## Addendum To:

# Masterine 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



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

All rights reserved Copyright 2008 by Michael Beech

No part of this book or electronic file may be reproduced or transmitted in any form or by any means, electronic or mechanical, including photocopying, recording, or by any information storage or retrieval system, without the written permission of the publisher, except where permitted by law.

For information address:

8603 W. 84<sup>th</sup> 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 2<sup>nd</sup> Shift After 5<sup>th</sup> 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**

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

#### **Appendix D: Figures**

Vertical Objects
Object at Angle
Layers Palette
Moon, Bounding Box
Top View of Sphere
First Selection
Moon, 6 Shifts
Contraction Calculator
Bumper Car, 2D
Completed Mapping
Depth Map
Depth Map Blurred
Top of Pairs Channels Palette
Top of Direct Channels Palette

#### **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**





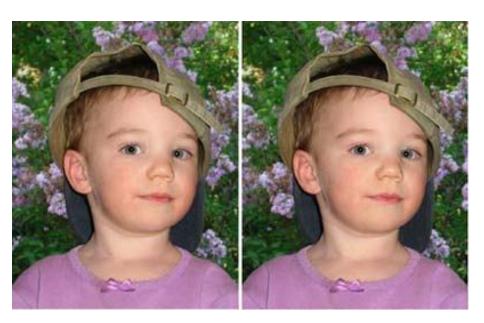
Brennan's Circus, 2D to 3D Conversion by Michael



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



Aven, Faux 3D with bad WV



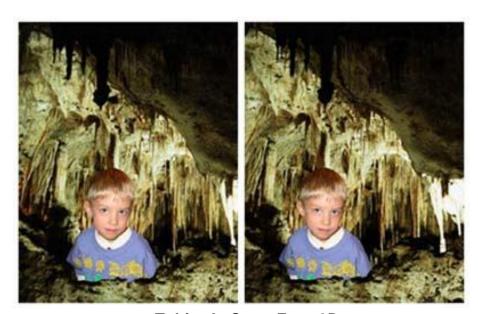
Aven in Hat, Faux 3D



Aven Faux 3D, No WV



Aven With Flag



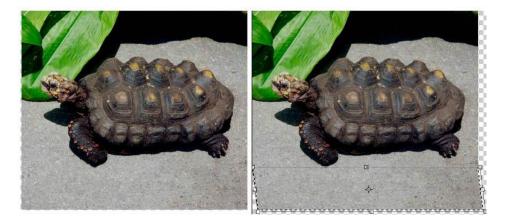
Tobias In Cave, Faux 3D



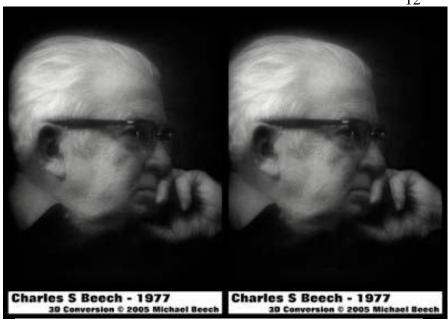
After 2<sup>nd</sup> Shift



After 5<sup>th</sup> Shift



Shift by Skewing



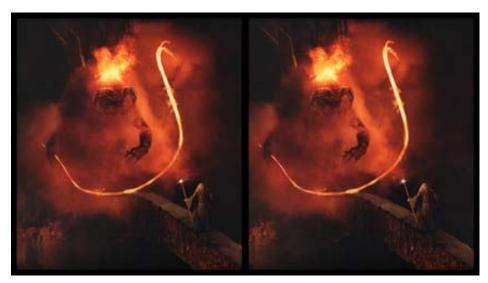
Charles S. Beech, Photo and 2D to 3D Conversion Copyright Michael Beech



