Addendum To:

Mastering 2D to 3D Conversion

How to Convert Your Priceless 2D Family Heirloom Photos to Stunning 3D Stereo Images

Learn all the Secrets to Making a Perfect 3D Conversion of any Image

by

Michael Beech

Supplementary Images for

Mastering 2D to 3D Conversion

Version 3

by

Michael Beech

Mastering 2D to 3D Conversion

PUBLISHING HISTORY

PDF Format Edition published March, 2008
PDF Format CD Edition, Version 2, published May, 2008
Print Edition, Version 3, published June, 2008
PDF Format Download, **Version 3-DL**, published October, 2008

Published by Michael Beech
Arvada, Colorado

For information address:

8603 W. 84th Circle
Arvada, CO 80005
USA

PhotosN3D@aol.com

Manufactured in the United States of America

Appendix A: Cross-Views Images

Brennan's Circus
San Xavier Lion
Aven, WV
Aven in Hat-3D
Aven, No WV
Aven With Flag
Tobias in Cave
After 2nd Shift
After 5th Shift
Shift by Skewing
Charles S. Beech
Moon, 6 Shift
Bumper Car Stereo
Back Bend
Balrog
Naked Blade

Appendix B: Anaglyph Images

Brennan's Circus
San Xavier Lion
Aven, WV
Aven in Hat-3D
Aven, No WV
Aven With Flag
Tobias in Cave
Charles S. Beech
Moon, 6 Shift
Back Bend
Balrog
Naked Blade

Appendix C: Parallel View Images

Appendix D: Figures

Addendum

Supplementary Images for 3D Stereo Magic

Images Only

The following pages contain the color supplementary images – cross view, anaglyph, parallel, and figures – for the 3D Stereo Magic book.

