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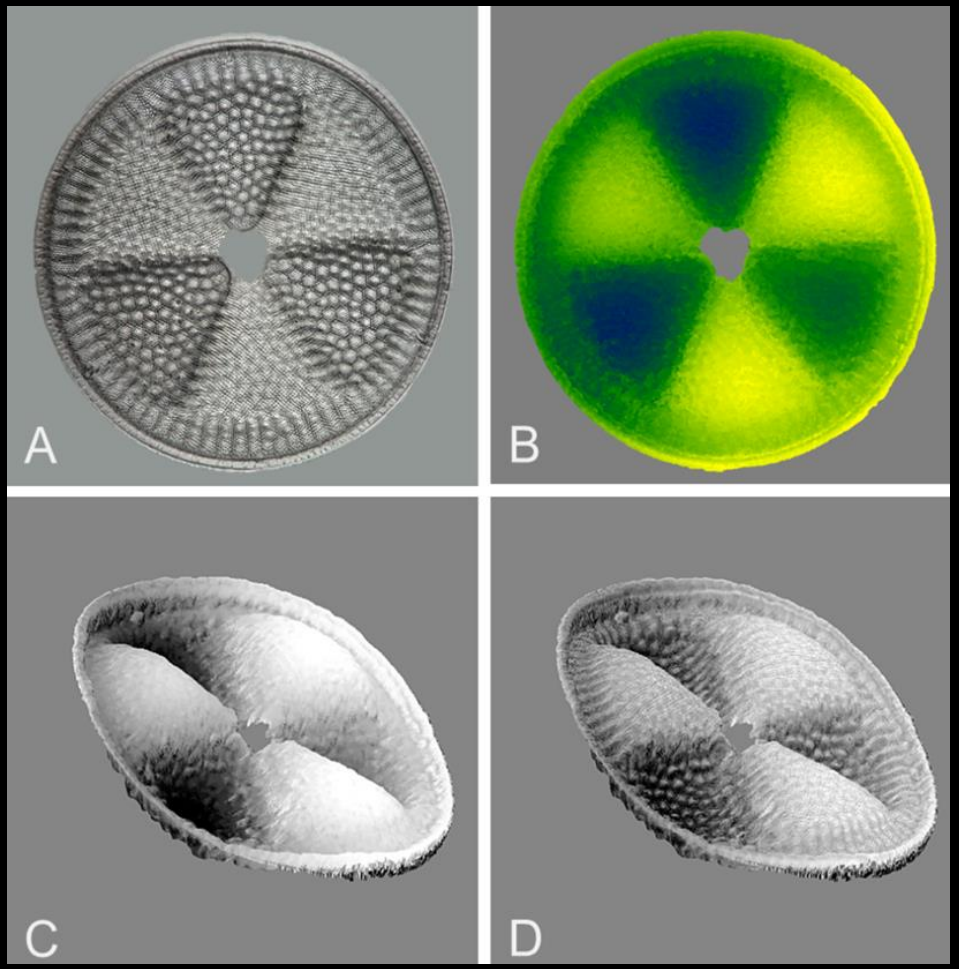
PICOLAY

- der offizielle Kanal -

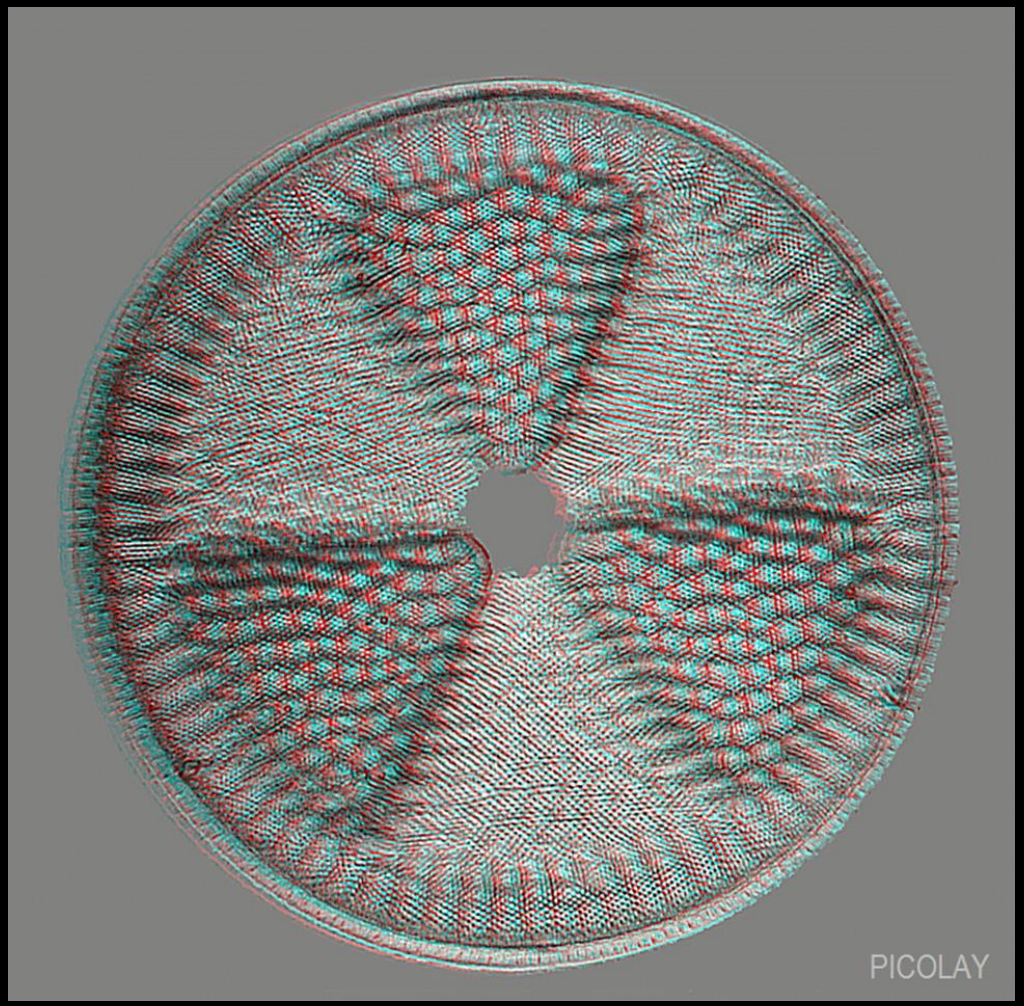
Mikro- und Makro-3D mit PICOLAY

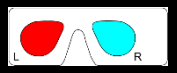
- 3D-Parameter verstehen -



Online-Workshop von Heribert Cypionka

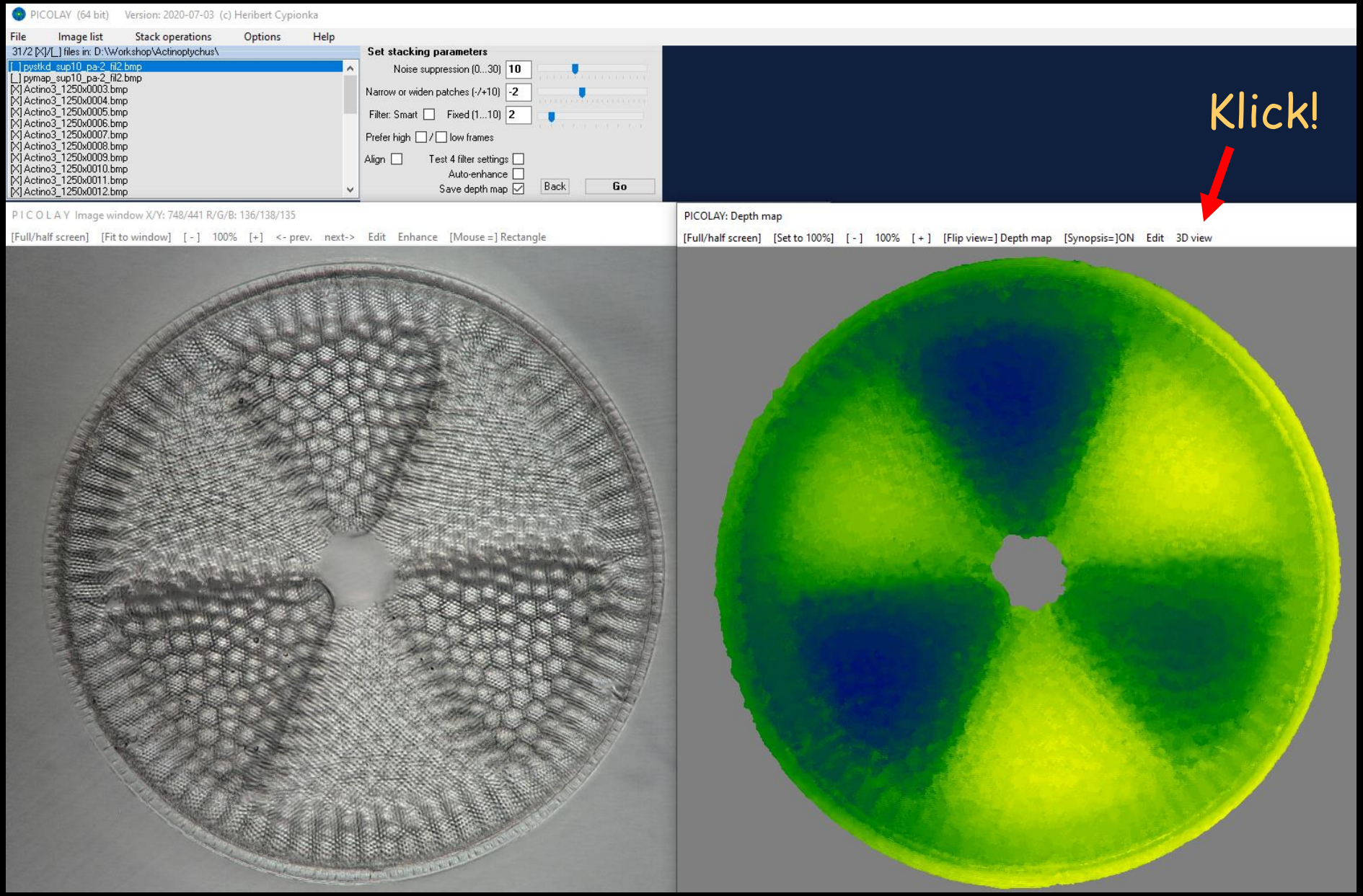
- Stapel mit 31 Bildern der Kieselalge *Actinoptychus*
- Stacking und Rotation siehe: YouTube PICOLAY-ABC



