

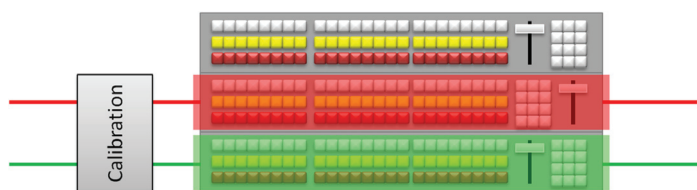
## Application Note

# Kahuna 3D

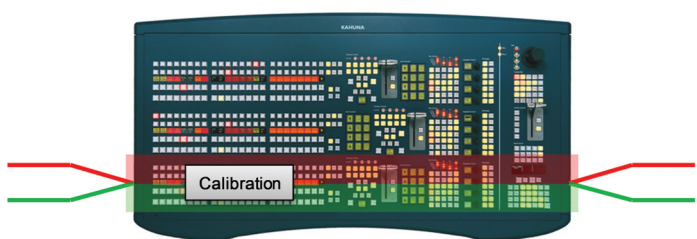
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For live 3D events the ability for production systems to deal with imperfect feeds is critical. The nature of live environments makes it much harder to control quality of incoming video, and 3D requires exacting standards to be met.

Snell is pioneering 3D support within a switcher with Kahuna. Where other companies have simply supported 3D by tying two mixer buses together to support stereo video (an expensive use of switcher resources), Kahuna can support stereo video on a single M/E.



Conventional Switcher 3D Support



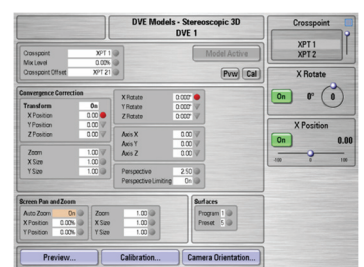
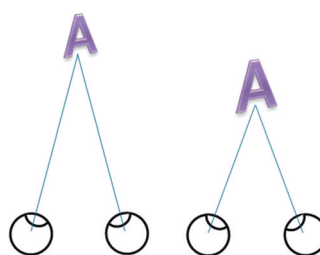
Kahuna 3D Support

But Kahuna goes beyond simple dual video path support and has unique solutions to real world 3D problems. Market feedback from companies active in 3D production has highlighted the requirement to calibrate the 3D feeds coming into the switcher to ensure a consistent and quality 3D output can be produced. Switchers from other manufacturers rely on external system to perform the calibration **Kahuna is the first switcher to handle this critical requirement internally.**

Consider the example of focal depth when mixing between two images. Whilst mixing depths in 2D could be acceptable, in 3D at the mix point the viewer would be simultaneously presented with two focal depths which would be very disturbing.



Kahuna can manipulate the left and right video in 3D space using the switcher's DVE engine. For the example of correcting depth, Kahuna can adjust the convergence of the left and right images.



The 3D DVE effects package in Kahuna has a large filtering capacity, which is important to maintain high quality when the images are manipulated, the hardware deployed pays dividends with the slightest of image movement.