The Stereo Club of Southern California was founded in 1955 to promote the art, enjoyment and science of stereo photography. Meetings normally include 3D slide projection and are held monthly. Visitors are always welcome. Annual dues are $30/single or $40/dual (send to Membership Director). The 3D News is sent monthly to all members. Annual subscription for those not wishing to participate in club activities is $20, and foreign subscriptions are $25 (send to Treasurer). Everyone is encouraged to submit stereo-related news items, art or photos and articles. Deadline is the 25th of the month. Send to: annaglyphic@gmail.com.

From the Stereo Club of Southern California

Do It Yourself 3-D

I’m very honored to be featured in 3-D filmmaker, historian, and LA 3-D Club board member Ray Zone’s new book “3DIY: 3D Moviemaking on an Indie Budget.” The book features profiles of a number of LA 3-D Club members, all of whom have made their own 3-D movies utilizing low-budget and homebrew solutions:

- Eric Kurland: Shooting 720p 3-D with two Canon T-X1 Consumer Cameras
- Celine Tricart: Stereoscopic Storytelling
- Alexander Lentjes: Creating a 3D Homage to Bad Films
- Eric Deren: Shooting 3D Video in Freefall
- Sean Isroelit and Jeff Amaral: Producing 3D with High Tech Tools and Talents
- Jo Eldoen and Karl Bryhn: Creating Abstract CG Animation on the Z-Axis
- John Hart: Shooting Time-Lapse 3D Movies with Digital Still Cameras
- Ryan Suits: Shooting Black Light in 3D
- Santiago Caicedo: Inventing 3D Movies from Mixed Toolsets
- Stephen Les: Editing with Cineform Neo3D
- Takashi Sekitani: Getting Creative with Canine POV and Hyperstereo in 3D
- Zoe Beloff: Creating Apparitions in 3D
- Bernard Mendiburu and Eric Kurland: The World’s First 720p International Skype 3D
- Tommy Tripodes: Building a 3D System in Film School
- Tom Koester: Doing It All in 3D
- Ray Zone: Making 3D Movies with a Stereo Club
- John E. Hart: Jesting with Urban Legends in the Short 3D Film
- Ron Labbe: From the Computer Monitor to the Giant Screen
- Phil McNally: Making a Short Film to Get a Job in Hollywood
- John Rupkalvis: Making 3D Camera Systems Smaller
- Perry Hoberman: Performing and Inventing 3D
- Stephen Gibson: Shooting and Finishing a 3D Feature Film on the Desktop
- Al Razutis: A Complete 3D Artist

(continued on page 3)

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Calendar of Events

May 17, 2012
5th Competition of the Club year and the LA3D Club will be judging the best slides and digital images from the Detroit Stereoscopic Society, selecting their Image of the Year. 7:30 p.m. at the Pasadena Armory for the Arts, 145 N. Raymond Avenue, Pasadena, CA.

May 19, 2012

May 27, 2012
PuppetZilla 3-D! Puppet movies plus live puppet show (also in 3D) 2:00 p.m. at the Downtown Independent Theater, 251 S. Main St., Los Angeles, CA 90012 (see page 3). If you are interested in performing a short live puppet piece at this event, please contact Christine at lagopemail@aol.com or 213.446.2435.

Free Personalized Workshops for Members!

Get free guidance and hands-on help, beginner or advanced, with your digital stereo images and their preparation, questions about competitions and judging, and even preparation of film 3D slides, from Lifetime Member and Competition Director, Oliver Dean.

Just schedule an on-line session (no travel time, no parking problems, just share YOUR computer at home to work with Oliver on YOUR images). See January 2012 “3D News”, p. 3, for more information, or contact Oliver Dean at: Phone: 1 (310) 635-2400, or Email: 3dimages@sbcglobal.net.

