view based on the preset angle, the number of image views, and a rendering pitch.

15. The method as claimed in claim **14**, wherein the providing the multiview image comprises determining a crosstalk occurrence weight for at least one image view of the plurality of image views which provides the crosstalk to the reference image view based on the preset angle, the number of image views, and the rendering pitch, and performing the crosstalk inverse compensation by generating a crosstalk matrix according to the crosstalk occurrence weight.

16. The method as claimed in claim **15**, wherein the providing the multiview image comprises generating an epipolar image by combining a plurality of pixel lines of the plurality of rendered image views, and performing the crosstalk inverse compensation by applying a crosstalk inverse filter to the generated epipolar image, and

the applying the crosstalk inverse filter comprises inverting the crosstalk matrix.

17. The method as claimed in claim **16**, wherein the providing the multiview image comprises adjusting a filtering coefficient of the crosstalk inverse filter based on a characteristic of the input image and performing the crosstalk inverse compensation by reflecting the adjusted filtering coefficient.

18. A three-dimensional (3D) display apparatus comprising:

a display panel comprising a plurality of subpixels;

a viewing area separator disposed on a front side of the display panel and configured to selectively block light emitted from the display panel at an oblique angle; and

a processor configured to determine a crosstalk matrix corresponding to the plurality of subpixels and the viewing area separator, and control the plurality of subpixels to generate an image based on the crosstalk matrix.

19. The 3D display apparatus as claimed in claim **18**, wherein the crosstalk matrix is determined based on a crosstalk occurrence weight corresponding to at least one image view of the plurality of image views.

20. The 3D display apparatus as claimed in claim **18**, wherein the crosstalk occurrence weight is determined based on a preset angle of the viewing area separator and a rendering pitch of the plurality of subpixels.

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