

# 3D MEDIA SUITE

## INSTALLATION AND QUICK START GUIDE

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# About the Software

## *Prerequisites*

- [DirectX 9c](#) or higher from Microsoft
- [Flash version 9.0.124.0](#) or better if you plan to use the 3D Flash wrapper.

## *Third Dimension Technologies Software*

- The camera drivers include the following software components:
  - USB drivers for the webcams
  - 3D Virtual Camera
    - This camera driver will appear in your camera list in most windows programs.
  - [Camera Connection Wizard](#)
    - Will guide you through verifying that the cameras are attached and the USB drivers found them.
    - Will guide you through focusing the cameras.
    - Will guide you through the alignment process.
    - Will present the results as anaglyph output and allow you to fine tune the alignment manually.
  - [3D Camera Sharing](#)
    - Start and stop the 3D Virtual Camera first, and it can be shared between many programs. Without it, you can only use the camera in one program.
  - [3D Media Center](#)
    - “Preview” your 3D camera – This shows your camera output in real time without the overhead of capturing.
    - Open 3D media (video or photo) – Watch 3D videos that you captured or downloaded from the internet.
    - Capture 3D media - Capture video using standard CODECs or Windows Media Encoder.
    - Take a snapshot – During preview or capture you can take an instant snapshot and save it to disk as a photo.

## *Optional Components*

- [K-Lite Codec Pack Basic](#) supports video formats like Flash (FLV), MP4, H264, etc. This is highly recommended. It includes encoders and decoders. The CODECs enable these video formats in Windows Media Player.
- [Windows Media Encoder Series 9 from Microsoft](#) provides specialized encoding services including live http streaming and capture to file.

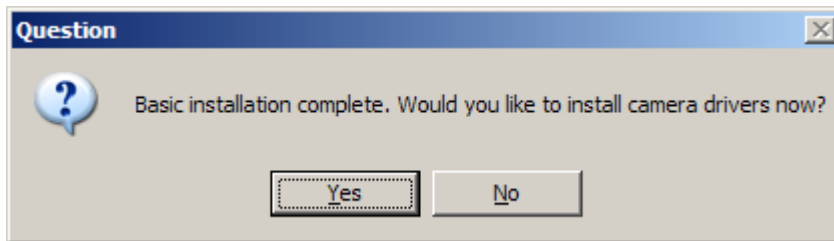
# Installation

## ***Driver Setup***

Download and launch the installation software. Go through the standard install steps. It is self-explanatory.

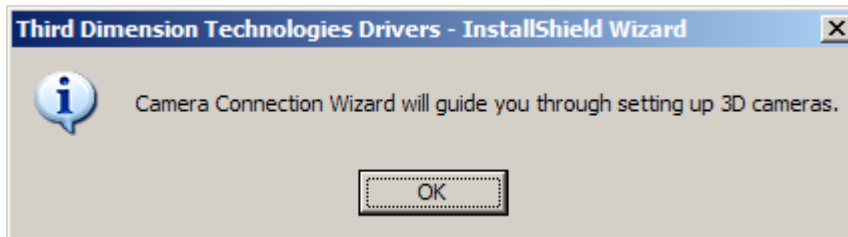
## **USB Camera Drivers**

After all of the files have been installed, you will be presented with the following dialog. ***If you have 3D camera choose YES. Without the USB drivers, your 3D Virtual Camera will not have the ability to connect to the USB devices.***



## **Installation Complete**

Finally, you have completed the setup process. All of your drivers are installed. You will see the dialog below. This will launch the [Camera Connection Wizard](#). ***Be aware that you must go through the USB Plug and Play process before you can align the cameras. But the Camera Connection Wizard can run while you are performing that step.***



The 3D Camera Sharing tray application will start automatically. Do not start the 3D Camera sharing until you have successfully completed the [Camera Connection Wizard](#) step.