New Members
Gene Anderson
St. Louis, MO
Roy Walls
Johnson City, TN
Brian Zink
Glendale, CA
Jim Piechocki
La Canada Flintridge, CA
Nick Noviello
Monrovia, CA
Nicholas Saglimbeni
Los Angeles, CA

If not otherwise stated, the Stereo Club of Southern California meets at 7:30 pm, the third Thursday of every month at the Pasadena Armory for the Arts at 145 N. Raymond Ave., Pasadena, CA. 91103. Free parking at St. Andrews Catholic Church parking lot. Lot closes promptly at 11:00 p.m.
I recently joined Ray Zone and Perry Hoberman on a panel about independent 3-D at the National Association of Broadcasters (NAB) convention in Las Vegas. We presented clips from a number of our short films, and discussed the growing possibilities for personal 3-D production, post-production and distribution, as well as affordable emerging technologies for 3-D presentation and interactivity. We were very well received, and the audience’s positive response showed that there is a great deal of interest within the film and TV industry in stereoscopic content creation outside of the studio system. I have just launched a 3-D YouTube channel to present some of the great 3-D work that is being done by independent artists at the forefront of the 3-DIY movement. Check it out at www.3-DIY.net.

- Eric Kurland -

### Last Competition of the Year This Month!

**Oliver Dean, Competitions Director**

Yep -- the title says it all! This is also your LAST CHANCE to submit make-ups for the months you missed submitting entries! The optional Theme of the Month this time is “ILLUMINATION,” which should get the creative juices flowing if you haven’t done your photography yet for this month. Also for this month (or for any make-ups you plan to submit), you might consider directing your 3D photography toward the Image of the Year (IOY) competition by taking pictures for any of the Special Categories for which IOY Trophies will be awarded (see the list of Special Categories in the April “3D News,” page 8).

For IOY, you will be eligible to enter any 5 images you select from the images you entered in regular club competition from September 2011 through this month (note that this does NOT include images you entered only in the Hollywood Exhibition), even if you did not enter all the competitions. I urge you to get those entries submitted -- the more you submit, the more you will have to choose from when you select your IOY entries!

The Special Category Awards will be for:

- Best Landscape, for the best portrayal of scenic wonders around the world.
- All Creatures Great and Small, for the best use of animals (not plants of humans).
- Best People or Person.
- Most Innovative, for the image displaying the most unusual creativity or departure from reality.
- Most Humorous.
- Most Promising New Member, for the entire group of 5 images by a new member who joined since May of 2010.

Full instructions for entering IOY will be available in the June “3D News.” Remember, for this month’s Competition the club’s Competition Uploader closes at midnight, the evening of Wednesday, May 16. The Uploader is found at http://www.la3dclub.com -- then move your cursor to “Competitions,” then choose “Competition Uploader.” Happy shooting, and enjoy the Competition entries this month!

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### PuppetZilla 3-D!

**May 27, 2012**

**2:00 to 5:00 p.m.**

Be thrilled! Bemazed! Bexcited! Bemused!

at The Downtown Independent Theater

Partnering with our friends of the LA Guild of Puppetry, we bring you

PUPPETZILLA 3-D

an afternoon of 3-D Puppet Movies and the 2012 LA Puppet Slam!!!

3-D Puppets, 3-D Movies, 3-D Entertainment

If you are interested in performing a short live puppet piece at this event, please contact Christine at: lagopemail@aol.com or 213-446-2435

$5 at the door for current LA3DClub members or LA Guild of Puppetry members

$10 at the door for non-members

(admission is waived with USC Student ID)

Downtown Independent Theater

251 S. Main St., Los Angeles, CA 90012

Note: Paid parking is available at many parking lots in the adjacent area and street parking is free on Sundays.

The theater is also only several blocks from the MTA Red Line.
Our friend Tom Koester is reportedly out of the hospital after emergency surgery for a blood clot in the brain. Tom had been scheduled for a 3DIY panel in Las Vegas at NAB, but ended up at Kaiser instead. Tom called Ray Zone and with gallows humor Tom opened his call by saying “The good news is I have an assemble edit for ‘The Charlatan’ (their latest Z-K 3-D production) completed. The bad news is I’m going into surgery for a blood clot on the brain.” Tom is reportedly looking forward to finishing the next 3-D opus which we’ll all have an opportunity to see (with both your eyes) soon.