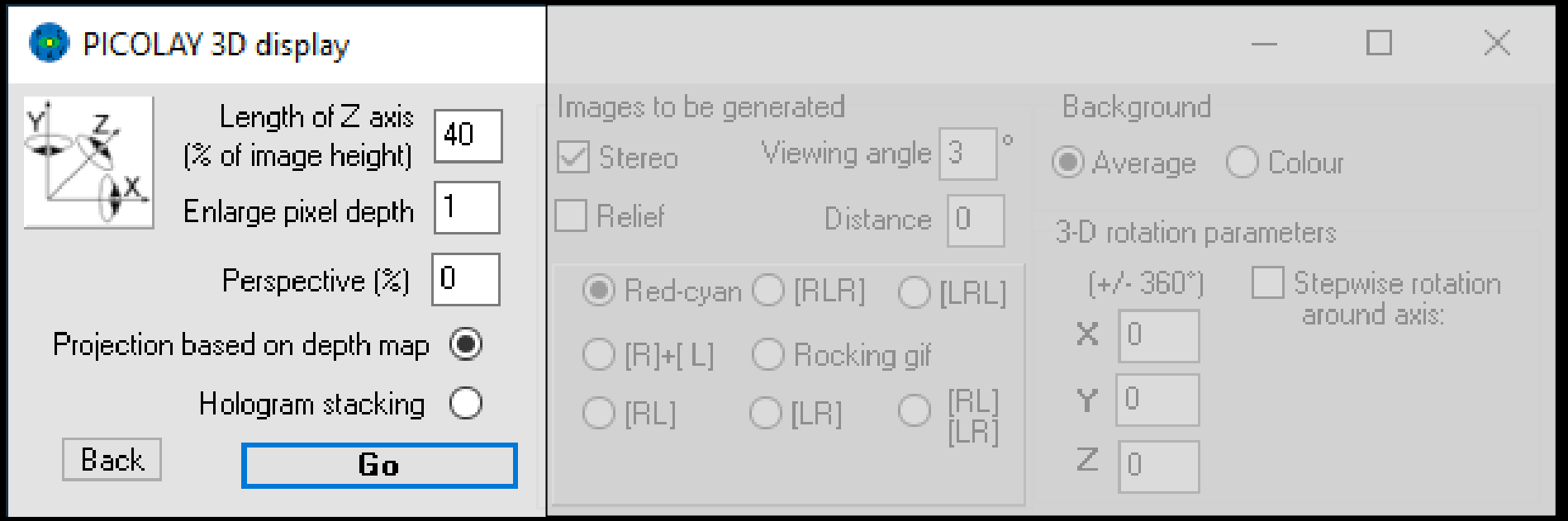


- Thema: Was bedeuten die verschiedenen 3D-Parameter und wie kann man sie nutzen?

- Stacking-Ergebnis: Scharfes Bild + Tiefenkarte



3D - Parameter



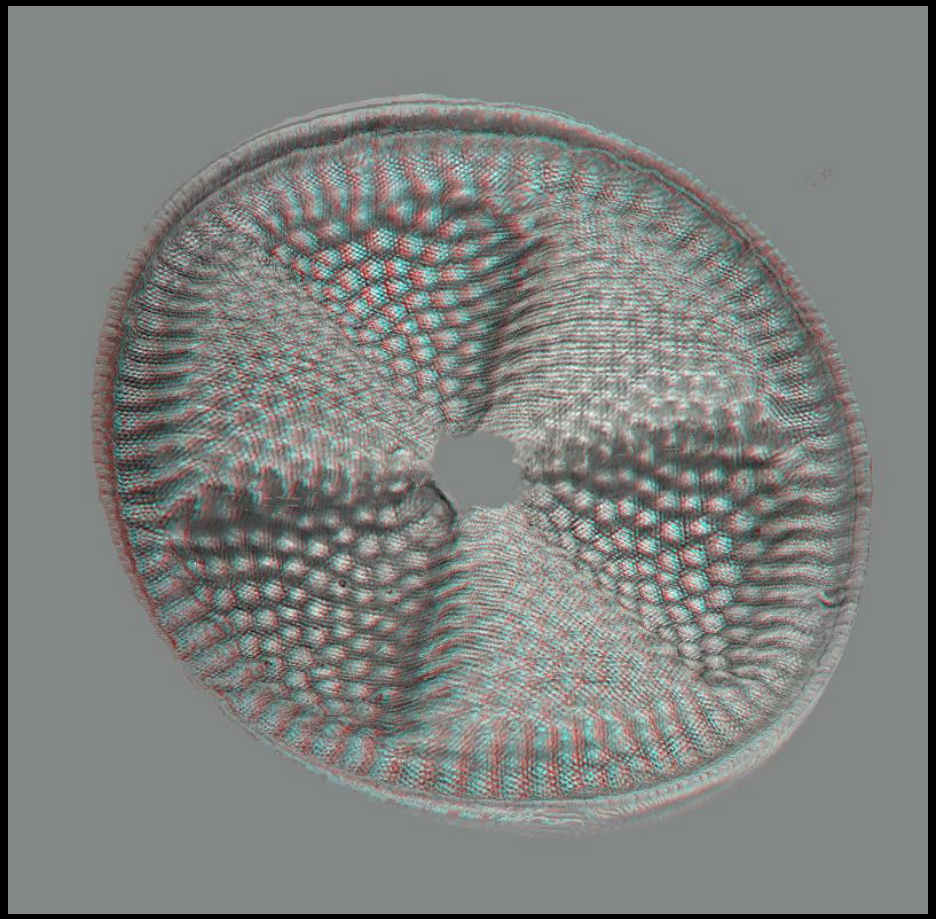
Length of Z axis: Bildtiefe im Vergleich zur Höhe in %

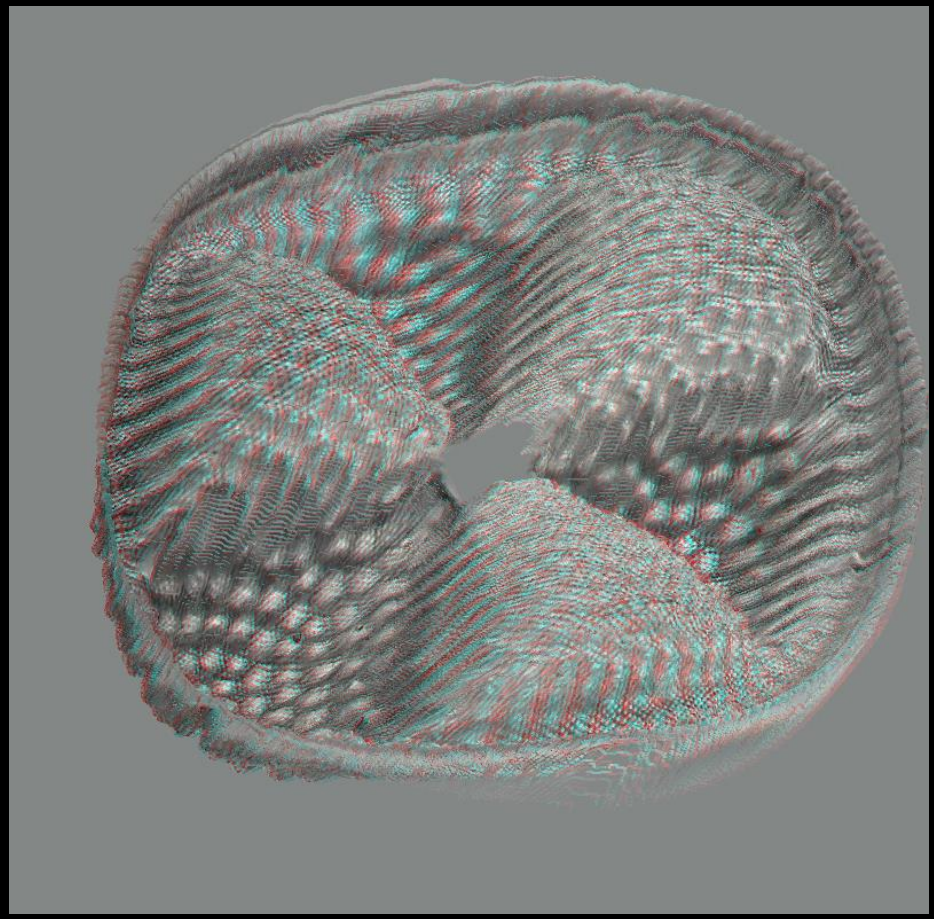
Pixel depth: Erhöht die Tiefe der Pixel, schließt Lücken

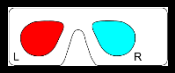
Perspective: Vergrößert nahe Strukturen, verkleinert ferne

Tiefenkarte → Projektion (Hologramm-Stacking später...)

