PEERING INTO THE DEPTHS: The three-dimensional image in the LightScape DepthCube [far right] is produced on 20 liquid-crystal screens, which are turned on and off sequentially to scatter light. The data to form the image are extracted from the computer's graphics card and stored in the 3-D buffer. The data then flow from the buffer to the Digital Light Processing projector to create the image, which is bounced off mirrors to the screens.

Bounce mirror

2-D monitor

Computer

3-D frame buffer

Three-chip Digital Light Processing projector

Liquid-crystal screen driver

Bounce mirror

DepthCube, see example(s) – *3D vision*