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

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