The Bottom Ten Industries in the United States

The new report from IBIS World looks at 10 industries in the United States that are demonstrating “exceptionally sour performance.” It’s not surprising to see the photofinishing industry rated number one. It has seen revenue shrinking at 11.4 percent per year in the past 10 years, due to the popularity of digital photography.

1. Photofinishing
2. Newspaper publishing
3. Appliance repair
4. DVD, game, and video rental
5. Money market and other banking
6. Recordable media manufacturing
7. Hardware manufacturing
8. Shoe and footwear manufacturing
9. Costume & team uniform manufacturing
10. Women’s & girls’ apparel manufacturing

The clothing manufacturing is on the list due to manufacturers moving their plants overseas. Banks, too, make an appearance. Many money-market funds and other unregulated financial firms got wiped out in the financial crisis, and IBIS World expects non-commercial banking to keep declining in revenue in the near future, at an average rate of 0.9 percent over the next five years.

New PSA Star Rating Director

Lee Pratt, PSA 3D Division Chairman announced that Eugene (Gene) Mitofsky will be the new PSA 3-D Division Star Ratings Director. Many of you know Gene for his longtime work with the Chicago Stereo Camera Club, the Chicago Lighthouse Exhibition, workshops at the National Stereoscopic Association Convention, and some great 3-D images. Gene is very familiar with stereo exhibitions and will be a big help in this position.

Ernie Rairdin had held this position and had been a very dedicated Star Ratings Director. I expect him to stay active in the Stereoscopic Society of America (SSA) and NSA, helping keep 3-D alive and healthy.

Are The Correct Stars Out Tonight?

James Cameron is predicting that “Tablets (are the) key to 3-D’s future,” he apparently was forced to reshoot part of his Titanic 3-D film after an astronomer complained the stars were in the wrong place as the ship sank. I didn’t notice the change, how about you?

Director James Cameron has had a very busy year, prior to promoting the 3-D release of Titanic, he became the first person to make a solo dive seven miles down into the Mariana Trench, filming it in 3-D (see: http://news.nationalgeographic.com/news/2012/03/120325-james-cameron-mariana-trench-challenger-deepest-returns-science-sub/)

You have probably seen the enormous amount of press surrounding filmmaker and National Geographic Explorer-in-Residence, James Cameron, and his incredible seven-mile dive to the deepest underwater point in the world. In terms of danger and engineering, this project is akin to landing on the moon.

National Geographic is a partner in this endeavor, and National Geographic Cinema Ventures will have a major giant-screen 3-D film for release in 2013 based on this unprecedented accomplishment. The film will showcase the science surrounding both the initial and subsequent dives, including groundbreaking discoveries and never-before-seen footage from Cameron’s underwater explorations. Expect updates on the project’s progress. For ongoing information on the continuing exploration of the Mariana Trench, go to deep-seachallenge.com and sign up for emails.

James Cameron Asteroid Mining

A newly unveiled company with some high-profile backers, including filmmaker James Cameron and Google co-founder Larry Page, has announced plans to mine near-Earth asteroids for resources such as precious metals and water. Planetary Resources, Inc. intends to sell these materials, generating a healthy profit for itself. But it also aims to advance humanity’s exploration and exploitation of space, with resource extraction serving as an anchor industry that helps our species spread throughout the solar system.

Cameron and former NASA space shuttle astronaut Tom Jones serve the company as advisers. Of the roughly 8,900 known near-Earth asteroids, perhaps 100 or 150 are water-rich and easier to reach than the surface of the moon. Planetary Resources wants to identify and characterize these top targets before it does anything else.

