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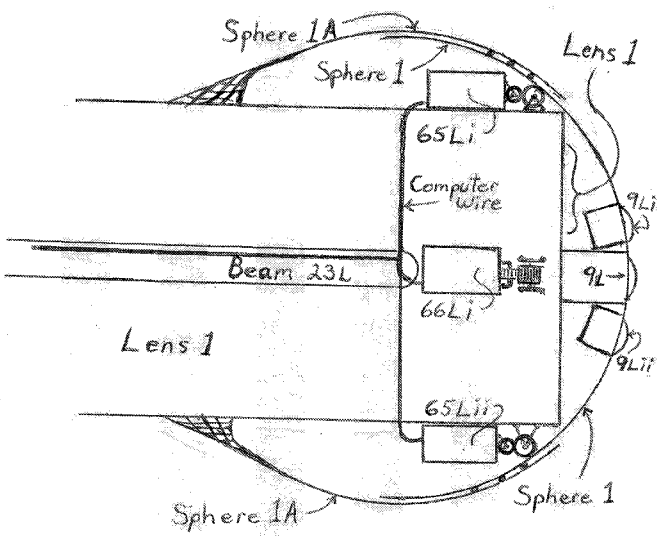
(54) **Title:** FOCAL POINT STEREOSCOPIC CAMERA



from top side, looking down

Figure 12

(57) **Abstract:** This is a structure for assembly of two videos or cameras, etc., that work as do human eyes. Our human eyes, when wishing to see something that is closure in distance, the eyes swerve more to the center, left eye turning right, and right eye turning left. In this analogy, we shall manifest two human eyes being six and a half centimeters apart from left pupil to right pupil. In order to target at a point from two angles, the eyes must give less attention to the wider area. All around the area, the two human eyes see a misty, vague shadow, and also double, since the two eyes look from different locations. This Video/Camera works in the same way as do our human eyes, with the two human lenses placed six and a half centimeters apart from the center of the left lens to the center of the right lens.

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FIELD OF THE INVENTION

This is a new type of stereoscopic camera. The main difference of this newer version of 3-D is that the display on the screen has the observer seeing through/from the eyes of one specific person, and where, to what, that person is focusing his/her eyes.

BACKGROUND OF THE INVENTION

Throughout the history of 3-D Movies, when entering the theatre, we all need to put on the glasses to see 3-D. Out of curiosity, we all removed our glasses to see the difference. It was there for all, two of everything, and not so clear. The two projectors and their lenses seem to be placed in parallel; that is why you see double without the glasses. There is some difference in the filtering between the two lenses, and the necessary completion through the glasses: left side, no red; right side, no green; or horizontal on one and vertical on the other - whatever is the way in which these machines work.

This Focal Point Stereoscopic Camera is very different than those from which we are familiar. For one thing, the Lenses of these two Videos/Cameras are not parallel. They work as do our own human eyes: When looking afar, our eyes are almost parallel; when looking close-up, our eyes turn toward themselves to focus on the same spot. For ex.: You are in the city and in need of the time, your eyes focus on your own watch. And then, when focusing on a beautiful car across the street, and pointing at it, you see two first fingers. We often observe that fact when having a discussion with someone close at hand, and say "You are far away", as a figure of speech, but also the truth of the other person's paralleled pupils.

This 3-D Machine's Trademark is: ***'A Human Point of View'***, because it does the exact same thing as do human eyes. Its two converging lenses are placed 6.5 cm apart from the center of one lens to the center of the other lens, so that these two lenses are working from the same location as are humans' pupils. There is a possibility that the mechanism required in making this **Focal Point Stereoscopic Camera** usable, it may need for the lenses to be wider apart than the numbers

mentioned above, but only from trial and tuning will the blue print be drawn out. The name lens is just an amounting part, an angle of a sphere of glass.

"In year 1981, Sony unveiled the first consumer camera to use a charge-coupled device for imaging, eliminating the need for film: the Sony *Mavica*. While the Mavica saved images to disk, the images were displayed on television, and the camera was not fully digital. In year 1991, Kodak unveiled the DCS100, the first commercially available digital single-lens reflex (DSLR) camera" (Wikipedia).

No longer does light from the lens cross path to land on the plate as a mirror, but right at that point of crossing, where all the lights are close together, they are captured on an 'Image Sensor'. As an Image Sensor of a camera receives light from a lens, the lens itself must be perfect in order for the light to arrive at a small dot, for only then can the disc hold those thousands of pictures. An understandable number of camera companies have themselves bonding together with one of the smaller number of lens masters.

The photographer of a **Mirrorless** camera has a viewfinder, the carrier by which is electronic. It was written that in the year 2010, the visuality of the viewfinder of the **Mirrorless** camera was one twentieth of the viewfinder of the **DSLR**, because of the **DSLR**'s light arriving by laser. In less than eight years, in 2018 the viewfinder of the **Mirrorless** camera had then risen to much greater than 50% of the **DSLR**'s viewfinder.

The main issue of discussion in this new Patent Pending, and the part claiming its uniqueness, is the focusing in the center of an object by two different lenses that are focusing at the same spot, with the center of each Image Sensor being clear, and the area just out of the center of each Image Sensor being out of focus. When the two Image Sensors are bonded together, the centers of the two Image Sensors are one and the same, and all around the screen of the Image Sensors is out of focus, and double of everything but the center. Not only are the two lenses focusing together, but they have the ability to continue that focusing as the videos swerve away in any direction.

BRIEF DISCRIPTION OF THE DRAWINGS

Fig. 1 is a perspective view of the present invention.

Fig. 2 is a side view of the present invention.

Fig. 3 is another side view of present invention.

Fig. 4 is a top view of the present invention, wherein **Lens L** and **Lens R** are looking far away.

Fig. 5 is a top view of the present invention, wherein **Lens L** and **Lens R** are looking together at some item closer in distance to them.

Fig. 6 is an inside view of the **Lateral Movement Mechanism 26**.

Fig. 7 is a side view of light arriving from **Lens L** to Image Sensor **1B** and Image Sensor **1A**.

Fig. 8 is a front view of Image Sensor **1B**, showing the small hole in its center.

Fig. 9 is a bottom view of Cover **47** showing Aisie **49**.

Fig. 10 is a display of the focusing of lens **9L**, with cylinder **10b** and **9L**, and cylinder **10a** that has **IS1A** and **IS1B**, and the wheels **71a** & **71b** that guide the distance from **10a** to **10b** by computer of **27**, or **Lateral Movement Mechanism**, from electrical wire.

Fig.11 is a display of all of **Fig. 10**, with **9Li**, **9Lii**, **IS1i**, and **IS1ii**

Fig. 12 is the 3D Video **Lens 1** focusing by **65Li**, **65Lii**,**66Li**, **66Lii** that are bolted to forward **Lens 1** with wheels for guiding **Sphere 1**.

DETAIL DESCRIPTION OF THE INVENTION

All the illustrations, drawings and descriptions presented within this Embodiment are for the purpose of describing selected versions of the present invention and are not intended to limit the scope of the present invention. Several parts of the descriptions may even seem so simple to any user of a camera, but these basics need to be said in order to describe the difference between this new product in comparison with presently used videos or cameras.

The diameter of the lens that receives the light into the video/camera, is determined by the size of the video/camera; the diameter of the lens of my Cell Phone is 0.6 cm. On the other league is the lens of a Paparazzi's camera.

In a camera, its cylindrical extension out from the front wall of the camera, with a lens at its end, is all together called a Lens. Of the basic cameras, their ability to remove the Lens of the camera, and replace it with a Lens made for a different function – zooming from afar; for wide angle ('fish eye'); for close-up; or regular in its function. To my knowledge, the Lens of a camera is basically of two types: Extendable and Retractable; or Rigid: Of the former title, a zooming lens, and a 'point-and-shoot' (those small cameras, the Lens of which detracts when not in use, for sliding into pocket); Of the latter title, the length outside of the Lens (the cylinder) - from the entrance of light within it, until the entrance of light into the camera - is rigid, and therefore, the requirement of having lenses inside the cylinder that can slide from within.

As presented in diagrams within this pending patent, **Lens 1** is the left hand of the photographer when the Video/Camera is in use, and **Lens 2** is the right hand of the photographer when the Video/Camera is in use. This **Focal Point Stereoscopic Camera's** forward end is in reference to the entrance of light from outside, through the lens **9L** of **Lens 1** and the lens **9R** of **Lens 2.**

Approximately 2.8 cm aft of lens **9L** of **Lens 1,** and 2.8 cm aft of lens **9R** of **Lens 2**, are bolts extending top and bottom from **Lens 1** and top and bottom of **Lens 2**. The bolts **8L** and **8R** are located on the bottom of **Lens 1** and the bottom of **Lens 2**. The bolts **4L** and **4R** are located on the top of **Lens 1** and on the top of **Lens 2**. These bolts **8** and bolts **4** are at the correct station of **Lens 1** and **Lens 2** from which

the two cylinders swivel in their changing of focus from near distance to far distance, and vice versa **(Fig. 4 & Fig. 5)**. In between of **Lens 1** and **Lens 2** on their back side of the two Lenses is the **Lateral Movement Mechanism 26**. Mechanism **26** is the machine **(Fig. 6)** that is used to focus these "human eyes" – **9L** and **9R** - far or near. On the top of Mechanism **26**, there is a Handwheel **27** that is placed horizontally. Handwheel **27** is on the top of gear axle **35**. The bottom of gear axle **35** - which goes straight as a rod through gear enclosure **30** of machine **26** - is the bonding to the top bevel gear **31**. Handwheel **27** turns clockwise, or counter-clockwise, which guides **26** - the transmission of **Lens 1** and **Lens 2** - that makes the left lens, **9L,** and the right lens, **9R,** always in focus together at the same spot; closer in distance – the upper lip of a person's face, or farther apart, the roof of a building half of a mile away.

