

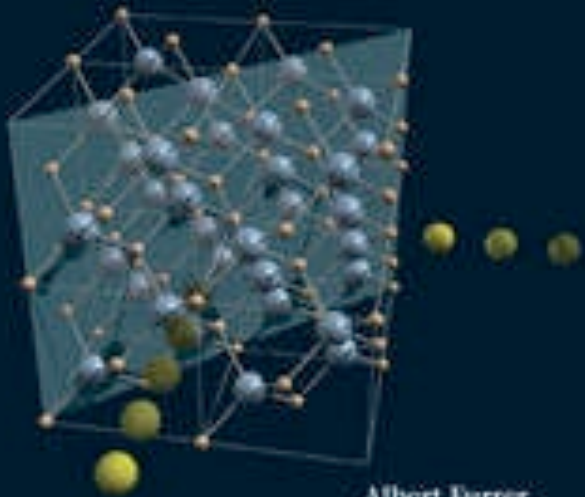
Elliot Woods

[www.kimchiandchips.com](http://www.kimchiandchips.com)

@elliottwoods

Series on Neutron Techniques and Applications - Vol. 4

# Neutron Scattering in Condensed Matter Physics

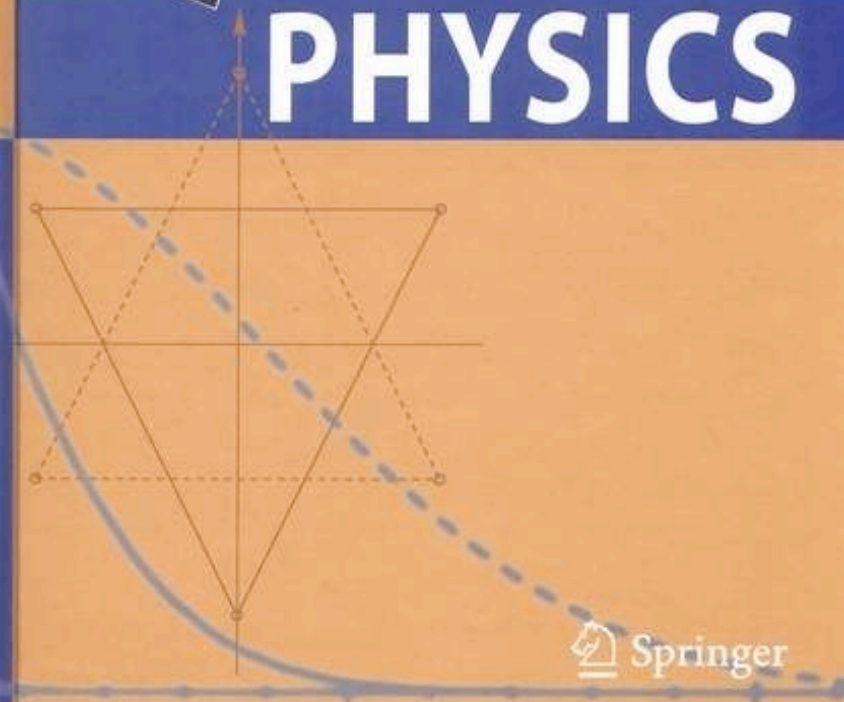


Albert Furrer  
Joël Mesot  
Thierry Strässle

 World Scientific

Florian Scheck

# QUANTUM PHYSICS



 Springer















<http://vimeo.com/3822871>



<rethink />





# Kimchi and Chips

design / art / technology  
Seoul + Manchester

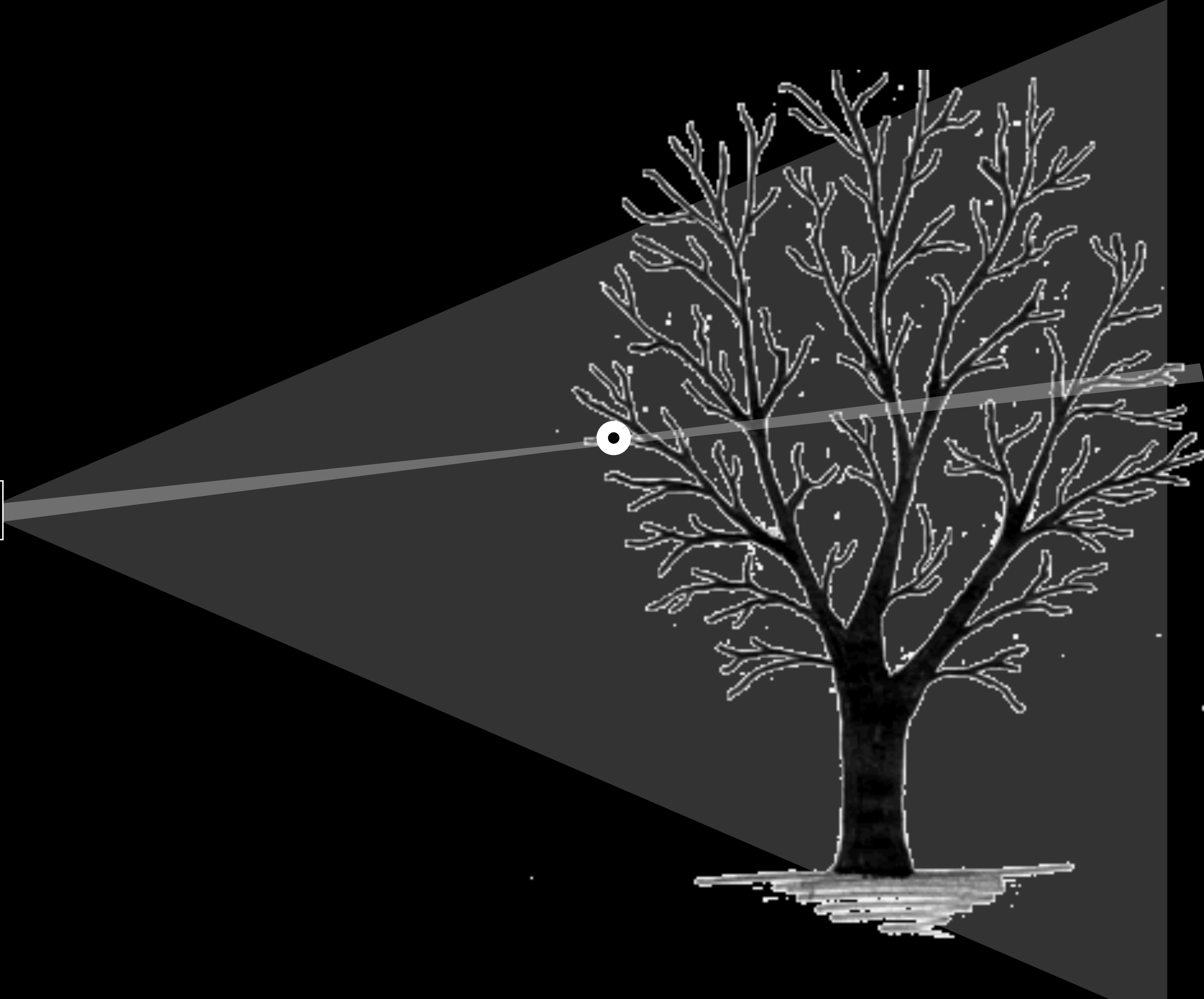
Mimi Son, Elliot Woods



Lit Tree, 2011



projector

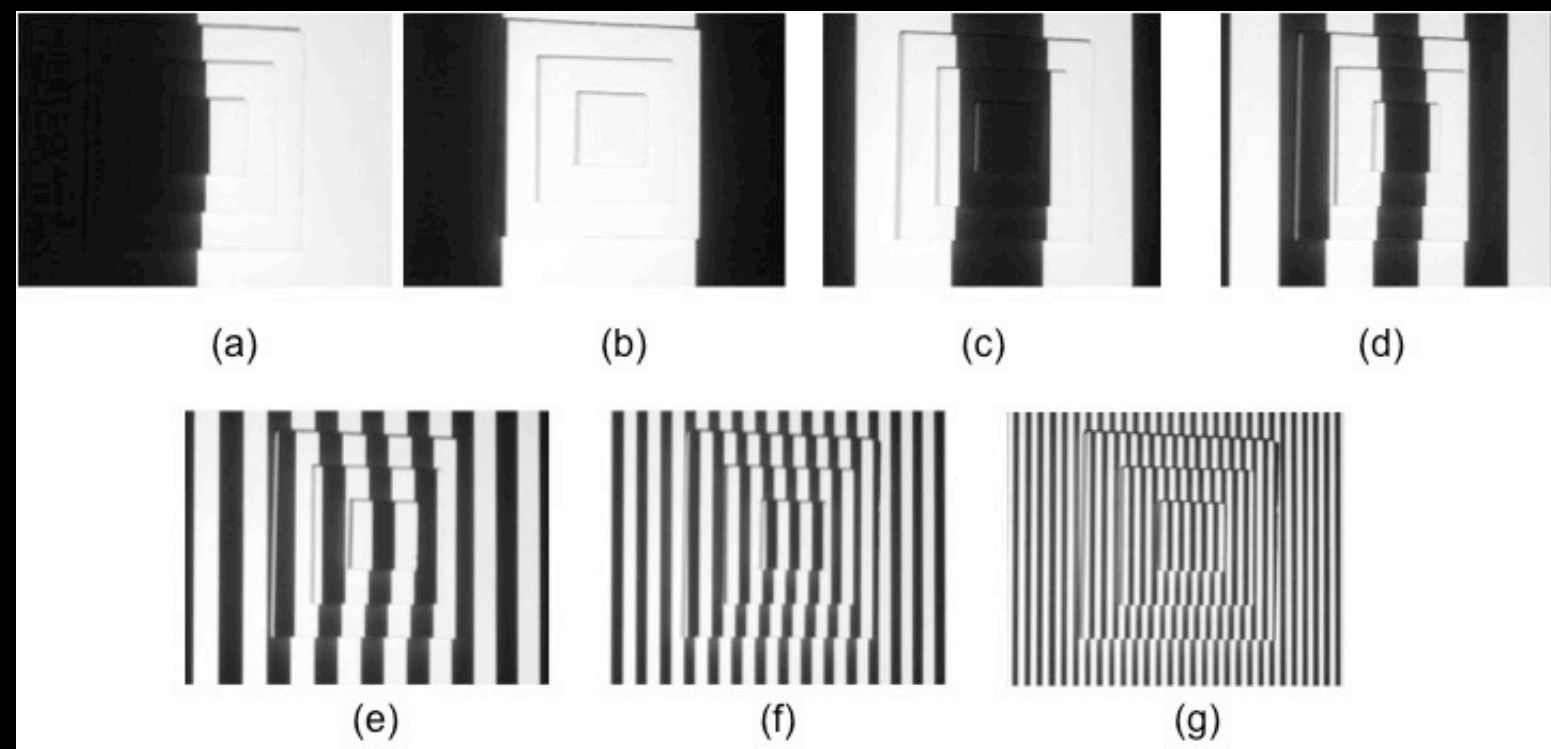
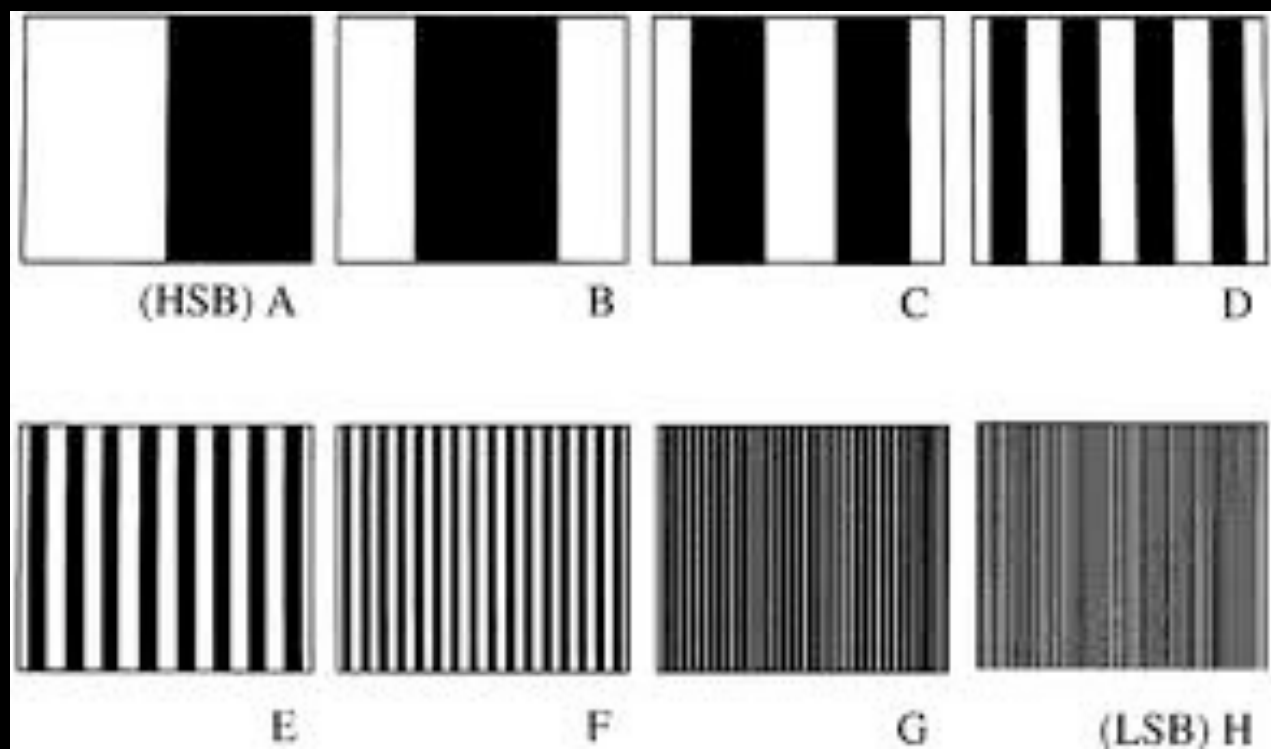




