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### Final Project Abstract

Our group will design a 3D engine that would process a 3D pixel map and convert it to two 2D images which will be displayed on two monitors, each viewed by one eye. The purpose of this is to trick the eye into believing that the person is actually in a 3D environment. The reason why this works is the human left and right eyes see slightly different images and if we can correctly extract these two images and display them to the corresponding eyes then it is possible to trick the brain into believing that it is seeing a 3D object. We would start by displaying a 3D cube on the screen then if we have desirable results, our group would proceed on displaying more complex 3D objects.