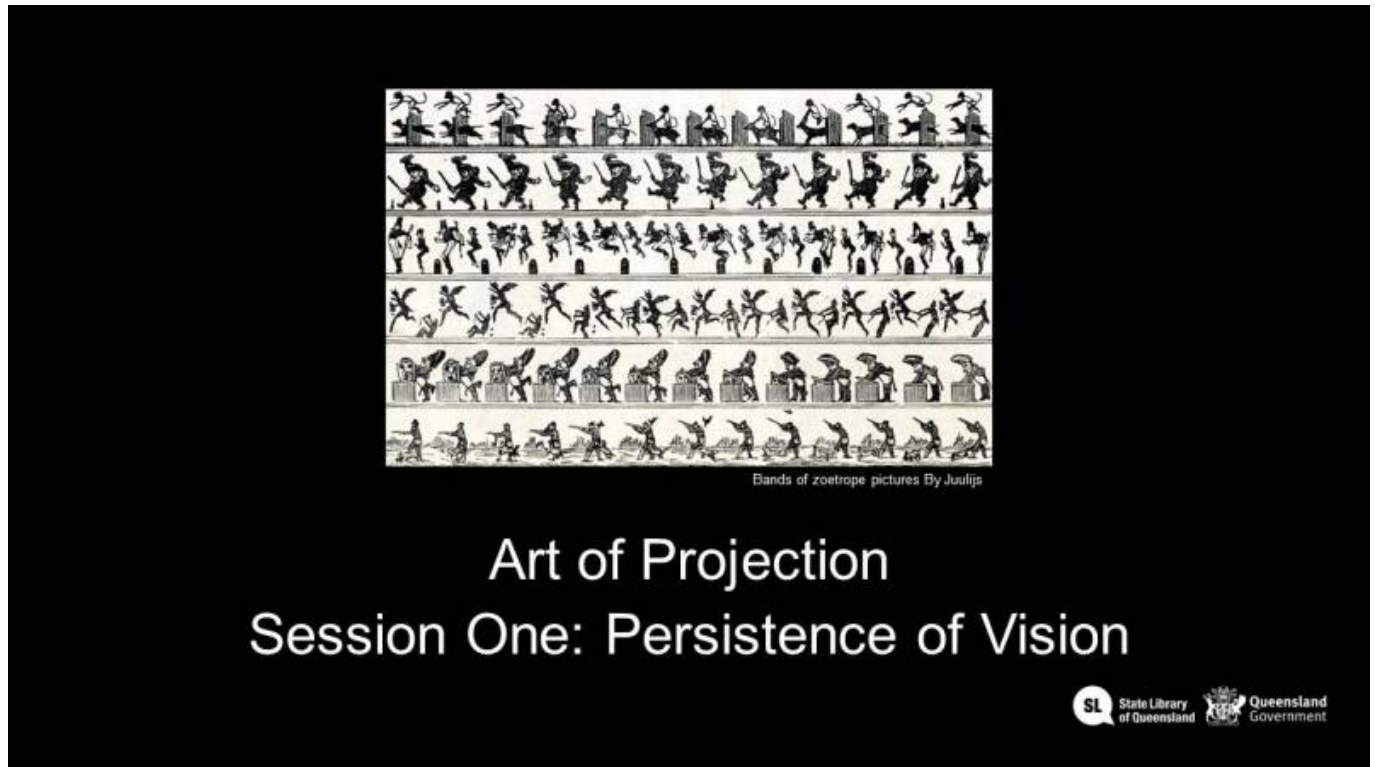




Art of Projection

SLQ Wiki Fabrication Lab 2024/10/07 05:53

Art of Projection



Developed by Waldemar Janek, supported by Michelle Brown, 2024

Workshop slides

[Workshop 1 session slides](#)

[Workshop 2 session slides](#)

[Workshop 3 session slides](#)

Templates and Downloads

Session 1 - Persistence of Vision

Animation templates and examples

During the workshop to show the basic frame by frame animation process, we have created an

example using one of the State Library's collection resources. We have chosen one of The Queenslander illustrated cover images as it is a good example of how to remove a basic background and manipulate the image to separate the ball from the person and make it bounce across the 16 frames.





[Link to the Illustrated front cover from The Queenslander, October 15, 1936](#)

Our Zoetrope inner ring circumference is about 40cm in length, this fits to an A3 printed piece of paper and the templates below sized for the 3D model;

[16 frame Photoshop PSD template with basketball girl 40cm circumference](#)

[16 frame Photoshop PDF blank 40cm template](#)

Old versions

[Moon phases photoshop file](#)

Phenakistiscope files

[Current working 16 image file](#)

Current working template size

Different frame sizes;

Final 16 Frame Phenakistascope file

16 Frame template V2

[12 Frame template V1](#)

[8 Frame template V1](#)

Zoetrope files

Original small version of Zoetrope

zoetrope_01c_inner.stl

zoetrope_01c_main.stl

SLQ version of Zoetrope

[Inner ring -](#)

Zoetrope inner ring

[Outer ring \(body\) -](#)

Zoetrope outer ring

Session 2 - Holograms

Hologram files

[Original peppers ghost iPad viewer file](#)

[Modified iPad viewer 3mm file](#)

[iPad viewer 1.3mm card file](#)

1.3mm card file longer tabs

Pyramid viewer (petg)

For our 3D hologram, we have captured video of the [Greta Towner Bronze maquette](#) in the State Library collection, which has been 3d scanned.

Blender file and example videos 8 May

Session 3 - Projection Mapping

Please download the Zipped file, which contains the files you will need to use for the workshop.

zipped folder

The Touchdesigner file to open is called 'camshapper box.1.toe'

Gallery