## **Plug and Play USB Drivers**

***You must connect ONE CAMERA AT A TIME.***

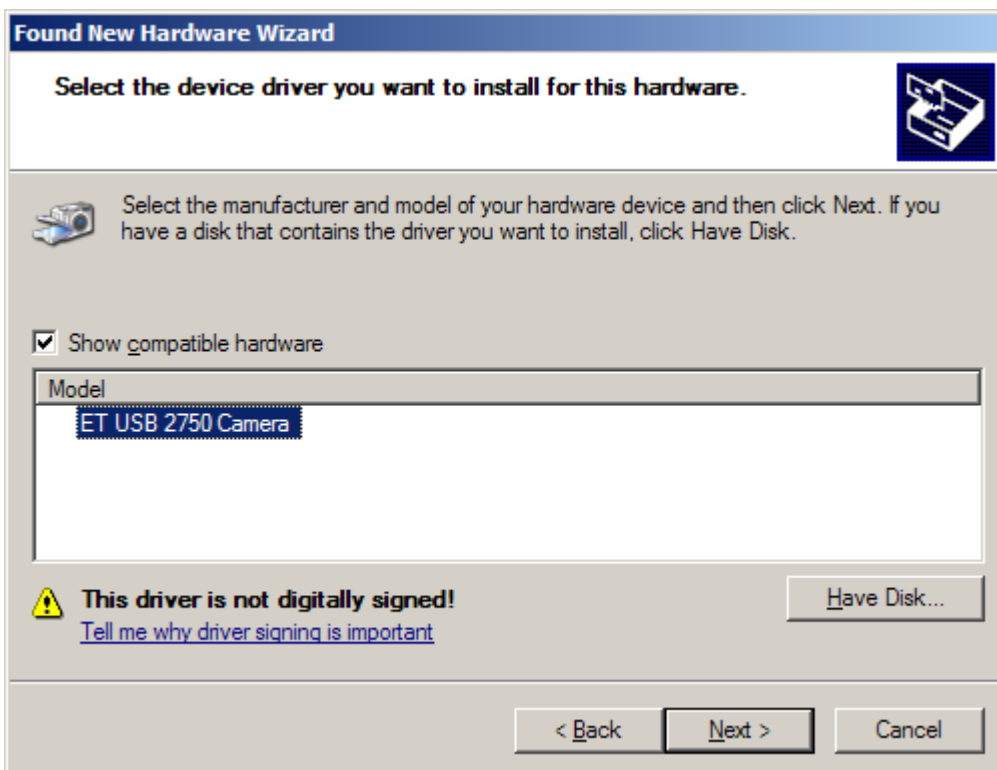
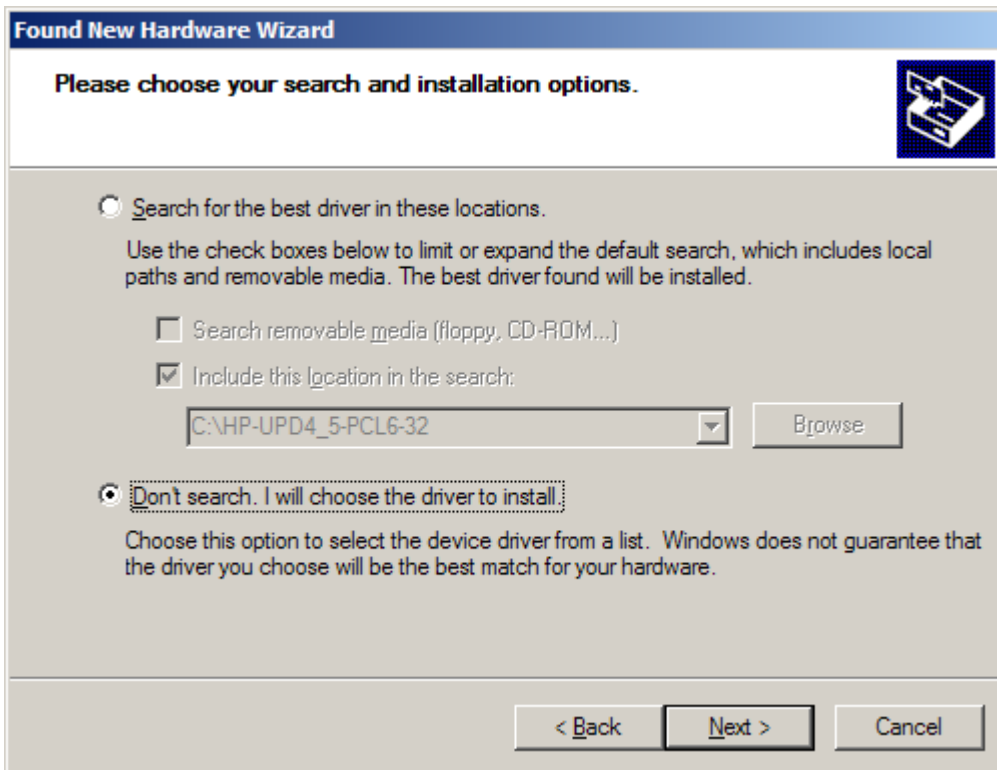
The steps are exactly the same for each USB plug. Make sure you connect one at a time and complete this step. If you connect both, it can take much longer for Windows to figure out the devices.

