
Les Mysteres du Louvre

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Reaction Theatre.

This document walks you through the animation and interactivity development being developed by

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Work in progress for the interactive projection work for the performance of LMDL.

Calculating and scanning of the physical space to create and run simulation tests for the performance.

Space breakdown and Calibration

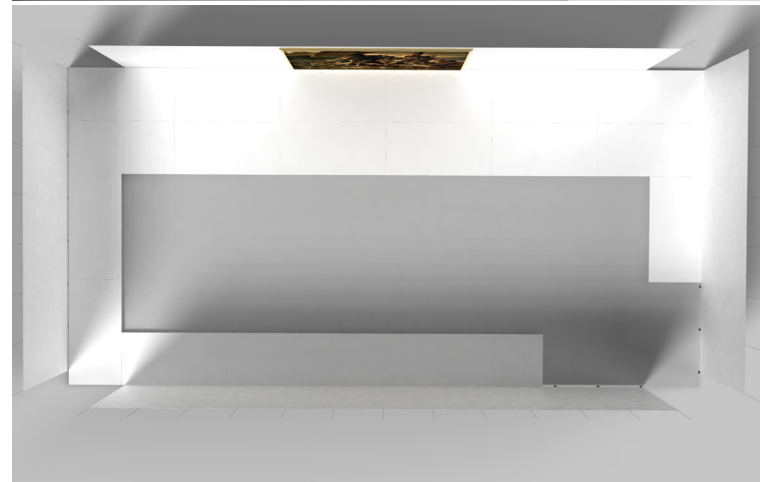
Black Box
RMIT

3D Reconstruction

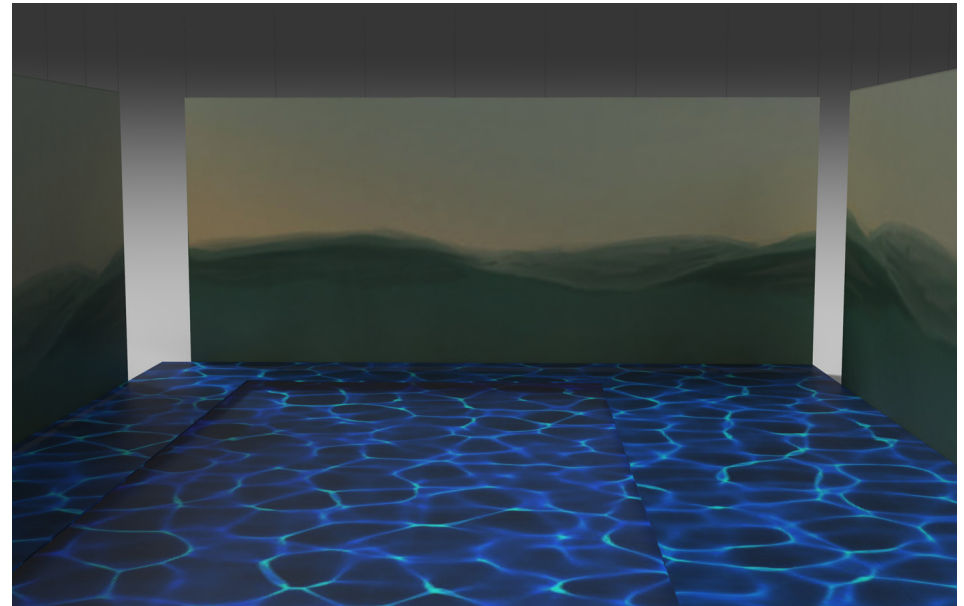
Testing out the dimensions in a virtual 3D space to understand the positioning of projectors and setup.