Appendix A -- Cross-View Images

Appendix B -- Anaglyph Images

Appendix C -- Parallel Views

Appendix D -- Figures

Appendix A: Cross-View Images

Brennan's Circus, 2D to 3D Conversion by Michael

San Xavier Lion, Photo & 2D to 3D Conversion
Copyright Michael Beech

Aven, Faux 3D with bad WV

Aven in Hat, Faux 3D

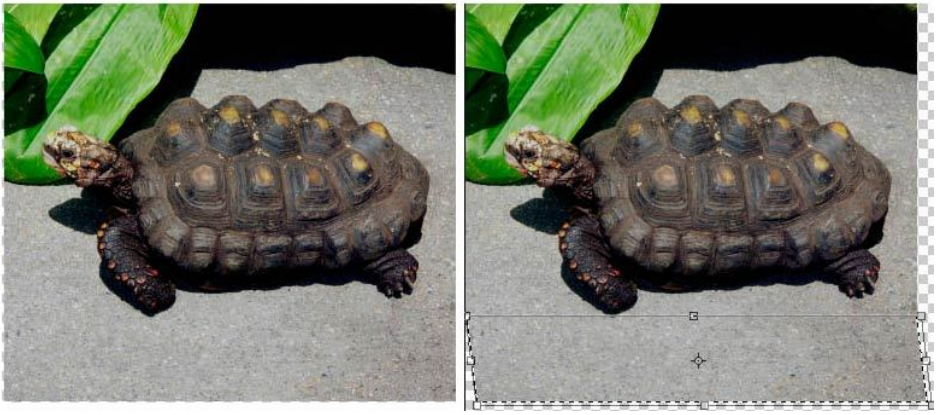
Aven Faux 3D, No WV

Aven With Flag

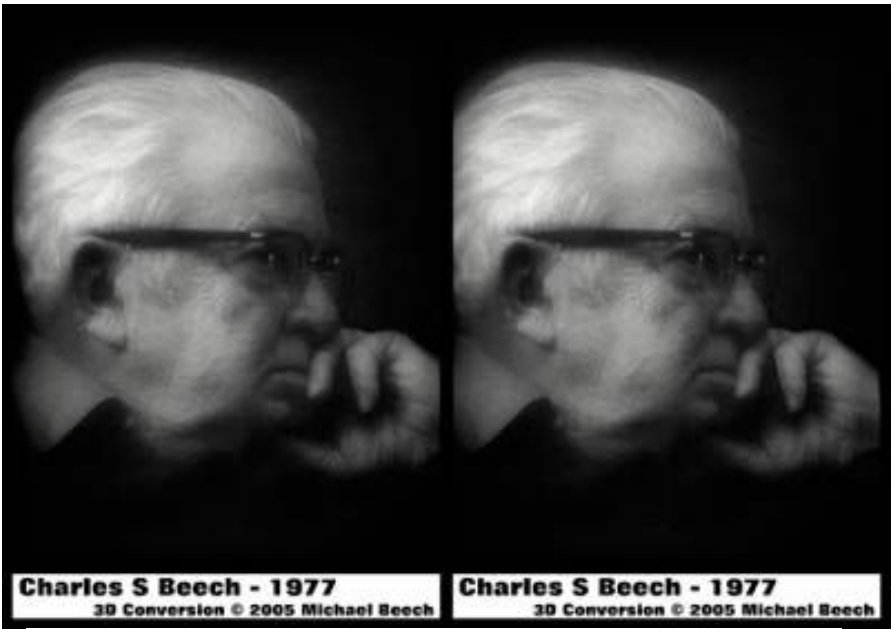
Tobias In Cave, Faux 3D

After 2nd Shift

After 5th Shift



Shift by Skewing



Charles S. Beech, Photo and 2D to 3D Conversion
Copyright Michael Beech

Moon, 2D to 3D Conversion by Michael Beech

Bumper Car Stereo

Balrog, 2D to 3D Conversion by Michael Beech

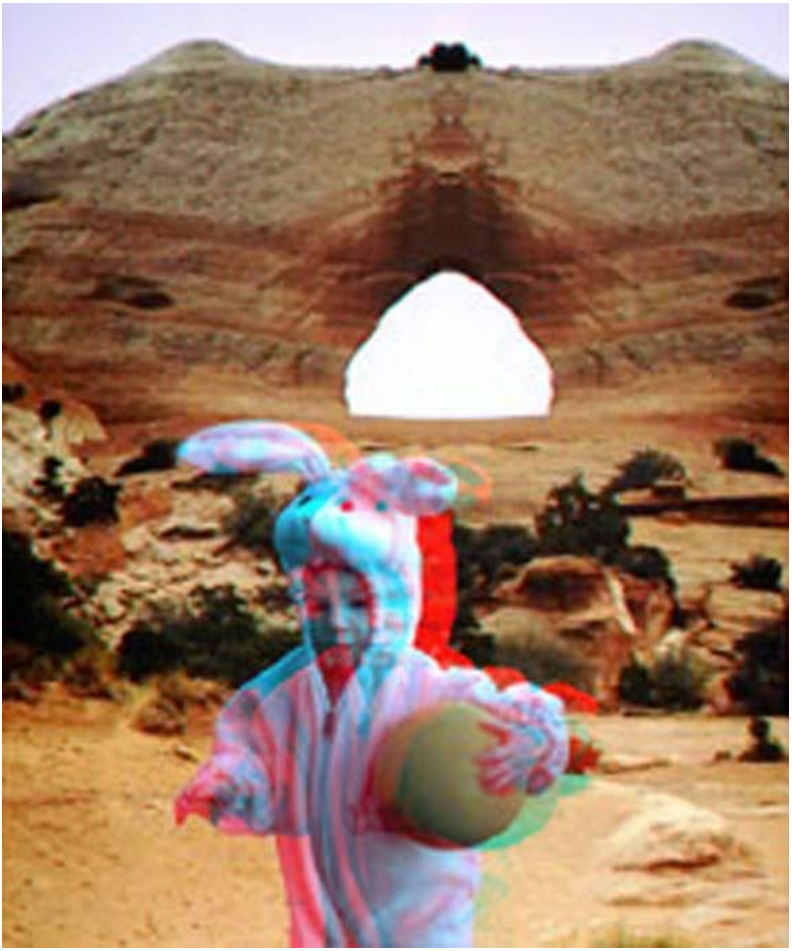
Back Bend, 2D to 3D Conversion by Michael Beech

