

APPLICATION NOTE

How To Use NVIDIA 3D Vision with EDIUS 3D Preview Version

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Grass Valley EDIUS 6 3D preview version supports real-time 3D editing and 3D monitoring using NVIDIA 3D Vision glasses on Windows 7 and Windows Vista.

Introduction

The EDIUS 3D preview version of Grass Valley™ EDIUS® 6 supports simultaneous real-time 3D editing and 3D monitoring using NVIDIA 3D Vision glasses, on Windows 7 and Windows Vista systems. The 3D Vision glasses are not required for editing in 3D, only for viewing in stereoscopic 3D (you can change EDIUS to 3D editing mode, edit 3D clips, and preview in side-by-side or L-only/R-only modes and output to monitors), but if you have 3D Vision glasses and supported monitors, you will be able to monitor in frame sequential 3D mode while editing.

Preparation

Supported Hardware

1) NVIDIA 3D Vision Wireless Glasses Kit:

http://www.nvidia.com/object/product_geforce_3D_VisionKit_us.html

Note: NVIDIA had a wireless version of 3D Vision, but on their webpage they now only have a wired version available (3D Vision Pro is wireless). Both versions (wired and wireless) will work, but you may want to get the wireless version while available.

2) Supported GPU cards and monitors:

GeForce GPUs: <http://www.nvidia.com/object/3d-vision-requirements.html>

Quadro GPUs: <http://www.nvidia.com/object/3d-vision-pro-requirements.html>

Setting up the NVIDIA 3D Vision

1) Install latest NVIDIA GPU drivers:

<http://www.nvidia.com/drivers>

2) Set up the USB emitter, 3D glasses, and monitors according to the NVIDIA driver wizard.

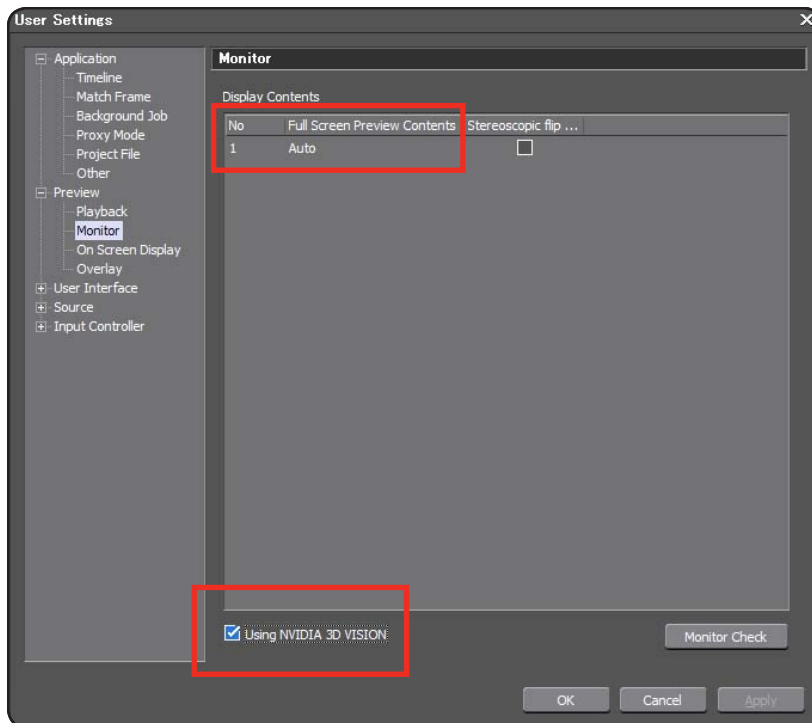
3) Run the 3D Vision test program and confirm the GPU, USB emitter, 3D glasses, and monitors are working correctly.

Install EDIUS 3D Preview Version

EDIUS 3D Preview Version Settings

Go to [Settings] → [User Settings...] → [Preview] → [Monitor]

- 1) Check [Using NVIDIA 3D Vision]
- 2) Set monitor 1 to "Auto"
- 3) Don't check "Stereoscopic flip"

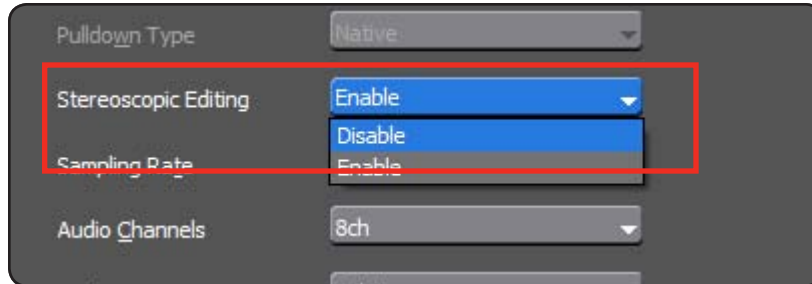


Application Settings

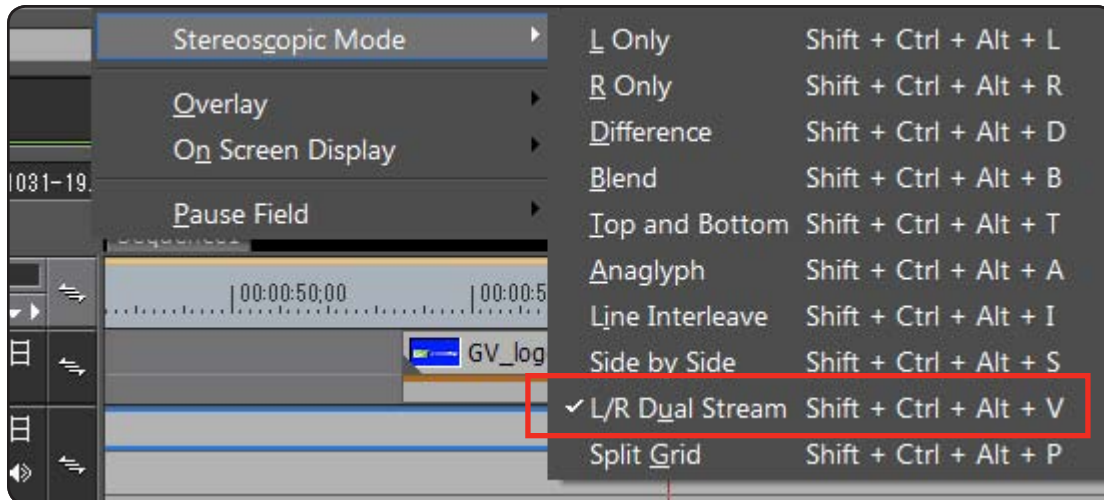
The below settings are required to edit in 3D mode:

1) Stereoscopic mode

In the project settings /customize/Advanced setting, set Stereoscopic Editing to "Enable"



2) After starting EDIUS, from [View] menu → [Stereoscopic Mode], select "L/R Dual Stream"



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