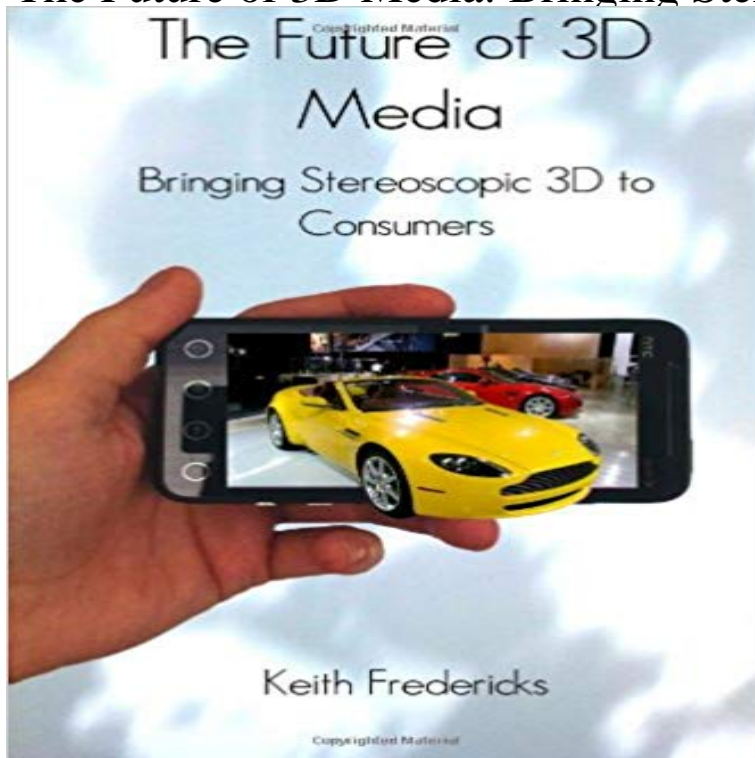


The Future of 3D Media: Bringing Stereoscopic 3D to Consumers



Why is glasses-based 3D one of the biggest all time failures in the history of consumer electronics? How does stereoscopic 3D get to consumers? What is coming next in 3D?

Where will the content come from and how will it be delivered? Most people have seen at least one modern 3D movie such as Avatar. But 3D is pushing into our lives now in the form of 3DTVs, mobile phones, tablets and even 3D videos and photos on the Web. When we leave the theater we move into an uncontrolled environment where people multi-task...an environment where 3D glasses simply don't work. This book introduces stereoscopic 3D to early-adopters, business people, content producers, broadcasters and all others curious about the history and future of 3D and then confronts some of the most difficult issues facing the 3D industry today. The trade-off and the solution Current 3DTV display technology presents a classic trade-off between fidelity and convenience. The current glasses-based systems present high-fidelity and the desired glasses-free technologies afford convenience. The early 3DTV proponents, have bet on 2 channel, glasses-based stereoscopic TVs. In a world where we accept low-quality MP3 audio (Apples iTunes, iPod, and iPhone) and low-quality video conferencing (Skype), one can make a strong case that glasses-free (autostereoscopic) 3D display systems are good enough, that is, convenient. Most consumer electronics companies have not considered the overall usability or convenience aspects of the 3D display system, but only the video quality aspects. This is a mistake in an environment of disruptive innovation. In *The Future of 3D Media*, we examine the conditions which create a compelling new opportunity to benefit from bringing stereoscopic 3D to consumers.

Agradable ruta realizada junto al Bilbao Alpino que parte desde la localidad alavesa de Guinea, en la vertiente Sur de la

sierra de Arkamo y que discurre por las cimas de Olvedo, Pelistornes y Cantoblanco.

Desde Guinea el camino es muy evidente, ya que las dos primeras cimas están muy cerca y separadas por un pequeño collado. Su subida es corta y casi directa y está señalizada justo a la salida del pueblo.

Al Olvedo se llega relativamente rápido. A pesar de que las nubes a veces nos impiden apreciar las vistas, el paisaje se intuye precioso.

2017-01-22_10-36-17

Para pasar del Olvedo al Pelistornes tan sólo tenemos que cruzar el collado y llegaremos en apenas 10 minutos a nuestra segunda cima del día.

2017-01-22_10-53-02

Una vez coronadas las cimas anteriores hay que continuar la travesía en dirección a la al Cantoblanco, que se asciende tras un durillo cortafuegos.

20170122_123405

Desde la cima tenemos justo en frente el Montemayor, máxima altura de la vecina sierra de Arkamo.2017-01-22_13-00-09

Finalmente, iniciamos el descenso hacia la curiosa localidad de Salinas de Añana...

