

What is a picture? The 3-DVG Workshop sessions for visual artists, perceptual psychologists, and vision scientists

Saturday, October 9th, and Saturday, October 16th, 2010
1:00 to 4:00 PM
First District Plaza Building, 3801 Market Street, Suite 200
Philadelphia, PA 19104

Dear Colleague: The 3-DVG Workshops were last given in 1995 at the Museum of Scientific Discovery in Harrisburg, PA. Now, a limited number of 3-DVG Workshop sessions are being held here for the University City science and Philadelphia art communities. The 3-DVG method (U. S. Patent 4,810,057) of observing pictorial information has been routinely called “amazing”, “unbelievable”, and “must be seen to be believed”. Adjust your schedule to attend...you will not be disappointed. The workshop instructor is noted holographer, Kenneth Dunkley.

The workshop is a series of pinhole visual experiments leading to the realization that the so called “illusion of depth” inherent in every image can be transformed into “the actual appearance of depth” or stereoscopic 3-Dusing only your fingers. This realization allows you to understand what you have been experiencing all of your life as you’ve looked at or examined ordinary pictures. You will “see” what a picture is from a surprising new perspective; it will feel like you are seeing for the first time.

Quick Links

Event Dates

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Event Location

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Workshop participants will learn how to:

- ▶ Observe a magazine photo in such a manner as to achieve unusual sharpness and clarity.
- ▶ Adjust observational conditions of a picture to make an ordinary flat picture possess increasing "depth sensation" that ultimately cumulates in a display that appears truly stereoscopic.
- ▶ Make any picture appear in stereoscopic 3-Dusing only your fingers.
- ▶ View a picture so that the observer experiences an increase in the apparent amount of information contained in any square inch of picture area.

The workshop:

- ▶ Will equip its participants in their professional practice with an observational skill which will enable them to more fully assess and evaluate the work of self and others in photography and related media.
- ▶ Leads to a personal reexamination of the known and accepted visual stereoscopic processes and the so called "illusion of depth" inherent in every (flat) picture.
- ▶ Will enhance your observational skills
- ▶ Will permanently enhance your visual & perceptual consciousness

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Philadelphia, PA 19104 (At the intersection of 38th & Market Streets)

Workshop fee: \$45 per person. Seating is limited to 12 persons per session. Satisfaction is guaranteed.

Register Now (with a \$10 discount): Click on **Register Now** and select payment Option 1

To RSVP: send an email to kendunkley@gmail.com including your name and selected workshop date. You will receive confirmation and pay in full with your Visa or Master card the day of the workshop.

Direct inquiries to: KenDunkley@gmail.com

The 3-DVG Workshop: How to use your fingers to turn any color magazine picture into 3-D

by Kenneth J. Dunkley © 1994

This article shares its name with a quarterly workshop I conduct at the Museum of Scientific Discovery in Harrisburg, Pennsylvania. The workshop exposes people to a novel 2-D to 3-D visual display process that creates a surprising three-dimensional stereoscopic-like display from ordinary two-dimensional color photographs printed in any magazine.

In 1985 I discovered the existence of two points located on the periphery of a person's vision that, if obstructed, will cause an ordinary magazine picture to appear three-dimensional. The steps that optimized this visual process were patented (U.S. Patent 4,810,057) as were also the physical devices that implemented the process. The invention, called the Three-Dimensional Viewing Glasses (3-DVG), comes in three versions: an advanced model, an initiation or training model, and an individual's fingers!

The 3-DVG forced me to totally re-evaluate my concept of a picture. I tried to incorporate what I've learned into a series of visual demonstrations. Workshop partici-



Fig. 1.

pants realize from these demonstrations that pictorial depth sensation is a real entity; it is not an illusion. Pictorial depth sensation can be increased, decreased, or maximized at will. But, more importantly, they learn that the familiar so called "illusion of depth" inherent in any 2-D picture can be transformed into "the actu-

al appearance of depth," i.e., stereopsis. This awareness can be quite profound depending upon a person's interest in the study of pictorial perception. My hope is that you, the reader, will be successful in detecting the 3-DVG effect and will be inspired to explore and experience this new visual landscape.

Besides telling you about the workshop, this article will show you how to detect the 3-DVG effect and how to build and operate a 3-DVG training device. It will also provide you with the rules needed to build your own advanced 3-DVG instrument.

What is the 3-DVG?

The advanced 3-DVG consists of a pair of hinged binocular housings with matched optical frames and variable pinholes on opposing ends. There are no mirrors, lenses, prisms or optics of any kind involved. The observed three-dimensional effect is caused by the

Let your Fingers do the Viewing...

The 3-DVG viewing concept was first mentioned in the article on chromostereopsis ("Bending Colors into 3-D Planes") in SW Vol. 20 No. 1. Here, inventor Kenneth Dunkley covers the hardware and techniques involved in more detail and describes the unique 3-D viewing workshop he conducts.

While the 3-D effects obtained from any particular color image are random, and "stereoscopic" transformations of flat pictures owe much to accident and psychological considerations, the 3-DVG system really does work! And unlike many other viewing methods, there's no loss of image sharpness or color. Mr. Dunkley's optical tricks with fingers and pinholes are carefully designed and presented in a way to make people more aware of their sense of depth perception and its subtleties. That, in fact, may be the best trick of all with the most lasting effect.

- Ed.