2D to 3D conversion software

PSD 3D Converter

PSD 3D Converter

File Settings Help

D:\Users\Jane\Documents\current_work\My work\Bogatiry Vasnetsov\Viktor_Vasnetsov_-_Богатыри_-_Google_Art_Project-depthmap4.psd

Load file…
Unload
Reload

Preview

Show image Show depth 40 - Голова

#	Layer name	Layer parallax, %	Depth map parallax…	Depth map	Move X, px	Move Y, px	Rotate 1, deg	Rotate 2, deg	Rescale 1, %	Rescale 2, %
44	Пузо	70.00	90.00	Yes	0	0	0.00	0.00	100.00	100.00
43	Задние ноги	70.00	90.00	Yes	0	0	0.00	0.00	100.00	100.00
42	Хвост	70.00	90.00	Yes	0	0	0.00	0.00	100.00	100.00
41	Ухо	70.00	90.00	Yes	0	0	0.00	0.00	100.00	100.00
40	Голова	70.00	90.00	Yes	0	0	0.00	0.00	100.00	100.00
39	Палица	70.00	90.00	Yes	0	0	0.00	0.00	100.00	100.00
38	Рука	70.00	90.00	Yes	0	0	0.00	0.00	100.00	100.00
37	Стремя	70.00	90.00	Yes	0	0	0.00	0.00	100.00	100.00

100% parallax, px.: 800 Calculate…
Number of views: 20

Shooting mode:
◉ Parallel
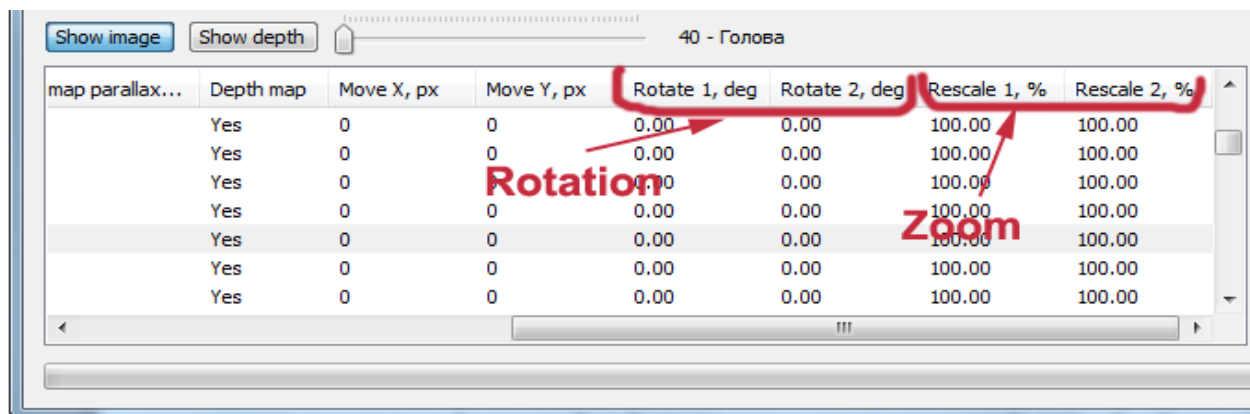○ Convergence Options…

Generate…

PSD 3D Converter converts a multilayered PSD file to several stereo viewpoints, that are used for lenticular image creating. Take the layered Photoshop file to generate any number of views. Besides every layer can contain a depth map in the layer mask. The layered Photoshop file with the depth maps looks like in this picture:

PS File Edit Image Layer Select Filter Analysis 3D View Window Help   Br Mb   25% ▼   ESSENTIA

T FangSong Regular 60 pt aa Strong

Viktor_Vasnetsov_-_Богатыри_-_Google_Art_Project-depthmap4.psd @ 25% (Елки и ромашка на шестом плане, RGB/8#)

LAYERS

Normal Opacity: 100%

Lock: Fill: 100%

2D layers Depth maps (Layer mask)

Копье
Голова лошади
Кусок пряди за глазом
Грива головы
Добрыня Никитич
Меч и щит
Всадник
Отворот рукава кольчуги
Пузо

Designer's task is:

- Split the image to the layers;
- In-paint the invisible fragments;
- Draw the depth maps for the layers.

