# Skip to content Stereo3D Display Items

## ANAGLYPH:

Anaglyph.

Render views for left and right eyes as two differently filtered colors in a single image (anaglyph glasses are required).

## **INTERLACE:**

Interlace.

Render views for left and right eyes interlaced in a single image (3D-ready monitor is required).

## TIMESEQUENTIAL:

Time Sequential.

Render alternate eyes (also known as page flip, quad buffer support in the graphic card is required).

## SIDEBYSIDE:

Side-by-Side.

Render views for left and right eyes side-by-side.

#### TOPBOTTOM:

Top-Bottom.

Render views for left and right eyes one above another.

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