

**NAME**

*vwright* - normalize a RADIANCE view, shift it to the right

**SYNOPSIS**

***vwright* [ view options ] distance**

***vwright* [ view options ] name**

**DESCRIPTION**

In the first form, *vwright* shifts a RADIANCE view the specified distance to the right, putting out a complete set of view parameters in a single line on the standard output. This utility is most often used to compute a right-eyed view from a left-eye view for stereo imaging.

If no options are specified on the command line, *vwright* reads a view from its standard input.

The *distance* given is in world coordinate units. A negative value indicates a shift to the left rather than the right.

The second form substitutes a name prefix in place of the shift distance, and produces constant assignments on the standard output suitable for passing directly to *rcalc(1)*. For a given prefix *N*, the constant names are as follows:

Nt: view type ('v'==1,'l'==2,'a'==3,'h'==4,'c'==5,'s'==6)  
 Npx: view point x value  
 Npy: view point y value  
 Npz: view point z value  
 Ndx: view direction x value (normalized)  
 Ndy: view direction y value (normalized)  
 Ndz: view direction z value (normalized)  
 Nd: view focal distance  
 Nux: view up vector x value (normalized)  
 Nuy: view up vector y value (normalized)  
 Nuz: view up vector z value (normalized)  
 Nh: view horizontal size  
 Nv: view vertical size  
 Ns: view shift  
 Nl: view lift  
 No: view fore clipping distance  
 Na: view aft clipping distance  
 Nhx: derived horizontal image vector x value (normalized)  
 Nhy: derived horizontal image vector y value (normalized)  
 Nhz: derived horizontal image vector z value (normalized)  
 Nhn: derived horizontal image vector multiplier  
 Nvx: derived vertical image vector x value (normalized)  
 Nvy: derived vertical image vector y value (normalized)  
 Nvz: derived vertical image vector z value (normalized)  
 Nvn: derived vertical image vector multiplier

**EXAMPLES**

To start *rpict(1)* on a view .06 meters left of the view in the file "right.vf":

```
rpict 'vwright -.06 < right.vf' scene.oct > right.hdr &
```

To move the *rad(1)* view named "left" 2.5 inches to the right and render from there:

```
rad -v "right 'rad -n -s -V -v left examp.rif | vwright 2.5'" examp.rif &
```

To pass a view to *rcalc* for conversion to some other view:

```
rcalc -n -e 'vwright orig < orig.vf' -f viewmod.cal -o view.fmt > new.vf
```

VWRIGHT(1)

VWRIGHT(1)

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**SEE ALSO**

pdfblur(1), rad(1), rcalc(1), rpict(1), rvu(1)