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Direct anaglyphic 3D photos

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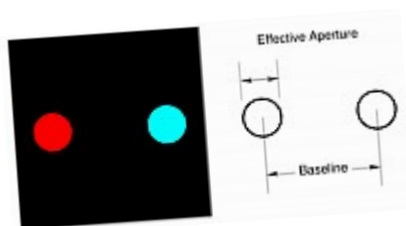
Put your **red and blue 3D glasses** on to see the photos in this **3D gallery!**

The method used here is a DIY thing: a **cardboard tube**, used **over the lens**, includes at the end **two filters, cut out of anaglyphic goggles** (red and blue).

The principle is so simple: by cutting out two very tiny circles, **simulating human « eyes »**, sufficiently apart from each other, **the light passes through them to the lens with on one side the red, and the other side the blue**. The two beams **combine** on the camera sensor with a **slight shift**.

The difficulty is to **calculate the apertures and the baseline gap** considering one specific lens, and adjust the **focal** during the shooting, allowing to simulate the depth effect. Alas, a slight **vignetting** can't be avoided.

The result is astounding, as you can see on the following three photos.



- Red and blue filter template for anaglyphic 3D -
The red & blue filter template to put over the lens

- Direct anaglyphic 3D photos -



- Laurel leaves in direct anaglyphic 3D -
With the suitable 3D spectacles, the leaves are really popping out of the frame



- House roof in direct anaglyphic 3D -
The leaves really seem to stand in front of the house



- Trunks in direct anaglyphic 3D -
The tangle of trunks is well-rendered in 3D

I would like to **test this method** during an **artistic nude shooting**, maybe one day I can post the results on the site. **Interested** ? Use the [Contact form](#) to talk about it...