The steps are below. Do them for each USB plug separately. When complete, connect the other USB plug and repeat the step.

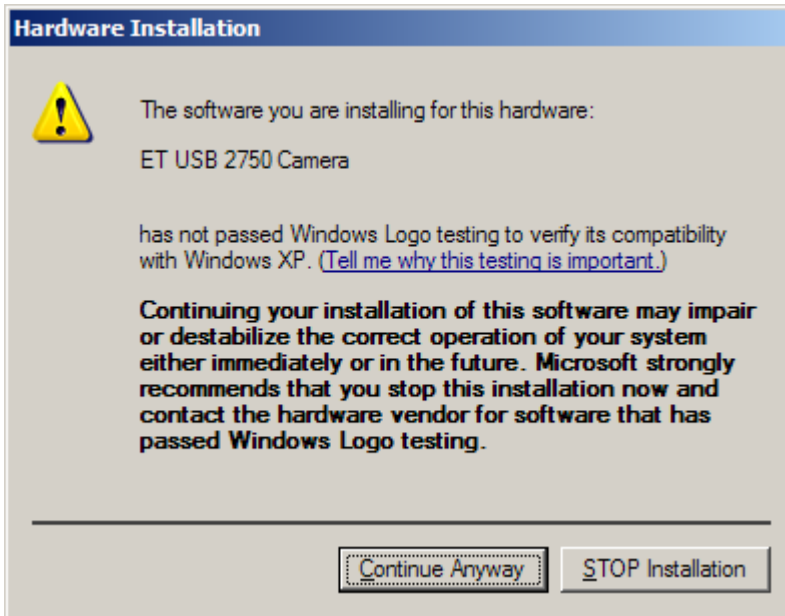
### **Connect One USB Plug**

Connect a USB plug. Windows will recognize that a new device has been connected. This is a standard process. Each dialog step is shown below. Follow them exactly.

