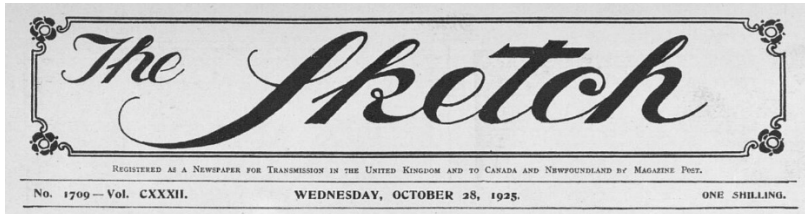


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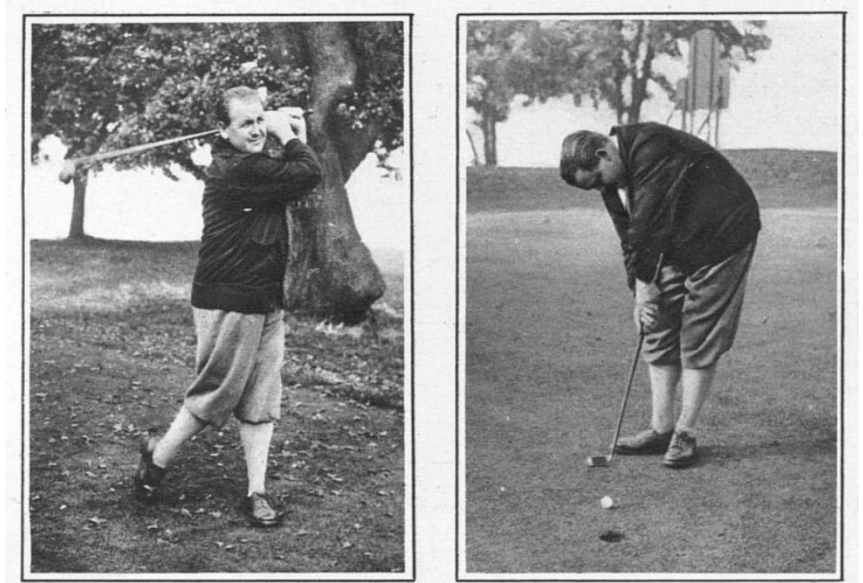
George Gadd: A Pioneering Golf Professional at Roehampton Club



In October 1925, *The Sketch* newspaper carried an article and two photographs featuring Roehampton Club Golf Professional George Gadd. The article was announcing a new way of learning golf using anaglyph photography.

The photographs shown in the newspaper were taken from a series of photographs to be used in *The Illustrated London News* sister publication to *The Sketch* later on in the same month.

It would appear that George Gadd was the first known practitioner to use anaglyph photography in teaching golf. The technology is rooted in the research of stereoscopic vision ie the ability of humans (and many animals) to see to see the world in three dimensions—having a real sense of depth and distance—thanks to our two eyes.

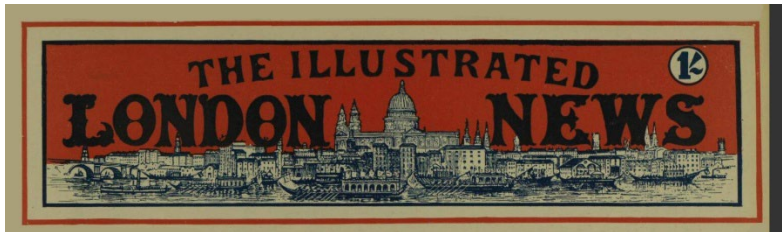


Because our eyes are spaced apart by a few centimetres, each eye sees a slightly different image of whatever we're looking at. The brain combines these two images, matching up the points and measuring how things shift between what each eye sees. This process creates a mental '3D model' so we don't just see flat pictures, but can tell how far away things are, how they're positioned, and how they move in space.

By the 1920s, anaglyph photography had migrated from scientific illustration to entertainment and education, with movies and magazines experimenting with its immersive effects. The leap from scientific curiosity to sports education occurred in the 1920s when instructors began recognizing the advantages of 3D visualization for athletic training.

In golf, body mechanics, swing arcs, club angles, and posture are three-dimensional phenomena often difficult to grasp from flat images. The principle is elegantly simple: two photographs taken from slightly different angles are filtered through complementary colours and then combined, so that viewers wearing coloured glasses only see the image meant for each eye, producing a vivid illusion. Although it is not clearly known who was responsible for realising the potential use of this technology in teaching golf, but it was George Gadd who first demonstrated its use during the early twentieth century.

Anaglyph photography offered a solution: by capturing golf techniques in stereoscopic form, instructors could vividly illustrate the movement and spatial relationships that are crucial for effective play. Students could wear anaglyph glasses and, through the photographs, see not just the outline but the nuanced motion and position of the golfer's body and club during driving or putting. This visualization made abstract advice (e.g., 'keep the club on plane' or 'maintain spine angle') concrete and comprehensible, bridging the gap between theory and physical execution.



The use of anaglyphs in golf ushered in more modern techniques, such as 3D video motion capture analysis, but its pioneering role remains noteworthy. In the 31st October 1925 issue of *The Illustrated London News*, Gadd was featured

demonstrating various golf techniques — including driving and putting — all specially photographed for the magazine's anaglyph section.

These images are exactly as they appeared in the newspaper and required the use of an 'anaglyph viewing mask'. These were obtained by the readers on completion of a coupon together with stamps to the value of 1 and a half pence.

The intersection of anaglyph photography and golf instruction opened new possibilities for immersive, effective learning. What began as a scientific experiment transformed not only how golf was taught but also how visualization technologies are used in sports more broadly.

George Gadd's pioneering deployment of anaglyphs in 1925 remains a landmark in the history of golf education, linking Victorian-era innovation to the digital techniques employed in contemporary training. Gadd's demonstrations set a precedent, showcasing the potential use of multi-dimensional images in sport. His innovative approach helped learners visualize complex motions clearly, a strategy echoing in today's use of 3D imaging, virtual reality, and motion analysis in golf coaching.