Naked Blade
2D to 3D by Michael Beech, Colorized by Mike Ihde

Appendix B: Anaglyph Images

San Xavier Lion, Photo & 2D to 3D Conversion
Copyright Michael Beech

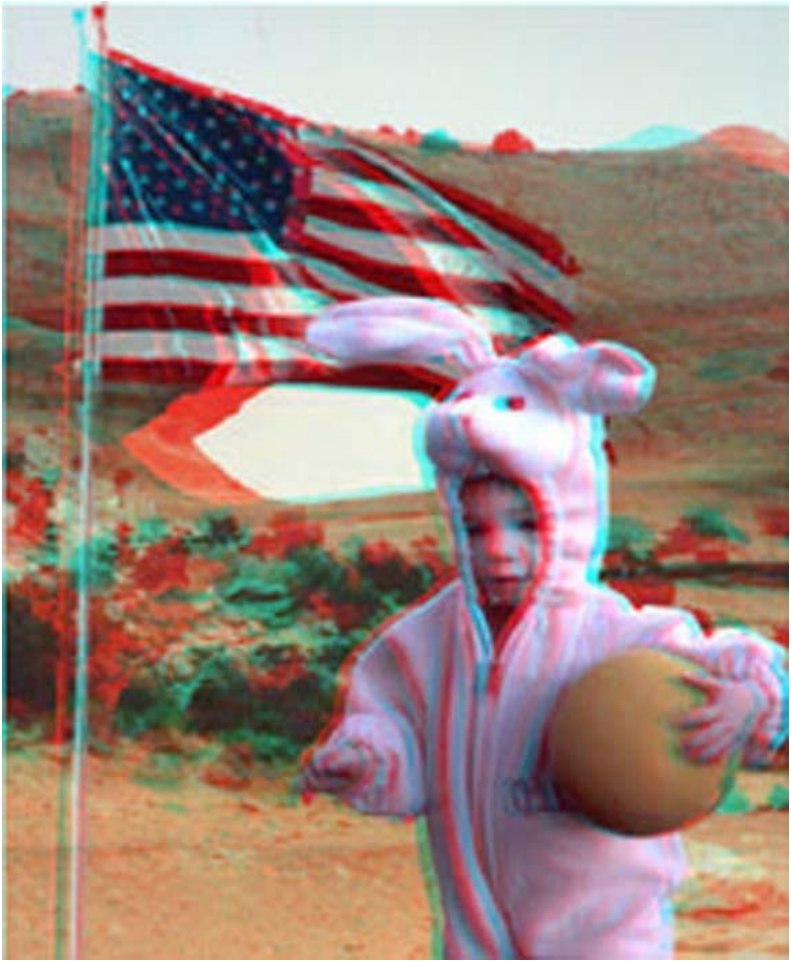
Brennan’s Circus, 2D to 3D Conversion by Michael Beech



