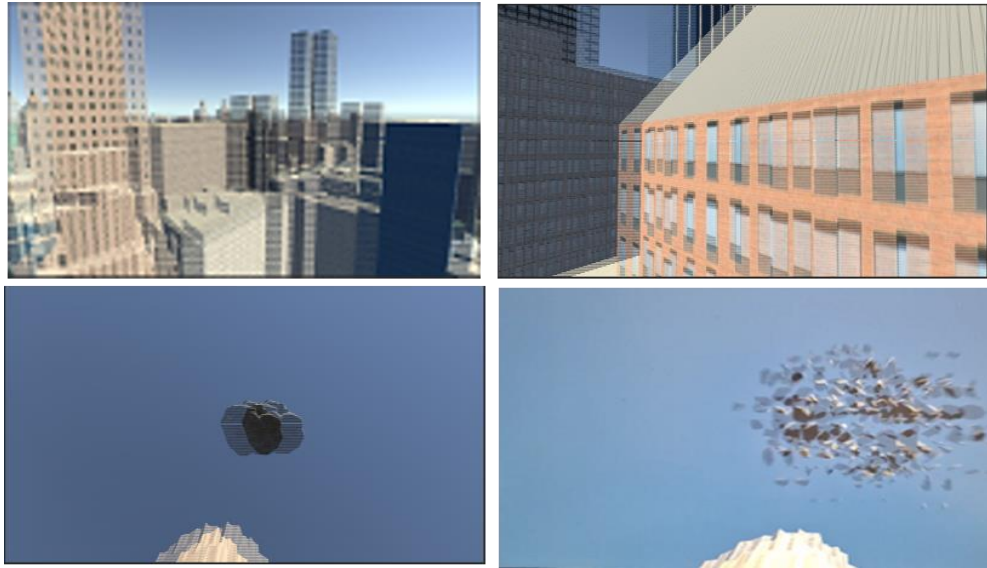


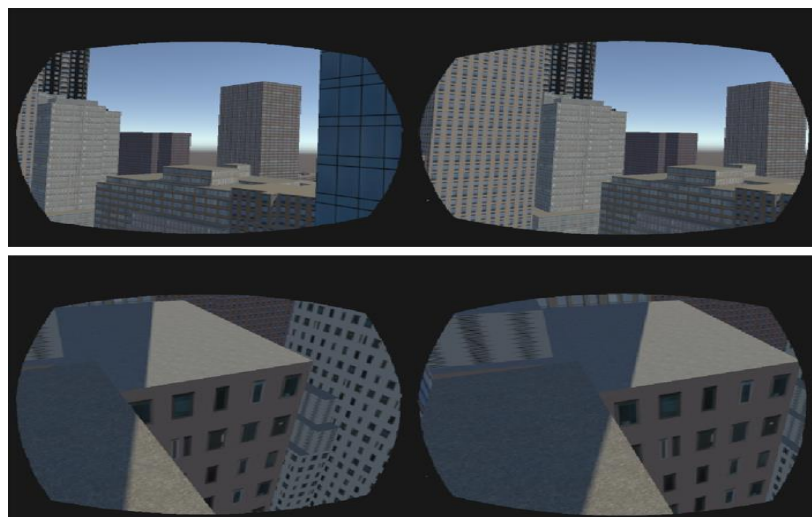
Stereoscopic Technologies

Supplementary Figure S1 Passive polarizing technology



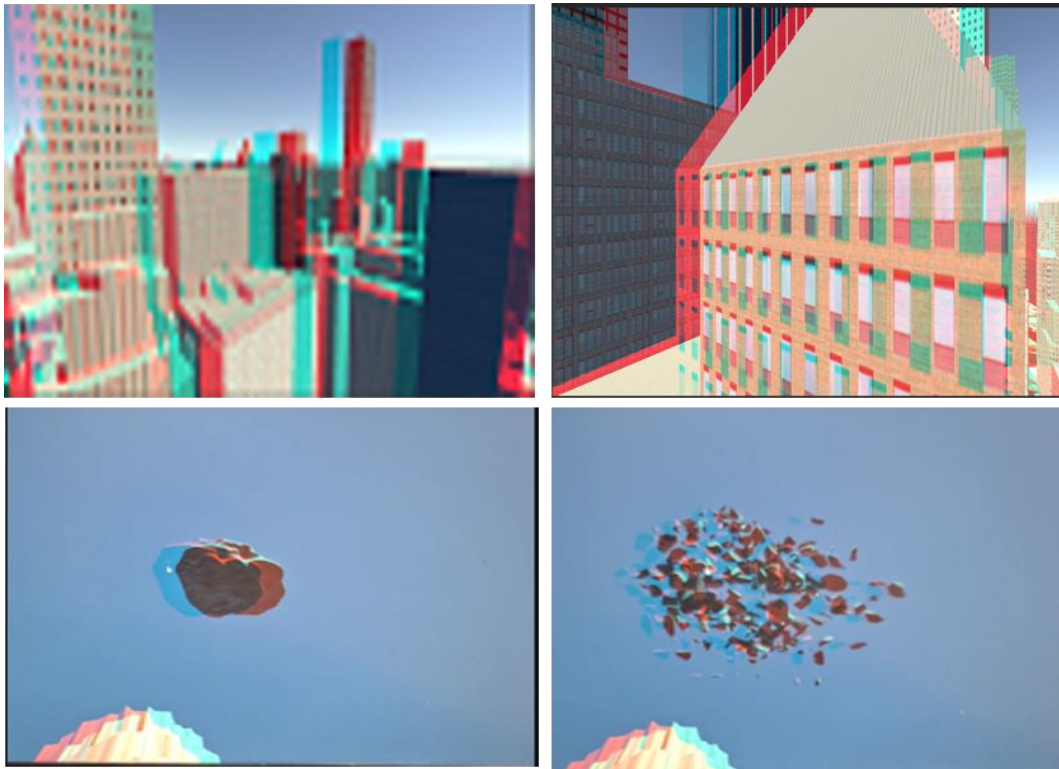
Supplementary Figure S1: This image presents a stereoscopic visualisation implemented using passive polarisation technology. A specialised 3D passive monitor and passive polarisation glasses were used for this purpose. The stereoscopic effect was implemented in software using a shader and was developed in Unity. In this case, linear horizontal polarisation was used. The animation of collisions between objects