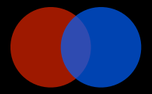
KIMCHI and CHIPS

@mimison
@elliotwoods

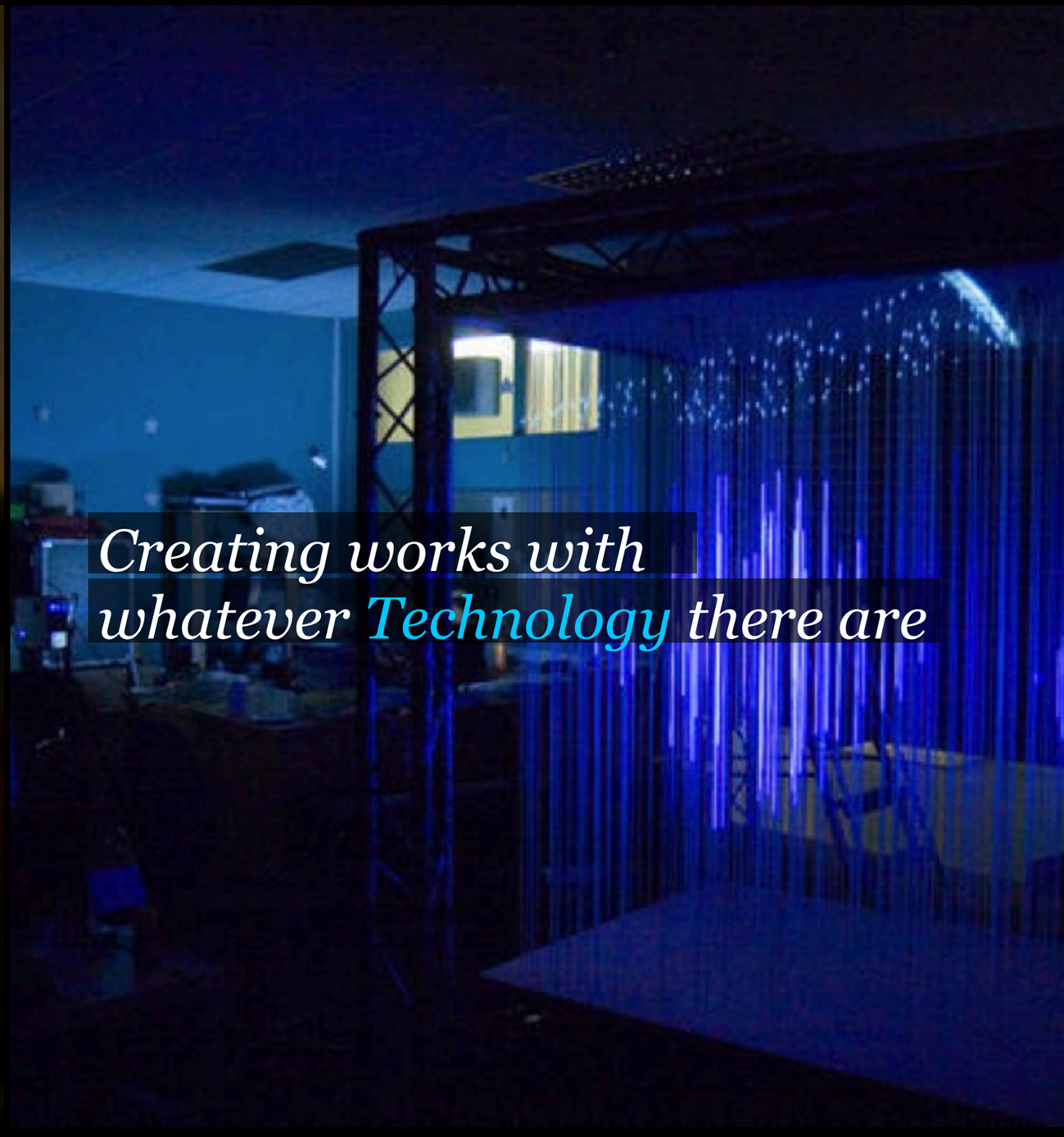
MIMI SON / Korea

ELLIOT WOODS / UK



Opposite sides of the same coin


Creating works with
whichever material there are

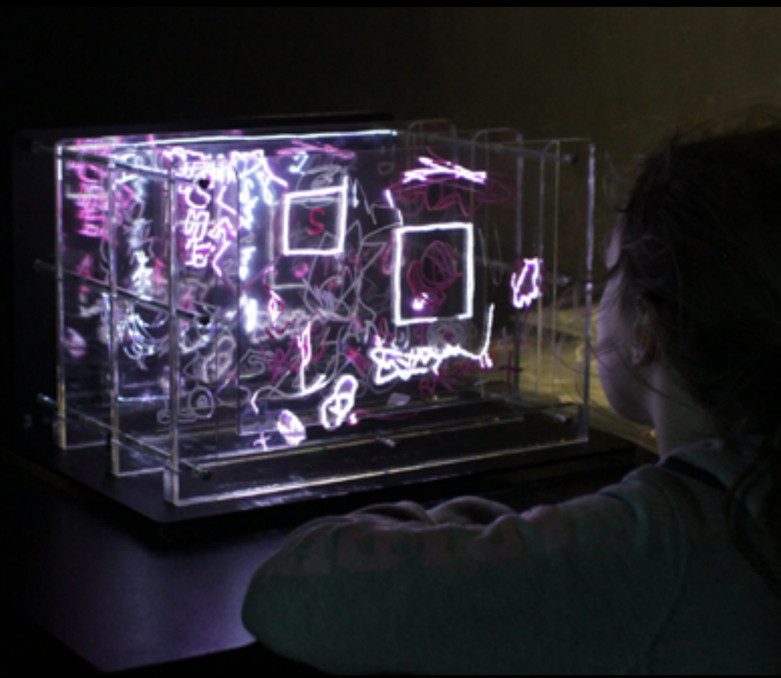

Creating works with
whatever Technology there are

Material + Technology + Story

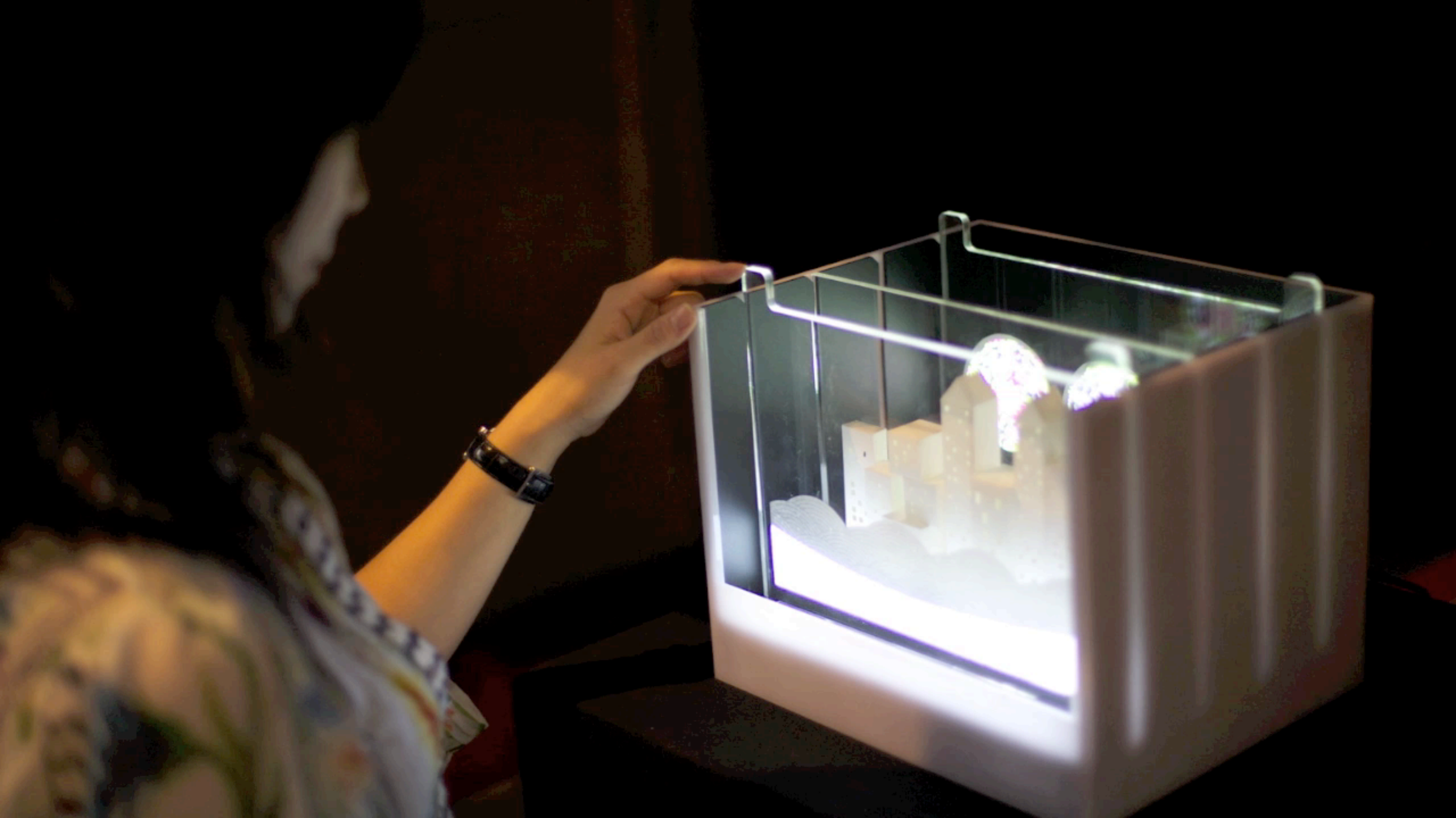
A Journey

LONDON (2007)

SEOUL (2010)



DUBLIN (2012)



Link

SEOUL (2010)

ATHENS (2011)

SAO PAULO (2011)

ENSCHEDE (2011)


Lit Tree, 2013
FLATRON
LG

Lit Tree, 2011


PROJECTOR

Leaves move out of shadow.

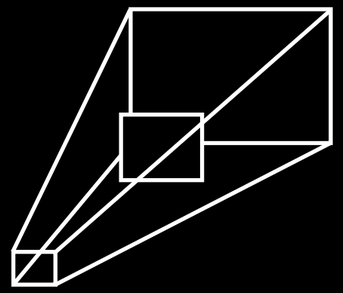
Tree's shape responds to projection light.

The Aesthetics of Error

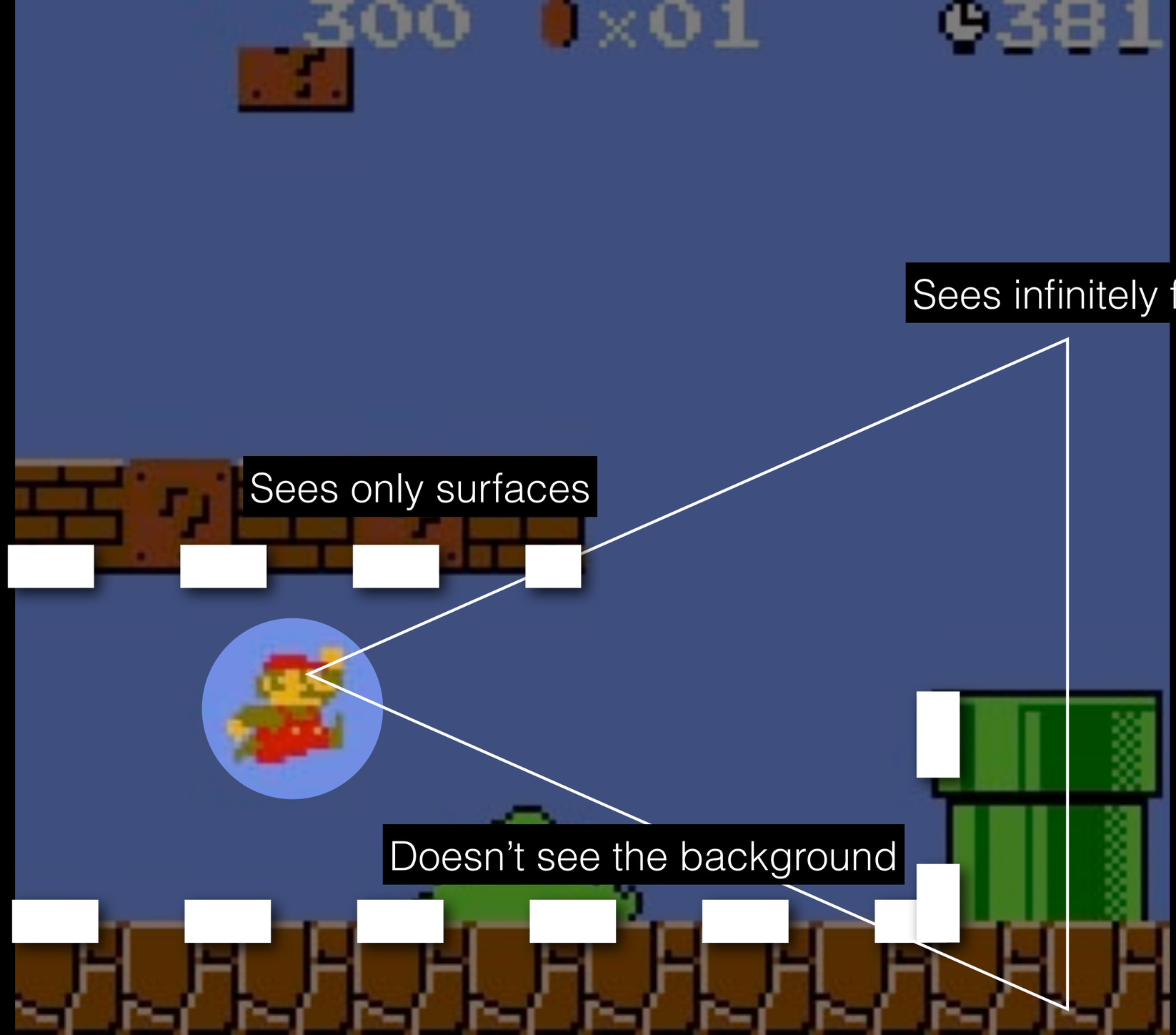
The error of a system is the limit to which it can act in response to intention.

