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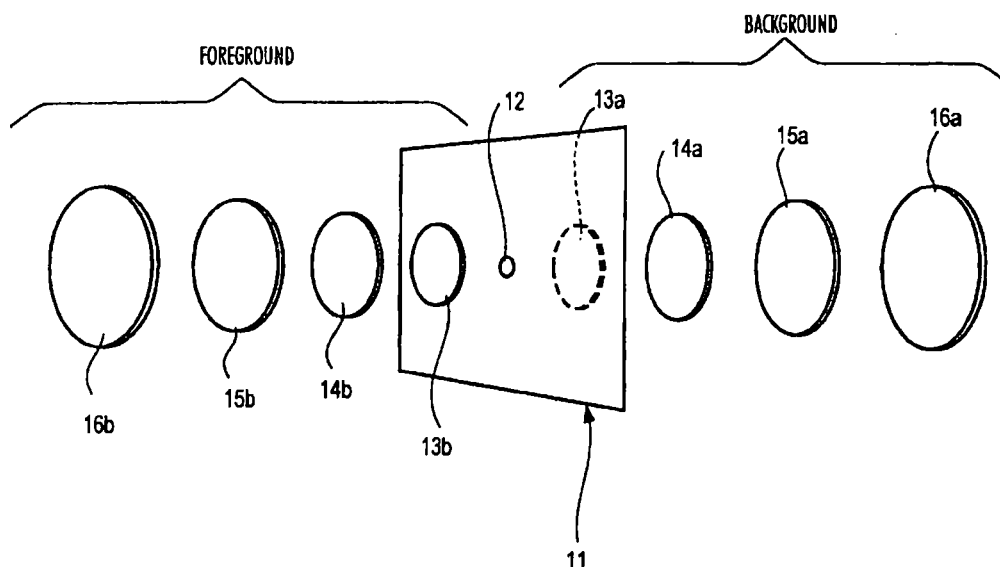
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(54) Title: SOFTWARE OUT-OF-FOCUS 3D METHOD, SYSTEM, AND APPARATUS



(57) Abstract: A method, system, and apparatus is disclosed for producing enhanced three dimensional effects. The invention emulates physical processes of focusing wherein objects in the foreground and the background are in varying degrees out-of-focus and represented differently to each of a viewer's eyes (Fig.2). In particular, the invention divides out-of-focus light sources so that different partitions of such a division are viewed by a viewer's right eye as compared to what is viewed by the viewer's left eye. Thus, the invention interposes novel processing between a determination as to what to render in a synthetically produced three dimensional space and the actual rendering thereof (Fig. 3), wherein the novel processing produces stereoscopic views from a two dimensional view by utilizing information about the relationship of light sources in the three dimensional space to the in-focus plane in the space (Fig. 1).

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