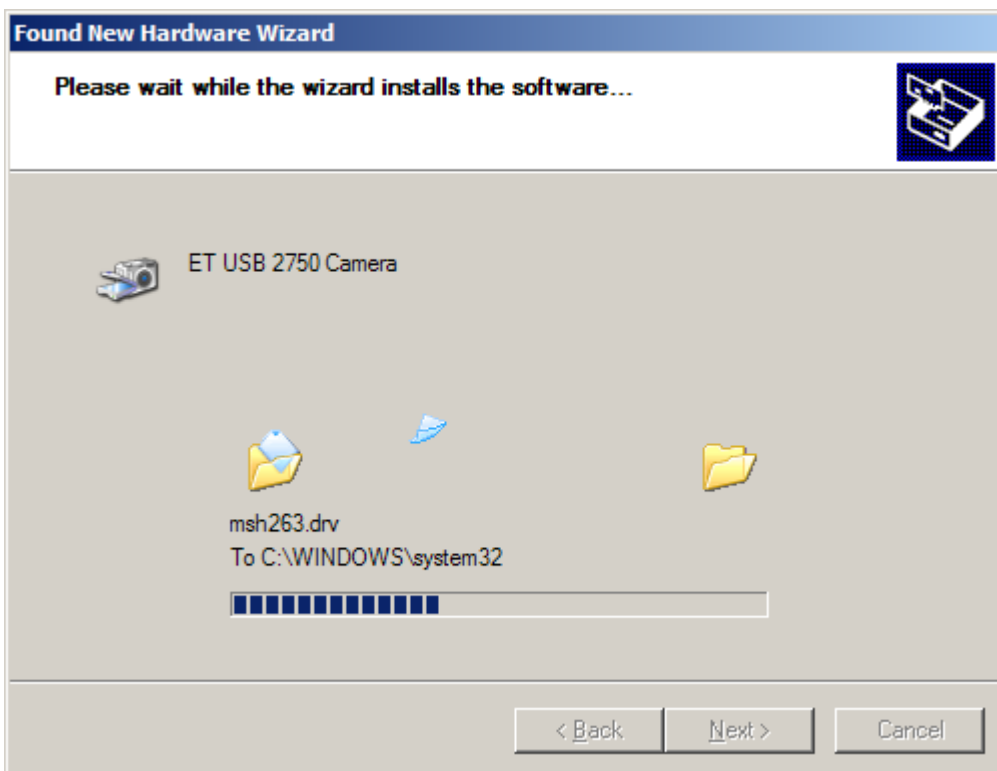




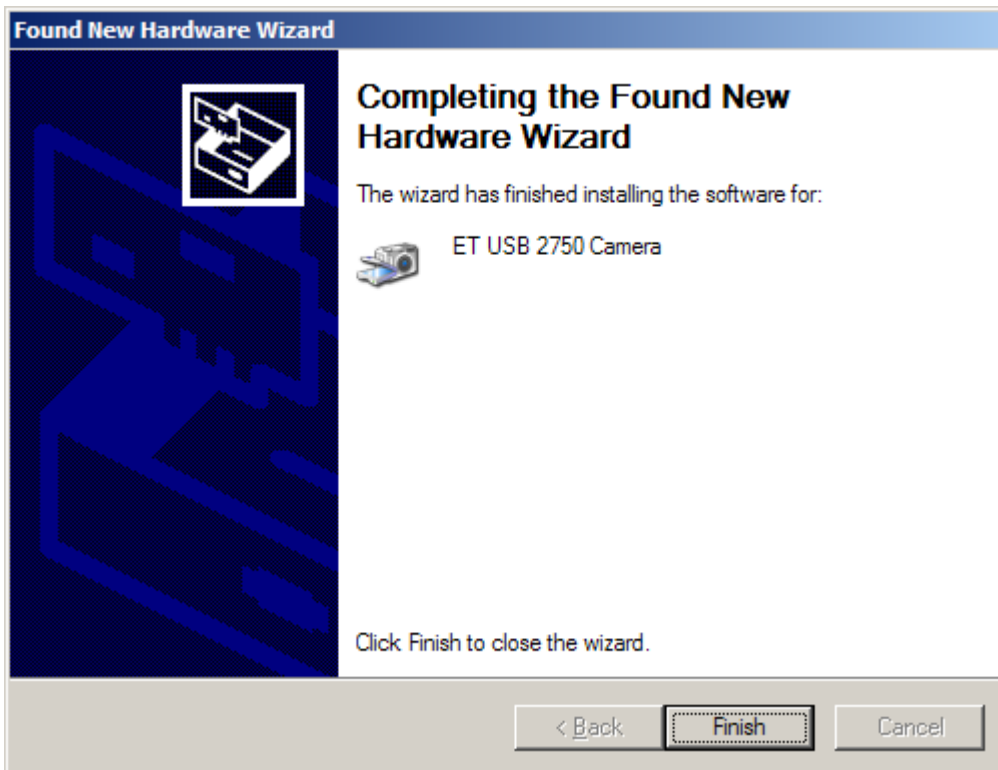
FOR ONE PLUG IT WILL SAY "ET USB 2750" for the other it will say "ET USB 2751".