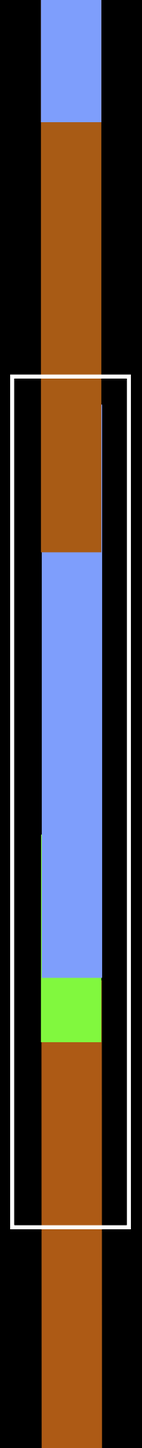
The ego of a system determines the vernacular of its deterioration.

Sight is 2D

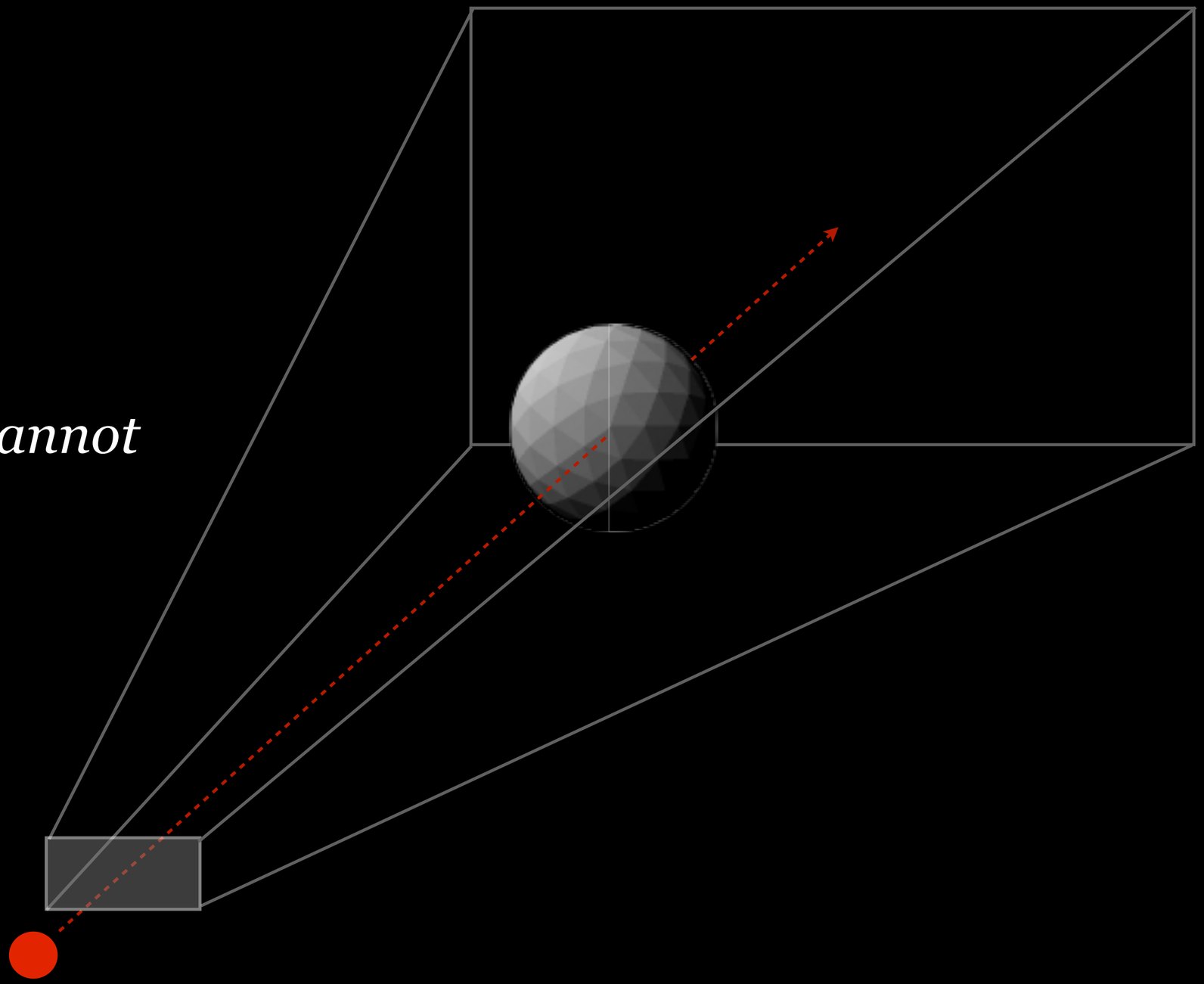



300
×01
381


Sees infinitely far here
Sees only surfaces
Doesn’t see the background

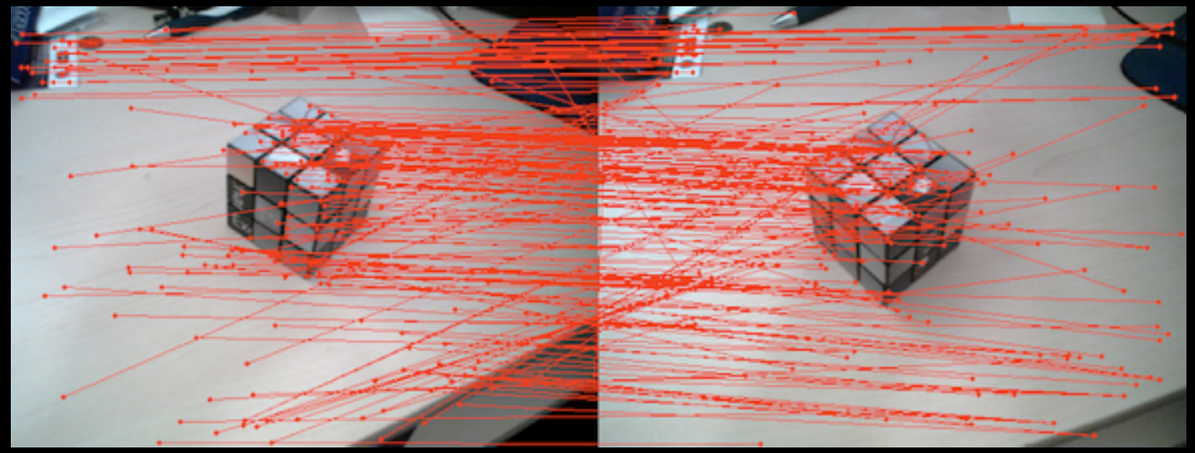


We see surfaces, and we cannot see through surfaces



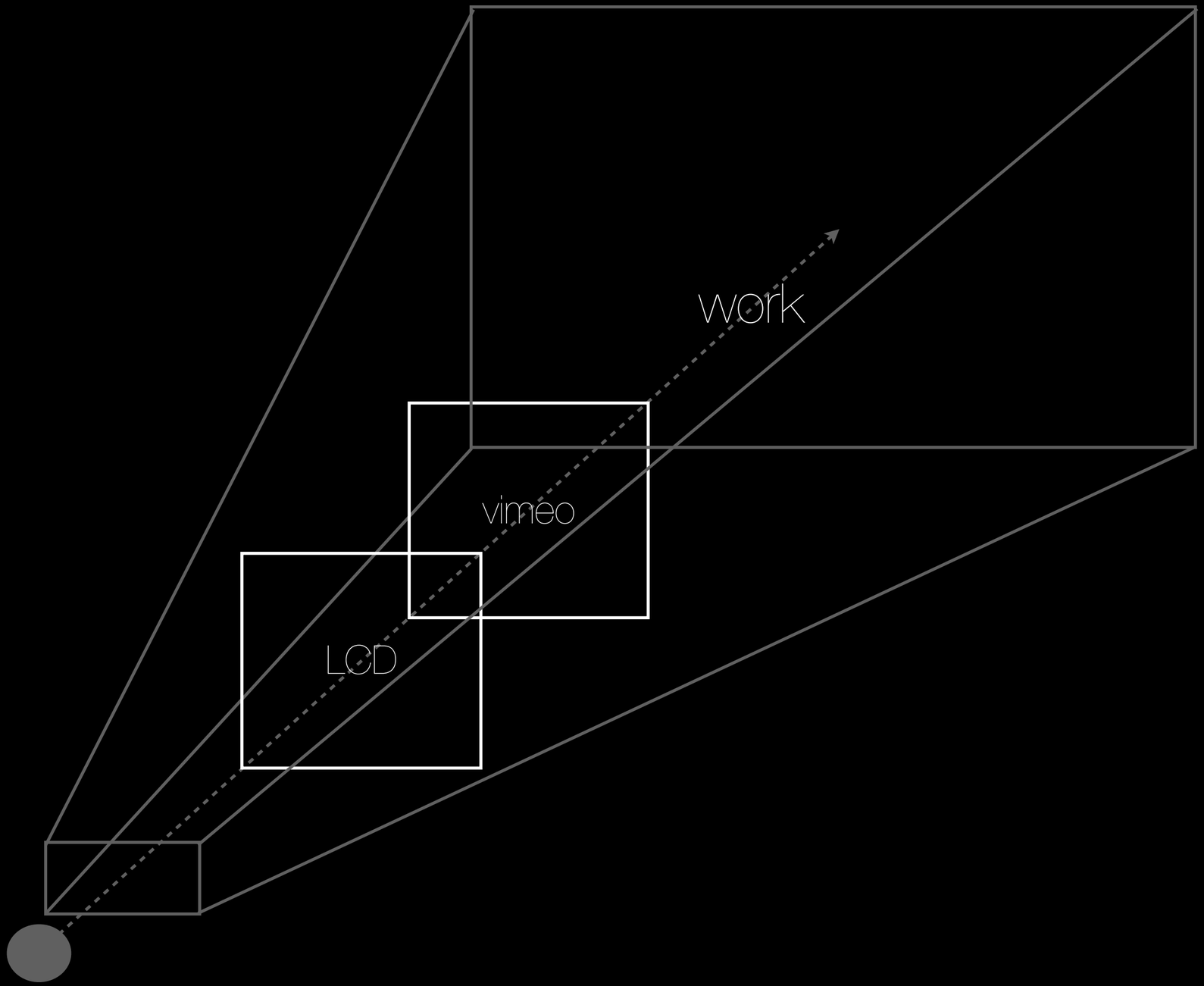
A 3D world is
an interactive generator of 2D views

Anish Kapoor, Cloud Gate (2004, Stainless Steel)

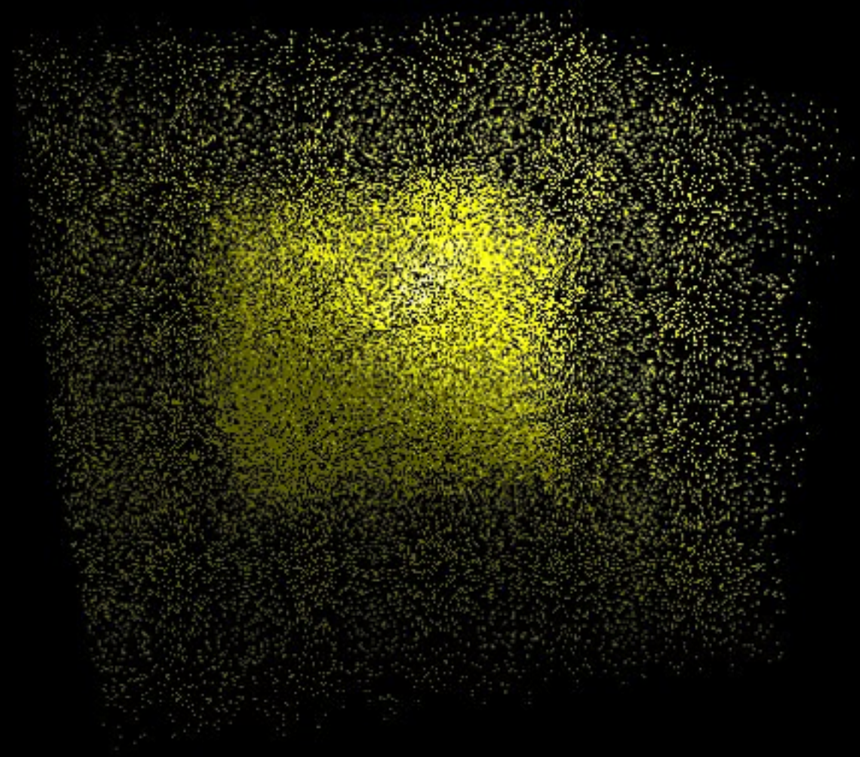


=

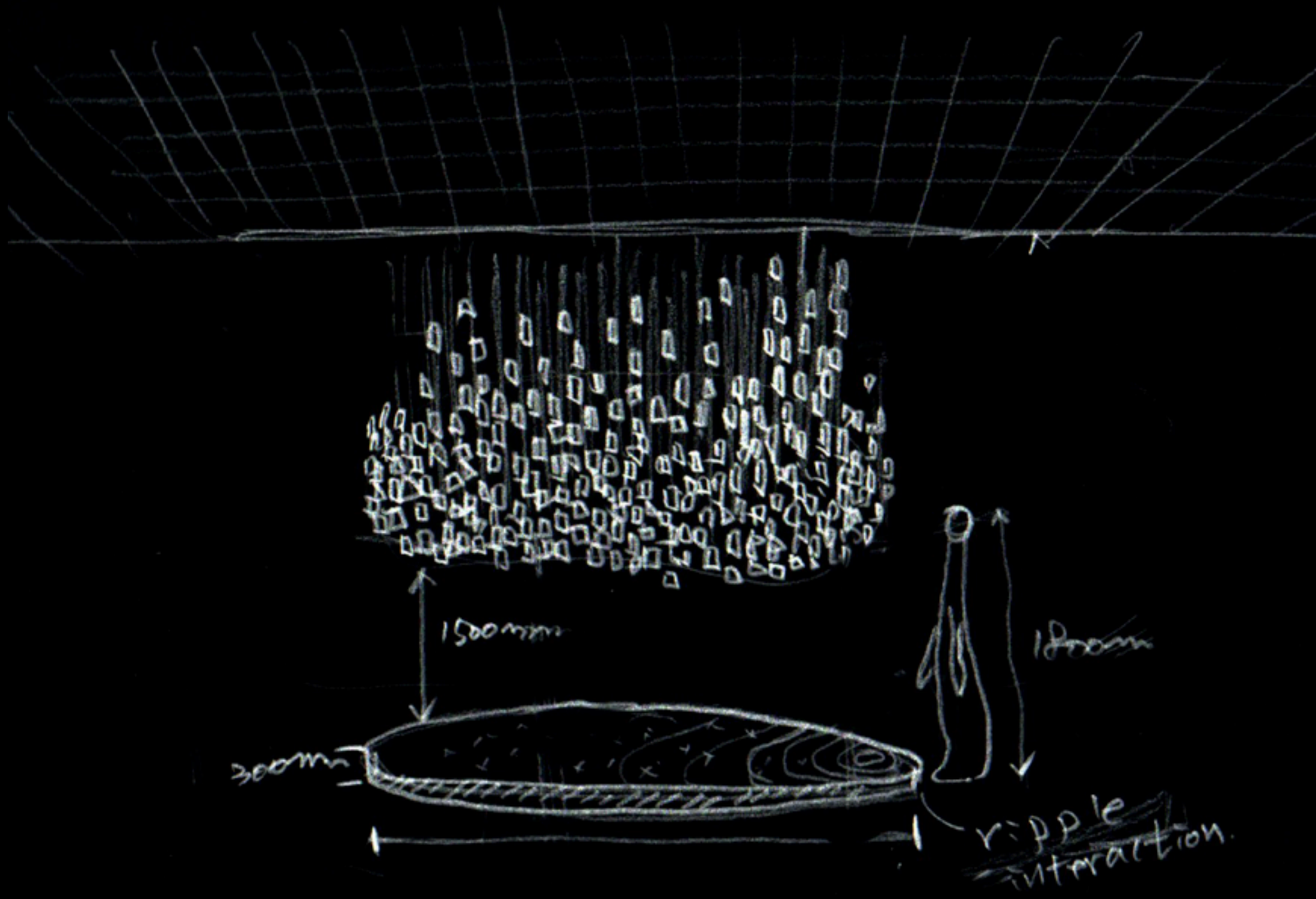
The web is 2D

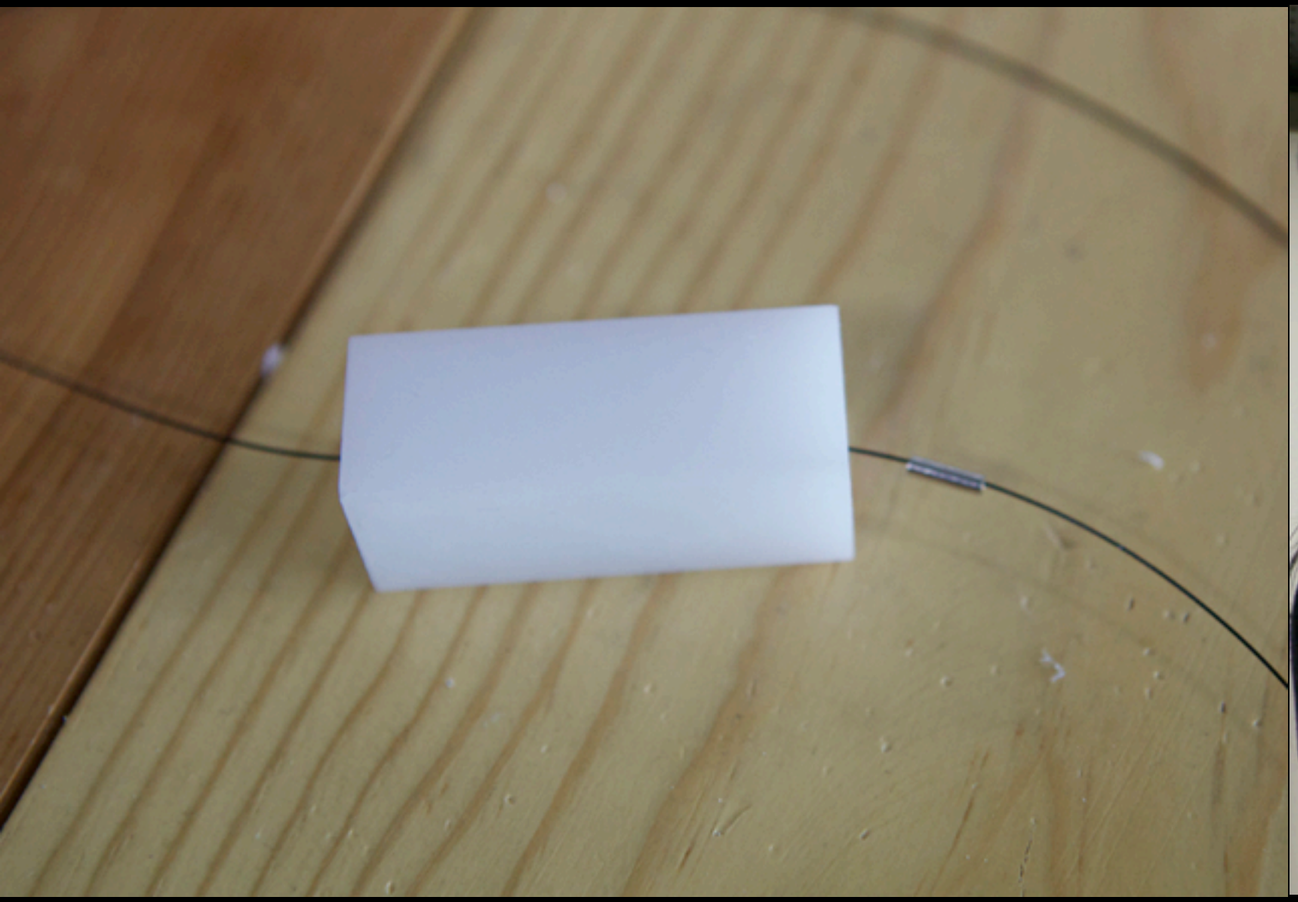


3D forms can lack truth in 2D

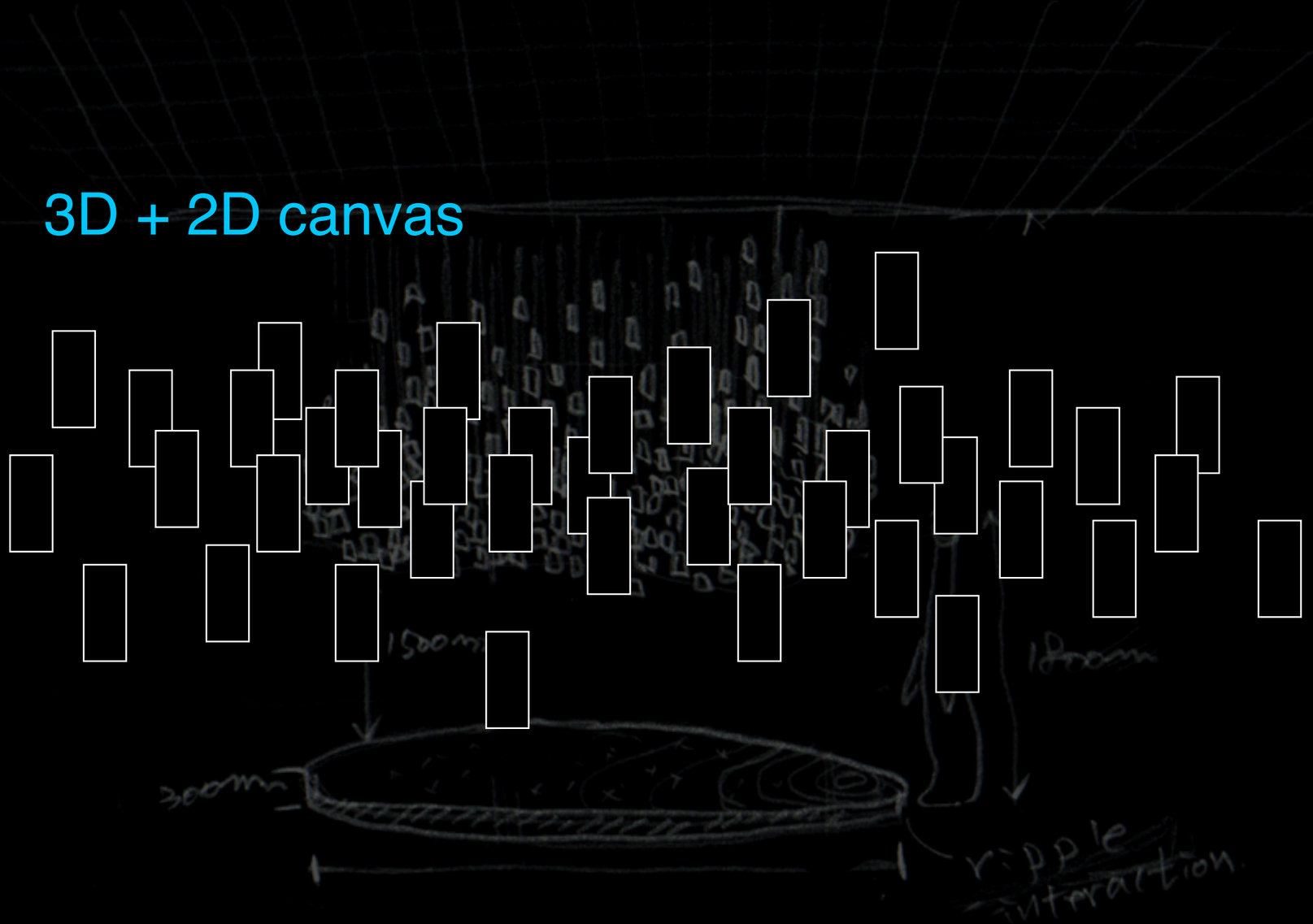


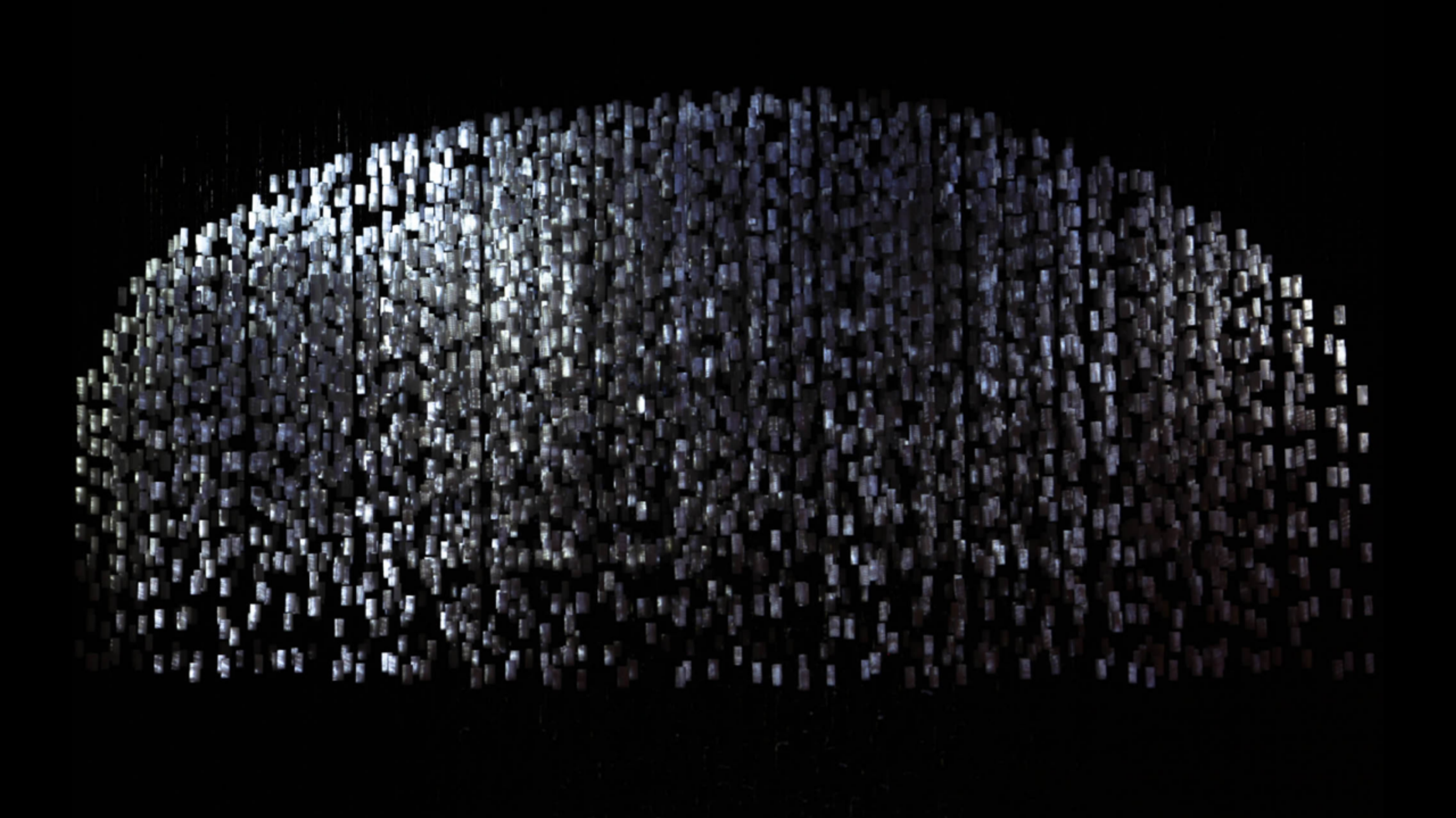
Assembly, 2012

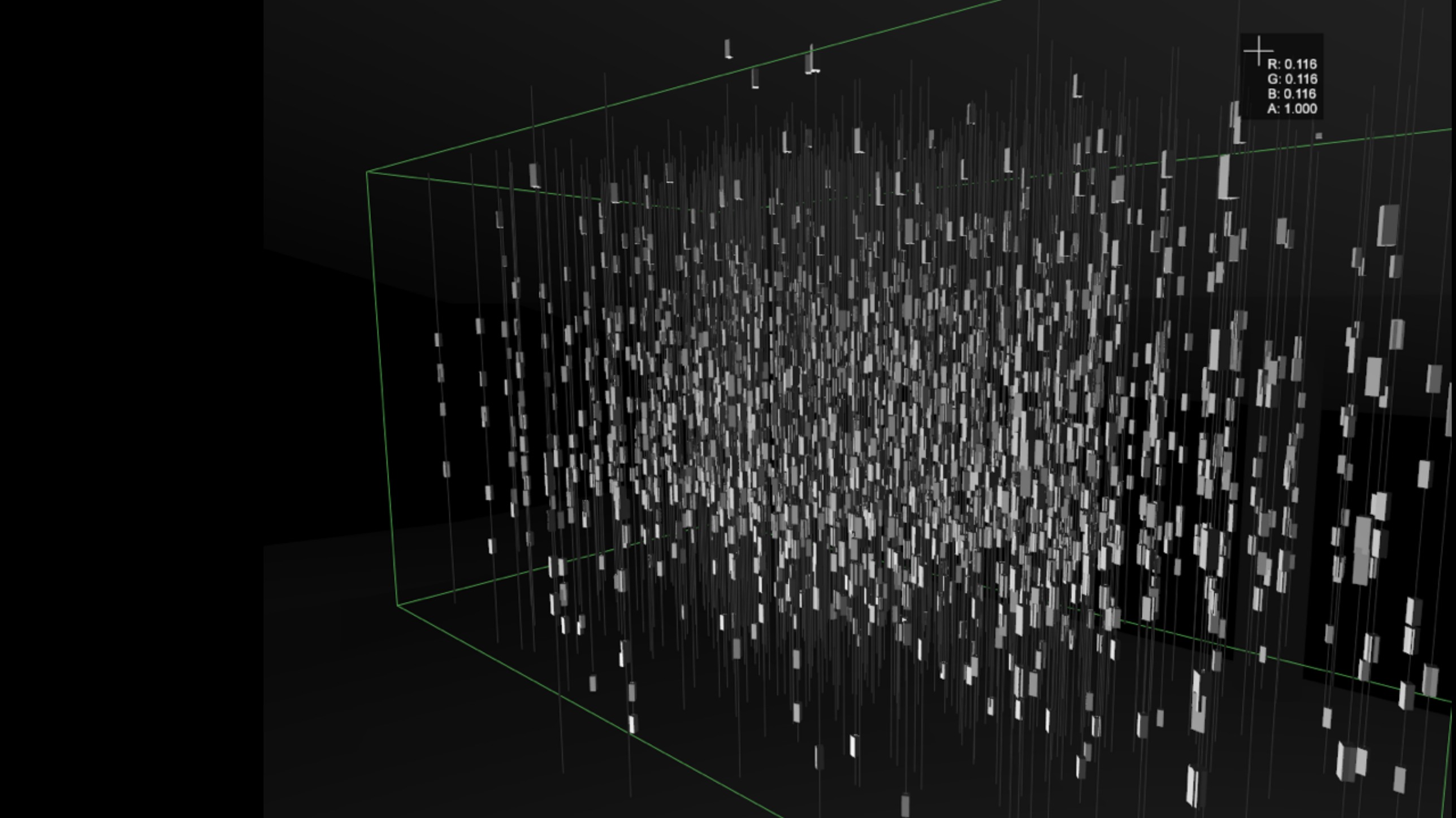


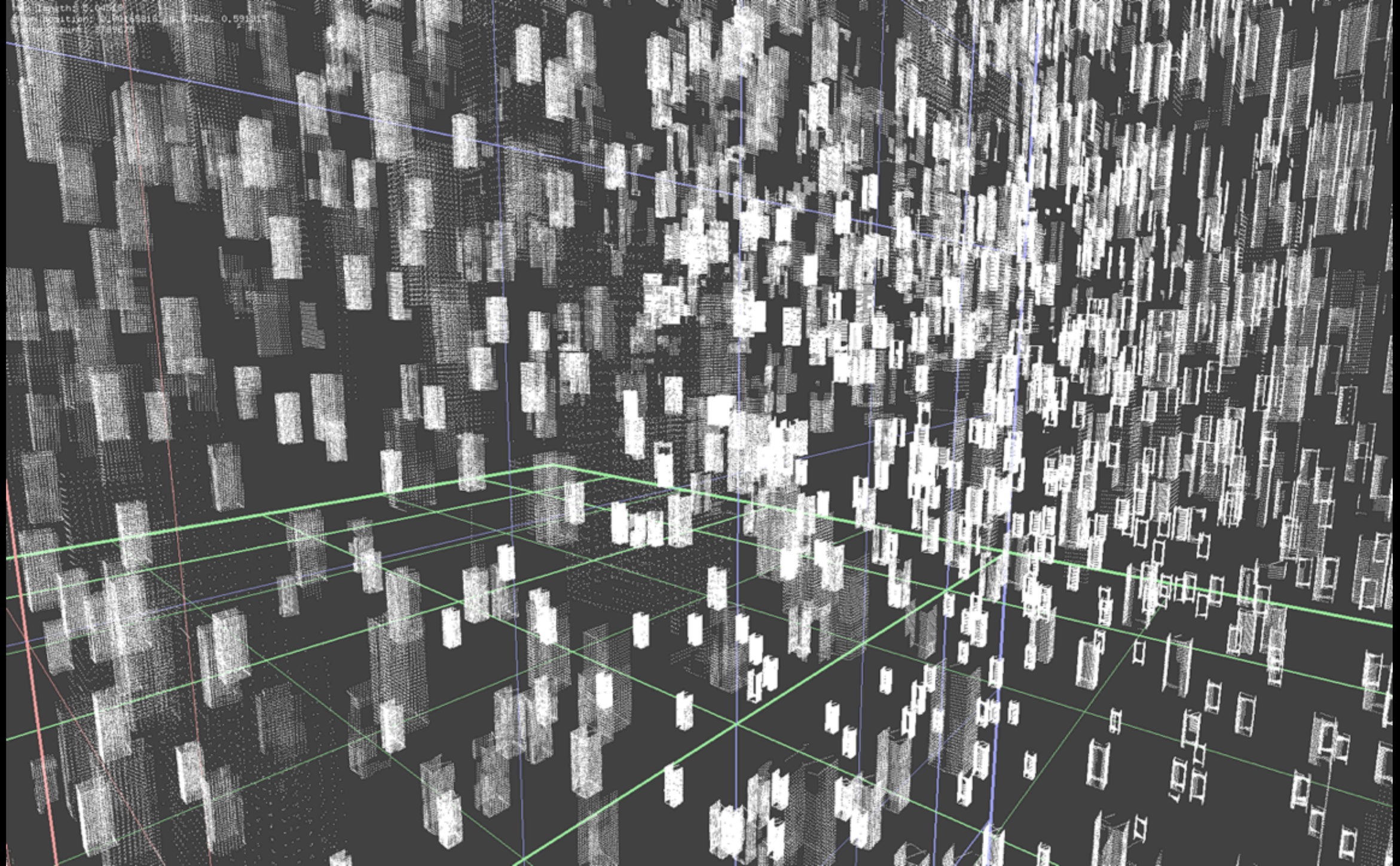


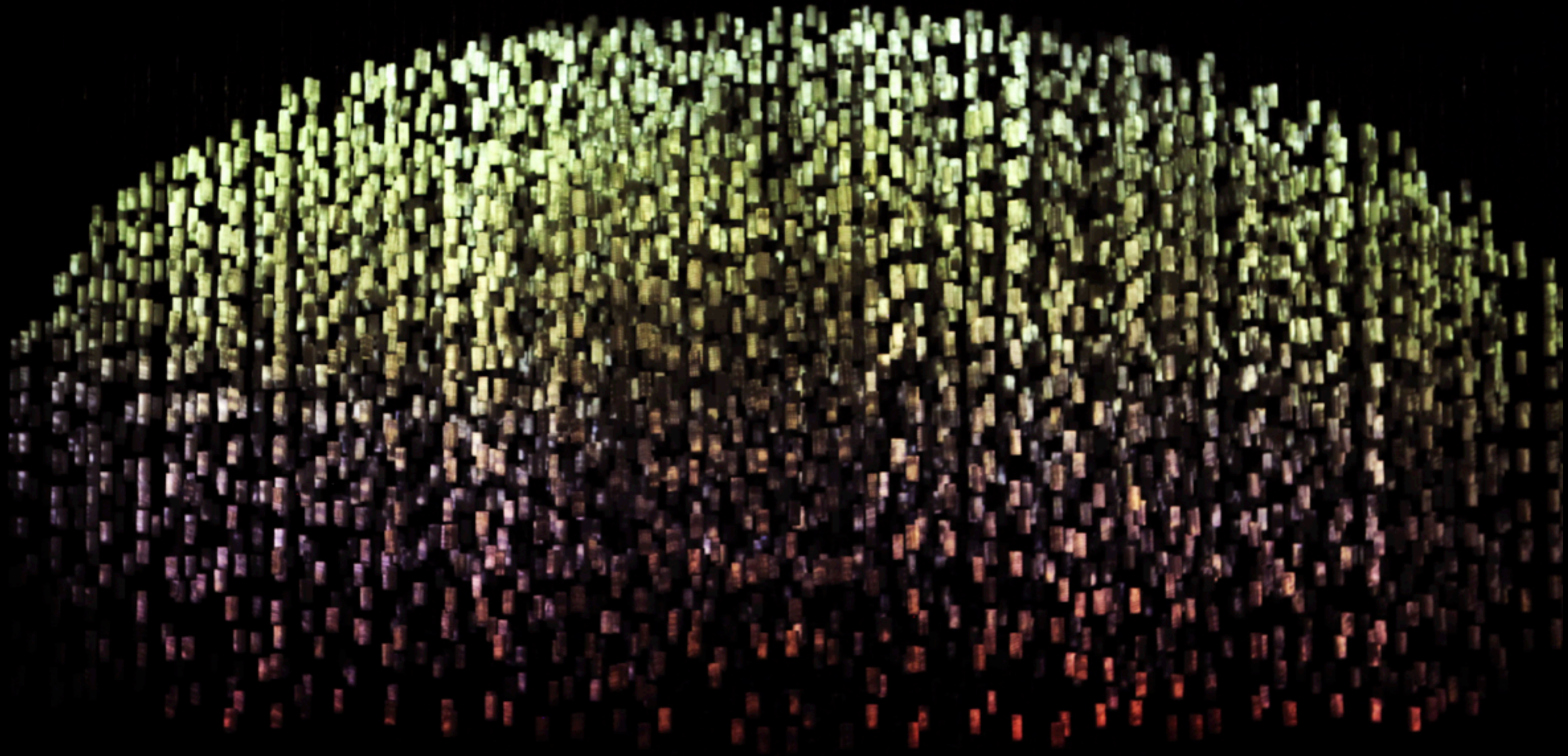
3D + 2D canvas

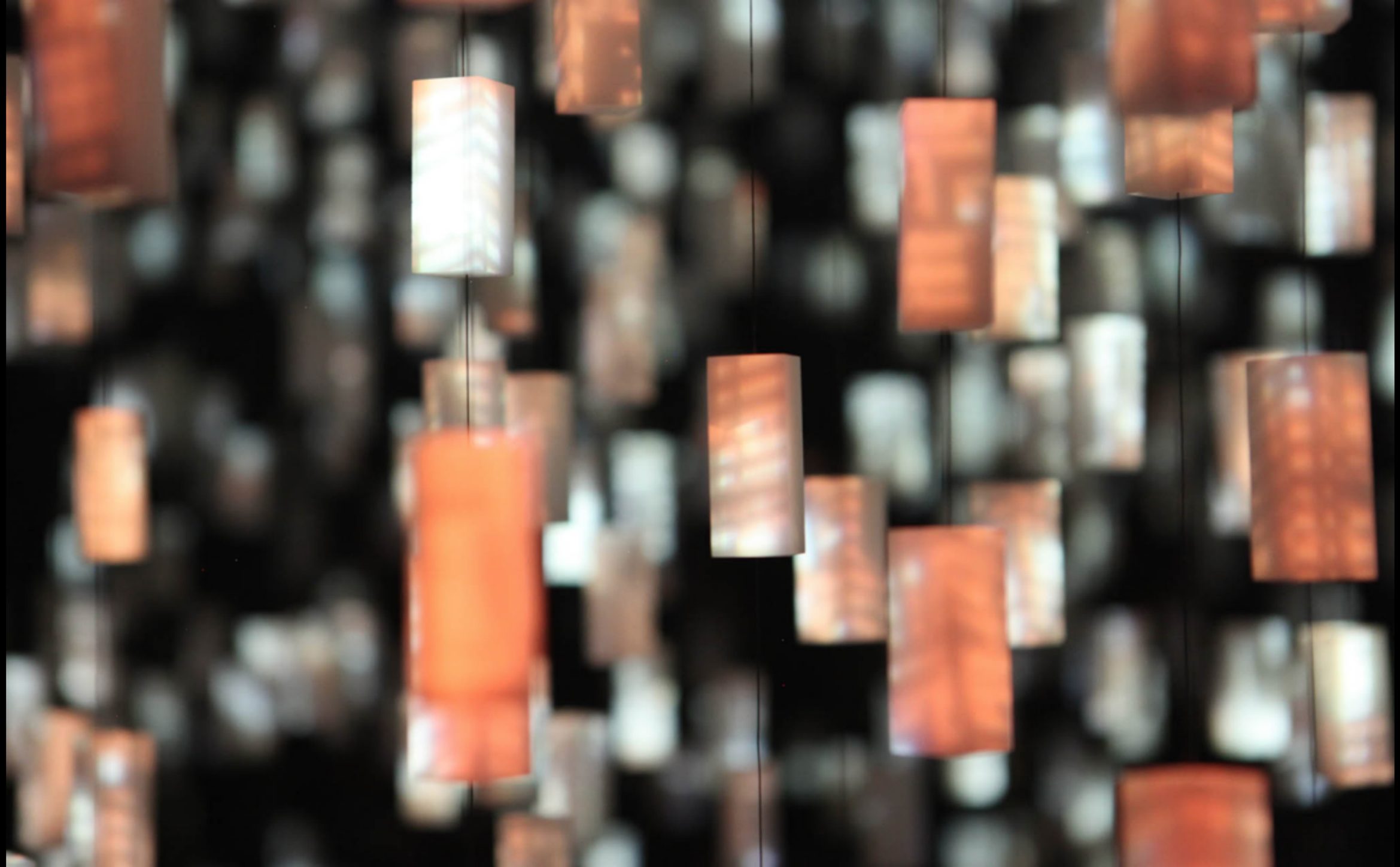


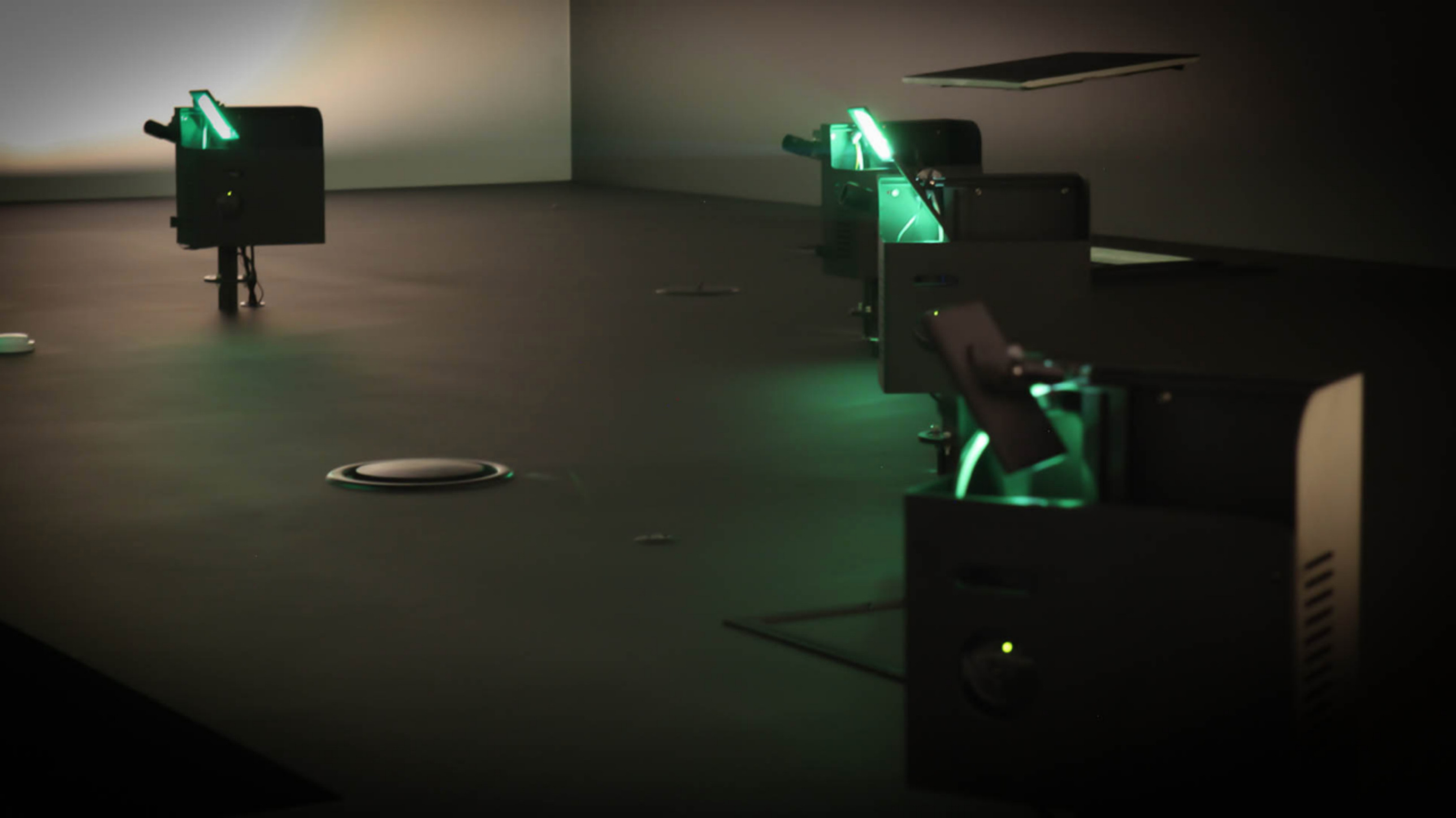



R: 0.116
G: 0.116
B: 0.116
A: 1.000







