USER GUIDE

StereoShutter Photos

Version 1.0.3 · November 2026

3D photos with your NVIDIA 3D Vision glasses, through StereoShutter: from 3D cameras, JPS, side by side and 2D, full screen or in a window.



- Photos of 3D cameras (MPO)
- Full screen or a window
- 3D menu and zoom
- Seven languages

© 2026 murdavs · All rights reserved

Contents

01 Highlights 3

02 What it needs 4

03 Installation 4

04 Getting started 5

05 Full screen or a window 6

06 The photos of a folder 6

07 The mouse and the zoom 7

08 The menu 7

09 Keys 9

10 3D formats 10

11 Settings: StereoShutter_Photos.ini 11

12 Problems and what to do 12

13 Files, licence and trademarks 13

The basics

← →	F	Enter	H	Esc
previous or next photo	full screen or window	the menu	the keys	close

© 2026 murdavs

01 Highlights

StereoShutter Photos is StereoShutter's 3D photo viewer: it shows your photos in 3D with NVIDIA 3D Vision glasses, one after another, full screen or in a window.

Photos of 3D cameras

Opens the MPO files of 3D cameras, with their two pictures: one for each eye.

Automatic 3D format

Recognizes JPS and PNS files, side-by-side or top/bottom photos with a 3D tag in their names, and wide photos whose two halves show the same scene. The others are shown in 2D.

Full screen or a window

Full screen, or in a window that can be moved and sized, with the 3D inside it.

The whole folder

The arrow keys go to the previous or the next photo, in the order Explorer shows them. Space: a slideshow.

Zoom

The wheel zooms in up to 16 times, and the photo is dragged with the mouse. Each photo looks sharp at the size of your screen.

3D menu

The menu, the messages and the pointer appear in front of the screen, in both eyes.

More light with HDR

Uses StereoShutter's HDR output, which gives more light through the glasses.

Seven languages

English, Spanish, Italian, French, German, Portuguese and Russian, following Windows' language.

© 2026 murdavs

02 What it needs

- Windows 10 or 11, 64-bit, and a DirectX 12 graphics card (the one of the glasses' monitor).
- StereoShutter 0.18.98 or later, already set up for your glasses and monitor, in the same folder as the viewer.
- The photos are read by Windows: JPEG, MPO, JPS, PNG, PNS, BMP, TIFF, GIF and JPEG XR always; WebP, HEIC and AVIF when Windows has their image extensions (Microsoft Store; HEIC photos also need the HEVC Video Extensions).

03 Installation

1. Copy StereoShutter_Photos.exe and StereoShutter_Photos.ini into StereoShutter's folder. The package's folder already comes with StereoShutter.
2. To try it, drag **Samples\3D_sample_camera.mpo** onto StereoShutter_Photos.exe.

> To remove it, delete its files. The viewer installs nothing in Windows and leaves nothing running in the background.

© 2026 murdavs

04 Getting started

Opening a photo

- Drag a photo, or a folder of photos, onto StereoShutter_Photos.exe.
- Or open the viewer and choose a photo.
- The other photos of its folder follow with the arrow keys.

What happens then

The viewer covers the glasses' monitor (or opens its window) and starts StereoShutter, which sets up the emitter and, when needed, turns Windows HDR on. Meanwhile the photo is shown flat, with what is happening. A few seconds later the photo is in 3D, with its name, its place in the folder and its format.

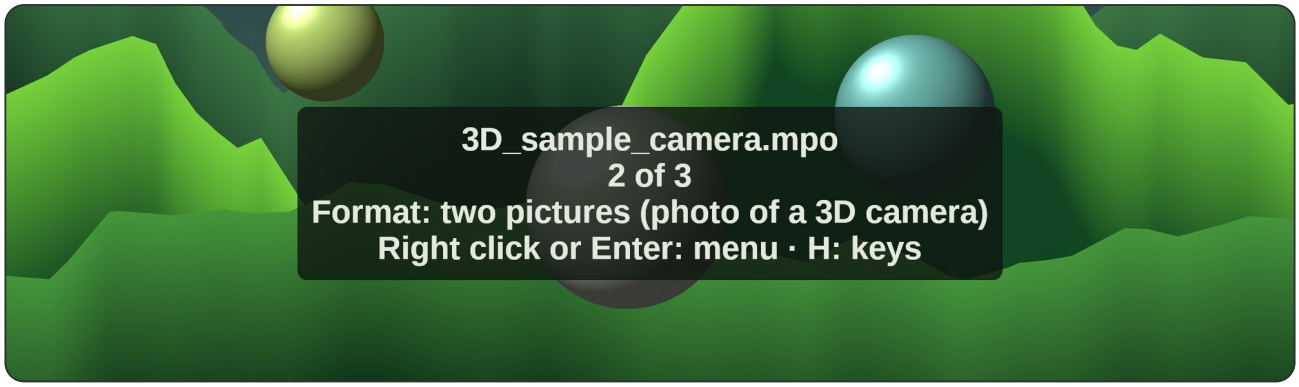


Figure 1. *The message of each photo: its name, its place in the folder and its format.*

Another photo, and closing

- Another photo or folder: O, "Open another photo..." in the menu, or drop it on the viewer's window (or on StereoShutter_Photos.exe while the viewer is open).
- Closing: Esc. StereoShutter closes with it.

© 2026 murdavs

05 Full screen or a window

F, F11, Alt+Enter or a double click go from one to the other. **[Photos] mode** in StereoShutter_Photos.ini says how the viewer opens.

- Full screen, the photo covers the whole of the glasses' monitor.
- In a window, the window can be moved and sized like any other, with the 3D inside it. Keep it on the glasses' monitor. The viewer remembers its place.

> When the window changes size, or goes from a window to full screen, StereoShutter takes the 3D away and brings it back once the window has kept its new size for a few seconds. Meanwhile the photo is shown flat. That is normal.

> In a window, Windows puts the picture together with the rest of the desktop, and on some computers the glasses may then flicker where full screen they do not. If that happens, use full screen.

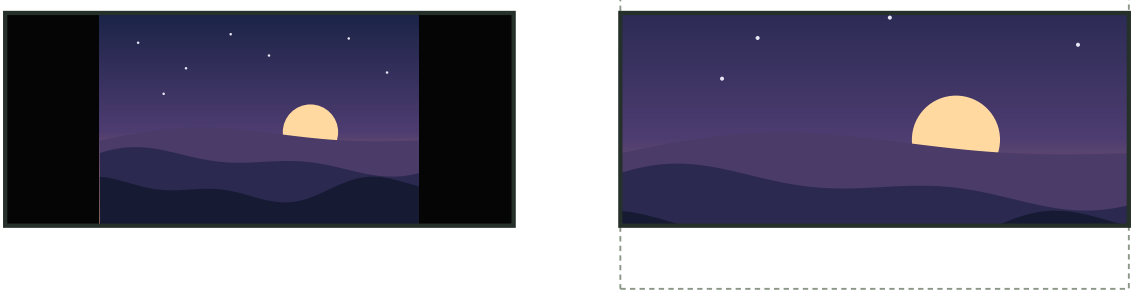
06 The photos of a folder

- ← → (or PgUp PgDn): the previous or the next photo, in the order Windows Explorer shows them. After the last one, the first again.
- Home End: the first and the last photo.
- The mouse's back and forward buttons go to another photo too.
- Space: a slideshow, a photo every 5 seconds (2 to 60, in the menu). Space again stops it.

© 2026 murdavs

07 The mouse and the zoom

- Right click: the menu.
- The wheel: zooms in or out, around the point under the pointer, up to 16 times.
- Zoomed in, drag the photo with the mouse to see the rest.
- Z: size "fit" (all of the photo, with black bars) or "fill" (no bars: the edges are cut).
- The pointer is in 3D too, at the depth of the menu.



Fit
all of the photo, with bars

Fill
no bars, the edges cut

Figure 2. A 3:2 photo on a 21:9 screen with each size (Z).

08 The menu

Right click, Enter or the menu key opens it, in both eyes, a little in front of the screen. At the top, the photo and its place in the folder; below, every setting with its value and its key.



Figure 3. The menu: 3D picture, screen and more.

- With the mouse: click a value to go to the next one, or the arrows at its sides. The wheel over a value changes it too.

© 2026 murdavs

- With the keys: ↑ ↓ choose, ← → change, Enter accepts and Esc closes. The other keys keep working.
- It closes by itself after a minute unused.

Section	What it holds
3D picture	**Format** (automatic or chosen), **Depth**, **Swap eyes**, **View** (both eyes or one), **Size**, **Zoom** and **HDR brightness and colour...**, which opens StereoShutter's HDR panel.
Screen	**Mode** (full screen or window), **Slideshow**, **A photo every** (seconds) and **Menu depth** (with the messages and the pointer).
More	**Open another photo...**, **Keys** and **Close the viewer**.

© 2026 murdavs

09 Keys

H or F1 shows the viewer's keys over the photo.

