

New Nintendo 3DS features stabilised screen

Nintendo is launching a new version of its popular 3DS handheld console, with additional controls and a three-dimensional screen with better focus

new
NINTENDO 3DS

HOW 3D IMAGE IS MADE

Different image sent to each eye, showing same scene from slightly different angles

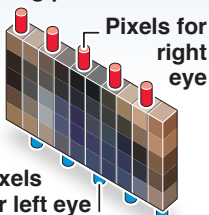
① Screen composition



Made up of 192,000 pixels – 96,000 sent to each eye when in 3D mode

② Alternating pixels

Left and right eye images are held in alternating vertical strips of pixels



NEW CONTROL LAYOUT

ZL/ZR buttons
Two new triggers

Inner camera
Tracks head to control *parallax barrier*

Stereo speakers

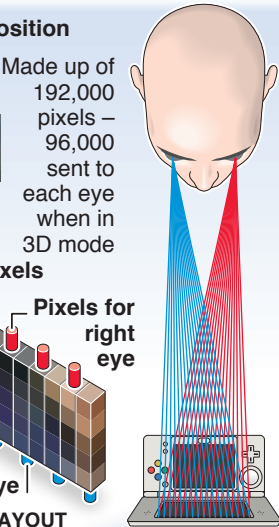
3D screen

Circle pad
Multi-directional joystick

Touch screen

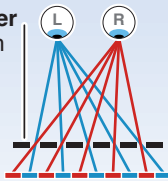
Control pad

Home button

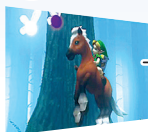


③ Controlling visible pixels

Parallax barrier
Restricts which vertical strips of pixels reach each eye by blocking their visibility



④ If screen tilted sideways



New 3DS
Parallax barrier adjusts to keep image in focus

Previous 3DS
Image blurs, causing headaches



Infrared LED
Helps camera track head position in dim lighting

3D depth slider
Adjust depth of 3D effect

C stick
New control input acts like second circle pad

Control buttons
Mimic layout of vintage SNES console buttons

	Price	3D screen†	Weight	Battery life
New Nintendo 3DS*	€169.98	3.88in	253g	3.5-6 hours
New Nintendo 3DS XL	\$199.99/€199.98	4.88in	329g	3.5-7 hours

Sources: Kotaku, Nintendo *Not available in North America †Diagonal measure © GRAPHIC NEWS