was implemented using Blender-created morphing. The stereoscopic effect (parallax) was achieved using three virtual cameras. Two of them visualise the objects for the left and right eyes, and the third combines the two views into one image.

Supplementary Figure S2 Cardboard VR technology



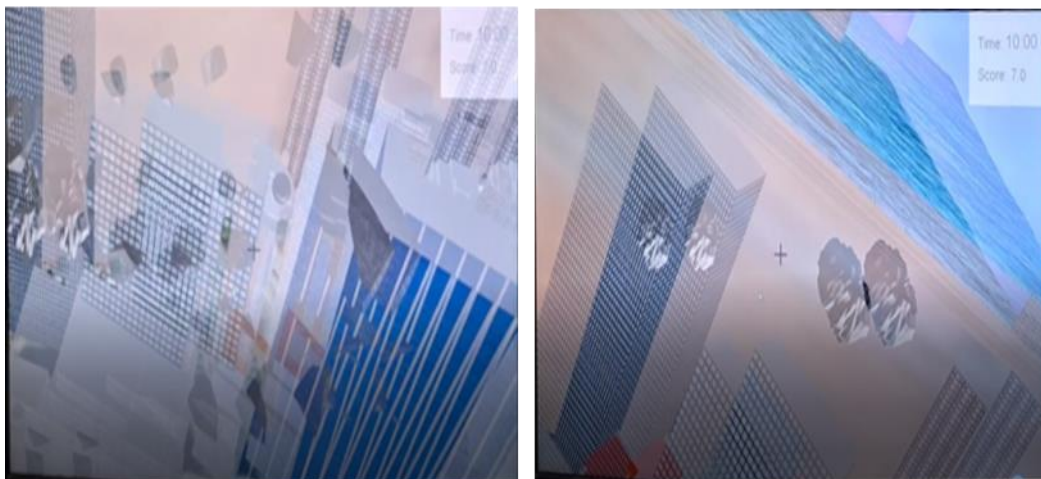
Supplementary Figure S2: This image shows the highly immersive virtual reality version of the game using Cardboard VR technology. In this case, two virtual cameras represent the user's two eyes, and a third camera merges the two views. This version of the game was developed in Unity.