Length of Z axis: Bildtiefe im Vergleich zur Höhe in %



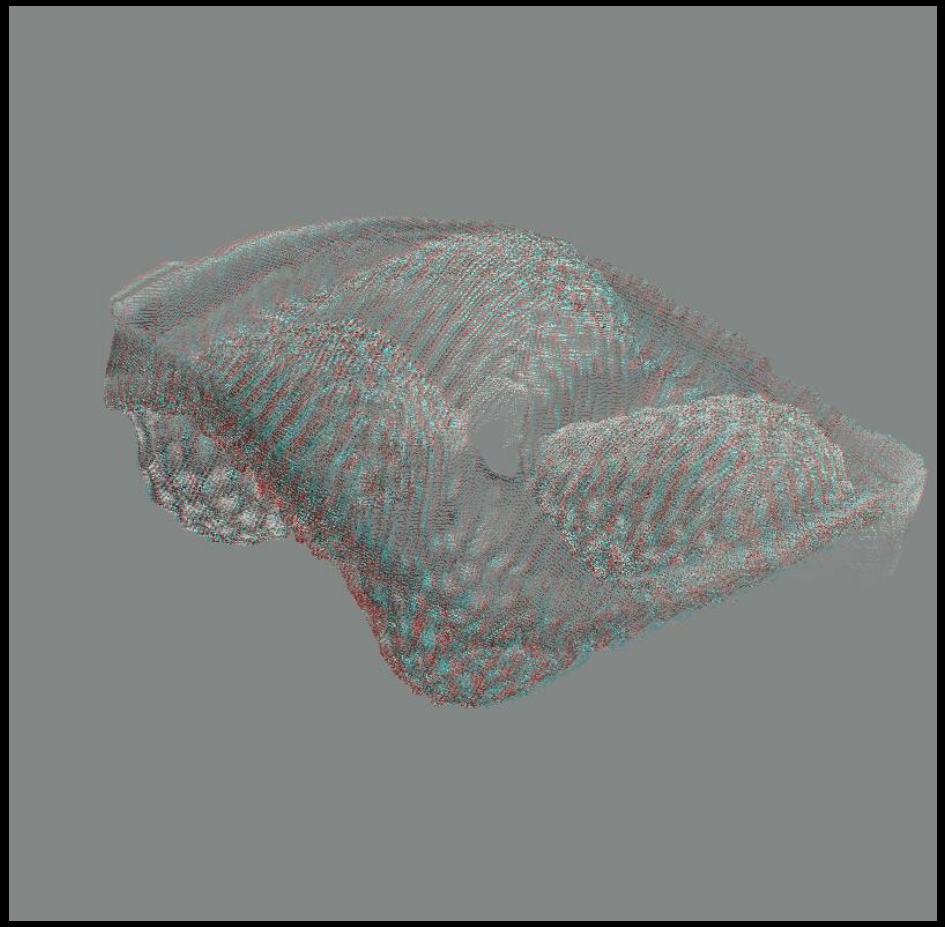


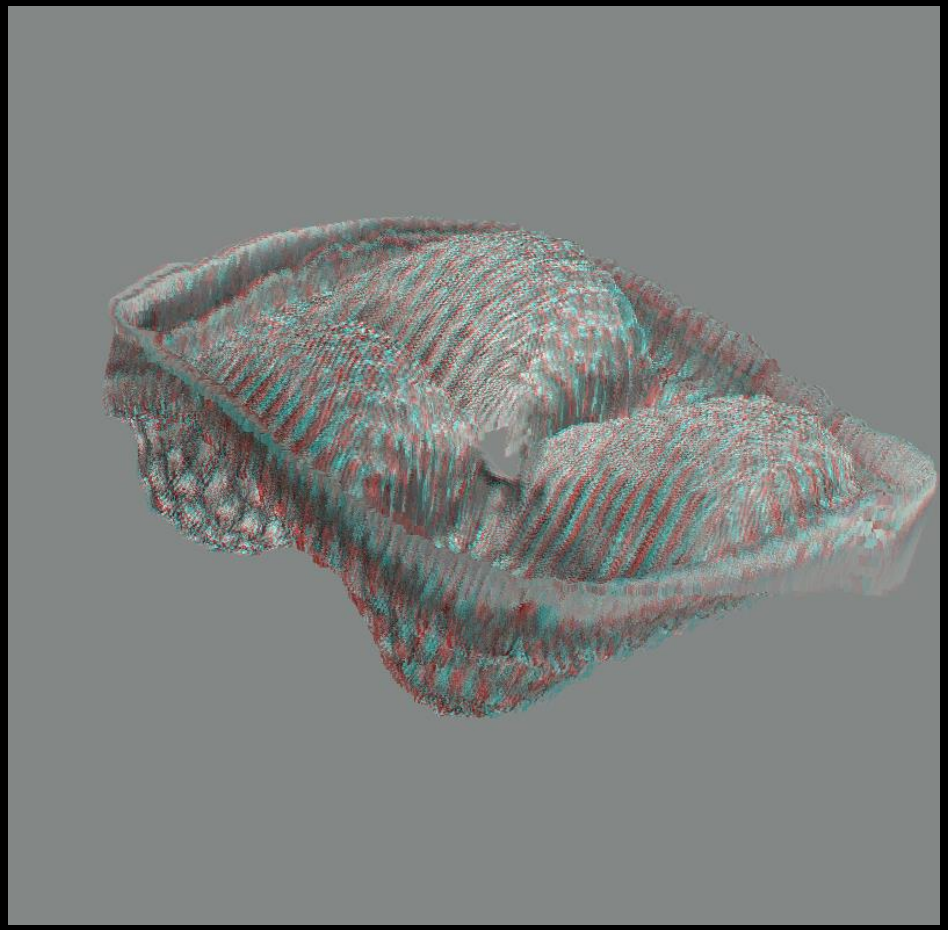


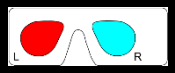
Length of Z axis: 25 %

75 %

Pixel depth: Erhöht die Tiefe der Pixel, schließt Lücken

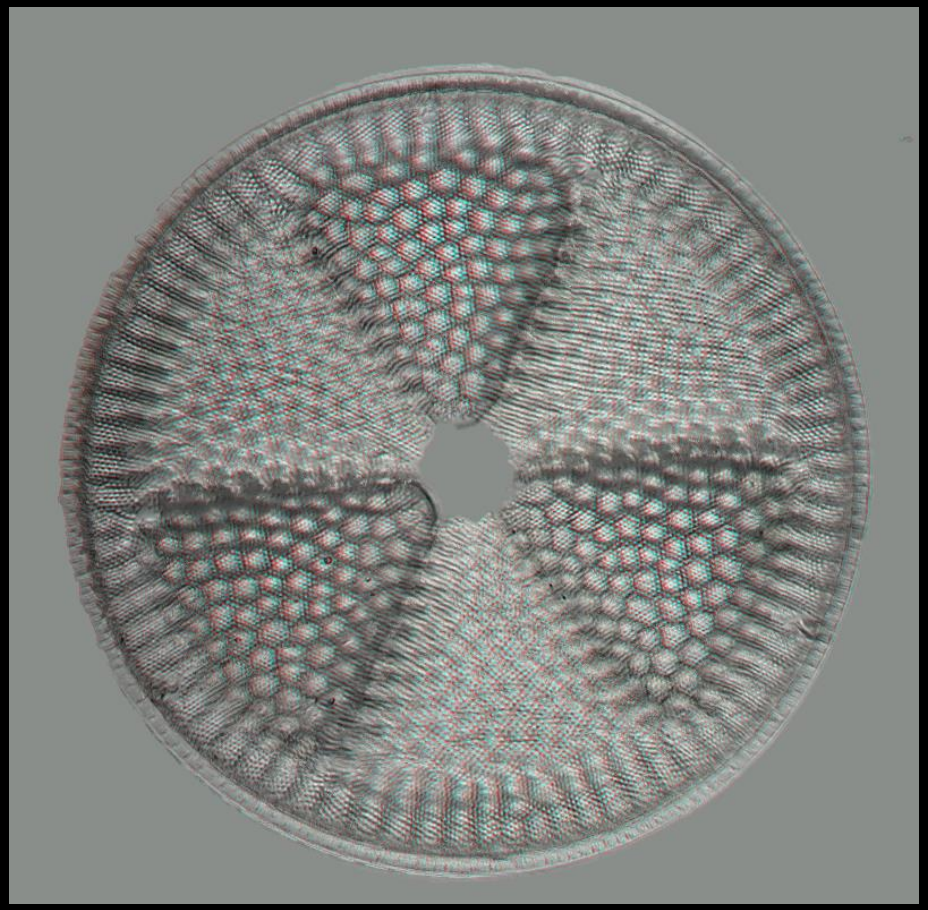


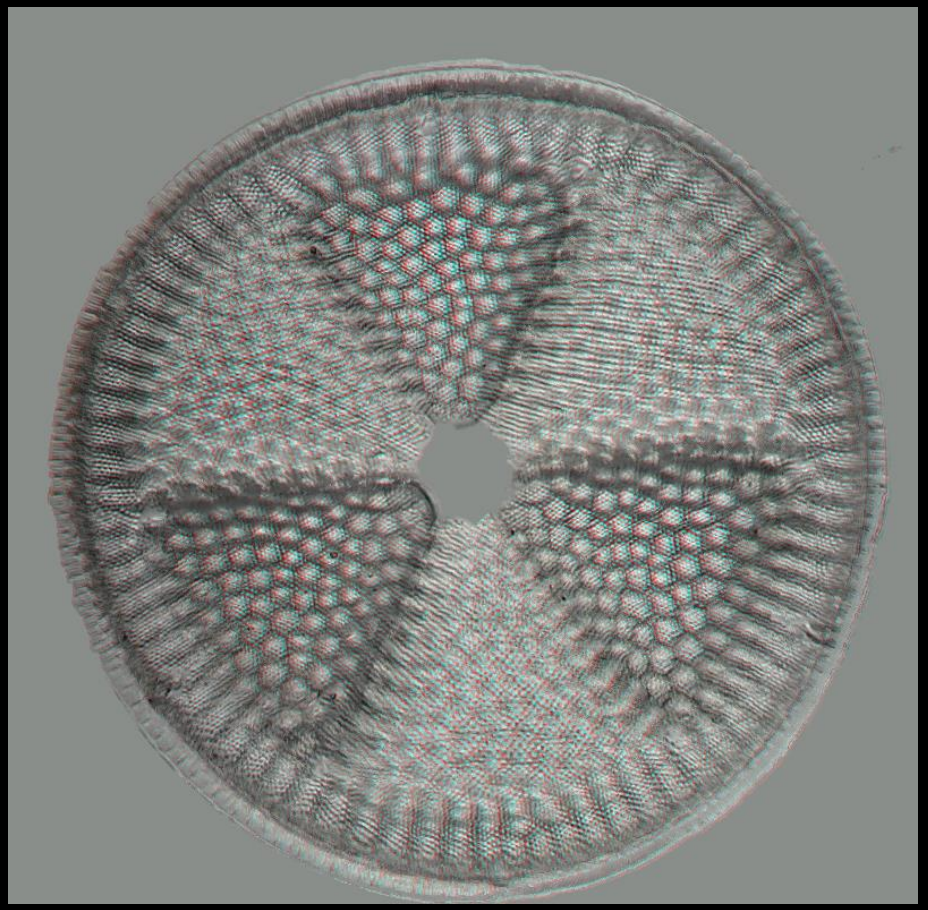


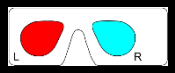