Aven in Faux 3D with bad WV

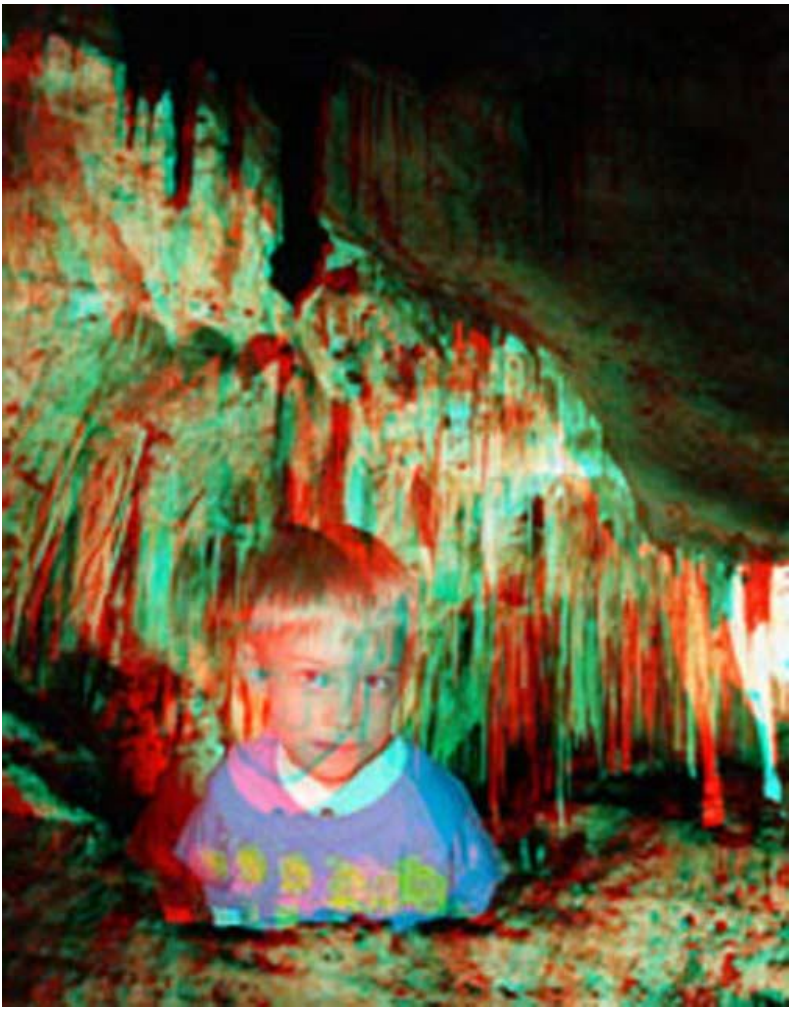
Aven in Hat, Faux 3D

Aven, Faux 3D, No WV



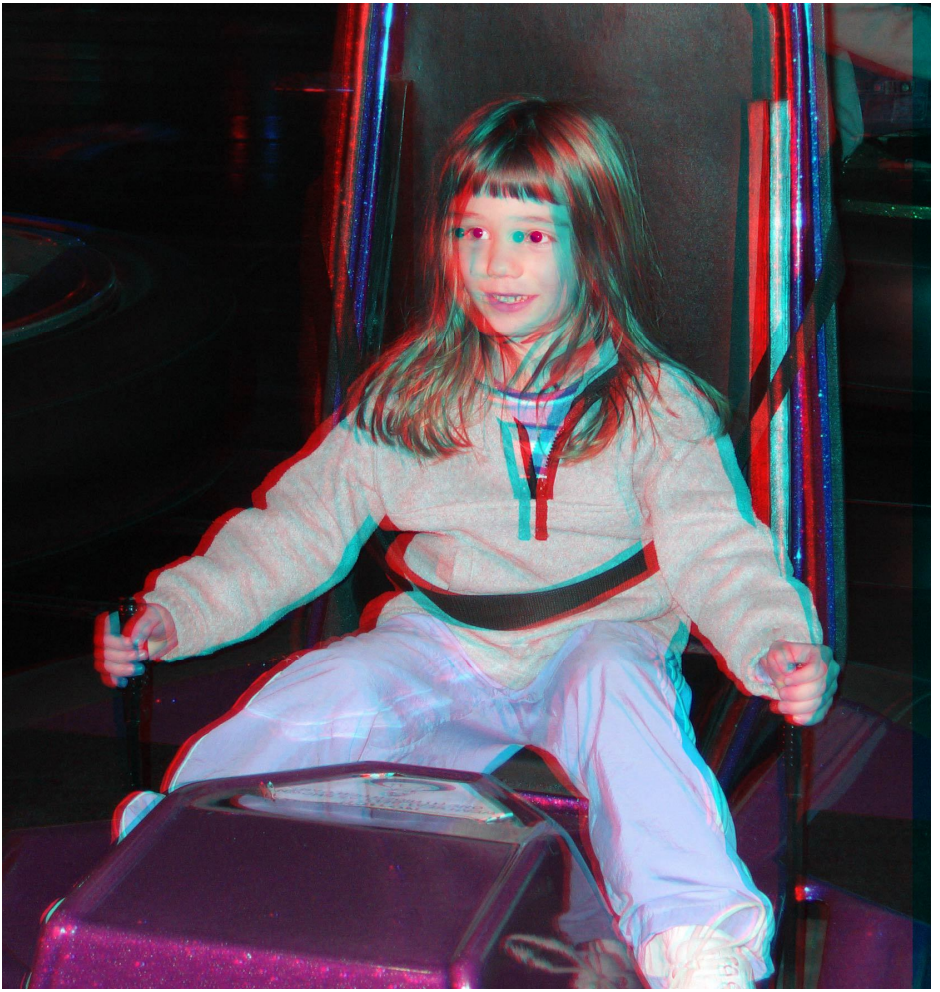
Aven With Flag in Faux 3D