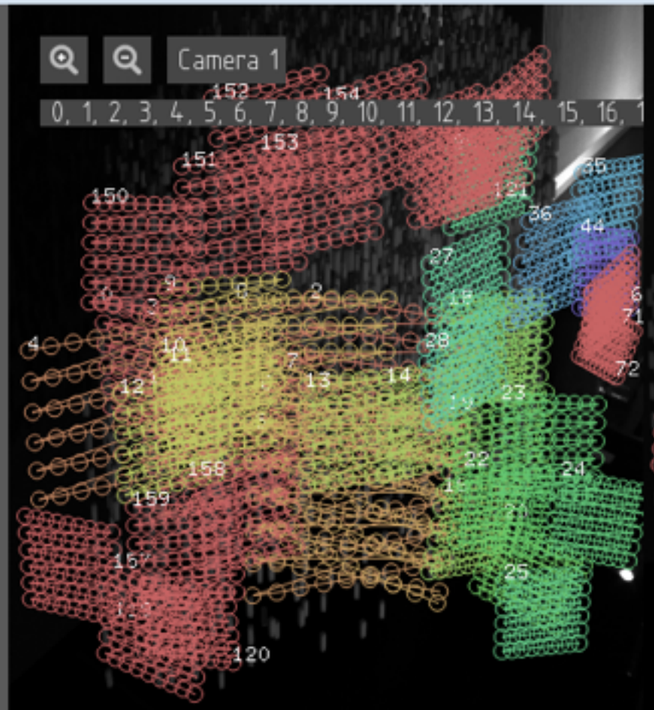


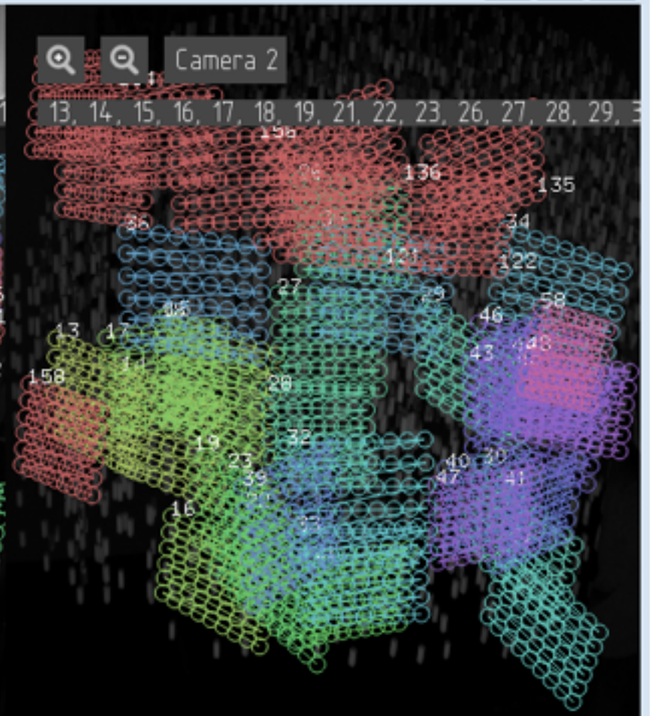
Instructions

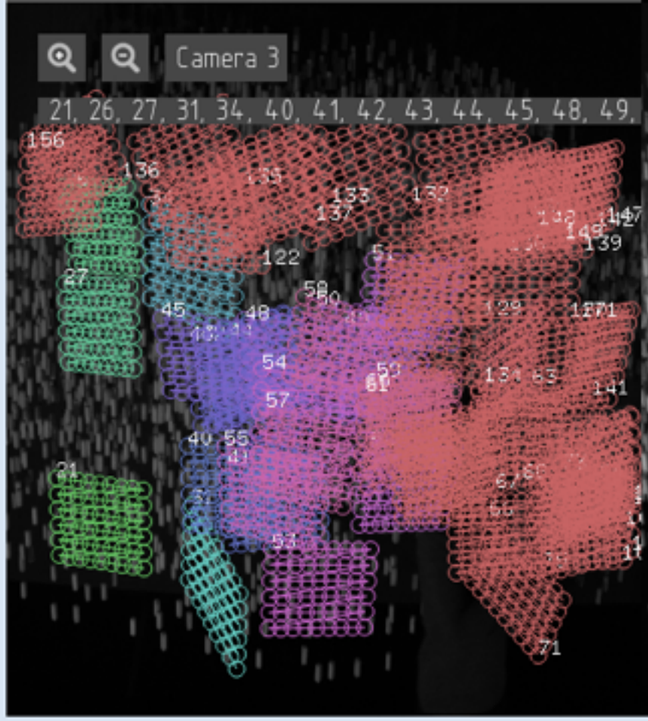
[SPACE] = add frame

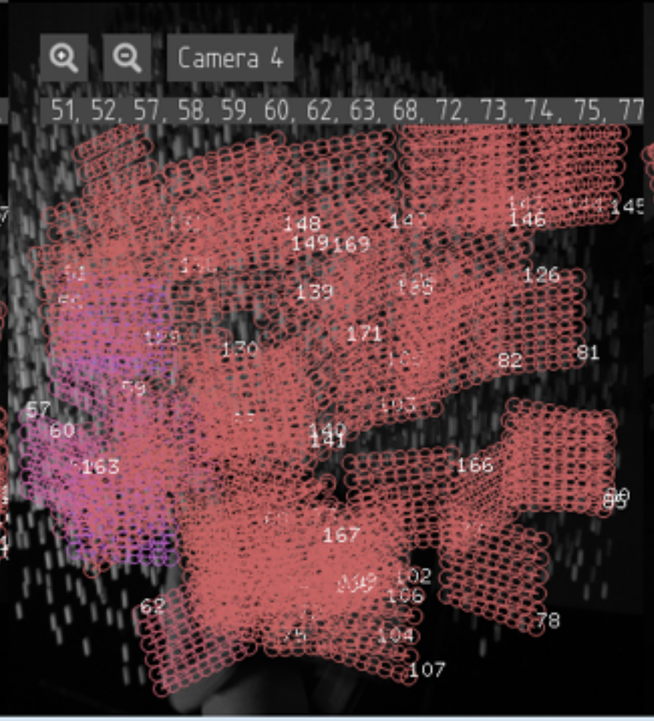
[i] = solve intriniscs
[e] = solve extrinisics
[s] = solve all and save ProCamSet

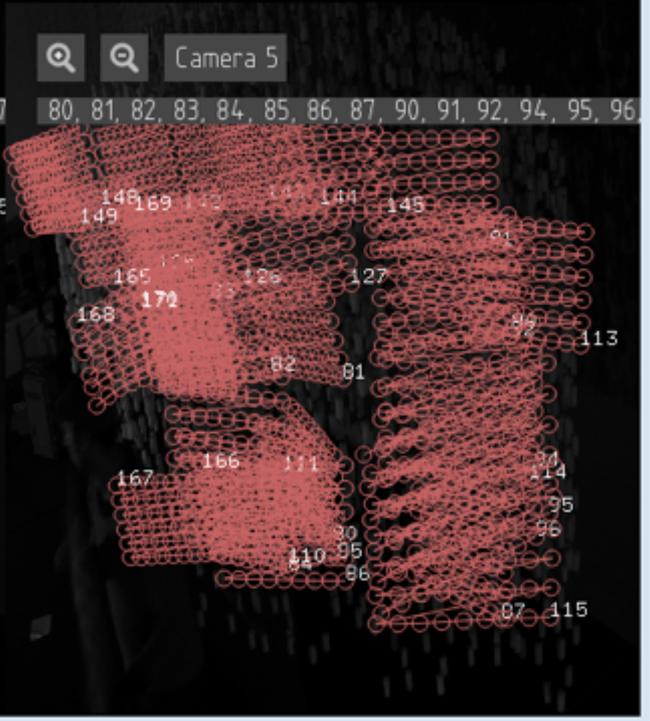
[a] = save image points
[z] = load image points











ofxParameter

ofx--

VVVV.Nodes.KCParticles

VVVV.Nodes.Kinect

ofxTimeline

ofxOpenNI

VVVV.Tutorials.Fundamentals

VVVV.Tools.MakeDocumentation

mrvux-libs

Link