Pixel depth: +0 (=1) +3 (=4)

Perspective: Vergrößert nahe Strukturen, verkleinert ferne



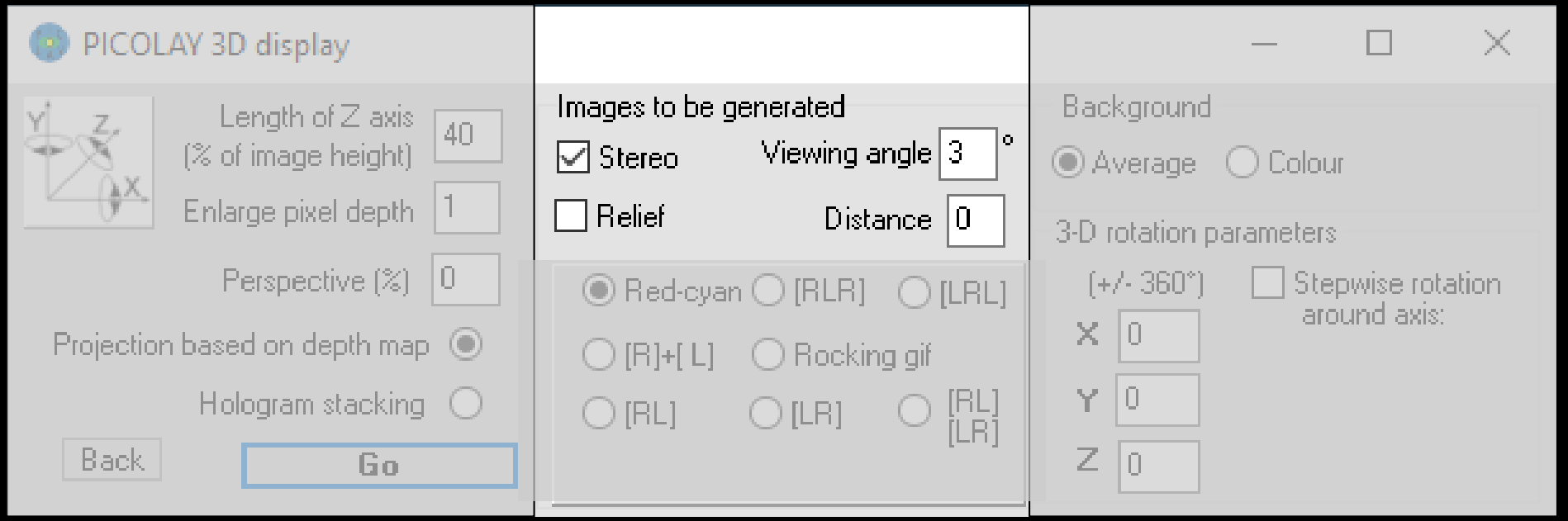




Perspective: 0 %

20 %

3D – Parameter-Fenster



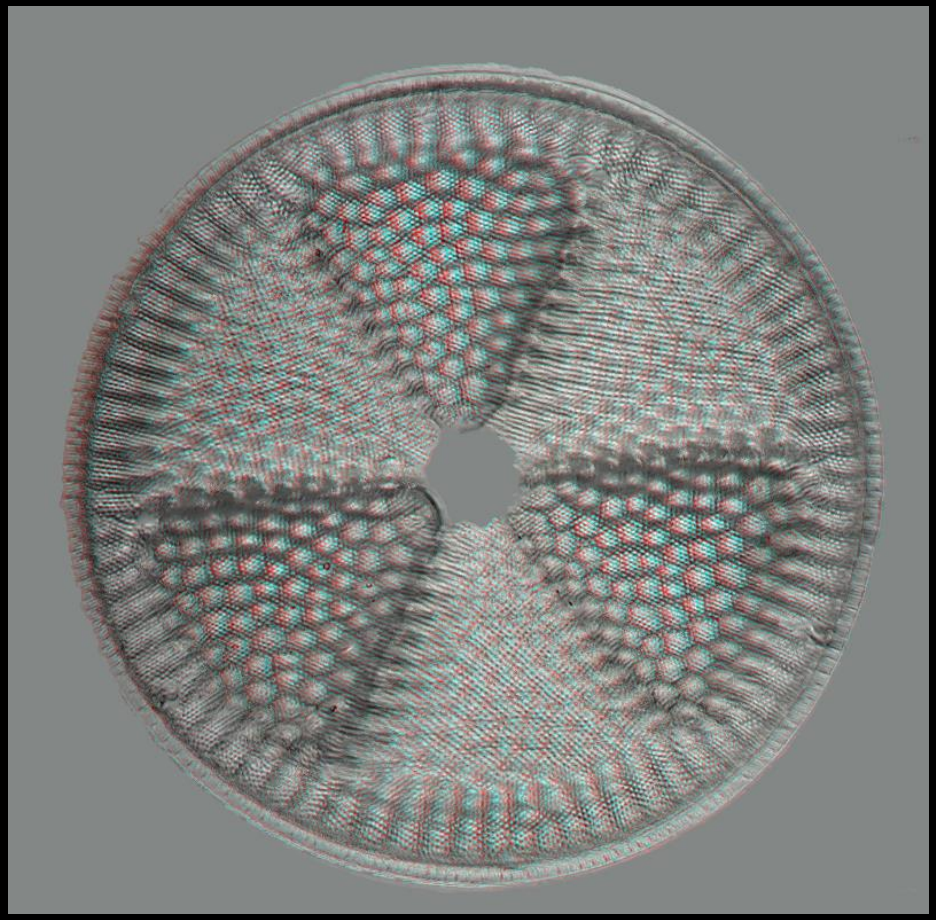
Stereo: Erzeugt 2 Bilder für linkes und rechtes Auge

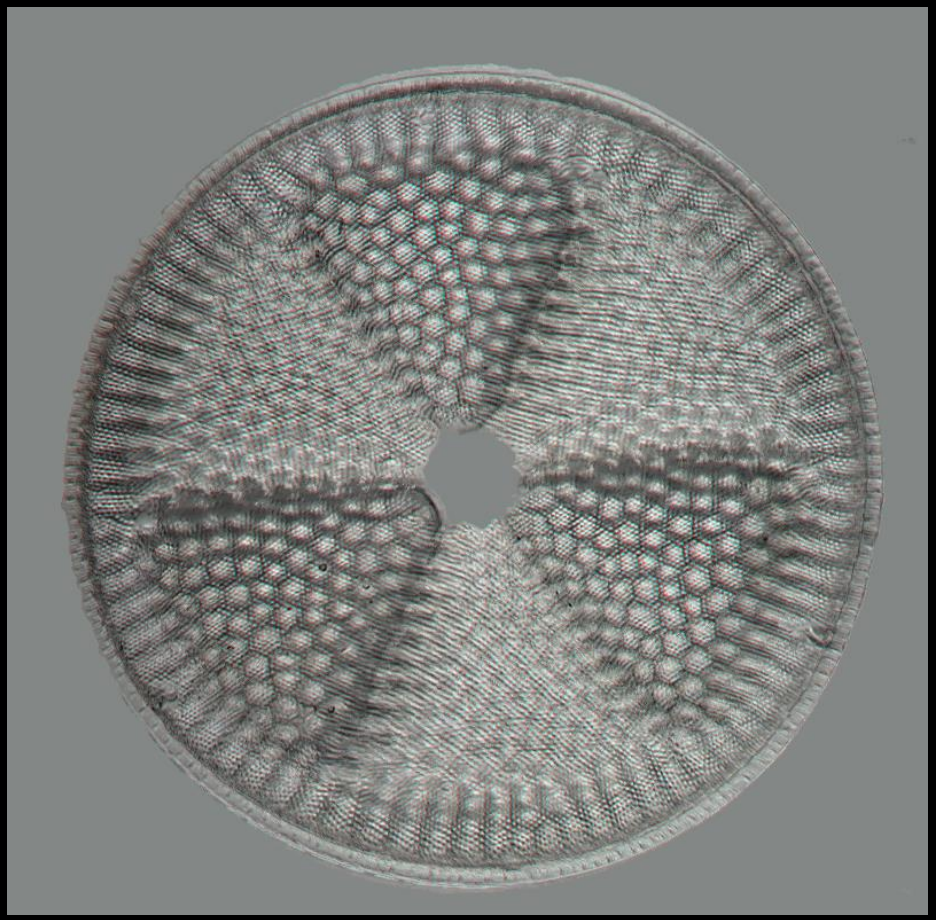
Viewing angle: Augenwinkel, nah groß, fern klein

