

# News Release

September 29, 2011

Q-TEC, INC.



## **3D filming and 2D-3D conversion technology of Q-TEC used in the Nintendo 3DS™ software, “Flora and Fauna 3D Encyclopedia” (released on 9/29 by Nintendo)!**

Q-TEC, INC. proudly announces that our 3D filming and 2D-3D conversion technology have been used in the Nintendo 3DS™ software, “Flora and Fauna 3D Encyclopedia” (released on 9/29 by Nintendo).

Q-TEC was fully in charge of the VR-3D filming and the 2D-3D conversion of most photographs and videos used in this software supervised by Heibonsha Limited, Publishers known for their encyclopedias. It features stereographs and information on about 1,300 flowers and plants, and about 700 animals found around them. This is the first game software for Q-TEC to apply our 3D filming and 2D-3D conversion technology, but were able to leverage on our unique experience and knowledge we have acquired from the many 3D theatrical works we have worked on to reproduce fine images of flora and fauna before your eyes.

### ■ Voices from the Scene 【VR Filming】

We have ventured into VR360°3D filming for the first time to enable users to enjoy the stereographs from all angles using the “360°view” function. Careful adjustment technique controlling the parallax difference and rotational axis has been the key to realizing natural looking images of flora and fauna of various forms ranging from 5 to over 50 cm in size to be enjoyed from various angles. Q-TEC will take full advantage of this experience and offer an even more enhanced 3D filming coordination service to our clients.

### ■ Voices from the Scene 【2D-3D Conversion】

#### - 2D-3D Conversion for 3DS -

Unlike films watched on large cinema screens, an extremely large parallax difference must be created in order to produce 3D images suitable for a 3.53 inch widescreen LCD display without the need for special glasses, but this generates substantial distortion and holes in the images. So we needed to effectively resolve the two conflicting points of (a) the need to create an extremely large parallax difference and (b) a considerably more complicated precision technique required for the 2D-3D conversion of “still images” than that for moving images in order to provide accurate information as an “encyclopedia”. We went back to our techniques acquired over the years and resolved these issues through the application of our re-mastering technology and the introduction of a new workflow to develop an extremely true-to-life 3D encyclopedia under the supervision of Heibonsha Limited, Publishers.

Q-TEC, INC. will actively provide our filming and 2D-3D conversion technology to the game industry in light of the expanding 3D market.

\* “Nintendo3DS” is a trademark of Nintendo.

\* The company and product names given above are all according to the trademarks used by each company or their registered trademarks.

\* This software is released only in Japan. The software name given above is a literal translation of its Japanese title.