**CHOOSE CONTINUE ANYWAY**



**Be patient while the files are copied.**



**DONE!**

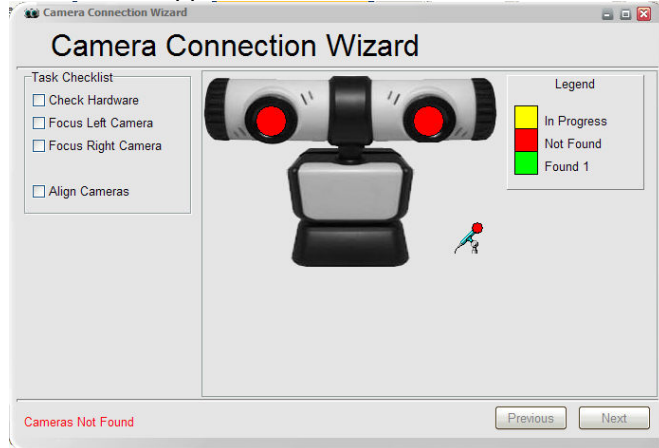
# Software Quick Start Guide

## Camera Connection Wizard

If you chose to start the connection wizard, find it on the taskbar and make it the active program. If not, go to the start menu and it will be listed under “3D Camera”.

The first screen will confirm that the cameras are both connected and functional.

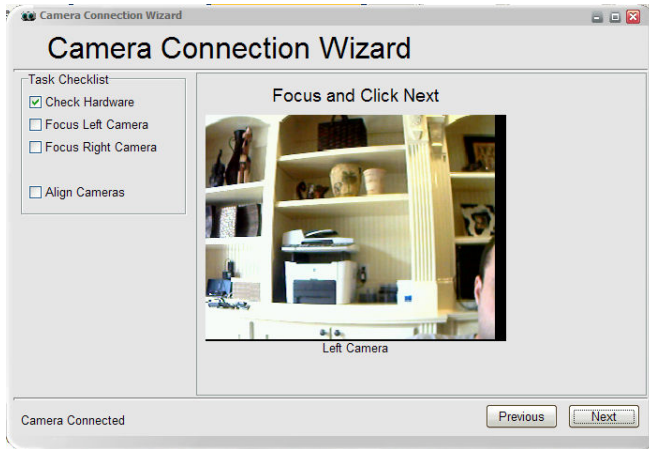
Below is the appearance when the cameras are not found.



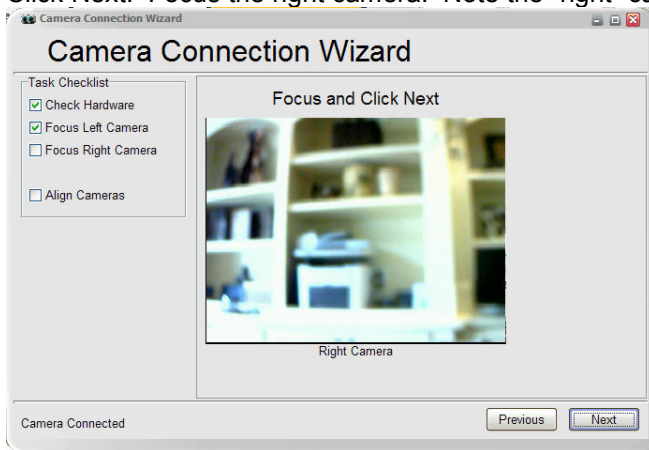
When all of the devices are found, the application will appear as displayed below. Note that the Next button is enabled now.



