

Nvidia Ends 3D Vision Support

Written by Marco Attard
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The dream of consumer 3D displays is well and truly over as Nvidia announces the end of support for 3D Vision, a take on 3D involving involving a pair of active glasses hooked to the PC.



3D Vision support officially ends after a driver update released on April 2019.

The Nvidia approach to 3D involves active glasses with 120Hz LCD shutters in each eye. The lenses sync with the display, rapidly flipping on and off to deliver different images. First released back in 2008 as GeForce 3D Vision, the system saw a number of iterations (including a lower-priced wireless version) and Nvidia claimed over 550 games were compatible with the 3D visuals.

That said, anyone insisting on using 3D Vision will be able to run the upcoming drivers for a year, meaning the glasses will continue working until April 2020. The 3D Vision Video Player will remain available for download until the end of 2019, and the driver release is also the final one with support for the 3DTV Play software allowing users to play 3D games on 3DTVs.

In addition, the drivers bring an end to support for another Nvidia product line-- Kepler mobile GPUs. Laptops carrying the GPUs shipped from 2012 to 2014, with the final models hitting retail shelves on 2015.

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