

Universiti Teknologi MARA

**e-Zoo: 3-D View of Animal's Video in
Zoo Negara Using 3-D Anaglyph Glasses**

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ABSTRACT

Zoo Negara Malaysia still lack of publicity in promoting their zoo to the local and foreign tourists. The support from local government agency such as Tourism Malaysia still at the disappoint level, no advertisement for Zoo Negara to be highlight in their pamphlets of Malaysia's point of interest. Hence this project will help Zoo Negara to create a new level of advertising and marketing strategies to promoting Zoo Negara especially to tourists which capable to contribute the major funding to Zoo Negara Malaysia. The objective this project is to develop 3-D view of animal's video in the Zoo Negara Malaysia in context of providing the new experiences and information to user. Optimistically with this new approach will facilitate Zoo Negara to become a world-class zoo by 2015.

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CHAPTER ONE

INTRODUCTION

1.1 Background

Human beings, like most other creatures, are equipped with two eyes, situated close together and side by side. This positioning means that each eye has a view of the same area from a slightly different angle. The brain takes the information from each eye and unites them into one picture, interpreting the slight differences between each view as depth. This produces a three-dimensional picture: one with height, width and depth.

It is the added perception of depth that makes 3-D (three dimensional), or stereoscopic, vision so important. With stereoscopic vision, we see exactly where our surroundings are in relation to our own bodies, usually with considerable precision. We are particularly good at spotting objects that are moving toward or away from us, and the positioning of our eyes means we can see partially around solid objects without needing to move our heads. It's easy to see why some people believe stereoscopic vision evolved as a means of survival.

Certainly, stereoscopic vision is vital for seemingly simple actions such as throwing, catching or hitting a ball, driving or parking a car, or even just threading a needle. That's not to say such tasks can't be managed without 3-D vision, but a lack of depth perception can make these everyday tasks much more complex.