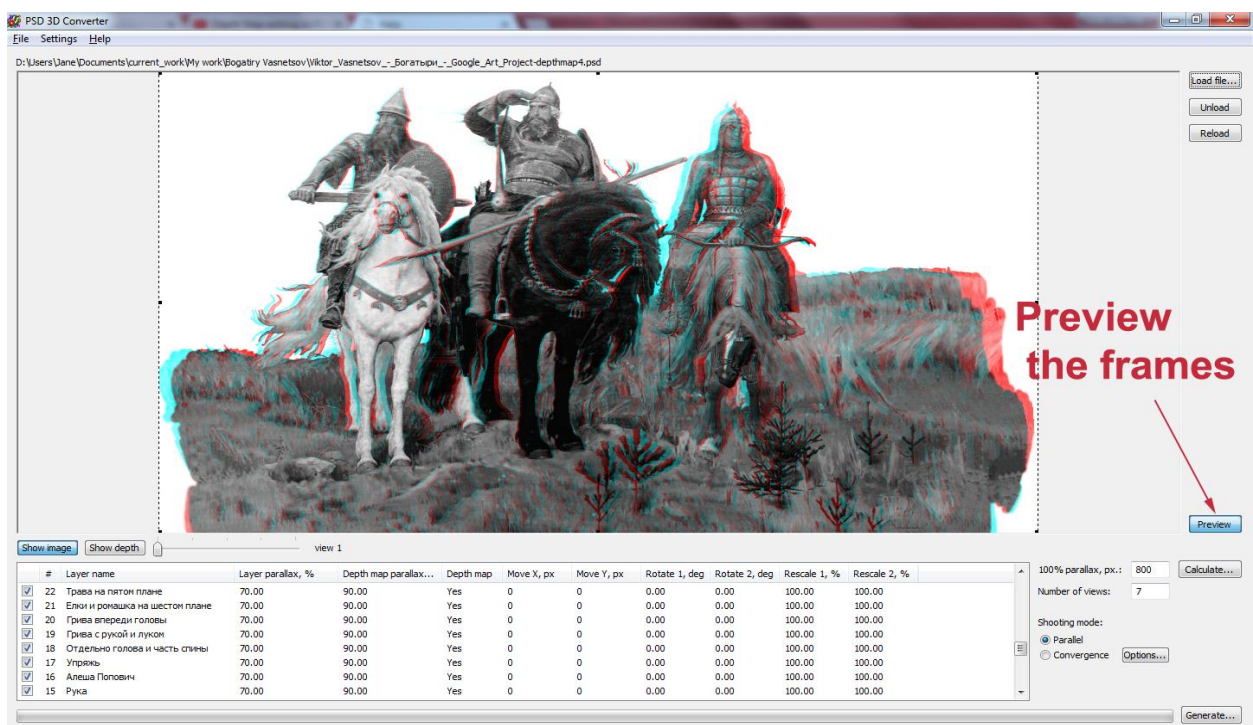**Layer parallax** is for the 2D layer shift, **Depth map parallax** is for the depth size.