Leaves move out of  
shadow

Tree's shape responds  
to projection light

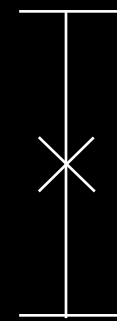




[Lit Tree video]

<http://vimeo.com/24049819>



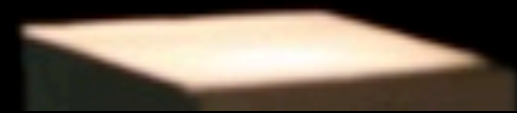


# The Aesthetics of Error

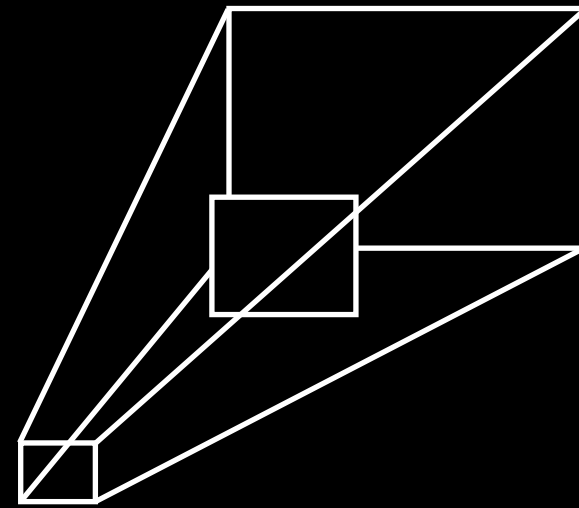
The error of a system is the limit to which it  
can act in response to intention