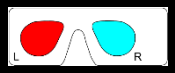
Relief: wirft Licht von links oben und Schatten

Distance: Platziert Objekt nach hinten oder vorne

Viewing angle: Augenwinkel, nah groß, fern klein



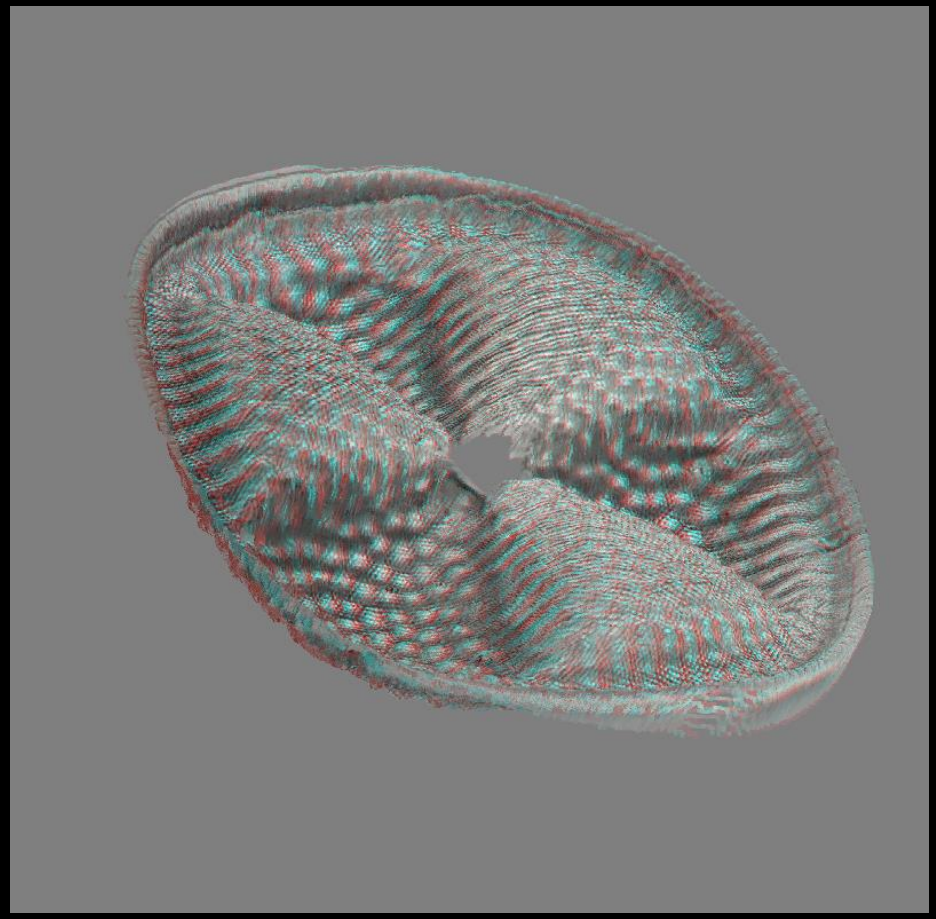


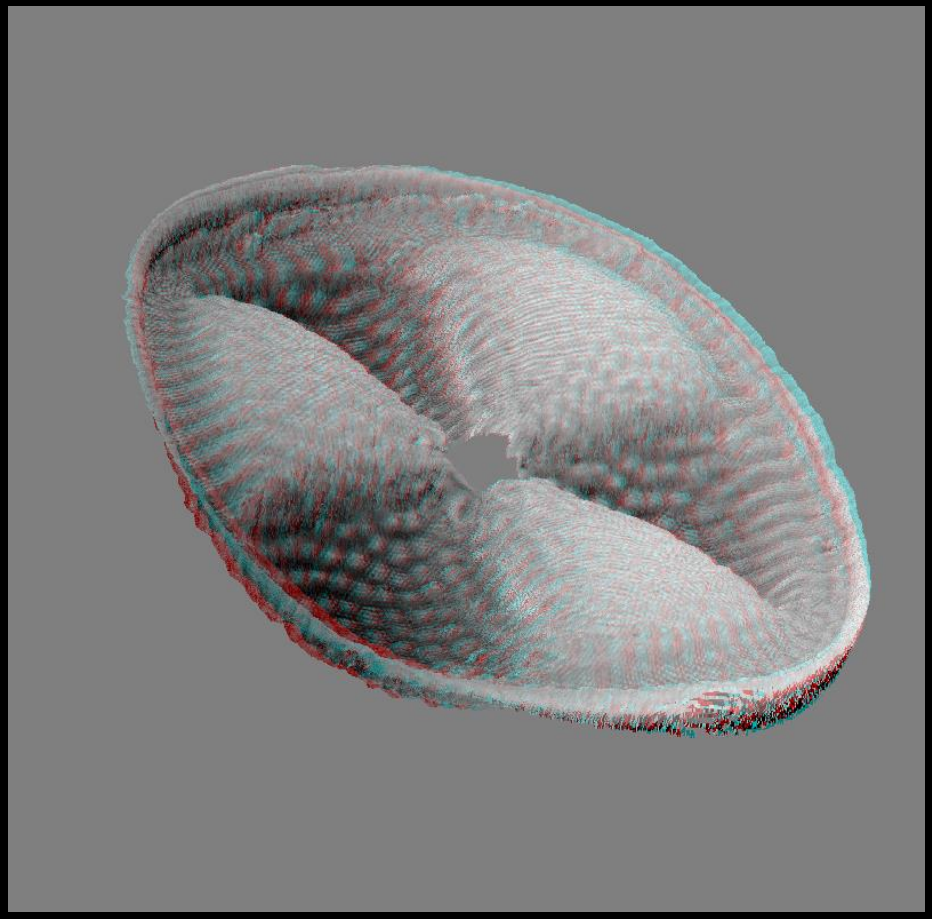


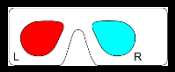
Viewing angle: 5 °

1 °

Relief: wirft Licht von links oben und Schatten



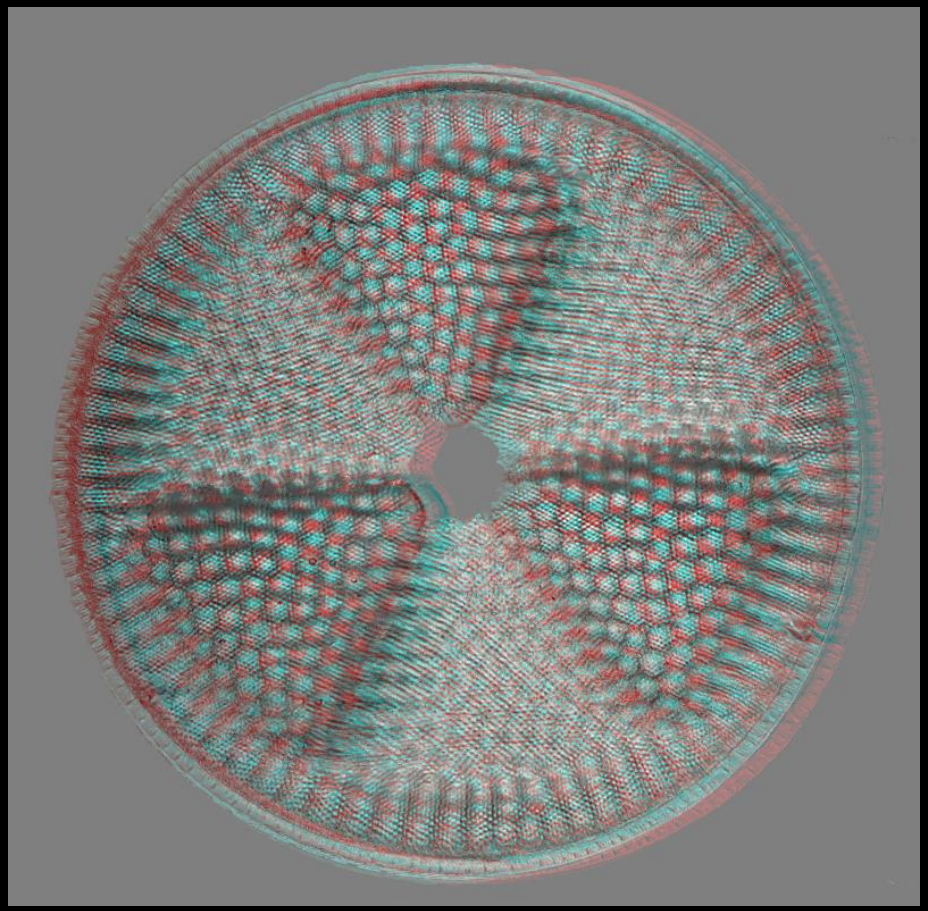


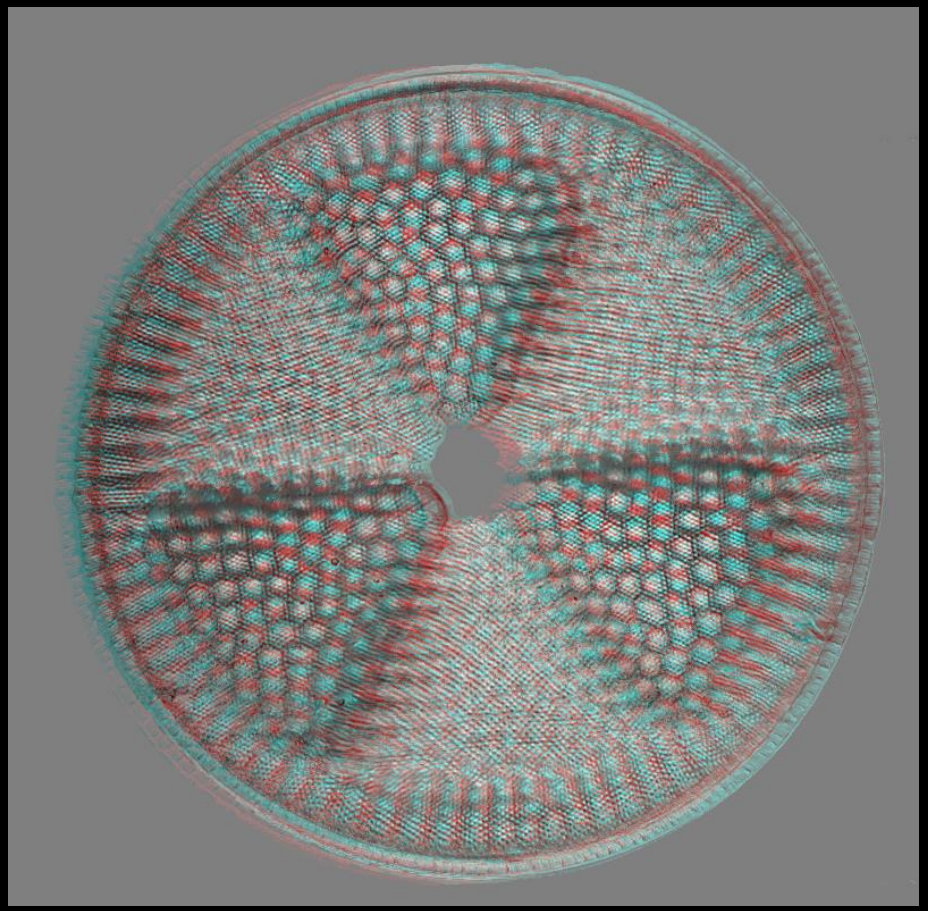


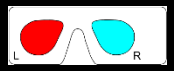