Were **9L** and **9R** regular cameras, their cylinders could be bolted by **8L** and **8R** to a base floor below, with a center joist rising up to a beam laterally across for bolt **4L** and bolt **4R**. Because the forward end of **Lens 1** and the forward end of **Lens 2** are covered up by **Sphere 1A** and **Sphere 2A,** these two Lenses cannot be bolted to a base floor, but only bolted to the strong beams that extends out 90 degrees forward from the **Lateral Movement Mechanism.** Further down this presentation, it is shown why the forward end of **Lens 1** and the forward end of **Lens 2** have **Sphere 1A** and **Sphere 2A**.

Bolt **8L** has beam **22L** that rides straight back to the **Lateral Movement Mechanism,** bolt **4L** has beam **23L** that rides straight back, bolt **8R** has beam **22R**, that rides straight back, and bolt **4R** has beam **23R** that rides straight back, to give those bolts an extension out from **26** from its outside wall **30 (Fig. 1, Fig. 4, Fig. 5). Sphere 1A** is bolted at its back end to **Lens 1**, and **Sphere 2A** is bolted at its back end to **Lens 2.** Since **Spheres 1A** and **Sphere 2A** are simply outside skins of **Lens 1** and **Lens 2** - as **Lens 1** swerves right for focusing near in distance, and as **Lens 2** swerves left for focusing near in distance, the unmovable **Beams 22** and **Beams 23** that hold the **Lenses'** bolts, there is needed an area open of 10 degrees above and 10 degrees of the inside of **Sphere 1A** and **Sphere 2A**, to allow the **Lenses** to swivel as focusing further in distance, and not to be prevented by the **Beams 23**, and the needs to be an area open of 10 degrees below and 10 degrees on the inside of **Sphere 1A** and

Sphere 2A to allow the Lenses to swivel as focusing further in distance, and not to be prevented by the **Beams 22**.

Fig. 6 has you behaving as the model – not as the director – which has your eyes following with the light upon entering the lenses, and therefore, left bevel gear **32** is on your right; right bevel gear **33** is on your left; with top bevel gear **31** and bottom bevel gear **34** shown as their names say. The bonding of bevel gear **32** is gear axle **39**; the bonding of bevel gear **33** is gear axle **40**; the bonding of bevel gear **34** is gear axle **36**. Gear axle **39** and gear axle **40** are cylinders that are smooth on their outside. On the inside of cylinder **39** is threaded hole **37**. On the inside of cylinder **40** is threaded hole **38**. These threaded holes work as long nuts for guiding the bolts used outside. Bolt **42L**, and bolt **42R**, as seen on their extension outside of their cylinders **39** and **40,** become rod **43L** and **43R.** Rod **43L** and rod **43R** end shortly at post **50L**, and post **50R**. These two posts, **50L** and **50R,** are there far before the arrival to the top center of **Lens 1** and the top center of **Lens 2**, because the forward ends of **Lens 1** and **Lens 2** are held by bolt **4L**, bolt **4R**, bolt **8L** and bolt **8R**, which makes **Lens 1** and **Lens 2** to move their back ends strictly in a circular fashion. Covers **47** and **48** both have indent **49** underneath, side to side, working as aisles for **50L** and **50R**, the posts used for keeping the rods **43L** and **43R** to continue to move straight out, left and right. From post **50L** and post **50R** begin rod **41L**, and rod **41R**, which arrive at the top of **Lens 1,** and the top of **Lens 2,** at bolts **55L** and **55R**. Bolt **55L** and bolt **55R** are the fastening of the extending and retracting rods **41L** and **41R**. **Lens 1** and **Lens 2** are bolted by not only their backward, top bolts, but also a continuation by rods from bolt **55L** and bolt **55R** to the outside bolt **56L** of **Lens 1** and the outside bolt **56R** of **Lens 2**. Bolt **56L** is stationed 90 degrees to the outside from top center bolt **55L**, and bolt **56R** is stationed 90 degrees to the outside from top center bolt **55R**. The continuation outward of **41L** and **41R**, is rod **45L**, rod **45R**, rod **44L**, and rod **44R**, rod **46L**, and rod **46R**. Rod **46L** ends at bolt **56L**, and rod **46R** ends at bolt **56R**.

LCD **80**, and Eyecup **82**, are seen in **Fig. 1** through **Fig. 5**. As **Lens 1** and **Lens 2** are focusing, the very center of **Image Sensor 1A** at the aft end of **Lens 1**, and the very center of **Image Sensor 2A** at the aft end of **Lens 2,** are identical to each other.

A very short distance ahead of the arrival of light to the **Image Sensor 1A**, is **Image Sensor 1B (Fig. 7).** Likewise, a very short distance ahead of the arrival of light to the **Image Sensor 2A**, is **Image Sensor 2B.** Both **Image Sensor 1B** in **Lens 1**, and **Image Sensor 2B** in **Lens 2**, have a small hole **13L**, **13R** in their center **(Fig.8),** and those two small holes alone allow light to land onto the center of Image Sensor **1A**, and onto the center of Image Sensor **2A.** Image Sensor **1A (IS1A)** is at the perfect distance from **9L**, and Image Sensor **2A (IS2A)** is at the perfect distance from **9R**, for their clear focusing. Because of the shorter distance of **IS1B** from **9L,** and because of the shorter distance of **IS2B** from **9R,** the Images of Sensor **1B** and Images of Sensor **2B** are out of focus, and when laid on the screen together, Sensor **1B** and Sensor **2B** are apart. When using our Cell phone as a Camera, or Video, there is no focusing required, and that is commonly done by the use of a very small Aperture. In order to make **1A - 1B** and **2A - 2B** different in their clarity, the Aperture must be wide enough for the needed focusing. That focusing works in unison with Handwheel **27**: for example, when the photographer is first focusing the two lenses at a distance far away, and then focusing to something closer in distance, **27** - or as may be needed for faster turning, **28** – makes **9L** swerves right, and at the same time, **9R** swerves left, and both of these two lenses focusing on the same spot as it arrives closer to the lenses. The receiver of the light from **9L** is **IS1,** and the receiver of light from **9R** is **IS2.** Common Videos and Cameras can be observed as their lens extends forward while focusing on items closer in distance. Since lenses **9L** and **9R** cannot extend farther forward, in order to receive the correct angle, the image sensor must depart, in order to keep focused on the same angle of light through glass. This can be done by having **Image Sensor 1** located inside cylinder **10a**, that is smaller in diameter than the forward cylinder **10b**; the forward center of **10b** holds **9L.** And by having **Image Sensor 2** located inside cylinder **11a**, that is smaller in diameter than the forward cylinder **11b;** the forward center **11b** holds **9R**. Cylinder **10a** and cylinder **11a** are made to slide away from and slide further in to **10b** and **11b**. On the back, outward part of **10a** is placed **70L (Fig. 10)**, and on the back, outward part of **11a** is placed **70R. 70L** and **70R** are each a mechanism that receives knowledge by electrical wire from either the **Lateral Movement Mechanism 26**, or from **Handwheel 27**, clockwise, and counter-

clockwise, and the exact amount of turns that are made by either of the two tools just mentioned. By wire, these numbers are received by **73L** for the use of **Motor 70L,** and these numbers are received by **73R** for the use of **Motor 70R**. Motor **70L** has rod **77a** on the left side, has rod **77b** on the right side, at the ending of which are left wheel **71a** and right wheel **71b**. Motor **70R** has rod **78a** on the left side, has rod **78b** on the right side, at the end of which are left wheel **72a** and right wheel **72b**. Outside extending back of **10b** are left side elongated flat **75a** and right side elongated flat **75b (Fig. 10)**. The wheels **71a** and **71b** at the top of **10a** that are connected with the flat **75a,** and flat **75b,** are the way from which cylinder **10b** and cylinder **10a** slide in and out, for constant clarity in center of **9L**. The wheels **72a** and **72b** at the top of **11a** that are connected with the flat **76a**, and flat **76b**, are the way from which cylinder **11b** and **11a** slide in and out, for constant clarity in center of **9R**.

Only by testing will it be learned to make the appropriate distance between **IS1A ~ IS1B**, and the distance between **IS2A ~ IS2B.** The diameter of the two small holes in the center of **1B** and **2B** can be, need be, very small, for the fact that the center of **Lens 1** and the center of **Lens 2** are focused at the exact same spot. There is the thought of between **1B** and **1A**, there being **1C,** which is not an Image Sensor, but only a wall with a hole of the same size and location as the hole in **1B,** in order to prevent outside light from entering. Identical with **2C**, between **2B** and **2A**. There is also the better version: a small cylinder between **1B** and **1A, 2B** and **2A** that has no reflection of light.

The farther away from the center of the screen of **1B** to its outer diameter, and the farther away from the center of the screen of **2B** to its outer diameter, shows the smaller number of pixels, just like human eyes. At the presentation, we spoke of the requirement of very good lenses, but that good lens is only truly needed in the center of **9L** and the center of **9R.**

Though only the very center of **Lens 1** and the very center of **Lens 2** are clear, under this settlement, the larger area of **Lens 1** and the larger area of **Lens 2** are not allowed to spread out as a rainbow of colors, only out of focus, and double, and therefore, the possibility of add-ons of lenses may be required.

