**Three Dimensional (3-D) Television Without Glasses**

Today, high-resolution stereoscopic color images for multiple viewpoints require a pair of specialized glasses. A 3-D TV without glasses would offer the viewer 3-D realism without the use of the special glasses. This is an invention of the first end-to-end 3D TV system with auto stereoscopic display that gives enhanced depth view of image identical to real life image perception. Many computer games and IMAX 3D generate this effect using stereoscopy. The use of hardware synchronized cameras make possible to capture an image through multiple angles which produces sufficient viewpoints and abundant pixels per viewpoint to create a believable & high resolution three dimensional experience. Apart from auto stereoscopy, concepts like lenticular screens and multi projector 3D displays are also used for generation of 3D TV without glasses. The invention facilitates switching from 2D view to 3D quite easily and also enables viewers to see a picture in 3D from nine different positions.