Hopefully some 3-D imagery of a considerable number of asteroids will be one of the results of this venture. Cameron was involved in the attempt to qualify 3-D stereo cameras with zoom for the Mars Science Laboratory rovers. http://news.yahoo.com/asteroid-mining-venture-backed-google-execs-james-cameron-011205183.html

Scott Shoots 3-D

In April, five hundred or so random stragglers gathered in a Leicester Square cinema to watch the first twenty minutes of Prometheus, Ridley Scott’s mega-hyped return
to the Alien franchise. Scott himself was there to answer a few questions afterwards, along with cast members Charlize Theron, Michael Fassbender and Noomi Rapace.

Ridley Scott answered the 3-D Question better than anybody else. It didn’t take long for somebody in the audience to ask Ridley Scott the 3-D question. Without a second’s pause, Scott launched into the most reasonable response to the question, which went something like this: “It doesn’t make a difference. It’s not any easier or harder. Anyone who thinks it adds 16 weeks to the shoot doesn’t know what the hell they’re doing. It’s straightforward. Fuck off.”

To The Arctic 3-D

After five years of filming at the top of the world and the most incredible five-day encounter with polar bears ever captured on film, To The Arctic 3-D is finally here, premiering in IMAX® theatres across the U.S. and Canada on April 20th. For One World One Ocean’s first film presentation, they set out to create a film that both celebrates the extraordinary Arctic wilderness and provides a glimpse into the changes occurring there due to rising temperatures. Their dreams came true when they found a polar bear family, a mother and her two cubs, who let them into their lives for nearly a week, giving a rare, intimate view of life in the Arctic today.

Kodak says it needs more time to organize

To paraphrase Mark Twain, the report of Kodak’s impending demise does not appear to be exaggerated. The company once known as a film or photography company is now rightly called a printing and imaging company. Three months into its Chapter 11 bankruptcy, Eastman Kodak Co. is saying it will need a lot more time. In April Kodak filed a motion with U.S. Bankruptcy Court asking for an additional six months to put together its restructuring plan. A hearing on the Kodak motion is scheduled for April 30 before U.S. Bankruptcy Judge Allan Gropper in New York City.

Under bankruptcy law, a company is given 120 days from filing Chapter 11 to propose a plan for its turnaround, and 60 days beyond that to exclusively lobby its various creditors to sign on to that plan. Kodak’s deadline for filing the plan, which ultimately has to be approved by the court, is May 18. The company is now seeking to have the deadline moved to Nov. 14.

“The complexity and diversity of (Kodak’s) businesses … make the administration of these Chapter 11 cases, the stabilization of businesses and the development of a plan of reorganization unusually complex and time consuming,” the company said in its motion filed with U.S. Bankruptcy Court for the Southern District of New York. Such extensions are often common in bankruptcies. Kodak filed for Chapter 11 protection Jan. 19 and plans to emerge from bankruptcy next year. Meanwhile, the company still has a lengthy to-do list, including more cost cutting, working with a retirees committee to reduce health care spending and trying to sell a large collection of digital imaging patents. Plus the company is looking at ways of ending some of its contractual and environmental liabilities through “negotiation or potentially litigation.”

WWII 3-D Blu-ray Features

David Starkman

There is a review of the WWII in 3-D Blu-ray that David and Susan helped provide 3-D images for last year online. Scroll down until you see the review. http://www.blu-ray.com/movies/WWII-in-3D-Blu-ray/32682/. There is a “Screenshots (30)” tab where you are able to scroll down 30 screenshots taken from the movie.

Sony 3-D Experience

Since kicking off its free 3-D Experience channel, Sony has managed to notch up 10 million viewers in just short of six months. The channel offers up samples of music, movies, sports and documentaries for free, in an effort to tempt viewers into ponying up cash for the full experience. The channel, available on its Bravia 3-D TV range and Blu-ray players, has now expanded from its five initial launch countries to 60. It’s currently offering tastes of forthcoming Sony titles like The Amazing Spiderman and content from last year’s World Cup, with a total of around 100 free snippets to peruse on the Japanese iteration of the channel. You hear Sony well up with pride in the PR below. Well, it’s had a pretty tough time recently.