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

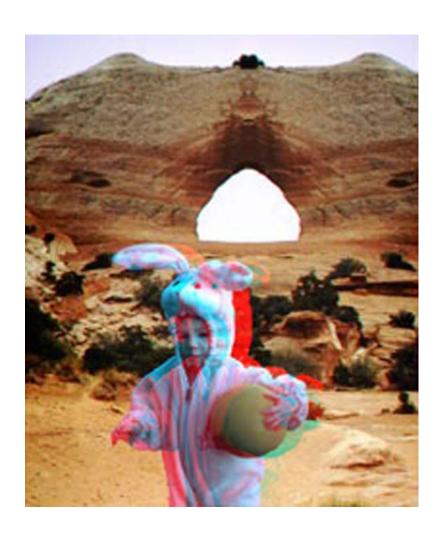
## **Appendix B: Anaglyph Images**



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

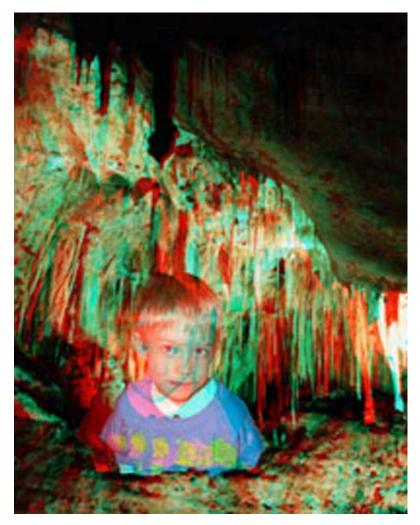


Aven, Faux 3D, No WV



Aven With Flag in Faux 3D







Charles S Beech - 1977
3D Conversion © 2005 Michael Beech

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



Moon, 2D to 3D Conversion by Michael Beech



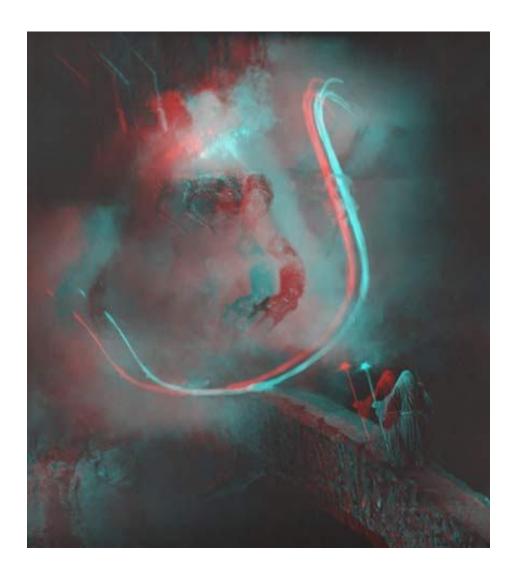
**Bumper Car, 2D to 3D Conversion** 



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**





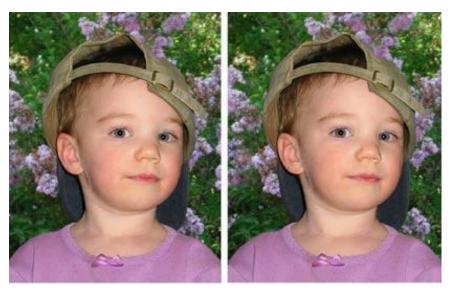
Brennan's Circus, 2D to 3D Conversion by Michael



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



Aven in Faux 3D with bad WV



Aven in Hat, Faux 3D

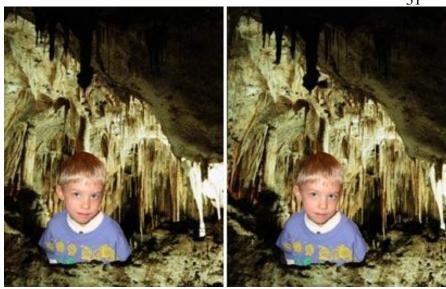
30



Aven, Faux 3D, No WV



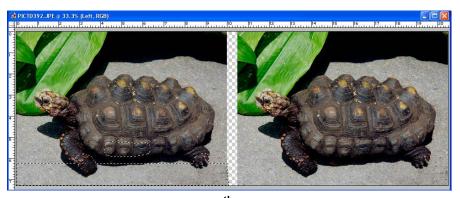
Aven With Flag in Faux 3D



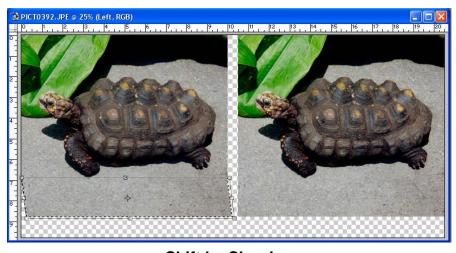
**Tobias In Cave, Faux 3D** 



After 2<sup>nd</sup> Shift



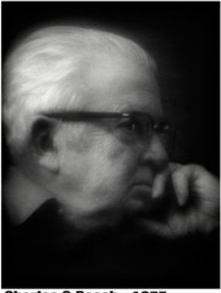
After 5<sup>th</sup> Shift



Shift by Skewing

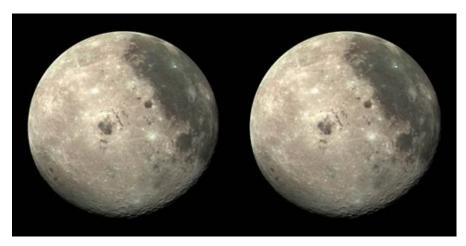






Charles S Beech - 1977
3D Conversion © 2005 Michael Beech

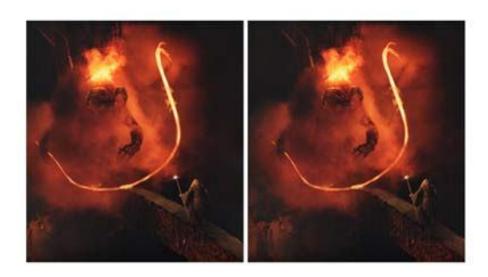
Charles S. Beech, Photo and 2D to 3D Conversion Copyright Michael Beech