There is actually more to it than just as mentioned above. When presented as a 3D Camera, lens **9L** was said as bolted at the forward end in the center of **Lens 1,** and lens **9R** was said as bolted at the forward end in the center of **Lens 2**, with the diameter of **9L** and the diameter of **9R** were just inside of their Cylinder. Our eyes are made of an entirely different element than glass, and though we see clearly only in that small dot in the center of our area, at the same time, our eyes can see movements on a wide area on the side; an area of 160 to 175 degrees wide. In order to call this machine 'human', the screen must be wide enough to behave as though the audience is looking through the eyes of a person, therefore, some extra lenses are required. The best example I have seen in the use of three videos is "Cinerama": In the Cinerama, the video in the center is looking straight ahead; The video on the left of center is looking to the right; The video on the right of center is looking left. The final result is the Cinerama's 146 degrees angles of "vision". There are Wide Angle Lenses; Super Widescreen, and the "Samyang 14 mm Ultra-Wide- Angle Lenses f/2.8 IF ED UMC Lens for Canon gives you approximately a 115-degree view with dramatic results when used with a full frame digital camera or 35 mm film camera" -(Wikipedia).

By giving this machine the name "A Human Point Of View", the width of the one lens used by 'Ultra Wide-Angle' of 115-Degrees is not wide enough to be in comparison to the width of two human eyes: 160 to 175 degrees wide. Cinerama uses regular lenses of 50 degrees each, with the overlap for continuation. This new presentation has three lenses on its left side, and three lenses on its right side, with the center of the middle left lens and the center of the middle right lens are always focusing together at the same spot, as they swerve in length, far and near.

The **Focal Point Stereoscopic Camera** has no need for the three videos to work as "synchronized cameras". Outside of the clear dot in the center of the 'A Human Point of View', the screen is fuzzy, and double all around the clear, center dot. Human eyes are never clear on their side, and all that gives attention on the sides is a change of movement, or a color, that draws curiosity, and hence, for the eyes to turn to see that notice. This "A Human Point Of View" is an exhibit of seeing through someone else's eyes. Human eyelids are not rectangular, but rather

elliptical, with their outside edges not swerve, but to an angular point. Lengthening the width of **9L,** and lengthening the width of **9R,** here is presented from left to right: **9Li**, **9L**, **9Lii**, and **9Ri**, **9R**, **9Rii;** The Image Sensors of these six lenses, in the same order are: **IS1i, IS1, IS1ii**, and **IS2i, IS2, IS2ii.**

The outer lenses – **9Li, 9Lii, 9Ri**, and **9Rii** – are all too close in distance from their Image Sensor, without any ability to focus, and their Image Sensors themselves receive a much smaller number of pixels. These four outer side lenses need not be as wide as the groups mentioned - (Wide-Angle; Ultra Wide-Angle) - but a smaller type (ex. Sony – E mount APS-C, with 68-degrees of width) – but much smaller in diameter - making a total width through **9Li-9L-9Lii** of 68+50+68=186 degrees (**Fig. 11**), and a total width through **9Ri-9R-9Rii** of 68+50+68=186 degrees. The center lenses, **9L** and **9R**, are each being presented as a regular 50 degrees lens for the desire of the very center of these lenses being perfect in their focus.

At the forward end of **Lens 1** is placed **Sphere 1. Lens 1** is located inside of **Sphere 1.** At the forward end of **Lens 2** is placed **Sphere 2. Lens 2** is located inside of **Sphere 2.** Here, as a **3D Video, 9L** is bolted in the center of **Sphere 1,** and **9R** is bolted in the center of **Sphere 2.** The use of the Video in **Focal Point Stereoscopic Camera** begins with the photographer wandering around the area on the screen, handwheel **27** is used for relocating the focus from far to near, or near to far, of the whole area – not just the center. As shown in **Fig. 6**, wheel **27** turns **Lens 1** and **Lens 2** in unison. When something deserves attention, the video is turned to place that item in the center of the screen. Handwheel **27** is turned, for the final focusing of the center, and then button **67** is pushes. The mechanical turning of **27** is not only for the photographer's relocation from far to near, but by its turning, the computer knows the exact length from lens to 'model'. **Sphere 1** is inside of **Sphere 1A. Sphere 1A** is bolted to the back side of **Lens 1.** Button **67** releases **Sphere 1** from its holding of **Sphere 1A.** Likewise, **Sphere 2** is inside of **Sphere 2A. Sphere 2A** is bolted to the back side of **Lens 2**, and button **67** releases **Sphere 2** from its holding of **Sphere 2A**. Now that **Sphere 1** and **9L** are free, and **Sphere 2** and **9R** are free, the 'model' stays in the center of the screen, as the Video turns direction. On the inside of **Sphere 1**, between **Sphere 1** and **Lens 1** are: **65Li** on the left, **65Lii** on the right,

laid horizontally in the center by height in the front of **Lens 1**, with **65Li** and **65Lii** being bolted to **Lens 1** with their gears connected to **Sphere 1** for yaw axis, and together are **66Li** on the top, and **66Lii** on the bottom, in the center by width in the front of **Lens 1,** with **66Li** and **66Lii** being bolted to **Lens 1** with their gears connected to **Sphere 1** for pitch axis **(Fig. 12).** And on the inside of **Sphere 2**, between **Sphere 2** and **Lens 2** are: **65Ri** on the left, **65Rii** on the right, laid horizontally in the center by height in the front of **Lens 2**, with **65Ri** and **65Rii** being bolted to **Lens 2** with their gears connected to **Sphere 2** for yaw axis. With other circular gears, **66Ri** on the top, and **66Rii** on the bottom, laid in the center by width in the front of **Lens 2**, with **66Ri** and **66Lii** being bolted to **Lens 2** with their gears connected to **Sphere 2** for pitch axis.

As **Lens 1** and **Lens 2** are moving away from an area, and **9L** and **9R** continue their focus in the center of the screen, the screen shows the nose rising closer to the center of the screen; **Lens 1** on its right has a mid-size nose; **Lens 2** on its left has a mid-sized nose; [there is the thought of different type nose on this Video, for the undeniable different curve: Arabian nose; Asian nose; African nose, etc. in response to the Actress/Actor being portrayed]. Or if the head is turning down as the eyes stay focused, the eyebrow rising down to be seen. There is little to be seen from below the eyes as the head rises upward. Both of these outside covers, **Sphere 1A** and **Sphere 2A,** are stable as **Sphere 1** and **Sphere 2** deviate from within.

As standing still, our human eyes swivel around within their own sockets, clearly for at least 50 degrees in any direction. As **9L** and **9R** are focusing together, they must continue to focus on that very spot as the Video - by feet or by wheels – swerves by side or height. The wheels used for rotating **Sphere 1** and **Sphere 2** - **65L**s, **65R**s, **66L**s & **66R**s - are located at the forward end of **Lens 1** and **Lens 2**, and they are one of the factors involved in maximizing the swerving of the video's lenses from the center of the cylinder to its maximum angle to either side of 40 degrees, for the maximum circumference of the lens being 80 degrees for **Lens 1**, and the maximum circumference of the lens being 80 degrees for **Lens 2**, but these are my calculations, and the camera and lens masters will be doing their own machinery.

Throughout this time when **Focal Point Stereoscopic Camera** is in use, the

user of the video will be going through the motions that were written down by the Director, because this is the whole purpose of this "A Human Point Of View": During these moments of time, each person in the audience is in the mind of the actress/actor, and we all will be keeping our eyes focused on the center of the screen in order to know what is giving attention, and not just of where that person is looking, but truly focusing, knowing *exactly* at what that person is looking .

During this script, we in the audience will know the Psychology of the person being portrayed. The pupils of our eyes do not so quickly change from light to dark, but we can focus from far to near at a glance. The photographer will need to be zipping around quickly and focusing, if there is the desire to make the screen look as it is whenever we turn our head around in order to see something at that moment.

The **Sphere 1** of **Lens 1** and the **Sphere 2** of **Lens 2** must be made of a substance that does not allow light to travel through them, outside of **9Li, 9L, 9Lii** and **9Ri, 9R, 9Rii.**

The Image Sensors as shown in **Focal Point Stereoscopic Camera** are unique, and the mechanism used in this machine deserves investigation also to confirm of its newness.

The curve of change of the length from the Lens to the Image Sensor might require a change of gear in the Lateral Movement Mechanism **26** than as displayed here, on Fig **6.** Possibly with bevel gear **31** and bevel gear **34** becoming of smaller diameter, than bevel gear **32** and bevel gear **33**, and then with the greater number of turns of wheel pin **28** per rev of **Lens 1** and **Lens 2** turning out and in. However, testing will tell the best ratio to be made.

For smooth bonding of the gears within gear enclosure **30,** there is a layer of ball bearings between the bevel gears and the inside of their enclosure **30**, for the least resistance and longevity in the constant flow of the Lateral Movement Mechanism **26**. Bevel gear **31** has ball bearing **51** between it and enclosure **30**; bevel gear **32** has ball bearing **52** between it and enclosure **30**; bevel gear **33** has ball bearing **53** between it and enclosure **30**; bevel gear **34** has ball bearing **54**

between it and enclosure **30**. Bevel gears are an outer diameter of their gear axles, and the ball bearings are between the bevel gears alone – not their gear axles - and the inside wall of enclosure **30**. These ball bearings are presented as an example, for a Chemist can replace the ball bearings with a smooth, sliding coat that is of the same longevity. The top of wheel **27** shows wheel pin **28,** for use when one needs to turn from far observation to near observation, or vice versa, in short order.

