

## Doomsday Engine - Feature #2383

### Stereo rendering convergence setting

2019-12-27 14:41 - skyjake

<b>Status:</b>	New	<b>Start date:</b>	2019-12-27
<b>Priority:</b>	Normal	<b>% Done:</b>	0%
<b>Assignee:</b>	Deng Team		
<b>Category:</b>	Enhancement		
<b>Target version:</b>	Rendering		
<b>Description</b> ( <a href="#">From the forums.</a> )  There's no way to adjust stereo convergence. It's only possible to adjust the separation level ("IPD") coupled with a very high fixed convergence level that puts the distance to screen depth and everything else closer than that.  This is not right for 3D displays — for monitors or TV's it's incorrect. The distance should be behind the screen. Think of it this way: imagine the two cameras representing the picture for the two eyes. Two things must be adjustable: 1.) The angle of those two cameras relative to each other, and 2.) The distance between those two cameras.  The other problem is that there's no way to change the depth of the weapon sprites (without 3D models). They are currently at screen depth. Make it possible to change the depth of the weapons (along with the rest of the HUD elements and game menus).			
<b>Related issues:</b>			
Related to Feature #1646: Stereo 3D enhancements		<b>New</b>	<b>2013-10-24</b>

### History

#1 - 2019-12-27 14:42 - skyjake

- Related to Feature #1646: Stereo 3D enhancements added