The ego of a system determines the vernacular of its deterioration







Sight is 2D

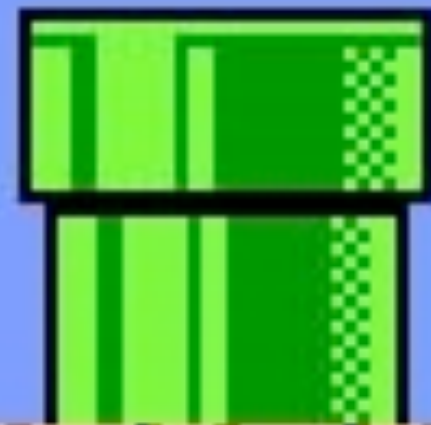


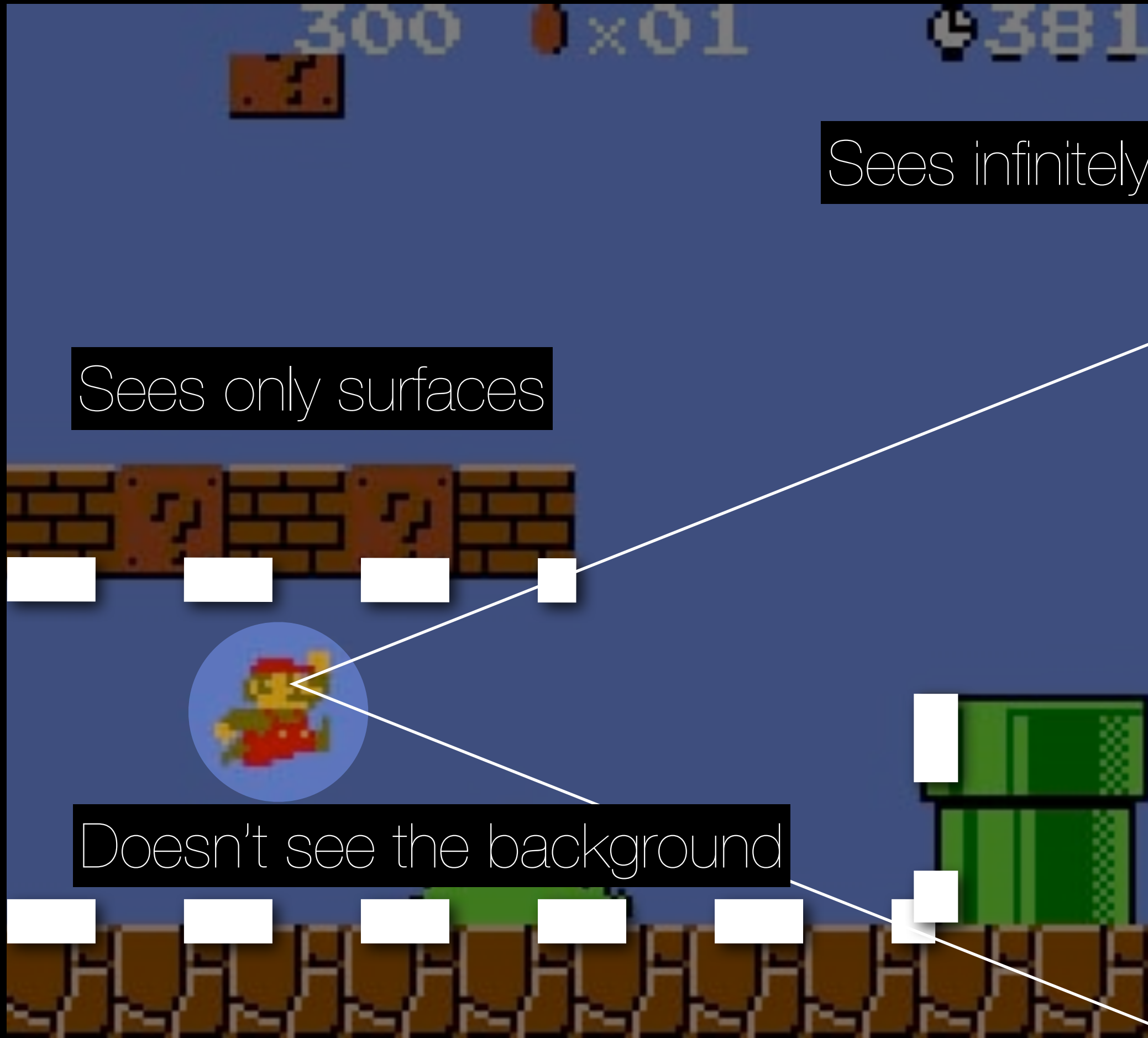


300

● x01

€381



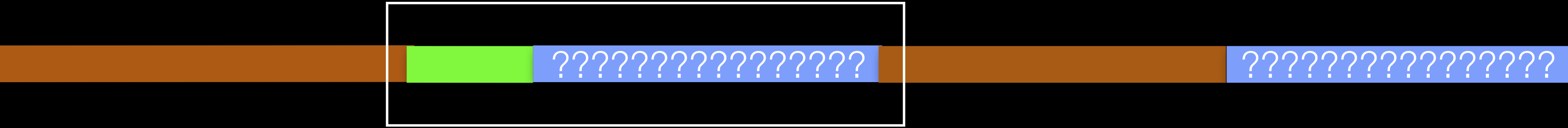


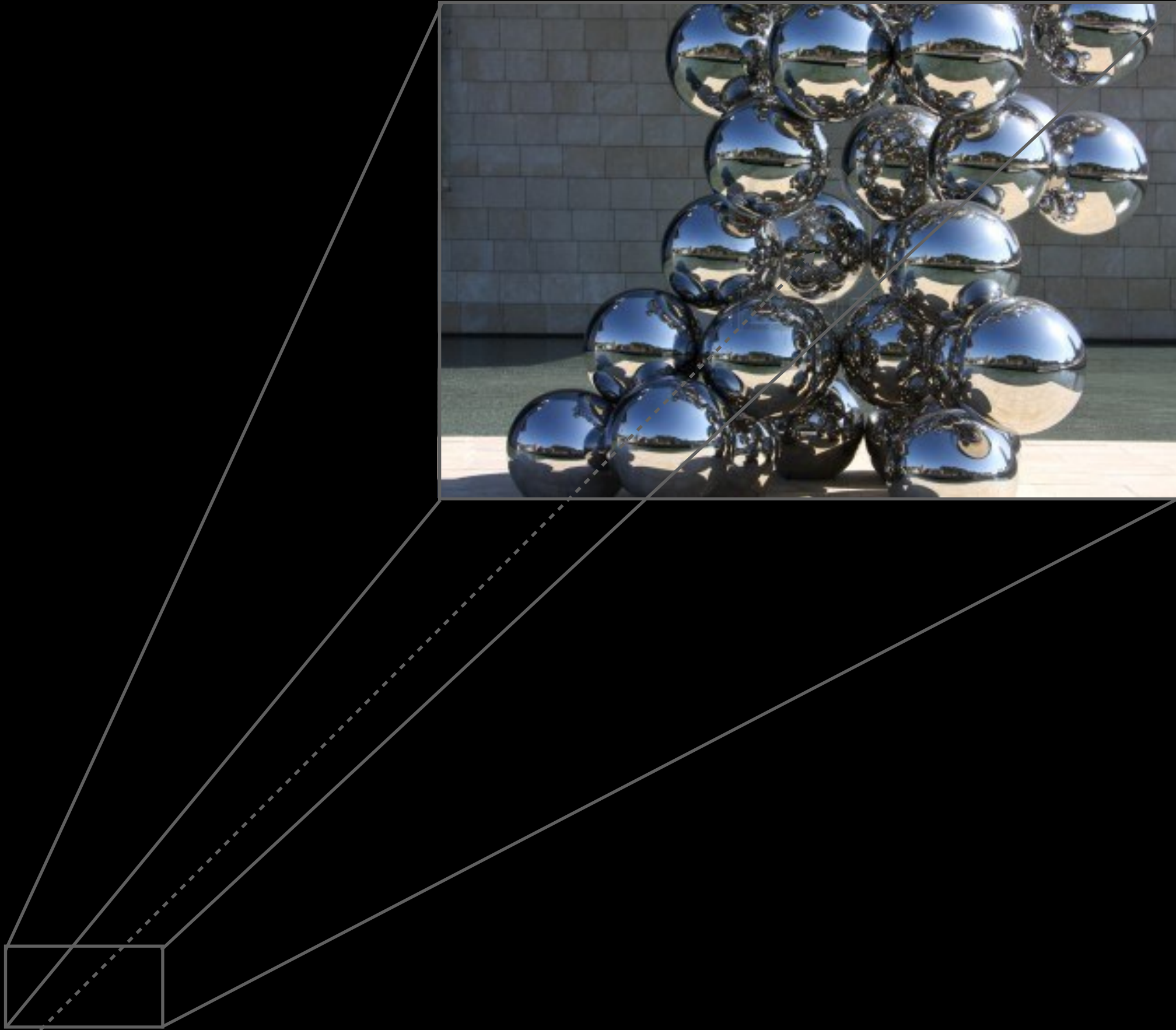
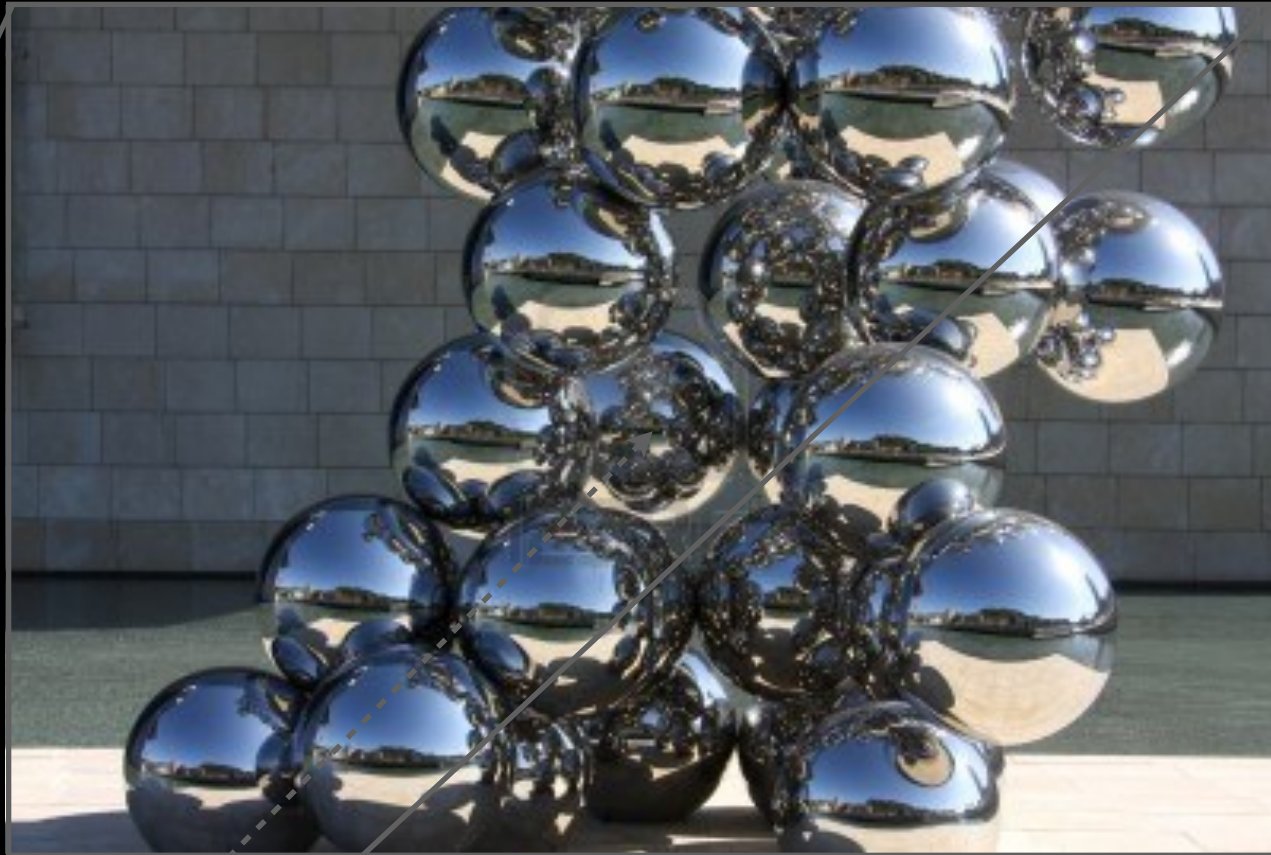
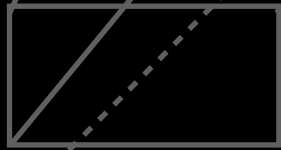
Sees infinitely far here

Sees only surfaces

Doesn't see the background





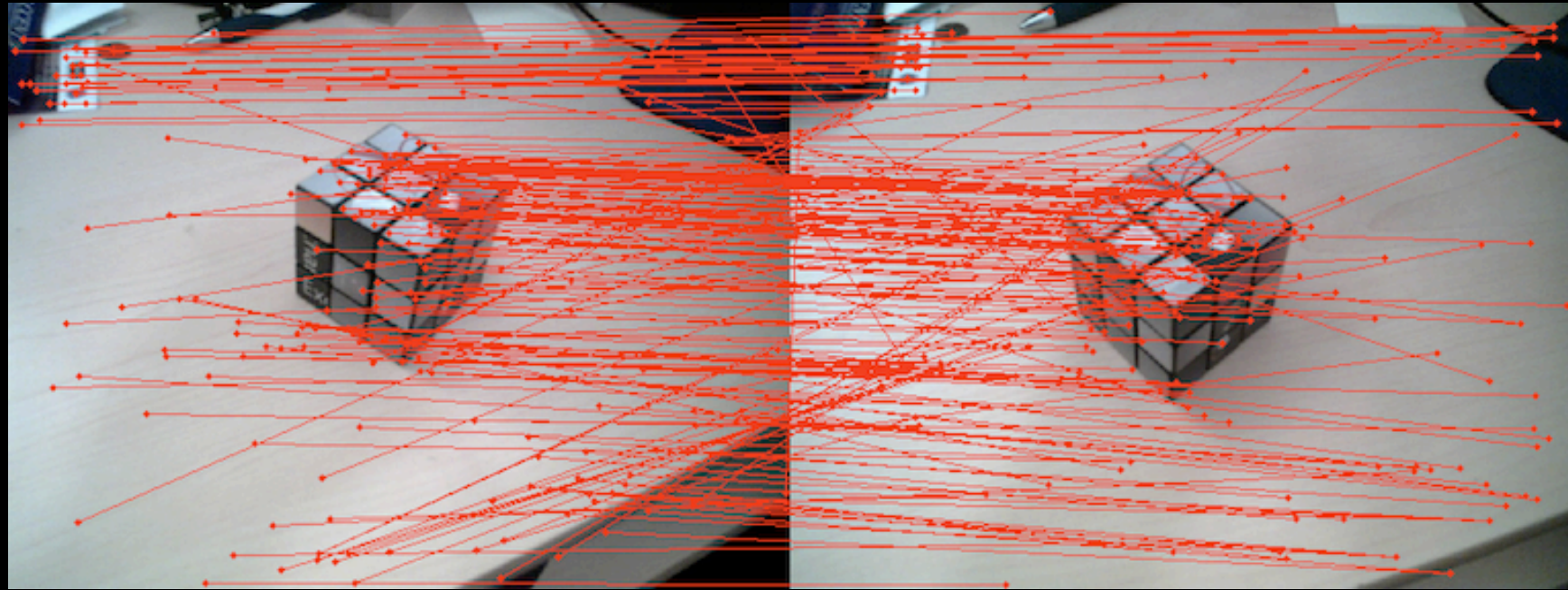


We see surfaces, and we can not see  
through surfaces

line of sight



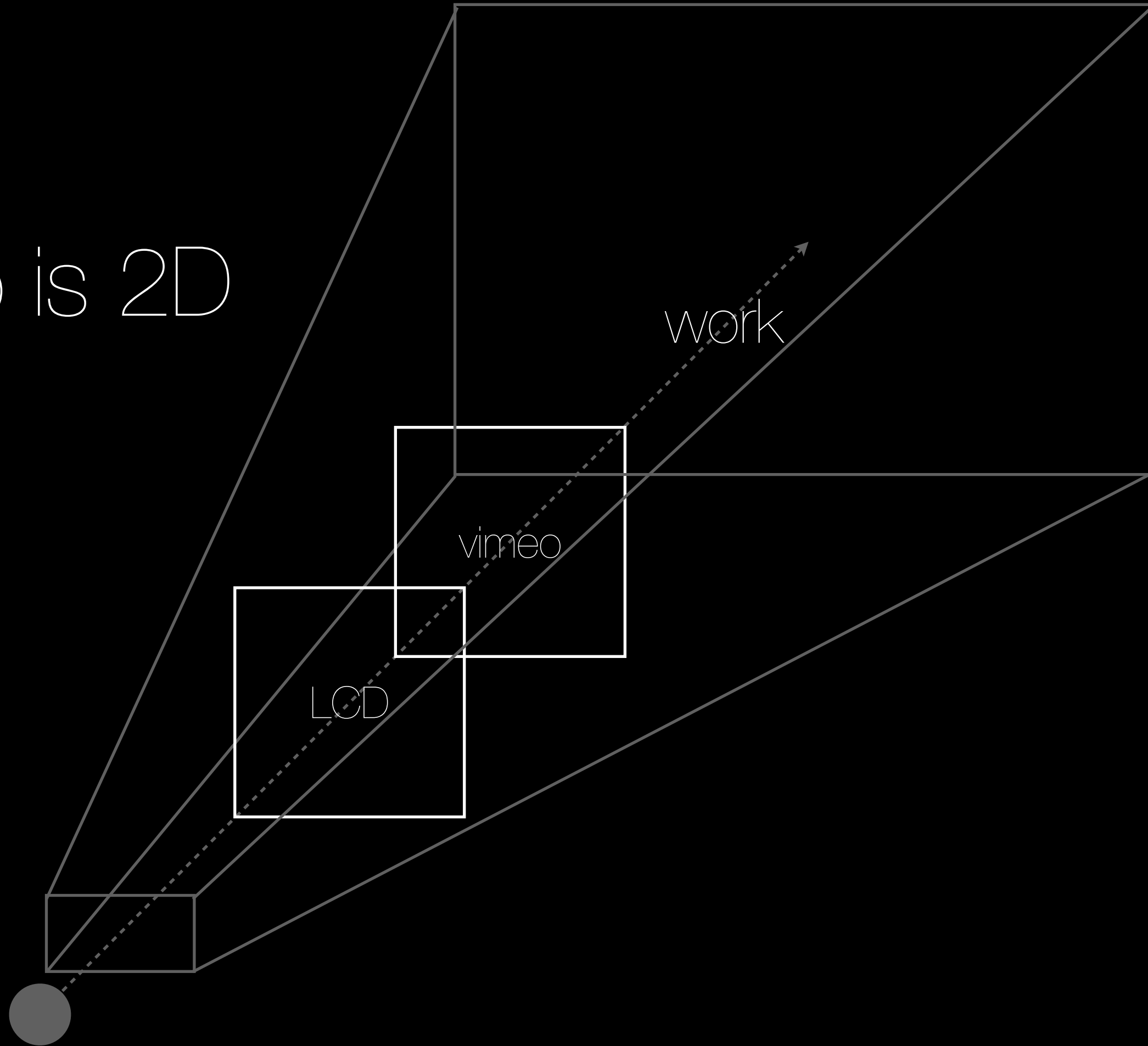
A 3D world is an interactive generator of 2D views



