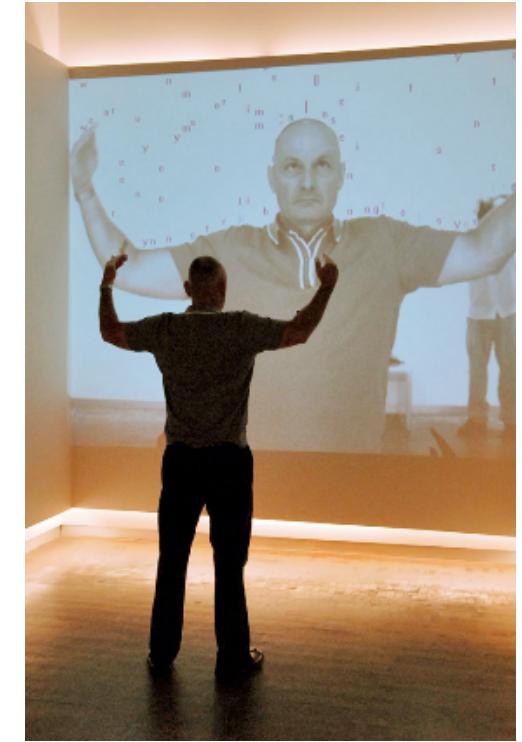




# Week 2.

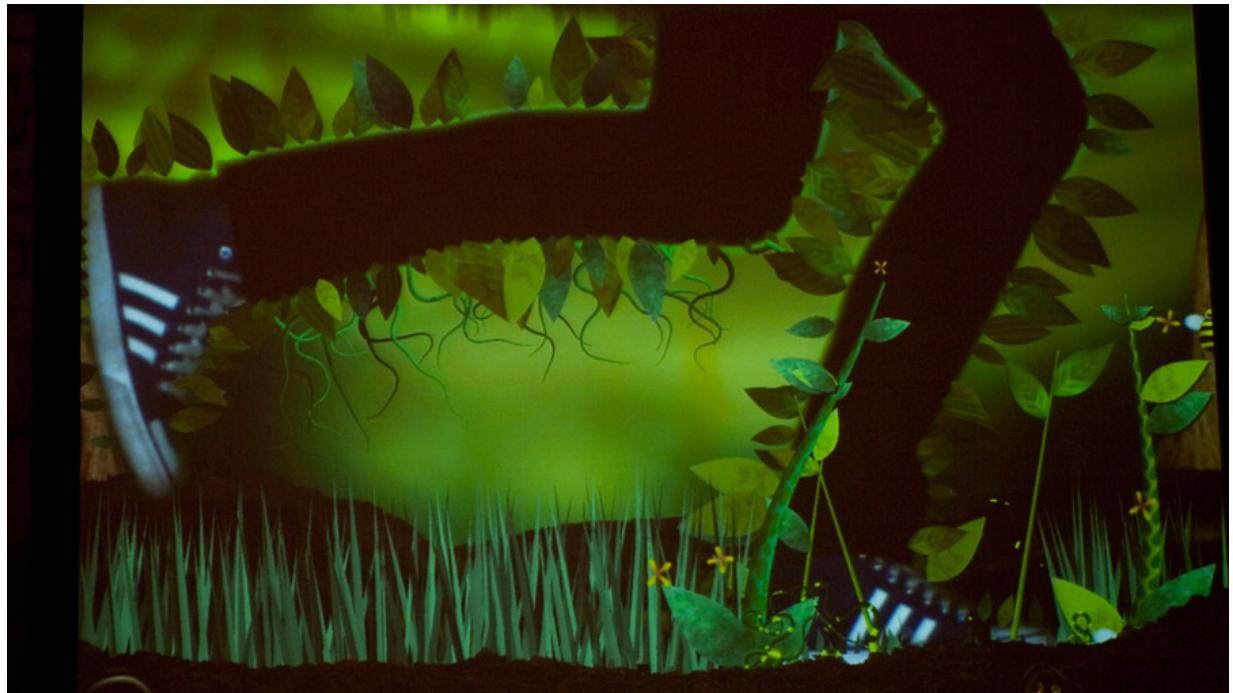
September 6 (Tuesday)

# Inspirations



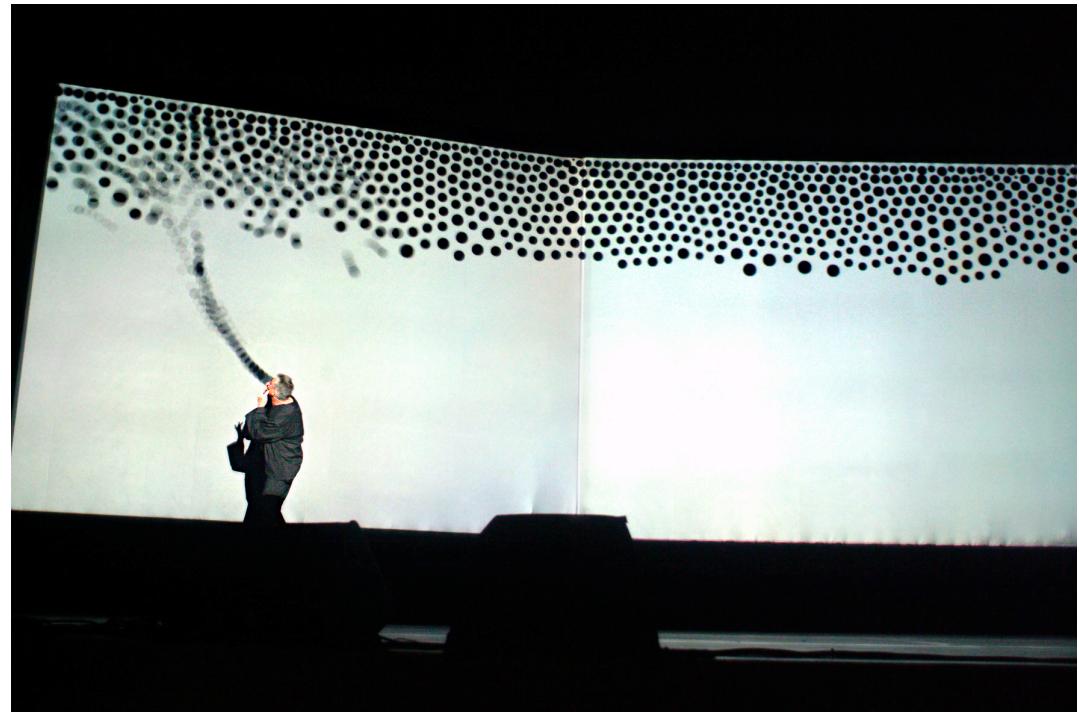
*Text Rain* (1999)  
by Camille Utterback and Romy Achituv  
<http://camilleutterback.com/projects/text-rain/>

# Inspirations



Knee Deep (2009)  
by Emily Gobeille & Theodore Watson  
[http://www.theowatson.com/site\\_docs/work.php?id=47](http://www.theowatson.com/site_docs/work.php?id=47)

