

Why switch to 3D PluraView Stereoscopic Monitors?



Support for LCD-shutter glasses 3D Vision Pro was canceled by NVIDIA in 2018!

The alternative by Schneider Digital is the 3D PluraView stereo monitor

In April of 2018, NVIDIA discontinued driver support for 3D Vision Pro technology for NVIDIA GPUs, which connected to the NVIDIA 3D Vision Pro Kit with active LCD shutter glasses and 3D Vision-ready stereoscopic monitors for gamers, film fans and photographers alike.

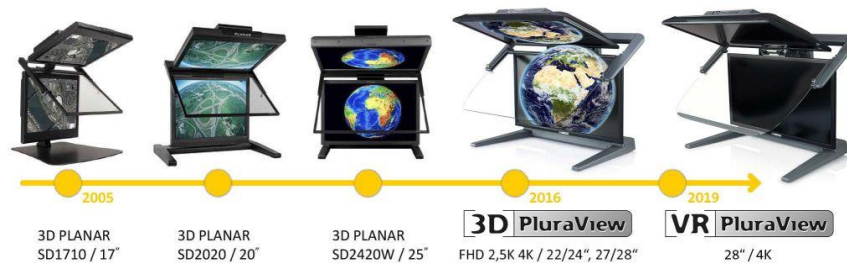
The now-legacy 3D Vision Pro display solution was supported by a variety of professional software applications, such as Siemens NX, Adobe, Autodesk CAX, Dassault Systems, Agisoft, DAT/EM, Hexagon, Erdas and Halliburton/Landmark.



Not just because of the discontinuation of NVIDIA 3D Vision Pro Kit, there is an increasing demand for improved, high-quality stereo visualization solutions in the growing professional 3D / VR market.

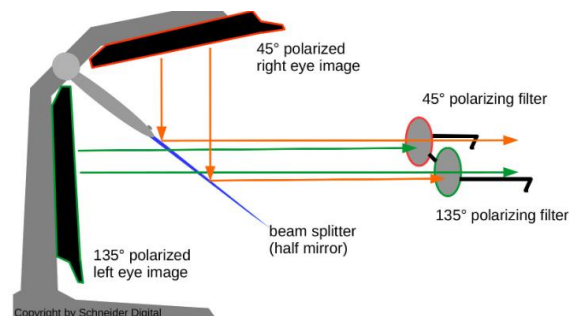
Flicker-free STEREO display reference: the 3D-stereo monitors '3D PluraView'

The 3D PluraView from Schneider Digital is the passive 3D-stereo system with the highest user satisfaction and acceptance of all 3D display systems currently available. Launched in 2016 as the successor to the PLANAR SD monitor series, the 3D PluraView monitors have quickly established themselves as the 3D-stereo reference with up to 4K resolution, 10-bit color and screen diagonals up to 28".



With its eye-friendly stereoscopic display, the 3D PluraView monitors are designed for professional users of 3D-stereo capable applications. Their beam-splitter stereo technology has been proven by PLANAR since 2005 and offers the highest viewing quality for stereoscopic desktop displays. This technology ensures a perfect 3D-stereo experience with high resolution, even in office daylight conditions for many years of carefree and permanent usage.

The 3D PluraView monitors are dual-screen systems and use a separate display for each stereo channel and eye, rendering stereo images in full resolution and brilliant brightness. For the user, the stereo effect is achieved through passive, cross-polarized and very lightweight glasses. Unlike active LCD shutter glasses, the lightweight, non-flickering polarized glasses, in combination with the PluraView monitors, are perfectly suitable for fatigue-free work inside 3D-stereo environments throughout the workday.



Any software that supports the discontinued NVIDIA 3D Vision shutter technology can also be used with the 3D PluraView stereo monitors. Therefore, a transition to this proven, flicker-free technology is completely without risk.

As a low-cost, entry-level model, we recommend the 3D PluraView Compact with dual 22" screens, Full-HD resolution.

Professional advice, solutions and support for all NVIDIA 3D Vision and Quadro Graphics card users

Important information for users of NVIDIA Quadro graphic solutions: According to NVIDIA, the last driver to support the 3D Vision Pro Kit, was issued in April 2019 and has the tag-ID 418.XX.

All subsequent NVIDIA graphics driver versions do not provide support for 3D-stereo!

Only critical security problems that may result from Windows updates were resolved until April 2019. After April 2019, users of 3D Vision kits depend on the previous driver versions and therefore previous version of Windows10.



