**RF-Enabled 3D stereoscopic system**

Nvidia 3D Vision Pro is a 3D stereoscopic system created for engineers, designers, architects, and computational chemists who work with complex 3D designs. The system offers 3D display on desktops, plus a way to provide a 3D viewing experience for large-scale visualization environments, such as video walls and collaborative virtual environments (CAVEs).

Using shutter glasses and an RF communication system, 3D Vision Pro supports use cases such as individuals seeing 3D on LCD panels driven by Quadro-powered desktops and mobile workstations, small groups viewing 3D on single or multiple projectors, and larger groups experiencing 3D on power walls or in theaters driven by Nvidia scalable visualization systems. Providing connections of up to 150 feet, the system reportedly has no cross talk, blind spots, or other transmission issues. Status information is transmitted from the glasses back to the host.

The active shutter glasses technology is said to deliver a progressive image, preserving texture detail and text. The system comes with rechargeable batteries that can be run up to 20 hours without needing to be recharged. In addition, the system supports a wide range of panels and projectors, and also supports a wide range of professional applications.

Nvidia 3D Vision Pro costs $349 for the glasses and $399 for the RF transmitter hub. For more information visit [http://www.nvidia.com/object/3d-vision-professional-users.html](http://www.nvidia.com/object/3d-vision-professional-users.html).

**Nonlinear 3D workflow and rendering software**

StudioGPU’s MachStudio Core for Rhino is nonlinear 3D workflow and rendering software created for architects and designers. MachStudio Core for Rhino offers a way for professionals using Rhino to create and interact with cinematic-quality 3D objects, materials, lights, cameras and environments in real time and near real time on a desktop workstation.

Leveraging the power of off-the-shelf professional GPUs, MachStudio Core for Rhino allows designers, architects, and engineers to work with 3D lighting, camera views, and multipoint perspectives in an interactive nonlinear fashion. The result is real-time, high-fidelity views as they will appear in the final rendered format. Users can manage and interact with complex lighting, cameras, shaders, materials, ambient occlusions, and color-grading for real-time shot finaling and compositing.

In addition, MachStudio Core for Rhino offers features designed exclusively for Rhino software, such as FastExport for Rhino and automated source-update functionality. FastExport for Rhino simplifies the Rhino exporting process by allowing users to select groups, layers, and other export options, then export the entire scene with the press of a button.

MachStudio Core for Rhino supports Microsoft Windows 7, Windows XP Professional, and Windows Vista on professional graphics cards. For more information visit [http://www.studiogpu.com](http://www.studiogpu.com).

**Matchmoving and 3D camera tracking**

The Pixel Farm, developer of image-processing systems for visual effects (VFX), digital intermediate (DI) processes, and restoration, unveiled PFMatchit, a 2D/3D camera-tracking/matchmoving software package. PFMatchit relies on the company’s 64-bit, node-based, flow-graph architecture.

The architecture is designed to give users a logical, visual overview of tracking workflows, and a procedural, nonlinear environment. It is also designed to facilitate shared data manipulation, greater flexibility, and richer creative options for the digital artist. Optimized as a