We have seen on movies in the theatre and on TV, times when location of an area is changed gently from the first location, or time, to the second location or time, and both locations are seen together on the screen. That is how this will easily work, with the presentation of Image Sensor **1A,** Image Sensor **1B,** Image Sensor **2A**, and Image Sensor **2B** all seen together, the center of Image Sensor **1A** and the center of Image Sensor **2A** are one and the same. The hole in the center of **1B**, and the hole in the center of **2B** must be as small in their diameter as will work, because the two lenses are seven centimeters apart from the center of one lens to the center of the other lens, and that the greater the diameter of **hole 1B** and the greater the diameter of **hole 2B**, the fuzzier can become the center of Image Sensor **1A** and Image Sensor **2A** – our whole reason in making "A Human Point of View".

There may be a number of ways mechanically, electrically, computer wise to arrive at this clever use of its center point of view of a 3-D Image Sensor, and of the small number of ways that are shone in this presentation, they are only examples, and any other different variations that are presented, and that end up at this same unique final product - a focused center point of a 3-D Image Sensor - are only branches of this scope. There is a possibility that this 3-D, with the center only being clear, could work without Image Sensor **1B** and Image Sensor **2B**, with the areas around the centers of **1A** and **2A** given a number much less of Pixels as receiver, since the two Lenses are six and a half centimeters apart from each other; maybe try the two Lenses nine centimeters apart from each other. These two Image Sensors **1A** and Image Sensor **2A** might be acceptable. Personally, as watching a 3-D movie with glasses, by the time of half of the way into the movie, I feel less impressed with the so called '3-D'. Testing will tell, but I think that Image Sensor **1B** and Image Sensor **2B** will be required for the working of a human visuality.

The final product of **Focal Point Stereoscopic Camera** is the center of the Image Center alone to be clear and sharp, and all around the center of the Image Sensor to be not clear, and double. When looking through our own eyes at the moon, we focus on some part of that smiling "face" of the moon; the light and shade of a leaf; the first syllable of a written word - *'A Human Point of View'*.

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What is Claimed is:

1. A focal point stereoscopic camera comprises,
a lateral movement mechanism;
a left telescopic tube;
a right telescopic tube;
a ridged high beam left;
a ridged high beam right;
a ridged low beam left;
a ridged low beam right;
a left mirrorless camera with electronic viewfinder;
a right mirrorless camera with electronic viewfinder;
a left fixed pivoting post forward;
a right fixed pivoting post forward;
a left shutter;
a right shutter;
three left lenses
three right lenses
three left image sensors; and
three right image sensors.

2. The focal point stereoscopic camera as claimed in claim 1 comprises,
said lateral movement mechanism comprises a hand wheel, a wheel pin, a mechanism base, a gear enclosure, a top bevel gear, a left bevel gear, a right bevel gear, a bottom bevel gear, a top gear axle, a left gear axle, a right gear axle, a bottom gear axle, a left extension rod, a right extension rod, a left brace, and a right brace;
said left gear axle and said right gear axle each comprise a threaded hole;
said left extension rod and said right extension rod each comprise a threaded portion; and
said left brace and said right brace each comprise a top

end and a lateral end of the left telescopic tubes and a top end and a lateral end of the right telescopic tube.

3. The focal point stereoscopic camera as claimed in claim 1 comprises,

said lateral movement mechanism base being connected normally to said beams to said left telescopic tube;

said lateral movement mechanism base being connected normally to said beams to said right telescopic tube;

said gear enclosure being connected to said mechanism base aft of said lower beams and said upper beams;

said hand wheel positioned above said gear enclosure opposite to said mechanism base; and

said wheel pin being rotatably connected atop said hand wheel.

4. The focal point stereoscopic camera as claimed in claim 2 comprises,

said top bevel gear, said bottom bevel gear, said left bevel gear, and said right bevel gear being located within said gear enclosure;

said left bevel gear being perpendicularly engaged to said top bevel gear;

said right bevel gear being perpendicularly engaged to said top bevel gear opposite of said left bevel gear;

said bottom bevel gear being perpendicularly engaged to both said left bevel gear and said right bevel gear opposite to said top bevel gear;

said bottom bevel gear being rotatably connected to said gear enclosure by said bottom gear axle adjacent to said mechanism base;

said top gear axle traversing through said gear enclosure in order to concentrically connect to said top bevel gear to said hand wheel;

said left gear axle traversing through said gear enclosure in order to concentrically connect to said left bevel gear;

said right gear axle traversing through said gear enclosure in order to concentrically connect to said right bevel gear;

said threaded hole of said left gear axle being positioned opposite of said left bevel gear; and

said threaded hole of said right gear axle being positioned opposite of said right bevel gear.

5. The focal point stereoscopic camera as claimed in claim 1 comprises,

said ridged low beam aft, from pivot of left Lens to lateral movement mechanism;

said ridged low beam aft, from pivot of right Lens to lateral movement mechanism;

said ridged high beam aft, from pivot of left Lens to lateral movement mechanism;

said ridged high beam aft, from pivot of right Lens to lateral movement mechanism.

6. The focal point stereoscopic camera as claimed in claim 1 comprises,

said left mirrorless camera; and

said left electronic viewfinder;

said one eyepiece showing left lens and right lens together.

7. The focal point stereoscopic camera as claimed in claim 1, also comprises,

said right mirrorless camera;

said one electronic viewfinder.

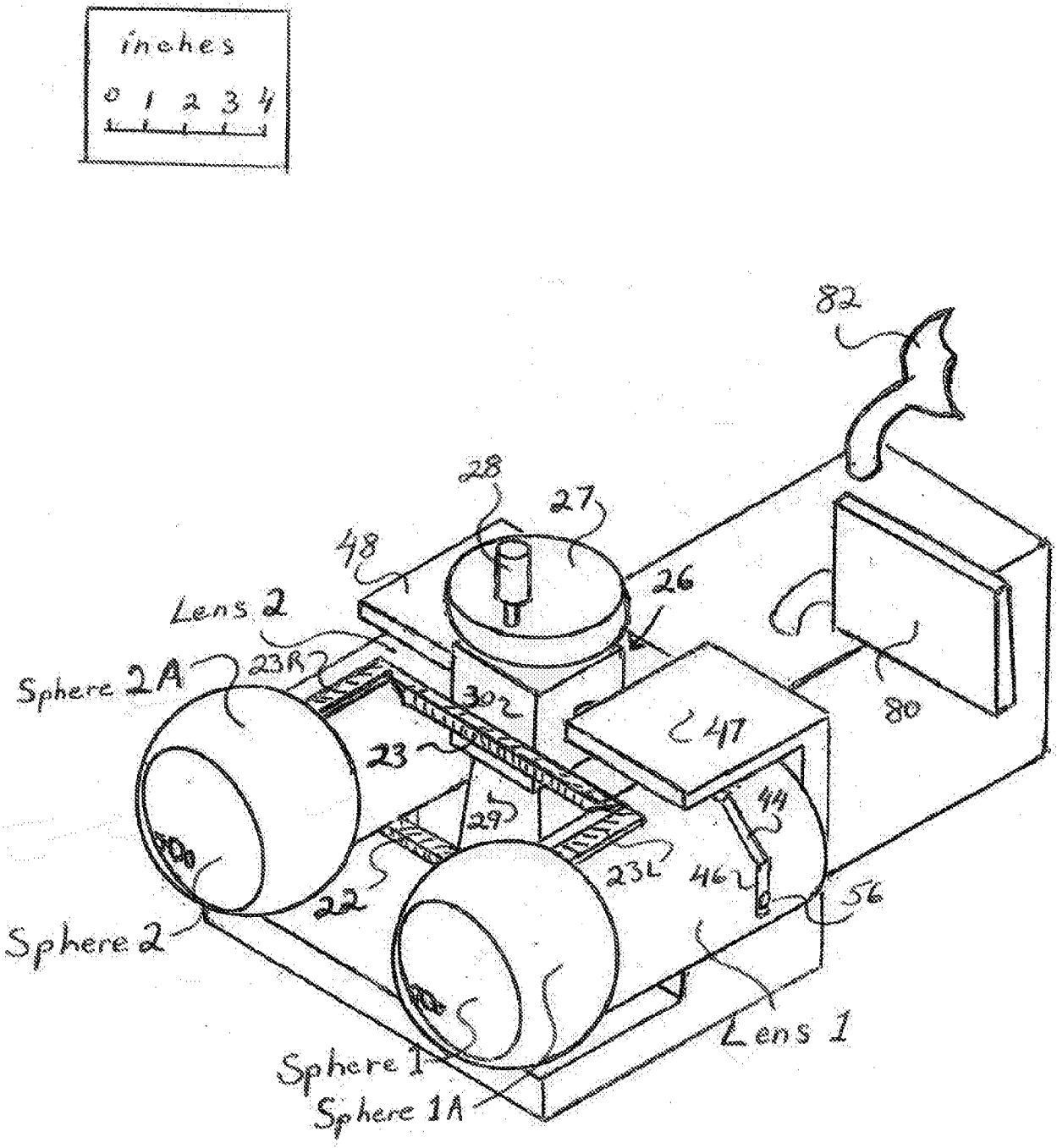

inches
0 1 2 3 4
82
28
27
48
26
Lens 2
Sphere 2A
23A
30
23
47
80
29
44
23L
46
56
22
Sphere 2
Lens 1
Sphere 1
Sphere 1A