# Inspirations

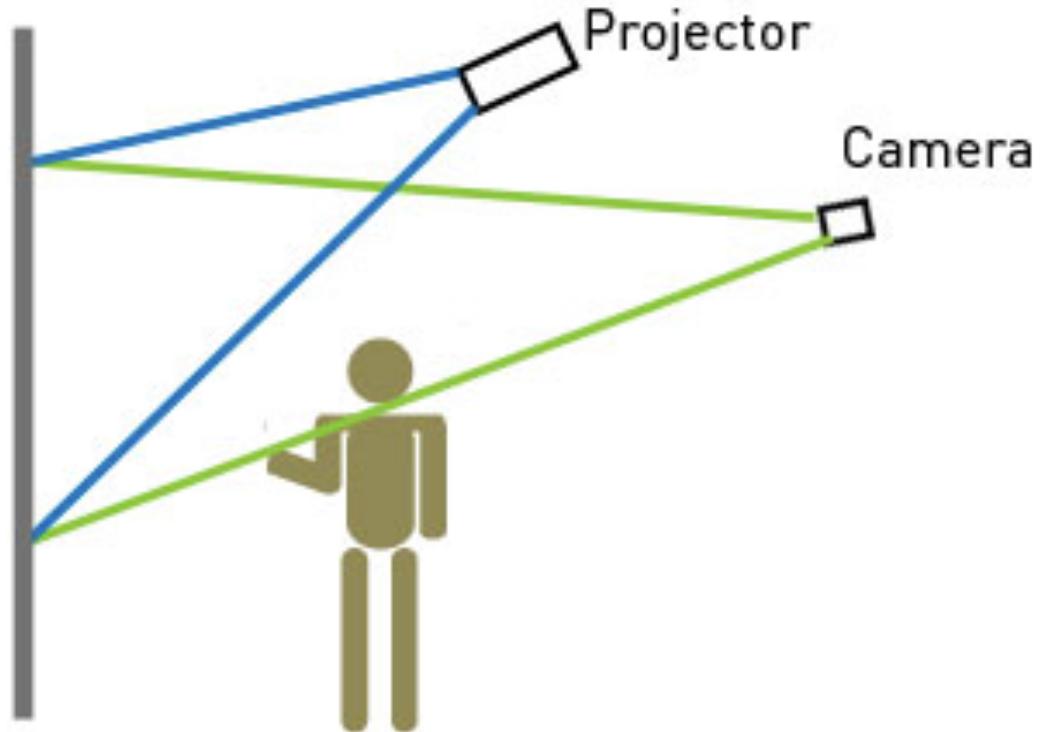


Messa di Voce  
by Golan Levin, Zach Lieberman  
<http://www.tmem.org/messa/messa.html>

