one. DO NOT select all on the right channel.
5. Paste the red channel from the left photo by pressing Command+V, or Edit>Paste.
6. **This is a very important step! You must have all the channel layers visible on the right photo, but only be working on the red channel! Do this by selecting the eyeball icon beside the "RGB" layer. It should look like this:**



7. Using your red and blue glasses, you will need to use the arrows to nudge the left channel until the images are superimposed and appear 3 dimensional.
8. Crop the image to 8.5"x11" 300ppi and save as a finished SceneXcomplete.jpg
9. Hand in to the appropriate location

