

Anaglyph RoundTable with Jim McManus & Jim Harp (8/1/19)

"McManaglyphs"

WHY Anaglyphs are so USEFUL

- anyone with two working eyes can see them
- no hardware or software required
- no Lenses to get scratched or misaligned
- no Focusing problems to worry about
- universal interocular spacing (with no distortion)
- can be viewed at any angle & size, and you can move closer
- you can "Zoom In" while editing for close-up inspection
- image can be displayed *TWICE AS LARGE* as Side-By-Side
- viewers are common & cheap
- can be viewed by many people at once

WHY Anaglyphs have gotten a BAD RAP

- heavy Filtration equals Retinal Rivalry
- Retinal Rivalry equals viewer Eyestrain
- this occurs in both Color AND Contrast
- most anaglyphs are Black & White only as a result

CHOOSING the Correct Anaglyph GLASSES

- 'Red/Cyan' gives the full spectrum of RGB light (left=R, right=G+B)
- look at a WHITE wall, paper, or light source
- overall appearance (using both eyes) should be white, not yellow or blue

BRIGHTNESS is CRITICAL with Anaglyphs

- BOOST Red channel's Midpoint Level (in Photoshop) & MORE when printing
- RAISE Brightness of both editing & playback Displays
- RAISE level of any Lighting on Prints (try changing bulb's color temperature?)

COLOR PROFILES have a big impact on Anaglyph Quality

- try different Profiles for image (input) & destination (output: paper, screen, etc)
- Convert (or Assign) 'input' file's profile to "Adobe RGB 1998" (for PhotoShop)
- for Mac, PC & Web, try Converting 'output' file's profile to "ColorMatchRGB"
- for Printing the printer usually controls, but set your editing app to do it instead

CREATE (& SAVE) a Setup file (always use same Name if recording any Actions)

- If using a Grayscale image, Convert it to RGB (PShop: 'Image > Mode')
- Double-click on a 'Background' layer to make it 'editable'
- NAME each side's image layer 'Left' & 'Right' (*Align* using 'Rotate' & 'Scale')
- MATCH (& improve on) *The Four C's* = Clarity, Color, Contrast, & Content
- USE a 'Channel Mixer' on each layer for a custom RGB blend on each side:
 - Red side (Left) is almost colorless; work on matching contrast with Right
 - BOOST Green channel on Left (Red) side, and add some Blue in as well
 - ADD some Red in to the Green & Blue channels of the Right-side image
 - TOTAL values (R+G+B) per channel in the mixer should not exceed 100
- GROUP all Left & all Right files together (respectively) in a Vertical 'stack'
- Set LEFT Group/Layer from 'Pass Through'/'Normal' to 'Screen' or 'Lighten'
- ADD 'Levels' adjustment Layer on top of stack & BOOST Red's midpoint level

USE "Shadows & Highlights" on COPIES of layers AT END to get HDR-like results

USE a 'Mat Layer' to adjust Stereo Window (Inverse selection & Fill with Black)

- examine Window (at screen level) by moving cursor around nearest object
- Moving Left image layer (or group) to the Left puts it further in the background

SBS versions of the file (parallel or cross-eye) can easily be made using 'Actions'

PRINT with an even greater BOOST of the Red's Midpoint (Levels)

Try flipping your anaglyph images (or glasses) upside-down for a pseudo effect

Most of all, *HAVE FUN!*