How to use .MPO files - 3D Photos - within Poser
Plus basic instructions for making Anaglyphs from Renders

.MPO files are special format of digital photo and are created by cameras which have the ability to take 3d photos. Cameras such as the Fujifilm Real3D, or the Sony a33/a55/a35 models. (Sweep panoramic only on Sony).

With the Fuji the recommended viewing tool is the camera, and with the Sony a 600 quid TV, but in essence .MPO files are a form of stereoscopic image. Which when spilt apart can be used within Poser as a helpful base for creating anaglyphic images.

1. Get and install this…

http://stereo.jpn.org/eng/stphmkr/

2. Take some 3d pictures

Now put the pictures on your PC, don't work from the memory card.

3. Spilt the images

To break the .MPO files into 2 images follow the instructions for Stereo Photomaker that can be found here…

http://sonyalphanex.blogspot.com/2010/08/nex-3d-sweep-panorama-stereophotomaker.html

Tip: When converting the .MPO files, save the 2 spilt images as .BMP. This reduce loss when you save renders). Naming the photos left and right will help later as well.

4. Initial Poser setup

Load Poser, but before starting to create your scene, set the main camera focal to the desired length that roughly matches the focal length of the real camera. On average this is between 75-120 in Poser. Next ensure that the "DOLLYX" setting of the main camera is set to zero.

Save this scene as a PZ3 and without moving it, save the main camera back to the Camera library as a preset.

5. Create the left eye image

Before creating your scene, import the left hand picture (the one you created in stage 3) as the background image. Add your figures and objects to the scene. Do a save as and call this lefteye.pz3 or something like that.

You can happily use or move around any camera to help with the scene setup if you need to. When happy save the scene, reload the main camera preset you made earlier on, and save it as lefteye.pz3.

Now render the scene and save the render as .BMP.
The important thing to remember is that all times the main camera does NOT move at all.
If you think it might have moved, reload the preset camera.

6. Create the right eye image

Do a save as on the left eye scene, call it something like righteye.pz3. Next import the right hand picture (as created in stage 3) for the background image. Now start playing with the "DOLLYX" setting on the main camera and line up your scene with the new background photo.

One trick here is look at your first render and find a bit where the scene lines up with the background. For example: Where the nose of a car lines up with the edge of a building.

Now back in Poser try to replicate that on this scene. To do this select the main camera, and using only the "DOLLYX" dial, move the main camera left and right very slightly. The important point here is to make sure the camera moves from the zero point by roughly 2 to 4%. It doesn't have to be 100% precise and will vary dependant on your scene.

Once you're happy, render and save as .BMP.

7. Get this and install it....

http://www.stereoeye.jp/software/index_e.html

..import your 2 renders and make your anaglyph.

8. Now view your image!

To do this you need 3d glasses. If you don't have any, it's easy to make them using some card (cereal packet is good enough), clear plastic and coloured marker pens.

9. Sample Images

10. Hints & Tips

Watch out for certain colours in your render, because (as you can see from the third image above) when viewed with the 3d glasses on you can strange effects. Such as colour shifts, or a hyper-glow.

Often black and white images can be more effective than colour ones, as can the use of selective spot colouring. That's where the whole image is monochrome apart from one area that's coloured. For example a red pillar box against a snowy grey-white scene.

As the example below shows, you don't have to use create whole scenes within poser to get good effects either. Here only the spaceship was rendered within poser, with the background set to a "transparent" like colour. A single background photo was turned into anaglyphic image. The straight spaceship render was then post-worked over the anaglyphic background in a graphics application.

Another trick is look at the work of photographers and use selective DOF (Depth of Field) within your renders. Where the background is blurred and the foreground sharp. If you look in the Concepts and Tutorials at Poserdirect.com there's two (Dioramic-model style DOF and Parallax Scrolling) props and tutorials, which might help you.

11. Alternate Approaches

As stated above this tutorial isn't perfect and doesn't claim to be. Other artists use approaches and techniques that can be more mathematically precise. For example the Python Script created by an artist called Paul.

He's created a "camera rig" within Poser which creates left/right cameras (parented to the dolly camera), as well as a "focal plane" which determines how/where the cameras point. screen surface).

To download that and for more info, please visit…
http://www.worldofpaul.com/anaglyph/redblueanaglyphs.html

There's also some other scripts and stuff here as well…
Stereoscopy : Image generator
http://www.renderosity.com/mod/freestuff/details.php?item_id=62715

Stereoscopy : Stereo movie generator
http://www.renderosity.com/mod/freestuff/details.php?item_id=63140

Stereoscopy : Stereobase calculator
http://www.renderosity.com/mod/freestuff/details.php?item_id=62961

Plus you can find more tips, techniques and debates can be found by searching "Anaglyphs" in the Poser and Photography forums at..

http://www.renderosity.com/mod/forumpro/index.php

Note: You'll need (free) membership to view and post in these forums.

This tutorial was originally created by Mr Sparky – http://www.Sparkyworld.co.uk – http://www.poserdirect.com
It can be freely shared, freely distributed, freely edited – though please leave a note in your version crediting the original source.
Version 1.0 - March 2012