

Contents

Introduction to Stereograms	7
Visualizing a Stereogram	10
Other Stereogram Work	11
Overview of the Stereo Program.....	13
File Menu Options	14
Read Background Sprite	14
Make Test Sprite.....	15
Read Texture.....	15
Read Depth	16
Make Depth Backplane.....	17
Depth From Function	18
Read Work1	21
Read Work2	21
Save Work1 Image	21
Save Stereo Image.....	21
Print Stereo Image.....	21
Image Menu Options.....	22
Sprite Stereo Image.....	22
Mapped Texture Single Object.....	25
Mapped Texture Multiple Object	28
Flat Stereo Image	31
Copy Image-to-Image	32
Overlay Image-to-Image	33
Reverse Overlay	33
Adjust Object Size/Position	33
Split Object at Depth.....	34
Depth Red from Texture.....	35
Work1 Red to Depth.....	35
Mask Depth from Texture.....	35
Resample Sprite	35
Smooth Depth.....	36

Essential Stereogram Techniques	37
Sprite-Based Stereograms	38
Background from a Flat Stereogram	38
Primitive Sprite Stereogram	40
Texture on a Sprite-Based Stereogram	42
Texture-Mapped Stereograms	45
An Exception to the Overlap Rule	48
Another Exception to the Overlap Rule	49
Preserving Overlapped Focus With Overlays	51
Preserving Overlapped Focus With Super-Texture	54
Smoothing to Reduce Hidden-Pixel Problems	57
Distracting the Observer From Occlusion Problems	59
Camouflaging Occlusion Problems	63
Extreme Camouflage With Reverse Overlays	64
Outlining Objects on Sprite-Based Stereograms	67
Advanced Stereogram Techniques	69
Common Problems and Their Solutions	70
Artifacts in Sprite-Based Stereograms	70
Black Speckles on Texture-Mapped Stereograms	72
Occlusion in Single-Object Texture-Mapped Stereograms	75
Transparent Overlays and Depth Splitting	76
Moving the Backplane Forward	81
Placing Objects on a Horizontal Surface	83
Calculating Correct Placement Coordinates	86
Tall Vertical and Flat-Bottomed Objects	86
An Example of a Difficult Situation	89
Extreme Overlap	92
A Complex Hybrid Stereogram	94
The Sprite Stereogram Algorithm	101
Terminology	102
Geometry and Key Equations	104
The Mapping Data Structure	107
The Code	108

The Single-Object Stereogram Algorithm	125
The Multiple-Object Stereogram Algorithm.....	139
Depth Images with Blender.....	149
Creating Texture and Depth Files.....	151