Key	What it does
← →	Previous or next photo (PgUp and PgDn too).
Home End	First or last photo of the folder.
Space	Slideshow: start or stop.
1 2 3 4	This photo as half side-by-side, full side-by-side, half top/bottom or full top/bottom.
0	This photo in 2D: the whole picture in both eyes.
S	Swap the eyes, for every photo.
V	Both eyes / the left eye in both / the right eye in both (a check without depth).
− +	Depth: the whole photo back or forward, 0.1 % of an eye's width each press.
Z	Size: fit or fill.
F F11	Full screen or window (Alt+Enter or a double click too).
I	Information: the photo, its format, its size and the zoom.
H F1	These keys.
O	Open another photo.
Enter	The menu (right click too).
Esc	Close.

> StereoShutter's own keys (Ctrl+Alt+..., Ctrl+T, Alt+Shift+F10) keep working as in a game.

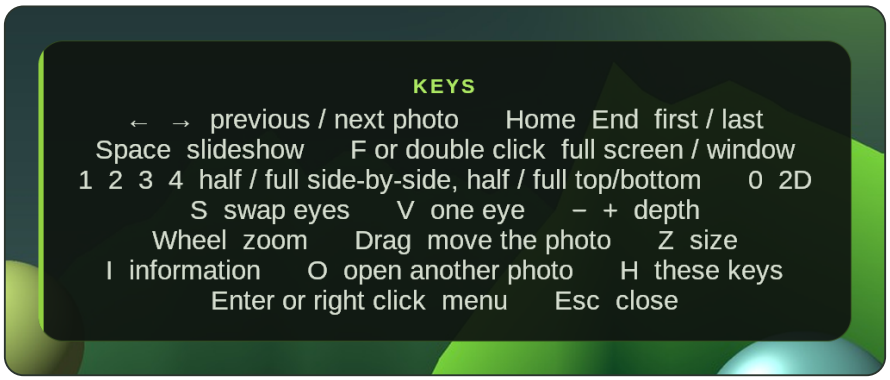


Figure 4. The keys (H) over the photo.

© 2026 murdavs

10 3D formats

A 3D photo has two pictures, one for each eye. A 3D camera keeps them together in an MPO file; other photos hold them in one picture, side by side (SBS) or one above the other (top/bottom). "Half" means each eye is squeezed to half the width or half the height.

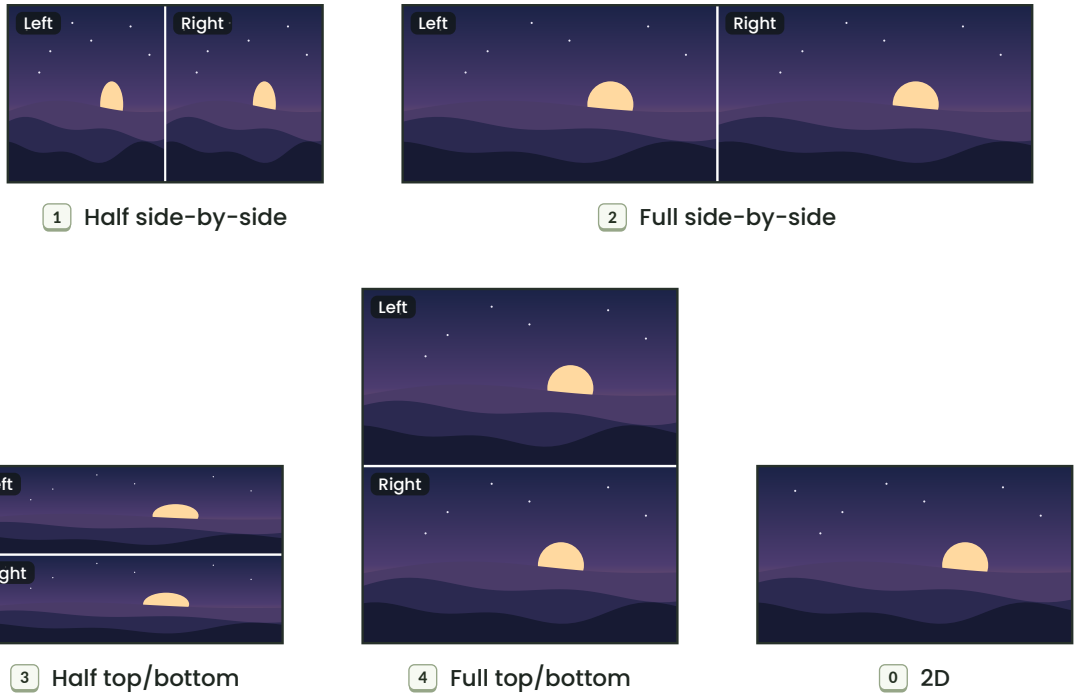


Figure 5. *The formats and their keys.*

How it is chosen

- A photo of a 3D camera (an .mpo, or a JPEG that says its two pictures are a pair): its two pictures, the left one first.
- A JPS or PNS file: side by side, the right eye first (as those files are made).
- A tag in the file's name, as in StereoShutter Player: SBS, HSBS, Half-SBS, FSBS, Full-SBS, H-OU, Half-OU, TAB... Without "half" in the tag, each eye is whole.
- A photo at least 1.9 times as wide as tall whose two halves show the same scene: side by side, the left eye first.
- Anything else, in 2D.