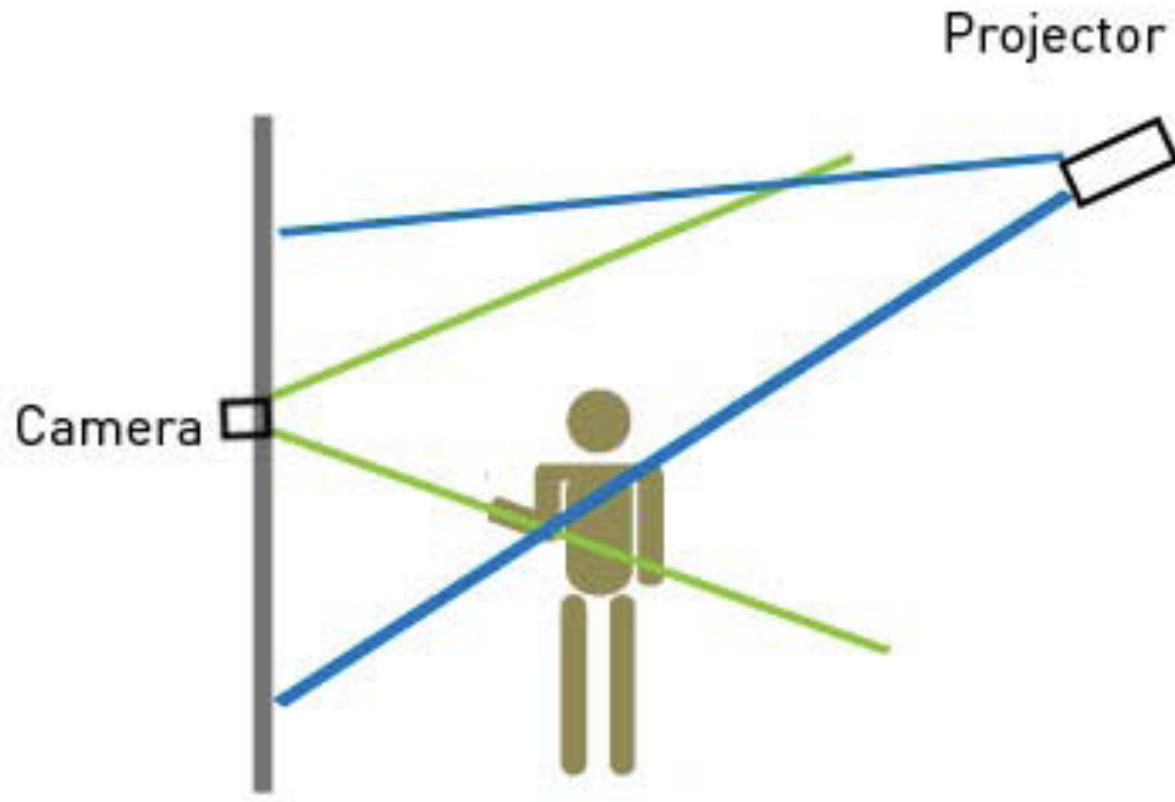
# Technical Configuration

## ➤ Projection System

# Front Camera-Projection 1



# Front Camera-Projection 2



# Example

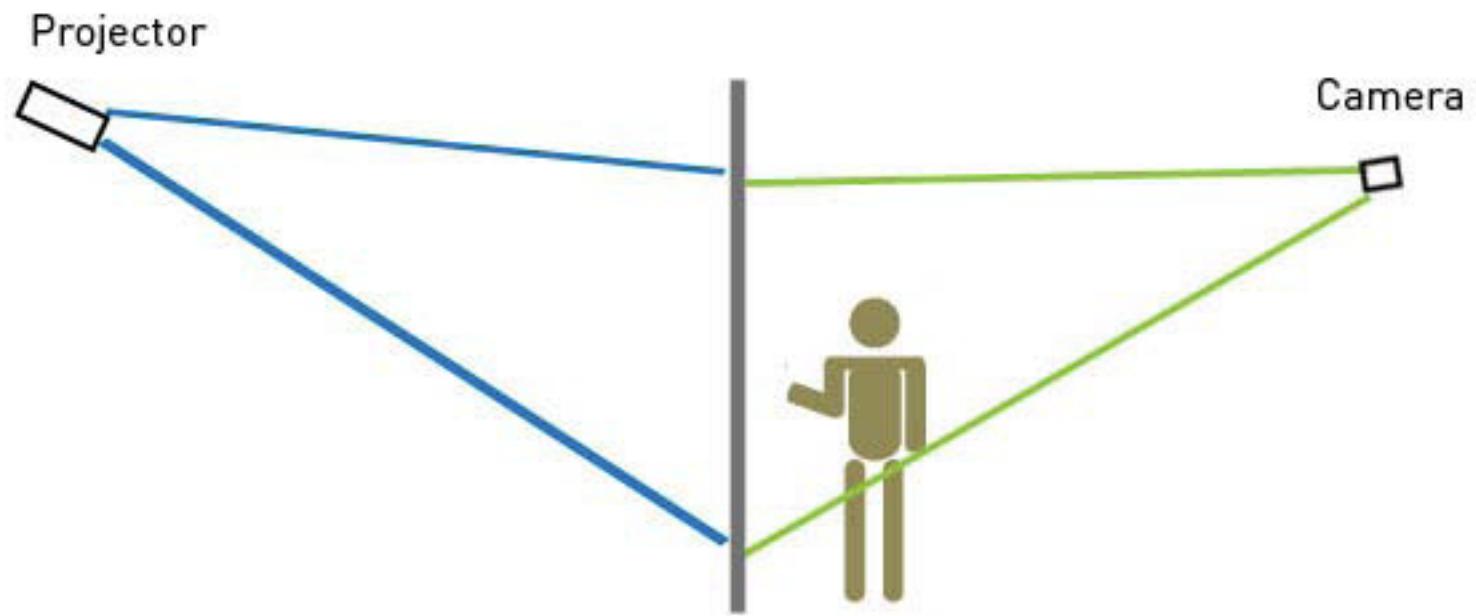
Grass

