PROJECTION-MAPPING ON MOVING SURFACES

Keywords
Projection
Robots
Texture mapping

Input
Position of camera and canvases

Output:
Projection

Technology:
Projector
Robotic arm
3D scene

PROJECTION-MAPPING ON MOVING SURFACES

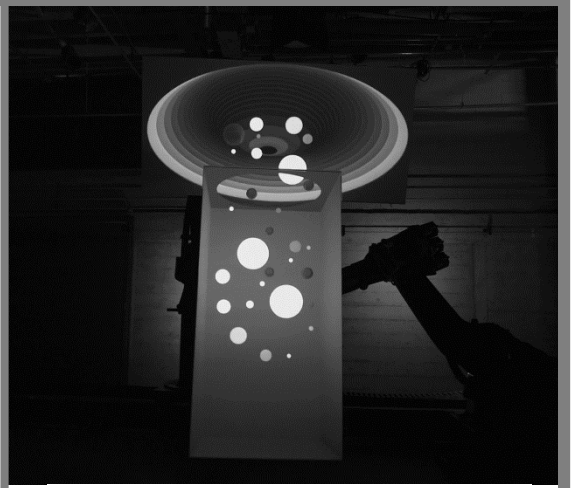
Description:

Bot & Dolly created a video demonstrating projection-mapping on moving surfaces. They use two robotic arms to move canvases around the room, on which a projector maps an artistic 3D scene. The camera recording the video is also mounted on an robotic arm.

Using the location of the camera and the canvases they render the projection in a way, that creates an illusion, that the canvas is a three-dimensional object.

A more simple approach on stationary objects can be found as a VVVV patch on the Prototyping Interfaces website.

Links:
http://www.botndolly.com/box
http://prototypinginterfaces.com/6-2/



WOOD SLICE PLAYING RECORD PLAYER

Keywords
Camera
Music
Scan
Wood

Input
Video of year rings from a wood slice

Output:
Piano music

Technology:
Scanning
Mapping

WOOD SLICE PLAYING RECORD PLAYER

Description:

In his project *Years* Bartholomäus Traubeck scans a slice of wood with a camera, which is mounted on a record player. While the wood slice is turning around the camera analysis the strength, thickness and rate of growth of the year rings of the tree.

Traubeck then maps this information to a scale and generates piano music out of it.

Links:
http://traubeck.com/years/