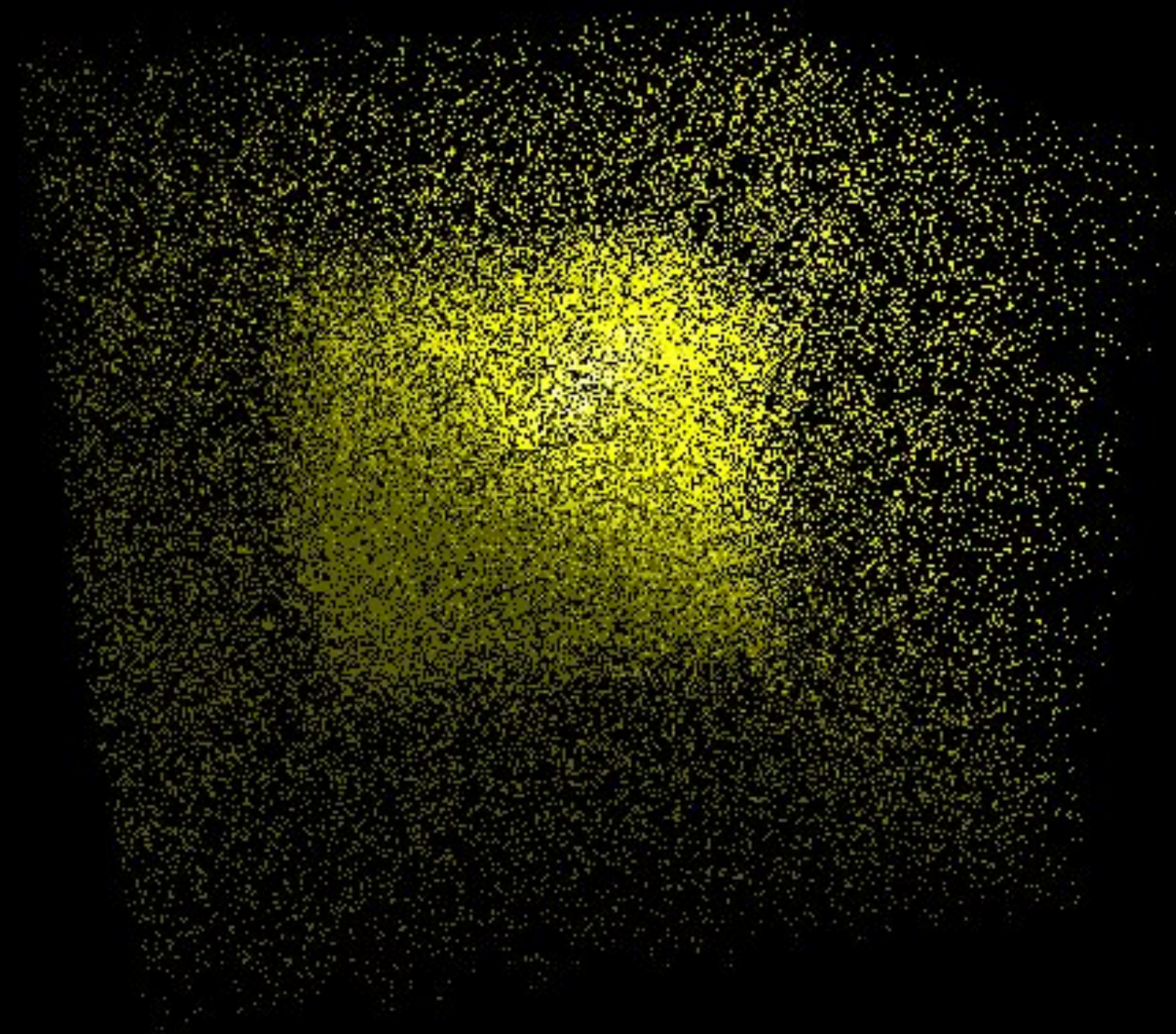
||



The web is 2D







3D forms can lack truth in 2D

Depth is not 3D complete



is not a real 3D camera







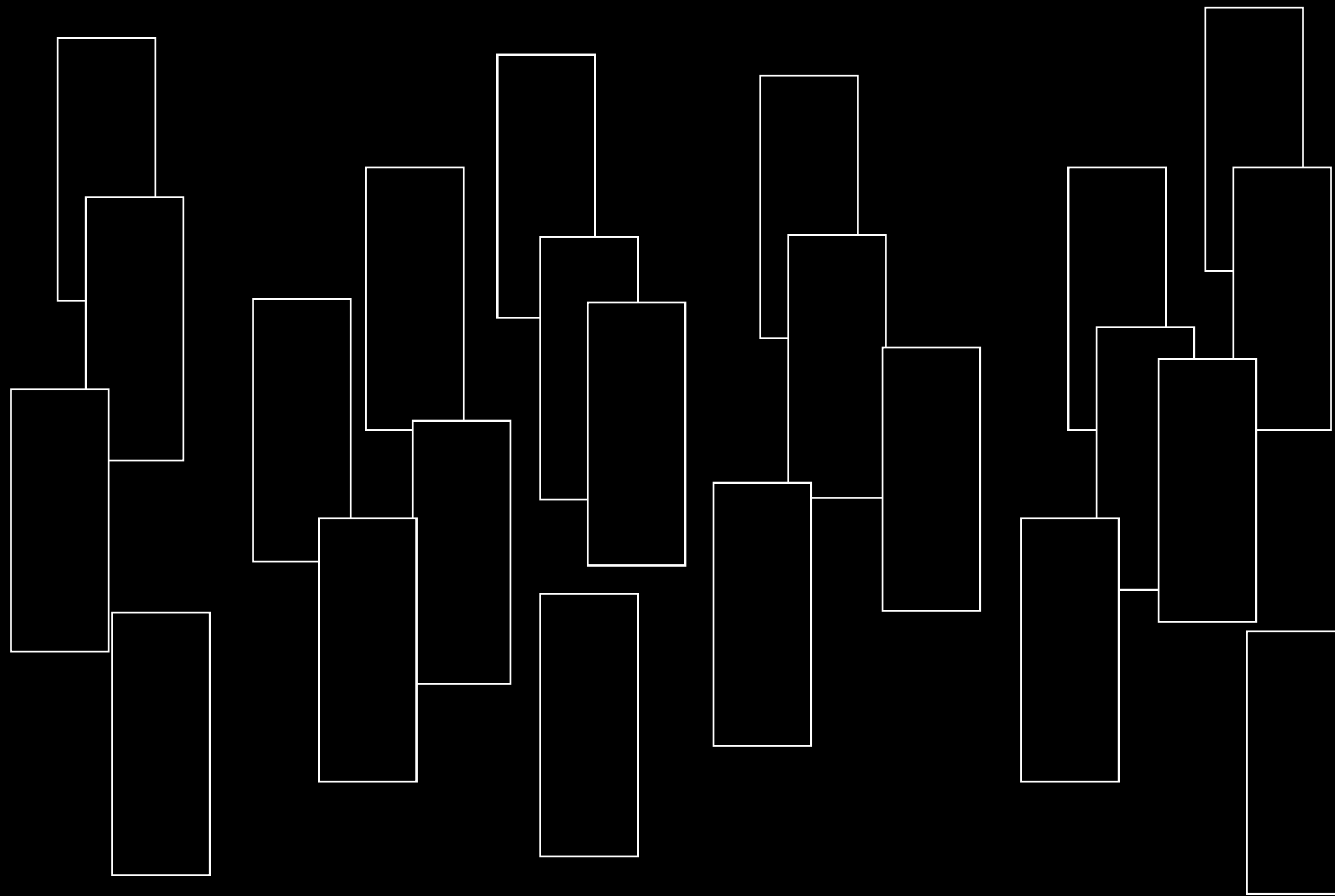
is not a real 3D hologram

Does 3D matter?

