

The Stereographer

The stereographer is the new vocation in film, television and video games production. A stereographer will monitor material from one or more 3D camera rigs and check that the 3D image is correctly aligned and positioned in the 3D space. The stereographer will also ensure that the 3D image is kept within the allocated depth budget from the cameras as well as in post-production.

The stereographer's skills set

Stereographers are often found from camera engineers, camera operators, vision mixers, or editors. However the skills required by a good stereographer are very particular and not necessarily guaranteed by any previous experience in film or television production.

A good stereographer needs to have :-

- Perfect or near perfect vision.
- A good ability to see 3D.
- Good spacial reasoning.
- A firm understanding of motion capture.
- A reasonable understanding of film or television technology.



The Sony MPE-200 3D Processor Box

The MPE-200 and it's associated software is designed as the **stereographer's dream**. It provides a way for the stereographer to monitor the feeds from one or more 3D camera rigs and finely tune the two camera outputs to obtain the best quality 3D image. The MPE-200 can also be used to modify the 3D image to tune the 3D look, adapt the depth of the image and maintain the 3D field with a given depth budget.

MPE-200 features

- Convergence simulation
- Toe-in simulation
- Keystone correction
- Zooming correction
- Colour correction
- Position trimming
- Rotation correction
- Optical axis correction
- Image inversion (flip & flop)
- 3D depth budget monitoring