Simple-text-buffer-for-openFrameworks

ofxEdsdk

ProjectorMaker

CanonCameraWrapper

ofxInteractiveVariable

ofxGraphicAssets

ofxKCTouchGUI

ofxYAML

3dCalibration

KC.Installations.HanRiver.PreProduction.OpenFrameworks

ofxProCamSolver

ofxDraggableNode

ofxDelaunay

openni-measure

Kinect-intervalometer

ofxCVgui

ofxOpenNI2

ProCamToolkit

ofxPFMImage

VVVV.Nodes.FlyCapture

VVVV.Nodes.RenderTools

ofxLevMar

VVVV.Nodes.EmguCV

VVVV.Nodes.VideoInput

VVVV.Nodes.OpenGL

MapTools-SL

ofxTalky

Talky

artandcode.Camera-and-projector-calibration

Swap-Places

VVVV.Nodes.OpenNI

ofxRay

ofxGraycode

ofxTriangulate

ofxCvGui2

videoInput.NET

VVVV.Mapping.Tutorials.Mapping2-3D

VVVV.Nodes.ProjectorSimulation

HanRiver-VVVV

ofxTSP

HanRiver-openFrameworks

VVVV.External.StartupControl

ofSite

VVVV.Nodes.TableBuffer

ScreenLab0x01

ExpFit

Screenlab-0x01

VVVV.Nodes.GL

ofxMySQL

ofxUeye-alt-

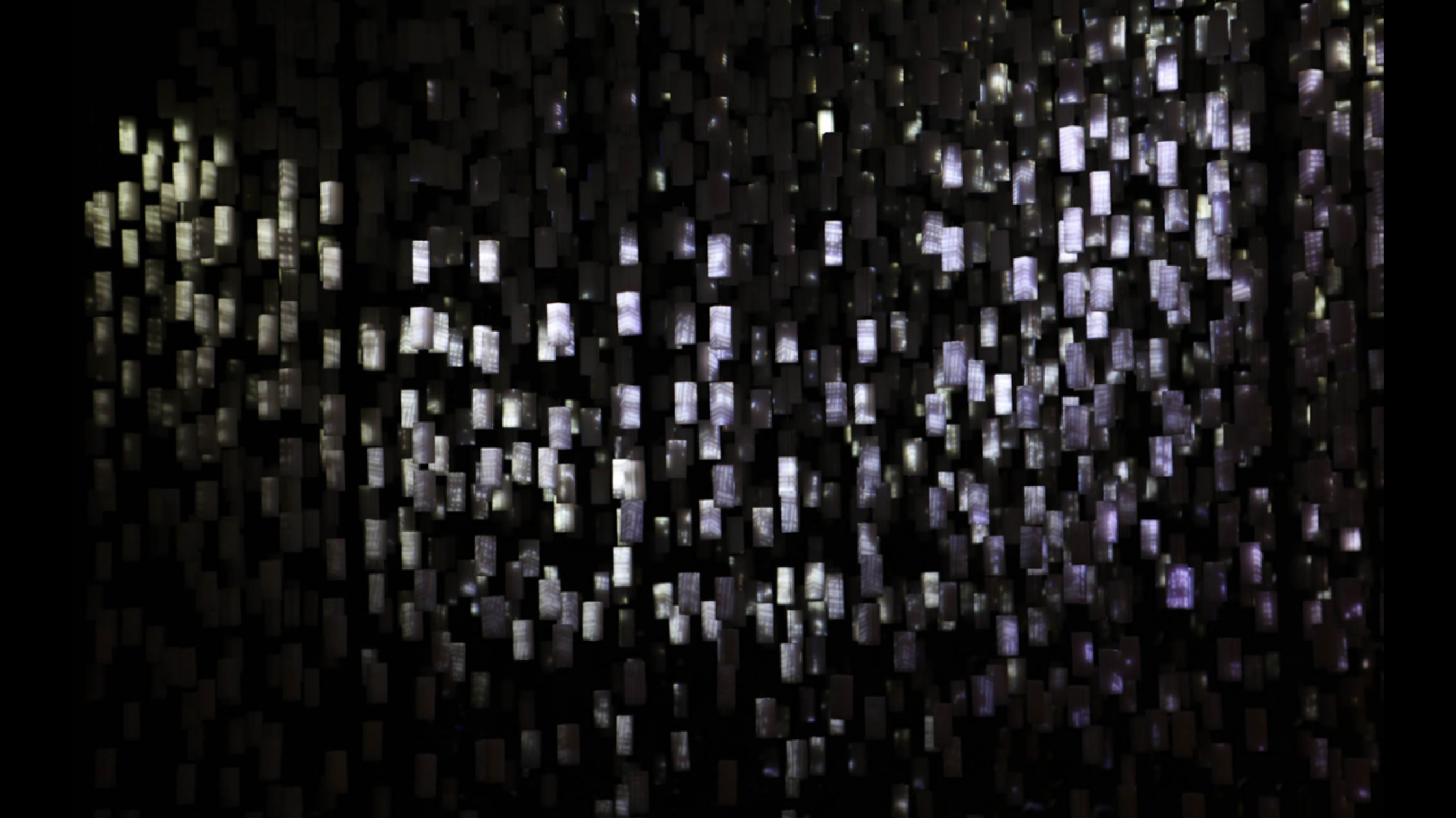
ofxCv

pcl-projects

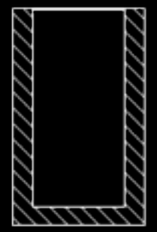
VVVV.Nodes.Image

A sub-repository for Image nodes within the vvvv-sdk to avoid having everything in one messy repo