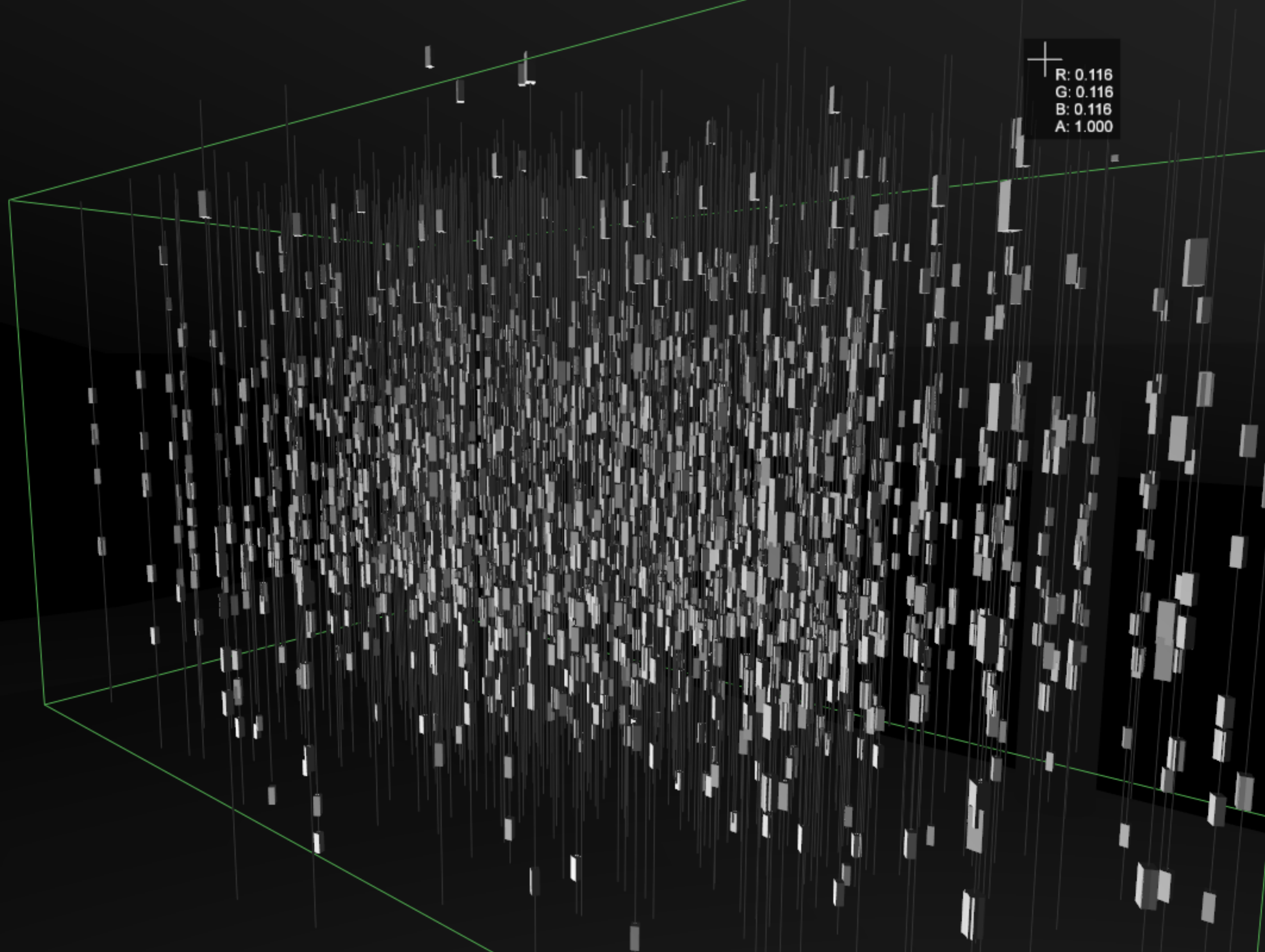


Assembly, 2012

# 3D + 2D display



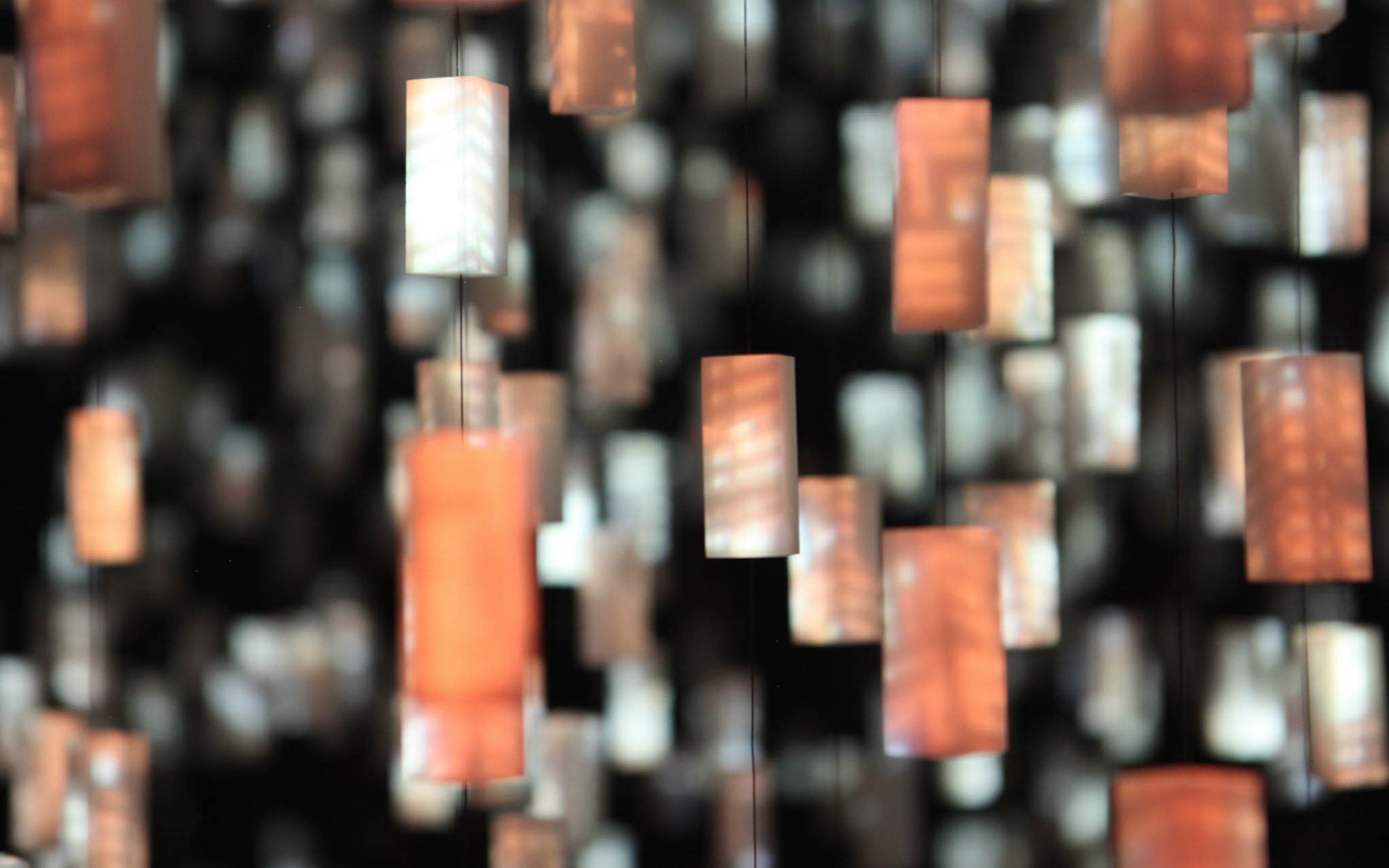
+  
R: 0.116  
G: 0.116  
B: 0.116  
A: 1.000





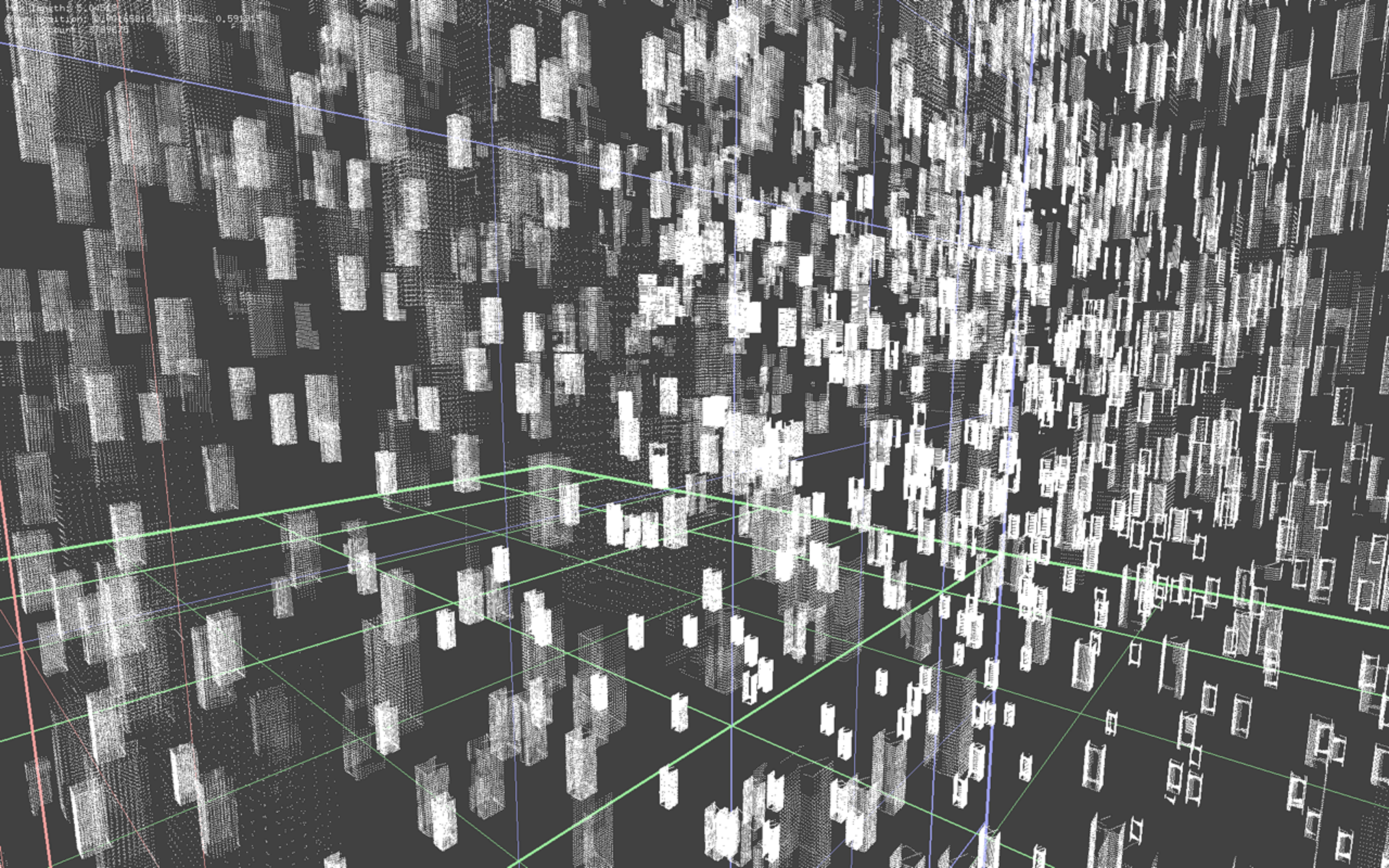
[Assembly video]

