



ANAGLYPH 3D

DIGITAL ART 1

A long time ago Artists and or philosophers were considered divine, influential leaders of society. Today many people may argue that Artists have a diminished role within society.

-A case can be made either way... But what can not be denied is that Artists are Magicians. Art and or Artist in many ways bridges the gap between reality and illusions. (The "Real World" & "the Matrix")

3D is defined as involving or relating to three dimensions. In the simplest terms, "it is giving the illusion of natural human sight".

The three dimensions are commonly called length, width, and depth (or height).

The "golden era" of 3-D began in 1952 with the release of the first color stereoscopic feature called Bwana Devil. During the 1950s the familiar *disposable anaglyph glasses* were mainly used for comic books. An Anaglyph image consists of a stereo channeled image (w/ one channel cyan and the other red). This is used to provide a stereoscopic 3D effect, when viewed with 2 color glasses (each lens a chromatically opposite color, usually red and cyan).

"Anaglyph" is considered a dated technology compared to the newer IMAX 3D technology (sometimes referred to as Stereoscopic 3D) which is the most advanced 3D film technology in the world. IMAX 3D cameras incorporate two identical lenses that are precisely spaced to match the distance between your eyes. This interocular distance allows each lens to "see" both left and right views exactly as the human eyes would see them. To see images in 3D, the audience wears either *polarized glasses* or a headset that includes electronic liquid-crystal shutter (E3D) glasses.

Assignment

Your job is to make an "Anaglyph image". To do this you can either create a brand new piece or use one of your previous assignments. Your piece must represent a "traditional Anaglyph image". It will be important for you to understand Space, Depth, Balance, length & width.

Your piece will need to have (objects) in the Fore-ground, Middle, and Background.

Required Techniques

-Software used: Adobe Photoshop

-Tools: Masks, Adjustment layers, (Text tool is optional), Layer styles, Layer blending mode, Filters, Channel adjustments

-Adjustment tools: Levels & channels

-Layer Options: Layer Styles: (any that help) Layer Blending modes:(screen, vivid light, ?) -filters: (any that help you)

-Layers: Between 7 - 10 layers

-Canvas: needs to be: 11x14

-Masks: (at least 3)

-The resolution: 300

-Color Mode: RGB 8-bit

-Background Layer: white (untouched)

-Extras:

Each student must use Levels to change the channels to cyan & red.

Each student will need to create left (cyan) and right (red) duplicate images. Each student will be given polarized 3D glasses.

ENDURING UNDERSTANDING

Artists use a variety of problem solving and decision making skills to apply the elements & principles of art and sensory and expressive features in works of art.

OVERAL ARTISTIC GOAL FOR THIS ASSIGNMENT:

Understand basic perspective.

Understand Space, Depth & Distance using Digital Art.

Understand Anaglyphic 3D.

ESSENTIAL QUESTION:

Why and how do artists apply the elements & principles of Art in works of art?

* MAIN (EPA) ELEMENTS & PRINCIPLES OF ART APPLIED TO THIS ASSIGNMENT:

SHAPE, FORM
SPACE

EMPHASIS

BALANCE

HARMONY

DIGITAL ART LANGUAGE

(you will be tested on your knowledge of these important technology terms).

1. 3D
2. Anaglyph
3. Implied Depth & Distance
4. Space

Due Date: