

Blender Visualization Tutorial VizBi 2016

Björn Sommer, Monash University Melbourne/Konstanz University (designated) &
Chris Hammang, Garvan Institute Sydney

Version 08.03.2016

Forum:

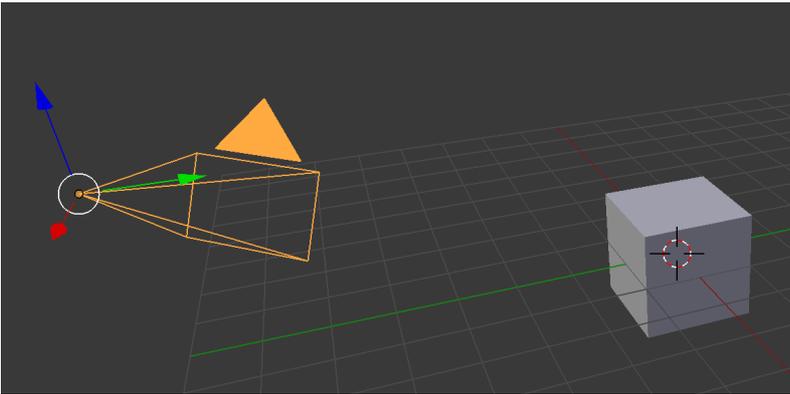
<http://www.cellmicrocosmos.org/Cmforum/viewtopic.php?f=21&t=779>

Target

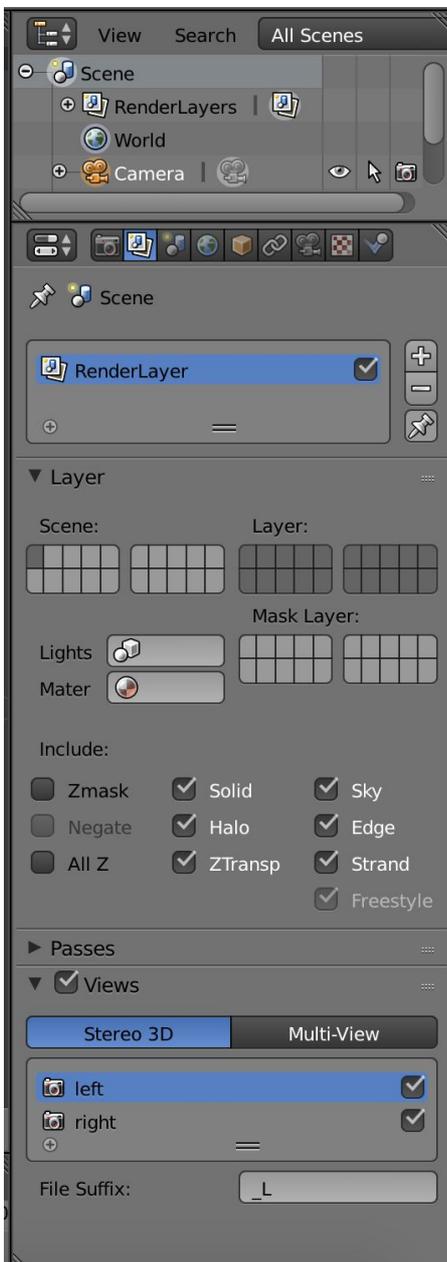
This tutorial describes the basic functionality of Blender. We will learn about

- Stereo Camera/MultiView

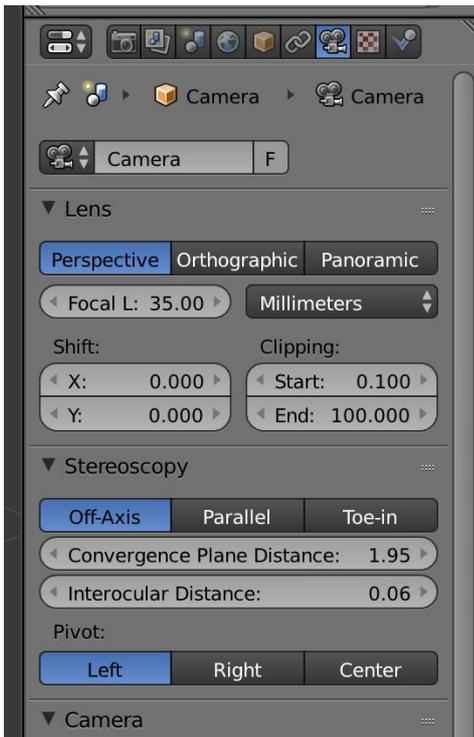
Select a normal camera



Activate “Views”, and then activate “Stereo 3D”

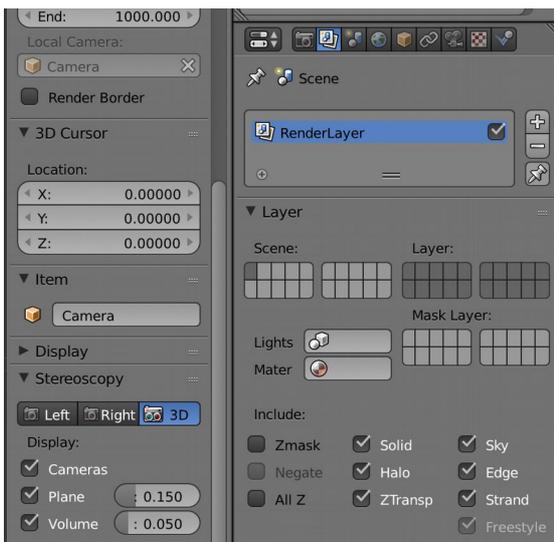


In the Camera Settings, you can change the basic camera setting (Off-Axis, Parallel, or Toe-In, where normally Off-Axis provides the best method), now the actually activated camera, the eye distance/“Interocular Distance”, as well as the focal pointing/“Convergence Plane Distance”



Note that you can keyframe the “Convergence Plane Distance” as well as the “Interocular Distance”

To observe which camera is selected and the volume defined by the projection plane in the center, the near and far plane, go to the properties while the camera is selected (eventually press *N* to show the dialog), find the “Stereoscopy” Settings, activate “Cameras” to show the left and right camera, and activate ”Volume” to show the corresponding volume



Make sure that objects in the field of view do never leave the defined volume, otherwise the stereo effect will be too strong and not convenient for the observer anymore