<http://vimeo.com/42707293>

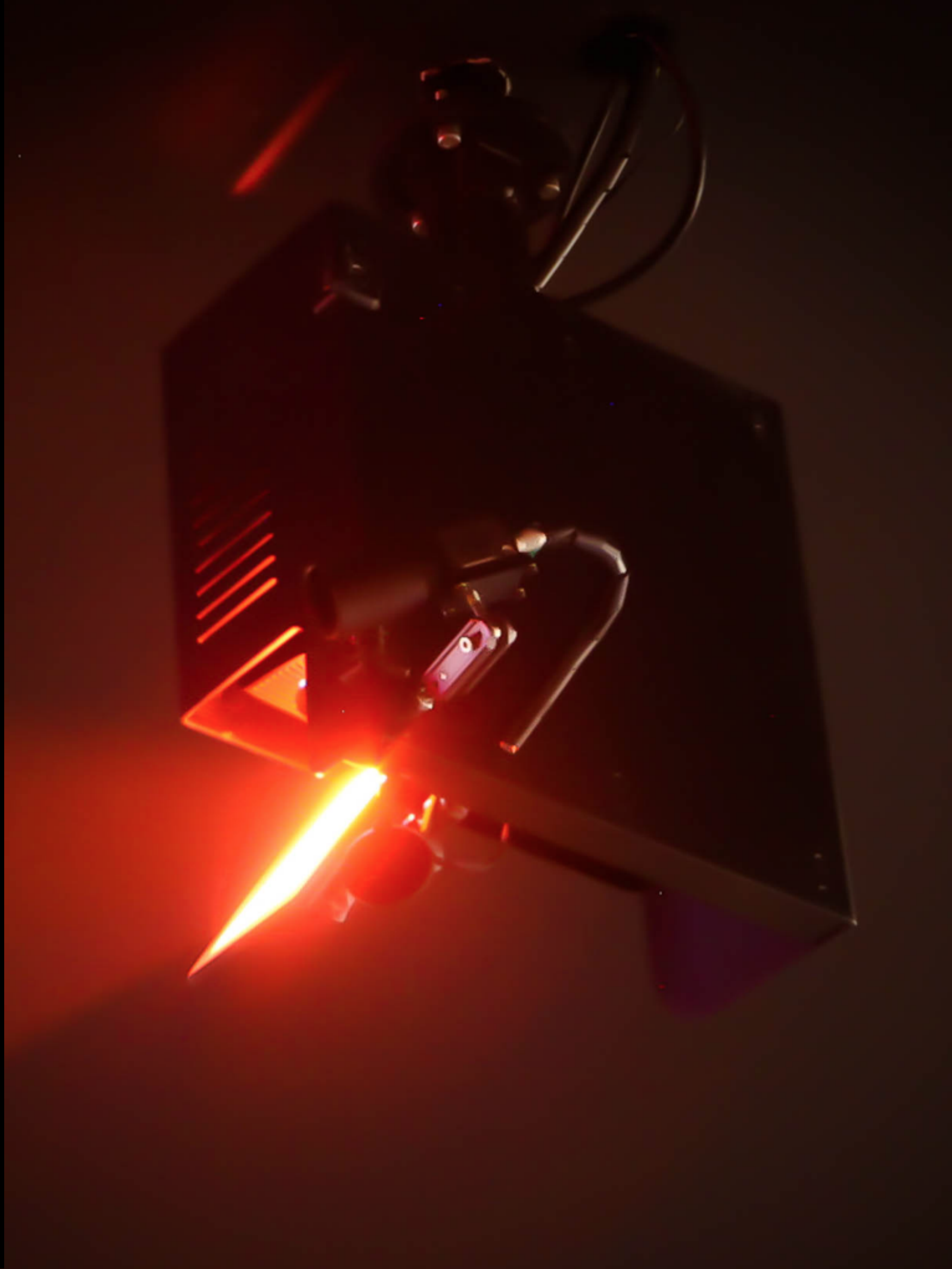




Iteration: 5.04519  
Position: (1.00169816, 0.591315)  
Count: 2789875













### Instructions

[SPACE] = add frame

