

CONVERTING 2D IMAGE TO 3D

1. Load flat photo #1 (for card crop to 3"sq)



2. Duplicate photo twice #2 (right) #3 (left)



3. Photo #1 make image map
save as PSD

Using the Gradient tool, foreground=grey (127), background=black, design is circular**. Draw a line from the near point to the far point. A black and white image will appear with white in the center, this is the near point. **use circular or linear or create custom map



4. Photo #2_R, filter, distort, displace
20, 0, tile, use Photo #1 image map

On the (name_R) image, select FILTER-DISTORT-DISPLACE and the following settings Horizontal = 20**, Vertical = 0, Displacement=tile, undefined areas=repeat edge pixels – OK. In the popup window, choose the (name_map) image
** horizontal shift value can vary for different depth.



5. Photo #3_L, filter, displace, distort
NEGATIVE 17, 0, tile, repeat edge,
use Photo 1 image map

You now have 2 stereo pairs which
can be used for digital, anaglyph, or stereo cards

TO MAKE ANAGLYPH **

6. Photo #3_L Red channel,
copy



7. Photo #2_R Red channel
paste



8. Turn on all channels and adjust
Anaglyph done *

* Click eye icon , click move tool
and adjust window if necessary
with arrows. If you click the RGB
you can't make adjustments.

** Only Photoshop and Gimp
have channel control,
if using PSElements,
use SPM step 6 to create
anaglyph.

TO MAKE CARD

6. Photo #2_R
Increase canvas size
to 6" on left. *



7. Copy and paste #3_L into #2



8. Increase canvas size 7 x 3.5
Card done

* Right – Image, Canvas size,
change width from 3" to 6"
Click arrow pointing to the right
#3_Left – copy
Paste left image into the canvas area
and then move it to the left of the
#2_Right image.
Flatten the layers

Choose background color
Canvas size, increase the
width to 7", height to 3.5",

TO USE SPM

6. Load Photo 2 and 3
into SPM

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