

Michael Starks -- Professional Biography

After several years of graduate work in cell physiology at UC Berkeley I began studying stereoscopy in 1973, and cofounded StereoGraphics Corp (now Real D) in 1979. I was involved in all aspects of R&D including prototype 3D videogames for the Atari and Amiga and the first versions of what evolved into CrystalEyes LCD shutter glasses, long the standard for professional 3D, and am co-patentee on their first 3DTV system.

In 1985 I started a project at UME Corp which eventually resulted in the Mattel PowerGlove, the first consumer VR system. In 1989 I started 3DTV Corp and made the front page of the Wall Street Journal by introducing the first home 3DTV system with LCD shutter glasses and 3D movies on VHS tape at the 1990 CES. Shortly thereafter, TV pioneer Isaac Blonder used 3DTV hardware and software to broadcast 3D programs for shutter glasses all night every night for about 4 years over the LPTV station at Stevens College in NYC for a handful of enthusiasts with my equipment within several miles of the Empire State Building.

Subsequently, 3DTV introduced a wide variety of consumer and professional products for 3D video, graphics and Virtual Reality. In 1990 he began work on "Solidizing" -- a real-time process for converting 2D video into 3D. In 1992 3DTV Corp created the first full color stereoscopic CDROM ("3D Magic") including games for the pc with shutter glasses. The system was licensed to Chinon who released "CyberShades" -- the first 3D game system for the pc. In 1992 3DTV made the first consumer wireless LCD shutter glasses system which, like most of its hardware and software, advertising, packaging and trade names was widely copied. In 1993 I perfected a full color anaglyph -- "SpaceSpex"—and released "StereoMac" the first LCD glasses system for Macintosh. In the same year 3DTV created the shutter glasses hardware for the NeoTek 3D CDROM series—still the only common stereoscopic educational software system for studying anatomy.

In 1997 3DTV won a bid to produce a compact stereo camera for NASA's Mars program and collaborated with Neotek to produce the first 3D DVDROM system for PC—TriDVD. In 1999 3DTV released the first shutter glasses 3D movies on DVD. From 1998 to 2002 I worked in China (Xian TV), Japan (3DTV Japan), Korea (FourVis Corp.) and USA (C3D Corp.), providing hardware, software and consulting for the first regularly scheduled high quality (i.e., full color with LCD shutter glasses) commercial 3D TV broadcasts by terrestrial (cable) and satellite means in those countries.

In 2002 I sold my real-time 2D to 3D converting software (Solidizing) patent to X3D Corp, who put some of the algorithms into a set top box, widely sold as the "Virtual FX 3D Converter". In 2002 3DTV provided the hardware for TriD, the first digital HD 3D record/edit/auto playback video system running on standard Windows pc's.

In 2007 companies to whom 3DTV supplied technology and consulting produced theatrical 3D shutter glasses viewing systems, which were introduced worldwide in 2008. Also, in 2007 3DTV provided consulting and marketing for NewSight Corp, then the world leader in autostereoscopic displays, and was involved in initiating a project to develop the first large screen outdoor daylight visible glasses free 3D video displays, 3 of which were installed in China in August, 2008 (see the cover of my book 3DTV and 3D Movie Technology).

In 2008, 3DTV introduced the first Universal Wireless glasses transmitter, a theatrical 3D shutter glasses system, and various models of wireless shutter glasses sold worldwide.

I have been a member of SMPTE, SID, SPIE and IEEE and have published in Proc. SPIE, Stereoscopy, American Cinematographer and Archives of Biochemistry and Biophysics. The SPIE symposia on 3D Imaging seem to have originated due to my suggestion to John Merritt at a San Diego SPIE meeting some 30 years ago.

In 2009, beginning with the cooperation of RealD Corp with Disney, thousands of digital 3D cinemas were installed and numerous 3D films and videos were released, whose success led to great advances in 3D movies and the sale of some 40 million 3D television sets and about a million 3D projectors. The Olympics and FIFA soccer were broadcast in 3D. 3DTV Corp participated in the production and sale of dozens of models of LCD 3D shutter glasses, emitters and a wide variety of other equipment. After a few years the easy money from 3D began to decline and most of the

industry turned to 4K, 8K, OLED screens etc., but modest cost large screen ultra-short throw home 3D projectors continue to be produced as of 2022.

Recently nVidia Corporation, which dominated the home and professional PC market for stereoscopic hardware and software, became the largest chip company in the world and ceased to manufacture its consumer and professional stereoscopic viewing kits (i.e., 3D Vision glasses, emitters and 3D ready graphics cards), so 3DTV Corp. began producing 3D vision compatible kits with either VESA or USB port emitters and as of 2020 became the sole approved supplier to the US government and industry.

In 2006 at age 65, I began studying and writing about philosophy (principally Wittgenstein and Searle), psychology (principally evolutionary psychology and decision making) and other aspects of human behavior about 7 hours a day until 2015, when I began collecting, editing and publishing a series of papers and books in various languages, amounting to about 100 items or 3000 pages (including my earlier work on 3D imaging and psychoactive drugs), all of which eventually appeared free on numerous sites. Much to my surprise, for the last 5 years I have remained in the upper few percent of most frequently downloaded authors on sites such as academia.edu, researchgate.net, philpapers.org, and likely others such as libgen.is, b-ok.org etc.

Now 80, I am unable to do any serious amount of academic work but I hope to add a few pages to my books 'Suicide by Democracy' and 'Welcome to Hell on Earth', about the hideous racist, sexist, classist, communist atheistic, totalitarian monstrosity (a fusion of postmodernism and neo Marxism), disguised as "Social Justice" , "Democratic Socialism" and CRT (Critical Race Theory or more accurately Crazy Racist Theory) that has taken over nearly all media, much of K12 education, most universities, major corporations, and much of the military and government. So, I can only refer readers to some of the excellent works such as 'Progressive Racism' and other books of former communist David Horowitz and 'Woke Racism: How a New Religion has Betrayed Black America' by 'Afro-American' linguist John McWhorter.