

How to use OpenGL Active Stereo software (for 3D glasses) with SeeReal 3D monitors and NVIDIA Quadro cards

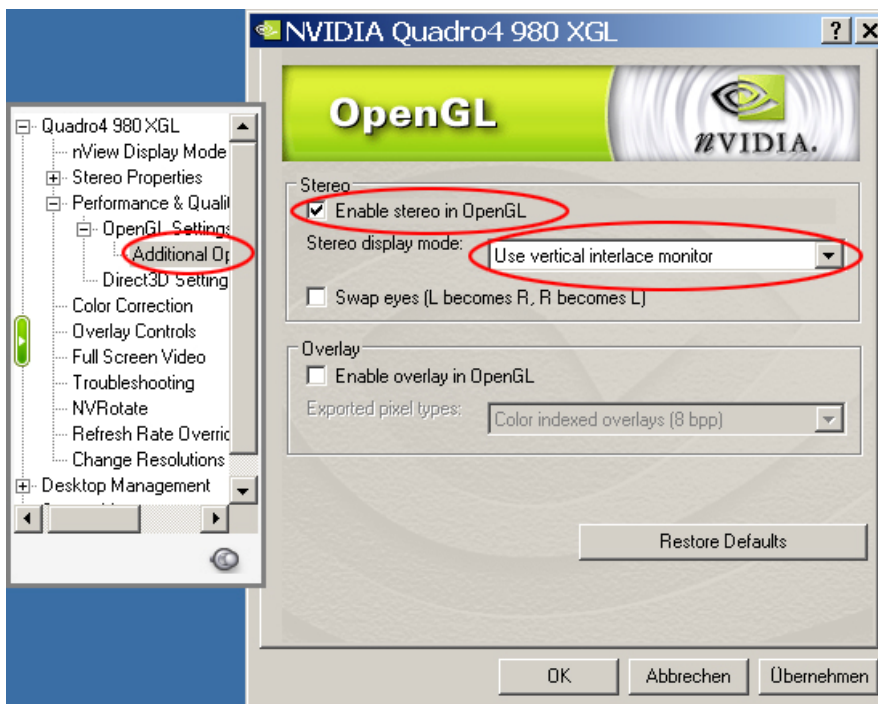
This solution can be used to make software performing OpenGL *Active Stereo* (supporting “shutter” or 3D glasses) compatible with SeeReal 3D monitors.

Requirements:

- 3D software supports OpenGL Active Stereo (“shutter” or 3D glasses)
- Microsoft Windows operating system
- NVIDIA Quadro graphics card
- NVIDIA graphics driver (www.nvidia.com/page/drivers.html)

Step-by-step installation:

1. Install NVIDIA[®] graphics driver, reboot machine.
2. Make sure all OpenGL applications are closed.
3. Open Advanced Display Settings, NVIDIA settings (right click on desktop → *Properties* → *Settings* → *Advanced* → *name of NVIDIA graphics card...*)
4. Go to *Performance & Quality Settings* → *OpenGL Settings* → *Additional OpenGL Settings*.
 - Set “*Enable stereo in OpenGL*” enabled.
 - Choose Stereo display mode “*Use vertical interlace monitor*”.
 - Close window by clicking OK.



5. Start the 3D stereo OpenGL software and activate stereo mode for 3D glasses.