Relief: ohne

mit Schatten

Distance: Platziert Objekt nach hinten oder vorne



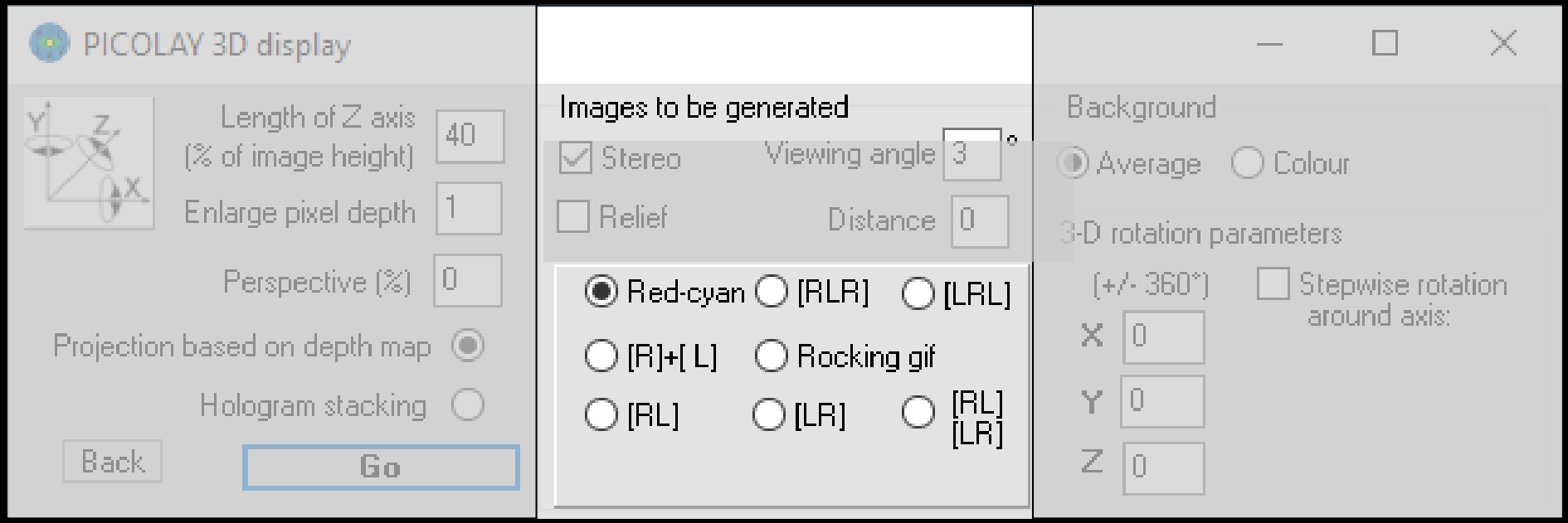




Distance: -10 +10

(Anaglyphenbrille auch mal umdrehen!)

3D – Parameter-Fenster



Red-Cyan: Rot-Cyan-Anaglyphenbild

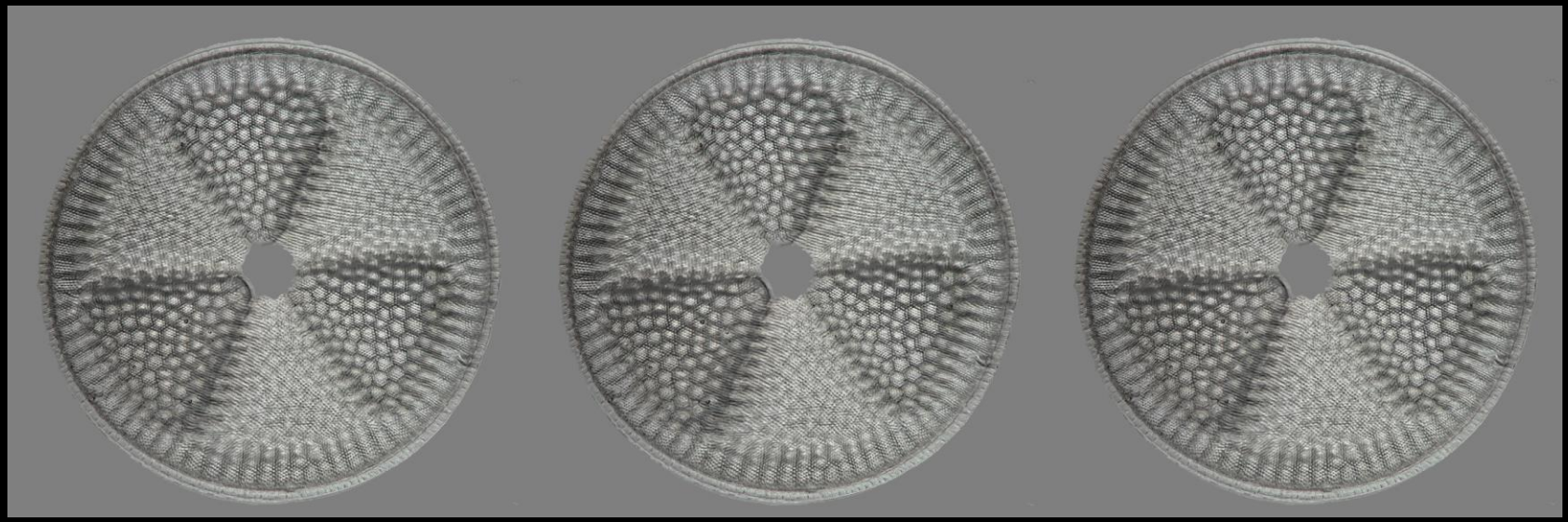
RLR, LRL, RL etc.: Seite an Seite montierte Bilder

[R]+[L]: Rechtes und linkes Bild getrennt (z.B. -> mpo-Datei!)

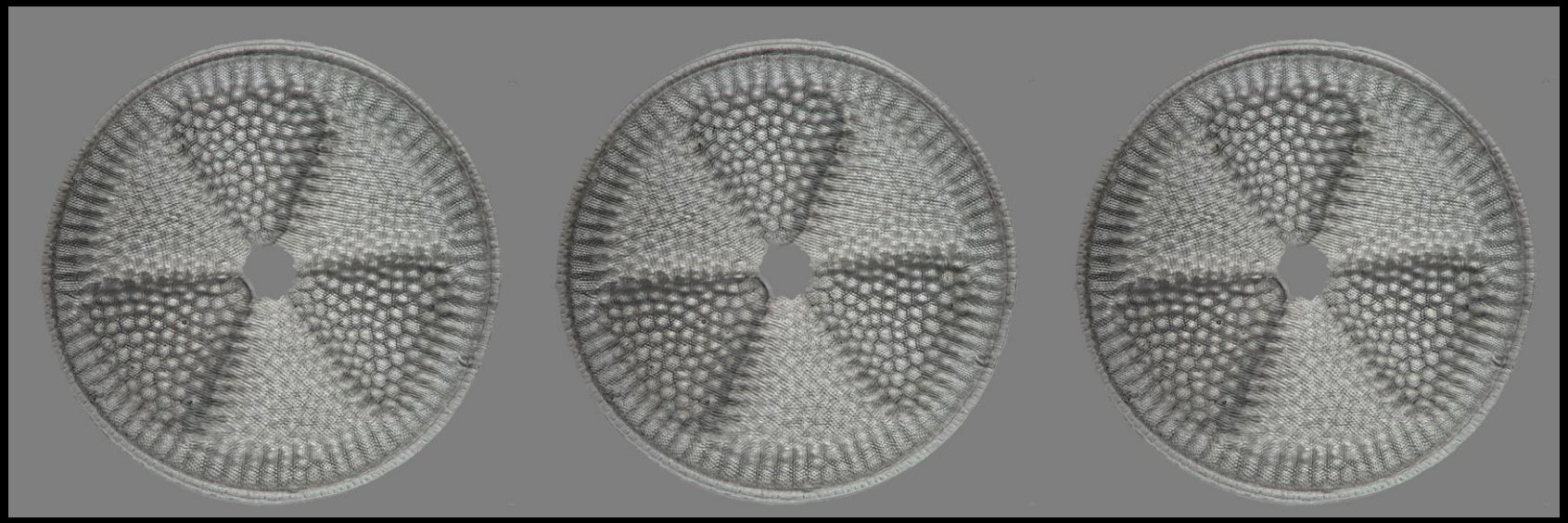
Rocking gif: Wackelbild, linkes-rechtes-linkes-rechtes...

