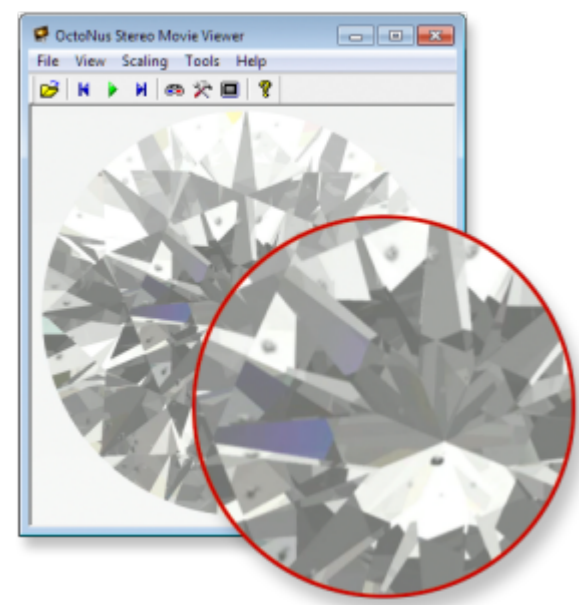


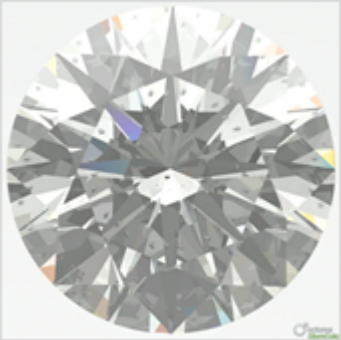

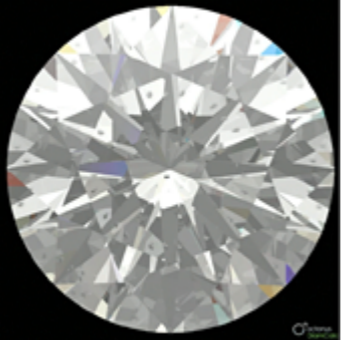

Stereo Viewer 2.16 Release Notes

Playing DiamCalc stereo movies with realistic rendering of inclusions and depth-of-field effect

The new Stereo movie viewer supports playing DiamCalc stereo movies with realistic rendering of inclusions and depth-of-field effect, lens or human eye modeling.



Note. At the moment versions of DiamCalc available for download do not support rendering inclusions and export of FLM stereo movies. It is coming on the next versions.

Example of DiamCalc stereo movie with inclusions, light background	Example of DiamCalc stereo movie with inclusions, black background
<div></div> <div>Movie in FLM format (zip archive 17,5 Mb):</div> <div>Free Download Now </div> <div>Frame Distance = -30</div>	<div></div> <div>Movie in FLM format (zip archive 18,7 Mb):</div> <div>Free Download Now </div> <div>Frame Distance = -30</div>

Support for NVIDIA® 3D Vision™ and 3D Vision™ Pro technology

Support for **NVIDIA® 3D Vision™** and **3D Vision™ Pro** technology. It allows to watch stereo movies on **NVIDIA® 3D Vision™** supported hardware in full-screen and windowed display mode. Windowed mode is supported for **NVIDIA® 3D Vision™ Pro** with **NVIDIA® Quadro®** technology.



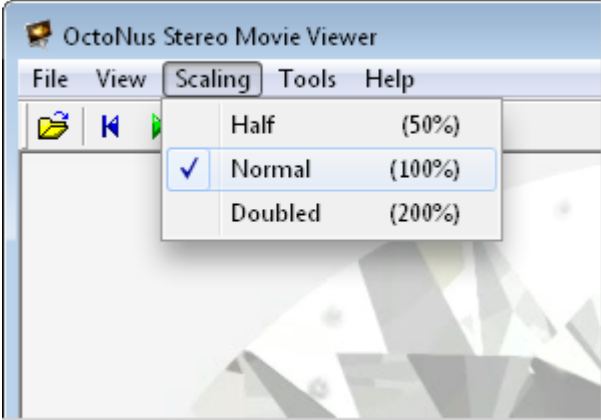
User interface improvements

The program interface is improved.



Additional movie visualization options: 50%, 100%, 200% frame scale

New additional visualization option allows scaling of movies.
To change scale select from menu Scaling: **Half (50%)**, **Normal (100%)** or **Doubled (200%)**



Added split types: Side by Side, Frame Shift and Over / Under

The three split types are available in the program:

1. Side by Side (Left first)



In case of this split type the initial frame is divided in two images, for left and right eye, by vertical line. It is widespread content type.

Frame Shift (Left first)



In case of this split type the images for left and right eye are presented from the stream of frames with some shift.
For movies with rotating objects.

Over / Under (Left top)




In case of this split type the initial frame is divided in two images, for left and right eye, by horizontal line.
It is rare content type.

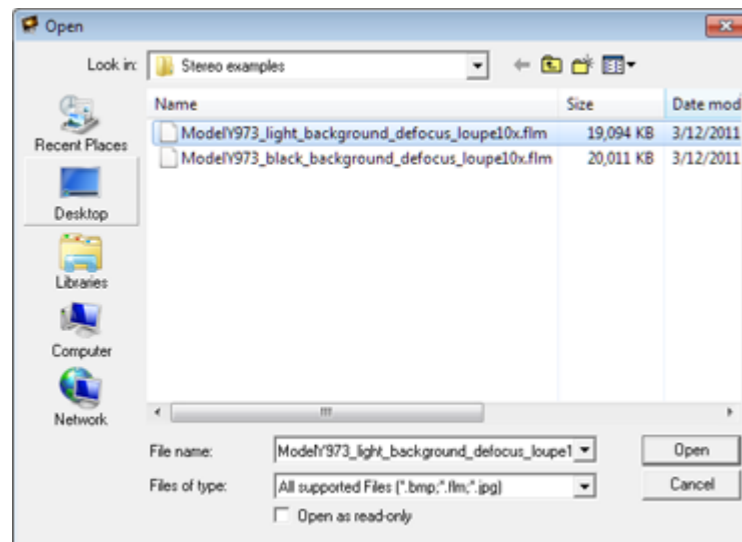
There are two methods of choosing split type:

Method 1. Selecting split type while opening a file

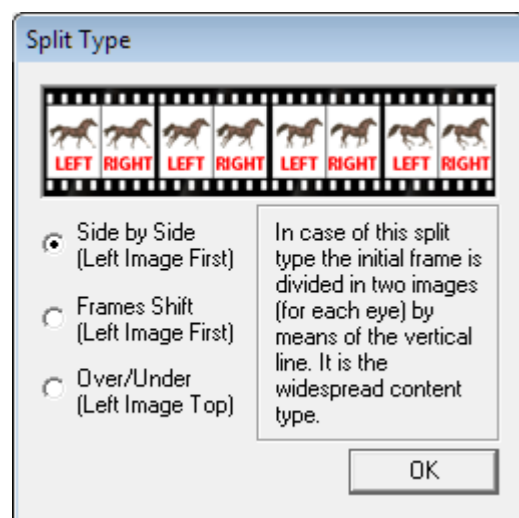
Method 2. Changing split type in Settings dialog box

Method 1. Selecting split type while opening a file


- Press button Open  to open **FLM** movie or series of photos in **BMP** or **JPG** formats
- Select a movie (**FLM**) or photo (**JPG**, **BMP**) in a series

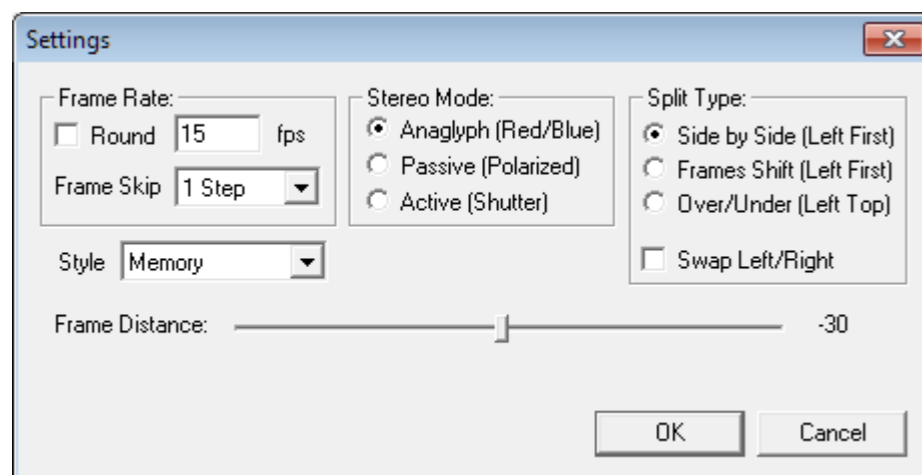


- Press button **Open**
- Change split type in the dialog and press **OK**



Method 2. Changing split type in Settings dialog box

- To adjust settings stop playing movie and press button 
- **Settings** dialog box will appear



- Select split type in section **Split Type**

Added Full screen mode

This mode allows watching movie on a full screen.



- To enter Full screen mode press button on the toolbar
- To exit Full screen mode press **Esc**

Changed names of parameters for stereo movies: A to Frame Shift, D to Frame Distance

Changed names of parameters:

A to **Frame Shift**

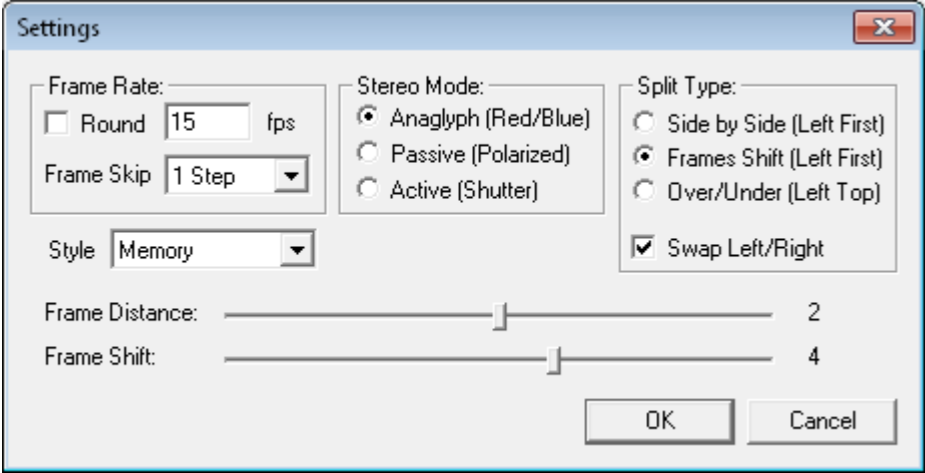
D to **Frame Distance**

These parameters are useful for rotating type of objects in stereo mode.

For example **Rough stereo movies** here: <http://www.octonus.com/oct/projects/movies1.phtml>*

http://www.google.com/url?q=http%3A%2F%2Fwww.octonus.com%2Foct%2Fprojects%2Fmovies1.phtml&sa=D&sntz=1&usg=AFQjCNGLiMxWaHjmb29nh3AHWC_dramSmA

It is possible adjusting **Frame Shift** and **Frame Distance** in the **Settings** dialog box.



Adjusting **Frame shift** is available for selected split type **Frames shift** only.

Note. For changing parameters values use mouse or keyboard's left and right arrows