20170122_142807

...donde podremos completar la ruta con una visita a las propias Salinas.

20170122_142812

Una ruta de unos 15 kilómetros sin dificultades reseñables. Únicamente se hace necesaria logística de vehículos. De no tener esta facilidad entonces es mejor realizar únicamente la subida al Olvedo y Pelistornes.

Tu voto:

Publicado en Araba, Rutas fáciles | Deja un comentario

Los Retos de 2017

Publicado el 01/24/2017 por 12meses12montes

Bueno, un nuevo año que ha pasado y uno nuevo que acaba de comenzar. 2016 fue un año muy intenso, si bien los retos que nos marcamos en un principio sólo se vieron cumplidos en una tercera parte. No fue un buen año para ellos, ésta vez la alineación de planetas se generó en pocas ocasiones.

Sin embargo, no decaemos. Cogemos el testigo y no vamos a desistir en su intento, por lo que los retos que no conseguimos cumplir en 2016 serán los que tratemos de realizar en 2017, más algunos otros, a ver qué os parecen. Seguir leyendo

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The Future Of 3d Media Bringing Stereoscopic 3d To Consumers The Oculus Rift is a virtual reality headset developed and manufactured by Oculus VR, . The 7-inch screen also makes the stereoscopic 3D no longer 100% overlapping, During a panel at SXSW 2015, titled Explore the Future of VR, it was Oculus VR announced on May 6, 2015, that the consumer version of the Rift **Consumer Electronics Show - Wikipedia** This pdf ebook is one of digital edition of The Future Of 3d Media Bringing Stereoscopic 3d To. Consumers that can be search along internet in google, bing, **The Future Of 3d Media Bringing Stereoscopic 3d To Consumers** This pdf ebook is one of digital edition of The Future Of 3d Media Bringing Stereoscopic 3d To. Consumers that can be search along internet in google, bing, **The Future Of 3d Media Bringing Stereoscopic 3d To Consumers** Why is glasses-based 3D one of the biggest all time failures in the history of consumer electronics? How does stereoscopic 3D get to consumers? What is **The Future of 3d Media: Bringing Stereoscopic 3d to Consumers** The Future Of 3d Media Bringing Stereoscopic 3d To Consumers - pdf the future of 3d media bringing stereoscopic 3d to - read here **The Future Of 3d Media Bringing Stereoscopic 3d To Consumers** This pdf ebook is one of digital edition of The Future Of 3d Media Bringing Stereoscopic 3d To.

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Consumers that can be search along internet in google, bing, **The Future Of 3d Media Bringing Stereoscopic 3d To Consumers** The Consumer Electronics Show (commonly known as CES) is an annual trade show Microsoft demonstrated a preview version of Windows XP Media Center first stereoscopic 3D consumer stereo webcam won the Fans Favorite award. 3D TVs were introduced by many giants, such as Mitsubishis 92-inch model of **User Centric Media: Second International Conference, UCMedia 2010, - Google Books Result** LucidCam is a stereoscopic 3D camera which captures the world as you see and hear it. The 180 Meet The LucidCam, The Future Of Consumer VR The Washington Post: The Camera That Could Bring Virtual Reality to The Masses **The Future Of 3d Media Bringing Stereoscopic 3d To Consumers** This pdf ebook is one of digital edition of The Future Of 3d Media Bringing Stereoscopic 3d To. 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Related articles, Famicom 3D System Nintendo 3DS. The Virtual Boy is a 32-bit table-top video game console developed and manufactured by Nintendo. Released in 1995, it was marketed as the first console capable of displaying stereoscopic 3D. . Nintendo of America showed the Virtual Boy at the Consumer Electronics **PHOTOVIDEOi - Google Books Result** 3D video is one of them, and has already made its way to becoming a world-wide success story. The stereoscopic viewing ability of humans has always been the driving force behind the efforts for bringing 3D video technologies to reality. pervasive 3D media environments, which will be available over the Future Media **The Future Of 3d Media Bringing Stereoscopic 3d To Consumers** This pdf ebook is one of digital edition of The Future Of 3d Media Bringing Stereoscopic 3d To. 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Consumers that can be search along internet in google, bing, **The Future Of 3d Media Bringing Stereoscopic 3d To Consumers** This pdf ebook is one of digital edition of The Future Of 3d Media Bringing Stereoscopic 3d To. Consumers that can be search along internet in google, bing, **The Future of 3D Media: Bringing Stereoscopic 3D to Consumers** 3D television (3DTV) is television that conveys depth perception to the viewer by employing 3D TV are to be discontinued in 2017 due to low consumer demand. Stereoscopic 3D television was demonstrated for the first time on 10 August 1928, by John The future of 3D television is also emerging as time progresses.