Supplementary Figure S3 Passive anaglyph technology



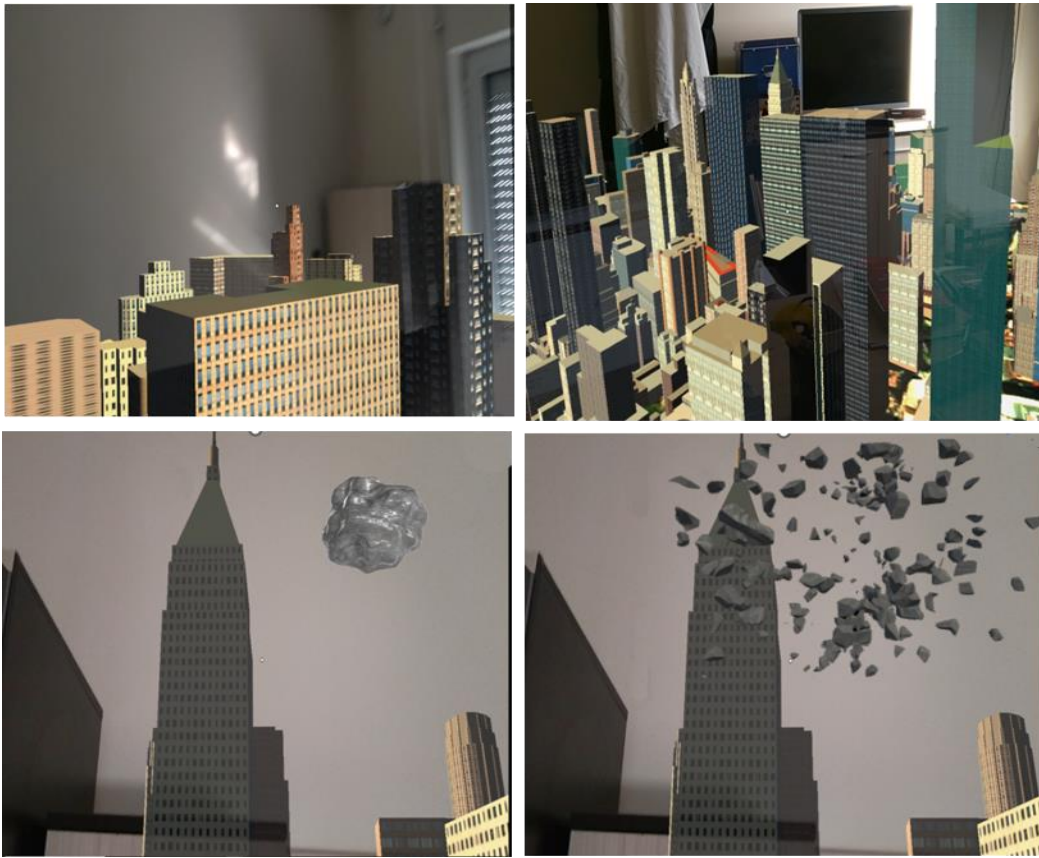
Supplementary Figure S3: This image shows a passive version of the game, based on colour coding, viewed through anaglyph glasses. This implementation was also developed in Unity. Two virtual cameras with a slight horizontal offset relative to each other were used to create the stereoscopic effect.

Supplementary Figure S4 Active shutter technology



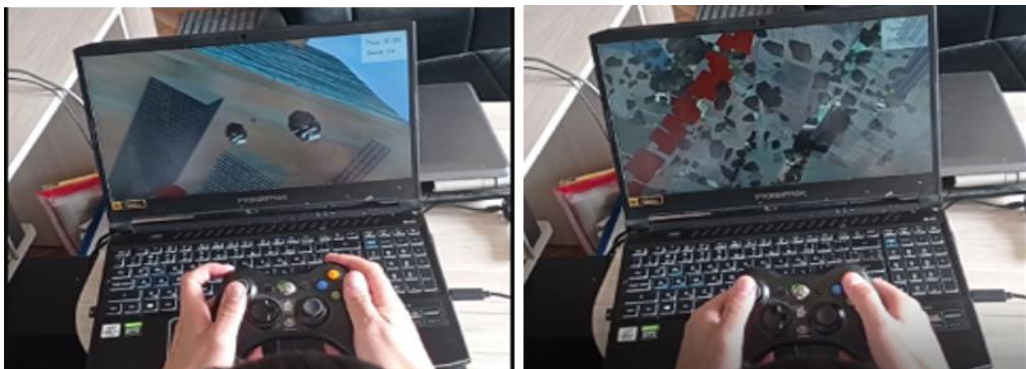
Supplementary Figure S4: The active stereoscopic version of the game was developed using Java 3D. In this case, two three-dimensional canvases are used to realise the stereoscopic effect. Depth perception is achieved in hardware using a specialised video card, a stereoscopic monitor, and active shutter glasses.

Supplementary Figure S5 Mixed Reality



Supplementary Figure S5: In the mixed-reality version developed for HoloLens 2 and Unity, there is no need to add virtual cameras manually. The Unity platform and the mixed reality headset itself provide the stereoscopic effect. Similarly, when implementing a 360-degree view, there is no need to use a special C# script attached to the camera, as the necessary functionality is provided directly by HoloLens 2.

Supplementary Figure S6 Traditional 3D visualization



Supplementary Figure S6: Interaction in VR with joystick