Tobias In Cave, Faux 3D



Charles S. Beech, Photo and 2D to 3D Conversion
Copyright Michael Beech

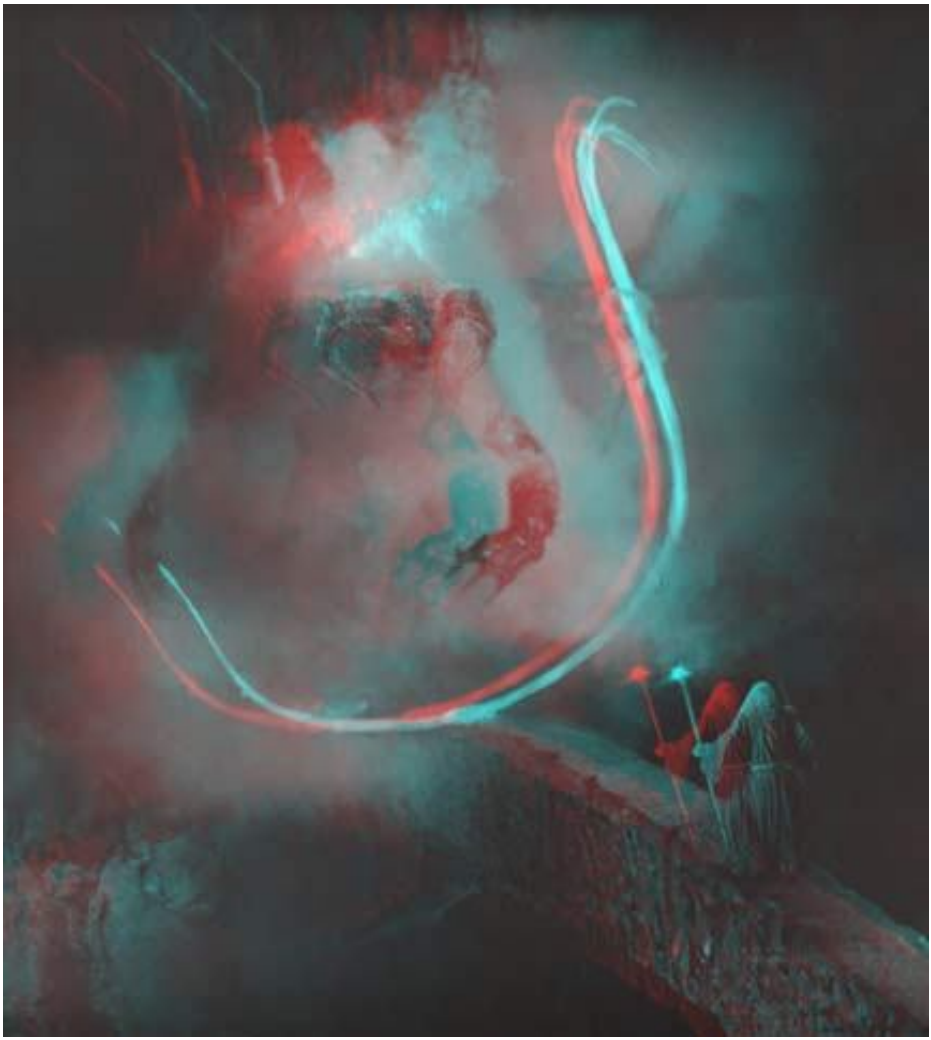
Moon, 2D to 3D Conversion by Michael Beech



