Alioscopy Camera for Adobe Photoshop CS6 Extended

Reference Guide

Alioscopy 3D Displays

The Alioscopy 3D display demonstrates crisp 3D images without the need for glasses. By combining 8 slightly offset points of view and a special lenticular lens on a customized LCD screen, the Alioscopy 3D display achieves a stereo effect with amazing pop-out and depth. With 8 views, multiple viewers can enjoy 3D at the same time, glasses-free.

The Alioscopy Camera and Photoshop

Alioscopy has partnered with Adobe to bring the Alioscopy Camera to Photoshop CS6 Extended, allowing artists to edit for 3D in real-time, whether it is stereoscopic images or 3D objects, on the Alioscopy 3D display. The artist can move, rotate, scale, and edit a project while using the capabilities of the glasses-free Alioscopy 3D display with immediate results.

Creating the "Hook" for the Alioscopy Camera in Photoshop

Before we can begin editing with the Alioscopy Camera, we have to set up Photoshop to recognize the Alioscopy Camera. Here's how to do that:

1. Place the text file "Alioscopy for Photoshop.txt" in the plug-ins folder for Photoshop (WINDOWS: Program Files/Adobe/Adobe Photoshop CS6/plug-ins and MAC://Applications/Adobe Photoshop CS6/Plug-ins on MAC)

2. Launch Photoshop

## Setting up the Alioscopy Camera

Note: The Alioscopy Camera only works for MPO (Multi-picture object) files or 3D objects (although Photoshop CS6 Extended also supports .jps). All other files will only be 2D. Also, make sure the resolution of the project matches that of the Alioscopy display (1920x1080 for 21", 42", and 47", or 1920x1200 for 24") or the 3D effect will be destroyed.
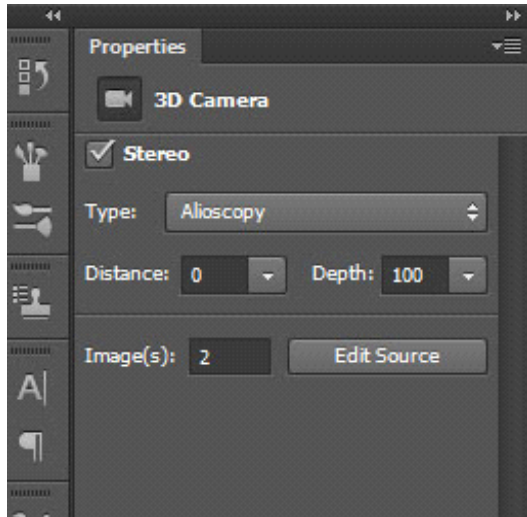

The Alioscopy camera option is only available when a 3D picture or object file is open, either from an existing project or by creating one in Photoshop. To create a 3D object follow these steps:

1. Create a simple shape, such as a square (You can also import a 3D object directly with the format OBJ, Collada/DAE, KMZ, 3ds or U3D by clicking 3D in the top menu bar, then selecting "New 3D layer from file". Skip directly to step 4.)

