

Nintendo unveils 3-D handheld DS videogame device

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A worker sets up a window display for Nintendo at a toy shop in New York, in January 2010. Nintendo on Tuesday unveiled a new generation DS handheld videogame system that lets people play in 3-D without using special glasses.

Nintendo on Tuesday unveiled a new generation DS handheld videogame system that lets people play in 3-D without using special glasses.

"I can't wait for you to try this," Nintendo chief executive Satoru Iwata said as he held a 3DS above his head at a press conference in the Nokia Theater in Los Angeles on the opening day of the [Electronic Entertainment Expo](#).

"It will show you full 3-D graphics without the need for special glasses."

The Japanese electronics firm did not disclose when it planned to begin

selling 3DS models or what they would be priced.

"3-D play on Nintendo 3DS is on the way," said Nintendo of America president Reggie Fils-Aime.

The gaming gadgets feature the trademark dual screens, but only one of them can be controlled by touch with a stylus because "it turns out a touch screen and a 3-D screen don't get along very well," according to Iwata.

Nintendo 3DS devices are built with twin cameras on the outside so users can also take pictures in 3-D.

While refusing to discuss any coming content deals with film studios, Iwata added that 3-D movies are watchable on the gadgets.

Trailers from 3-D films from Disney, Warner Brothers, and Dream Works were being shown on 3DS devices at the expo.

"To our knowledge, this is the first time such content is being demonstrated without the need for glasses," Iwata said.

Nintendo 3DS has built-in motion sensors that the Japanese videogame giant hopes will inspire software makers.

Nintendo has crafted "Kid Icarus Uprising" and "Nintendogs" games for play in 3-D on the devices and major publishers such as Activision, Capcom, Konami, [Ubisoft](#), Sega, and [Electronic Arts](#) are at work on 3-D titles.

Warner Brothers is making a "Batman" videogame for 3DS, while Ubisoft is tailoring a version of "Assassin's Creek" and Konami tailoring a "Metal Gear Solid" title, according to [Nintendo](#).

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