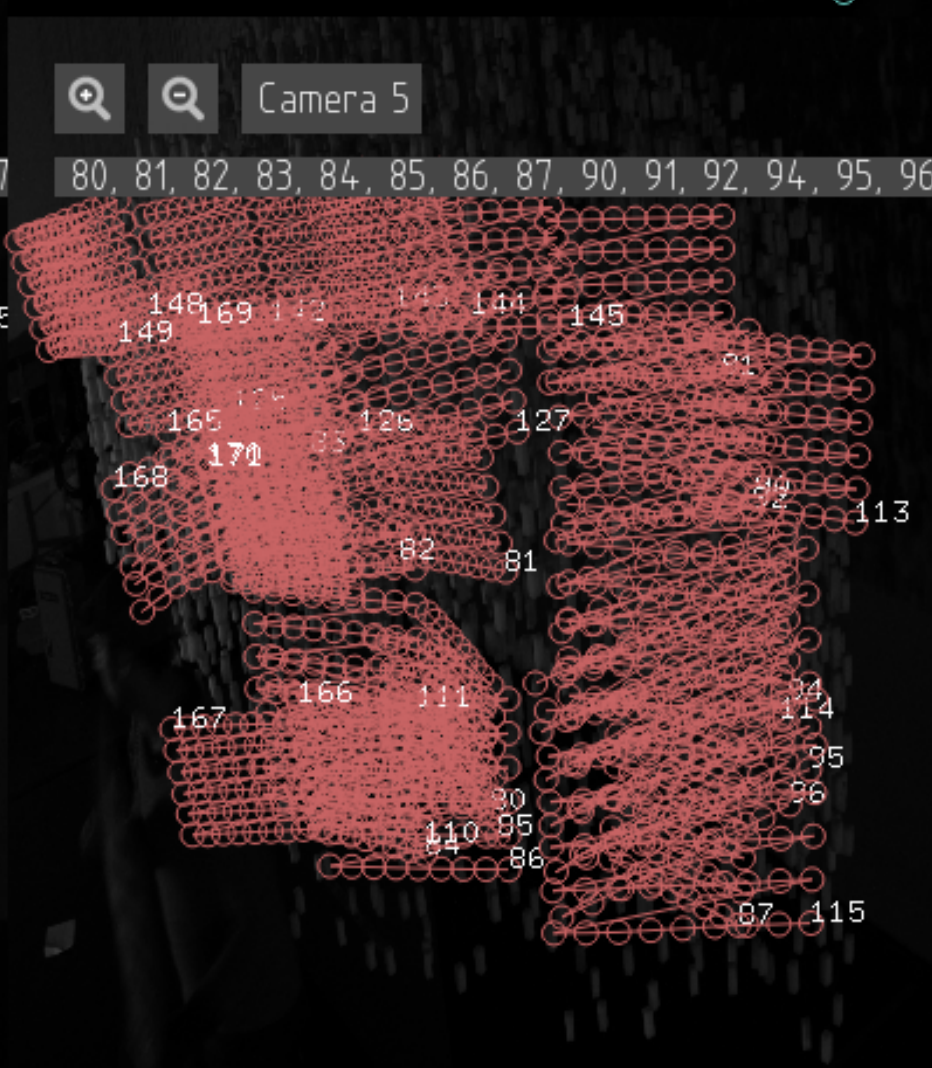
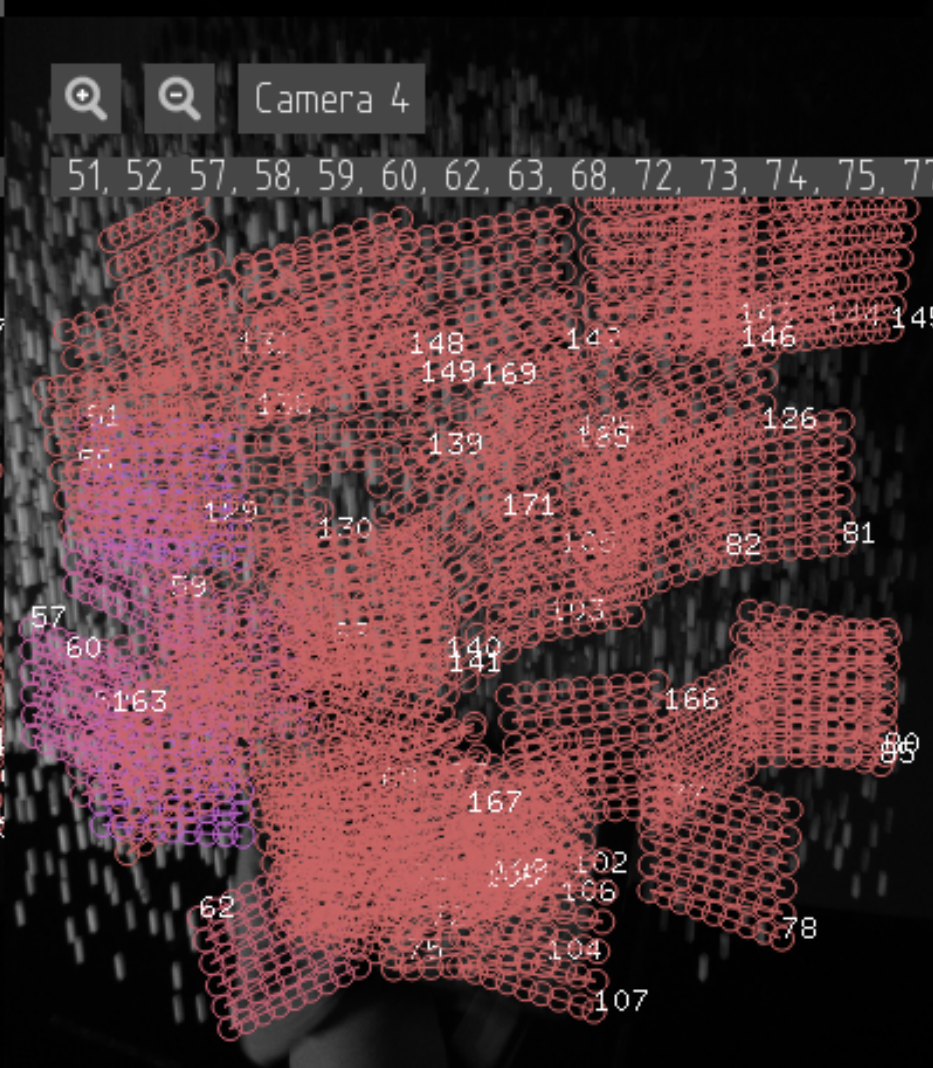
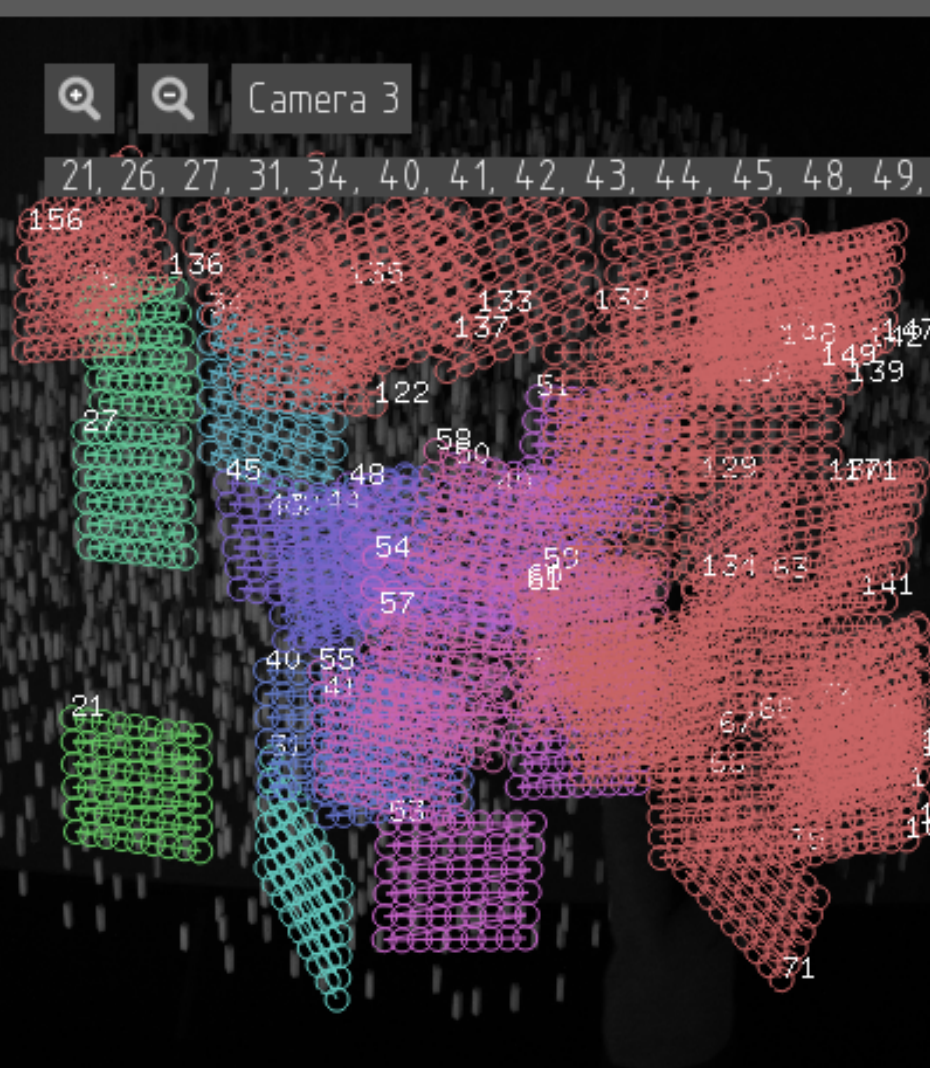
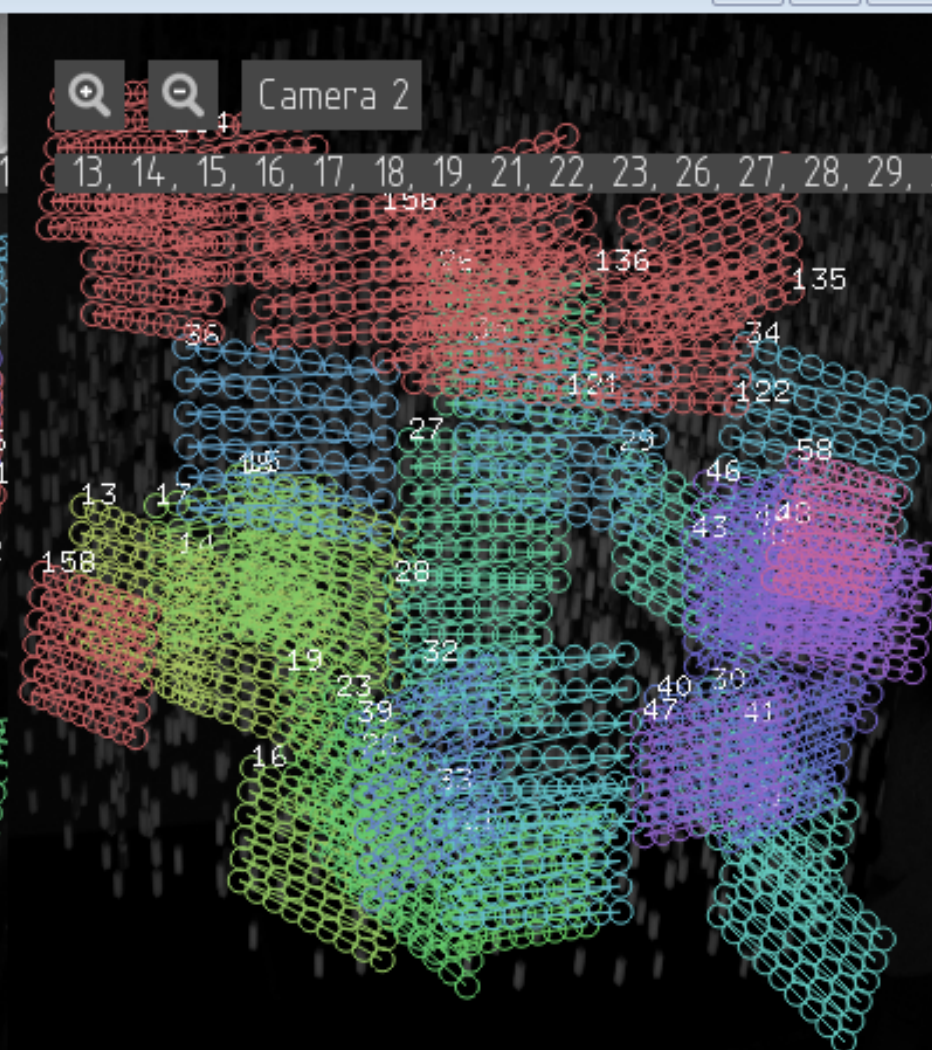
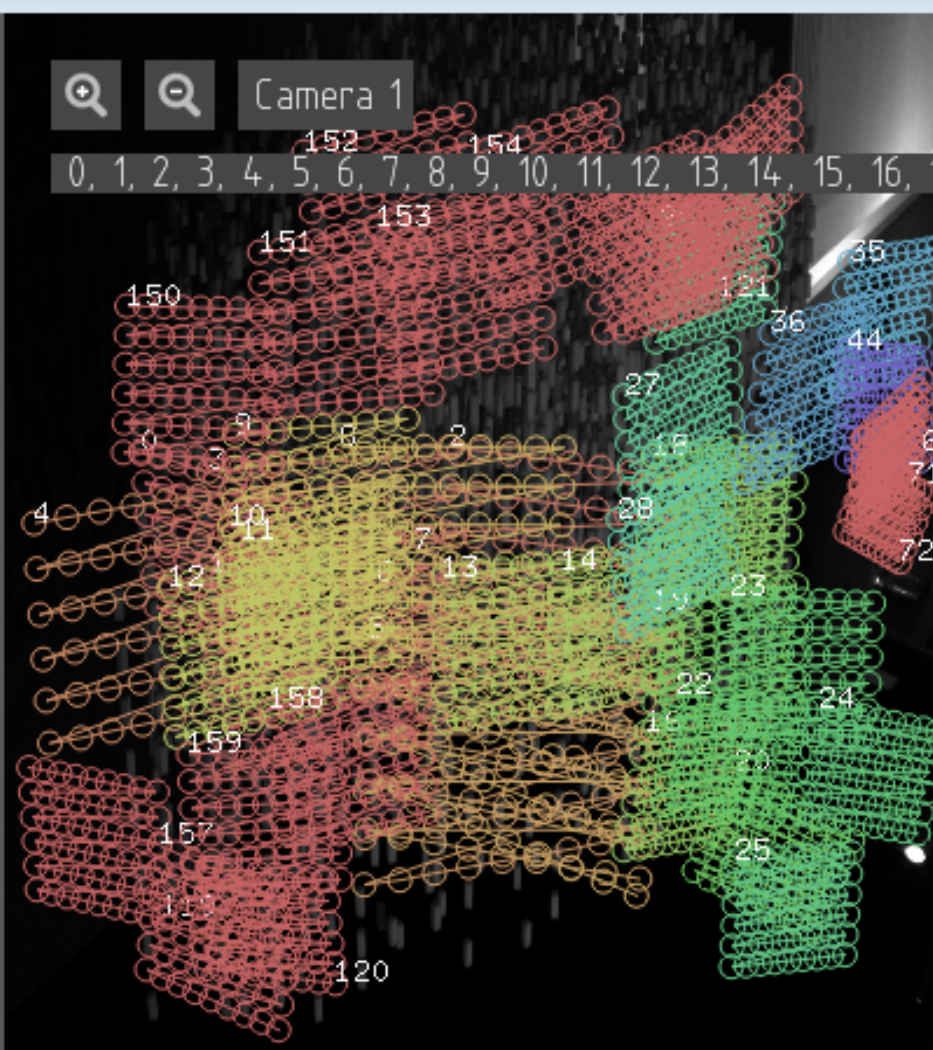
[i] = solve intrinsics