Figure 1

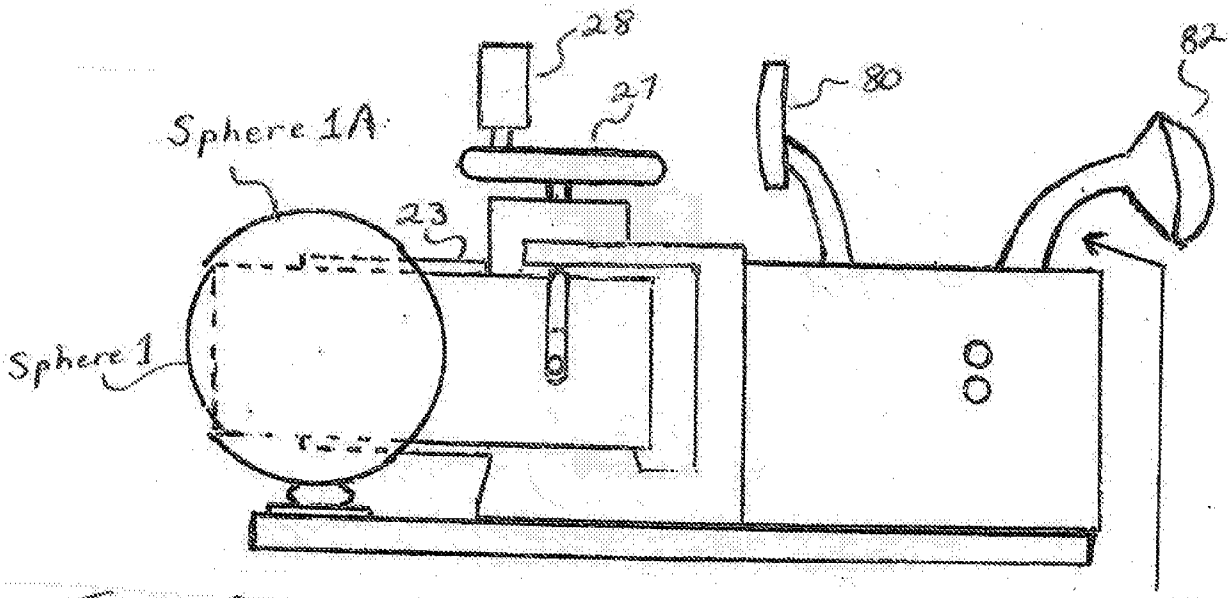


Figure 2

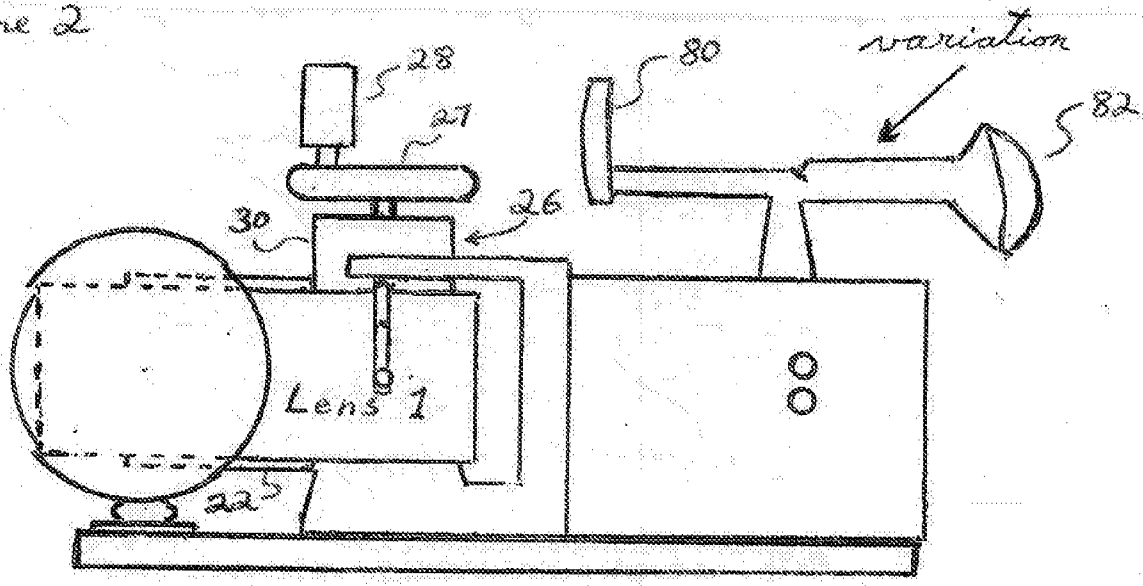
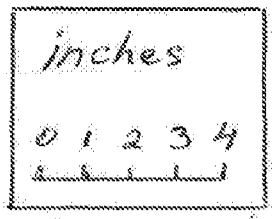


Figure 3



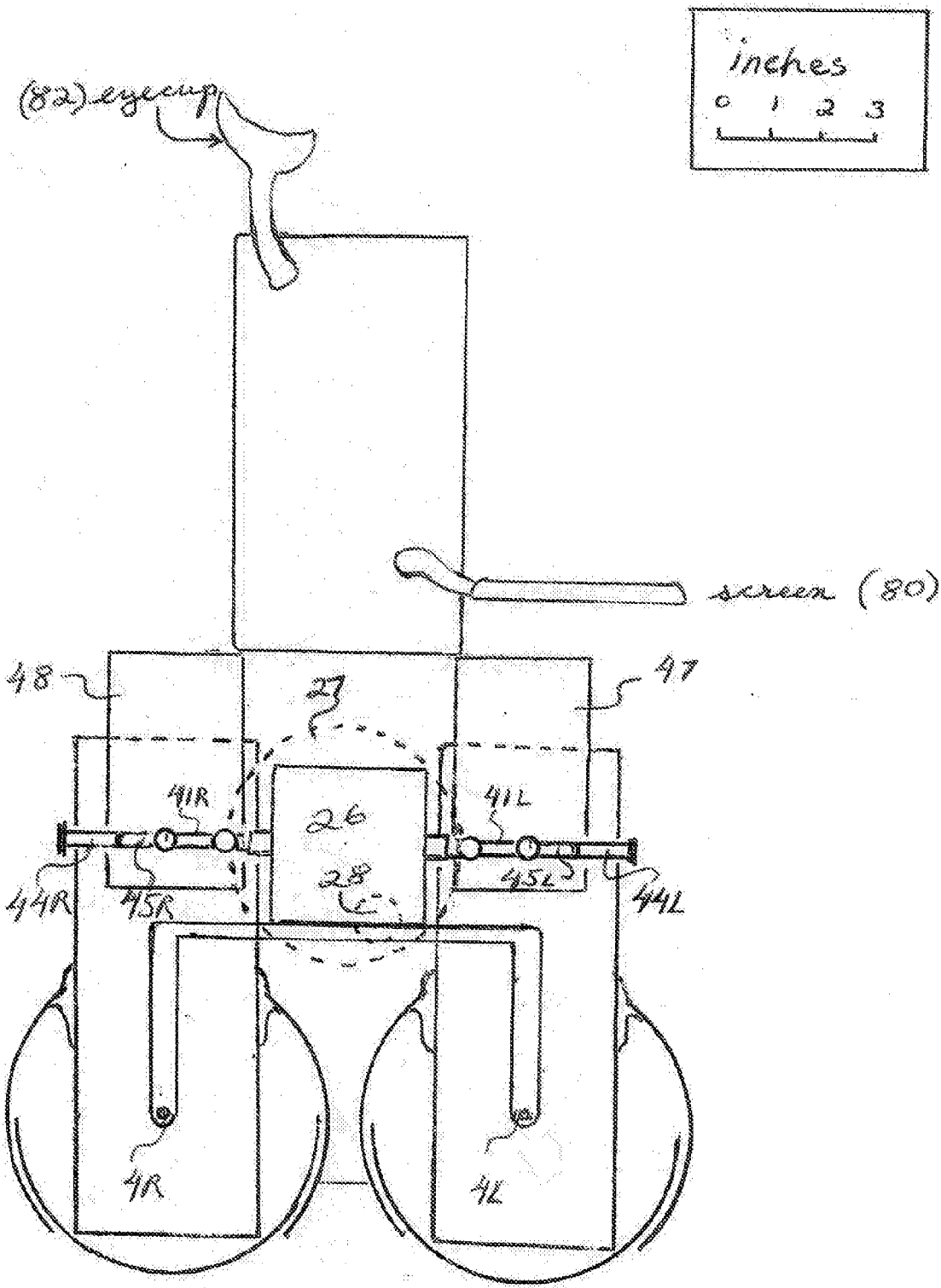

inches
0 1 2 3
(82) eyecup
screen (80)
48
27
47
41R
26
41L
44R
45R
28
45L
44L
4R
4L