2. In the upper right hand corner, there is a drop down menu with several preset Workspaces. Choose 3D.
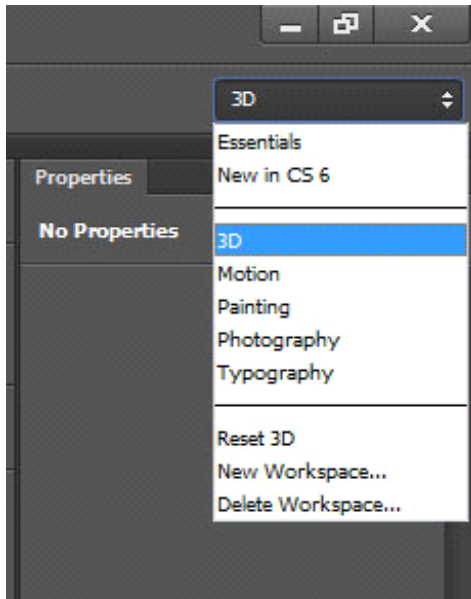
3. Create a 3D extrusion from the 3D panel on the bottom left (For source: Selected Layer and check 3D Extrusion). The Move Tool should be automatically selected and go ahead and click and drag to rotate the square and you can see it in 3D space).
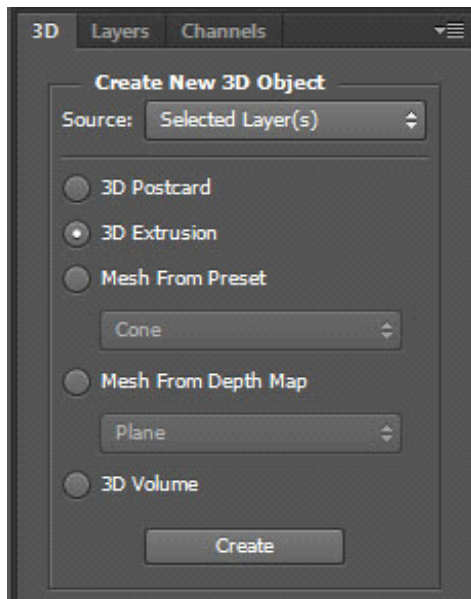
4. The options on the left will change for editing of a 3D object. To get to the camera options, select *Current View*
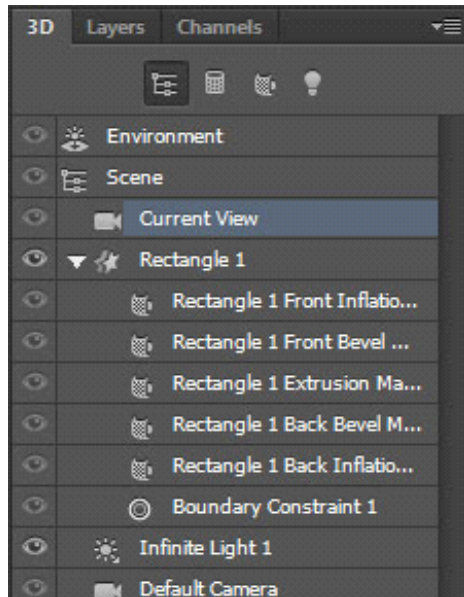

5. Under the properties panel, you will be able to select which view you want and other options, but for now we want to change the camera to the Alioscopy Camera. Select Stereo, then Alioscopy in the drop-down menu
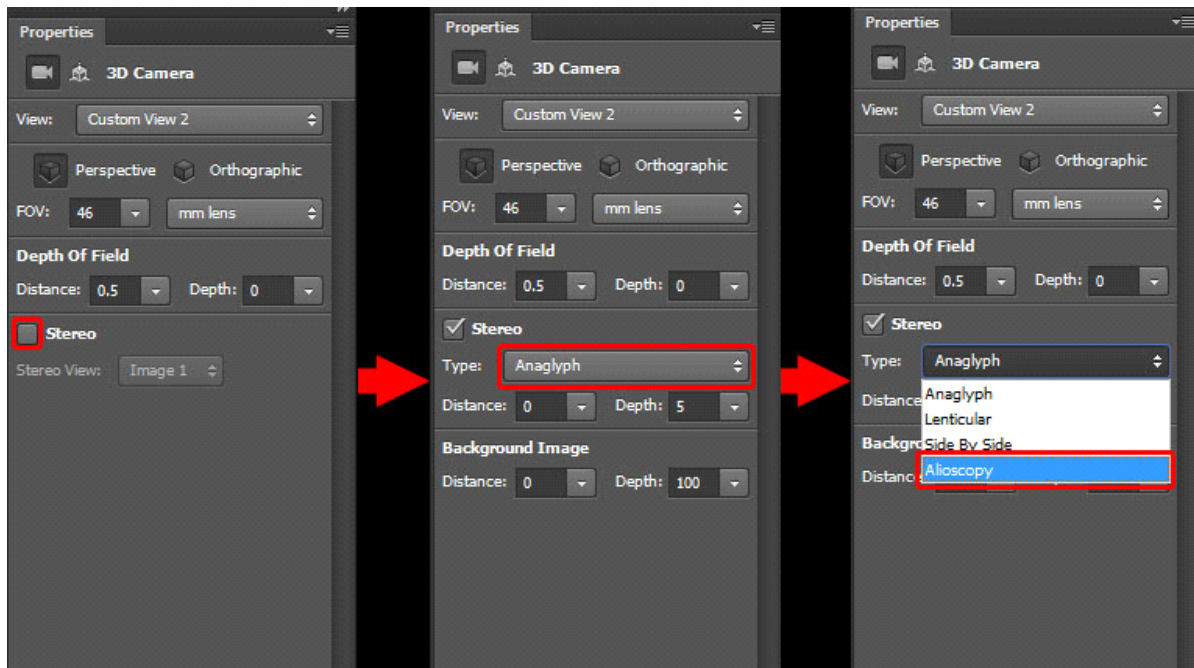
6. Drag the project over to the Alioscopy display and make sure the project is zoomed at 100%. You will now be able to see your project in 3D on the Alioscopy Display.