RLR, LRL, RL etc.: Seite an Seite montierte Bilder

RLR

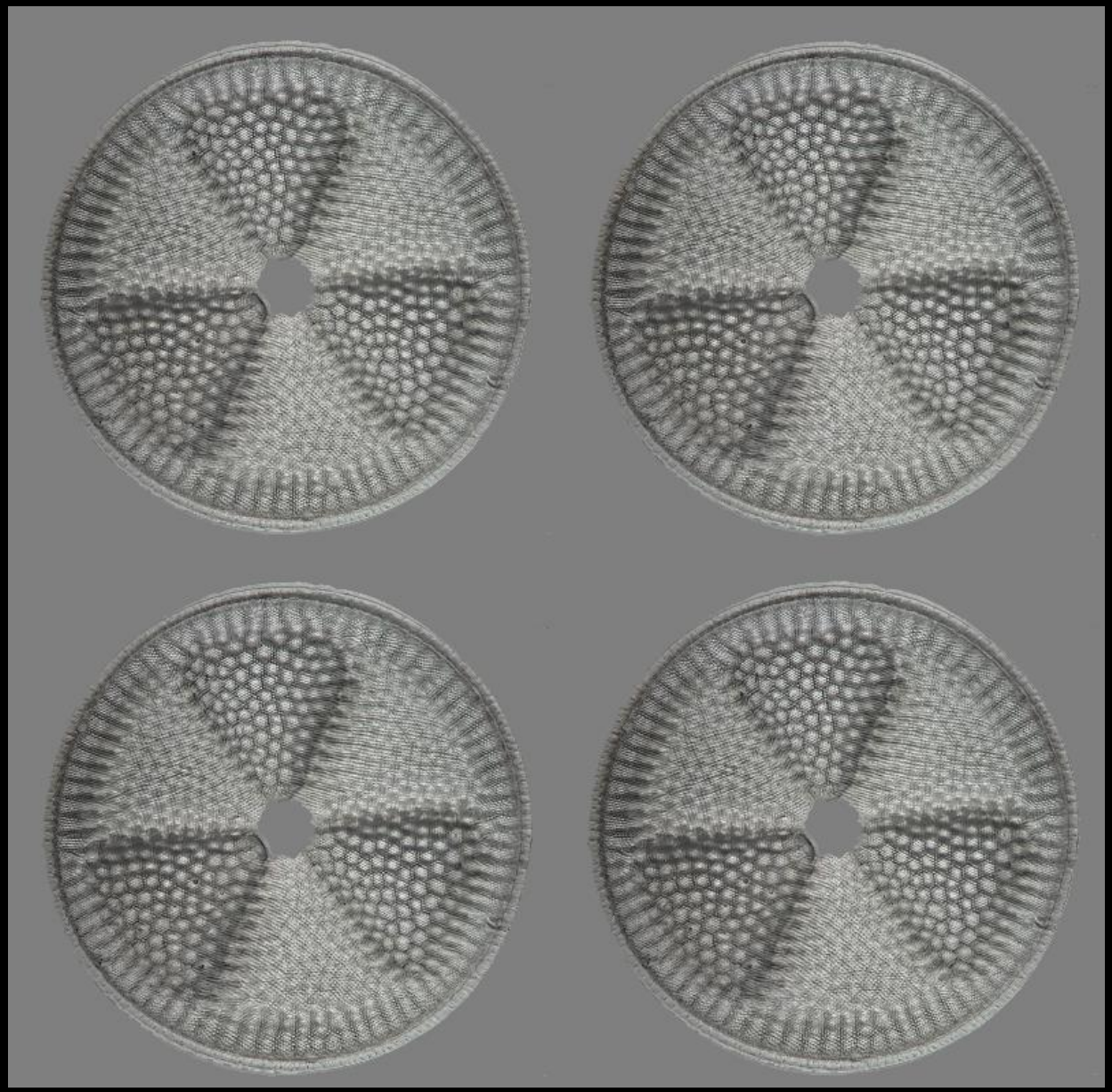


LRL

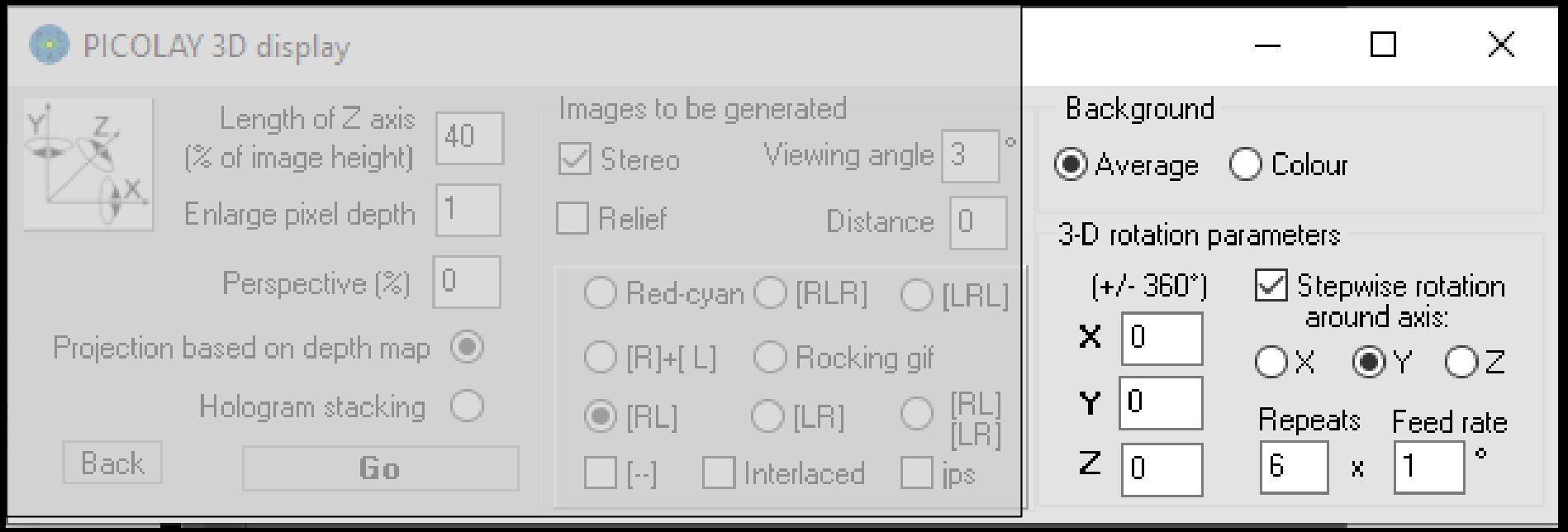


RLR, LRL, RL etc.: Seite an Seite montierte Bilder

RL
LR



3D – Parameter-Fenster



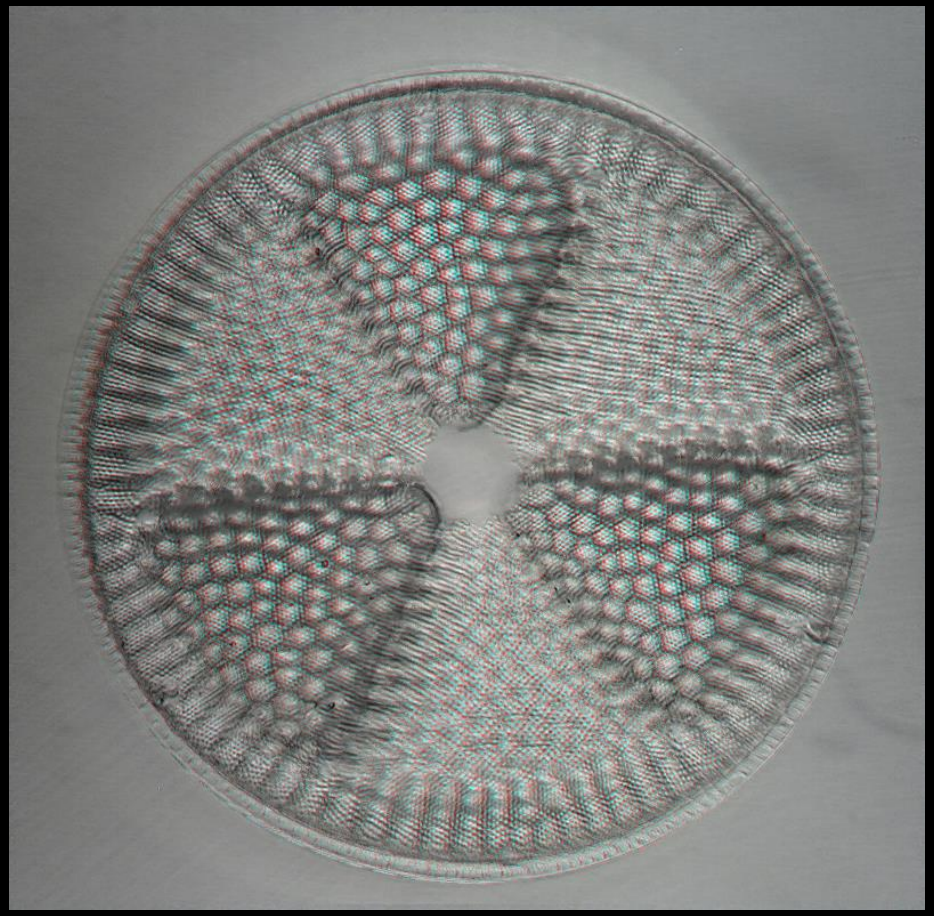
Background: Strukturarmer Hintergrund: Mittelw. oder Farbe

