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#3d

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About

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Chapter 1: Getting started with 3d

Remarks

3D computer graphics use a three-dimensional representation of geometric data stored in the computer for the purposes of performing calculations and rendering 2D images. 3D images are technically very complicated 2D images drawn with algorithms and vector graphics to create the illusion of depth and space. Most methods of rendering use a system of vertices and polygons to form complete sculptures.

Examples

Stereoscopy

Stereoscopy is a technique for creating or enhancing the illusion of depth in an image by stereopsis for binocular vision.

Two individual displays are rendered and displayed individually to each of the user's eyes. The offset of an object is altered based on the intended depth displayed. This technique can be used to create the illusion that a given object or environment is either closer or farther away than the actual screen or display.

Read **Getting started with 3d** online: <https://riptutorial.com/3d/topic/3219/getting-started-with-3d>

Credits

S. No	Chapters	Contributors
1	Getting started with 3d	4444 , Community