

# EVERYTHING OLD (3D) IS NEW AGAIN

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# *The Client's Question:*

Is there a way to create new digital 3D Masters from some of our old 3D movies?

We have different film element source combinations for each film – can you make that work?

Can we get where we need to go in the budget we have to spend?



**digital media**

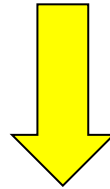
# 3D TEST TITLE 1



digital media

# *MAKING DIGITAL FROM ANALOG*

Scan and Color - 35mm 4 perf over/under Interpositive.



# Restoration and Smoke workflow:

Restoration of color-timed over/under files.

Move Files from Restoration to Smoke.

Create Separate Left and Right Eye clips.

Clips brought together on the same vertical plane and viewed on consumer 3D plasma with active shutter glasses.

Reviewed convergence shot-by-shot by adjusting the right eye clip using the axis effect. Each shot needed minor adjustments.

Render and play-out.



# 3D TEST TITLE 2

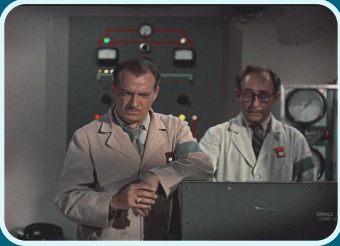


2/14/2011



digital media

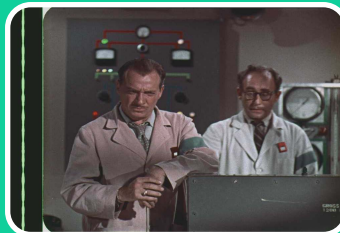
# 2K SCAN AND COLOR TIMING



35mm Right Eye Negative



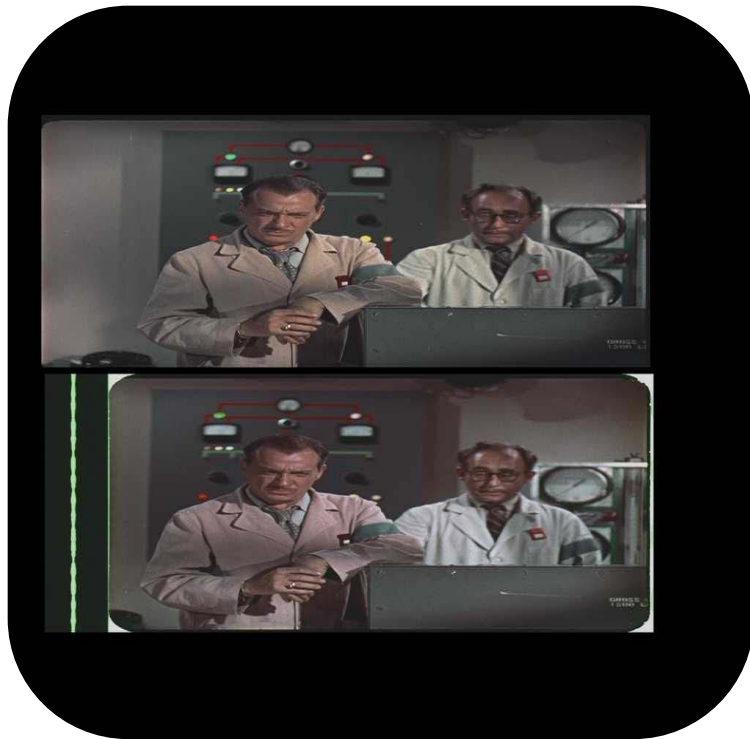
35mm Right Eye  
Interpositive



35mm Left Eye Print

# WHAT SHALL WE USE?

2/14/2011



Print with  
35mm Neg

vs.



Print with  
35mm IP



# Restoration and Smoke workflow:

Restoration of SEPARATE left eye and right eye files.

Move Files from Restoration to Smoke.

Viewing Preparation: created an anamorphic squeeze of both eyes to create an over/under image, allowing for viewing on consumer 3D plasma display.

Clips brought together on the same vertical plane and viewed on consumer 3D plasma with active shutter glasses.

Reviewed convergence shot-by-shot by adjusting the right eye clip using the axis effect.

Render and play-out.



## WHAT DID WE GET FROM THESE TESTS?

- *POC that the elements provided would yield a decent result.*
- *We were able to use existing systems.*
- *Able to keep costs at levels comparable to other 2K mastering workflows.*

**Classic 3D is  
back!**

Thank You!