Figure 4

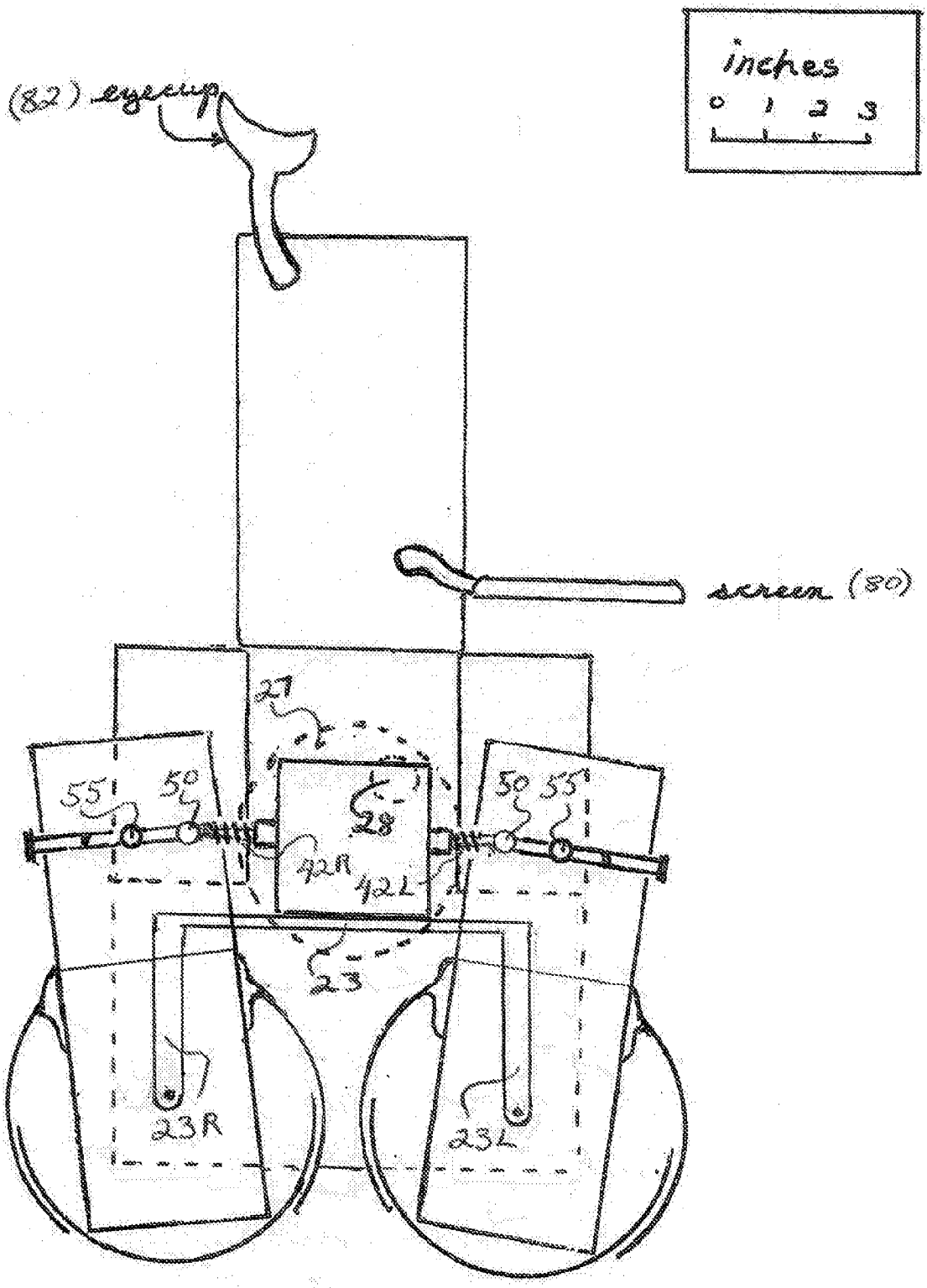


Figure 5

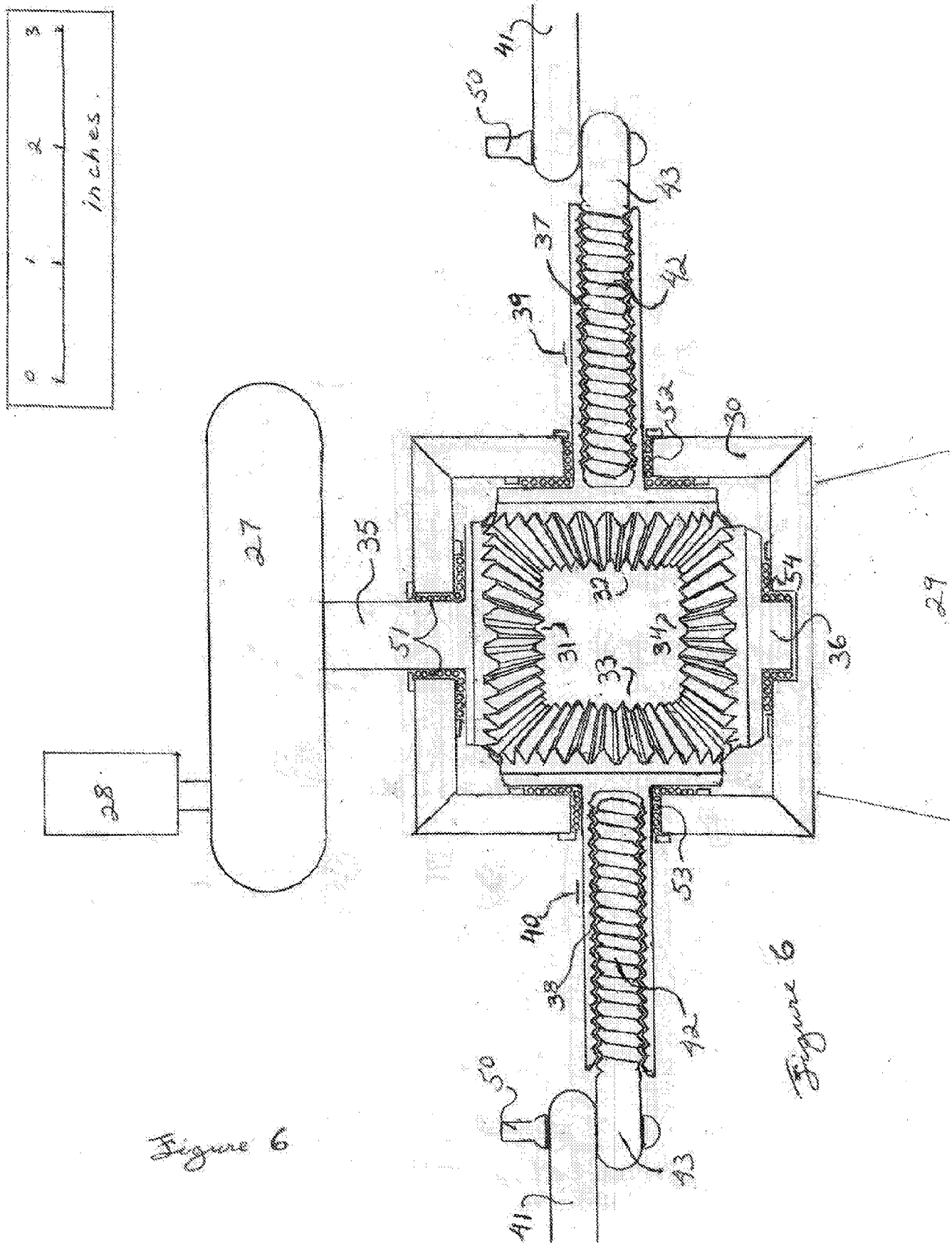


Figure 6

Figure 6

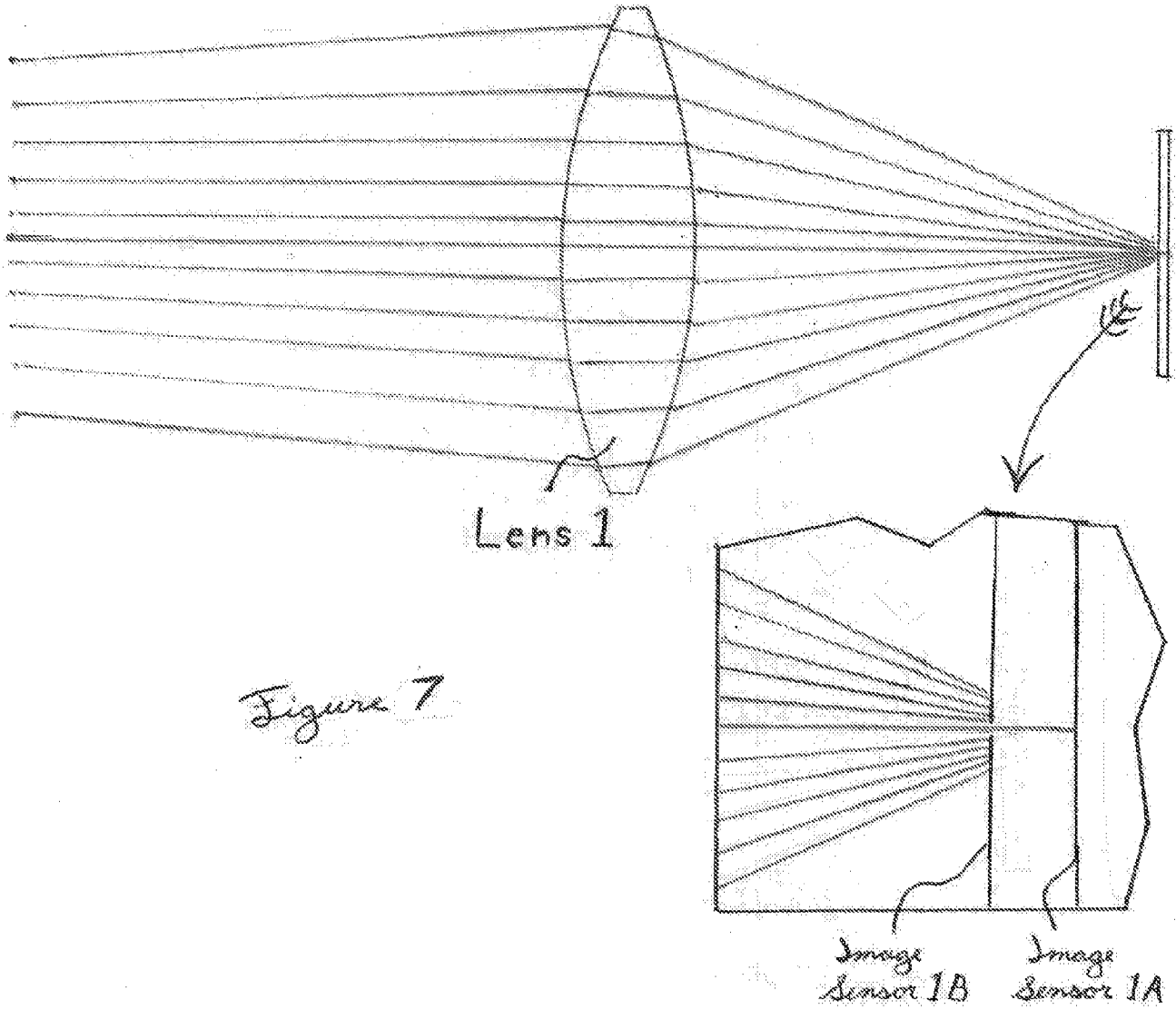


Figure 7

This Sensor is two Sensors, the first receiver of the light is not a Focal Plane Shutter. The first Sensor is both closer in depth from the lens than it should be, and it does not correlate with the light to even half of the amount that it has received; possibly one tenth of the number of pixels are in the first Sensor than are in the second Sensor. There could also be a filter around that first Sensor. The very center of this first Sensor has a small hole, a dot through which the center light arrives at the second, truly located Sensor.

