# Alioscopy Adobe Trigger Tips for Photoshop CS6 Extended

Here are some workflow tips when viewing cg models and stereo images with the Alioscopy camera:

1. **Shadow Opacity**

When using CG models in Photoshop, you may notice that the shadow will go from somewhat transparent to completely opaque when switching to the Alioscopy camera. Unfortunately, there is no fix for this at the moment, so just keep this in mind when designing around shadows of cg models.
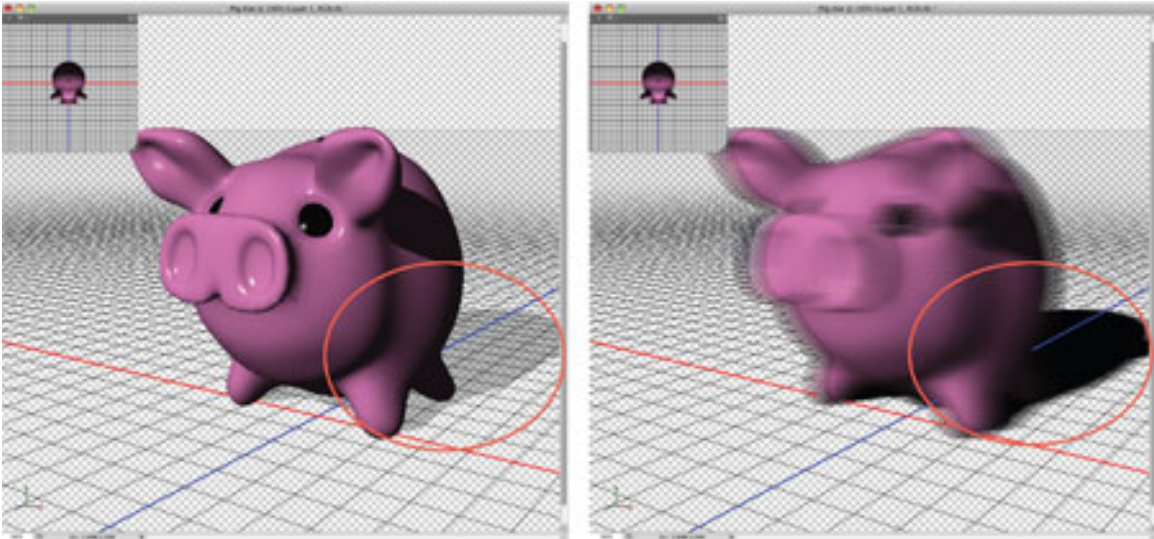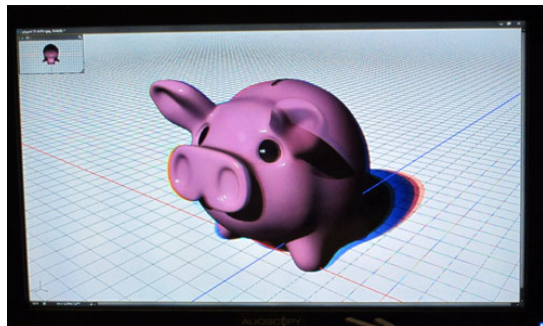

2. **Alpha Channel Handling: Red-Blue "Halo"**

Alpha Channel is handled on pixel basis; unfortunately, all auto stereoscopic displays are sub-pixel based, including the Alioscopy Display, which is why there is a blue-red colored halo around 3D objects when viewed on the Alioscopy Display. The more depth and pop-out the object has, the more you will see the "halo".
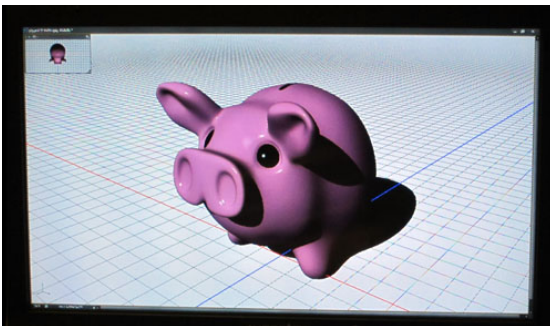
Object with depth at 0: No "Halo"   Object with depth at 100: "Halo"

3. **Image Resolution**

The image resolution of any project should always match the resolution of the Alioscopy Display (1920x1080 for 21", 42", and 47" and 1920x1200 for 24"). If you save the image as anything other than these resolutions and try to view it on an Alioscopy Display using a media player (Windows Media Player, Quicktime, etc.), then the image will be destroyed. Also, viewing a multi-view image at anything than 100% in Photoshop will yield the same results.

Resolution: 1920x1080   Resolution: 1920x1440