Possible to generate the frames in part, turn on/off the layers:
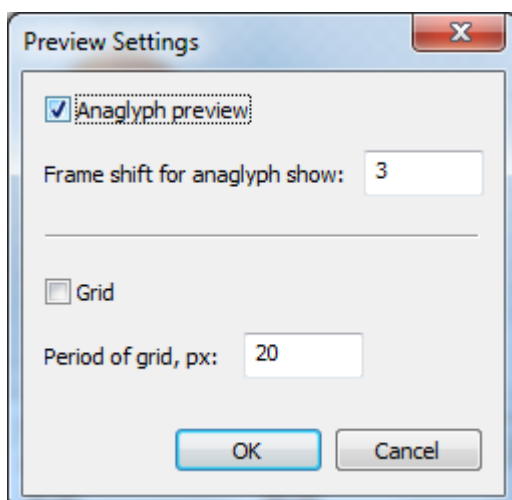

Possible to add the rotation and zoom effects:

There are three options for the saving the frames:
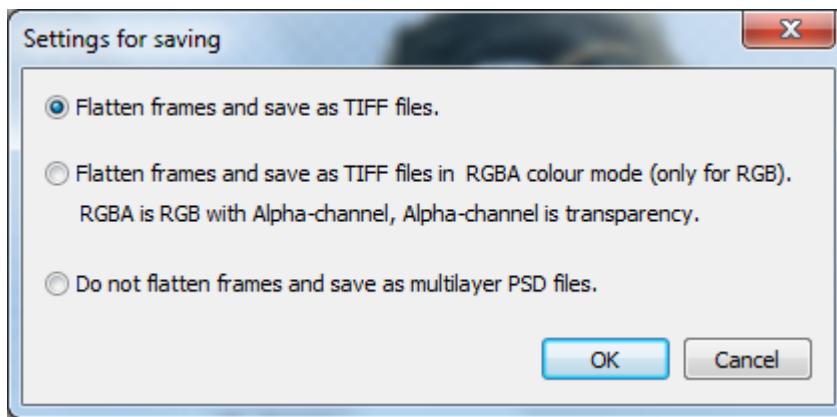
Click **Preview** button to can see the result:

You can turn on the **Anaglyph preview** (**Settings -> Preview settings...**)

Flatten frames are loaded in **MultiViewer** program automatically. Please, install this free software.

In **MultiViewer** you can crop the frames, shift the stereo window and send the frames to the interlacing software: **PhotoProjector Easy, or PhotoProjector, or PhotoProjector Plus.**

You can run **PSD 3D Converter** and **PhotoProjector** using the command line.

