Re: Polarization in 3D glasses

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- *From*: "Fleetie" <fleetie@xxxxxxxxxxxxxxxxxx>
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"Salmon Egg" <salmonegg@xxxxxxxxxxxxx> wrote

> There are a number of ways in which the stereo effect can be achieved. The
> polarization orientations can be at plus and minus 45° rather than
> horizontal and vertical. More likely, circular polarization with a quarter
> wave film is used.

I noticed the same effect about 2 or 3 weeks ago. My girlfriend
and I went to see a 3D film at the IMAX in Manchester (UK), and they
also let us keep the disposable glassess afterwards. (They didn't used
to, a few years ago; they used to use more robust goggles that you
handed back in at the end.) I got mine back here and looked at my
mobile phone LCD screen through them, and did NOT see what I expected.
I expected the screen to go almost dark for certain angles of rotation
of the glasses. There was just a gentle fading at some positions,
and a slight change of colour. One lens turns white on the phone a
more creamy colour, and the other lens turns it a more blue hue. But
the screen always looks quite bright still.

Turn the glasses round, to point the wrong way, and look through the
lenses again at white on the phone screen, and what I see is a much
stronger effect on the view of the phone screen. This time, BOTH lenses
turn the white into the SAME deep purple colour, and both do it at the
SAME angle − not 90 degrees apart. 90 degrees from the purple position,
the lenses have no effect, they just let the white through unhindered.

These are not linear polarising filters. What they are, I don't know.
You are probably right in your guess.

I still do see Haidinger's brushes when I look through the glasses.

Martin
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M.A.Poyser Tel.: 07967 110890
Manchester, U.K. http://www.livejournal.com/userinfo.bml?user=fleetie

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