[e] = solve extrinsics

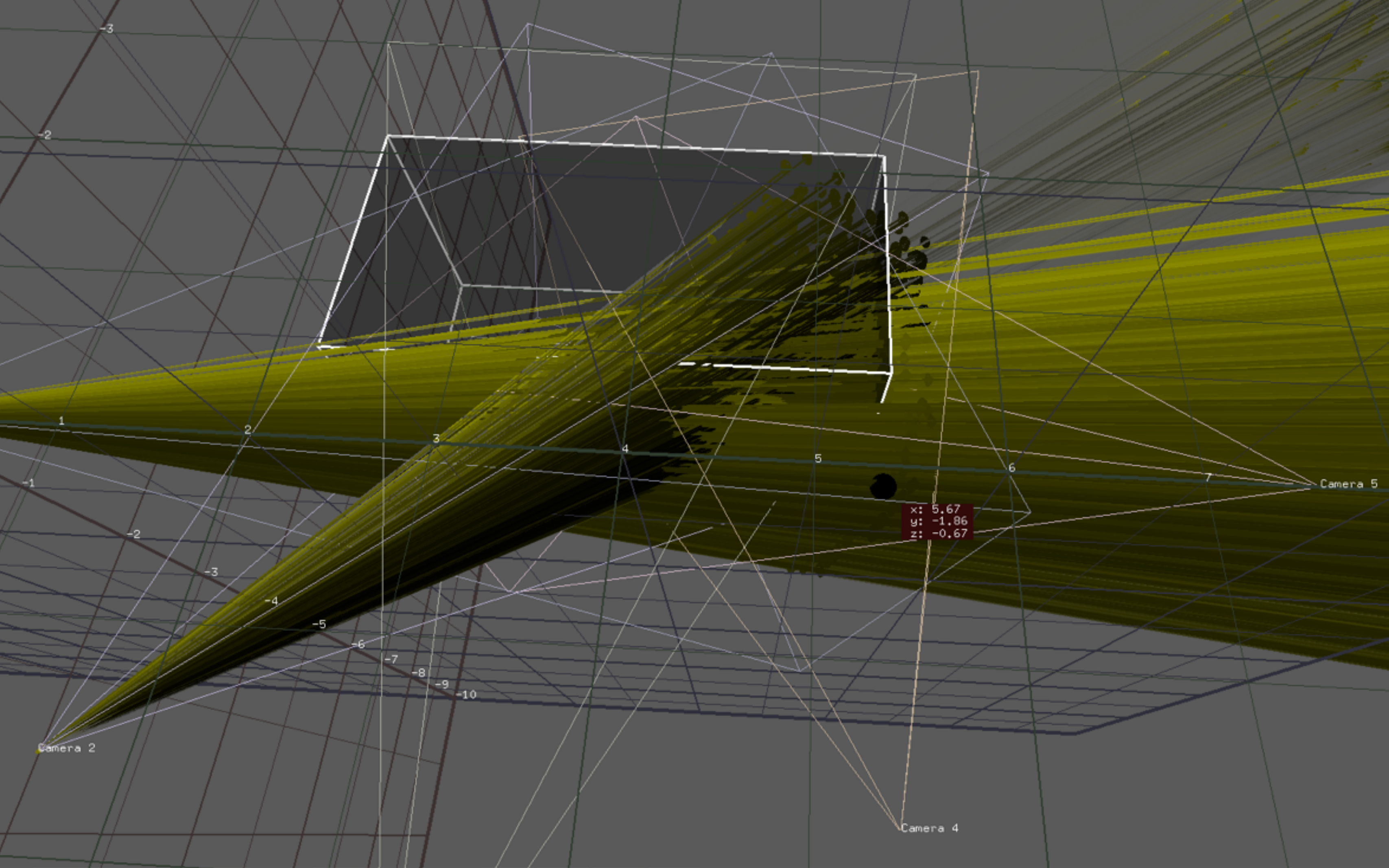
[s] = solve all and save ProCamSet

[a] = save image points

[z] = load image points







Camera 2

Camera 5

Camera 4

x: 5.67  
y: -1.86  
z: -0.67

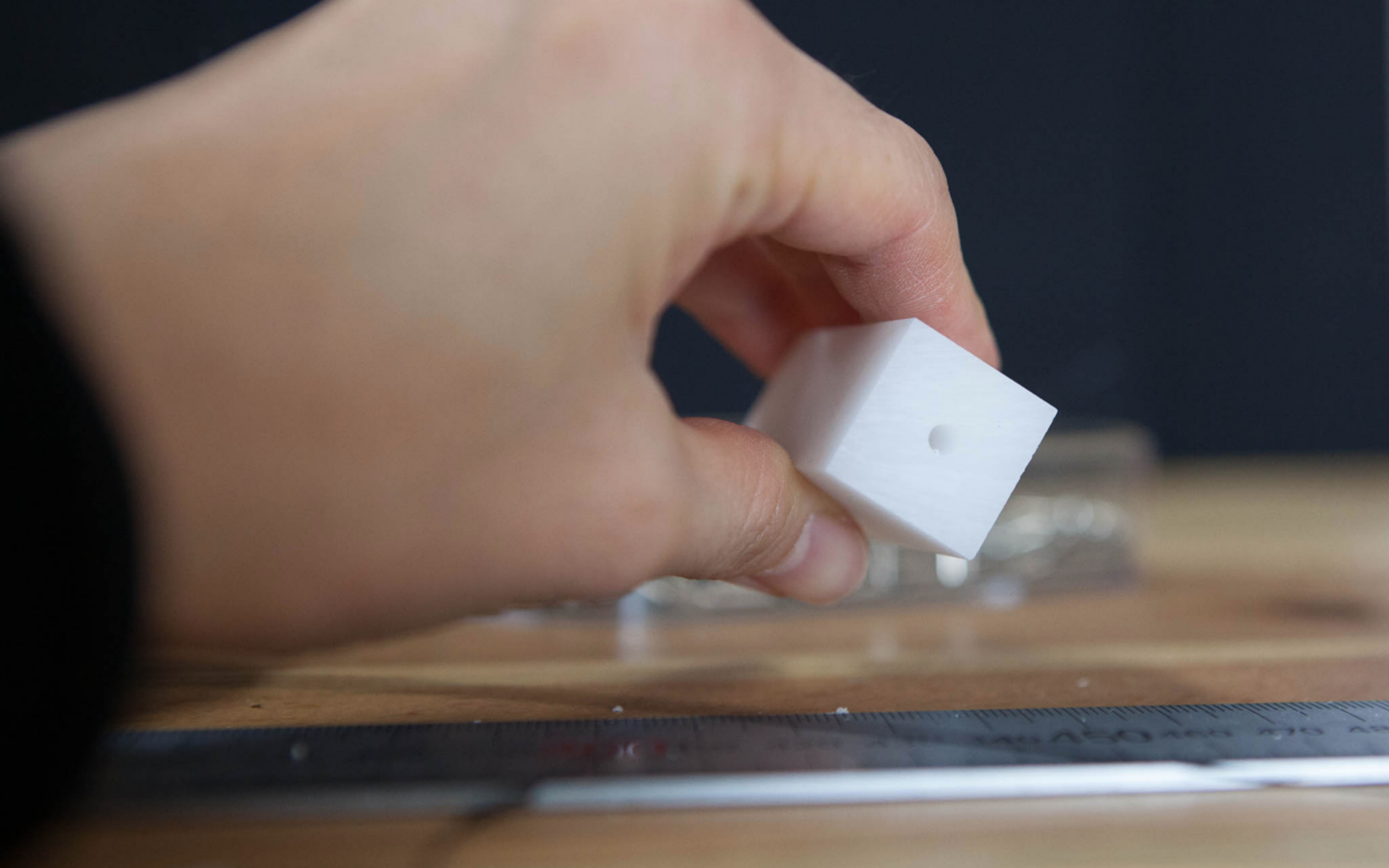
ofxParameter	C++	★ 2	📄 0
ofx-	C	★ 1	📄 0
VVV.Nodes.KCParticles	C#	★ 5	📄 1
VVV.Nodes.Kinect	C#	★ 2	📄 1
ofxTimeline	C++	★ 2	📄 22
ofxOpenNI	C	★ 1	📄 52
VVV.Tutorials.Fundamentals		★ 10	📄 2
VVV.Tools.MakeDocumentation		★ 5	📄 1
mrvux-libs	C#	★ 1	📄 1
Link	C#	★ 2	📄 0
Simple-text-buffer-for-openFrameworks	C++	★ 2	📄 0
ofxEdsdk	C++	★ 1	📄 8
ProjectorMaker	Ruby	★ 1	📄 0
CanonCameraWrapper	C++	★ 3	📄 4
ofxInteractiveVariable	C++	★ 2	📄 0
ofxGraphicAssets	C++	★ 1	📄 0
ofxKCTouchGUI	C++	★ 5	📄 0
ofxYAML	C	★ 1	📄 2
3dCalibration	C++	★ 2	📄 1
KC.Installations.HanRiver.PreProduction.OpenFrameworks		★ 1	📄 0

ofxProCamSolver	C++	★ 2	📄 0
ofxDraggableNode	C++	★ 1	📄 0
ofxDelaunay		★ 1	📄 5
openni-measure	C++	★ 1	📄 0
Kinect-intervalometer	C++	★ 3	📄 0
ofxCVgui	C++	★ 3	📄 1
ofxOpenNI2	C	★ 2	📄 11
ProCamToolkit	C++	★ 1	📄 14
ofxPFMImage		★ 2	📄 0
VVV.Nodes.FlyCapture	C#	★ 2	📄 0
VVV.Nodes.RenderTools		★ 2	📄 0
ofxLevMar	C	★ 2	📄 0
VVV.Nodes.EmguCV	C#	★ 19	📄 8
VVV.Nodes.VideoInput	C#	★ 2	📄 0
VVV.Nodes.OpenGL	C#	★ 4	📄 0
MapTools-SL	C++	★ 8	📄 0
ofxTalky	C++	★ 3	📄 1
Talky	C++	★ 2	📄 1
artandcode.Camera-and-projector-calibration	C++	★ 23	📄 4
Swap-Places	C#	★ 1	📄 0
VVV.Nodes.OpenNI	C#	★ 3	📄 1

ofxRay	C++	★ 6	📄 2
ofxGraycode	C++	★ 2	📄 1
ofxTriangulate	C	★ 1	📄 0
ofxCvGui2	C++	★ 3	📄 0
videoInput.NET	C#	★ 3	📄 0
VVV.Mapping.Tutorials.Mapping2-3D		★ 2	📄 1
VVV.Nodes.ProjectorSimulation		★ 4	📄 0
HanRiver-VVV	C#	★ 4	📄 0
ofxTSP	C++	★ 1	📄 0
HanRiver-openFrameworks	C++	★ 4	📄 0
VVV.External.StartupControl	C#	★ 1	📄 0
ofSite	Python	★ 1	📄 42
VVV.Nodes.TableBuffer	C#	★ 3	📄 1
ScreenLab0x01	C++	★ 1	📄 1
ExpFit	C++	★ 1	📄 1
Screenlab-0x01	Python	★ 2	📄 0
VVV.Nodes.GL		★ 4	📄 0
ofxMySQL	C	★ 6	📄 2
ofxUeye-alt-	C	★ 2	📄 0
ofxCv	C++	★ 1	📄 33
pcl-projects	C++	★ 1	📄 1

**VVV.Nodes.Image**  
 A sub-repository for Image nodes within the vvv-sdk to avoid having too many nodes in the main repository.  
 Last updated a month ago





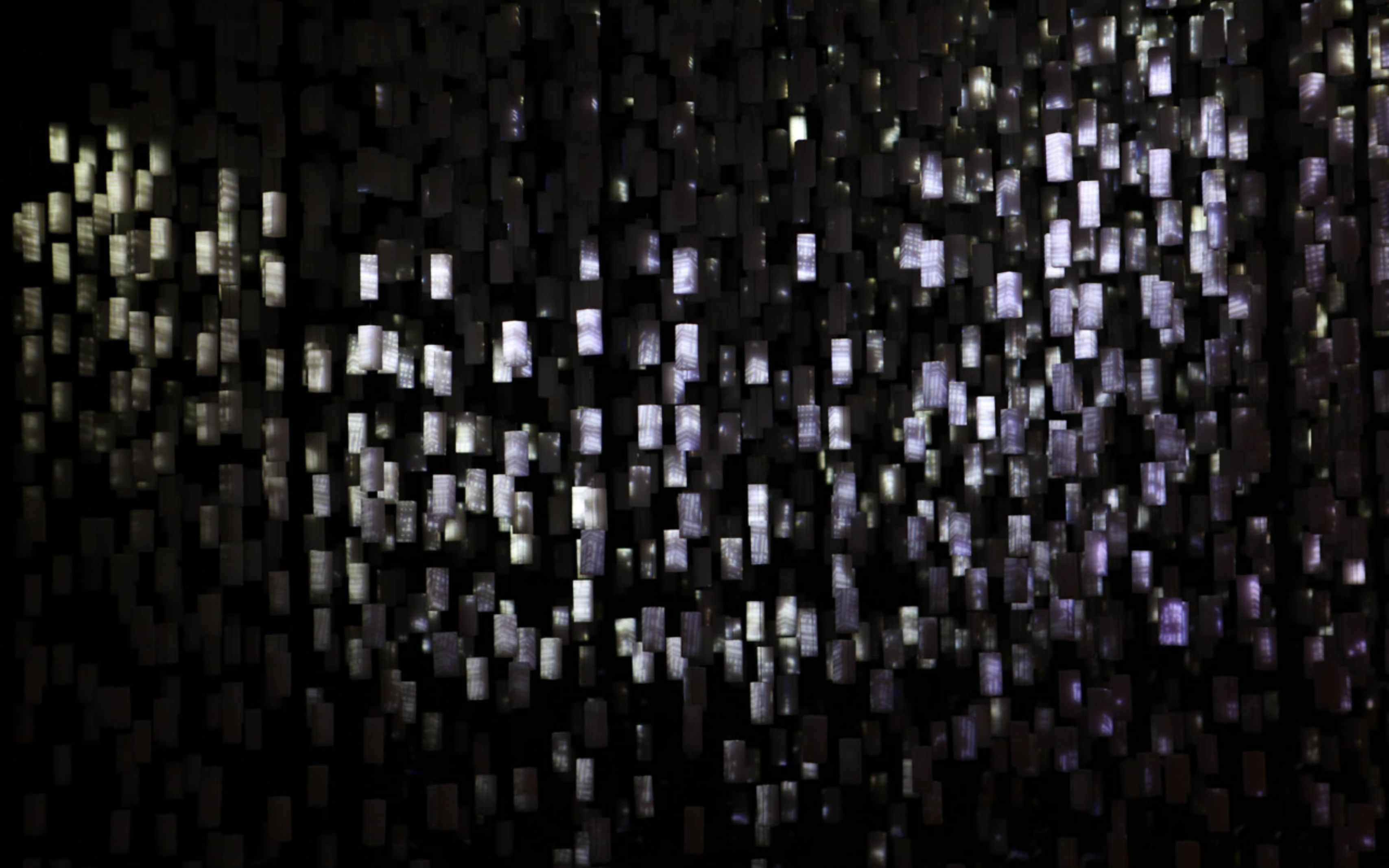












New canvases require new creative tools and  
workflows



[Simulator video]

<https://www.dropbox.com/s/0qih1tbnzfjo9mj/cloth%20in%20simulator.avi>



# Thank you

[elliott@kimchiandchips.com](mailto:elliott@kimchiandchips.com)

[@elliottwoods](#)

[www.kimchiandchips.com](http://www.kimchiandchips.com)