PSD 3D Converter, MultiViewer and **PhotoProjector, or PhotoProjector Easy,or PhotoProjector Plus** tie together.
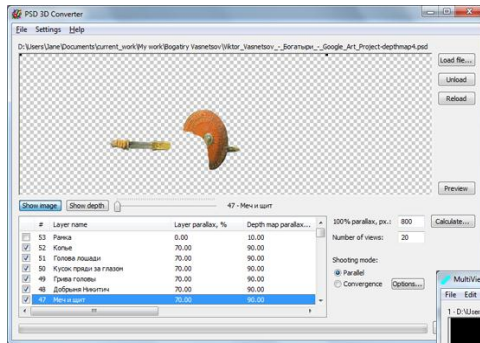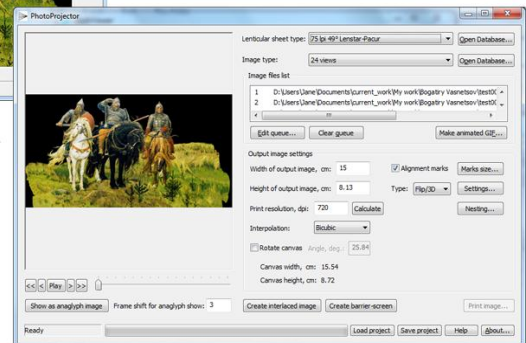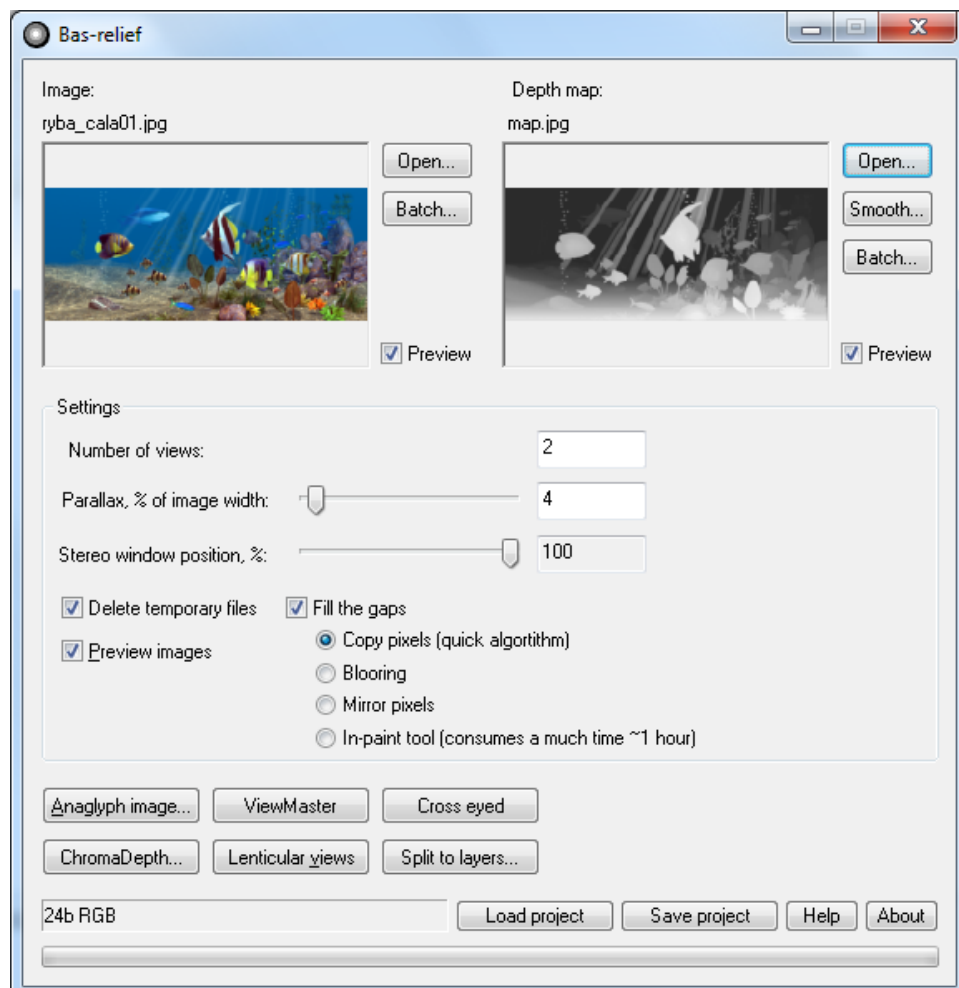

PSD 3D Converter ⟶

MultiViewer ⟶

⟶ PhotoProjector

Bas-relief

Bas-relief is intended for 2D to 3D conversion using the depth map.

The application opens two images: one is a coloured flat image, the other is its depth map, which shows us what areas are closer to us, and what are more distant. The white area is located at the foreground, the black one is at the background. Thereby, the general task is the acceptable depth map creating.

Application creates the anaglyph image, ViewMaster, Cross Eyed, several viewpoints for the lenticular image, ChromaDepth image (you need ChromaDepth glasses to see this images - www.chromatek.com). There is the batch processing too.

The program makes the splitting to the layers using the depth map levels. This PSD file may be used in **PSD 3D Converter**.

The program generates the 3D images using four algorithms for the filling the gaps: **copy pixels, blooring, mirror pixels, in-paint algorithm**.

Lenticular views are loaded in **MultiViewer** program automatically.

So **Bas-relief, MultiViewer** and **PhotoProjector, or PhotoProjector Easy,or PhotoProjector Plus** tie together too.

www.3dmix.com