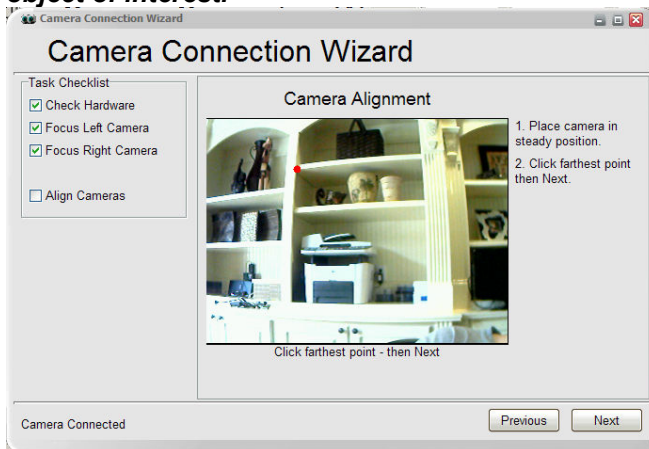
Click Next. Focus the left camera. Note the “left” camera is to your right if you are facing the camera. Left means “left eye view” rather than “your left hand”.



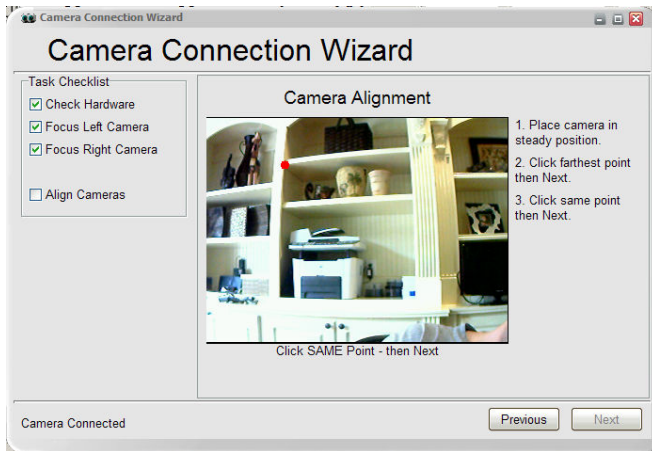
Click Next. Focus the right camera. Note the “right” camera is to your left.



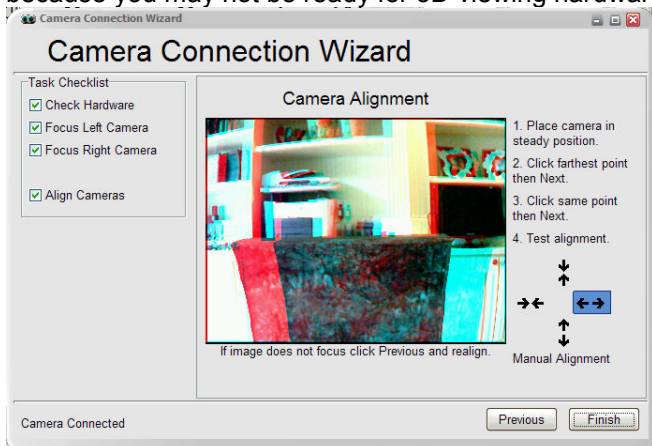
Click Next. Keep the camera steady. Do not hold it in your hands. Find an easily recognizable point in the distance and click it with the mouse. For example, there is a red dot on the corner of the shelves in the image below. **NOTE: The point you choose should either be the deepest point in the view, or slightly closer. You will need to experiment based on the depth of field for your typical scene. Generally you want the convergent point to be behind the object of interest.**



Click Next. The camera image should be frozen. Now, find the exact same point and click it again with the mouse.