Last updated a month ago



Digital Emulsion

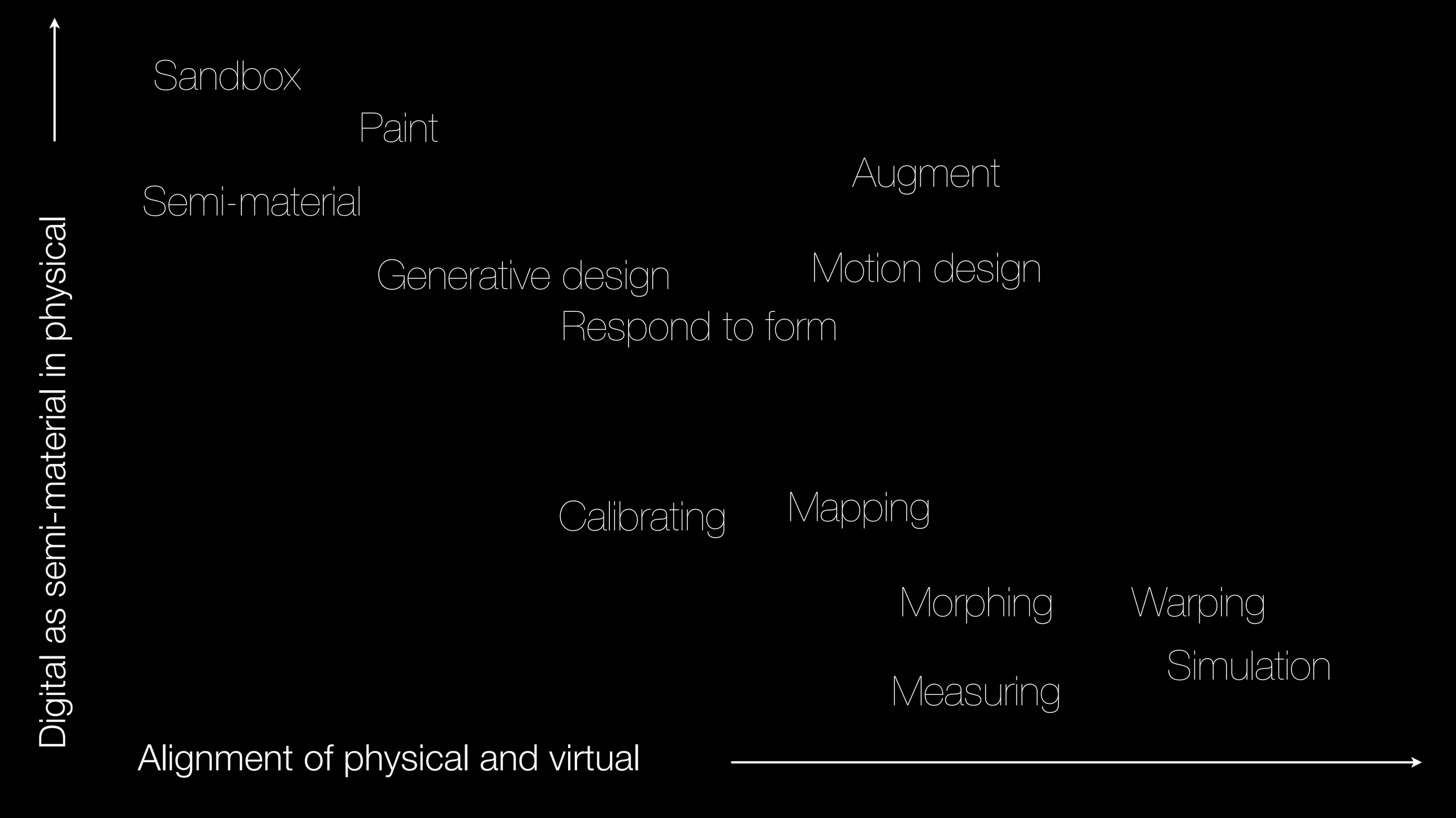



An emulsion of digital light
within physical space

Digital as semi-material

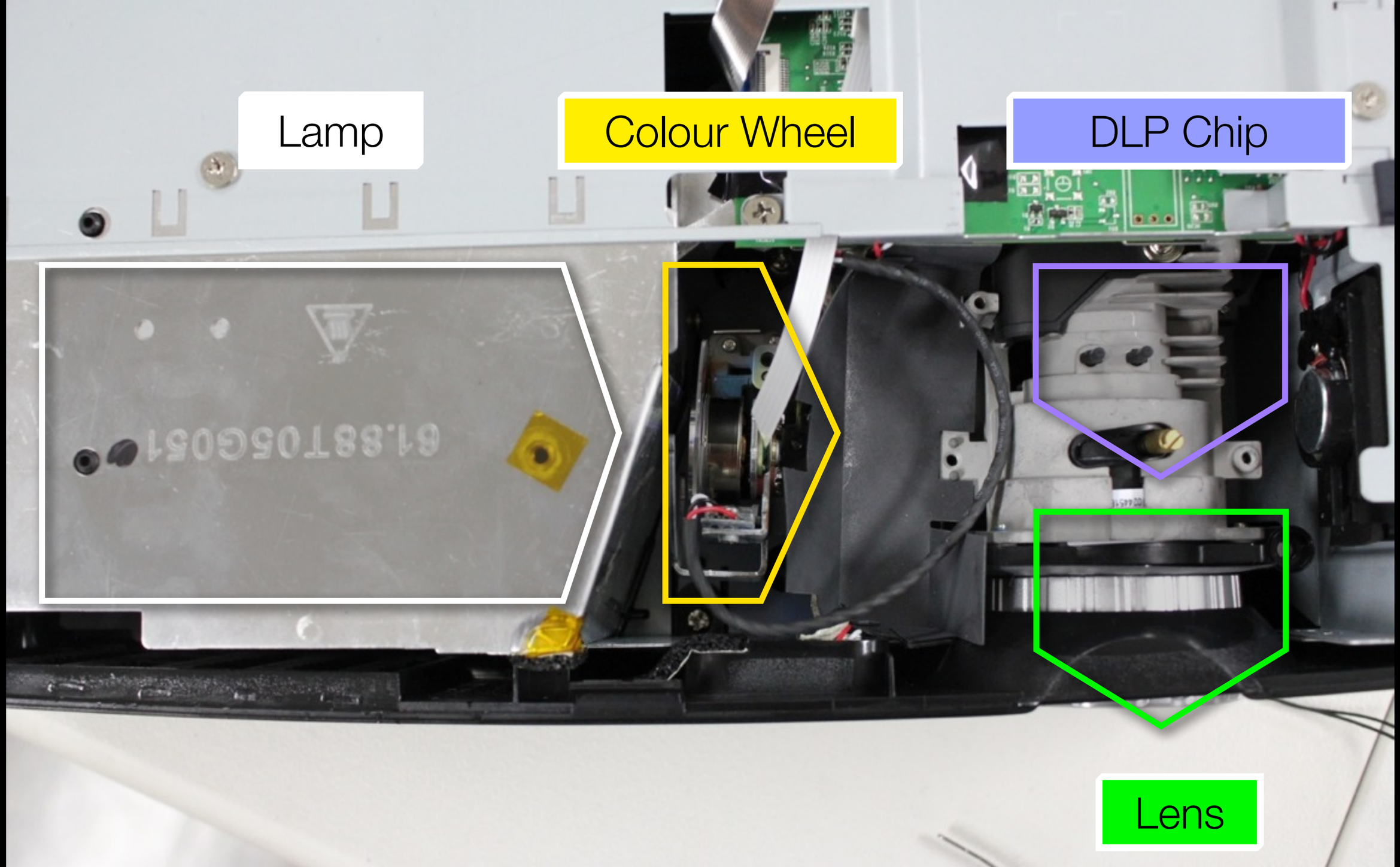
Paint objects with digital capability
"Pixel paint"

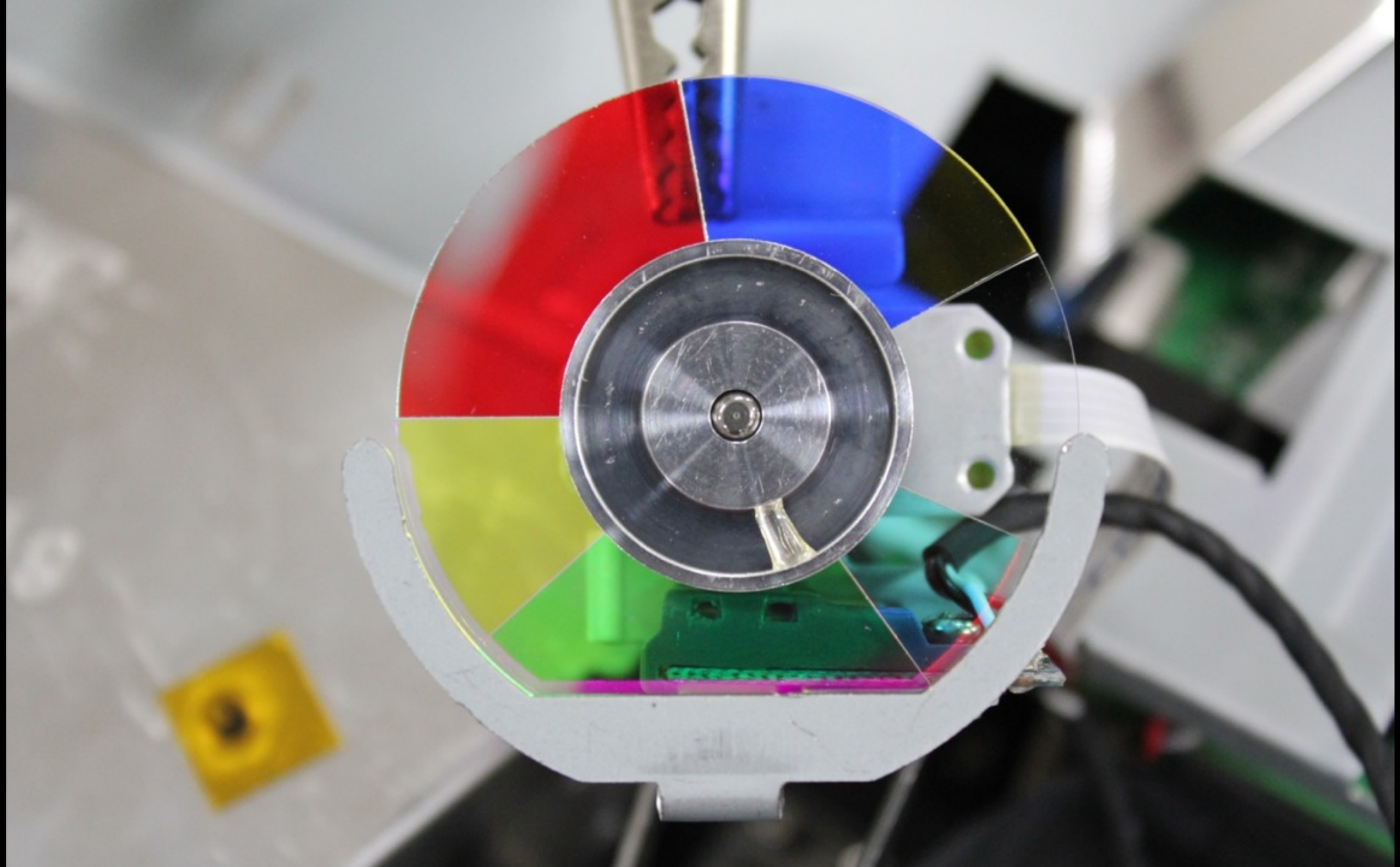
The projector becomes a live 3d camera, thereby removing the requirement for mapping


Digital as semi-material in physical
Sandbox
Paint
Augment
Semi-material
Generative design
Motion design
Respond to form
Calibrating
Mapping
Morphing
Warping
Simulation
Measuring
Alignment of physical and virtual

