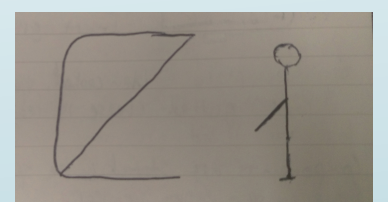
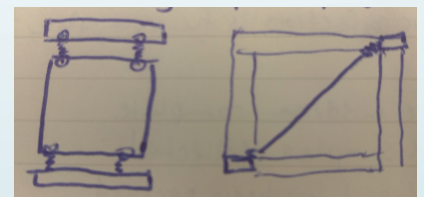
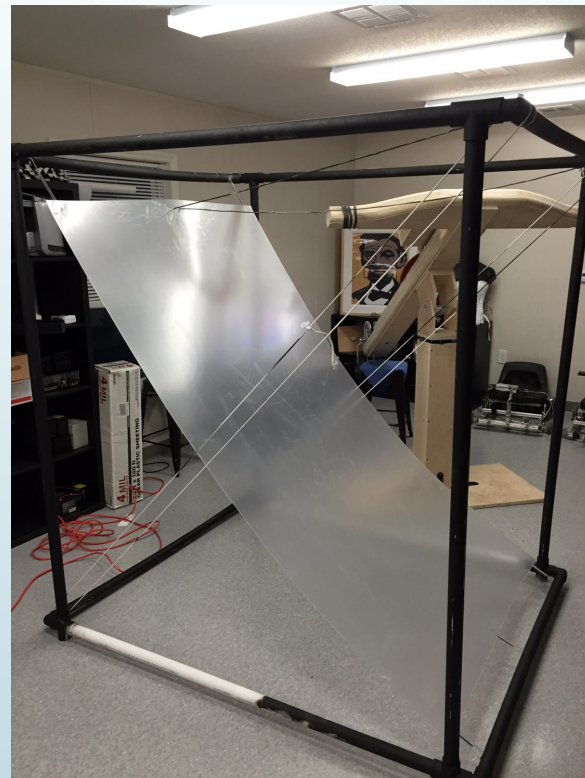


# H O L O V I E W

Standing Prototype  
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## Summary

The HoloView Standing Prototype is an iteration on the previous desktop prototype. The Standing Prototype is an interactive semi-holographic display that superimposes music visualizations on top of a live performance



## Details

The main concept behind the standing prototype was to augment a live performance, distancing the project from other augmented reality projects which are unable to use a truly live performance. An XBOX Kinect captures the full image of the user. A Processing sketch adds visualizations to the detected silhouette of the user. The visualizations correspond to a mic feed (either the Kinect microphone or a ¼ inch guitar cable), coloring and expanding the outline of the user the moment the sound is detected. The volume threshold for visualizations can be adjusted to match the volume of the performance. Next, an Ultra Short Throw projector projects the image from underneath the structure onto a shower curtain. The light gathered by the shower curtain is refracted by an 8' by 4' sheet of PETG plastic. Future plans for the Standing Prototype are to increase structural support and straighten the PETG, add support for more instruments, and develop new visualizations.