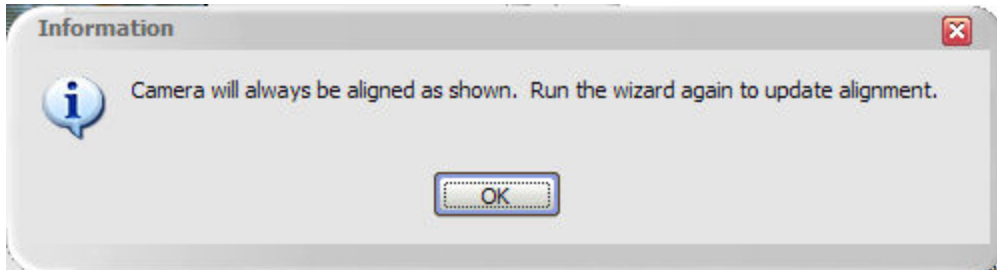


Click Next. The driver now knows the relationship between the left aim and right aim of the lenses. But, you need to review it. You may need to adjust. The screen will use anaglyph here because you may not be ready for 3D viewing hardware.



Adjust the alignment. Note that the closer object has blue on the right and red on the left. Farther objects should be red on the right and blue on the left. You want to adjust it such that your face, at arms length, has a shadow to the right, but not a huge one. If any objects in the background have TOO much red to the right, it can become difficult to focus. Put on some glasses and see what makes you the most comfortable.

Click Finish.



You are done. The cameras will always use the alignment that you just produced. Sometimes refocusing can change the alignment slightly. If you turn them on and they look misaligned, run through the wizard again.

IF you have 2 cameras, you will need to run the wizard whenever you switch cameras on your computer. Every camera is different.

## 3D Camera Sharing

### Overview

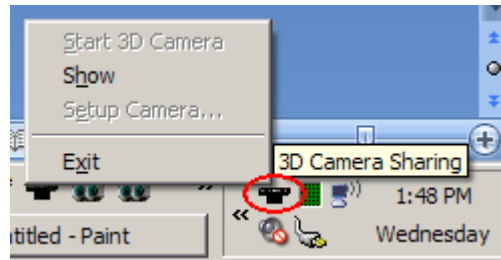
Sharing allows you to use the 3D Camera with more than 1 program at the same time. Also, the startup time for the camera is almost instantaneous when sharing is already turned on.

It is recommended that you use the sharing feature whenever using the camera with software from other vendors. This includes Flash (websites like Youtube), recording software, Skype, Yahoo, Trillian, etc.

You do not need to use the sharing feature for most of these programs to function properly. However, some programs are more reliable when sharing is enabled. In particular, Flash streaming has trouble connecting to the camera on occasion with sharing disabled.

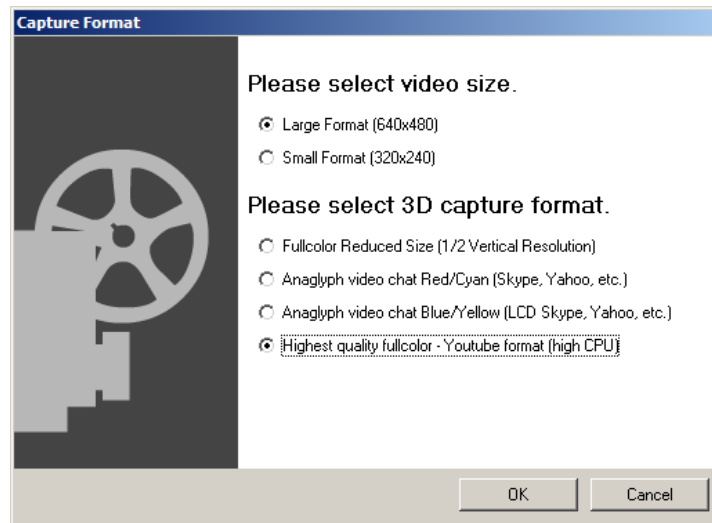
### Usage

The image below shows the tray icon for the sharing application. The icon is circled in red. Click on it to popup a menu, which is shown. The disabled commands will enable when the application detects the 3D Camera attached and functioning.