Bumper Car, 2D to 3D Conversion

Back Bend, 2D to 3D Conversion by Michael Beech

Naked Blade, 2D to 3D Conversion by Michael Beech



Balrog, 2D to 3D Conversion by Michael Beech

Appendix C: Parallel Images

Brennan's Circus, 2D to 3D Conversion by Michael

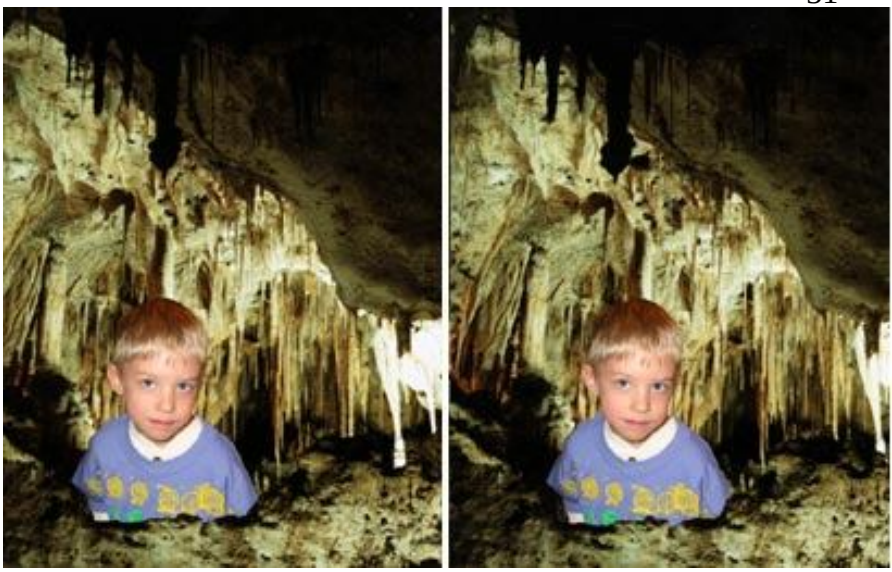
San Xavier Lion, Photo & 2D to 3D Conversion
Copyright Michael Beech