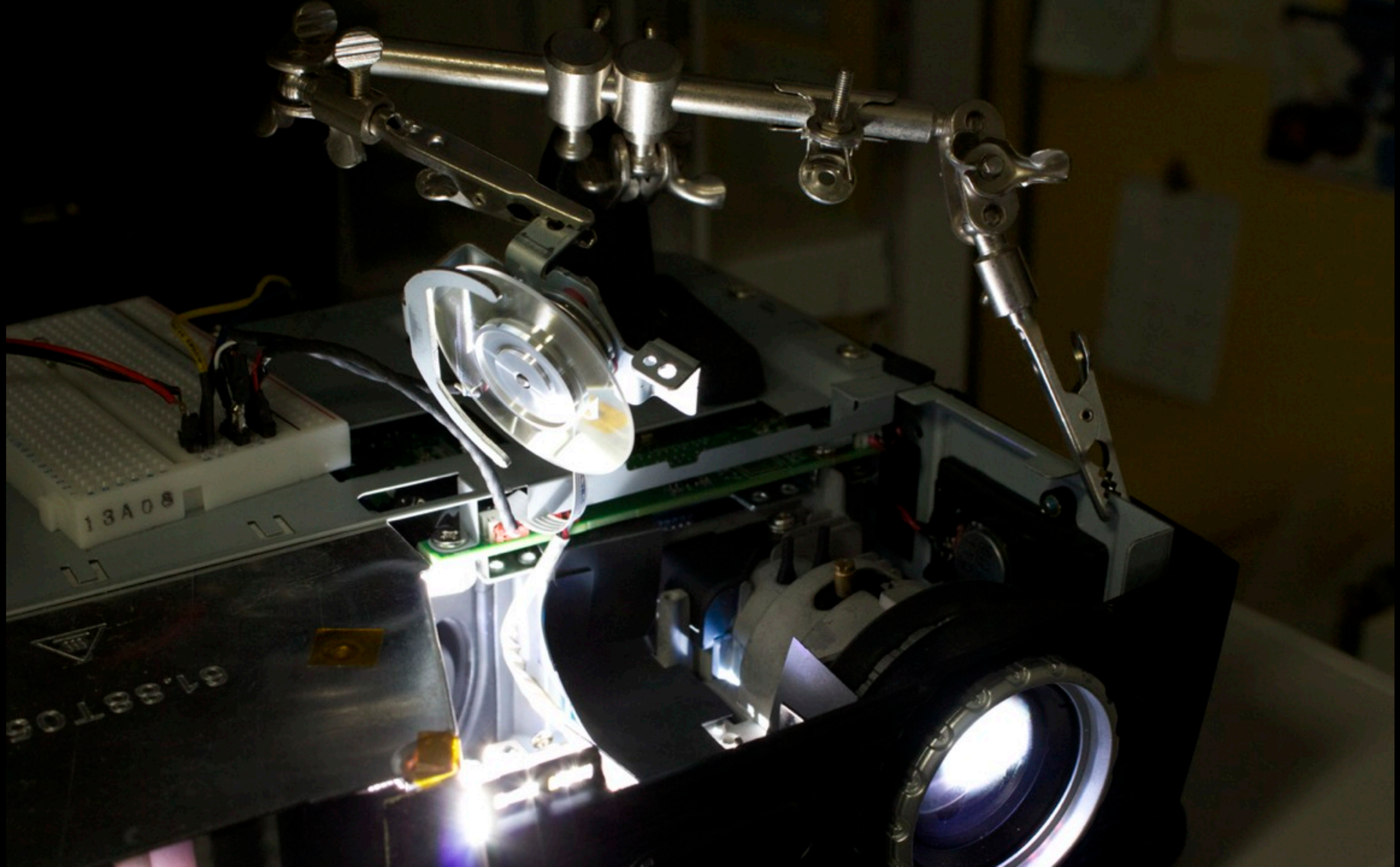
Digital Emulsion research residency

Meta-Perception Group, Tokyo University, May 2013


Lamp
Colour Wheel
DLP Chip
Lens

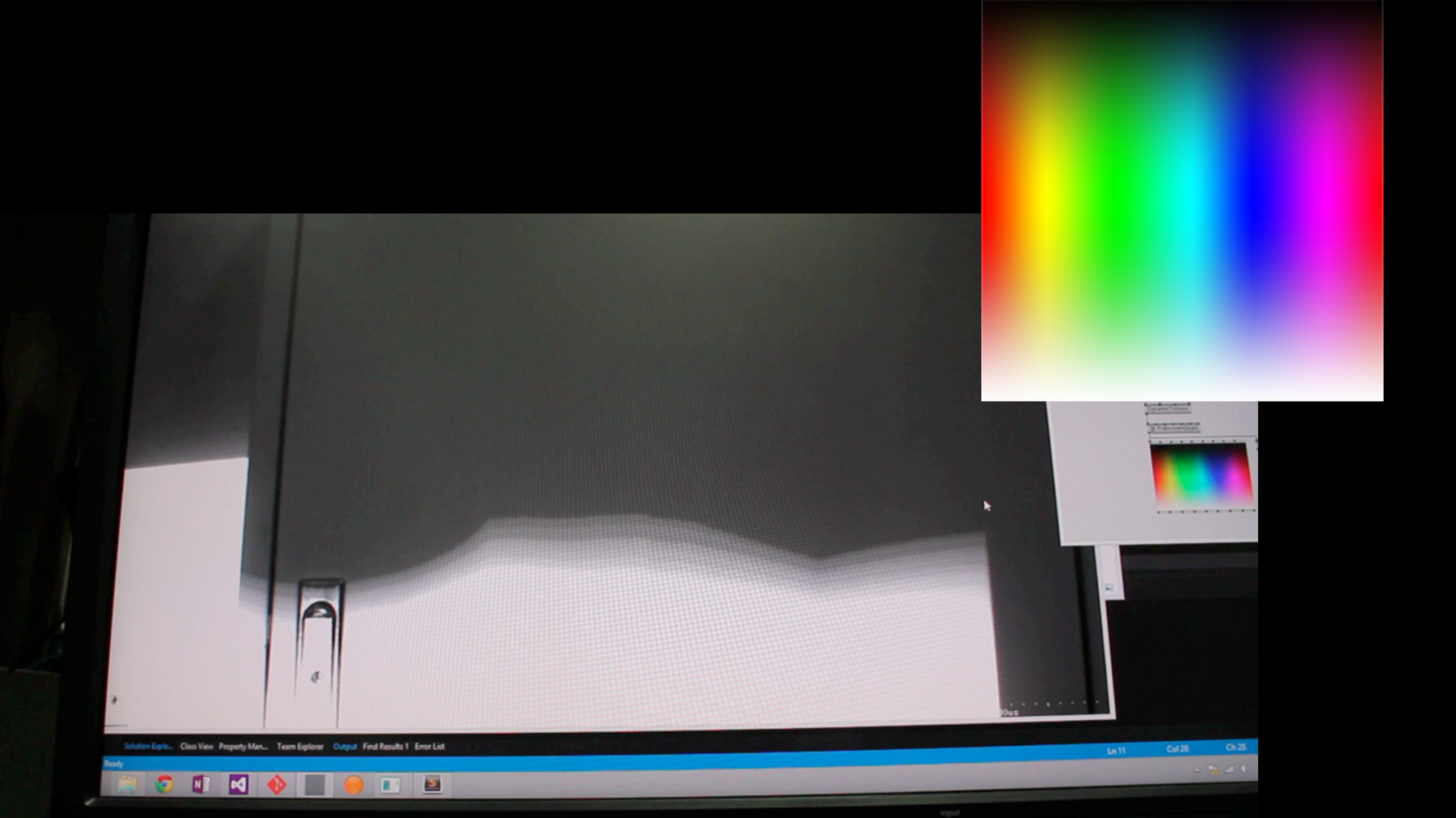



GREEN

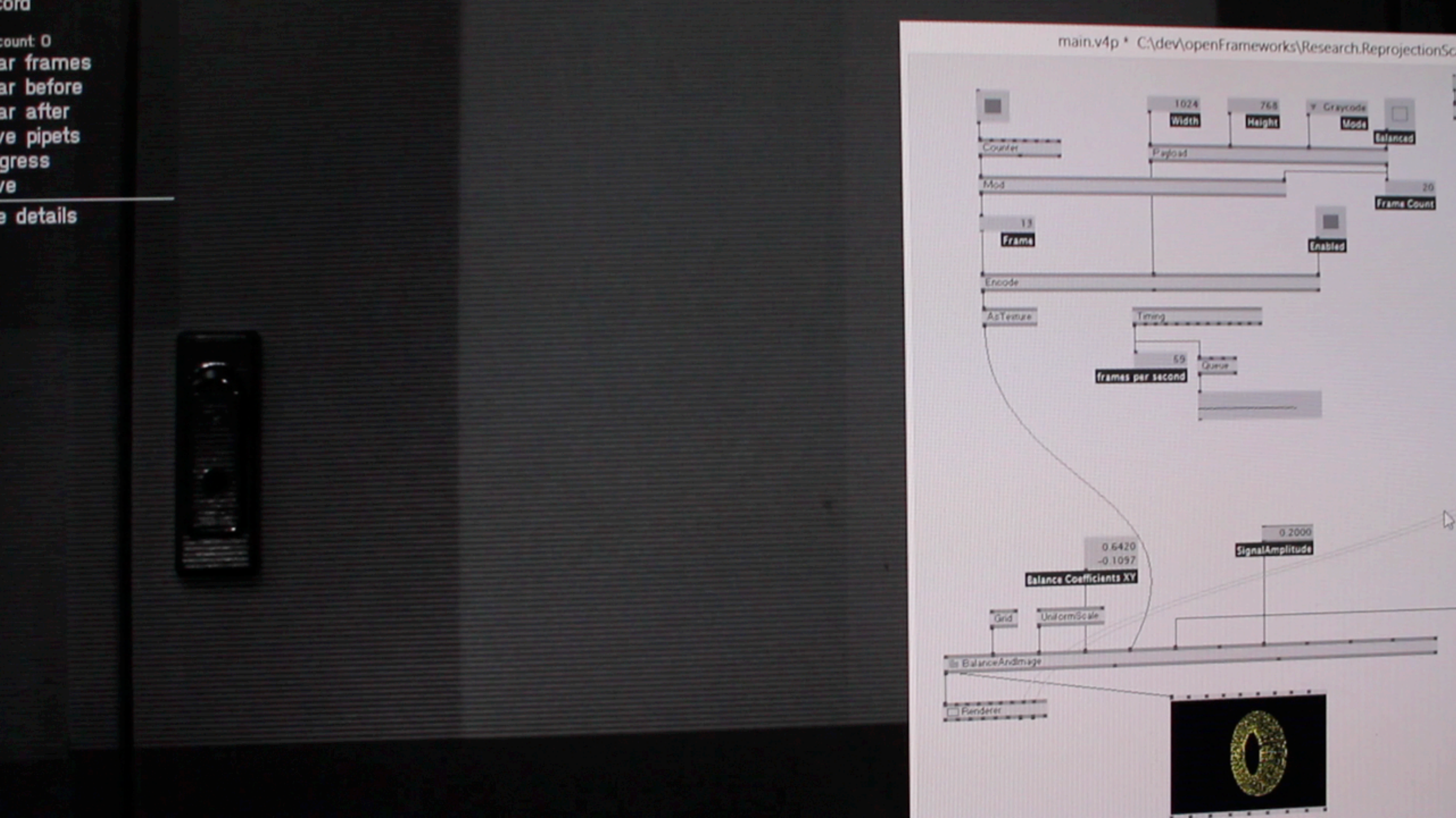

13A08


BLUE


121.5 Hz
Ch1 Ampl
2.58 V
DC
AC
GND
Ch1 1.00 V
Ch2 1.00 V
M4.00ms A Ch1 1.52 V
10.60 %
Coupling DC
Invert Off
Bandwidth Full
Fine Scale 1.00 V
Position
Ω
1M
50
to camera


Solution Explo...
Class View
Property Man...
Team Explorer
Output
Find Results 1
Error List
Ln 11
Col 28
Ch 28
Ready

Alvaro Cassinelli, Meta-Perception Group
University of Tokyo


cord
count: 0
ar frames
ar before
ar after
ve pipets
gress
ve
e details
main.v4p * C:\dev\openFrameworks\Research.ReprojectionSc
1024
Width
768
Height
Graycode
Mode
Balanced
Counter
Payload
Mod
20
Frame Count
13
Frame
Enabled
Encode
AsTexture
Timing
59
frames per second
Queue
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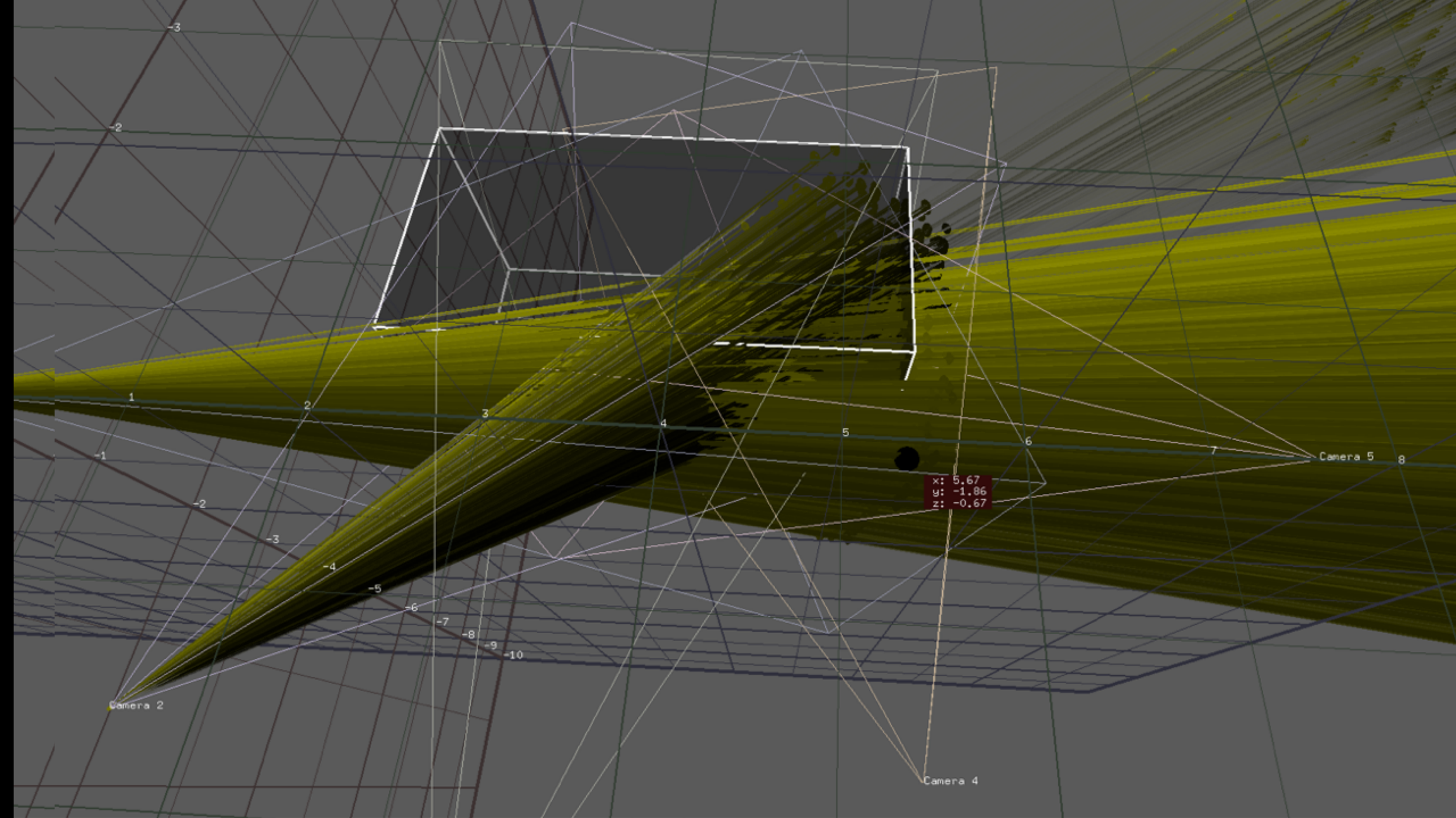
SignalAmplitude
0.6420
-0.1097
Balance Coefficients XY
Grid
UniformScale
BalanceAndImage
Renderer


Camera 2
Camera 4
Camera 5
x: 5.67
y: -1.86
z: -0.67


Thank you