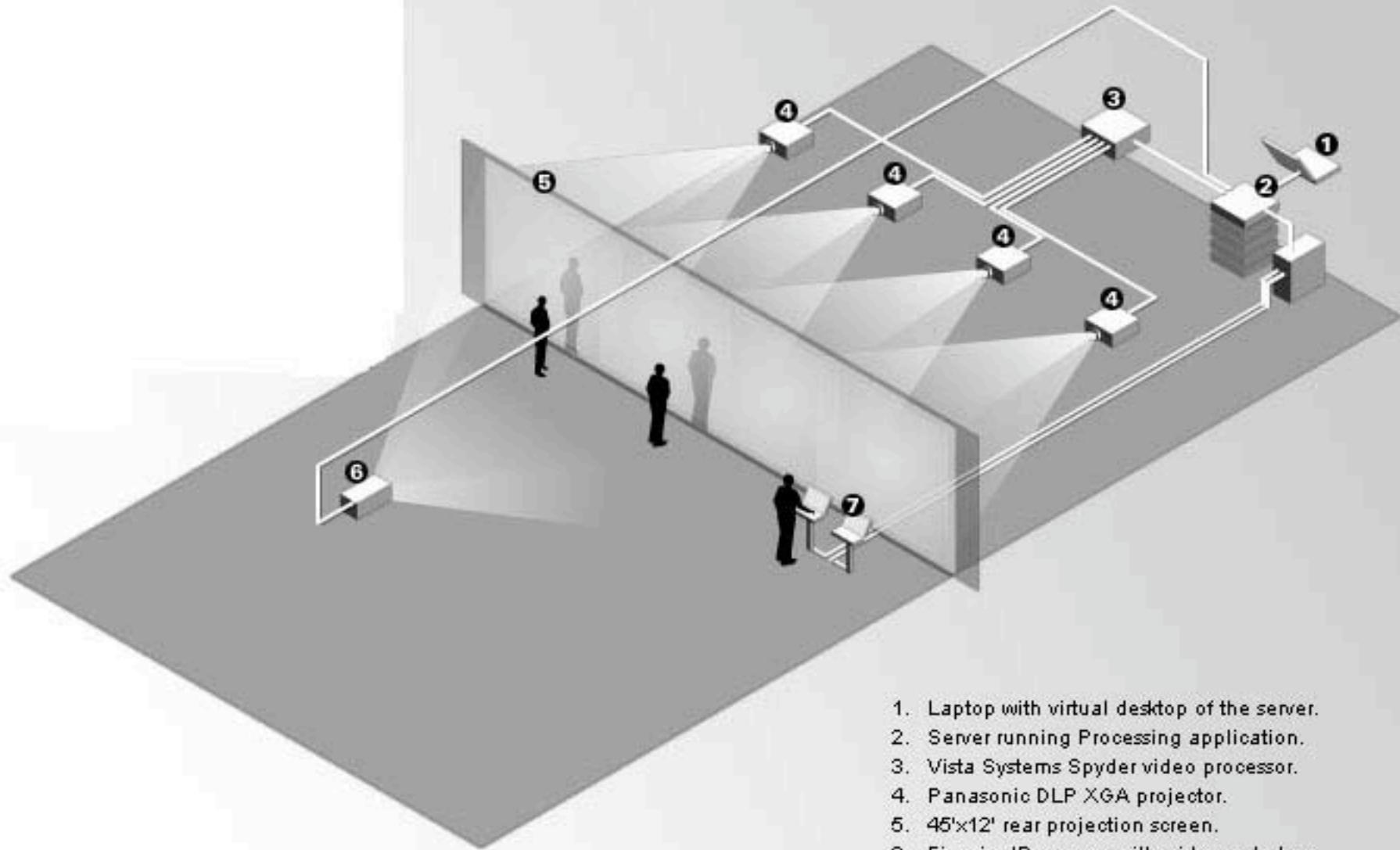
by Barbarian Group

<http://portfolio.barbariangu.com/nextfest/index.html>



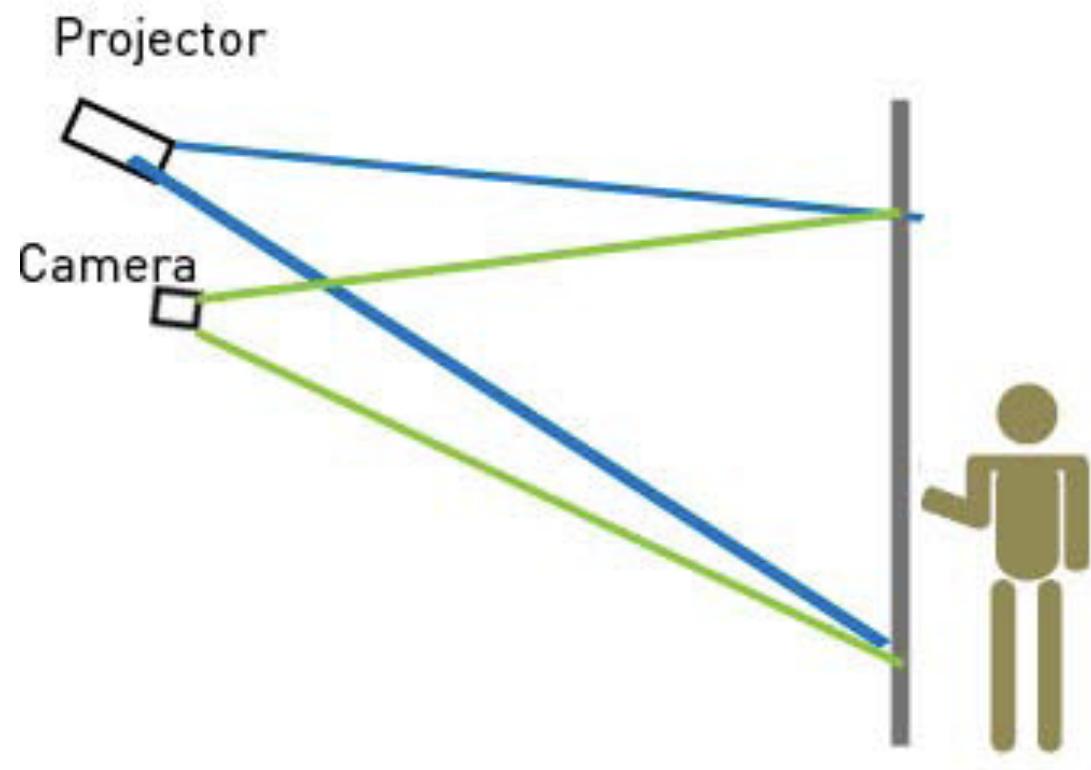
# Front Camera-Rear Projection





1. Laptop with virtual desktop of the server.
2. Server running Processing application.
3. Vista Systems Spyder video processor.
4. Panasonic DLP XGA projector.
5. 45'x12' rear projection screen.
6. Firewire IR camera with wide angle lens.
7. 2 Kiosk computers running Flash projectors.