Using the Alioscopy Camera

Now that you have the Alioscopy Camera selected as the default camera, there are a few options to consider: the distance and depth of the object and that of the background image.
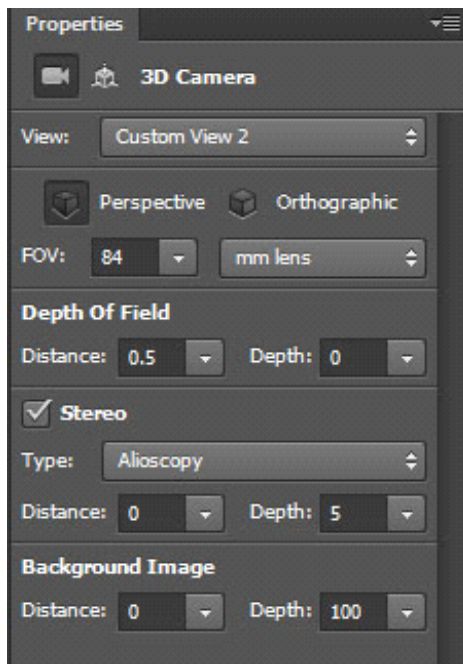
Note: The above image shows the Alioscopy camera options for editing a 3D object. When editing a stereoscopic photo, the options will look like this:
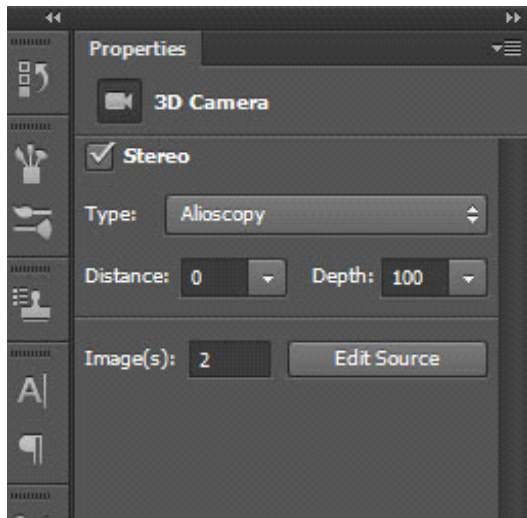
Distance refers to the placement of the focal point on the object. It ranges from -100 to 100. The higher the distance, the more the object will pop out of the scene. The lower the distance, the more "deep" the object will be in the scene. Placing the number too low or too high will cause ghosting on the object.

Depth refers the 3D look of the object on the display. It ranges from 0 to 100. The higher the number the more 3D the object will look. The lower the number, the more 2D the object will seem.

Image(s) refers to the number of images used to create the stereo effect. You can click Edit Source to edit the original 2 images side-by-side.

Saving the file

After you are finished with your work and want to see it on the Alioscopy display in full screen, you must save the file.

To save the file as an image, follow these steps:

- Go to File->Save As... or hit ctrl+shift+s
- Choose what image type you would like (bmp, png, etc) and hit save

    1   (Note: due to compression, jpeg may not be an acceptable format for 3D)

- Open the file with Windows Media Player or another media player on the display
- Enjoy!