International 3-D Exhibitions

The PSA website (Psa-photo.org) has been revamped, the Stereo division is now called 3D. The 3-D exhibition’s URL http://www.exhibitionforms.com/sd.htm links to the PSA 3-D website. Dave Thayer, the PSA 3D Exhibition Standards Chair continues to keep the exhibition info updated in the PSA Journal and on the Worldwide Web.

• May 15, 2012 – The First Annual Inter-Galactic Phantogram Competition and Exhibit (not PSA) Format – Phantogram. Categories will be: 1) Nature; 2) Live Subject; 3) Still Life; and 4) CGI. Images will be judged on iPhones, and are to be submitted in RGB JPG files. The iPad’s native resolution is 1024x768 pixels, and images can be submitted either in vertical or horizontal orientation. Submitting images denotes a willingness to have them posted online, and to be exhibited in print or digital form. There will be prizes for winners, these will be announced soon, as hopefully I’ll be able to line up a few sponsors. A maximum of six images per entrant will be allowed, and they will be allocated to categories as applicable. Contact Barry Rothstein at bary@3dDigitalPhoto.com for any info.

• July 20, 2012 - 15th Stereoscopic Society of America International Exhibition - Stereo cards; David Goings, 317 S. Division #1, Ann Arbor MI 48104: dgoings@aol.com; Entry Form and info: http://www.Detroit3D.org/Exhibition_Results.htm.


• TBA - PSA Exhibition. See http://psaexhibitions.com/.

• Sept 3, 2012 - Third Dimension Society - Slides, Prints, Digital; Ray McMillan, 8 Wentworth Crescent, New Marske, Redcar TS11 8DB England, stockton3d@yahoo.co.uk; Entry form and info: http://www.thirddimensionsociety.org.

• Sept 17, 2012 - Detroit International Stereo Exhibition - Slides and Digital; Barb & Paul Gauche, 46576 Vineyards Lane, Macomb, MI 48042 bggauche@msn.com; Entry Form and info: http://www.Detroit3D.org/Exhibition_Results.htm.

I will see you at the meeting.
Using the Cyclopital3D Close-up/Macro Adapter
by David W. Kuntz

For the first 15 years that I was shooting 3D with Realist format cameras, I was always envious of those who had Macro Realists. They turned out images with high impact and great 3D, often of subjects just found around the house. But I was never able to acquire a Macro Realist. I switched to shooting with an RBT in 1993, and while RBT produced a macro attachment, I always felt it was too bulky (and expensive) to be practical. So when Ken Burgess of Cyclopital3D developed his Close-up/Macro Adapter for the Fuji W1 and W3 cameras, I was interested. Finally, here was a relatively affordable and compact macro accessory that I could purchase new.

However, I still hesitated before buying my own unit until I could see some actual results from it. What finally convinced me was viewing some of David Kesner’s remarkable photos taken with the adapter.

Nothing more than the Cyclopital3D Close-up/Macro Adapter is required to shoot macros with the W1 or W3. However, the product’s capabilities are greatly extended with the use of an external flash and a set of close-up lenses.

George Themelis gave a highly informative workshop on macro photography (using the van Ekeren macro box) at the 2011 NSA Convention in Loveland, Colorado. Based on what I learned there, I decided to purchase a Metz Mecablitz 15 MS-1 Macro Ringlight Flash. I also spoke with Ken Burgess and followed his recommendations to purchase the Marumi DHG +3 and +5 close-up lenses. All that equipment totaled up to several hundred US dollars, but I’ve been very happy with the results they deliver.

I shoot virtually all of my macros with the Metz flash, and employ the close-up lenses as needed, depending upon actual subject distance. The Metz is primarily intended for automatic TTL (through the lens) operation, which isn’t supported with the Fuji cameras, so it must be used in manual mode. It can be set at anywhere from full power down to 1/64th of total output. Even at 1/64th, and when shooting at the camera’s highest f-number, it’s still quite possible to overexpose a light-colored subject. I always set the Fuji W3 to Manual Mode, typically at 1/800th second and f/9. The fast shutter speed eliminates any motion blur due to camera shake, which is far more apparent at the high magnifications used for macros than for normal photography.

Probably the biggest limitation of the Fuji/Cyclopital3D combo is that the lens spacing is still too large for many subjects. What this means is that you must really make an attempt to choose subjects with limited depth, or compose your photo so as to eliminate background elements that are too far away.

This problem can be compounded by the use of close-up lenses. One advantage of these is that they cause the camera to “toe-in,” so that you get more image overlap between the left and right lenses and can make essentially full-frame macro images. But this toe-in also makes the parallax of far objects even greater.
Gary Benna is a ceramic sculptor who has self-published an attractive anaglyph book showcasing his work in a manner quite suitable for it. As sculpture, of course, the work is created volumetrically from clay and in the third dimension of life. Benna retained Robin Stancliff Photography and Steven Meckler to produce color photographs of his work. He then converted these flat photos to anaglyphic 3D. So, interestingly, the spatial workflow for the images goes from 3D to 2D and back to 3D for final presentation on the page.

In addition to producing highly detailed narrative ceramic sculptures, often on a mythological theme, Benna has done a solid job of converting the 2D photos of his work to anaglyphic 3D that is easy to view yet fully conveys the detail and volumetric nature of his work. A good example is the sculpture titled “A Loaded Gun Disguised as Wisdom,” a 24 inch high work in porcelain with underglaze pencil and glaze, that conjoins the human figure with a gun. It’s a didactic work that retains inherent appeal as art, apart from the message. “With so many handgun fatalities the result of accidental discharges involving children, are they really safer?” asks Benna in the caption to the image.

Each of the nearly 70 images in the book is accompanied with a brief caption providing insight into the meaning and making of the art displayed. “Romance Under Siege, Various Angles of Attack,” a 5 foot high work, is one of a series of sculptures Benna produced with a cubist motif. “This cubist piece,” says Benna, “depicts how people use various strategies in relationships.”

Anaglyph is an ideal means for conveying the volumetric nature of sculpture on a printed page or on the internet. With the stereoscopic consultation of his daughter Shannon, Benna has made a deft use of the format to more fully convey the nature and meaning of his complex sculptures. Anaglyph glasses are included with the book. More info: www.bennarts.com.

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**Think in 3D: Food for Thought for Directors, Cinematographers and Stereographers**

by Clyde Dsouza

Clyde Dsouza Publication

Paperbound, 199 pages

ISBN: 978-1-470-15077-8

A wave of books about stereoscopic motion picture techniques is about to become available, primarily through the internet. Many of these books will be available as both a hardcopy printed book and as an “eBook,” generally in PDF form. One useful work, recently self-published, is by Clyde Dsouza, CEO and a partner at Real Vision FZ LLC, a technology firm that uses stereoscopic 3D and augmented reality in visual communications.

Dsouza has been a very active poster to numerous 3D lists online and his book is a nicely organized compendium of his many internet commentaries to these lists. Neither a technical book on S3D nor a general book about stereoscopic production, Dsouza “chose a different route...the result is a book that hopefully comes across as a story and conversation between you and me...a conversation in provoking thought and seeding ideas as we delve into this fascinating new medium of visual communication.” It is, of course, the digital aspect of stereography that is new and not the medium itself.

Though we’re still figuring out what “thinking in 3D” really means in terms of artistic practice, Dsouza is asking many of the right questions about this essential issue. Section subheads, for example, in the first chapter in the book on “Psychological Impact of a 3D Scene,” pose the queries and provide brief speculations on the subject. “Can 3D movies influence the psyche” is one and “Do we even dream in 3D?” is another. A number of full color images and anaglyphs are studded throughout the text.