# Rear Camera-Projection



## Example

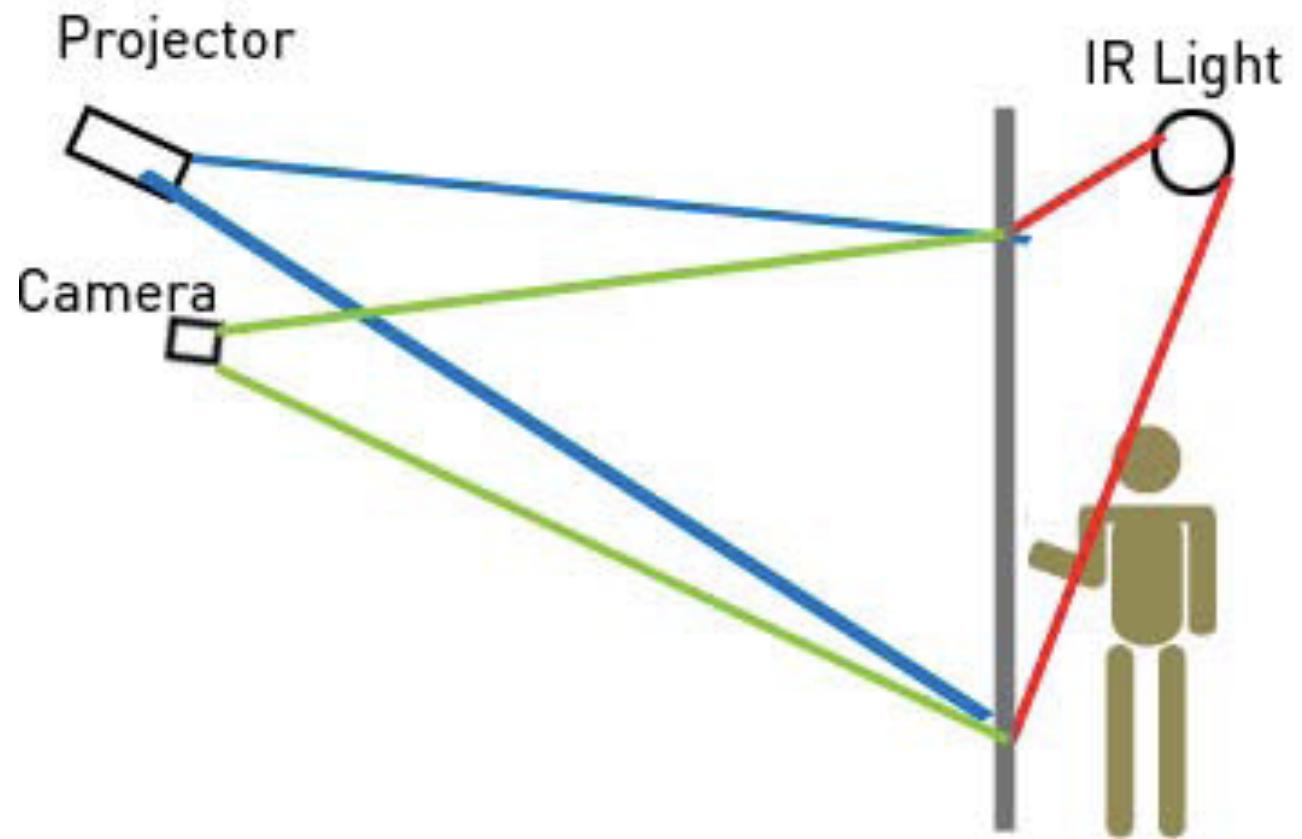


Sky Reverie

By Jinsil Hwaryoung Seo

<http://www.skyreverie.com/>

# Rear IR Camera-Projection



## Example

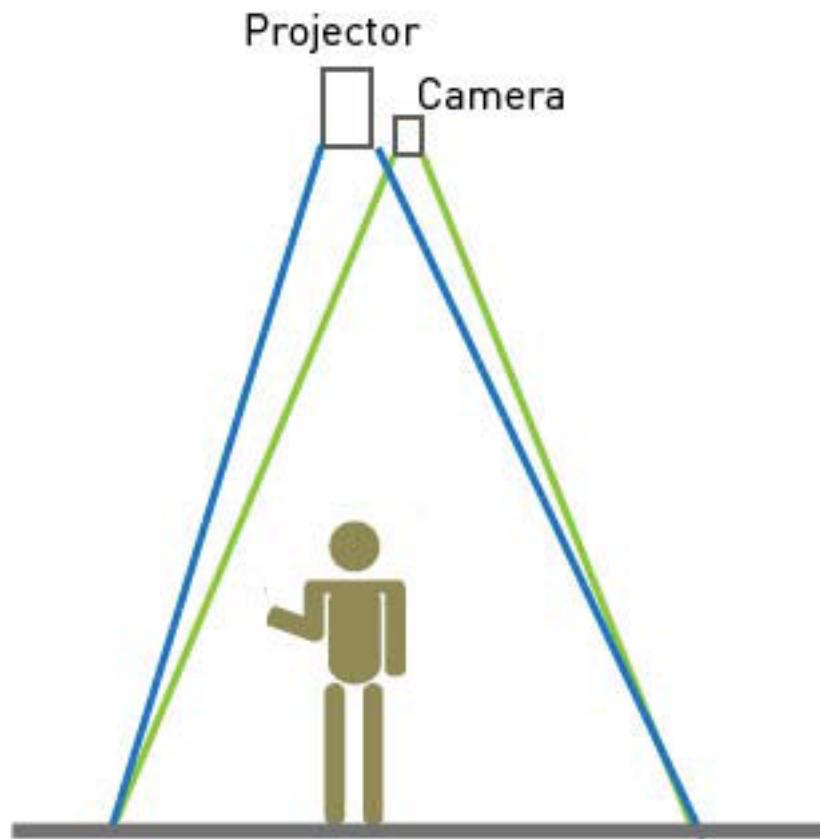


Calder

By Mine Control

<http://www.mine-control.com/calder.html>

