

3D displays and shutter glasses

438886_paste.tiff ↗

TaskArrowSm.tiff ↗ 3D displays are not easy to be integrated into a given hardware platform. 935307_TaskArrowSm.tiff ↗ Almost every 3D display needs additional glasses the user has to wear. Some systems even consist only of glasses.

797582_TaskArrowSm.tiff ↗ There a also head-mounted displays that may provide some data about the orientation of the users viewing area. Used in cyberspace apps.

481747_PixelRule.tiff ↗

646995_CheckMark.tiff ↗ Many solutions are very hardware specific. The listed systems may not work with the NeXTSTEP hardware available today. Anyway the future may change that.

- **3 Display Computer Graphics System**

- 2 x 60 Mhz refresh rate, LCD shutter glasses, seen with SGIs

- by Pieper

- Tel.: 49 0211 215034 (?)

- **shutter glasses**

- cheap shutter glasses, won't be useful without good display sync
 - by Sega, Toshiba, ?

- **other displays and glasses**

expensive, most of them used double buffered screens
by ?

- **Datavisor 9c**

head mounted display, part of a complete VR system
by n-Vision, MediaSystems

685266_CheckMark.tiff ↪ 3D displays won't really need a lot of app support. Some way of syncing the images would be enough.

381396_CheckMark.tiff ↪ The general software side is simple but has to be very fast to keep up with the displays refresh rate! This is not easy.

506947_CheckMark.tiff ↪ Currently there is no system I know that would work with today's NeXTSTEP hardware platforms. Most solutions require a new graphics adapter and sometimes additions to the OS. We might need to have some real DriverKit classes here.

53781_PixelRule.tiff ↪

See also

;../Project/FuturePlans.rtf;;↪ Future plans