Note: There is no need of the usual extra lens to redirect the rainbowed colors, since the only light that enters the true Sensor is white, all complete.

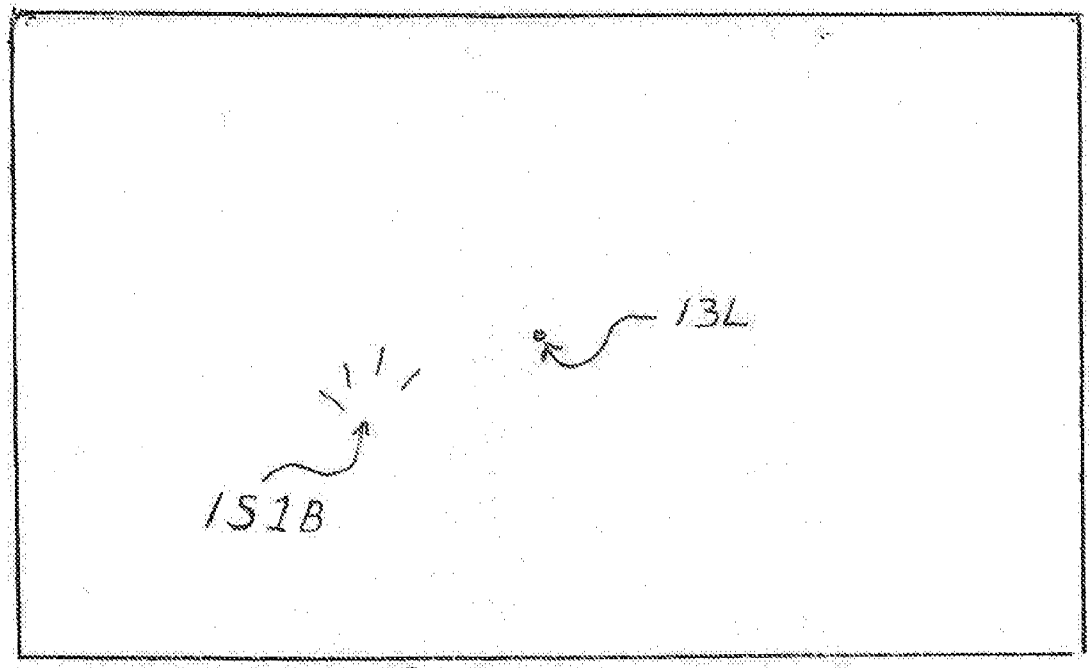


Figure 8

This is a front view from the area between the lens and the first Image Sensor, as looking at the first Image Sensor, that shows the dot in the center of this Sensor, and this dot being the only area where light can actually lands on the second Image Sensor that happens to be placed on the necessary depth for focusing.