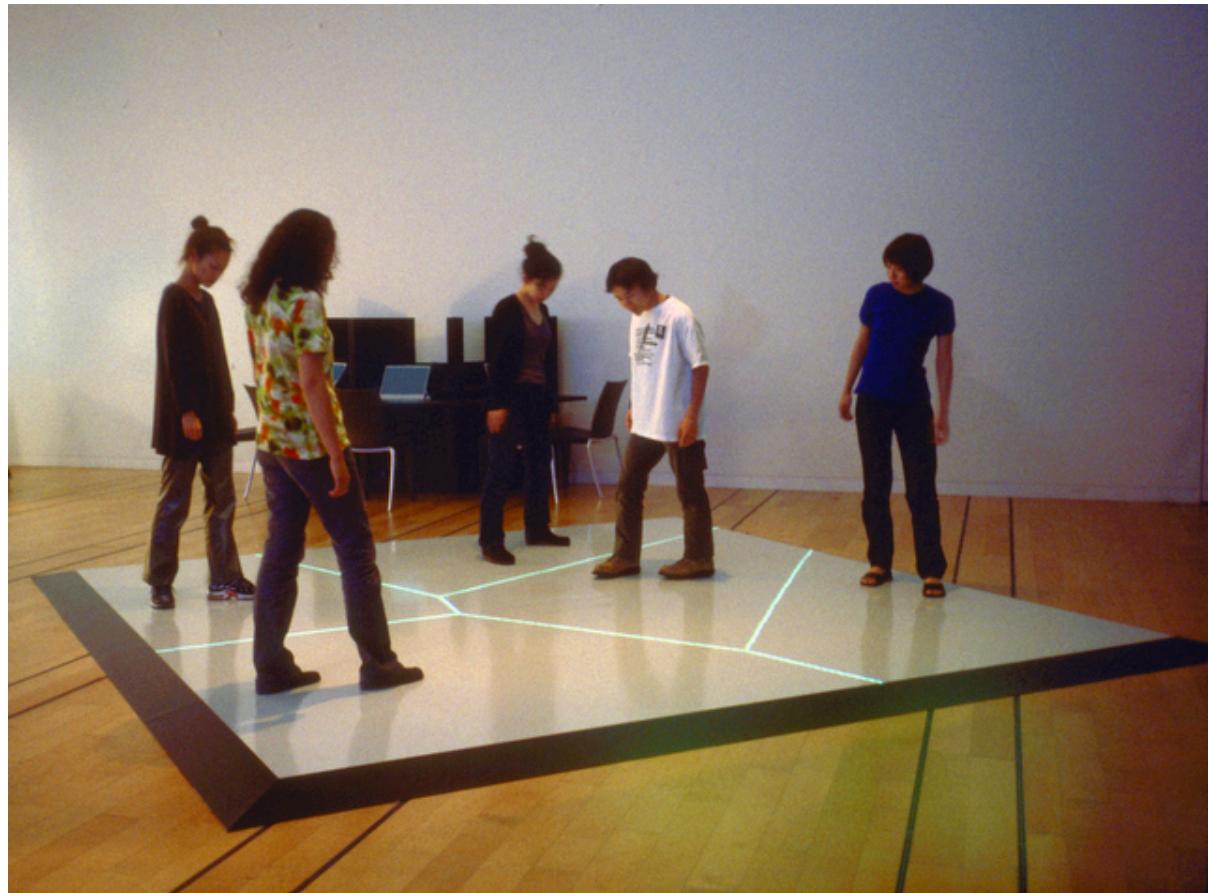
# Floor Projection



## Boundary Functions (1998) by Scott Snibbe

<http://www.snibbe.com/projects/interactive/boundaryfunctions>

## Example



Shadow

by Adam Frank

<http://www.adamfrank.com/shadow/shadow.htm>

## Example



# Dome Projection



Butterfly Game