A second section of the book deals with Stereoscopic 3D Production and provides some sound advice about the role of the Stereographer and preparation for the use of the z-axis in 3D movies. Amusingly, Dsouza admonishes the reader, or potential 3D filmmaker, to “Beware: the Nouveau Stereographer,” whose “dead give-away is the Catch-all phrase: ‘3D is not about in-your-face gimmicks, it’s about subtle depth.’” In response Dsouza writes that “True stereographers meanwhile know what makes for bad stereography and also know for instance, that out-of-screen real estate is as valuable to immersive 3D storytelling.”

The target audience for this book is the growing community of 3D filmmakers, whether amateur or professional. Its many salient points about the aesthetics of 3D movies should be most readily embraced by aspiring and beginning professionals in the motion picture world. More info: http://www.realvision.ae/blog.

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**Avarat and Avarat 2**

by Leo Ortolani

Panini Comics

Paperbound, 40 pages

9-771127-19800-073

Inveterate 3D comic book collector Lawrence Kaufman brought these two Italian “Fumettos in 3D,” first published in November and December 2010, to my attention recently. They are the work of Leo Ortolani, whose cartoon character “Rat-Man” is popular in Italy. Rat-Man is the protagonist of this two volume parody of James Cameron’s 3D film Avatar. And, as you would expect, most of the action in these two landscape-formatted volumes takes place on the planet of Pandora with a host of flora and fauna from that location filling its pages.

The loopy cartoon art is of the “big foot” school with the emphasis on humor. With full color 3D covers and the interior pages in two color anaglyph, using PMS match colors, the 3D is competently done with most pages having, at most, 5 levels of planar depth. An occasional stereoscopic grace note is apparent with volumetric elements achieving roundness or “skewing back” continuously on the z-axis. Unique 4-color custom anaglyph glasses made as a single piece of flexible polyester acetate are included with each book.

In the back of the second volume is a brief history of 3D comics discussing the St. John Comics of 1953 with titles such as Three Dimension Comics and Captain 3D from Joe Simon and Jack Kirby. Nice color photos of the staff working on and viewing the page proofs wearing anaglyph glasses are also included in this section. A color depth guide for one of the pages, showing assigned levels of depth, illustrates strategies and methodology for the stereography.
These two Italian 3D comic books may be acquired with assiduous searches on eBay or Amazon.com. Expect to pay a little more than the original cover price of six Euros, however. Nevertheless, diehard fans of both 3D comic books as well as Avatar, might be up for the effort. More info: http://www.paninicomics.

Maker Faire 2012

The LA 3-D Club will once again be participating in the Bay Area Maker Faire, to be held on May 19-20, 2012 in the San Francisco area. We will be curating a space called the 3-D Village, featuring a collection of exhibits dedicated to stereoscopic visualization projects. We would love to have club members join us to show off their work – photos and videos, homebrew camera rigs and projectors, paintings and sculptures, interactive performance, etc. – anything and everything cool that’s being done in 3-D. We will also be presenting workshops throughout the weekend, and would love to volunteers to help teach the basics of stereography to the public. Several members took part in the event last year and had a fantastic time. We are looking forward to seeing many of you there again this year! Please email Jodi Kurland at Outings@LA3DClub.com if you are interested in participating.

Organized by the staff of MAKE magazine, makezine.com and craftzine.com, Maker Faire is a newfangled fair that brings together science, art, craft and engineering plus music in a fun, energized, and exciting public forum. The aim is to inspire people of all ages to roll up their sleeves and become makers. This family-friendly event showcases the amazing work of all kinds of makers – anyone who is embracing the DIY spirit and wants to share their accomplishments with an appreciative audience.

Coming to Southern California this summer!

NSA 3D-CON 2012
July 25-30 in Costa Mesa, California

If you’ve never attended an NSA, here’s your chance to catch one right in your own backyard. Six action packed days of cutting-edge stereo, workshops, 3-D art gallery, competitions, auction, trade fair & technical exhibits.

Come and pick some oranges. Info and registration at www.3D-CON.com