Aven in Faux 3D with bad WV

Aven in Hat, Faux 3D

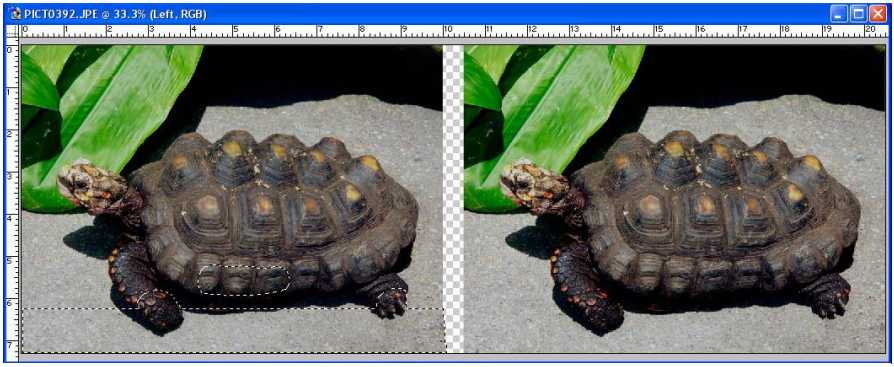
Aven, Faux 3D, No WV

Aven With Flag in Faux 3D

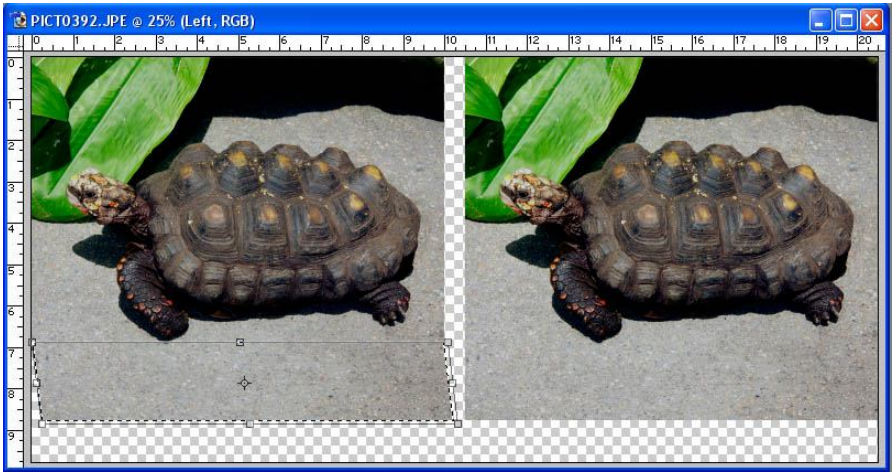


Tobias In Cave, Faux 3D

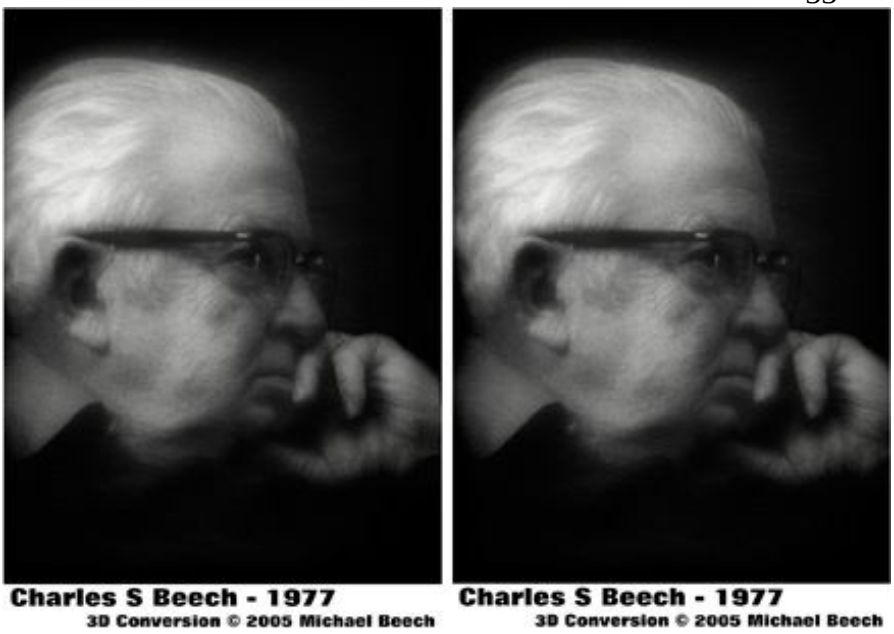
After 2nd Shift



After 5th Shift



Shift by Skewing



Charles S. Beech, Photo and 2D to 3D Conversion
Copyright Michael Beech

Moon, 2D to 3D Conversion by Michael Beech

Bumper Car, 2D to 3D Conversion

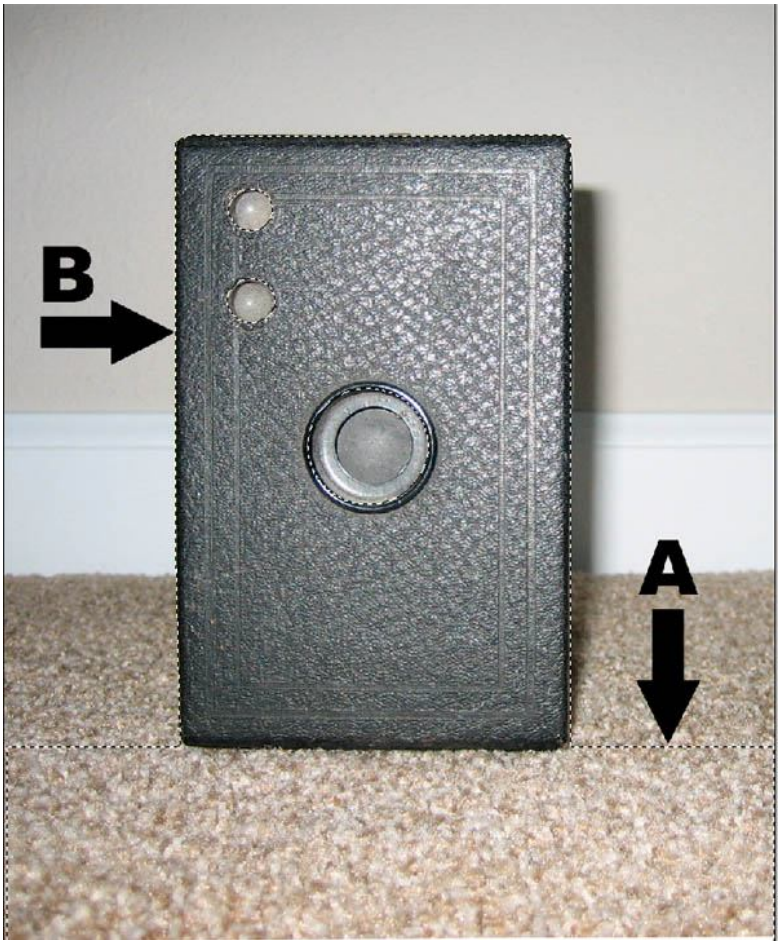
Balrog, 2D to 3D Conversion by Michael Beech