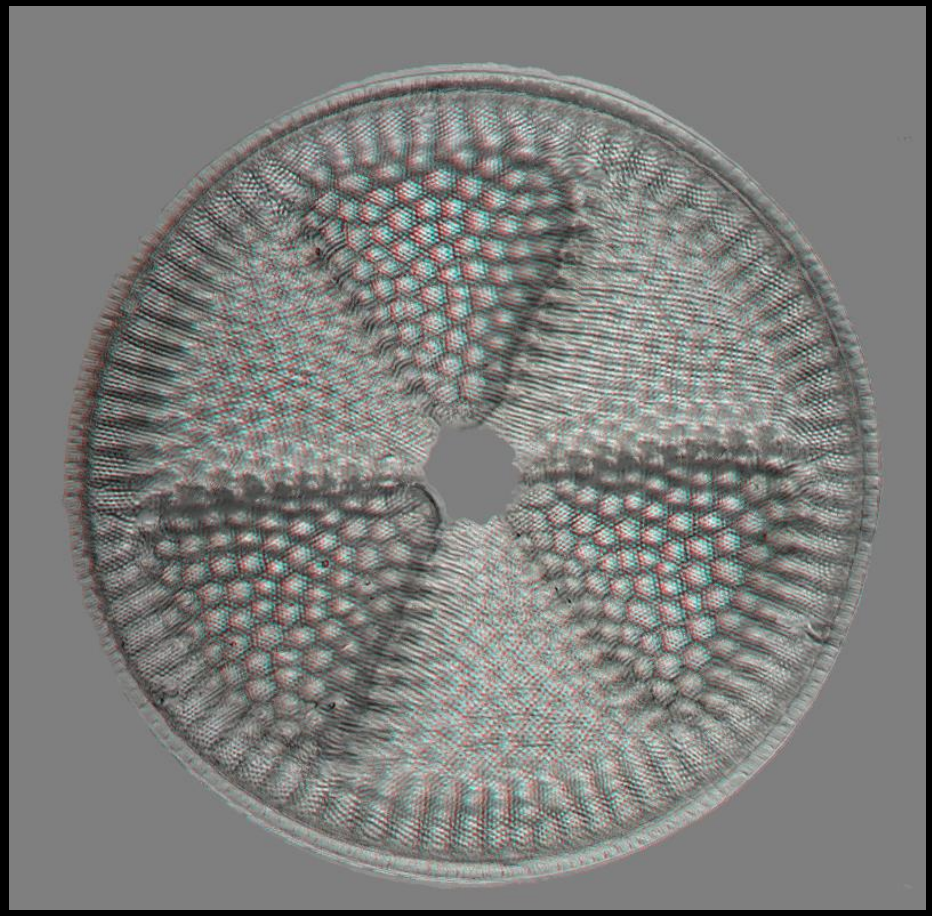
3D Rotation: um die X-, Y- oder Z-Achse (auch ohne Stereo)

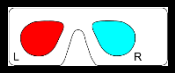
Stepwise rotation: Schrittweise Rotation

Repeats: Wiederholungen, Feed rate: Vorschub jeweils in °

Background: Strukturarmer Hintergrund: Mittelw. oder Farbe





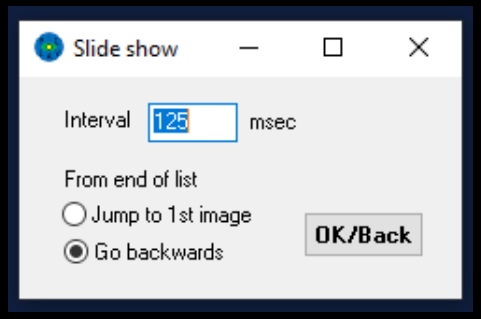


Background: Mittelwert

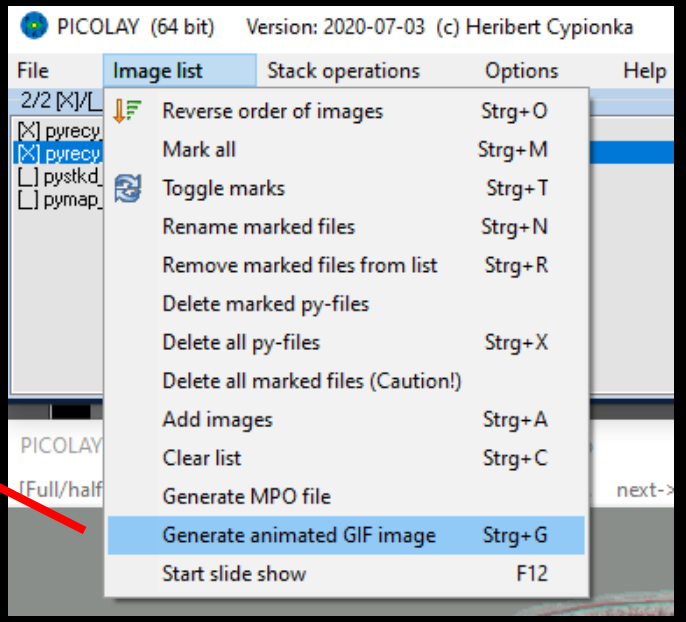
Farbe (! bei Rotation)

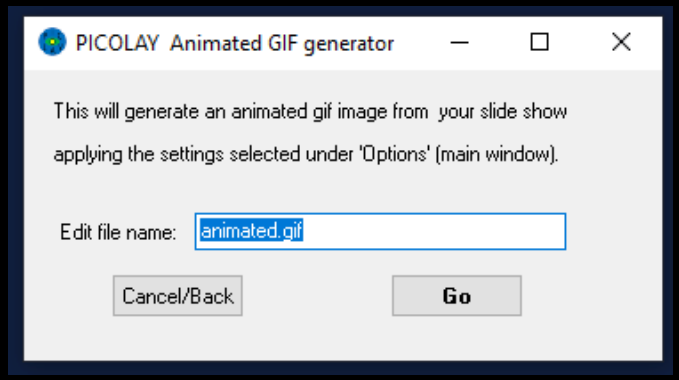
Animierte Gif-Bilder erstellen

- Verarbeitet werden alle markierten [X] Bilder in der Liste
- Große Bilder vorher verkleinern!
- Unter Options → Slide show features
  -> Millisekunden Anzeige pro Bild
  -> Am Ende des Stapels zurück laufen oder zum 1. springen
- Vorschau mit Image list → Start slide show oder F12



- Unter Image list → Generate animated GIF image oder Strg-G Dateinamen eingeben:

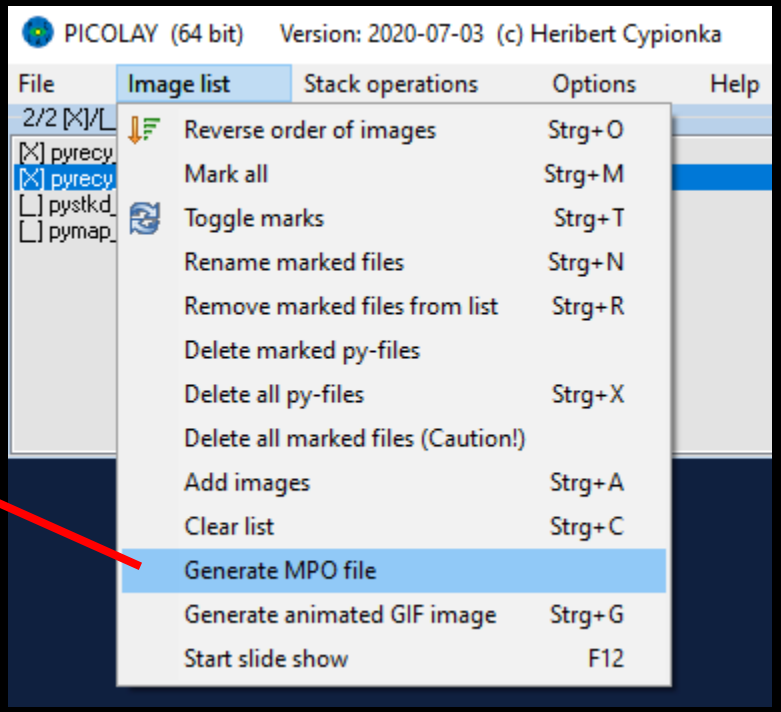


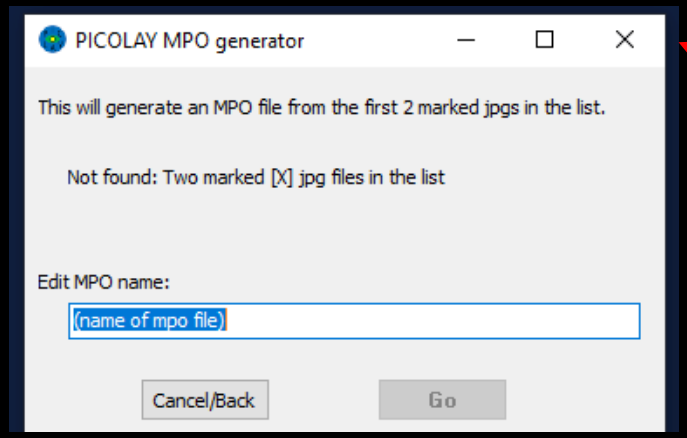


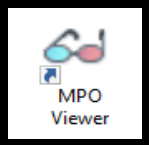
MPO-Dateien erstellen

- Verarbeitet werden die ersten beiden markierten [X] jpg-Bilder in der Liste

- Unter Image list → Generate MPO file Dateinamen eingeben







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