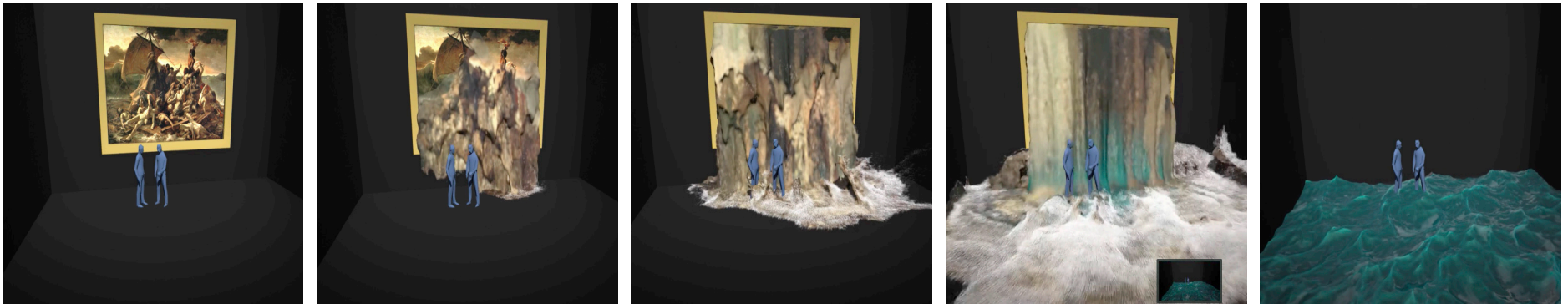
Virtual Simulation

Running workflow and animation tests for the space.



Assigning of projection content based on script and scenes to run the test.



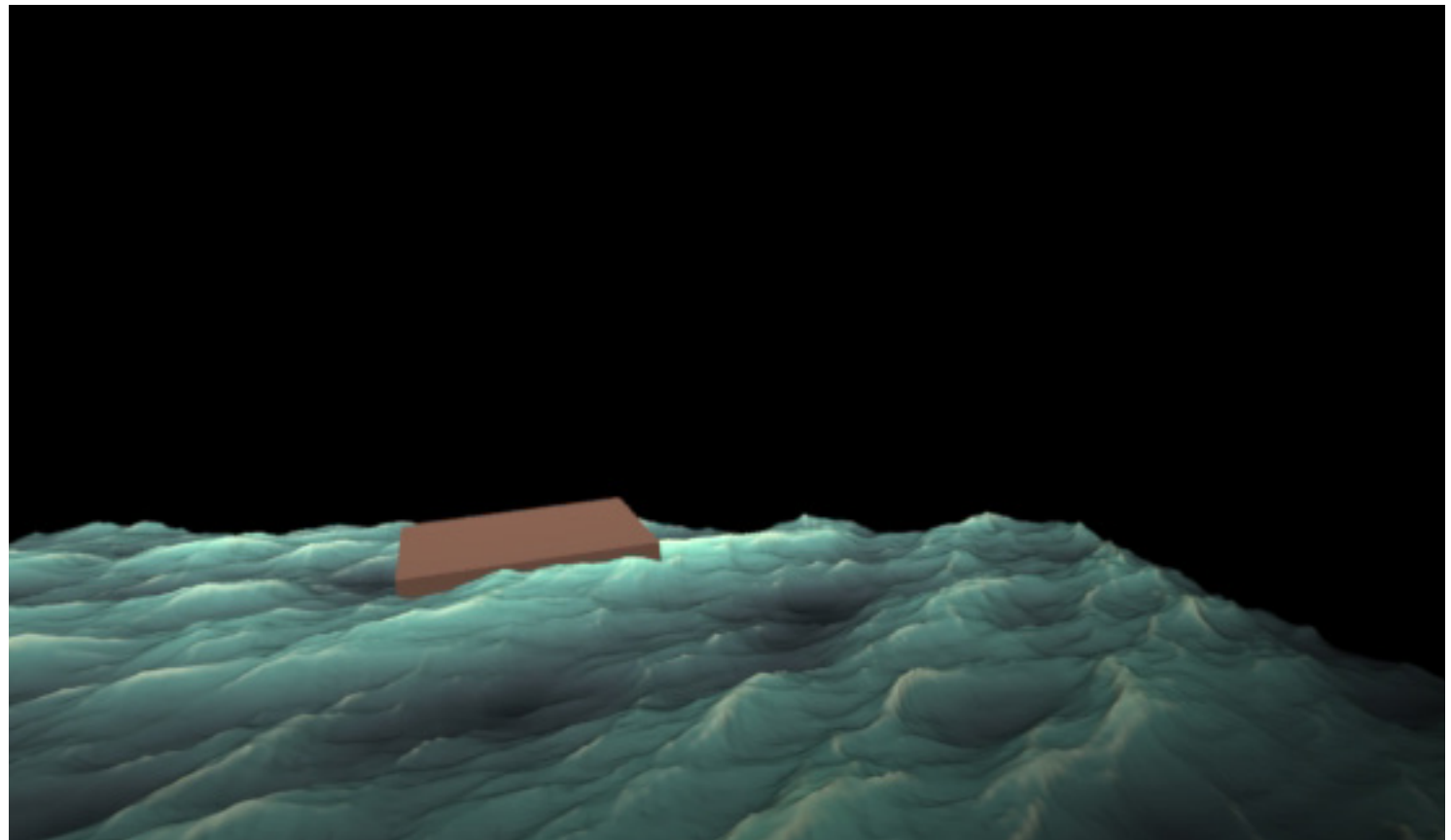


Animation Development.