With each photo the viewer says which format it took and why. 1 2 3 4 and 0 (or the menu) choose another for the photo shown; the next photo is decided by itself again. S swaps the eyes of every photo.

Each photo is shown as its EXIF data turns it (portrait photos upright), with its colours right when it has a colour profile of its own. Transparent parts are black.

© 2026 murdavs

11 Settings: StereoShutter_Photos.ini

StereoShutter_Photos.ini, next to the viewer, describes every setting. StereoShutter's own settings stay in StereoShutter.ini.

> When it closes, the viewer saves what was changed with the keys or the menu: the mode, the window's place, the depth, the size, the slideshow's seconds and the menu depth.

Setting	Values	What for
`mode`	full_screen · window	How it opens: full screen or in a window (F).
`window`	x, y, width, height	The window's place and size (the viewer saves it).
`swap_eyes`	no · yes	The eyes the other way round for every photo (S).
`depth`	−5 to 5	The depth, in % of an eye's width (− +).
`size`	fit · fill	The size: fit or fill (Z).
`slideshow_seconds`	2 to 60	Seconds a photo in the slideshow.
`menu_depth`	0 to 2	Depth of the menu, the messages and the pointer.
`monitor`	primary · part of its name	The glasses' monitor.
`language`	auto · en · es · it · fr · de · pt · ru	The language of the texts.
`log`	no · yes	A log of what happens (StereoShutter_Photos_log.txt), when there is a problem.
`[StereoShutter] start / hdr / report / folder`	yes · no / yes · no / no · yes / folder	Starting StereoShutter, its HDR output, its report and its folder.

© 2026 murdavs

12 Problems and what to do

What happens	What to do
"Windows cannot read this kind of picture"	A HEIC, WebP or AVIF photo without its image extension: install it from the Microsoft Store (HEIC also needs the HEVC Video Extensions).
"StereoShutter.exe is not in this folder"	Put the viewer in StereoShutter's folder, or write that folder in [StereoShutter] folder.
"StereoShutter is still connected to another game or player"	Close that game or player, or wait until the StereoShutter of a program just closed has finished, and open the photo again.
A 2D photo shows split in two	Press 0 (2D). If its name has a tag such as SBS, take it out.
A 3D photo shows in 2D	Choose its format with 1 2 3 4. To have it recognized by itself, put the tag in its name, for instance "My photo SBS.jpg".
The depth is the wrong way round	Press S (swap eyes).
The 3D goes away for a moment	Normal when the window changes size or goes full screen: it comes back a few seconds later.
Flicker in a window only	Use full screen (F).
StereoShutter stops	Its reason shows in the viewer's window and in its report (StereoShutter_reports, with [Report] enabled = yes in StereoShutter.ini or [StereoShutter] report = yes in StereoShutter_Photos.ini).

> If something happens that you cannot make out, **[Photos] log = yes** (or StereoShutter_Photos.exe --log) writes a log of what happens, StereoShutter_Photos_log.txt, next to the viewer.

© 2026 murdavs

13 Files, licence and trademarks

File	What it is
`StereoShutter_Photos.exe`	The viewer.
`StereoShutter_Photos.ini`	Its settings.
`StereoShutter_Photos_Manual_EN.pdf / _ES.pdf`	This guide, in English and in Spanish.
`Samples`	Three sample photos: the same 3D scene as a 3D camera's photo (MPO), as a JPS and as a side-by-side JPEG.
`README.txt`	The same instructions as text.
`LICENSE.txt`	The licence.
`StereoShutter.exe, StereoShutter.ini`	StereoShutter and its settings, with its licence (StereoShutter_LICENSE.txt and StereoShutter_THIRD_PARTY.txt).

Licence

StereoShutter Photos is free of charge, under the terms of LICENSE.txt. © 2026 murdavs. All rights reserved.

It includes no software of others: the photos are read by Windows itself.

StereoShutter.exe, which comes with the viewer, has a licence of its own (StereoShutter_LICENSE.txt).

Trademarks

NVIDIA and 3D Vision are trademarks of NVIDIA Corporation; Windows and DirectX, of Microsoft. They are named only to say what the viewer works with; it is not made or endorsed by them.



StereoShutter Photos 1.0.3

© 2026 murdavs · All rights reserved