

# 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.