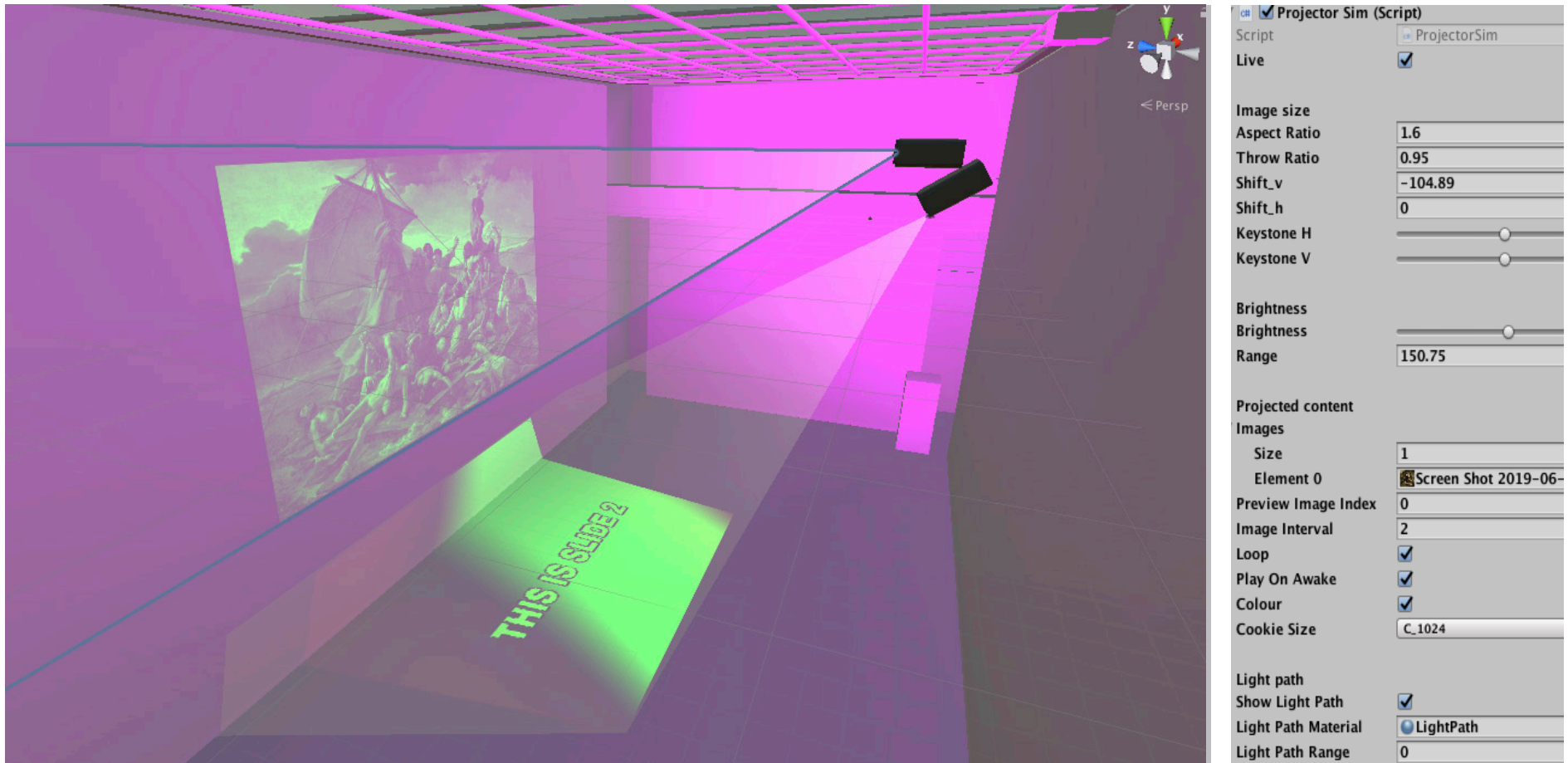
Scenes selection and animation development for each scene.