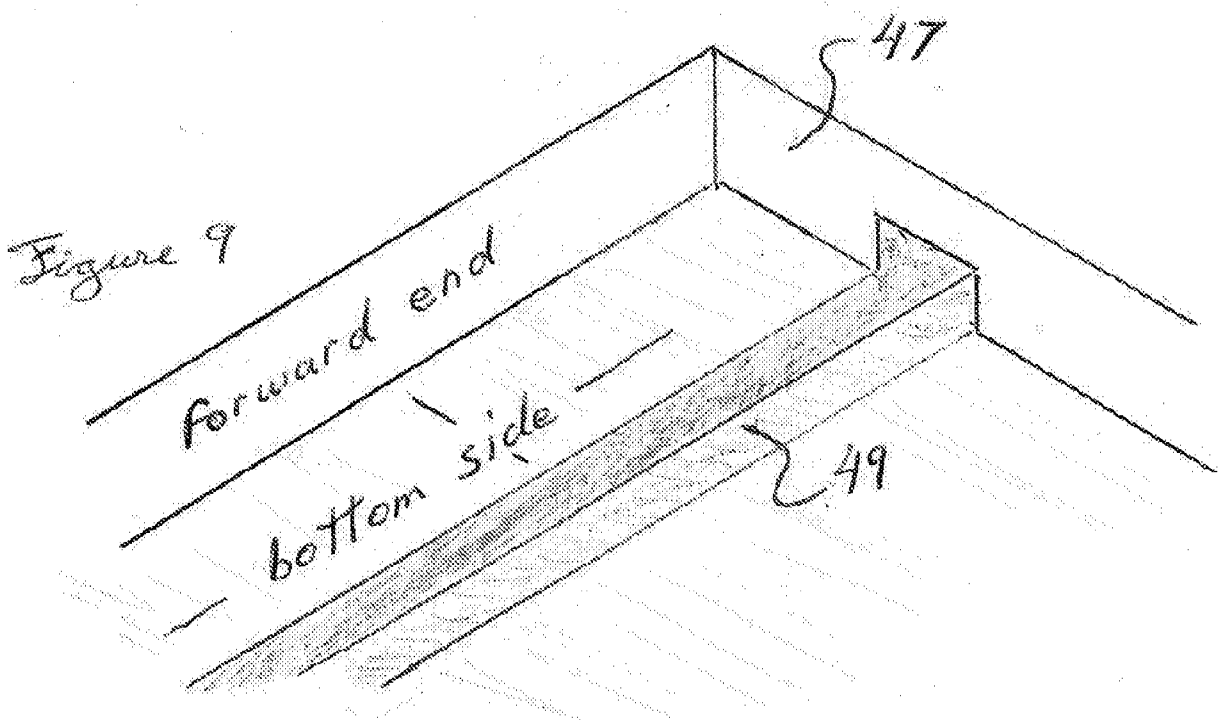


Figure 9

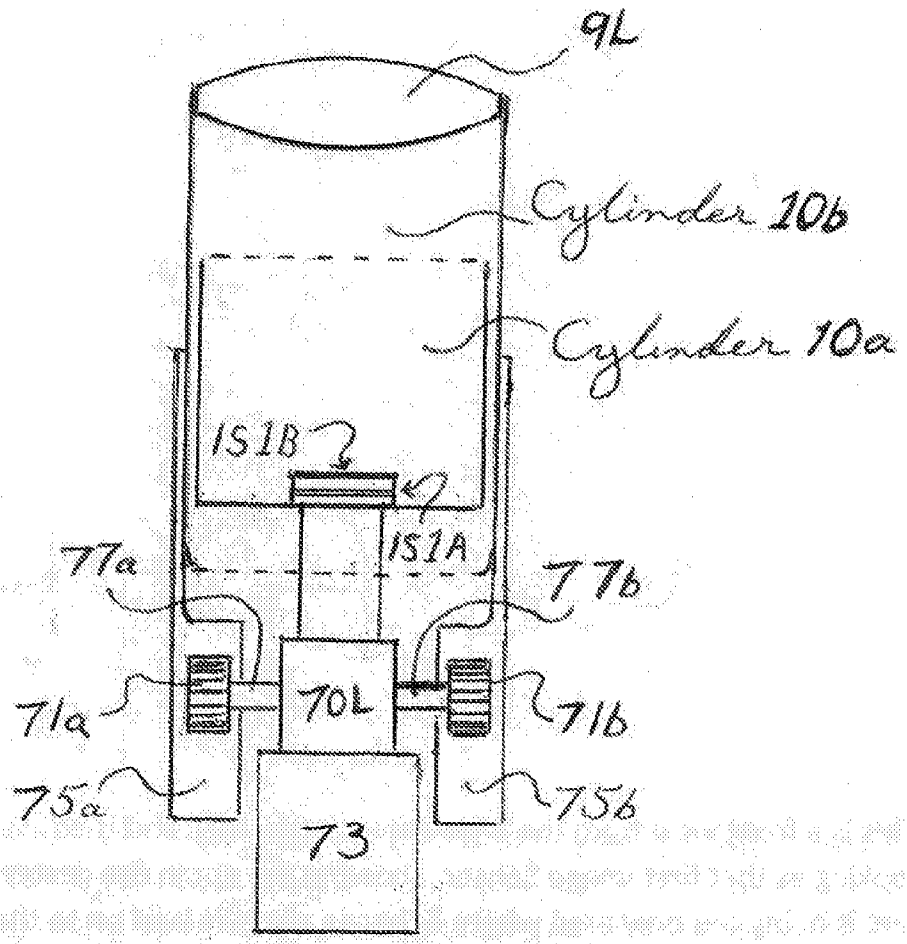

9L
Cylinder 10b
Cylinder 10a
IS1B
IS1A
77a
77b
71a
70L
71b
75a
75b
73

Figure 10

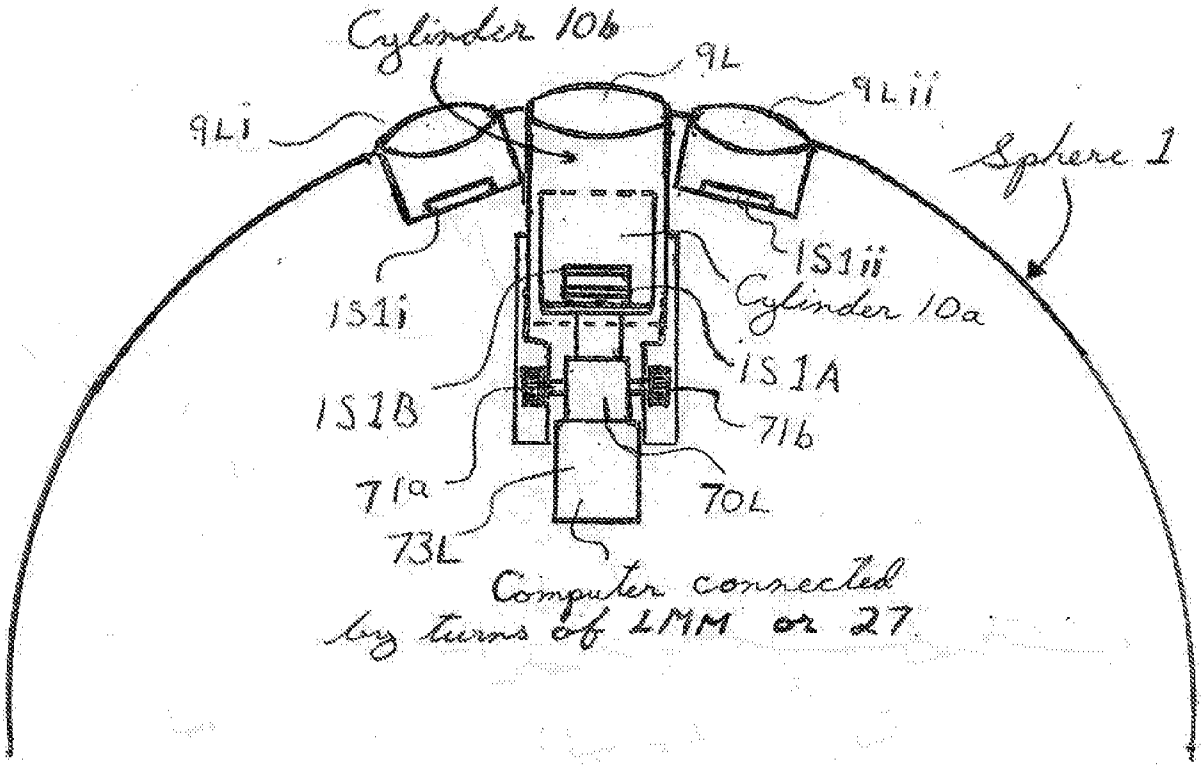
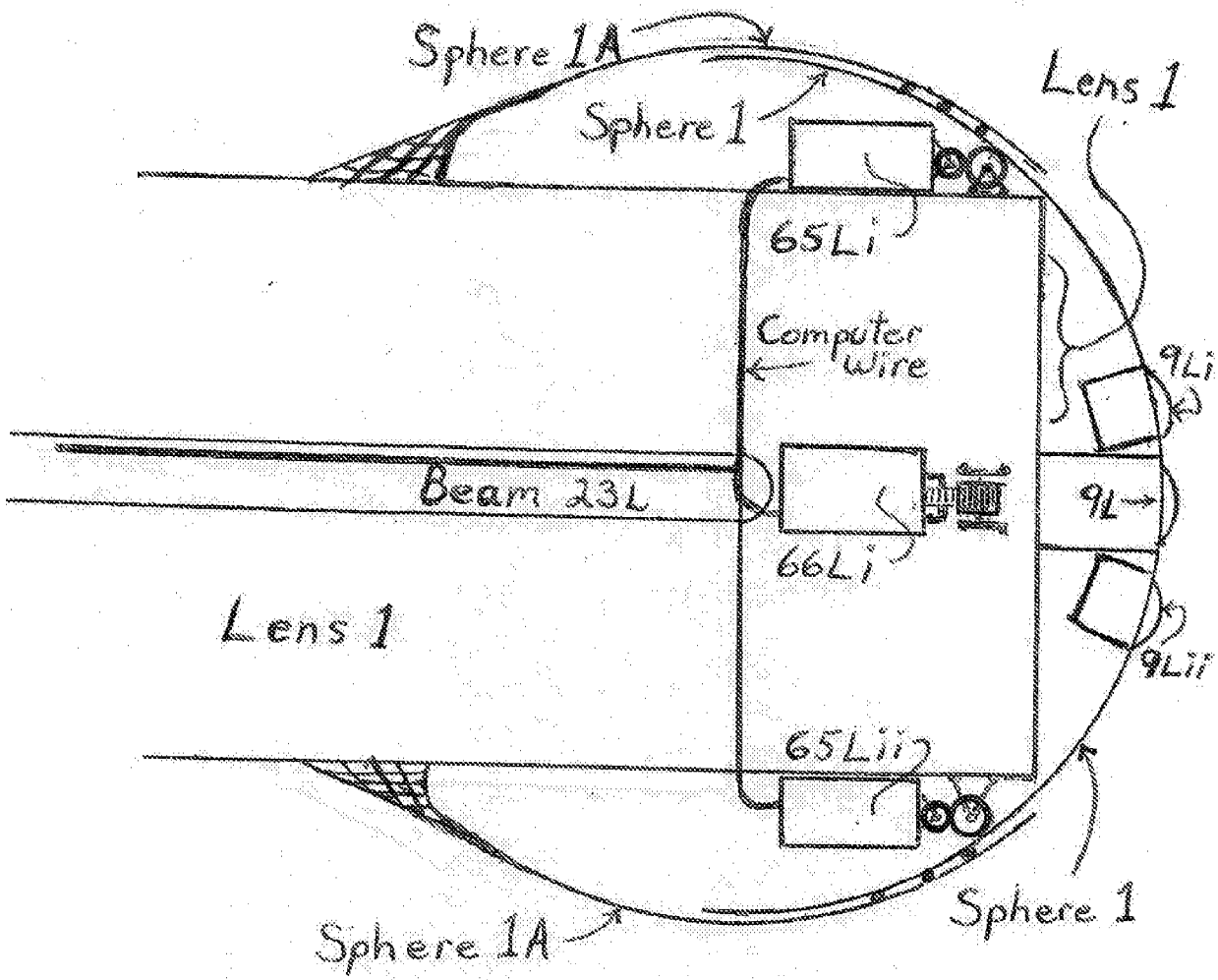


Figure 11

1S = Image Sensor
LMM = Lateral Movement Mechanism



- from top side, looking down

Figure 12

INTERNATIONAL SEARCH REPORT

International application No.
PCT/US 19/40026

A. CLASSIFICATION OF SUBJECT MATTER
IPC - G02B 27/22 (2019.01)
CPC - G02B 27/22

According to International Patent Classification (IPC) or to both national classification and IPC

B. FIELDS SEARCHED

Minimum documentation searched (classification system followed by classification symbols)
See Search History document

Documentation searched other than minimum documentation to the extent that such documents are included in the fields searched
See Search History document

Electronic data base consulted during the international search (name of data base and, where practicable, search terms used)
See Search History document

C. DOCUMENTS CONSIDERED TO BE RELEVANT

Category*	Citation of document, with indication, where appropriate, of the relevant passages	Relevant to claim No.
Y	US 3,115,816 A (MULLER) 31 December 1963 (31.12.1963) Figs. 1-4; col 2 ln 42-45, 58-65, col 3 ln 66-70, col 4 ln 5-7.	1, 7
A		2-6
Y	US 2011/026116 A1 (OLAZARAN) 27 October 2011 (27.10.2011) Fig. 1; para [0013], [0014].	1, 7
A		2-6
Y	US 2010/0111489 A1 (PRESLER) 06 May 2010 (06.05.2010) Figs. 3, 5; para [0086], [0094], [0095].	1, 7
A		2-6
A	US 5,689,365 A (TAKAHASHI) 18 November 1997 (18.11.1997) Figs. 1, 6; col 6 ln 33-44.	1-7
A	US 2017/0163963 A1 (RIEDERER) 08 June 2017 (08.06.2017) Figs. 1-3; para [0093], [0094].	1-7

☐ Further documents are listed in the continuation of Box C. ☐ See patent family annex.

* Special categories of cited documents:
"A" document defining the general state of the art which is not considered to be of particular relevance
"D" document cited by the applicant in the international application
"E" earlier application or patent but published on or after the international filing date
"L" document which may throw doubts on priority claim(s) or which is cited to establish the publication date of another citation or other special reason (as specified)
"O" document referring to an oral disclosure, use, exhibition or other means
"P" document published prior to the international filing date but later than the priority date claimed
"T" later document published after the international filing date or priority date and not in conflict with the application but cited to understand the principle or theory underlying the invention
"X" document of particular relevance; the claimed invention cannot be considered novel or cannot be considered to involve an inventive step when the document is taken alone
"Y" document of particular relevance; the claimed invention cannot be considered to involve an inventive step when the document is combined with one or more other such documents, such combination being obvious to a person skilled in the art
"&" document member of the same patent family

Date of the actual completion of the international search	Date of mailing of the international search report
30 October 2019	04 DEC 2019
Name and mailing address of the ISA/US Mail Stop PCT, Attn: ISA/US, Commissioner for Patents P.O. Box 1450, Alexandria, Virginia 22313-1450 Facsimile No. 571-273-8300	Authorized officer Lee Young Telephone No. PCT Helpdesk: 571-272-4300