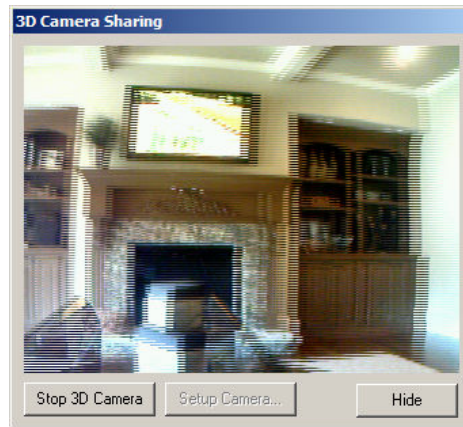


“Show” displays a simple dialog with the same commands, but with a video window that displays the 3D Camera output.

“Setup Camera...” displays a dialog to change the 3D size and format. Once you setup the format, you do not need to complete this step again. It will remember your settings through restarts.



Start and stop the application from either the window or the menu.



Unfortunately, sharing cannot be started automatically at this time. You must start sharing in the sharing tray application manually.

Please note that there is a known issue with regard to sharing. If you stop sharing before other applications have stopped using the shared camera, you may need to restart the sharing application. In some instances, it will not start the cameras properly. This issue should be resolved soon.

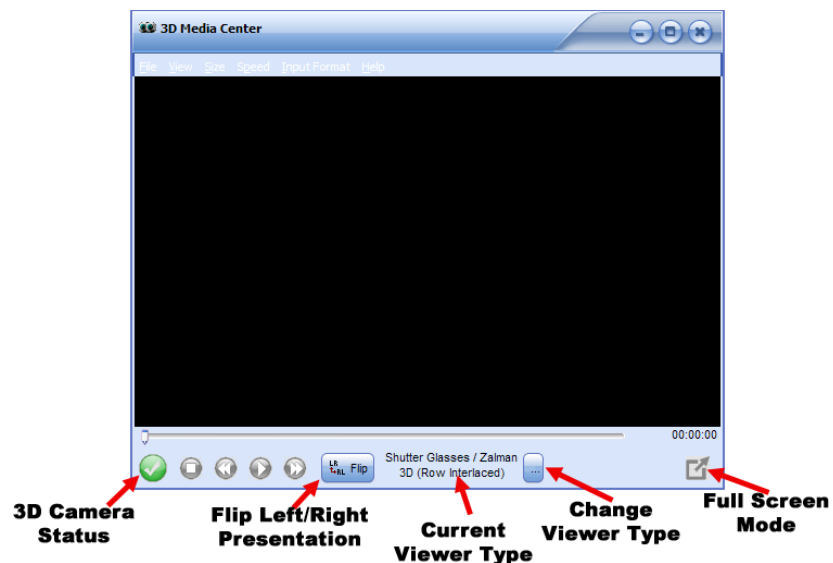
## 3D Media Center

### Overview

The media center provides a versatile interface for recording, playing, and streaming 3D content. This document will touch on some of the most commonly utilized features. There are many more commands worth exploring in the menus.

Also, note that at any time you can right click on the video area and a context aware menu will popup. This menu provides commands for altering the viewing format, graphics acceleration, etc.

### Interface



## **View 3D Content**

Under the File menu, choose Open or Open URL. If the file can be decoded by Windows Media, it will begin to play. Video recorded by 3D Media Center will automatically set the input 3D format. For other files, go to the Input Format menu and select the format after the content begins to play.

By default, video is displayed in “best fit” mode. This means that it will fill as much of the video area as possible. The Size menu has options to set specific sizes.

The View menu has many options. They are logically grouped. First, there is the rendering choices. This specifies how you will view 3D. There is another group to change the graphics acceleration.

## **Record 3D Content**

Under the File menu, choose Capture to File. A dialog is presented with capture options. Note that this application is not intended to be a full featured capture application. For best results use an application specifically designed for recording content. Simply use the 3D Virtual Camera as the video source to record in 3D. It is recommended that you use the sharing application when recording.