Iterative developments were carried out with additions of life-like effects for accurate visuals.

Calibration of the animations with the virtual space for technical projection accuracy estimation.

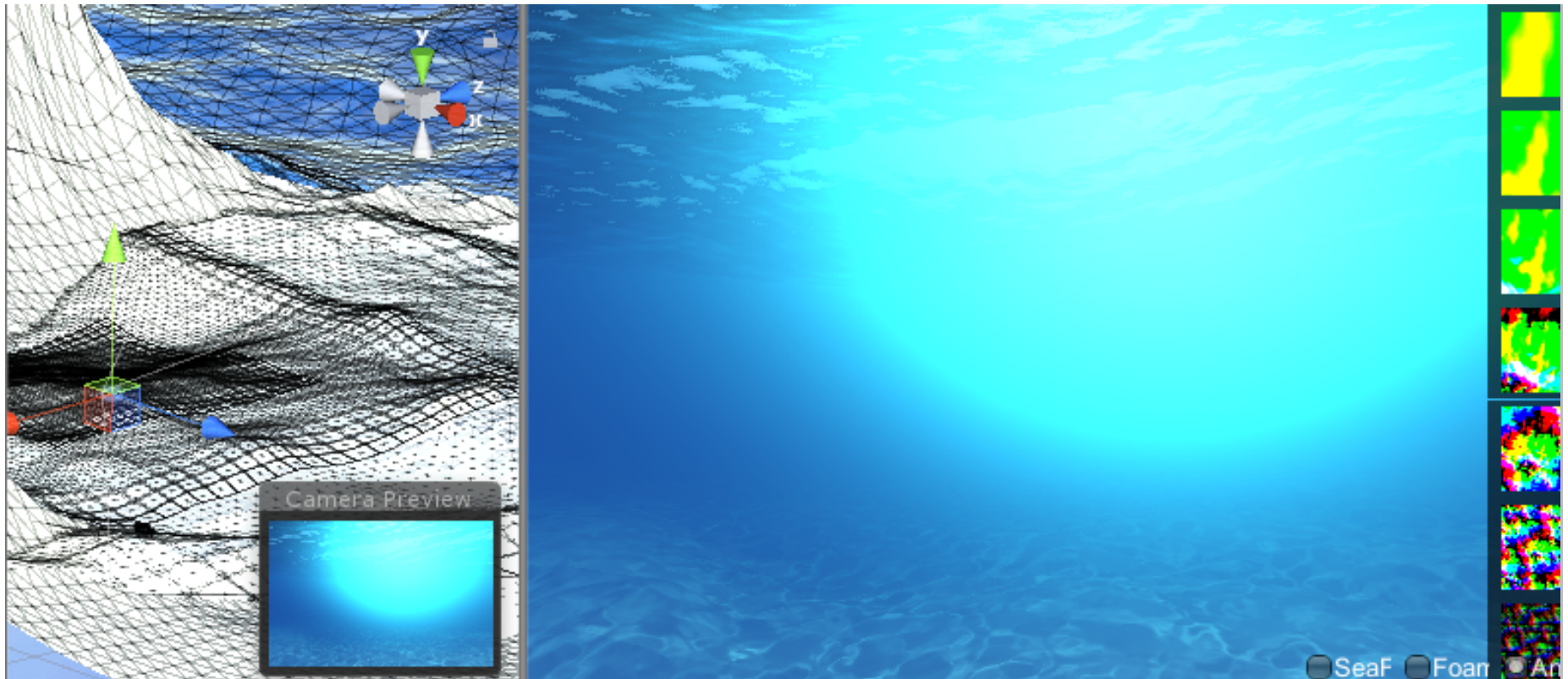


Virtual simulation



A virtual simulation is being carried out to see the layout of projectors using a projector simulator. Details and specifications of projectors are fed into this which gives the the exact area a projector can cover from the distance. The 3D model of the room with exact dimensions were combined with this to determine estimated projector locations and issues that may arise with shadowing lighting etc.

Underwater Sequence



Development of underwater sequence for the drowning part of the performance. An ocean sequence is being generated to determine the effective values and colour for maximum immersion. This is also real time so it has potential to have interactivity with physical elements such as objects in space or people (Audience).