



**CALIFORNIA STATE SCIENCE FAIR  
2015 PROJECT SUMMARY**

<b>Name(s)</b> <b>Julia E. Walls</b>	<b>Project Number</b> <b>J0726</b>
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<b>Project Title</b> <b>3D Perspectives: Applying Parallax to Create 3D Video</b>
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<p style="text-align: center;"><b>Abstract</b></p> <p><b>Objectives/Goals</b> The objective of this project is to see which distance between two cameras edits together to make the most preferred 3D video.</p> <p><b>Methods/Materials</b> Thirty-six subjects were shown three 3D videos created with two identical flip cameras and iMovie editing software. Viewers' preferences were collected through an online survey.</p> <p><b>Results</b> Five of the subjects chose Video A, made with camera lenses set a 63mm apart. Twelve people preferred Video B made with lens distance of 54.25mm. Nineteen of the subjects preferred Video C made with 58.25mm distance.</p> <p><b>Conclusions/Discussion</b> Video C was the most preferred by subjects. This result challenged my hypothesis that Video A, based on a researched average, would be the most preferred. This outcome may be because Video C was made with the middle range distance between cameras. However, the presence of unintended variables may have influenced the outcome.</p>
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<b>Summary Statement</b> In this project, three 3D videos were made using the parallax affect by setting two cameras at different distances to test for the best 3D video.
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<b>Help Received</b> My little sister Alison inspired the ideas and was my partner in the whole process; my mom helped type, revise, and keep up with deadlines; my dad helped with setting up the cameras; Roberto Garcia helped me prepare for the RIMS fair; Dr. David Hall helped with research and background; and Tony Palmisano
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