Technology Comparison Matrix

Table 1/2	3D PluraView	NVIDIA 3D Vision Pro
Technology	Passive Stereo	Active Stereo
Available in Market	Yes, any quantity	Discontinued from April 2018, almost no stock
Brightness	Very bright 3D-Stereo Image	Comparatively dark 3D-Stereo image
Type of Stereo	Dual-screen, non-flickering, permanent 3D Stereo; full monoscopic viewing capability on the vertical monitor	Single-screen, 120Hz shuttering Stereo with residual flickering/shuttering effects
Eye Strain	No eye strain, all-day usability	Residual screen flickering causes eye strain & long-term fatigue, operators require frequent breaks
Charging of glasses	Does not apply – passive principle	Battery glasses – need charging or replacement of battery cells
3D Glasses Technology	Cross-Polarized Glasses	Liquid LCD crystal layer between dual, transparent plastic panels
Resolution	Up to 4K resolution per eye; 10bit color depth in STEREO with AMD FirePRO & Radeon PRO graphic cards	Only Full-HD and very few 2.5K screens supported by NVIDIA
Latency	Synchronous, and latency-free stereo image on two screens; Supports AMD FreeSync and NVIDIA G-SYNC	Depending on 120Hz-screen type, several milliseconds delay between left and right stereo image due to switching principle with additional double-dark-phase to remove monitor afterglow effects
Driver Requirement	Plug & Play – also on mobile, laptop workstations; No special Driver required, works with quad-buffered NVIDIA Quadro and with AMD FireGL & Radeon PRO cards	Requires 3D Vision Driver installation (last driver available in 2018)
Windows Support	Supports all Microsoft Windows OS from Windows XP, VISTA, Win 7, Win 10 also the latest available Windows 10 (build 21H1)	From 2020, Microsoft stopped support for NVIDIA 3D Vision driver in Windows 10

Table 2/2	3D PluraView	NVIDIA 3D Vision Pro
Black Area Enhancement	Black Turner Technology™ for object detection in dark areas - highly useful for all Photogrammetry applications	No Black Turner Technology, no hardware image enhancement, much lower contrast, especially in dark, shadowed image areas
Emitter	No stereo signal emitter necessary	Needs IR signal emitter for NVIDIA glasses
Power Supply	Centralized, single power supply for dual screens	Single-screen power supply, emitter is USB-powered, newer glasses with rechargeable battery, older with two non-rechargeable Lithium button cells
3rd Party Hardware requirement	No 3 rd Party hardware required, everything included – PluraView monitor and three polarized glasses	Only emitter & one pair of glasses included in kit; a NVIDIA certified monitor must to be sourced and purchased separately
Support	Global manufacturer support by Schneider Digital	No manufacturer support for NVIDIA 3D Vision Pro from April 2018
Day light suitable	Daylight Suitable, for normal office environments	Not Suitable, needs dark blinds or curtains due to low, single-screen brightness



3D PluraView Stereo Monitor with optional side-screens

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🏠 [nvidia.custhelp.com/app/ans](https://nvidia.custhelp.com/app/answers) 2

3D Vision End of Life - FAQ

Updated 08/13/2019 02:05 PM

3D Vision End of Life - FAQ

NVIDIA announced it is no longer supporting 3D Vision. What does this mean?

Hardware: NVIDIA is no longer selling the 3D Vision emitters and glasses.

Drivers: R418 graphics drivers will be the last driver to contain the 3D Vision driver package. The R418 branch will be supported until January 2020.

In addition, NVIDIA will decouple the 3D Vision USB driver from the graphics driver. NVIDIA will provide the 3D Vision USB driver package as a separate installer on NVIDIA.com moving forward - see Quadro Advance Options. This will allow users to upgrade the graphics driver while continuing to use the standalone 3D Vision USB driver.

Without 3D Vision, will NVIDIA Quadro GPUs still support OpenGL Quad-buffered Stereo?

Absolutely YES. OpenGL Quad-buffered Stereo is not affected by changes to the 3D Vision driver.

Will NVIDIA resolve issues or provide user support related to 3D Vision in future drivers?

NVIDIA will no longer actively update the 3D Vision package after the R418 driver branch. R418 branch will be supported until January 2020
For critical security issues we will provide an update if needed.

Will existing third party emitters and glasses work with drivers that don't support 3D Vision?

All third party stereo emitters and glasses that use the 3 pin mini-din connector will continue to work with Quadro graphics boards that support the optional stereo bracket.
If you are interested in a support of a particular vendor hardware, please send an email to Quadro3DVision@NVIDIA.com

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News

NVIDIA Will Be Ending Driver Support for 3D Vision after 11 Years

By Anson - March 12, 2019 💬 0



Photo from NVIDIA

NVIDIA debuted the 3D Vision with a series of compatible products, including wireless 3D glasses and some 120 Hz capable LCD displays. However, the concept of 3D gaming did not live up to people's expectations. After 11 years, NVIDIA announces that they will soon stop providing driver support for 3D

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NVIDIA VISION end of life

04-19-2019 02:25 AM

Options

Have you heard about this?

<https://wccftch.com/nvidia-ending-support-3d-vision/>

What it is your opinion about this issue?

I do not know if it make sense to still proposte Nvidia Vision for the customers (in the next months) or if it's better to choose other system (passive 3d monitors).

Me too

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Re: NVIDIA VISION end of life

04-19-2019 04:53 AM

Options

Yes we are aware of this.

They are going to discontinue sdriver upport for GForce cards (which are mainly gaming cards), support for 3D vision on the Quadro line of cards will continue. So we are good on that (at least for now).

They also will not be manufacturing the 3D vision kit (glasses and emitters) and so we will have to look for 3rd party manufacturers.

Regards, Sam

Recommendations

- NVIDIA 3D Vision Kit Discontinued
- Nvidia Quadro RTX series graphic cards
- NVIDIA Driver Configuration Instructions 14,00,000...
- Products support life cycle
- Power Portfolio Support Life Cycle

On News:

<https://www.geospatialworld.net/blogs/schneider-digital-3d-pluraview-stereo-monitor-apt-alternative-to-nvidia-3d-vision-pro/>