Back Bend, 2D to 3D Conversion by Michael Beech

Naked Blade
2D to 3D Conversion by Michael Beech
Colorized by Mike Ihde

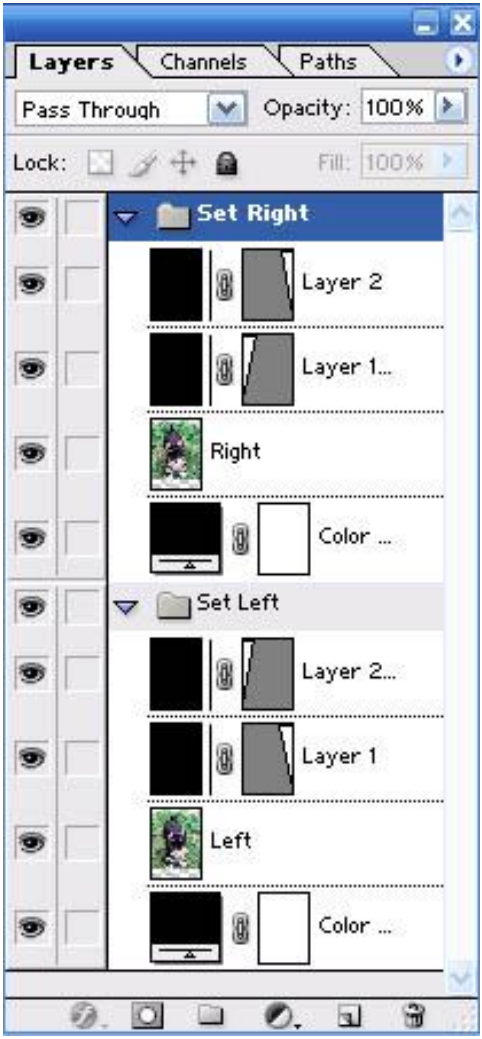
Appendix D: Figures

Aven in Hat, 2D Original

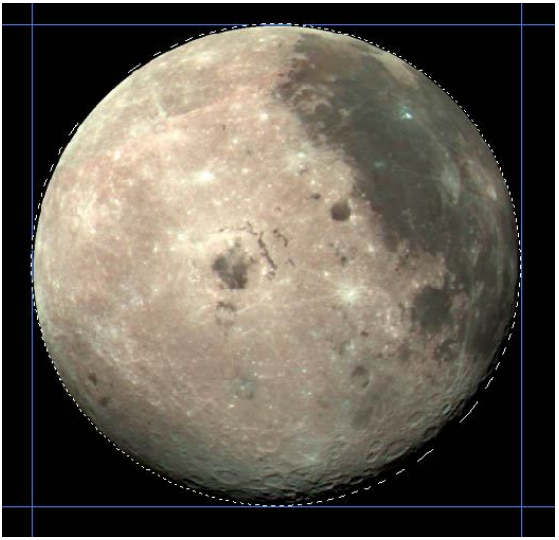


Vertical Objects

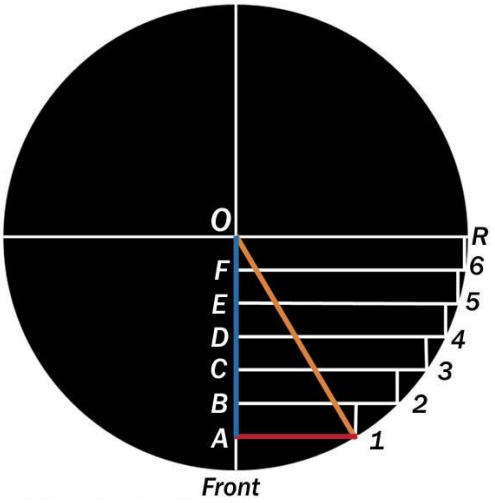
Object at Angle & Camera Tilted



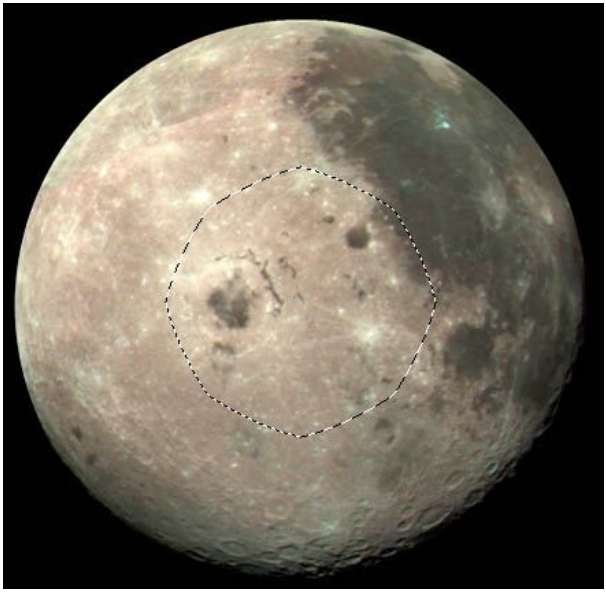
Layers palette, Sets & Masks



Moon, Bounding Box, & Selection



Top View of Cylinder or Sphere



Moon, First Selection

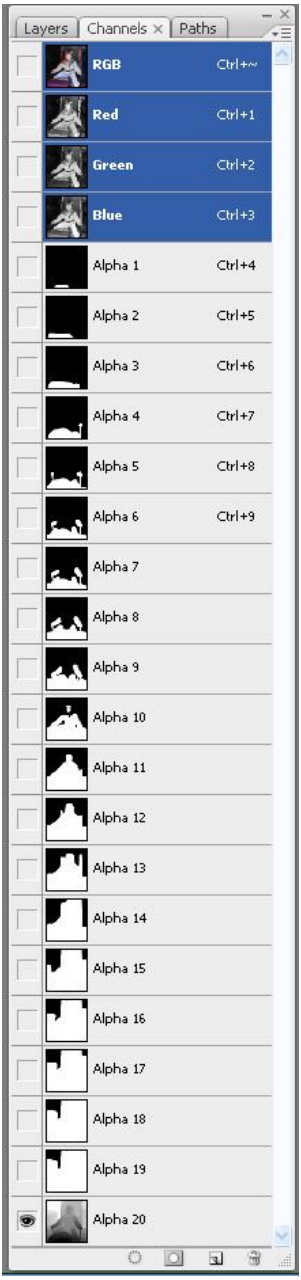
A B C D E F

Contraction Calculator for Spherical or Cylindrical Objects

In the Yellow bar, enter the number of shifts you plan to make and the radius in pixels, of the sphere or column.
Layer depth is radius divided by shifts + 1
Length is the radius, in pixels, of each selection circle.
Contraction is how much to shrink the selection circle for that shift.
Shift 1 is near the center of the sphere.

Shifts	Radius Pix	Rad. Sq'd	Layer Depth
20	420	176400	20

Shift#	Layer Depth	Depth Sq'd	Difference	Length	Contraction
	=d$12*(a$12+1-a17)	=if(b17>0,b17*b17,"")	=if(b17>0,C$12-c17,"")	=if(b17>0,sqrt(d17),"")	=if(b17>0,b$12-e12,"")
1	400	160000	16400	128	292
2	380	144400	32000	179	241
3	360	129600	46800	216	204
4	340	115600	60800	247	173
5	320	102400	74000	272	148
6	300	90000	86400	294	126
7	280	78400	98000	313	107
8	260	67600	108800	330	90
9	240	57600	118800	345	75
10	220	48400	128000	358	62
11	200	40000	136400	369	51
12	180	32400	144000	379	41
13	160	25600	150800	388	32
14	140	19600	156800	396	24
15	120	14400	162000	402	18
16	100	10000	166400	408	12
17	80	6400	170000	412	8
18	60	3600	172800	416	4
19	40	1600	174800	418	2
20	20	400	176000	420	0



Completed Mapping

Bumper Car, 2D

Depth Map

Depth Map Blurred

Top of Channels Palette

Top of Pairs Channels Palette

Top of Direct Channels