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

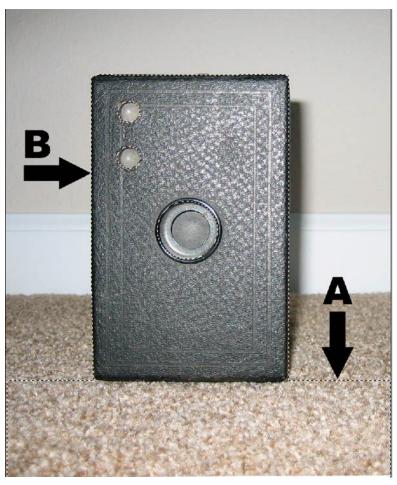


Naked Blade 2D to 3D Conversion by Michael Beech Colorized by Mike Ihde

# **Appendix D: Figures**



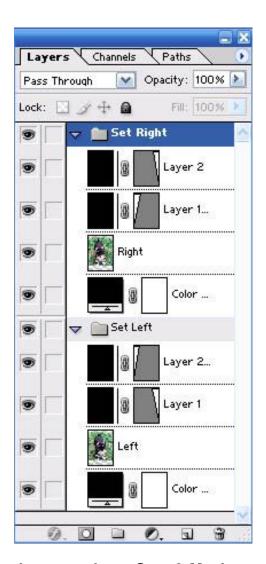
Aven in Hat, 2D Original



**Vertical Objects** 



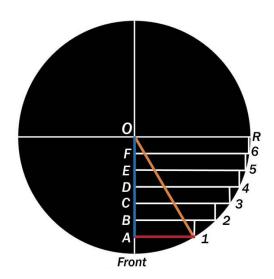
Object at Angle & Camera Tilted



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.

Rad.

Sq'd

Contraction is how much to shrink the selection circle for that shift.

Layer

Depth

Shift 1 is near the center of the sphere.

Radius

Shifts Pix

		•	•		
20	420	176400	20		
Shift#	Layer Depth =d\$12*	Depth Sq'd =if(b17>0,	Difference =if(b17>0,	Length =if(b17>0,	Contraction =if(b17>0,
4	(a\$12+1-a17)	b17*b17,"")	C\$12-c17,"")	sqrt(d17),"")	b\$12-e12,"")
=					292
					241 204
					173
					148
					126
					107
					90
					75 60
					62
					51
					41
					32
					24
					18
					12
					8
					4
					2
20	20	400	176000	420	0
		Shift# Layer Depth  =d\$12*  (a\$12+1-a17)  1 400 2 380 3 360 4 340 5 320 6 300 7 280 8 260 9 240 10 220 11 200 12 180 13 160 14 140 15 120 16 100 17 80 18 60 19 40	Shift# Layer Depth Sq'd  =d\$12* =if(b17>0,	Shift# Layer Depth Sq'd Difference  =d\$12* =if(b17>0, =if(b17>0, (a\$12+1-a17) b17*b17,"") C\$12-c17,"")  1	Shift# Layer Depth Sq'd Difference Length  =d\$12* =if(b17>0, =if(b17>0, =if(b17>0, =if(b17>0, (a\$12+1-a17) b17*b17,"") C\$12-c17,"") sqrt(d17),"")  1 400 160000 16400 128 2 380 144400 32000 179 3 360 129600 46800 216 4 340 115600 60800 247 5 320 102400 74000 272 6 300 90000 86400 294 7 280 78400 98000 313 8 260 67600 108800 330 9 240 57600 118800 345 10 220 48400 128000 358 11 200 40000 136400 369 12 180 32400 144000 379 13 160 25600 150800 388 14 140 19600 156800 396 15 120 14400 162000 402 16 100 10000 166400 408 17 80 6400 170000 412 18 60 3600 172800 416



**Completed Mapping** 



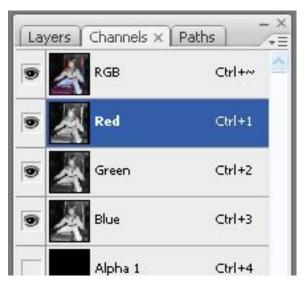
Bumper Car, 2D



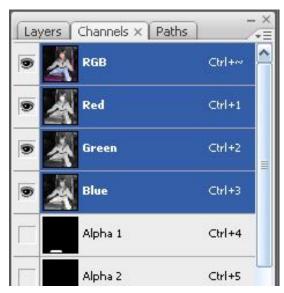
**Depth Map** 



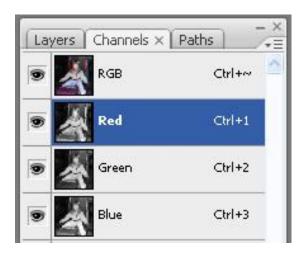
**Depth Map Blurred** 



**Top of Channels Palette** 



**Top of Pairs Channels Palette** 



**Top of Direct Channels**